FEATURE
BEST OF E3 2018

PREVIEW
ASSASSIN'S CREED ODYSSEY

SECRETS
FAR CRY 5

INTERVIEW
STREET FIGHTER

Walmart

Free to Walmart Customers

Game center

THE LATEST NEWS, REVIEWS, PREVIEWS, AND PLAYING TIPS INSIDE!

FREE ISSUE

ISSUE 58



NINTENDO SWITCH CHANGES THE GAME

PLAY TOGETHER ANYTIME, ANYWHERE

NINTENDO SWITCH™







PLAY TOGETHER ANYTIME, ANYWHERE









RATING PENDING to EVERYONE 10+
RP-E 10+
ESRB esrb.org

Additional accessories may be required for multiplayer mode. Games, systems, and some accessories sold separately. Game trademarks and copyrights are properties of their respective owners. Nintendo properties are trademarks of Nintendo. © 2018 Nintendo.

Nintendo®

Walmart Gamecenter

CONTENTS

ISSUE **58**



FEATURE

THE **BIGGEST** GAMES OF E3 2018 24

The biggest week in gaming has come and gone, but you can still catch up on all the huge reveals and announcements.

PREORDER NOW

WWW.WALMART.COM





CHAMPION STREET FIGHTER II EDITION

4 FEET TALL!*

STREET FIGHTER II CHAMPIONSHIP EDITION
STREET FIGHTER II TURBO
STREET FIGHTER II THE NEW CHALLENGE
CENTIPEDE • CRYSTAL CASTLES
MISSILE COMMAND • MILLIPEDE
ASTEROIDS • TEMPEST • MAJOR HAVOC
LUNAR LANDER • RAMPAGE • GAUNTLET
JOUST • DEFENDER

ARCADE1UP

BRING THE ARCADE HOME

MIDWAY, DEFENDER, GAUTNLET, JOUST, RAMPAGE and all related Characters and elements © & W Warner Bros. Entertainment Inc. (S18)
STREET FIGHTER™ II CHAMPIONSHIP EDITION ©CAPCOM USA, INC. 1992, 2018ALL RIGHTS RESERVED.
SUPER STREET FIGHTER™II THE NEW CHALLENGERS ©CAPCOM USA, INC. 1993, 2018 ALL RIGHTS RESERVED.
SUPER STREET FIGHTER™ II TURBO ©CAPCOM USA, INC. 1994,2018 ALL RIGHTS RESERVED.
Centipede®, Crystal Castles®, Missile Command® Millipede®, Asteroids®, Tempest®, Major Havoc® and Lunar Lander®
are all registered trademarks owned by Atari Interactive, Inc. @2018 All rights reserved
©2018 TastemakersLLC. All rights reserved
*Cabinets stand at 45.8 inches tall

TASTEMAKERS, LLC.
SETTING THE TREND.

CONTENTS



COVER STORY

SUPER SWITCH WORLD 28

Nintendo's latest console is a massive hit that's only picking up steam. Find out how the Big N did it and what the Switch's future holds.

SECTIONS

EDITORIAL 08

GAME ON 10

5 TO PLAY 14

10 SECRETS 22

STRATEGY CENTER 46

PARTING SHOTS 50

PREVIEW

ASSASSIN'S CREED ODYSSEY 34

PREVIEW

FORZA HORIZON 4 38

PREVIEW

STARLINK: BATTLE FOR ATLAS 40

PREVIEW

CODE VEIN 42



LEGO THE INCREDIBLES 44

PS4

GREATNESS AWAITS



CHAMPIONS EDITION

PRE-ORDER* AND GET THE GAME 3 DAYS EARLY

3-DAY EARLY ACCESS
PLAY FROM SEPTEMBER 25TH

UP TO 20 JUMBO PREMIUM GOLD PACKS
1 PER WEEK FOR 20 WEEKS

UEFA CHAMPIONS LEAGUE GOLD PLAYER PICK
CHOOSE ONE OF FIVE 80 TO 83 RATED GOLD PLAYERS FROM QUALIFIED TEAMS

CRISTIANO RONALDO & NEYMAR JR LOAN ITEMS
7 FUT MATCHES

SPECIAL EDITION FUT KITS
DESIGNED BY FIFA SOUNDTRACK ARTISTS

AVAILABLE SEPTEMBER 25

STANDARD EDITION AVAILABLE SEPTEMBER 28

RATING PENDING
RP
ESRB
Visit esrb.org for rating information

THIS OFFER IS BEING ISSUED TO YOU FOR PROMOTIONAL PURPOSES ONLY AND DOES NOT HAVE A CASH VALUE. CHAMPIONS EDITION PRE-ORDER OFFER EXPIRES SEPTEMBER 27, 2018 AND GOOD ONLY FOR NEW PURCHASES OF FIFA 19 ("PRODUCT"). PRE-ORDER CHAMPIONS EDITION BUNDLE CONTAINS 20 JUMBO PREMIUM GOLD PACKS (1 PACK PER WEEK FOR 20 CONSECUTIVE WEEKS), 3 DAYS EARLY ACCESS, 1 GUARANTEED 80-83 RATED GOLD PLAYER ITEM FROM A CHOICE OF 5 PLAYERS FROM UEFA CHAMPIONS LEAGUE QUALIFIED TEAMS, NEYMAR JR. AND RONALDO PLAYER LOAN FOR 7-MATCHES, AND 5 FUT KITS (COLLECTIVELY, "BONUS CONTENT"). ALL ITEMS FOR USE WITH ONE EA ACCOUNT IN FIFA ULTIMATE TEAM ("FUT") GAME MODE WITHIN PRODUCT. ACCESS TO CHAMPIONS EDITION CONTENT MAY REQUIRE REGISTRATION WITH A SINGLE-USE CODE. FOR RETAIL PRE-ORDERS, SEE RETAILER FOR EARLY ACCESS DISTRIBUTION DETAILS AND PICK-UP TIME. FOR DIGITAL PRE-ORDERS, PRODUCT WILL BE AVAILABLE TO DOWNLOAD ONCE EARLY ACCESS PERIOD BEGINS SEPTEMBER 25, 2018. CODE MUST BE REDEEMED BY OCTOBER 14, 2018 TO RECEIVE ALL 20 PACKS AND WILL NO LONGER BE VALID AFTER NOVEMBER 9, 2019. LATE CODE REDEMPTION WILL RESULT IN FORFEITURE OF PREVIOUS WEEKS' PACKS. WEEKLY PACK OFFER IS VALID FOR 7 DAYS AND MUST BE REDEEMED WITHIN THAT TIME PERIOD. FAILURE TO LOG INTO FUT TO REDEEM THE PACK IN ANY GIVEN WEEK WILL RESULT IN FORFEITURE OF THAT WEEK'S PACK OFFERING. FIRST PACK, LOAN PLAYERS AND FUT KITS WILL BE ENTITLED UPON CODE REDEMPTION. EACH JUMBO GOLD PACK CONTAINS A MIX OF 24 ITEMS, INCLUDING PLAYERS AND CONSUMABLES, AT LEAST 20 GOLD WITH 7 RARES. VALID ONLY AT PARTICIPATING RETAILERS WHEREVER PRODUCT IS SOLD. OFFER MAY NOT BE SUBSTITUTED, EXCHANGED, SOLD OR REDEEMED FOR CASH OR OTHER GOODS OR SERVICES. MAY NOT BE COMBINED WITH ANY OTHER PROMOTIONAL OR DISCOUNT OFFER, UNLESS EXPRESSLY AUTHORIZED BY EA; MAY NOT BE COMBINED WITH ANY PREPAID CARD REDEEMABLE FOR THE APPLICABLE CONTENT. VOID WHERE PROHIBITED, TAXED OR RESTRICTED BY LAW. ACCEPTANCE OF EA USER AGREEMENT (TERMS.EA.COM) AND PRIVACY AND COOKIE POLICY (PRIVACY.EA.COM) REQUIRED TO PLAY. YOU MUST BE 13+ AND HAVE AN INTERNET CONNECTION AND EA ACCOUNT TO ACCESS ONLINE FEATURES. SEE FINAL PRODUCT DETAILS AND CONTENT PROTECTION TECHNOLOGY AT EA.COM/LEGAL. IF AND WHEN AVAILABLE. ADDITIONAL CONTENT WILL BE DOWNLOADED TO YOUR DEVICE AUTOMATICALLY. YOU MAY HAVE TO PURCHASE THIS CONTENT SEPARATELY. CONTENT DOWNLOADS MAY REQUIRE ADDITIONAL STORAGE OR INCUR BROADBAND USAGE FEES. EA MAY PROVIDE CERTAIN FREE INCREMENTAL CONTENT AND/OR UPDATES, IF AND WHEN AVAILABLE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE AT EA.COM/SERVICE-UPDATES.

© 2018 Electronic Arts Inc. EA, EA SPORTS and the EA SPORTS logo are trademarks of Electronic Arts Inc. Official FIFA licensed product. © FIFA and FIFA's Official Licensed Product Logo are copyrights and/or trademarks of FIFA. All rights reserved. Manufactured under license by Electronic Arts Inc. The UEFA word, CHAMPIONS LEAGUE word, the UEFA logo and all marks related to UEFA competitions (including but not limited to logos, designs, mascots, products, trophies and names) are owned and protected as trademarks, designs and/or as copyright works by UEFA. "PlayStation" and the "PS" Family logo are registered trademarks and "PS4" is a trademark of Sony Interactive Entertainment Inc. "Greatness Awaits" is a trademark of Sony Interactive Entertainment LLC.

WELCOME
FROM THE EDITOR



So bright you have to wear shades

Summer is always one of the most exciting times to be a gamer. New releases may slow down a bit compared to the flood of games we usually see in the fall and spring, but you have lots to look forward to. June's E3 show always offers a ton of exciting reveals that lay out the course of the months to come, and this year's was no exception.

In this issue, we have a special feature looking at all of the exciting games announced during the show. From the thrilling (and massive) online world of *Fallout 76*, to the bold new direction that *Gears 5* will be taking, to the jaw-dropping reveal of Capcom's completely remade *Resident Evil 2*, we talk about why you should be excited for those games and many, many more.

Really, though, you'll find plenty of reasons to look forward to the future of gaming all throughout the issue. First we take a trip to ancient Greece to delve into *Assassin's Creed Odyssey*, the latest chapter of Ubisoft's time-tripping saga. Then we hit the streets (and fields and streams and mountains) of the United Kingdom in one of this year's biggest Xbox One exclusives, *Forza Horizon 4*. After that, the only place to go is up, as we head into the unknown of outer space in *Starlink: Battle for Atlas*.

While all of those games had big coming-out parties at E3, we got plenty of deeper looks at already-announced titles at the show as well. This issue, we preview one game in particular that really caught our eye: *Code Vein*, the new *Dark Souls*–inspired title from Bandai Namco. You'll even find some other big announcements in our news section, including the first teases of two epic RPGs coming from the folks at Bethesda.

And last but not least, we can't forget the Nintendo Switch, the star of this month's cover story. It's the latest video game console to hit the scene, but it's already a major success, one that shows no signs of slowing down. As you'll read, Nintendo bet on an unusual idea—a console you can play on your TV or on the go—and it's paid off big. With a budding library of instant classics like *Super Mario Odyssey* already available, and promising titles such as *Super Smash Bros. Ultimate* and *Super Mario Party* coming later this year, it's safe to say that the Switch's future looks, well, super.

All in all, it's a thrilling time for video game fans. As we head into a fall jam-packed with big releases and onward into an already-exciting 2019, stay tuned to *Walmart Gamecenter*. Like always, we're here to keep you at the center of all things gaming.

Josh Harmon and Mollie L Patterson
Editors

Walmart Gamecenter

Publisher / Editor-In-Chief
Steve B. Harris

Editorial
EDITORS
Josh Harmon
Mollie L Patterson
ASSOCIATE EDITORS
Emma Schaefer
Nick Plessas
Michael Goroff
Evan Slead
COPY EDITOR
Alexandra Hall

Contributors
Paul Semel
Marc Camron

Art Direction
Michael Hobbs
Michael Stassus

EGM Media, LLC
8840 Wilshire Blvd.
Third Floor
Beverly Hills, CA 90211
www.egmmediagroup.com

PRESIDENT Steve Harris
ASST TO THE PRESIDENT Angela Adams
LEGAL Bob Wyman
ACCOUNTING Oz Abregov

SUBSCRIPTION INQUIRIES
gamecenter@egmnow.net

Advertising
ADVERTISING DIRECTOR Jeff Eisenberg
ADVERTISING MANAGER Elizabeth Scott

FOR ADVERTISING INQUIRIES
800-875-6298, ext. 120
adsales@egmnow.net

Walmart

© Copyright 2018, EGM Media, LLC, all rights reserved. WALMART GAMECENTER MAGAZINE (ISSN 2164-7569) is published monthly by EGM Media, LLC, 8840 Wilshire Blvd., 3rd Floor, Beverly Hills, CA 90211. Subscriptions for 6 issues are $14.99 U.S. In Canada, please add $10.00 U.S. International orders outside U.S. and Canada, please add $30 per year for surface mail, U.S. funds only. POSTMASTER: Send address changes to EGM Media, 8840 Wilshire Blvd., 3rd Floor, Beverly Hills, CA 90211. For subscription service questions, address changes, or to order, please contact us at gamecenter@egmnow.net (for customer service) or at http://www.egmnow.com/gamecenter (to order). Please allow 8-12 weeks from sale before receiving your first issue as well as for any subscription changes to take place on an existing subscription account. We sometimes make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings please write to us at: EGM Media, LLC, 8840 Wilshire Blvd., 3rd Floor, Beverly Hills, CA 90211. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of EGM Media, LLC. The Walmart names and logos and all related product and service names, design marks and slogans are the trademarks or service marks of Walmart Stores, Inc. All other marks are the property of their respective companies. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. Reproduction in whole or in part in any form or medium without express written permission of EGM Media, LLC is prohibited. For permission to reuse material from our publications please contact EGM Media, LLC's Rights and Permissions Manager at permissions@egmnow.net.



Only at Walmart



Blast off with Xbox One S

Xbox One S Rocket League Bundle (1 TB)

The best controller just got even cooler

Equip yourself with the Xbox Wireless Controller – Winter Forces Special Edition, featuring a sleek, arctic camouflage design, textured grip, and Bluetooth® technology for gaming on Windows 10 PCs and tablets.



Only at Walmart

XBOX ONE S

The Bluetooth® word mark and logos are registered trademarks owned by Bluetooth SIG, Inc.

Microsoft

GAME ON

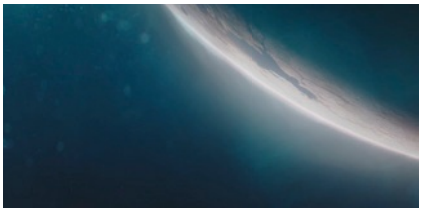
GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

Bethesda teases two epic adventures for RPG fans

E3 2018 was packed with new game announcements big and small, giving gamers around the globe much to look forward to in the weeks and months ahead. While most of those games were shown off as narrative-focused trailers, gameplay footage or even hands-on demos, there were two games in particular that received little more than a name and the acknowledgement that they existed.

And yet, they may have been two of the biggest announcements of the entire show. The first came near the end of Bethesda's pre-E3 showcase, when game designer and director Todd Howard came out to reveal his studio's next project. The first shock hit when Howard told the crowd that the game was not intended for the Xbox One or PlayStation 4, but instead was being crafted for next-generation consoles. Then, in another surprise, he announced that it would be something nobody had ever seen before, making it the company's first original franchise in 25 years.



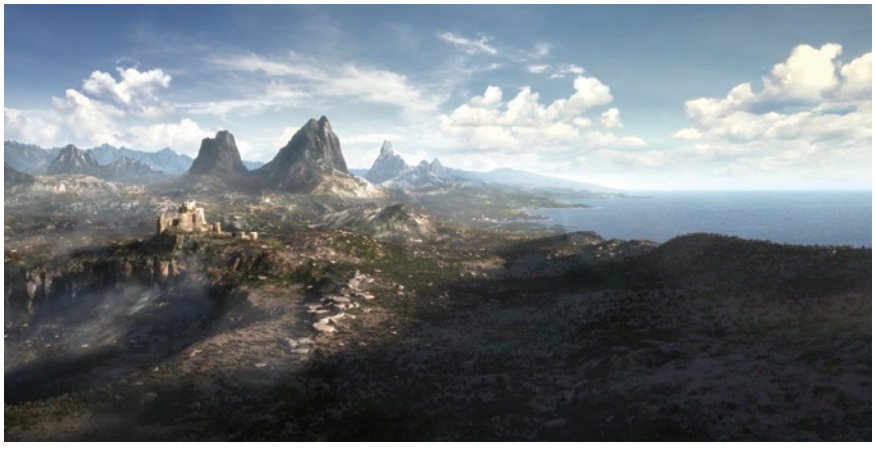
While almost nothing was revealed about this next-gen adventure called *Starfield*, we do know it's been rumored to be coming from Bethesda Game Studios for quite some time, and that it'll be an epic single-player RPG set in space.

"*Starfield* is a game that we have spent years thinking about and working on," Howard said. "[It's] something we feel uniquely positioned to pull off, and that we're incredibly excited about."

Howard wasn't finished at *Starfield*, however, as he had one final card to play. He announced that Bethesda was also working on the game that'd be following *Starfield*, and that it was "the one you keep asking about." With that said, it was no surprise when that project was revealed to be *The Elder Scrolls VI*.

While both of those announcements came as hugely exciting news for RPG fans, you'll definitely want to temper that excitement just a bit. After the showcase, Howard explained that *Starfield* is currently in production, and is playable in some fashion, but it still sounds like we shouldn't be expecting its release any time soon. *The Elder Scrolls VI*, meanwhile, is still only in the preproduction phase.

Still, among numerous announcements of more imminent games, it's nice to get a bit of a peek at what's even further down the road. These teases for both *Starfield* and *The Elder Scrolls VI* are assuredly only but the first of many to come, so game lovers everywhere will have a whole lot of RPG excitement to look forward to.



BY THE NUMBERS

50,000,000+ Copies of *PlayerUnknown's Battlegrounds* that have now been sold across both Xbox One and PC

1.12 *World of Warcraft* patch version Blizzard will be basing the game's new legacy servers on

A.D. 1583 ~ 1590 Years over which *Soulcalibur VI*'s "Soul Chronicle" campaign will take place

72 Number of players who will be racing together on the same server in *Forza Horizon 4*'s free-roam mode

900 Number of cosmetic items available to deck out your custom player in *NHL 19*



Walmart Gamecenter

HOW DIGITAL DOWNLOAD WORKS

1. Select



Select a digital download card from the latest participating game titles available on the Xbox One and PlayStation 4...

2. Purchase



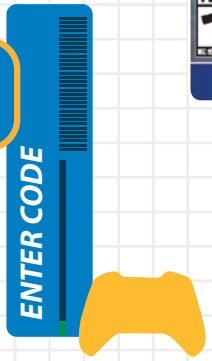
Purchase your digital download card at the register...

3. Keep



Keep your receipt and locate the download code printed at the bottom...

4. Redeem



Redeem the code printed on your receipt in your game console to download (when available) and then Play First without returning to the store!



The force was strong with this year's E3

If you're a *Star Wars* fan, then E3 2018 brought good news for you in a few different ways.

First up was the announcement that *Star Wars Battlefield II* would be receiving a slew of new content based around the Clone Wars this fall. The free update will give players a handful of maps on the Clone Wars-era planet of Geonosis, which will play host to the game's largest-ever multiplayer battles.

What's a gigantic battle without a few new heroes to mix things up, though? The Clone Wars update will also bring with it four legendary characters from the prequel trilogy: Obi-Wan Kenobi, Anakin Skywalker, Count Dooku and General Grievous.

Battlefront II wasn't the only *Star Wars* game to get attention at the show, however. While Respawn Entertainment's CEO Vince Zampella wasn't quite ready to talk



about his studio's own *Star Wars* project in too much detail just yet, he did give a few hints. The game will be called *Star Wars Jedi: Fallen Order*, and will be set between *Episode III* and *Episode IV*. Zampella explained that you'll be playing as a Jedi, you'll wield a lightsaber, and he promised that the game is "going to be spectacular."

If it's not already part of your gaming library, get ready for the Clone Wars expansion by picking up a copy of *Star Wars Battlefront II* either on Walmart.com or at your local Walmart store.

Walmart

RELEASE CALENDAR

All the great new games on the way to Walmart and Walmart.com

WARIOWARE GOLD NINTENDO / 3DS	aug 3
MADDEN NFL 19 EA SPORTS / XBOX ONE, PS4	10
WE HAPPY FEW GEARBOX / XBOX ONE, PS4	10
MONSTER HUNTER GENERATIONS ULTIMATE CAPCOM / SWITCH	28
YAKUZA KIWAMI 2 SEGA / PS4	28
NARUTO TO BORUTO: SHINOBI STRIKER BANDAI NAMCO / XBOX ONE, PS4	31
DESTINY 2: FORSAKEN ACTIVISION / XBOX ONE, PS4	sep 4
NBA LIVE 19 EA SPORTS / XBOX ONE, PS4	7
SPIDER-MAN SONY / PS4	7
NBA 2K19 2K / XBOX ONE, PS4, SWITCH	11
NHL 19 EA SPORTS / XBOX ONE, PS4	14
SHADOW OF THE TOMB RAIDER SQUARE ENIX / XBOX ONE, PS4	14



Build your way to victory in the Fortnite World Cup

A year ago, *Fortnite* was an intriguing new storyline-focused game that mixed survival situations with the ability to build bases and defenses. A year (and one immensely popular battle royale mode) later, *Fornite* is one of the biggest games there is, having grown to over 125 million players worldwide. To celebrate both the community and competitive spirit of the game, Epic Games has announced the 2019 Fortnite World Cup. Combined with the $100 million prize pool that the developer recently promised, Fortnite World Cup will challenge players at all skill levels to show the world just what they can do.

Kicking off this fall and running through late 2019, Epic Games will be supporting a wide range of community-organized tournaments, online events, and major competitions all around the globe. Fortnite World Cup will focus on Solos and Duos matches, but Epic promises that there will be other opportunities to "squad-up in competition" as well.

You won't have to be a top *Fortnite* pro to be able to participate, either. Epic Games stresses that different levels of competition will be part of Fortnite World Cup, and qualifications will be based strictly on merit. There will be no teams or franchises as part of the competitive season, so even the most unknown of players will have a chance if they've got the skill to back up their ambition.

So, get your pickaxes and gliders ready, and keep an eye out for more details on Fortnite World Cup, coming from Epic Games in the near future.



Five new developers join the Xbox family

While any gaming platform you pick will offer a wide array of fantastic third-party titles, it's often the exclusive games that each one features that make consumers choose one console or handheld over another.

So, those teams and studios working to build unique experiences you can only find on one system are of constant importance. Onstage during the Xbox E3 press conference, Xbox head Phil Spencer reiterated his company's commitment to delivering a wide array of exclusive games. To help with that, Spencer announced that five new internal studios would be coming on board to create new Xbox exclusives.

Four of those developers were already-established teams that Microsoft Studios has now fully acquired. The first, Playground Games, comes as no real surprise. The U.K.–based group has been a development partner on the *Forza* series since 2010, and is the studio directly responsible for this year's *Forza Horizon 4*. Another team now being brought under the Microsoft Studios umbrella that wasn't unexpected is Undead Labs in Seattle, Washington. Their latest open-world zombie-survival project, *State of Decay 2*, has already seen over two million players in its first two weeks, making it clear that *State of Decay* still holds a lot of potential as an Xbox-exclusive franchise.

Two of the studios brought on board were a little surprising, however. Canadian developer Compulsion Games will now be part of the Microsoft Studios family, which comes as the team is hard at work finishing up its second release, *We Happy Few*. (For anyone who had been anticipating the stylish indie adventure game on PlayStation 4, don't worry, because it's still coming.) Arguably the biggest shock came when Spencer announced that another English developer, Ninja Theory, was also transitioning to be an Xbox first-party team. Having worked on everything from *DmC: Devil May Cry* for Capcom to the recent groundbreaking indie release *Hellblade: Senua's Sacrifice*, the folks at Ninja Theory will no doubt have a lot to offer Xbox fans.

Last but not least, Microsoft Studios also set up a brand-new studio. Based in Santa Monica, California, The Initiative will be headed by industry veteran Darrell Gallagher (previous head of Crystal Dynamics), with the purpose of creating "groundbreaking new worlds, characters and gaming experiences."

"The original games we create at Microsoft Studios are some of our biggest assets," said Matt Booty, corporate vice president of Microsoft Studios. "We are thrilled to welcome five new studios into the Microsoft family. We believe these teams have the collective creative power and operational excellence to deliver the next industry game changers."

Look for more details on the great new games all five of these teams will be bringing to the Xbox platform in future issues of *Walmart Gamecenter*.

Walmart's TOP SELLERS

THIS MONTH'S TOP-SELLING VIDEO GAMES ...



01 **GRAND THEFT AUTO V**
ROCKSTAR GAMES
XBOX ONE, PS4, XBOX 360, PS3, PC

02 **LEGO THE INCREDIBLES**
WBIE
XBOX ONE, PS4, SWITCH

03 **MARIO KART 8 DELUXE**
NINTENDO
SWITCH

04 **GOD OF WAR**
SONY
PS4

05 **MARIO TENNIS: ACES**
NINTENDO
SWITCH

06 **SUPER MARIO ODYSSEY**
NINTENDO
SWITCH

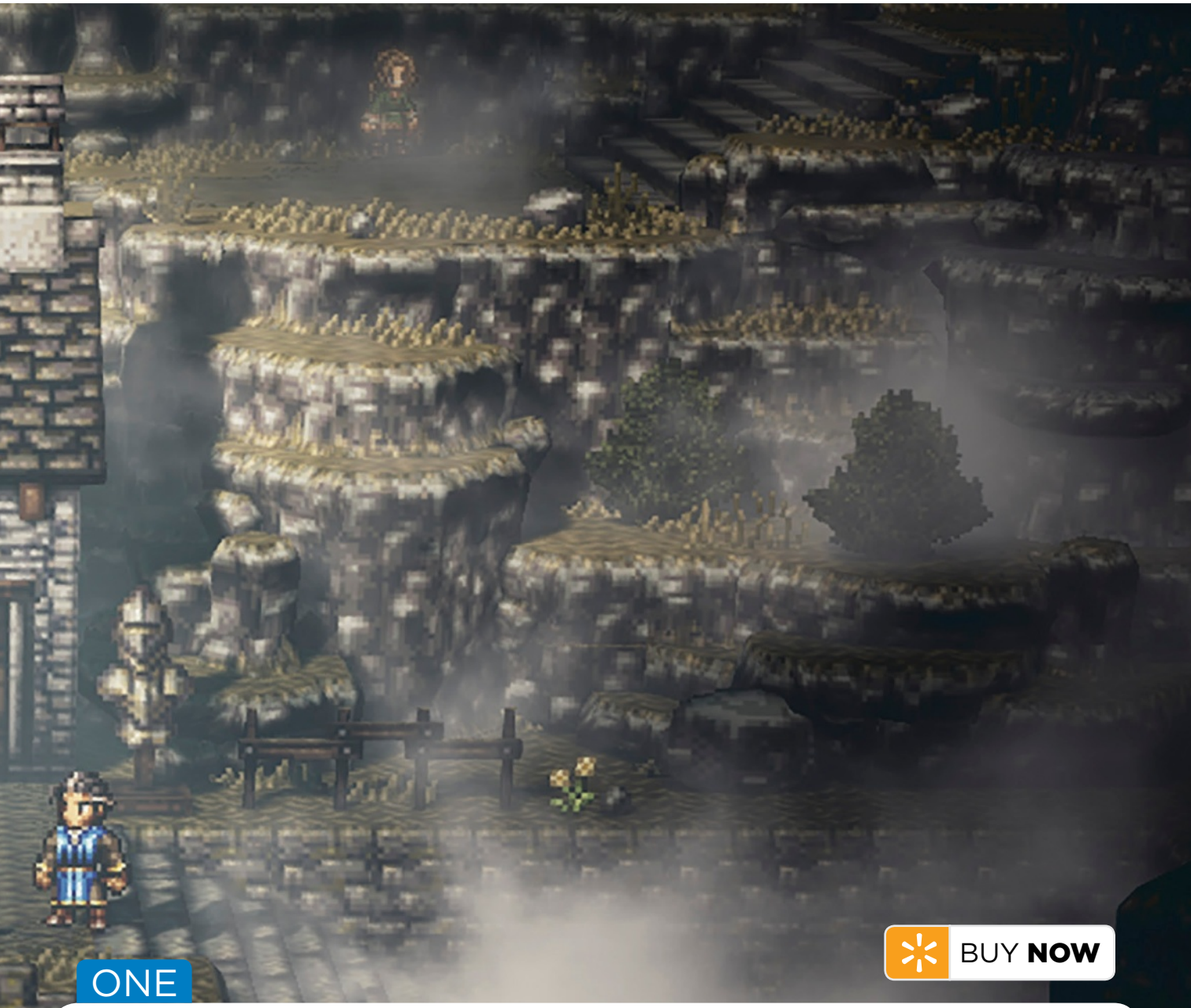
07 **THE LEGEND OF ZELDA: BREATH OF THE WILD**
NINTENDO
SWITCH

08 **MINECRAFT**
MOJANG
XBOX ONE, PS4, SWITCH, PC, XBOX 360, PS3, WII U

09 **CRASH BANDICOOT: N-SANE TRILOGY**
ACTIVISION
XBOX ONE, PS4, SWITCH

10 **FAR CRY 5**
UBISOFT
XBOX ONE, PS4





BUY **NOW**

ONE

OCTOPATH TRAVELER

Yet another adventure game that prefers to kick it old-school, *Octopath Traveler* is a 2D, turn-based role-playing game from the people behind the *Final Fantasy* and *Kingdom Hearts* games (Square Enix) and such stealth-action series as *Tenchu* and *Shinobido* (Acquire). *Octopath*, however, is decidedly closer to the former's classic JRPGs. Even its graphics are a bit of a throwback, with a design style that blends 16-bit Super NES vibes and the visual fidelity of modern consoles. Playing as one of eight heroes, you not only employ your own special skills and attacks, but also start this sweeping tale in your own way. For instance, while Primrose gets other people to do her bidding, Olberic has a more confrontational style, all of which will come into play in this massive, epic adventure.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER SQUARE ENIX, ACQUIRE
PLATFORMS SWITCH
RELEASE DATE 07.13.2018



TWO

SONIC MANIA PLUS

TAKASHI IIZUKA, SONIC SERIES PRODUCER, SONIC TEAM

"*Sonic Mania* was based on the original *Sonic* titles that were released from 1991 to 1994 on the Genesis/Mega Drive. It used the gameplay established in *Sonic the Hedgehog* all the way through *Sonic & Knuckles* as the base, and added new stages and game mechanics to create a new title in the same style as the classics. For *Sonic Mania Plus*, we wanted to expand the audience by releasing a physical product, but also wanted to provide something new for the fans that bought *Sonic Mania*, so we added the characters Mighty the Armadillo and Ray the Flying Squirrel, as well as a brand-new mode, Encore Mode, to get people to come back and play through the game again. Mighty and Ray move differently from Sonic and the other characters, so playing with them feels unique, while in Encore Mode, we take the Acts from Mania Mode but present them in a new way."

FACT FILE

PUBLISHER SEGA
DEVELOPER HYPERKINETIC STUDIOS, CHRISTIAN WHITEHEAD, HEADCANNON, PAGODAWEST GAMES
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 07.17.2018



© 2018 Compulsion Games Inc. We Happy Few and Compulsion Games are trademarks of Compulsion Games Inc., used under license. Published and distributed by Gearbox Publishing. Gearbox and the Gearbox Software logo are registered trademarks, and the Gearbox Publishing logo is a trademark, all used courtesy of Gearbox Software, LLC.



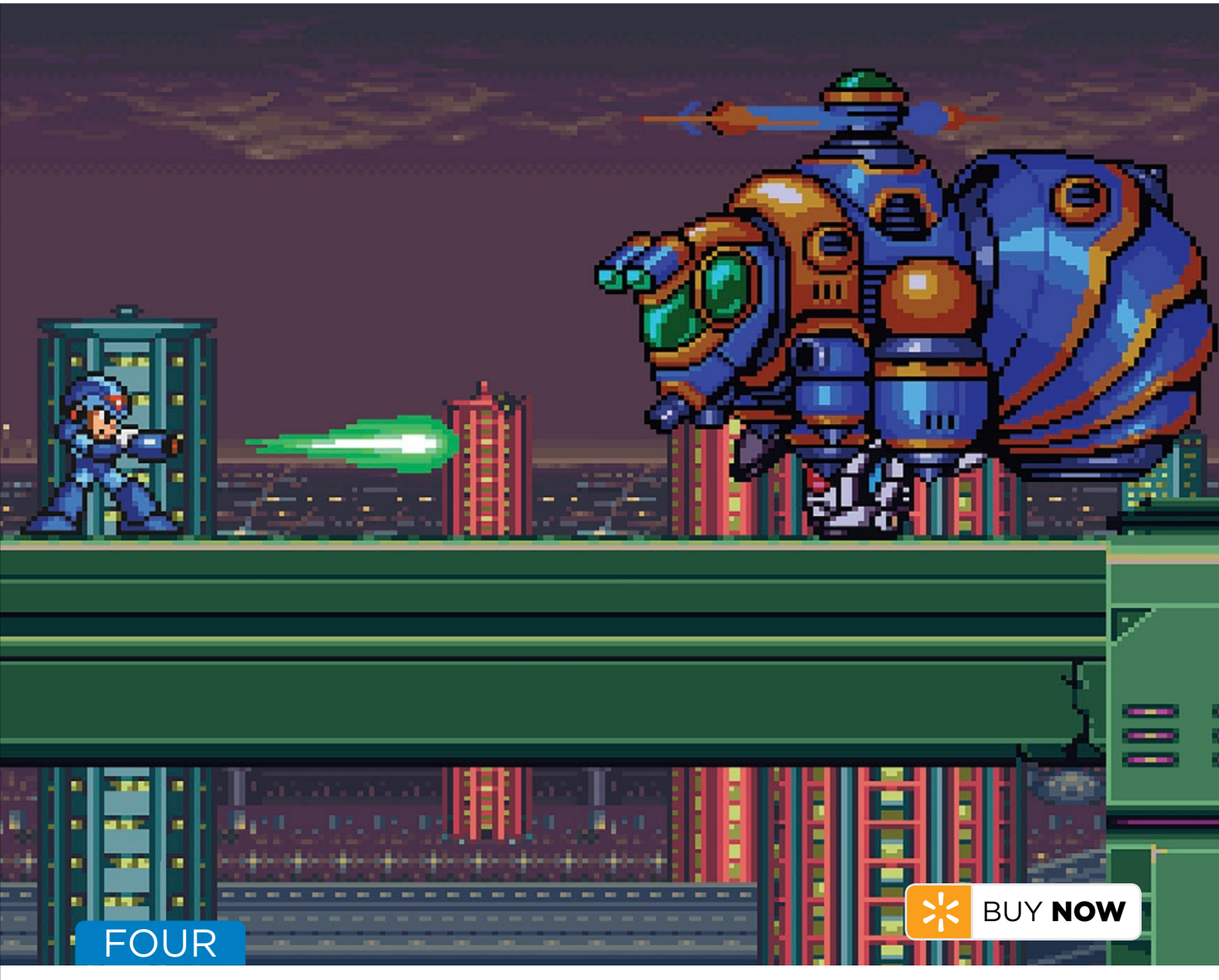
THREE

NO MAN'S SKY

For those who missed the PlayStation 4 and PC versions when they came out two years ago, *No Man's Sky* is a massive space exploration and survival game that allows you to survey a massive universe of over 18 quintillion planets. Or, to put it in sci-fi terms, it's like if Captain Kirk from *Star Trek* had to go it alone, and in a ship that was more like an X-wing fighter from *Star Wars* than the U.S.S. *Enterprise*. As in the original, this new version for Xbox One has you wandering around, checking out the local flora and fauna, and occasionally trading with the locals, all while gathering the resources and materials you need to survive. And while there is a main objective of sorts—you're supposed to try and get to the center of the universe—this is really one of those times when the journey is the destination.

FACT FILE

PUBLISHER 505 GAMES
DEVELOPER HELLO GAMES
PLATFORMS XBOX ONE
RELEASE DATE 07.24.2018



FOUR

MEGA MAN X LEGACY COLLECTION + MEGA MAN X LEGACY COLLECTION 2

DAIZO NONAKA, PRODUCER, CAPCOM

"*Mega Man X* was first released in 1993 as a mature take on the classic 2D action-platforming *Mega Man* franchise. To celebrate the 30th anniversary of that franchise, we decided to release *Mega Man X* through *Mega Man X8* on modern consoles through two separate collections: *Mega Man X Legacy Collection 1* (which has the games *X1* through *X4)* and *Mega Man X Legacy Collection 2* (*X5* through *X8)*. Our goal was to make sure the collection presents these games in their purest, original forms. However, there are now options to play using modern optimized screen display[s], in addition to having graphical filter options that can make it look like you're playing on an old tube TV. We've also added a Rookie Hunter Mode that lowers the difficulty of the game for newcomers, as well as an art gallery and soundtrack museum that really showcase the history of the *X* series."

FACT FILE

PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 07.24.2018



BUY NOW

FIVE

ADVENTURE TIME: PIRATES OF THE ENCHIRIDION

RHYS CADLE, DESIGN DIRECTOR, CLIMAX STUDIOS

"*Pirates of the Enchiridion* is an all-new *Adventure Time* game; an open-world adventure with lots of role-playing elements that gives you the freedom to explore the Land of Ooo. Something bad has happened to Ooo, it's been flooded, and it's up to Finn, Jake, and their friends to find out what's happened, who's responsible, and how they're going to fix it. It's a big world too, giving in excess of 14 hours of gameplay. You'll visit the Candy Kingdom, Ice Kingdom, the Evil Forest, and the Fire Kingdom, plus lots of other islands and secret areas during your adventure, meeting and interacting with loads of iconic characters from the show along the way. We wanted to create a proper open adventure game, one that makes players and fans feel like they are inside the TV show, one that allows them to explore at their own pace and decide what to do next."

FACT FILE

PUBLISHER OUTRIGHT GAMES
DEVELOPER CLIMAX STUDIOS
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 07.17.2018





10 SECRETS of FAR CRY 5

BY PAUL SEMEL

As with a lot of games that have massive open worlds, one of the fun things about playing *Far Cry 5* is stumbling upon some kind of secret outpost or area as you're making your way to your next objective. But not all of the secrets in *Far Cry 5* are ones you might find in your travels, as we learned when we just happened to bump into lead writer Drew Holmes, scriptwriter Marri Lynn Knadle, and associate narrative director James Nadiger on our way to our next assignment.

1 SLOW AND STEADY WINS THE RACE

Mixing gunplay, explosions, vehicular manslaughter and over-the-top scenarios, the *Far Cry* games are basically action movies in video game form. Which may explain why *Far Cry 5* has a lot of references to a certain action movie series. "Multiple characters make references to *The Fast and the Furious* movies," Holmes explains. "Tweak's missions are called 'Fast' and 'Furious,' while Hurk talks constantly about how he's like Dom [Vin Diesel's character] and the player is like Brian [Paul Walker]."

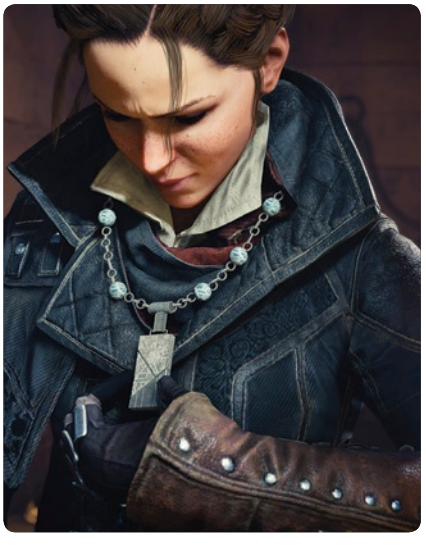


2 CORPORATE SYNERGY

Thanks to Marvel, shared universes are all the rage. But while the *Far Cry* games aren't set in the same reality as the *Assassin's Creed* series or the *Watch Dog* games, *Far Cry 5* does make some references to its creative cousins. "In the Willis Huntley mission," Nadiger explains, "there is a note from a Russian spy named G. Voronina, which is a reference to Galina Voronina [from the *Assassin's Creed* comics *Uprising* and *Assassins*]." Similarly, the name of the shipping company in *Far Cry 5* is Expedite, the same outfit that delivered packages in *Watch Dogs 2*.

3 THE NAME GAME

Further connecting *Far Cry 5* and the *Assassin's Creed* games is a system in the former that randomly combines first and last names to create random resistance fighters. As Nadiger explains, "It is technically possible [through this system] to get Evie Frye, the name of one of the twins from *Assassin's Creed Syndicate*." Her brother Jacob Frye is out of luck, however, since this, Nadiger notes, could result in a resistance fighter being named Jacob Seed, who's already in the game as one of the main bad guys.



4 SMOKE 'EM IF YOU GOT 'EM

While *Far Cry 5* may not be part of the same marvelous universe as *Assassin's Creed* or *Watch Dogs*, and is technically a stand-alone story that's apart from previous games in this series, there are some random references to previous *Far Cry* games in *Far Cry 5*. Most notable is Kyrati Royals, a brand of cigarettes people also smoked in *Far Cry 4*.

5 FANGORIA

While events can get harrowing in *Far Cry 5*, it's not a horror game like *Resident Evil* or *Silent Hill*. But this didn't stop the team from injecting some horror-able Easter eggs into random spots. Not only did they hide red balloons in some of the sewage pipes, a reference to the *IT* remake, Knadle says, "The writing team also named a brand of tires in the game Oizo, which is the nickname of Quentin Dupieux, the writer/director of *Rubber*, a horror film about a tire with murderous psychic powers."



6 SNOT FUNNY

While, as we said, *Far Cry 5* isn't a horror game, something did happen while they were making it that was rather horrifying. And gross. "Actor Greg Bryk [the voice of Joseph Seed] was so in-character when giving one of his raving eulogies," Holmes recalls, "that the snot coming from his nose wasn't an embellishment—the animators just captured what really happened."



7 BREVITY IS THE SOUL OF WIT

While patience may be a virtue, there are times in games when you just wish people would shut up so you can go back to shooting up the joint. The problem being that if you skip these bits of dialogue, you won't know what to do. This, however, isn't an issue in *Far Cry 5*. If you hit the button to skip the dialogue when someone is describing your next mission, they don't just stop talking, they give you an abridged version. While this is currently unique to *Far Cry 5*, here's hoping it won't be for long.



8 WILD KINGDOM

When not getting into firefights with religious zealots, *Far Cry 5* has you facing off against some of the local wildlife, including wild turkeys. But the team didn't add these foul fowl because they love the drink. Instead, inspiration came from a funny online video in which a woman from Quebec talks about how one of these bad birds invaded her home (search YouTube for "Wild Turkey Refuses to Leave Home, Poses for Police Photos").

9 CAT HOUSE

Errant Thanksgiving dinners aren't the only members of the animal kingdom that had an impact on *Far Cry 5*. Frobisher Cave, one of the locations you might find in the game, and the animal that calls it home, is named for Knadle's cat. "James called it that because my cat is always biting me," Knadle explains, "and we wanted the cougar Frobisher to be a man eater."

10 SOFT SERVE

While "deflategate" may be a sore spot among fans of the New England Patriots, clearly the people who made *Far Cry 5* don't mind taking a poke at Patriots quarterback Tom Brady. As Holmes explains it, "Kim Rye makes a Patriots deflated football joke during the mission 'Air Raid' after you defeat the Chosen pilot."



Cyborgs! Ninjas! Zombies! Tornadoes! Jedi! This year's Electronic Entertainment Expo in Los Angeles brought plenty of everything you need for ridiculous video game action. Here's your guide to…

THE BIGGEST GAMES OF E3 2018

Cyberpunk 2077

PUBLISHER CD PROJEKT
DEVELOPER CD PROJEKT RED
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE TBA

To say that *Cyberpunk 2077* was one of the stars of E3 2018 would be a massive understatement. After making us wait five years for a second trailer, developer CD Projekt Red delivered one of the most memorable reveals of the show. Night City promises to be a neon-soaked, cybernetically augmented, crime-filled paradise for fans of totally immersive RPGs. However, *Cyberpunk 2077* is looking to mix up the formula CD Projekt Red so finely honed with *The Witcher 3 Wild Hunt*. Surprisingly, *Cyberpunk 2077* will be a first-person shooter, albeit still with deep RPG mechanics. Players can upgrade their skills by augmenting their characters' bodies, and the expansive, branching dialogue options CDPR RPGs are known for will also return. *–Michael Goroff*



Gears 5

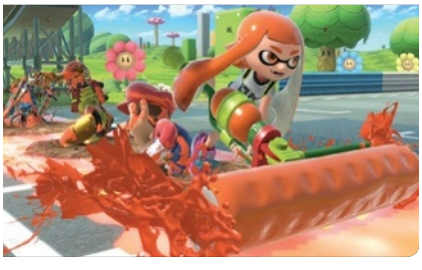
PUBLISHER MICROSOFT STUDIOS
DEVELOPER THE COALITION
PLATFORMS XBOX ONE, PC
RELEASE DATE 2019

Gears 5 might have dropped the "of War" from its title this time around, but it promises to be as action-packed and brutal as ever. Microsoft and The Coalition debuted the first trailer for its highly anticipated sequel, and it gave us a few clues as to where the series is going. This time we're ditching the Fenix clan for Kait Diaz, whose visions of a reemerging Locust horde lead her to uncover mysteries from her own past. Accompanied by Delmont "Del" Walker, Kait must travel to the far reaches of Sera to put an end to the nightmares plaguing her. Along the way, Kait and Del will encounter crazy new enemies in exotic locations while employing new tactics like advanced melee combat. *–Michael Goroff*



Super Smash Bros. Ultimate

PUBLISHER NINTENDO
DEVELOPER NINTENDO
PLATFORMS SWITCH
RELEASE DATE 12.07.2018



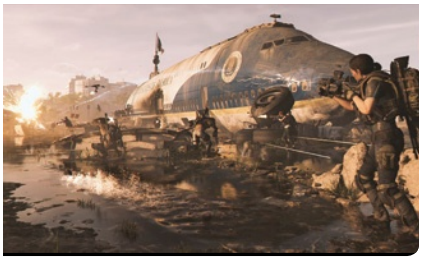
Nintendo knew fans have been clamoring to learn more about *Super Smash Bros. Ultimate*, and it delivered during its E3 presentation this year. We now know that every fighter that's been featured in a previous *Super*



Smash Bros. title will be throwing their hat into *Ultimate*'s ring, including past guest characters like Bayonetta, Cloud and Solid Snake. If that wasn't enough, Samus' rival from the *Metroid* series, Ridley, will also be on the roster. Up to eight players can join in at once, so get ready to test out the new Final Smashes, characters and stages later this year. *–Evan Slead*

Tom Clancy's The Division 2

PUBLISHER UBISOFT
DEVELOPER MASSIVE ENTERTAINMENT
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 03.15.2019



Following up on its smash-hit predecessor, *Tom Clancy's The Division 2* returns us to a world battling against a killer smallpox pandemic. This time, we're transported six months later to the streets of Washington D.C. during the sweltering peak of summer. While the basics of gameplay will feel familiar to fans, we've already seen some of the updates *The Division 2* will bring. Players will now specialize in one of three progression paths—Sharpshooter, Demolitionist or Survivalist—each complete with unique signature weapons. Raids will also be bigger and badder than ever before, as up to eight players will team up to tackle the numerous challenges that await. *–Mollie L Patterson*

Sekiro: Shadows Die Twice

PUBLISHER ACTIVISION
DEVELOPER FROMSOFTWARE
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE EARLY 2019

One of the bigger surprises of this year's E3 was FromSoftware's *Sekiro: Shadows Die Twice*. While it's easy to expect another experience similar to *Dark Souls* or *Bloodborne*, *Sekiro* mixes some of their beloved gameplay elements with a number of new ideas. Combat still requires a satisfying amount of skill, but will also feel faster-paced and more action-oriented. That's in part due to the main character's special prosthetic arm, which offers a number of different offensive and defensive tools. Sekiro will also be able to reach out-of-the-way areas and close in on enemies using his grappling hook, bringing a new twist to both exploration and combat. These features and more promise to give fans a game that's familiar yet unexpected when it arrives early next year. *–Mollie L Patterson*



Devil May Cry 5

PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 2019



After five long years since the last release in the series, Capcom officially unveiled *Devil May Cry 5* during E3. From what we saw, though, it was worth the hiatus. Players will get to return to the demon-filled streets of Red Grave City, but this time, there will be three playable characters for slaying monsters. Using the franchise's trademark stylized action gameplay, you'll take control of Nero and his new robotic arm, Dante and his trusty sword-and-gun combo, and a mysterious new character who may or may not be Lady's son. Most details are still under wraps, but expect to hunt demons again sometime next year. *–Evan Slead*





Resident Evil 2

PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 01.25.2019

We've known about Capcom's remake of *Resident Evil 2* for a few years now, but this year's E3 was the first time we were able to get a taste of what it will be like to return to Raccoon City. Thankfully, the developer has taken fans' fervor for the original's survival horror to heart and crafted an updated and creepy experience that will undoubtedly get under your skin. This ground-up remake uses *Resident Evil 4*'s over-the-shoulder camera, and Capcom has injected maximum horror into every dark hallway and zombie encounter. As in the classic, Leon and Claire will get unique campaigns, so prepare to bask in terror more than once. *–Evan Slead*

Fallout 76

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER BETHESDA GAME STUDIOS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 11.14.2018



Step back into the post-apocalyptic world of the *Fallout* universe. Set earlier in the series than ever before, the residents of Vault 76 are among the first to emerge from their fallout shelter after the nuclear war that devastated humanity. Rebuilding society is no solo mission, however. *Fallout 76* is a multiplayer game, letting players band together to build personalized C.A.M.P shelters, take down mutated beasts, and gather up nuclear launch codes to blast other players off the map. With a world four times as big as *Fallout 4*, there's tons to explore in the radioactive mountains of West Virginia. *–Emma Schaefer*

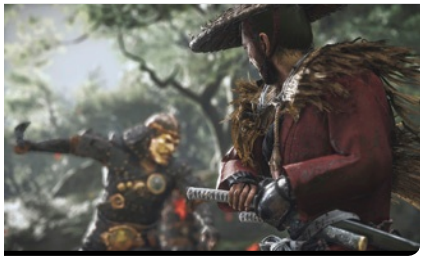
The Last of Us Part II

PUBLISHER SONY INTERACTIVE ENTERTAINMENT
DEVELOPER NAUGHTY DOG
PLATFORMS PS4
RELEASE DATE TBA

It's been five years since we last saw Joel and Ellie, but now they're back—and this time, Ellie's the one in control. Now nineteen years old, Ellie is the main playable character of *The Last of Us Part II*, and she's no pushover. Stabbing, sneaking and shooting, Ellie moves seamlessly between different tactics, terrifying her enemies and allies alike. While the first game had a central theme of "love," *The Last of Us Part II* focuses on "hate," so we can expect to see even more gruesome action as Ellie navigates the Cordyceps-infected zombie land. *–Emma Schaefer*

Ghost of Tsushima

PUBLISHER SONY INTERACTIVE ENTERTAINMENT
DEVELOPER SUCKER PUNCH PRODUCTIONS
PLATFORMS PS4
RELEASE DATE TBA

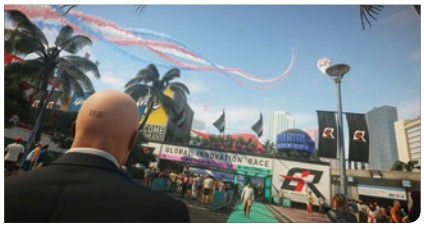


Venture back to 1274, when the island of Tsushima is under siege from the first Mongol invasion of Japan. Players step into the shoes of Jin Sakai, one of the last samurai still defending his home. Jin fights with the deliberate precision his fighting style demands, taking down enemies against stunning backdrops inspired by samurai films. The land itself is built to resemble actual feudal-era Tsushima as closely as possible, right down to the types of vegetation and birdsong. As he fights, Jin must master the Way of the Ghost in order to win the freedom of all Japan. *–Emma Schaefer*



Hitman 2

PUBLISHER WARNER BROS. INTERACTIVE ENTERTAINMENT
DEVELOPER IO INTERACTIVE
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 11.13.2018



Agent 47 is back, and working at a quicker pace than in his previous mission. *Hitman 2*'s E3 2018 presence suggested a *Hitman* game with an even greater focus on strategic premeditated assassinations, but going hands-on revealed that you'll still have the option to improvise when getting your hands dirty. Beyond all of this sequel's gameplay advancements, however, the biggest change will be a shift back to a non-episodic release format. Players will get all of Agent 47's story within the game at launch, making for a more self-contained experience from start to finish. *–Nick Plessas*

Just Cause 4

PUBLISHER SQUARE ENIX
DEVELOPER AVALANCHE STUDIOS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 12.04.2018



The *Just Cause* formula is consistently entertaining, needing only slight variations in each new installment to keep it feeling fresh. *Just Cause 3* introduced the wingsuit and all of its aerial acrobatic possibilities, but *Just Cause 4* is turning things up a few more notches with massive storms hitting the game world. Tornados, sandstorms, blizzards and lightning storms will wreak havoc on the game's expansive island of Solis, and with no way to tame Mother Nature, players' only option will be to figure out how to use these storms to their advantage. *–Nick Plessas*

E3 2018 Enigmas

Some of the show's most hype-worthy announcements ended up light on the details. We don't know much about the games below yet, but we do know we can't wait to play them.

Halo Infinite

PUBLISHER MICROSOFT STUDIOS
DEVELOPER 343 INDUSTRIES
PLATFORMS XBOX ONE, PC
RELEASE DATE TBA



Microsoft didn't say much when it announced *Halo Infinite*, the next chapter of Master Chief's saga. Instead, it let 343 Industries' new Slipspace Engine do the talking, with breathtaking shots of forests, wildlife and UNSC grunts hinting at the massive, lush environments we can expect the Chief to explore.

Star Wars Jedi: Fallen Order

PUBLISHER EA
DEVELOPER RESPAWN ENTERTAINMENT
PLATFORMS TBA
RELEASE DATE TBA

Titanfall studio Respawn's mysterious *Star Wars* action game became a little less mysterious at E3. Along with the title, we learned *Jedi: Fallen Order* will put players in the robes of a Padawan who somehow survived Order 66, the nefarious plot that nearly wiped out the Jedi in *Episode III*.

Doom Eternal

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER ID SOFTWARE
PLATFORMS TBA
RELEASE DATE TBA



The bone-crunchingly good *Doom* reboot is getting a sequel. Like in the original *Doom II*, this time around the forces of (let's go with) Heck have invaded Earth. Once again, it's up to our nameless, faceless space marine to save the day by shooting demons first and asking questions never.

Wolfenstein: Youngblood

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER MACHINEGAMES
PLATFORMS TBA
RELEASE DATE 2019



The *Wolfenstein* reboot is back to make a nice, round trilogy of it. We're jumping forward in the Nazis-won-WWII timeline to the 1980s, when the twin daughters of usual series hero B.J. Blazkowicz set off on a mission to liberate Paris. Oh, and did we mention the whole thing's playable in co-op?

BUY **NOW**

SUPER **SWITCH WORLD**

NINTENDO IS CONQUERING THE PLANET WITH ITS HIT CONSOLE—AND THE HELP OF A CERTAIN PLUMBER

BY MARC CAMRON



The coolest, most powerful hardware in the world doesn't sell game systems. A strong software lineup makes the difference between having a hit like the original PlayStation and a sad footnote like the Saturn, Sega's excellent but underappreciated PlayStation competitor.

Nintendo has had its share of hits and misses over the years, but rarely as radical a difference as between the Wii and the Wii U. While not lacking for innovation or capability the Wii U's too-similar branding confused consumers, and developers never really came up with great uses for its tablet-like GamePad.

Then along came the Switch, another strange idea: a hybrid system that could be used as a portable or hooked up to a TV, with removable controllers and the ability to play multiplayer by connecting systems together locally, or even by sharing the same screen, big or small.

At launch, the Switch was fortunate enough to have an incredible new *Legend of Zelda* game. Originally designed for the Wii U,



***The Legend of Zelda: Breath of the Wild* helped propel Nintendo's hybrid to a record launch.**



FACT FILE

DEVELOPER NINTENDO
RELEASE DATE 03.03.2017

Nintendo smartly decided to hold it back to give the Switch a triple-A start. Sure enough, *The Legend of Zelda: Breath of the Wild* helped propel Nintendo's hybrid to a record launch, and once in the hands of players, they discovered how much fun the Switch's seemingly odd concept could be.

Unfortunately, a successful launch is only the beginning of the battle. Nintendo needed a solid plan going forward to ensure buyers stuck with the Switch, and to attract new players who wanted more than one exciting new game. For this, the company turned to its premier mascot, Mario.



THE SWITCH 2018 MUST LIST

The first half of 2018 has already yielded some fantastic Switch games, but that doesn't mean the second half isn't poised to be just as strong. Here are five games we're excited to play in the latter half of 2018.

Mega Man 11



The latest 2D entry in the *Mega Man* series finds the hero back where he belongs, on a Nintendo console. Expect the classic features that make *Mega Man* one of the most beloved platforming franchises of all time, with enough modern twists to keep it fresh.

Super Mario Party



The ubiquitous party game comes to the Switch this October, offering some innovations only possible on Nintendo's wunderkind (see "Thinking Outside the Controller"). Expect new minigames to conquer as well as support for amiibos and Nintendo's upcoming online service.

LEGO DC Super-Villains



Enough of this do-gooder stuff, sometimes you need a good bad guy to take control and show you how it's done. *LEGO* games set in the DC universe have been some of the best, and this one featuring the Joker and all his Arkham cellmates promises a whole new spin.

Pokémon: Let's Go, Pikachu! and Let's Go, Eevee!



Nintendo has infused the classic handheld *Pokémon Yellow* with a healthy dose of *Pokémon Go*'s sensibilities, breathing new life into the old game. Choose Pikachu or Eevee to start, and see where the game takes you on its first Switch romp.

Super Smash Bros. Ultimate



This game features every *Smash* character ever, including non-Nintendo favorites like Cloud Strife, Solid Snake, Pac-Man and Ryu. We learned a great deal about the game at E3 2018, so check out our feature on the show if you haven't already.



The Switch sported four Mario-centric titles over its first 15 months: *Mario Kart 8 Deluxe*, *Mario + Rabbids: Kingdom Battle*, *Mario Tennis Aces*, and the cornerstone, *Super Mario Odyssey*.



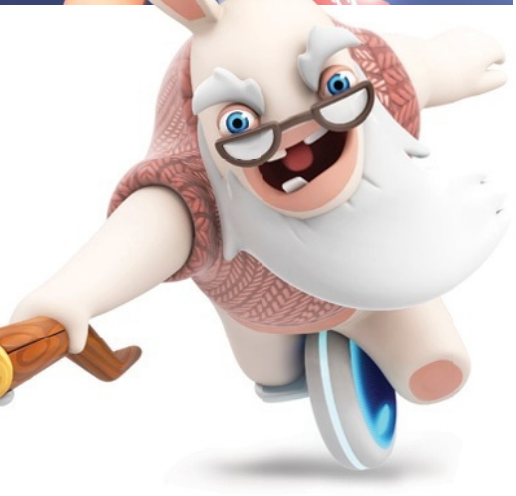


This may sound obvious, as every Nintendo system's featured a number of Mario games. Yet they haven't always been as successful as on the Switch. You can credit the extra care given to the variety of Mario games and the pace at which they've been released.

The Switch sported four Mario-centric titles over its first 15 months: *Mario Kart 8 Deluxe*, *Mario + Rabbids: Kingdom Battle*, *Mario Tennis Aces*, and the cornerstone, *Super Mario Odyssey*. In fact, two more games—*Super Mario Party* and *Super Smash Bros. Ultimate*—will release before the end of the year, bringing the total number of Mario-starring games to six in less than two years.







While the rerelease of *Mario Kart 8* didn't offer much innovation, the other games did. *Mario + Rabbids: Kingdom Battle* features deep real-time strategy gameplay akin to the much-lauded *XCOM* series, while *Mario Tennis Aces* offers redemption from its lackluster Wii U predecessor.

All of these are fantastic games that players have embraced, but none can hold a candle to *Super Mario Odyssey*.

The *Super Mario* series has remained a staple since the original NES, which saw three installments during its lifespan. And though most of these offer high-quality fun, a few of them really elevate the series. *Super Mario Bros. 3* is often cited as the best of the 2D games, while *Super Mario 64* and *Super Mario Galaxy* headline the 3D offerings.

Super Mario Odyssey takes its cues from the latter, most notably in its tendency toward innovative and novel gameplay scenarios. In *Odyssey*, Mario travels from kingdom to kingdom aboard a massive airship. While he's ventured



THINKING OUTSIDE THE CONTROLLER



Nintendo wants the Switch to innovate at every turn. It's a home console that can be used as a tabletop portable or a handheld. It offers local multiplayer by linking multiple systems together and is about to debut an all-new online service (see "Going Online"). You can even make new Switch-controlled toys out of cardboard thanks to Nintendo Labo.

None of this prepared us for what we saw at E3 2018, though. *Super Mario Party* will feature "Toad's Rec Room," a new feature that allows the player to pair up two Nintendo Switch systems for an unexpected tabletop mode.

You won't need two Switch systems to enjoy most of what the game has to offer, with 80 new minigames that use the



Joy-Con controllers in a bunch of different ways, but if you have a buddy with a Switch, be sure to get together and see what this new mode has to offer.





GOING ONLINE

Nintendo has always lagged behind its competition in the online arena. With little formal infrastructure and a frustrating friend-code system, no Nintendo console has ever been the first choice of a gamer wanting to play online.

That is poised to change this September when the company introduces its new online service. Priced at just $19.99 per year, Nintendo Switch Online will offer a dedicated app to get online and compete with your friends in supported games, including previous releases like *ARMS* and *Mario Kart 8 Deluxe*. Nintendo promises an intuitive, easy-to-use service for enjoying your favorite games with friends no matter where they are.

Additionally, subscribers can look forward to playing online-enabled NES games for the first time, as well as enjoying cloud-based backups for their game saves and as-yet-unannounced special offers.

And don't worry: It'll kick off in time for the release of *Super Smash Bros. Ultimate* this December.

forth from the Mushroom Kingdom before (he's been to space, for goodness' sake) this is the first time players have gotten a good look at how much variety his world has to offer.

It also gave the designers free rein to play with art styles, enemy types and environments like never before. Instead of regular powerups like mushrooms and fire flowers, Mario travels with a companion named Cappy, a sentient hat that gives our hero numerous abilities derived from enemies and objects populating the game world.

And instead of merely allowing the player to continue after the main quest is beaten, *Odyssey* opens up a massive amount of new content, encouraging both casual fans and completionists alike to keep playing. With surprises around every corner, *Super Mario Odyssey* epitomizes what makes the Switch such a joy to play. You'll think you know what to expect when setting out, yet it offers surprises around every corner.

The Switch is poised to continue its system-selling domination in 2018 and beyond. While Nintendo keeps upcoming titles under lock and key, we do know games like *Fire Emblem: Three Houses* and *Metroid Prime 4* remain under development, bringing more big franchises back on Nintendo's primary console.

Still, you can bet there are more *Mario* games in the works too. It seems the company has listened to what the fans want, and pivoted its development efforts to keep those hits coming. The only question remaining might be where Mario's next adventure will take us.



Super Mario Odyssey **epitomizes what makes the Switch such a joy to play.**



TEEN T ESRB
Mild Blood
Violence

XBOX ONE PS4 FRONTIER UNIVERSAL sold out

© 2018 Frontier Developments plc. ™ & © Universal Studios and Amblin Entertainment, Inc.

PRE-**ORDER**

ASSASSIN'S CREED ODYSSEY

AN EPIC JOURNEY BEFORE THE CREED

BY NICK PLESSAS

Greece has long been a highly requested historical setting for the *Assassin's Creed* series, and we only had to wait a decade to finally see it. *Assassin's Creed Odyssey* brings fans across the Mediterranean Sea during one of the most exciting and violent times in human history. While last year's installment, *Assassin's Creed Origins*, revealed the genesis of the creed, *Odyssey* will focus on the deeper secrets of the lore, while evolving the updated game systems introduced by *Origins*.

Similar to 2015's *Assassin's Creed Syndicate*, *Odyssey* supports both a male and female protagonist, but while *Syndicate*'s characters were siblings that each had roles to play in the campaign, *Odyssey* has the player choose





Odyssey will focus on the deeper secrets of the lore, while evolving the updated game systems introduced by _Origins_.

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT QUEBEC
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.05.2018

between the two characters and stick to that choice. After saddling up with one of the two Greek warriors, you'll embark on an epic quest across a vast array of Greek islands. The adventure is set during the Peloponnesian Wars, several hundred years before the events of the previous game. *Odyssey*'s dialogue trees will give you some say in how the story plays out, allowing you to choose how you interact with your fellow Greeks.

The gameplay that connects this narrative web pulls heavily from *Assassin's Creed Origins*, with RPG elements forming a foundational balance between *Odyssey*'s stealth and combat. Set in a time before the widespread use of the series' iconic hidden blade, players will instead







THE CONQUERING HERO

There are a number of new gameplay opportunities to be found in *Assassin's Creed Odyssey*, but none sound quite as intriguing as the sequel's Conquest battles. These conflicts will occur at certain points in the story, but they can also be incited in the open world if there is enough strife between the region's warring factions of Sparta and Athens. Conquests will involve the biggest battles in series history, with countless soldiers from each side clashing on the battlefield. These skirmishes will also play host to powerful mercenaries, testing the player's combat prowess beyond butting heads with low-level grunts. The abilities granted by the aforementioned Spear of Leonidas will come in handy when facing down these threats, and should the player prove victorious, they will be permitted to claim the mercenaries' powerful gear as their own. The spoils of war are fruitful in Conquests.

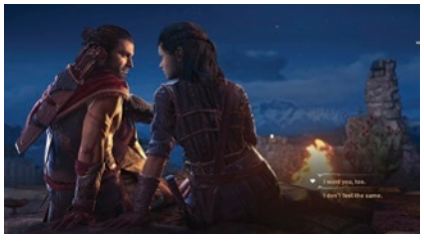






wield a mystic weapon called the Spear of Leonidas. This artifact, previously handled by the leader of the 300 Spartans, was originally created by the series' First Civilization, a society of beings that predates humanity on Earth.

The *Assassin's Creed* series seems to have no limit to the lore it can offer fans.



The Spear can be upgraded to unlock a number of unique abilities for the player, such as a chain-combo assassination maneuver, or a powerful Spartan kick to blast enemies off of their feet. These abilities will complement both stealthy and aggressive playstyles, or even a mixture of the two. Players will also find them useful in situations outside of standard assassinations and sword fights, as naval combat makes a return in *Odyssey*, along with the introduction of the new large-scale Conquest battles.

Assassin's Creed Odyssey is a fusion of new and returning features, set upon a historical backdrop from which some of mankind's key legends originated. The *Assassin's Creed* series seems to have no limit to the lore it can offer fans, and of all the time periods that needed to be explored in these games, ancient Greece is right near the top.



ENTER FOR A CHANCE TO

WIN ONE OF FIVE COPIES OF MADDEN NFL 19

FOR XBOX ONE OR PS4

TO ENTER, GO TO WWW.EGMNOW.COM/WGC58 AND COMPLETE OUR READER SURVEY. BE SURE TO INCLUDE YOUR NAME AND E-MAIL FOR A CHANCE TO WIN!

NO PURCHASE NECESSARY TO ENTER OR WIN, VOID WHERE PROHIBITED. Open only to legal U.S. residents. Contest begins August 1, 2018 and ends September 15, 2018. © 2018 Electronic Arts Inc. EA, EA SPORTS, the EA SPORTS logo are trademarks of Electronic Arts Inc. The mark "John Madden" and the name, likeness and other attributes of John Madden reproduced on this product are trademarks or other intellectual property of Red Bear, Inc. or John Madden, are subject to license to Electronic Arts Inc., and may not be otherwise used in whole or in part without the prior written consent of Red Bear or John Madden. All rights reserved. Officially Licensed Product of NFL PLAYERS INC. and NFLPA.COM. Officially Licensed Product of the National Football League. All other trademarks and trade names are properties of their respective owners.

PRE-**ORDER**



FORZA HORIZON 4

SEASONS CHANGE EVERYTHING

BY MICHAEL GOROFF

Between *Forza Motorsport* and its spinoff, *Forza Horizon*, the *Forza* franchise has become an annual series. That, however, doesn't mean developer Playground Games is simply pumping out carbon copies year after year. In fact, this year's *Forza Horizon 4* promises to push not just the boundaries of the racing genre but of video games in general.

Forza Horizon 4's globetrotting automotive festival is coming to Great Britain, and it's bringing Britain's iconic scenery to life in all four seasons. Spring, summer, fall and winter will all be on display in *Forza Horizon 4*, synced up for everyone.

Playground Games' breathtaking new weather technology doesn't just change *Forza Horizon 4*'s scenery. It will also influence the gameplay in significant ways. Winter will create some pretty obvious changes, icing over roadways and freezing lakes that you can then drive across. But the other seasons will have just as big of an impact. Spring brings the rain, not only making the roads slick but also causing some of the rivers to rage, affecting certain dirt roads and paths. Summer will heat up the roads and, thus, your tires, affecting the way your cars handle. And fall—well, fall looks really, really pretty.

Seasons will be key to how *Forza Horizon 4* creates a community out of its playerbase. Unlike *Forza Horizon 3*, *Forza Horizon 4* will be a shared open-world environment. That means that the other cars you'll see on the road will be other players, not "driveatars," and players will all experience the same seasons at the same time. Seasons will change on a weekly basis and will introduce new events to take part in and new challenges to complete.

***Forza Horizon 4* promises to push not just the boundaries of the racing genre but of video games in general.**



EXPLORE BRITAIN THE FORZA HORIZON WAY

Sure, at first glance, Great Britain might not seem as exotic and picturesque as northern Italy or the Australian outback. But take a closer look and you'll see that the United Kingdom is the perfect setting for *Forza Horizon 4*.

Not only does Britain offer some of the most ferociously different seasons of anywhere in the world, but it's also home to some of the most diverse landscapes found on a single island.

Some of the locations already confirmed for *Forza Horizon 4* include the mountainous Scottish Highlands, the beautiful vacation homes of the Lake District, the placid grasslands of the Yorkshire Moors, and the city streets of Edinburgh. Plus, it ain't called the United Kingdom for nothing; there are plenty of castles like Bamburgh to tour and hamlets like the Cotswolds to zoom through.

Tearing down mountains on a dirtbike or zooming over frozen lakes in a hovercraft is just the beginning of what Great Britain has to offer *Forza* players. It might not be the most exotic setting, but it'll offer more terrain diversity than ever before.

FACT FILE

PUBLISHER MICROSOFT STUDIOS
DEVELOPER PLAYGROUND GAMES
PLATFORMS XBOX ONE, PC
RELEASE DATE 10.02.2018



Real, human-controlled drivers sharing the road means even more gameplay opportunities in *Forza Horizon 4*. Players can team up and embark on co-op sessions any time they want. Drivers can race against each other and other players' avatars in predesigned events or plot their own races with the new Route Creator.

Even *Forza Horizon*'s signature photo mode is available online now, meaning you and your friends can stage shots together.

You can even become a Horizon Superstar without ever winning a race, thanks to the game's "influence" system. Players can earn influence by doing just about anything in-game, from customizing your cars' liveries to taking awesome photos. *Forza Horizon 4* will let all players show off their stuff, no matter their skill level.

That doesn't mean that *Forza*'s forgotten what it does best. *Forza Horizon 4* will have the largest and most diverse roster of cars yet. Players can collect over 450 cars from over 100 licensed manufacturers. Add that to the live service updates the game will get on a weekly basis and it'll be hard to run out of things to do. Best of all, *Forza Horizon 4* will play at a locked frame rate of 60 fps on consoles (or alternatively in 4K) and always in HDR on the Xbox One X. We didn't think it was possible for a *Forza Horizon* game to look better than the last one, but *Forza Horizon 4* is showing us why we were wrong.

Hopefully *Forza Horizon 4* will truly live up to the series' namesake, creating new benchmarks for the genre as a whole. Having seen the game at E3, we have a good feeling about this one. We'll find out for sure when *Forza Horizon 4* launches later this year.

PRE-**ORDER**

STARLINK: BATTLE FOR ATLAS

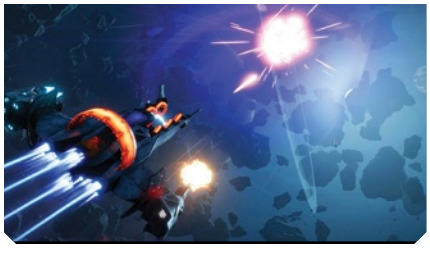
A TRUE STARS-TO-LIFE GAME

BY NICK PLESSAS

The Atlas star system is under attack from the sinister Forgotten Legion, and a small group of pilots is all that stands in its way. Players will take on this fight in the new *Starlink: Battle for Atlas* toys-to-life experience, where choosing the right ship and pilot for a particular mission makes all the difference. Atlas awaits, as does the Legion.

The Atlas Star system of *Starlink* is an expansive open-world adventure, giving players the option to explore it at their leisure, or focus on the main quest to save the star system as expediently as possible. The system contains seven planets, each with its own unique terrain, wildlife and characters. To rid the star system of the Legion, the planets must be freed from the grip of their Legion Primes—giant and formidable robots that require all of a pilot's skill to defeat. While taking a break from ridding planets of the Legion, the vastness of space can be explored, with mysterious secrets and threats waiting to be discovered.

So how exactly will players handle the threats they'll come across? The core gameplay of *Starlink* has the player switching their ship between a jet-form in the air and hover-form on the ground, depending on the challenges at hand. Being a toys-to-life experience, players



Choosing the right ship and pilot for a particular mission makes all the difference.



FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT TORONTO
PLATFORMS XBOX ONE, PS4, SWITCH
RELEASE DATE 10.16.2018



MCCLOUD REPORTING FOR DUTY



There are many colorful pilots that players can take on their journey in *Starlink: Battle for Atlas*, but Nintendo Switch players are getting one special character all to themselves. *Star Fox*'s Fox McCloud was announced for *Starlink* at E3 2018, and the design similarities of the two games makes the crossover seem like a perfect fit. McCloud will be driving his classic Arwing fighter, which will be available as one of the



game's toys-to-life ship models, although it will be exclusive to the Nintendo Switch version. The modular nature of the Arwing makes it well suited for *Starlink* missions, and McCloud's experience in switching between vehicular air and ground combat on the fly will come in handy when he pilots. In addition to the *Star Fox*–themed ship and pilot, Nintendo Switch players will enjoy a number of unique Star Wolf missions, letting McCloud show what he is truly capable of.

will not only be able to switch between their ships' forms during combat, but they can also swap out for entirely different ships on the fly.

The type of ship the player pilots is determined by the physical ship model they have mounted on the controller. Within the ship model is one of the game's unique pilot figures, granting special stats and abilities to their in-game character, and different weapons can be mounted on the ship model to unlock a host of combat possibilities. With each wing holding a weapon, and ships supporting up to three wings equipped on each side, the combat variations are numerous. Choosing the right build for your ship, pilot and weapons will make the difference between crashing and burning or flying away victorious.

The toys-to-life genre may be on a bit of a downturn, but *Starlink: Battle for Atlas* is ready to kick it into overdrive once again. The game's deeply explorable universe is made that much deeper by the seamless freedom to switch out ships and playstyles, making *Starlink* an intriguing experience to look out for this fall.

PRE-ORDER

CODE VEIN

LET THE BLOODBATH BEGIN

BY EVAN SLEAD

While it differs visually from *Dark Souls* and *Bloodborne*, Bandai Namco's *Code Vein* is undoubtedly both series' spiritual successor, delivering the same strategy-based combat, tight controls and nail-biting difficulty, all in a new anime-inspired package.

When players jump into this action RPG, they'll be thrust into a post-apocalyptic version of our world, where humanity has been wiped out. All that remains are bloodthirsty ghouls, the Lost, that scour the dystopia for any signs of life to devour. However, the Revenants, beings with extraordinary vampiric powers, have discovered a way to defeat the Lost.

In addition to the darkness-filled setting, *Code Vein*'s combat takes a balanced approach to the "Soulsborne" format. For fans of both previously mentioned series, this means your character moves faster than the hero in the first *Dark Souls*, but they're not quite as speedy as the one in *Bloodborne*. For newbies, all that means is the overall movement is easy to master, giving you all the tools you need to outwit your fierce enemies.



...strategy-based combat, tight controls and nail-biting difficulty, all in a new anime-inspired package.

FACT FILE

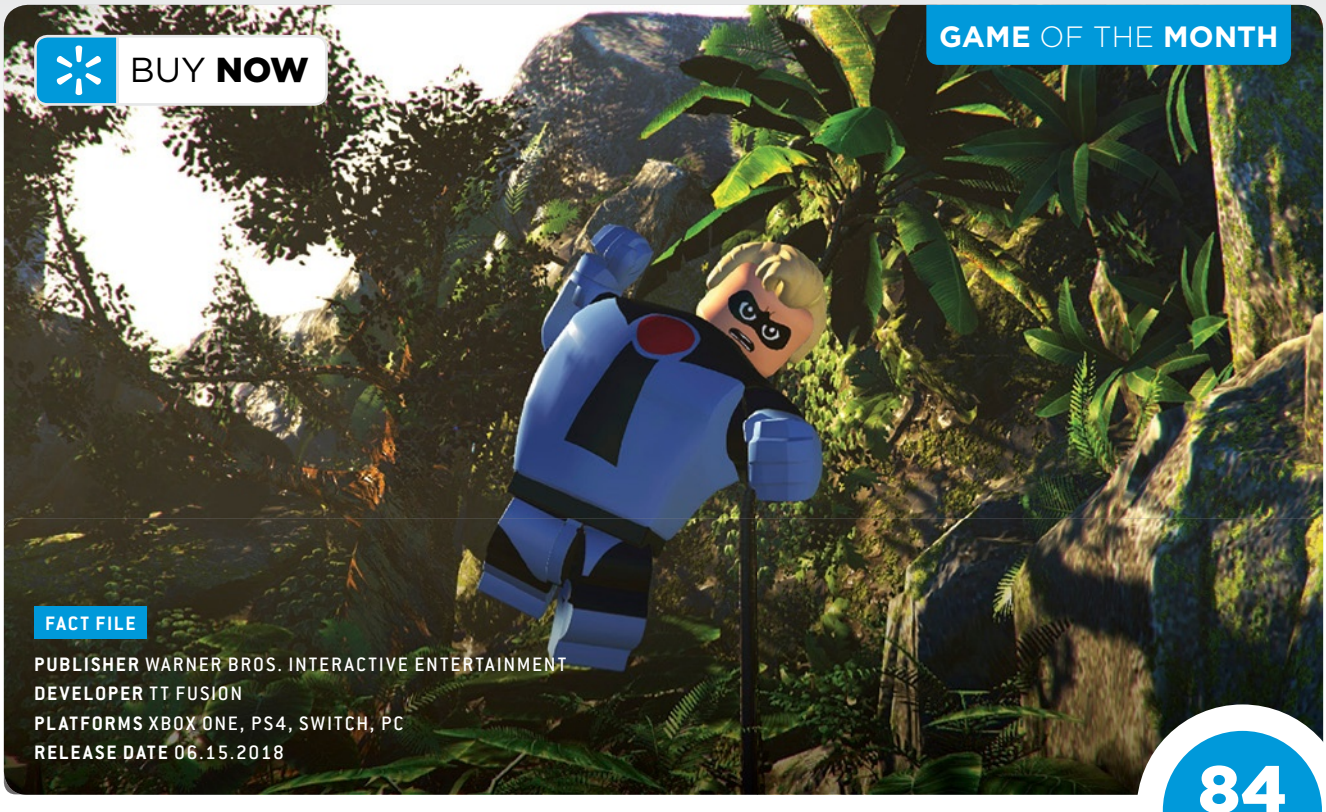
PUBLISHER BANDAI NAMCO
DEVELOPER BANDAI NAMCO
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 09.27.2018



You'll have a few more extra skills up your sleeve in *Code Vein*, too. On top of a fast standard attack and a slow but powerful heavy blow, Revenants can use magical spells called Gifts to trigger attack boosts, better defenses or the chance to wield fireballs. You'll even have a partner character with you that can distract an enemy, use Gifts or sacrifice their health to regenerate yours on the battlefield.

You can also customize the look of your Revenant. Start by picking either a male or female vampire and then get down to crafting their look, from eye color to hairstyle, to make your hero stand out from the rest of the pack. This creative feature, along with the well-crafted combat and immersive story, makes *Code Vein* worth a closer look when it invades our world later this year.





FACT FILE

PUBLISHER WARNER BROS. INTERACTIVE ENTERTAINMENT
DEVELOPER TT FUSION
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 06.15.2018

84
100

LEGO THE INCREDIBLES

EVERYONE CAN BE SUPER

BY JOSH HARMON

Sometimes you stick with a formula because it works. That's certainly true in the case of *LEGO The Incredibles*, the latest brickified adaptation from Warner Bros. and TT Games. Like the *LEGO Star Wars*, *Marvel* and *DC* games before it, *LEGO The Incredibles* is a silly, joyous celebration of the characters and world of its Disney Pixar source material.

LEGO game veterans will find the gameplay immediately familiar. Across story missions and an open-world hub packed with side content, you'll take control of dozens of different characters from the *Incredibles* universe, all rendered in *LEGO* minifigure form. While there's plenty of simple but engaging combat and puzzles to keep you busy, the real draw lies in collecting: Tracking down studs, gold bricks and minikits helps unlock new characters, with whom you can collect even more. Gamers of all ages are likely to find it addicting. There's something to be said for any game that lets you collect, quite literally, a billion of something.

You'll experience the events of both *The Incredibles* and this summer's *Incredibles 2*, though in an odd choice you'll actually play through the second film first. These levels stick surprisingly close to the narrative of the films,



albeit with some minor tweaks to support battles, puzzles and co-op play during scenes where they might not otherwise make sense. You'll stop a runaway train as Elastigirl, now with the lighting-shooting Helectrix in tow. You'll head to Nomanisan Island as Mr. Incredible, now accompanied by Frozone. Of course, in true *LEGO* game fashion, familiar moments get an added layer of slapstick humor, sure to amuse younger gamers.

If there's anywhere the game stumbles, however, it's in rounding out the universe with lots of heroes and villains. Understandably, *The Incredibles* doesn't have as robust a world as the decades-old Marvel, DC or *Star Wars* universes, so it takes a fair bit of stretching to fill out the roster of minifigures. Some of the playable characters are heroes who only appeared onscreen for a second or two in the movies, which isn't as exciting as playing as characters you already know and love. Then again, *LEGO The Incredibles* has a second solution to this problem that's absolutely genius. We won't say too much to avoid spoiling the fun, but suffice it to say that Pixar lovers will be pleasantly surprised.



Does *LEGO The Incredibles* reinvent the wheel? Not by a long shot. But it certainly makes smart use of ideas from the games that went before it to deliver an engaging adventure for anyone who wants to spend a little more time with the Parr family.

***LEGO The Incredibles* is a silly, joyous celebration of the characters and world of its Disney Pixar source material.**



Crash Bandicoot: N. Sane Trilogy

Alpine Warp Room



The Alpine Warp Room can be accessed through the main portal in the Sewer Warp Room once you collect the crystals from each of the five main levels and defeat Tiny Tiger. Like the other warp rooms, this one features five main levels and a boss you must defeat.



Hangin' Out

Rewards: Clear Gem–destroy all 93 boxes.





Just because Crash completed the Sewer Warp Room and is now in a new warp room doesn't mean he's completely left the sewers. Get ready to travel through narrow tunnels and flooded rooms. In addition to a bonus stage, this level contains a secret portal that takes you to Totally Fly, the second of two secret levels. Because the secret portal causes you to leave the level, you cannot earn the Clear Gem and access the secret level on the same playthrough. Go for the crystal and Clear Gem the first time, then come back for the secret portal.

Right at the start, you get into the action. You encounter a welder assistant with a couple of the smaller robots rolling around in front of it. Wait until the flames stop, and make your move. Run forward, jump over the small robots, and hit the flame-throwing threat with a flying spin attack. Jump across to a floating platform, then through a doorway to avoid water with an eel swimming around.



This Guide is available at **Walmart** and **Walmart.com**

Walmart

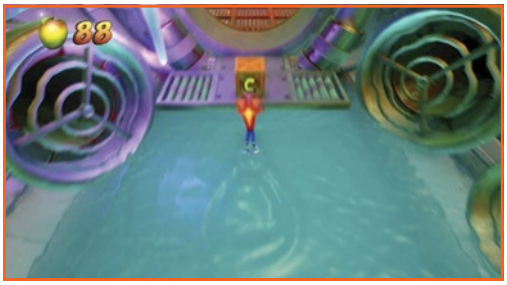


As you move through a narrow tunnel, jump over rolling barrels and watch out for small robots that race toward you. Jump over them and keep going, or hit them with spin attacks. Break the boxes at the dead-end room, then drop through the hole in the floor.



Jump up and use your hands to get through this stage. Avoid the spiky robots that patrol the underside of the catwalk. Collect the hanging boxes as well. It takes some timing to get past the last two robots. Wait until the second-to-last moves away, and follow it. Quickly reach the end before the last robot comes back toward you.

Once back in a tunnel, jump over more of these robots to reach a wall of boxes. Spin-attack one of the lower wooden boxes to start the countdown on a TNT box. Retreat a bit to avoid the explosion, then continue through the rest of the tunnel to the checkpoint, passing by more hovering robots. Jump up and grab on to a catwalk again. This is similar to before, but the robots here move faster. As you pass one, observe the patrol path the next once takes, then avoid it.



In the next tunnel, get past more spiky robots. Not only do you jump over pairs of them, but be sure you don't land on one on the other side. Smash all the boxes at the end room, then drop through the hole in the floor to a flooded room. Use the checkpoint, and grab the crystal in here. Then move forward to jump on a circular platform that takes you down to the bonus stage.

BONUS STAGE



There are a lot of boxes in this bonus stage–35 in all! Jump up onto some platforms to get higher so you can jump onto a tall stack of boxes. The top one is a reinforced box, so jump up and do a Belly Flop to smash the entire stack in one fell swoop. Collect the extra life before using an arrow box to jump up to another high platform. Carefully jump over a nitro box.

Now comes the tough part. Jump over a lot of nitro boxes and land on one of two arrow boxes. Jump across more nitro boxes and land on two iron boxes. Walk across the TNT boxes, and jump up to break the two floating wooden boxes. This starts the TNT boxes counting down, so jump across to the lower row of fruit boxes. Jump up to hit one above it so you can get up to the top row and clear them out. Then work on the bottom row. Remember that each fruit box can be jumped on five times before it breaks. Once you collect all the boxes, jump across to the circular platform that takes you back to the level.

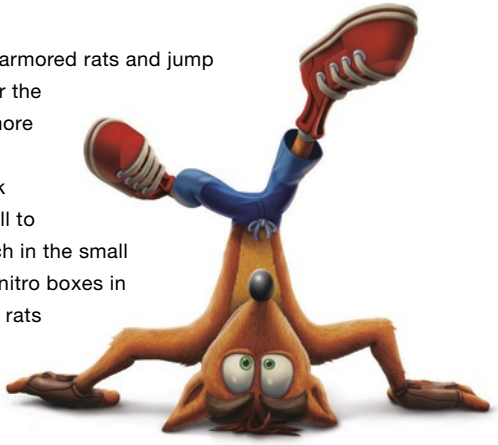

This Guide is available at **Walmart** and **Walmart.com**
Walmart

SECRET PORTAL TO TOTALLY FLY SECRET LEVEL

To access this secret portal, get to the room with the checkpoint where you picked up the crystal. Instead of going forward toward the platform that takes you to the bonus stage, move back through the flooded room and drop through a hole in the floor of the next room. Hang from catwalks to get over an area with hot lava below you. There are several extra lives here, as well as robots to avoid. The robots move in circular paths, so time your movements to avoid them. When you get down to the end, drop to the floor and move under a large pipe to be sucked up to a secret warp room, where you can now access Totally Fly.







Back in the level, avoid armored rats and jump over nitro boxes to enter the next tunnel. There are more armored rats here. They move in a circle, so walk along the side of the wall to pass them. Hit the switch in the small room to blow up all the nitro boxes in the level. Get past more rats and rolling barrels in a short tunnel, then jump over to a floating platform in a flooded room. It's too far to jump all the way to the doorway, so wait until after the eel electrifies the water, then jump into the water and get to the doorway before it shocks again. Keep going to claim the Clear Gem, then on to the portal.

TIME TRIAL

Time Requirements

Sapphire: 1:25:00

Gold: 1:03:82

Platinum: 0:56:23



To get a relic for this time trial, you can't spend a lot of time waiting to get past threats. Jump to bypass flamethrowers and go over rolling barrels. Only go after time boxes and masks, and keep moving. The stages where you hang from catwalks can be challenging with the robots. However, once you learn the timing on the first one, you can often race past the rest without waiting.

©2018 Activision Publishing, Inc. ACTIVISION, CRASH, CRASH 2, CORTEX STRIKES BACK, CRASH BANDICOOT and WARPED are trademarks of Activision Publishing, Inc.

This Guide is available at **Walmart** and **Walmart.com**

Walmart

Diggin' It

Rewards: Clear Gem 1-destroy all 95 boxes. Clear Gem 2-get through the death route.

There are two Clear Gems you can earn in this level. Both can be achieved in a single attempt if you can get through the entire level on a single life. There's also a secret portal that takes you to part of an earlier level you couldn't access before. Save that for a later time.









During this level, you follow a path through a forest with some ruins. Near the start, you come across a new threat. The plants here don't wait for you to get close before they try to bite you; they spit projectiles that explode when they hit you or the ground. Dodge the projectiles and run past the plant. As you close distance, they drop down to hide and stop spitting. Don't just jump on them—they have spikes when they hide that hurt you. Instead jump on the middle of the plant and Belly Flop to take it out.

After passing a few of these plants, you then must avoid land mines across the path. Since you're not being chased by a boulder, these are easy to avoid. When you come to a gap where jump onto a pillar, be careful. A plant spits projectiles onto the pillar, so time your jump across to the other side of the gap. Keep going, dodging around a moving totem. Use the speed boosts to jump over gaps, but be careful of mines on the other side.

Continue down the path, avoiding gaps on the sides and another totem, to reach the checkpoint. Jump over gaps and grab a mask, and don't touch the nearby nitro box. Eventually you come to an electric barrier. Slide under the arcs to reach the other side. When going under the second barrier, time it to avoid being hit by plant spit.

For your next challenge, electric barriers cover the entire path. These turn on and off. As soon as the power goes down, rush past them before they charge up again. Another plant spits at you as you pass two of these barrier close together. Get past one, then stay to the left side to avoid the projectiles until you pass the second barrier. Continue past a totem and more plants to reach the circular platform that takes you to the bonus stage.





This Guide is available at **Walmart** and **Walmart.com**

Walmart

1 on 1 with

John Faciane

ASSOCIATE PRODUCER, STREET FIGHTER 30TH ANNIVERSARY COLLECTION

When you think about fighting games, there's no bigger name than *Street Fighter*. From an experimental arcade title about warriors locked in street combat was born a series that would become truly legendary around the globe. This year that series celebrates its 30th anniversary, and to mark the occasion, Capcom has released *Street Fighter 30th Anniversary Collection*. To learn more about this special compilation and the 12 *Street Fighter* titles it brings together, we chatted with the game's associate producer, John Faciane.



"This is the first time that all 12 games have been made available in one place for home consoles that actually use the original arcade versions."

VITAL SIGNS

OCCUPATION
ASSOCIATE PRODUCER
GAME HIGHLIGHTS
THE DISNEY AFTERNOON COLLECTION

WGC: *Street Fighter 30th Anniversary Collection* is a special new release celebrating 30 years of the *Street Fighter* series. What is it about these games that have given them such lasting appeal?
John Faciane: These classics defined the fighting genre as we know it today, and to this day many games still use mechanics that were first introduced in the *Street Fighter* series. Nostalgia naturally plays a role in the lasting appeal, but the franchise has stood the test of time for 30 years now because of our dedication to precision gameplay mechanics and memorable characters that continue [to] resonate with new and existing fans in the community.

WGC: Over the years, there have been a handful of *Street Fighter* compilations, but what makes *Street Fighter 30th Anniversary Collection* stand out from everything that's come before, and a must-own even for fans who have some of those previous collections?
JF: This is the first time that all 12 games have been made available in one place for home consoles that actually use the original arcade versions. For the *30th Anniversary Collection* we have teamed up with Digital Eclipse to actually take the original game code from the arcade games, decompile that code and rewrite it to function well on modern gaming consoles and PCs. On top of this we've also included online functionality for four definitive titles in the series, so you'll be able to challenge fighters from all over the world.

WGC: *Street Fighter 30th Anniversary Collection* features 12 different games from across *Street Fighter*'s history. What are a few of the titles that you think will be the most interesting (or surprising) for players to experience again or for the first time, and why?
JF: The most interesting title to me as a player is the original *Street Fighter*, where it all began. Growing up in the '90s I remember always seeing *Street Fighter II* and *Super Street Fighter II* in the arcades, but I never really had the chance to play the original game until now. For those who haven't played the original game, it may come as a surprise how challenging that game actually is. It was notoriously difficult to master back in arcades, so I'm looking forward to seeing a new generation of gamers hone their techniques on this classic.

WGC: Of course, *Street Fighter 30th Anniversary Collection* features bonus content beyond those 12 games that delves into the history of the series. Can you tell us more about what makes this package special?
JF: Fans will be able to navigate through a detailed timeline by year and see information about not only the original games themselves, but also the franchise as a whole including the animated series, animated movie, and even the live-action movie! We've also included a music player, character encyclopedia with sprite viewer, and a "Making of SF" section that details the development of *Street Fighter*, *Street Fighter II*, *Street Fighter Alpha*, and *Street Fighter III* complete with never-before-seen production art. There's a lot to look back on and celebrate when you've been around for 30 years!

WGC: Over its 30-year run, *Street Fighter* has featured an immense cast of memorable characters. Who would you least want to face off against in a fight, and who would you most want to tag in to assist you?
JF: I feel like Akuma and his vicious fighting style would overpower me immediately. His Raging Demon attack is notorious for turning the tides of battle because of the amount of damage it deals. On the other hand, Vega would be quite frightening as well. His storyline and personality are pretty sadistic and the sight of his legendary claw alone in battle would make me run for the hills. I would probably want Cammy to tag in and assist me in a fight though. She is very fast, agile and a bit shorter than I am, so we would be able to attack our opponent from both low and high angles.

NO MAN'S SKY

Includes:
The Foundation, Pathfinder, Atlas Rises and new massive NEXT Update









Available Now

TEEN
T
ESRB
Fantasy Violence

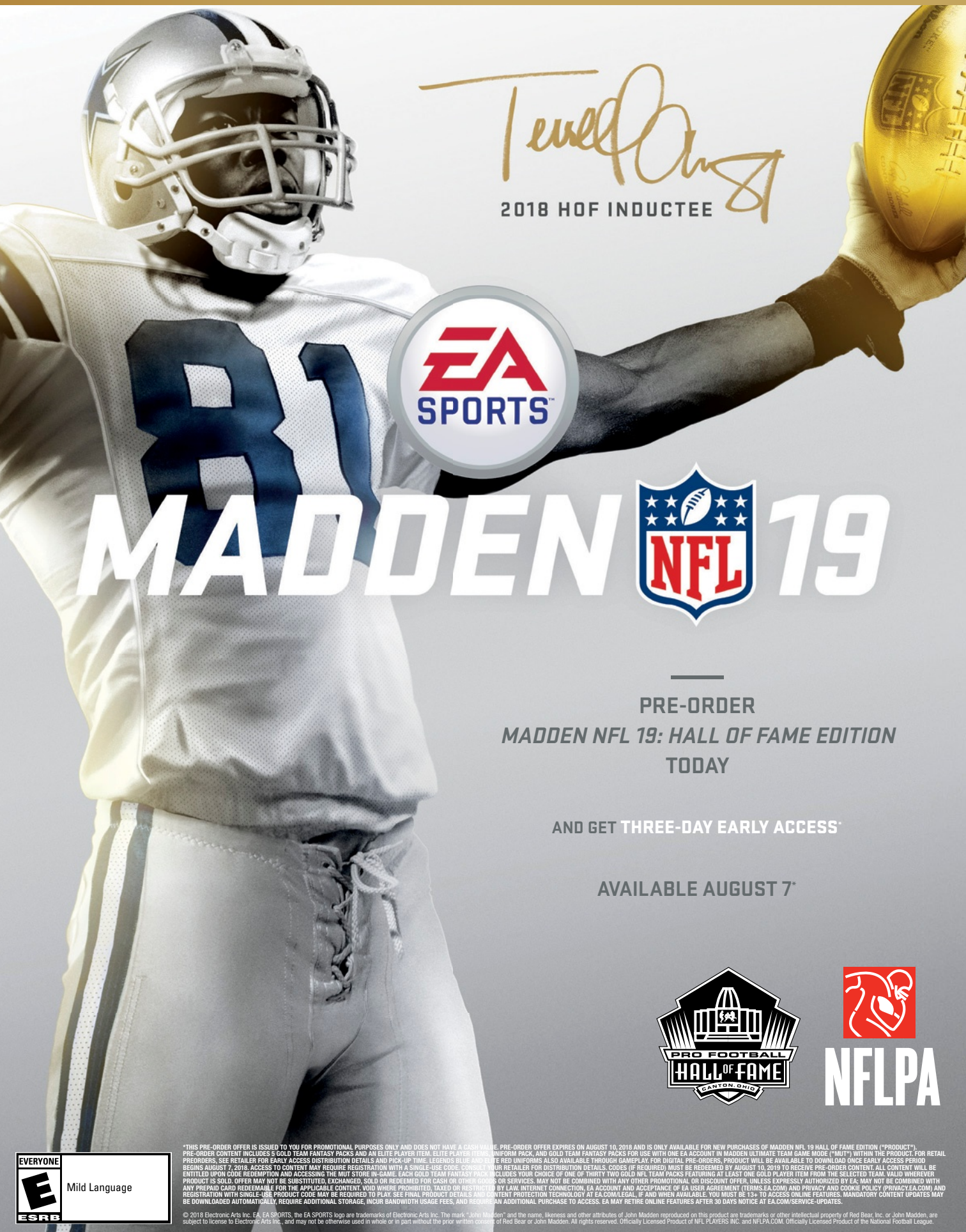
XBOX ONE

HELLO GAMES

505GAMES

© 2016 Hello Games Ltd. Developed by Hello Games Ltd. All rights reserved. Published by 505 Games. 505 Games and the 505 Games logo are registered trademarks of 505 Games SpA. All rights reserved.

HALL OF FAME EDITION



PRE-ORDER
MADDEN NFL 19: HALL OF FAME EDITION
TODAY

AND GET **THREE-DAY EARLY ACCESS***

AVAILABLE AUGUST 7*

PRO FOOTBALL HALL OF FAME CANTON, OHIO

NFLPA

EVERYONE E ESRB Mild Language

*THIS PRE-ORDER OFFER IS ISSUED TO YOU FOR PROMOTIONAL PURPOSES ONLY AND DOES NOT HAVE A CASH VALUE. PRE-ORDER OFFER EXPIRES ON AUGUST 10, 2018 AND IS ONLY AVAILABLE FOR NEW PURCHASES OF MADDEN NFL 19 HALL OF FAME EDITION ("PRODUCT"). PRE-ORDER CONTENT INCLUDES 5 GOLD TEAM FANTASY PACKS AND AN ELITE PLAYER ITEM. ELITE PLAYER ITEMS, UNIFORM PACK, AND GOLD TEAM FANTASY PACKS FOR USE WITH ONE EA ACCOUNT IN MADDEN ULTIMATE TEAM GAME MODE ("MUT") WITHIN THE PRODUCT. FOR RETAIL PREORDERS, SEE RETAILER FOR EARLY ACCESS DISTRIBUTION DETAILS AND PICK-UP TIME. LEGENDS BLUE AND ELITE RED UNIFORMS ALSO AVAILABLE THROUGH GAMEPLAY. FOR DIGITAL PRE-ORDERS, PRODUCT WILL BE AVAILABLE TO DOWNLOAD ONCE EARLY ACCESS PERIOD BEGINS AUGUST 7, 2018. ACCESS TO CONTENT MAY REQUIRE REGISTRATION WITH A SINGLE-USE CODE. CONSULT YOUR RETAILER FOR DISTRIBUTION DETAILS. CODES (IF REQUIRED) MUST BE REDEEMED BY AUGUST 10, 2019 TO RECEIVE PRE-ORDER CONTENT. ALL CONTENT WILL BE ENTITLED UPON CODE REDEMPTION AND ACCESSING THE MUT STORE IN-GAME. EACH GOLD TEAM FANTASY PACK INCLUDES YOUR CHOICE OF ONE OF THIRTY TWO GOLD NFL TEAM PACKS FEATURING AT LEAST ONE GOLD PLAYER ITEM FROM THE SELECTED TEAM. VALID WHEREVER PRODUCT IS SOLD. OFFER MAY NOT BE SUBSTITUTED, EXCHANGED, SOLD OR REDEEMED FOR CASH OR OTHER GOODS OR SERVICES. MAY NOT BE COMBINED WITH ANY OTHER PROMOTIONAL OR DISCOUNT OFFER, UNLESS EXPRESSLY AUTHORIZED BY EA; MAY NOT BE COMBINED WITH ANY PREPAID CARD REDEEMABLE FOR THE APPLICABLE CONTENT. VOID WHERE PROHIBITED, TAXED OR RESTRICTED BY LAW. INTERNET CONNECTION, EA ACCOUNT AND ACCEPTANCE OF EA USER AGREEMENT (TERMS.EA.COM) AND PRIVACY AND COOKIE POLICY (PRIVACY.EA.COM) AND REGISTRATION WITH SINGLE-USE PRODUCT CODE MAY BE REQUIRED TO PLAY. SEE FINAL PRODUCT DETAILS AND CONTENT PROTECTION TECHNOLOGY AT EA.COM/LEGAL IF AND WHEN AVAILABLE. YOU MUST BE 13+ TO ACCESS ONLINE FEATURES. MANDATORY CONTENT UPDATES MAY BE DOWNLOADED AUTOMATICALLY, REQUIRE ADDITIONAL STORAGE, INCUR BANDWIDTH USAGE FEES, AND REQUIRE AN ADDITIONAL PURCHASE TO ACCESS. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE AT EA.COM/SERVICE-UPDATES.

© 2018 Electronic Arts Inc. EA, EA SPORTS, the EA SPORTS logo are trademarks of Electronic Arts Inc. The mark "John Madden" and the name, likeness and other attributes of John Madden reproduced on this product are trademarks or other intellectual property of Red Bear, Inc. or John Madden, are subject to license to Electronic Arts Inc., and may not be otherwise used in whole or in part without the prior written consent of Red Bear or John Madden. All rights reserved. Officially Licensed Product of NFL PLAYERS INC. and NFLPA.COM. Officially Licensed Product of the National Football League.