PREVIEW
HITMAN 2

PREVIEW
SUPER SMASH BROS. ULTIMATE

REVIEW
OCTOPATH TRAVELER

INTERVIEW
MADDEN NFL 19

Walmart Game center

Free to Walmart Customers

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

FREE ISSUE

ISSUE 59



© 2018 MARVEL

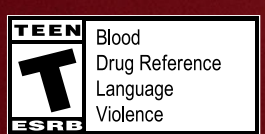


MARVEL

SPIDER-MAN

September 7, 2018

Only On PlayStation®



INSOMNIAC GAMES

© 2018 MARVEL. © 2018 Sony Interactive Entertainment LLC. Developed by Insomniac Games, Inc. "PlayStation", "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.





PS4™ systems and vertical stand sold separately.

GREATNESS AWAITS

Walmart Gamecenter

CONTENTS

ISSUE **59**



COVER STORY

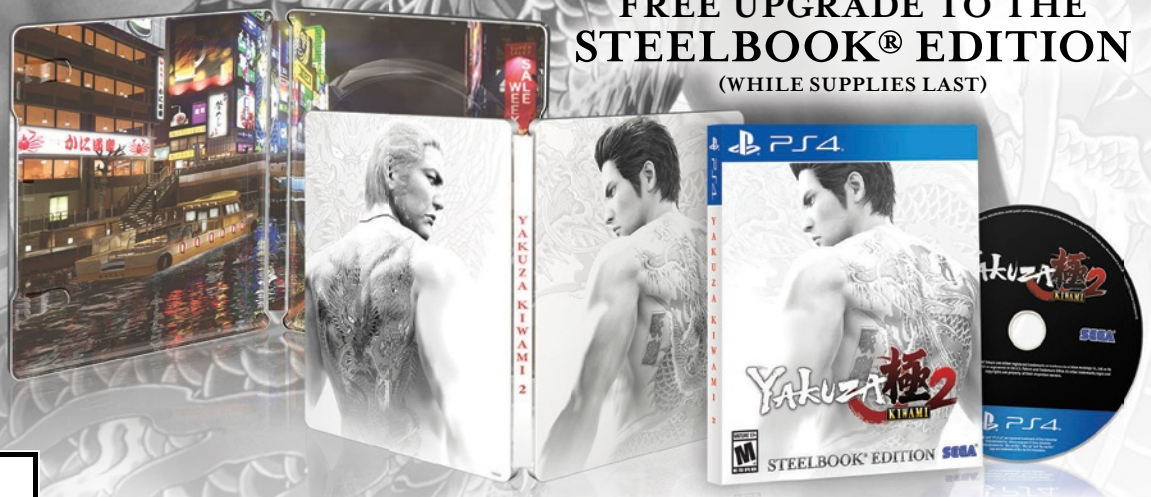
MARVEL'S SPIDER-MAN 28

Take a spin with the friendly neighborhood superhero in 2018's most anticipated PlayStation 4 exclusive.

YAKUZA 極 2 KIWAMI

THERE CAN ONLY BE ONE DRAGON

AUGUST 28, 2018



FREE UPGRADE TO THE STEELBOOK® EDITION

(WHILE SUPPLIES LAST)

MATURE 17+

M

ESRB

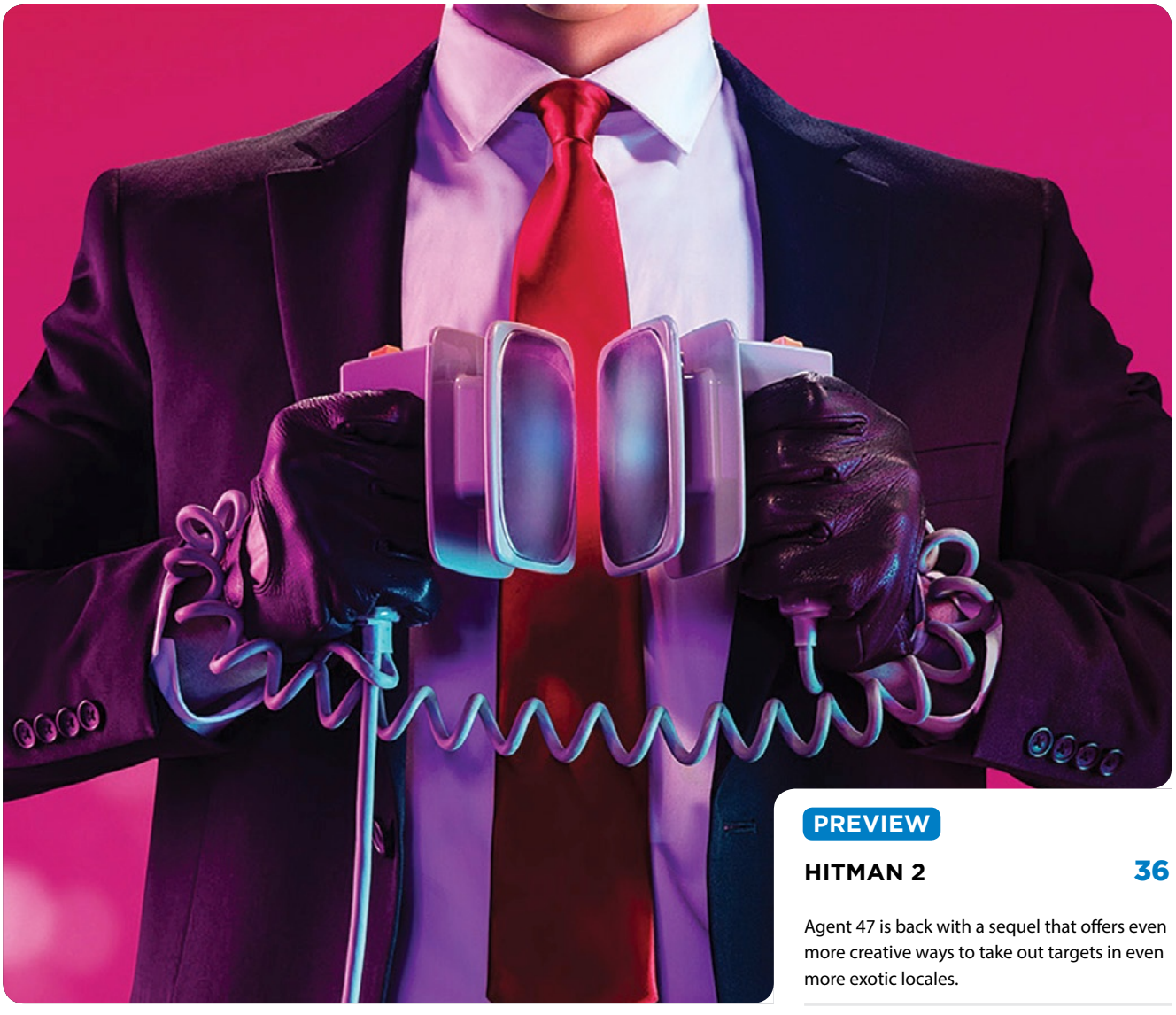
Blood
Intense Violence
Sexual Themes
Strong Language
Use of Alcohol

PS4 SEGA®

YAKUZA.SEGA.COM/EXPERIENCE

© SEGA. SEGA, the SEGA logo and Yakuza are either registered trademarks or trademarks of SEGA Holdings Co., Ltd. or its affiliates. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. All other trademarks, logos and copyrights are property of their respective owners. SteelBook® is a trademark of Glud & Marstrand A/S. The "PS" FAMILY LOGO, "PlayStation", and "PS4" are registered trademarks of Sony Interactive Entertainment Inc. ART NOT FINAL.

CONTENTS



PREVIEW
HITMAN 2 36

Agent 47 is back with a sequel that offers even more creative ways to take out targets in even more exotic locales.

SECTIONS

EDITORIAL 08
GAME ON 10
5 TO PLAY 16
STRATEGY CENTER 48
PARTING SHOTS 50

PREVIEW
SUPER SMASH BROS. ULTIMATE 40

PREVIEW
DARKSIDERS III 42

PREVIEW
OVERKILL'S THE WALKING DEAD 44



REVIEW
OCTOPATH TRAVELER 46



INCLUDES ALL STANDARD EDITION CONTENT PLUS*:

- EARLY ACCESS TO BATTLEFIELD™ V BASE GAME
- SPECIAL ASSIGNMENTS
- 20 WEEKLY ITEMS WITH *AIRLIFT*
- 5 SETS OF PARATROOPER GEAR

DELUXE EDITION AVAILABLE 10.16.18 - STANDARD EDITION AVAILABLE 10.19.18

RATING PENDING
RP
ESRB
May contain content inappropriate for children.
Visit esrb.org for rating information.

NO WEAPON, VEHICLE OR GEAR MANUFACTURER IS AFFILIATED WITH OR HAS SPONSORED OR ENDORSED THIS GAME.

*THIS OFFER IS BEING ISSUED TO YOU FOR PROMOTIONAL PURPOSES ONLY AND DOES NOT HAVE A CASH VALUE. OFFER EXPIRES UPON LAUNCH OF BATTLEFIELD V. GOOD ONLY FOR NEW PURCHASES OF BATTLEFIELD V DELUXE EDITION ("PRODUCT"). FOR RETAIL PREORDERS, SEE RETAILER FOR EARLY ACCESS DISTRIBUTION DETAILS AND PICK-UP TIME. FOR DIGITAL PREORDERS, PRODUCT WILL BE AVAILABLE TO DOWNLOAD ONCE EARLY ACCESS PERIOD BEGINS ON OCTOBER 16, 2018. AIRLIFT ITEMS DELIVERED WEEKLY AFTER INITIAL LOGIN TO PRODUCT. SUBJECT TO AVAILABILITY OF ONLINE FEATURES. 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. 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, the EA logo, Battlefield, Battlefield V, the Battlefield V logo, and the DICE logo are trademarks of Electronic Arts Inc.

DICE™

WELCOME
FROM THE EDITOR



With great power...

If you watched the FIFA World Cup finals this summer, you may have witnessed something rather unexpected. After France's Antoine Griezmann scored the go-ahead goal, he made an L with his right hand, placed it on his forehead, grabbed his waistband and hopped back and forth from one leg to the other. A casual observer might have mistook it for just another one of the over-the-top goal celebrations common in soccer—but the millions of *Fortnite* players out there knew otherwise.

In fact, Griezmann was perfectly replicating one of the hit battle royale game's emotes. Players can perform these unlockable animations to goof around or taunt opponents, and the one Griezmann picked, known as "Take the L," is among the most popular. To those of us who grew up gaming in decades past, it's a little shocking that an athlete competing in one of the most-watched sporting events in the world would make such a direct reference to a video game. And Griezmann is hardly alone. Look online, and you'll find no shortage of soccer, baseball, basketball and football stars professing their love of *Fortnite* and recreating its dance emotes.

Then again, maybe we *shouldn't* be surprised. Gaming is more mainstream than ever. We live in an era when interests once thought of as embarrassing have become the shared touchstones of our culture. Everyone is a nerd now, and that means no one is.

For another example of this, look no further than the game on our cover, *Marvel's Spider-Man*. In generations past, the general public saw comics and superheroes as something for children and geeks. Now, Marvel movies seem to shatter box office records at least once a year, and we're getting a big-budget, open-world game starring Spidey on PlayStation 4.

That's not even the only game in this very magazine with a comics connection. Read on and you'll also learn about *Overkill's The Walking Dead*, a shooter based on the Robert Kirkman series, and *Darksiders III*, the latest sequel in a franchise created by comics artist Joe Madureira.

The ascendency of all things geeky isn't just great for comics fans, either. These days you'll find games that suit just about anyone's obsessions, as evidenced by this issue's other featured games. *Madden NFL 18* is known for its depth, letting football nerds dig deep into the stats in Career and Ultimate Team modes. Fans of Japanese culture can enjoy games like *Naruto to Boruto: Shinobi Striker*, *Octopath Traveler* and *Super Smash Bros. Ultimate*, each one scratching a slightly different itch.

No matter what sort of game you love to nerd out about, you'll read about it here in *Walmart Gamecenter*, the magazine that keeps 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.

ARCADE1UP™

BRING REAL ARCADE GAMEPLAY HOME





AVAILABLE AT

Walmart

SEPT. 25

4 FEET!*



$299.00

TASTEMAKERS, LLC.
SETTING THE TREND.

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. 199T4,2018 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

GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

How fans are helping to make Battlefield V a better game

Alpha and beta tests have become a popular way to give fans an early demo of upcoming games, but their real power is in getting feedback from those players on how they think the games are shaping up.

That's exactly what happened recently with a closed alpha of *Battlefield V*. DICE has revealed some of the ways in which fans have helped to make the much-anticipated World War II–based shooter even better.

How the game plays was of course one of the biggest points of interest during *Battlefield V*'s alpha. Thanks to feedback, DICE is working to make revives feel faster and easier. Any player can now revive downed teammates even if they aren't Medics, so the team wants to make sure the process is smooth even for those who might not revive others often. Another example is the reinforcement weapons players can call in as matches progress, which the team says ended up being a bit too powerful during the alpha test.

One aspect of any shooter that can help or hurt gameplay is the amount of effort required to take out opponents. An area where fans had mixed opinions coming out of the *Battlefield V* alpha was the "time to kill," meaning how long a player can survive before going down. Some felt they were dying too quickly in matches, while others liked the game's current survivability level.

That balance also came into play in terms of the amount of ammunition available. DICE noted that players seemed to enjoy having limited resources when deploying to the battlefield, but that more balancing will take place. Another area the team is looking at based on feedback is how much ammo can be gained from downed players, which currently is benefitting some classes more than others.

One especially interesting point of feedback gained during alpha and beta tests is map interaction. *Battlefield V*'s alpha featured the map Arctic Fjord, which gave DICE a lot of data on how players traversed the map, where they tended to engage in firefights, and which areas weren't getting used nearly as much as expected. Even though the alpha featured only one map, those details will no doubt help result in all of *Battlefield V*'s maps being better by the time it launches.

If you'd like to get access to the full *Battlefield V* experience a few days early on Oct. 16, be sure to preorder your copy of *Battlefield V Deluxe Edition* now on Walmart.com or at your local Walmart store. Otherwise, you can preorder your copy of the game's standard edition to hop into the action when it launches on Oct. 19.



BY THE NUMBERS

5 million+ Number of players that *Gran Turismo Sport* has seen in its first eight months

6:41:76 New speedrun record for *Mario 64* set by Drozdowsky, beating out the previous record that had held for two years.

$12.7 million Amount donated to the Breast Cancer Research Foundation by Blizzard thanks to the sales of its *Overwatch* Pink Mercy skin

60 fps Consistent frame rate Capcom is targeting for *Devil May Cry 5*

1223 Number of games released up until this point for the 3DS in Japan according to a new "All Software Catalog" from Nintendo



HOT HARDWARE



LIMITED EDITION MARVEL'S SPIDER-MAN PS4™ PRO BUNDLE

Experience a brand-new and authentic Spider-Man adventure with a fully customized Amazing Red PS4 Pro console featuring the Spider icon, DUALSHOCK®4 wireless controller, *Marvel's Spider-Man* game, and digital content. This is an experienced Peter Parker who's more masterful at fighting big crime in New York City. At the same time, he's struggling to balance his chaotic personal life and career while the fate of millions of New Yorkers rest upon his shoulders.



NINTENDO SWITCH NEON BLUE/RED

Nintendo Switch is the hybrid home video game system from Nintendo. In addition to providing single and multiplayer thrills at home, the Nintendo Switch system can be taken on the go so players can enjoy a full home console experience anytime, anywhere. The mobility of a handheld is now added to the power of a home gaming system, with unprecedented new play styles brought to life by the two new Joy-Con controllers.



XBOX WIRELESS CONTROLLER ARMED FORCES II SPECIAL EDITION

Elevate your game. Own the battlefield with the Xbox Wireless Controller – Armed Forces II Special Edition featuring a modern camouflage pattern and textured grip for enhanced comfort. Enjoy custom button mapping and plug in any compatible headset with the 3.5mm stereo headset jack. And with Bluetooth® technology, play your favorite games on Windows 10 PCs and tablets.



PLAYSTATION® VR DOOM® VFR BUNDLE

DOOM® VFR brings the fast-paced, brutal gameplay fans of the series love to virtual reality. Lay waste to an army of demons as you explore and interact with new areas of the UAC facility on Mars, and Hell itself, from an entirely new perspective. The bundle includes PlayStation® VR headset, PlayStation® Camera, the Demo Disc 2.0 and *DOOM® VFR* game. Simply plug your PlayStation VR and PlayStation Camera into your PS4 system (sold separately) and transport yourself to new gaming worlds like never before.



NEW NINTENDO 2DS XL BLACK + TURQUOISE

Gamers of all ages can play in style with the New Nintendo 2DS™ XL system. It gives you the power of the New Nintendo 3DS™ XL system in a streamlined, affordable package—and plays a huge library of games in 2D. Colorful accents add style, while the sleek clamshell design makes it comfortable to hold. A fast processor offers short loading times, so you can start playing in a snap. And it's all in a lightweight, play-anywhere package.



XBOX WIRELESS CONTROLLER WINTER FORCES SPECIAL EDITION

Equip yourself with the Xbox Wireless Controller, featuring a sleek, arctic camouflage design and textured grip for enhanced comfort. Enjoy custom button mapping and up to twice the wireless range. Plug in any compatible headset with the 3.5mm stereo headset jack. And with Bluetooth® technology, play your favorite games on Windows 10 PCs and tablets.

ADVERTISEMENT

Funko using its materials to build Fortnite toys

Now that Epic Games' base-building-meets-battle-royale title *Fortnite* has conquered the world of video games, it has its sights set on ruling other areas of fandom as well.

To aid in that expansion, Funko Inc. and Epic Games have announced a new partnership that will result in the release of a range of *Fortnite* toys and collectibles. The beloved game and its characters will be represented across more than 10 different product lines, including Funko's Pop! Figures, Pint Size Heroes, 5 Star figures, Vynl, POP! Apparel, keychains, and more.



"We are thrilled to collaborate and partner with Epic Games to create the inaugural *Fortnite* product collection, and to bring these characters to life for the first time," said Brian Mariotti, CEO of Funko, as part of the announcement. "This collection will be a true celebration of *Fortnite*'s incredible popularity and cultural significance, and we believe our Funko *Fortnite* collectibles will strongly resonate with fans of the game."

"We're all big fans of Funko's collectibles, so we were thrilled when we had the chance to partner with them on the *Fortnite* collection," added Mark Rein, vice president of Epic Games. "We hope our players are as excited as we are about all of the cool stuff that's on its way."

Funko's line of *Fortnite* products will launch later this year in time for the holidays. For more details on what's coming, keep an eye on Walmart.com or check with your local Walmart store.

Walmart

RELEASE CALENDAR

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

MONSTER HUNTER GENERATIONS ULTIMATE CAPCOM / SWITCH	aug 28
YAKUZA KIWAMI 2 SEGA / PS4	28
NARUTO TO BORUTO: SHINOBI STRIKER BANDAI NAMCO / XBOX ONE, PS4	31
DESTINY 2: FORSAKEN - LEGENDARY COLLECTION ACTIVISION / XBOX ONE, PS4	sep 4
NBA LIVE 19 EA SPORTS / XBOX ONE, PS4	7
MARVEL'S 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
SPYRO REIGNITED TRILOGY ACTIVISION / XBOX ONE, PS4	21
FIFA 19 EA SPORTS / XBOX ONE, PS4, SWITCH	28
DRAGON BALL FIGHTERZ BANDAI NAMCO / SWITCH	28

Stunning fan film brings Uncharted to life



Over the years, plenty of fan-created short films have given us hints at how our favorite video games might translate to the big screen. Nothing until now, however, has had the polish or star power of *Uncharted: Live Action Fan Film*.

Canadian director Allan Ungar's 15-minute-long live-action take on Naughty Dog's legendary *Uncharted* series feels professional and well-produced from its opening moment. What makes the fan film extra special, though, is its cast.

Uncharted fans have long wondered how *Firefly* star Nathan Fillion would fare in stepping into Nathan Drake's shoes, and we now know the answer. It doesn't take long for Fillion to feel like the embodiment of the fictional treasure hunter, even down to replicating Drake's trademark speech patterns and fighting moves. Backing Fillion up are *Avatar* actor Stephen Lang as Sully and Mircea Monroe as Elena.



While many fans fear that 15 minutes could be all we ever get of this take on *Uncharted*, there may be hope for more. Ungar told *Entertainment Weekly* that he'd already received a "couple emails" right after the short's release, and that "there's definitely people talking" about the potential of a digital series or something further.



Companies hard at work to make online gaming safer

For as long as there have been video games featuring online components, people have worried about the treatment they'd receive from other players in such modes.

Thankfully, companies continue to strive to make online gaming a safe and enjoyable experience for all. One such developer is Blizzard, which has a vast playerbase to watch over thanks in part to its team-based shooter *Overwatch*.

Recently the *Overwatch* team took additional efforts to make their online community a better place to play. One example of this is the game's new Looking for Group system. This option lets players find and stick with a group of other players who have similar goals. Another is the Endorsements system, a set of rewards that players can award to teammates to acknowledge good behavior or team spirit.

According to *Overwatch* director Jeff Kaplan, these two changes have already resulted in a huge change for the better.

"We're really pleased with the community's efforts to make [*Overwatch*] a better place," Kaplan said. "We'll keep working on iterating on these features to make them better as well as exploring other systems to improve the gameplay environment."

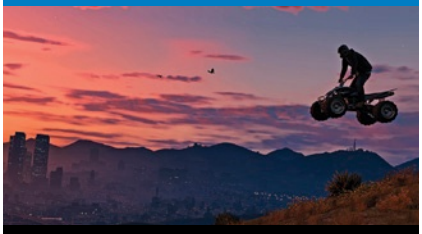
Another example of recent efforts can be seen in *Tom Clancy's Rainbow Six Siege*. Ubisoft recently launched an automated tool that can ban players for being abusive toward others in chat. For a first offense, players receive a nearly 30-minute ban from all aspects of the game. A second offense gives a two-hour ban, with a third potentially leading to a permanent ban dependent on an investigation by the company.

Of course, rude people aren't the only threats that games are addressing more and more. Cheaters can also be a bane to those who love to play online. Two examples of games that have recently bumped up their anti-cheating technology are Namco Bandai's *Dark Souls Remastered* and Bluehole's *PlayerUnknown's Battlegrounds*.

Now more than ever, companies are working hard to offer online gaming experiences that all players will be able to enjoy without having to fear cheaters or trolls. If you haven't already, find out what awaits online in *Overwatch*, *Tom Clancy's Rainbow Six Siege*, *Dark Souls Remastered* and *PlayerUnknown's Battlegrounds* by picking up your own copies of these titles on Walmart.com or at your local Walmart store.

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

03 **MARIO KART 8 DELUXE**
NINTENDO
SWITCH

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

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

06 **SUPER MARIO ODYSSEY**
NINTENDO
SWITCH

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

08 **MARIO TENNIS ACES**
NINTENDO
SWITCH

09 **GOD OF WAR**
SONY
PS4

10 **OCTOPATH TRAVELER**
NINTENDO
SWITCH

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



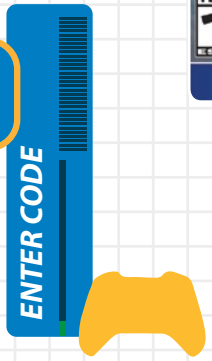
Purchase your digital download card at the register...

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!





Only at Walmart



Blast off with Xbox One S

Xbox One S Rocket League Bundle (1TB)

Own the battlefield with Xbox One Special Edition Controllers.

Experience enhanced comfort, custom button mapping, and up to twice the wireless range. And, with Bluetooth® technology, play your favorite games on Windows 10 PC and tablets.*



Only at Walmart

Xbox Wireless Controller – Winter Forces Special Edition



Only at Walmart

NEW

Xbox Wireless Controller – Armed Forces Special Edition

XBOX ONE S

Microsoft

*Button mapping available via Xbox Accessories app for Xbox One and Windows 10. Range compared to previous controllers, using the Xbox One S console. Operating system updates may be required. Go to xbox.com/xboxone/controller-OS for more information. The Bluetooth® word mark and logos are registered trademarks owned by Bluetooth SIG, Inc.



BUY NOW

ONE

MADDEN NFL 19

As with every new edition of *Madden*, the team behind the game have spent countless hours rebuilding and refining old systems and coming up with cool new ones. For this year's model they've introduced the Real Player Motion system to offer greater control, like when you want your receiver to make a sharp cut instead of a rounded turn. It also, in conjunction with the Acceleration Burst mechanic, lets you adjust your trajectory without losing speed, something you need when you're being chased by some very competitive men. As well, they've made improvements to the catching, tackling and other systems to make this the most authentic football simulation ever. Visually, the team has not only expanded the broadcast graphics, making this look even more like a televised game, but they've also added two new angles for replays: Overhead, which is set above the end zone; and Orbital, which features a 360-degree presentation.

FACT FILE

PUBLISHER EA
DEVELOPER EA TIBURON
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 08.10.2018



Available 8.28.2018

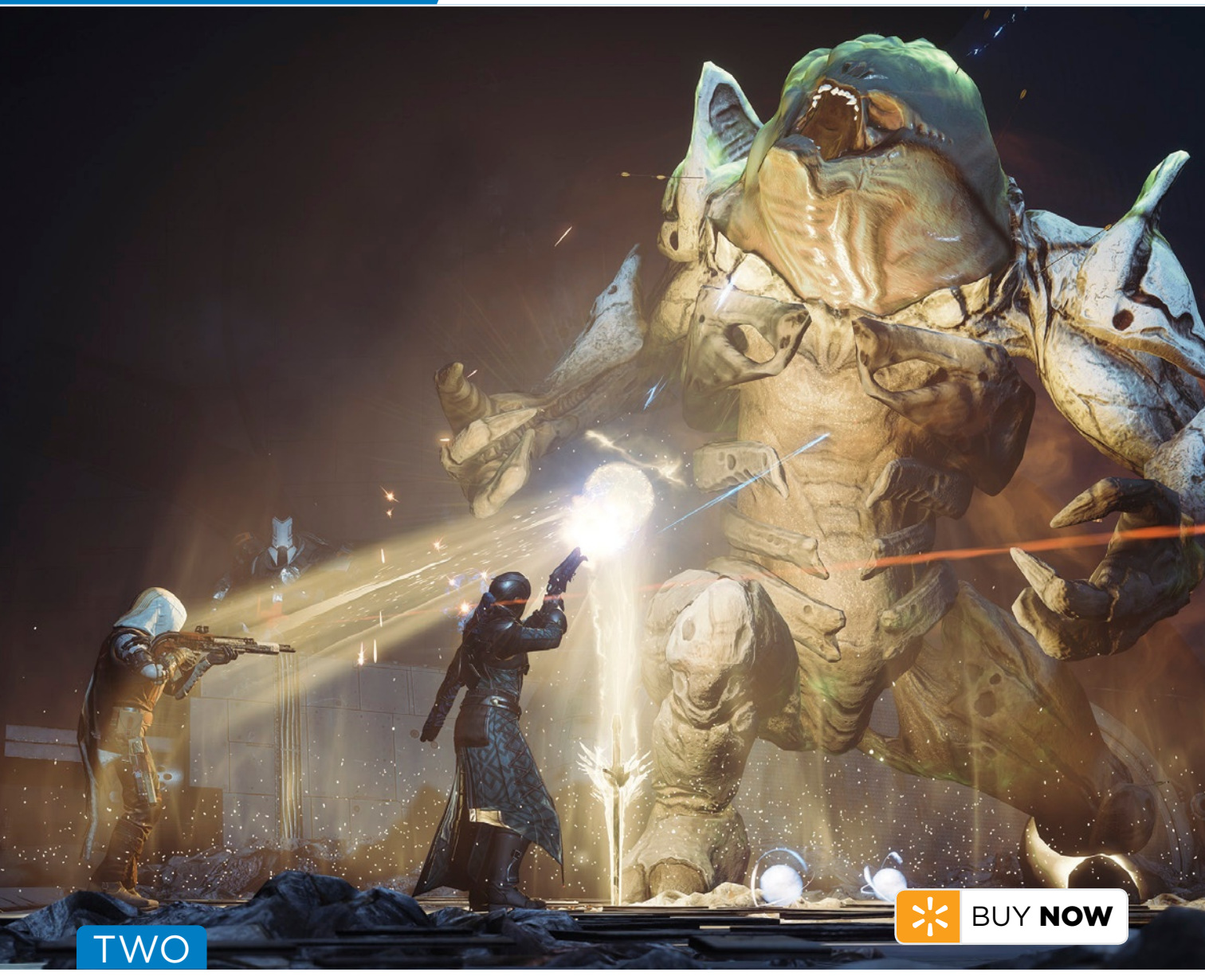
TEEN
T
ESRB

Blood
Crude Humor
Mild Suggestive Themes
Violence

Users Interact

CAPCOM

©CAPCOM CO., LTD. 2015, 2017 ALL RIGHTS RESERVED. Nintendo Switch is a trademark of Nintendo.



TWO

DESTINY 2: FORSAKEN LEGENDARY COLLECTION

DAVID "DEEJ" DAGUE, COMMUNITY DIRECTOR, BUNGIE

"*Forsaken* begins with a breach of the Prison of Elders—where we keep the most notorious criminals in the galaxy—with only you and Cayde-6 standing in their way. As a member of the Vanguard meets his tragic end, your character begins down a path toward revenge that will lead across a lawless frontier of action and mystery. As for the gameplay, *Destiny* always includes new ways to make your character more unique and more powerful, and *Forsaken* takes this even further with a new endgame destination that's a place of mystery with challenging activities that will deliver the best rewards in the game. We also have a brand-new activity called Gambit that combines the competitive and cooperative aspects of *Destiny*. Two teams race to burn down their enemies in their own arenas. As you defeat your enemies, you can send aliens to disrupt the other team, or invade them yourself."

FACT FILE

PUBLISHER ACTIVISION
DEVELOPER BUNGIE
PLATFORMS XBOX ONE, PS4
RELEASE DATE 09.04.2018



EARLY ACCESS TO

MASTER CHARACTER
PAIN

BONUS COSTUME

NARUTO 7TH HOKAGE

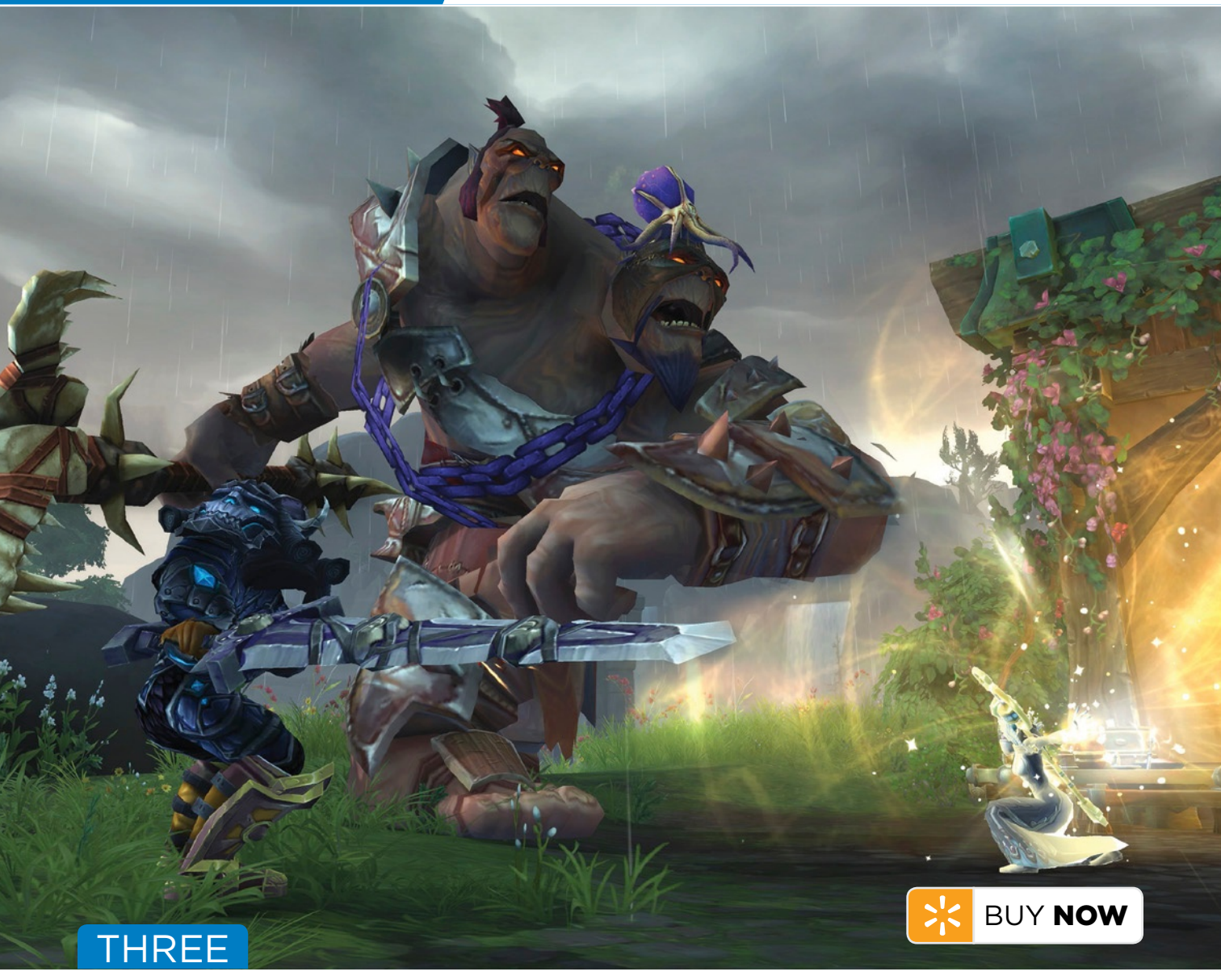
PRE-ORDER NOW TO GET...

AVAILABLE 8.31.18

TEEN
T
ESRB
Cartoon Violence
Mild Language

NARUTO artwork and elements ©2002 MASASHI KISHIMOTO / 2017 BORUTO All Rights Reserved.
Game SHONEN JUMP, NARUTO, BORUTO and NARUTO SHIPPUDEN are trademarks of Shueisha, Inc. in the U.S. and/or other countries.
This product is manufactured, distributed and sold in North, South and Central American territories under license from VIZ Media, LLC.
Game software©2018 BANDAI NAMCO Entertainment Inc.
The "PS" Family logo and "PS4" are registered trademarks of Sony Interactive Entertainment Inc.

SHONEN JUMP
VIZ
PS4
XBOX ONE
BANDAI NAMCO™ Entertainment



THREE

WORLD OF WARCRAFT: BATTLE FOR AZEROTH

JOHN HIGHT, PRODUCTION DIRECTOR, BLIZZARD ENTERTAINMENT

"At the end of the *Legion* expansion, the Dark Titan Sargeras plunged his sword deep into the planet, grievously wounding it in the process. As a result, a rare and powerful new resource—Azerite, Azeroth's own lifeblood—has started to emerge across the world. The Horde and the Alliance are now in a race to gain control of it, and this soon escalates into all-out war. One of the themes of the expansion is recruiting allies to join your faction and bolster the war effort. For the first time, each faction will have their own unique questing experience as they level up on their continent. We've also introduced Allied Races, which are all-new playable races that players earn and unlock through their adventures. But the thing I can't wait to experience is War Mode, which lets players engage in world player-vs.-player combat whenever they want and on their own terms, regardless of what server they're on."

FACT FILE

PUBLISHER BLIZZARD ENTERTAINMENT
DEVELOPER BLIZZARD ENTERTAINMENT
PLATFORMS PC, MAC
RELEASE DATE 08.13.2018

DIVINITY® ORIGINAL SIN II
DEFINITIVE EDITION



AVAILABLE 8.31.18



PRE-ORDER NOW
TO GET THE
SIR LORA
DLC



MATURE 17+
M
ESRB

Blood and Gore
Language
Sexual Themes
Violence

Divinity Original Sin II © Larian Studios. All rights reserved. All company names, brand names, trademarks and logos are the property of their respective owners.
Distributed and marketed by BANDAI NAMCO Entertainment Europe S.A.S. and its subsidiaries. All Rights Reserved.
©BANDAI NAMCO Entertainment Inc.
The "PS" Family logo and "PS4" are registered trademarks of Sony Interactive Entertainment Inc.

PS4 XBOX ONE

LARIAN STUDIOS

BANDAI NAMCO™ Entertainment



FOUR

MONSTER HUNTER GENERATIONS ULTIMATE

For their first hunt on Nintendo's newest system, the good people at Capcom decided to do something special: an exclusive updated HD remake of the 3DS game *Monster Hunter XX*, which was itself an expanded version of *Monster Hunter Generations*. Not surprisingly, this third edition adds even more content to the multiplayer action adventure. Originally released in Japan last year as *Monster Hunter XX: Nintendo Switch Version*, it not only boasts HD-updated visuals, but also a new tougher quest level dubbed "G." *Monster Hunter Generations* has the largest roster of any *Monster Hunter* game, and not only includes new creatures and Deviant variants, but a particularly large lizard called Elder Dragon Valstrax. Good thing you can play co-op with up to three friends, both online and via local Wi-Fi. You can even transfer your previous save file from your 3DS to your Switch. The hunt is on.

FACT FILE

PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS SWITCH
RELEASE DATE 08.28.2018

DESTINY 2

FORSAKEN

LEGENDARY COLLECTION



ALSO INCLUDES

DESTINY 2

EXPANSION I

EXPANSION II

SEPTEMBER 4

REQUIRES INTERNET

TEEN
T
ESRB

Blood
Language
Violence

BUNGIE ACTIVISION

Minimum 104 GB available hard drive storage space required as of September 2018. Storage requirements subject to increase. After September 2018, visit www.destinythegame.com/size-requirements for current requirements prior to purchase. May require additional storage for set-up, features and updates, including to download mandatory in-game updates to continue playing. Users responsible for fees for broadband internet, which is required. Additional charges may apply for online content and features. Significant elements and functionality may require subscription for applicable platform, sold separately. See www.destinythegame.com for details. Terms and conditions apply. © 2018 Bungie, Inc. All rights reserved. Destiny, the Destiny Logo, Bungie and the Bungie Logo are among the trademarks of Bungie, Inc. Published and distributed by Activision. Activision is a registered trademark of Activision Publishing, Inc. Activision makes no guarantee regarding the availability of online play or features, and may modify or discontinue online services at its discretion without notice at any time. Using the software constitutes acceptance of the Destiny Software License Agreement available at http://support.activision.com/license and the Terms of Use and Privacy Policy available at http://www.bungie.net/eula. The rating icon is a trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

ROCKSTAR ENERGY DRINK



GRAB ALL 8 COLLECTOR CANS

DESTINY2.ROCKSTARENERGY.COM



FIVE

NARUTO TO BORUTO: SHINOBI STRIKER

CYRUS WESSON, COMMUNITY SPECIALIST, BANDAI NAMCO ENTERTAINMENT AMERICA

"*Naruto to Boruto: Shinobi Striker* is a team-based 4-on-4 online fighting game that brings all of the best aspects of *Naruto* to your home. You mix and match your squad with the various battle types—Attack, Range, Defense, and Heal—to create the ultimate balanced team of ninjas. You can even customize your own character, allowing you to live out your wildest dreams of being a ninja. Plus, you can compete with your friends and enemies in multiple game modes, including Capture the Flag, Barrier Battle and Combat Battle. Lastly, be sure to learn all the different ways to move in your environment, such as dashing, chakra jumping and grappling onto surfaces of the map. With an all-new story that takes place during the Boruto saga, this introduces a new group of ninjas, as well as Ninkai League, in which ninjas fight to become recognized as the strongest shinobi in the world."

FACT FILE

PUBLISHER BANDAI NAMCO ENTERTAINMENT AMERICA
DEVELOPER SOLEIL LTD.
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 08.31.2018

PS4

GREATNESS AWAITS

EA SPORTS FIFA 19

FIFA OFFICIAL LICENSED PRODUCT



CHAMPIONS EDITION INCLUDES*:

3-DAY EARLY ACCESS
PLAY FROM SEPTEMBER 25TH

UEFA CHAMPIONS LEAGUE
GOLD PLAYER PICK

UP TO 20 JUMBO
PREMIUM GOLD PACKS

CRISTIANO RONALDO & NEYMAR
7 GAME LOAN ITEMS

SPECIAL EDITION FUT KITS
DESIGNED BY FIFA SOUNDTRACK ARTISTS

EVERYONE
E
ESRB

Search for more detailed rating summaries at esrb.org

*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. 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, the EA SPORTS logo and Ultimate Team 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.
© 2018 Sony Interactive Entertainment LLC. "PlayStation", "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.

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®

PRE-ORDER

MARVEL'S SPIDER-MAN

A NEW TAKE ON AN OLD FAVORITE

BY MICHAEL GOROFF

On paper, no superhero seems more effortlessly suited to video games than Spider-Man. He can jump, shoot webs, crawl up walls, swing around the city, and fight like a martial arts master. Those all sound like pretty fun video game abilities to us. Trouble is, out of the dozens of Spider-Man games that have come out over the years, only a few have really captured the feeling of being Spider-Man. Even fewer have come close to greatness.

Insomniac Games—the studio behind the *Ratchet & Clank* series and, most recently, 2014's criminally underrated *Sunset Overdrive*—is looking to finally deliver diehard webheads the game we've been waiting for with *Marvel's Spider-Man*.

Unlike most Spider-Man games, *Marvel's Spider-Man* is a wholly original creation, not a movie tie-in or direct adaptation of any comic or cartoon story. That means we're getting a brand-new Spider-Man adventure on a home console for the first time in about a decade. The Peter Parker of *Marvel's Spider-Man* has been slinging web for about eight years, so he's a tried-and-true veteran superhero by this point, having put away a ton of New York City's worst villains while also juggling a career as a scientist. In fact, Pete's starting to think that he can better help more people with his intellect rather than by beating up a bunch of costumed baddies, so he's considering hanging up his tights. But just as Spidey finally nabs Wilson Fisk, aka The Kingpin, the city takes a turn for the dangerous. An enigmatic villain called Mister Negative and his gang of Inner Demons move in on Fisk's turf, and our hero has to unravel the mysteries behind this new enemy and eventually take on a newly formed Sinister Six.

Luckily, players will have access to a full suite of Spidey powers and gadgets to combat the likes of Mister Negative, Shocker, Vulture,

We're getting a brand-new Spider-Man adventure on a home console for the first time in about a decade.

FACT FILE

PUBLISHER SONY INTERACTIVE ENTERTAINMENT
DEVELOPER INSOMNIAC GAMES
PLATFORMS PS4
RELEASE DATE 09.07.2018



Spidey's new threads

The first thing any Spider-Man fan will notice about this game's version of the web-slinger is his new advanced suit, which Spidey gets early on in the game after his old costume takes a beating. As you can tell from this issue's cover art—beautifully illustrated by Marvel's Alexander Lozano—the new design is instantly iconic, blending the classic red-and-blue color scheme and webbing pattern with a new white spider insignia. But there are functional reasons why Insomniac changed up the suit, too. That white spider, for example, and the rest of the white parts of the suit are actually carbon fiber for extra protection and shock-resistance. The red parts of the suit are a thicker, more durable material for protection, while the blue parts offer more maneuverability, just like athletic wear. The only place where Peter Parker prioritizes form over function, maybe, is in the shoe, where he traded the classic but dated red boots for a more modern athletic shoe. Even then, the bottom of the shoe is protected by more white carbon fiber, which makes running up walls a bit easier on his soles.



MJ's new job

For the first time in a Spider-Man game, players will (at times) play as Peter Parker's longtime love interest, Mary Jane Watson. But *Marvel's Spider-Man*'s version of the iconic redhead isn't your average model-actress. Instead, she's a hard-nosed investigative journalist for the *Daily Bugle* who's willing to risk her safety to scoop an important story. This means that playing as Mary Jane will task players with sneaking around places they probably shouldn't be, solving puzzles to put together clues and getting to the bottom of a mysterious plan involving a weapon that even the Kingpin deemed too dangerous to exist. Thankfully, one of her best friends happens to be Spider-Man, and this case brings them back into each other's lives after going through a rough patch in their relationship. Insomniac's take on MJ will be a breath of fresh air for Spider-Man fans who always thought her character was a little underdeveloped. Mary Jane Watson isn't even close to being a damsel in distress anymore.

Rhino and more. Spider-Man's most iconic ability is swinging between the buildings of NYC with the use of his scientifically engineered webs, and *Marvel's Spider-Man* might have the best web-swinging in a Spider-Man game since 2004's *Spider-Man 2*. Utilizing a physics-based system, the web-swinging lets players gain momentum naturally as they navigate the city, giving them full control over how Spider-Man moves and a real sense of speed as he swings between two skyscrapers.

If you're feeling fancy, Insomniac has included plenty of ways for players to get creative with their web-slinging. Spider-Man can go into a free-fall dive in order to gain speed before thwipping to another building and rocketing skyward. You can even unlock an ability that lets you perform tricks, giving you bonus experience points to spend on new moves and powers while building up your focus bar that lets you heal in combat. Players can honestly spend hours web-swinging through the city just for fun, but having that extra bonus that ties into the game's progression system makes it even more rewarding.

Of course, whether or not Spider-Man can swing depends on whether or not he's next to a building, but even moving through Central Park is a breeze, thanks to a few neat abilities.

Players can honestly spend hours web-swinging through the city just for fun.

Spider-Man can web-zip to items like trees and traffic lights to gain some speed before launching off them and going into another swinging frenzy. Other abilities like freerunning and wall-running will make it so that Spider-Man never slows down by crashing into the side of a building or landing on a boring, flat rooftop, a crime that literally every other Spider-Man game has perpetrated against the player. Insomniac perfected non-vehicular traversal in *Sunset Overdrive*, and now the developer is taking it to the next level.

Web-swinging isn't the only area where players can show off their Spidey skills. Combat also gets a major overhaul from prior *Spider-Man* games, thanks to a deep and expansive system based on the superhero's improvisational fighting style, as well as first-hand experience in inventive gadget-making from Insomniac themselves.



© 2018 Electronic Arts Inc. EA, EA SPORTS, the EA SPORTS logo, and Ultimate Team 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.

Sinister Six

One way that Insomniac is putting its own spin on the Spiderverse is by introducing a unique Sinister Six. Here's who's in the new bad dude crew.

Electro and Vulture
The only original members confirmed in the game, Electro and Vulture's history with the Sinister Six started with the formation of the villainous supergroup in the comics in *The Amazing Spider-Man Annual* #1, all the way back in January 1964.

Scorpion
Originally a private investigator (at least in the comics) who was hired to find out more about Spider-Man, a genetic experiment turned Mac Gargan into the spider-hating Scorpion after warping his mind. He's looking quite deadly with his poison-tipped tail in his Sinister Six debut.

Rhino
Rhino is Spider-Man's exact opposite: where our hero is quick-witted and nimble on his feet, Rhino is a 10-ton sack of bricks, both physically and mentally. Now he's another new member of the Sinister Six and is looking to once again trash the city and Spidey along with it.

Mister Negative
Perhaps the most surprising addition to the team is Mister Negative, one of the more obscure *Spider-Man* villains. While his alter ego, Martin Li, is a good-hearted man who runs NYC's F.E.A.S.T. shelters, Mister Negative is anything but.

Who leads the Sinister Six?
The leader of this version of the Sinister Six is still a mystery. Traditionally, Doctor Octopus formed the group and led it. Norman Osborn, aka Green Goblin, has also led the group, though he's serving as NYC's mayor in the game, so he might be too busy for villainy. We'd love to see someone like Mysterio, Kraven or even Carnage take over as leader.

Beating up gaggles of bad guys in *Marvel's Spider-Man* feels righteous and satisfying, thanks to the game's clever combo system. Square forms the foundation of combat as a basic attack, but you won't just button-mash your way to success. Instead, you'll want to think about what you're doing, as queuing up too many attacks could leave you vulnerable. Hitting Square and then Circle to dodge will follow up a punch with a neat between-the-legs slide, getting you behind your opponent and out of the way of gunfire. Holding Square will launch your target into the air, allowing you to follow up with a flurry of midair attacks. Moves that use Triangle play more into Spider-Man's natural gifts. Pressing it once will let you zip over to a baddie and punch him right in the jaw, and you can once again follow up with Circle for a unique dodge. Holding Triangle will either pull the enemy towards you or, if you've webbed him up with R1, turn him into a human flail—a great move for clearing out crowds. Unlike every other Spider-Man game that's come out, the combat system in *Marvel's Spider-Man* is as rewarding (if not more so) than swinging around the city.



Beating up gaggles of bad guys in Marvel's Spider-Man feels righteous and satisfying.

Combat isn't just about Spidey's natural talents as a superhero, either. Peter Parker is a science nerd, after all, and that means he really likes to invent new gadgets—just like the studio that's bringing him to life. Anyone who's played a *Ratchet & Clank* game knows how crazy Insomniac is for making new doodads and doohickeys, and that passion and creativity is on full display here. Spider-Man can mix in all sorts of Spidey tools while bare-knuckle brawling. The tripwire bomb can grab enemies and stick them to the walls or other enemies with webs. A Spidey-themed drone also comes in handy in the middle of the fight, shooting a bunch of web cartridges at would-be attackers. And everyone loves a good web bomb, which instantly ensnares enemies caught in its path. Players can switch between gadgets any time by bringing up a weapon wheel that slows down the action and gives you a chance to plan your next move.

Tying all of this together is a surprisingly deep progression system that upgrades all of Spider-Man's skills, gadgets, suits and suit mods. *Marvel's Spider-Man* gives players several different ways to customize and upgrade their personal Spideys. Earning experience points by completing missions and side quests will let players level up, with each level unlocking a new skill in one of three different trees: Innovator, Defender and Web-Slinger. The Innovator tree unlocks



SHADOW OF THE TOMB RAIDER™

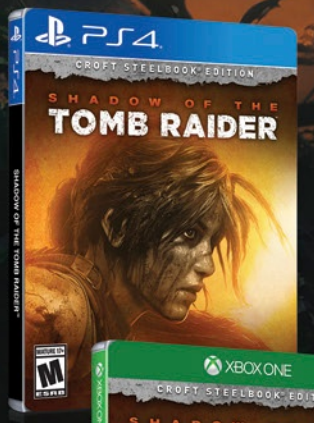


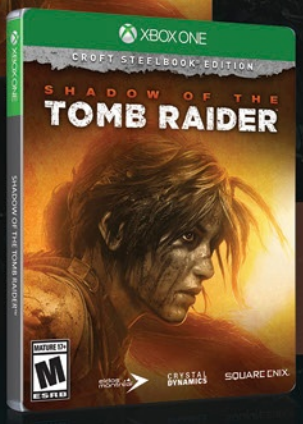


AVAILABLE SEPTEMBER 14, 2018

BECOME THE TOMB RAIDER

CROFT STEELBOOK® EDITION





CROFT STEELBOOK® EDITION INCLUDES:



STEELBOOK PACKAGING



3 COLLECTABLE ART CARDS

SEASON PASS

3 ADDITIONAL WEAPONS & OUTFITS

ORIGINAL GAME SOUNDTRACK

PLAY 2 DAYS EARLY* SEPTEMBER 12, 2018

XBOX ONE PS4 eidos montréal CRYSTAL DYNAMICS SQUARE ENIX

#TOMBRAIDER

MATURE 17+ M ESRB

Blood and Gore
Intense Violence
Strong Language

Limited quantities available, while supplies last.

*Play 2 Days Earlier than Standard Edition launch date of 9/14/2018

SHADOW OF THE TOMB RAIDER © 2018 Square Enix Limited. Developed by Eidos Interactive Corporation. All rights reserved. SHADOW OF THE TOMB RAIDER, TOMB RAIDER, CRYSTAL DYNAMICS, the CRYSTAL DYNAMICS logo, EIDOS-MONTRÉAL, the EIDOS-MONTRÉAL logo, and LARA CROFT are registered trademarks or trademarks of Square Enix Limited. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. XBOX, XBOX ONE, the Games for Windows logo and Xbox logos are registered trademarks or trademarks of the Microsoft group of companies and are used under license. "PlayStation" and the "PS" Family logo are registered trademarks and "PS4" is a trademark of Sony Interactive Entertainment Inc. The PlayStation Network Logo is a service mark of Sony Interactive Entertainment Inc. All other trademarks are the property of their respective owners.



Web-Slinger skills allow Spidey to move through the city with more ease and grace.

more powerful combat moves and stealth takedowns that can save your butt in a tough fight. Defender skills enhance Spider-Man's durability, whether that's increasing the size of his health bar or widening the window for successful dodges. Web-Slinger skills allow Spidey to move through the city with more ease and grace while also unlocking powerful web-based combat moves, like swinging into enemies feet-first and sending them flying.

Skills aren't the only things that players can upgrade. Throughout the city, you'll find small activities to complete, like tracking down all of Pete's old backpacks or taking down criminals who are trying to break into a house. You can even take photos of New York landmarks. Completing these small tasks rewards players with specific tokens that they can spend on different upgradeable combat gadgets and new suit mods, which are passive abilities that mostly make Spider-Man more formidable in fights. Best of all for Spider-Man nerds, you can also spend these tokens on new suits inspired by Spidey's many, many different looks. Each of these new suits have a unique power that can work with any other suit. So, say, you're not a fan of the black-and-gold Spider-Armor Mk II but you like its suit power, you can simply equip that suit power to your favorite suit and be on your way. This is the kind of thoughtful, player-friendly design that's missing from most games, let alone most superhero games, but Insomniac understands what players want better than pretty much any developer.

Built by Insomniac with the care and expertise we've come to expect from PlayStation exclusives like *God of War* and *The Last of Us*, *Marvel's Spider-Man* is looking to be the ultimate web-slinging, wall-crawling experience.



FRIDAY THE 13TH
THE GAME

ULTIMATE SLASHER EDITION



INCLUDES

FRIDAY THE 13TH: THE GAME + DLC
LIMITED EDITION GAME POSTER
CLOTHING & COSTUME PACKS
ALL KILL PACKS
EMOTE PACK

MATURE 17+

M

ESRB

Blood and Gore
Intense Violence
Partial Nudity
Sexual Content
Strong Language
Use of Drugs

Online Interactions Not Rated

XBOX ONE PS4 Gun. illfonic

2017 Gun Media Holdings, Inc. All Rights Reserved. Gun Media™ and the Gun Media™ logo are trademarks and/or registered trademarks of Gun Media Holdings, Inc. throughout the world. IllFonic™ and the IllFonic™ logo are trademarks and/or registered trademarks of IllFonic, LLC throughout the world. FRIDAY THE 13TH and all related characters and elements are trademarks of and © New Line Productions, Inc. and Horror, Inc.

PRE-**ORDER**

HITMAN 2

A HIGH-PROFILE CONTRACT

BY NICK PLESSAS

The life of a covert assassin is not easy, but *Hitman*'s Agent 47 has yet to be deterred. This year's *Hitman 2* marks yet another mission for the world's greatest assassin, featuring advancements in both our agent's skills and the manner in which the experience will be enjoyed. The beats are similar in *Hitman 2*, but the tempo is faster.

The previous *Hitman* game was the first to attempt an episodic release schedule. Instead of one complete installment comprised of several missions, *Hitman* broke its missions into episodes that were released individually over time. This strategy had its merits, but it made it hard for some to stay motivated after such extensive





FACT FILE

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



PARTNERS IN CRIME

For a first in series history, *Hitman 2* will let players enjoy assassinations with a friend through its Sniper Assassin mission. This mission is not part of the main game, and is instead a preorder bonus that can be tackled cooperatively, with Agent 47 stepping aside in deference to the equally skilled assassins Stone and Knight. Rather than lurking through an environment to devise ways to passively facilitate someone's death, players will be perched atop a mountain with high-powered sniper rifles, although the approach can still be cleverly indirect. Players will have 15 minutes to drop three key targets, with one player firing special wall-piercing rounds, and the other's bullets featuring unique concussive properties. Tons of environmental elements are interactive, leaving it up to the players to figure out the best ways to take down their prey. Eager players can dive into the mission right now by preordering *Hitman 2*.



Hitman 2 is a faithful sequel, with larger explorable areas that hide multiple solutions to every problem.

downtimes between missions. *Hitman 2* foregoes the episodic approach, insteading focusing on a more concise experience that can be tackled at your own pace.

So, now that we know how *Hitman 2* will be served, what's on the plate? *Hitman 2* is a faithful sequel, with larger explorable areas that hide multiple solutions to every problem. Agent 47 will travel to a total of six new locations, and while most are still under wraps, we do know one of our assassin's missions takes him to a high-class racetrack in Miami.

This new hunting ground is both vibrant and cleverly structured, with a host of environmental clues offering direction. Snippets of conversations can be helpful in learning new ways to go about objectives, particularly when specific outfits are necessary for accessing certain areas of the map. Even when in camouflage, players must stay on constant alert, as NPCs will exhibit different reactions to 47's disguises. New features found in *Hitman 2* add an extra layer of challenge, such as dynamic mirrors giving new angles for civilians to spot your misdeeds, or security cameras that need their feeds wiped for the most stealthy run possible.

NPCs will harbor different relationships with—and reactions to—the player depending on 47's disguise.

The differences between *Hitman 2* and its predecessor may be hard to discern at first glance. They look and play very similarly, but the sequel's jump back to a fully contained, non-episodic format will make for a more seamless experience, with plenty of new additions to be found by those looking to strap up.





ENTER FOR A CHANCE TO WIN ONE OF TWO ARCADE 1UP CABINETS



Arcade 1Up cabinets offer multiple titles per machine. Button and joystick setups are all true to the original cabinets, as is the artwork that adorns the front and sides. High-resolution displays and audio offer a layer of modern polish to the classic gameplay, while the three-fourths scale design, with each cabinet sitting 4 feet tall, make it convenient to store in your home.

RAMPAGE

Long before Dwayne "The Rock" Johnson hit the screen, Bally Midway laid waste to the piggy banks of gamers everywhere with *Rampage*. This 1986 arcade classic puts up to three players in the role of giant monsters—George the gorilla, Lizzie the lizard and Ralph the wolf—and sets them loose in cities across America to knock down buildings and fight off the military forces trying to stop them.

STREET FIGHTER II CHAMPION EDITION

While 1991's *Street Fighter II* laid the groundwork for Capcom's now legendary series to revolutionize fighting games, it was *Street Fighter II: Champion Edition* that truly cemented the world's love for Ryu, Ken, Chun-Li and the rest of the gang. Not only did it finally allow opponents to pick the same character—something we take for granted now—but it also let players control the previously unplayable bosses.

TO ENTER, GO TO WWW.EGMNOW.COM/WGC59 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 September 1, 2018 and ends October 15, 2018. MIDWAY, DEFENDER, GAUNTLET, JOUST, RAMPAGE and all related characters and elements © & ™ Warner Bros. Entertainment Inc. (s18) STREET FIGHTER™ II CHAMPION EDITION ©CAPCOM U.S.A. INC. 1992, 2018 ALL RIGHTS RESERVED. SUPER STREET FIGHTER™ II THE NEW CHALLENGERS ©CAPCOM U.S.A. INC. 1993, 2018 ALL RIGHTS RESERVED. SUPER STREET FIGHTER™ II TURBO ©CAPCOM U.S.A. INC. 1994, 2018 ALL RIGHTS RESERVED. ©2018 TastemakersLLC. All rights reserved. All other trademarks and trade names are properties of their respective owners.

PRE-**ORDER**

SUPER SMASH BROS. ULTIMATE

ALL IN ONE

BY EMMA SCHAEFER

Nintendo's biggest fighting game is smashing its way back onto the stage, and it's bigger than ever before. *Super Smash Bros. Ultimate* is headed to the Nintendo Switch, with all of the improvements a next-generation release of a fan-favorite game series demands, and the biggest cast of characters ever seen in a *Super Smash Bros.* game.

The series, long a household staple for Nintendo fans, pits tons of characters from Nintendo games against one another in heated battles. Fight as Mario, Link, Kirby, Pikachu, Star Fox, Inkling Girl, Samus and many, many more, all struggling to use their various abilities to not only beat up their opponents, but avoid being blasted off the stage. In *Ultimate*, players will have more choice than ever about which character to play. Nintendo is pulling every single fighter from past games, even visitors who aren't Nintendo characters like Sonic the Hedgehog and Snake from the *Metal Gear* series.

Each fighter has been updated with a unique set of moves and abilities, as well as



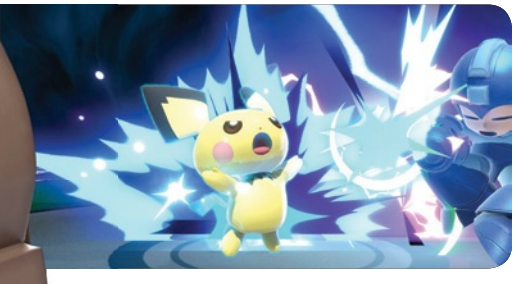
FACT FILE

PUBLISHER NINTENDO
DEVELOPER BANDAI NAMCO STUDIOS, SORA LTD.
PLATFORMS SWITCH
RELEASE DATE 12.07.2018

The biggest cast of characters ever seen in a *Super Smash Bros.* game.







a powerful Final Smash. These Final Smash moves can be activated by attacking Smash Ball power-ups that occasionally float through the stages, but only one player can win the power-up, so watch out. Many fighters also receive upgrades to keep pace with recent games. Link, for example, can throw bombs and shoot Guardian Arrows like in *The Legend of Zelda: Breath of the Wild*, and Cappy from *Super Mario Odyssey* can assist Mario.

Of course, a few entirely new fighters are thrown into the fray as well. Princess Daisy appears as an "Echo Fighter" of Princess Peach, a character with a very similar playstyle set apart by a few tweaks to her moveset. The Inklings from *Splatoon* also make an appearance as original fighters, ducking in and out of squid form and attacking enemies with their Splattershots. Finally, there's Ridley, Samus' rival and a boss battle from the *Metroid* series. Ridley rakes enemies with his claws, swoops through the air, and can even toss foes into Samus' gunship during his Final Smash.

It's not just the characters that are Nintendo themed, but the stages—the different arenas in which the characters fight—and the music, often remixed from the original games the characters come from. For any fan of Nintendo games, *Super Smash Bros. Ultimate* offers up a mega mix of Nintendo's best characters, and this time around, every single one of them has come out to play.

ALL THE AMIIBO

The huge cast of *Super Smash Bros. Ultimate* isn't just appearing in the game, but as amiibo figurines. To celebrate all of the returning characters, Nintendo is reprinting many older amiibo with characters that appear in *Ultimate*, particularly those figurines that have been hard to find or out of stock. This big wave of amiibo is set to roll out on December 7th, when the game launches, and will continue releasing in the months afterward.

Additionally, three brand-new amiibo will flesh out the line.

RIDLEY



Samus Aran's archenemy assumes a threatening pose, his claws and wings outspread.

WOLF



The leader of Star Wolf finally stands as a counterpoint to Fox. With his eyepatch and purple jacket, the Wolf amiibo sports the same redesign and pose as his in-game counterpart.

INKLING GIRL



Inkling Girl has already gotten an amiibo (and a recolored version), but she's staying fresh with a new model and updated pose.

PRE-**ORDER**

DARKSIDERS III

HELL HATH NO FURY

FACT FILE

PUBLISHER THQ NORDIC
DEVELOPER GUNFIRE GAMES
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 11.27.2018

BY MICHAEL GOROFF

Darksiders III seemingly rose from the ashes when it was revealed in May 2017. Even the most diehard *Darksiders* fans never believed that another sequel would see the light of day, considering its original publisher, THQ, went bankrupt and its developer, Vigil Games, shuttered in 2013. Somehow, though, against all odds, Gunfire Games (made mostly of former Vigil developers) and THQ Nordic are teaming up to bring about the apocalypse once more.

Where the first two games followed War and Death, *Darksiders III* gives horsewoman Fury her time to shine. Set parallel to the events of the first two games, *Darksiders III* kicks off with







the Charred Council tasking Fury to travel to a decimated Earth and hunt down the Seven Deadly Sins, who escaped during the earlier-than-planned apocalypse. Sure, Fury is loyal to her brother War, who's locked up after being framed for triggering the Endwar, but she's also loyal to the Council that imprisoned him, so she happily accepts the mission, and we're all very thankful for that.

Darksiders is one of the most interesting hack-and-slash series of all time, particularly in that each entry has focused on a different member of the Four Horsemen. War in the original *Darksiders* brutalized his enemies with visceral, physical swordplay, while Death's dual scythes and extended armory made for a more flexible fighting style. Fury seems to feature aspects of both brothers, in that her deadly, barbed whip provides all kinds of new combat opportunities while providing the heavy hits that one would need to take down Sloth, Envy, Gluttony and the rest of the Seven Deadly Sins.

Darksiders is one of the most interesting hack-and-slash series of all time.

Where Fury really stands out from her brothers is that she has access to Hollows: different elemental forms that will dramatically affect the abilities and moves that she can perform. The Flame Hollow, for example, envelops Fury in fire and gives her access to two burning flails that burn enemies with new, fire-type attacks. In addition to granting new offensive capabilities, the Flame Hollow lets Fury access areas that were previously cut off by fire or lava and gives her a fire-powered high jump for solving puzzles and reaching higher areas of the map. Plus, you know, the fiery hair looks awesome.

Darksiders III is looking like a must-play for fans of the series' dark and epic story and vicious, demon-slaying combat. Six years after *Darksiders II*, we'll finally get to see the next chapter in the Four Horsemen's epic tale when *Darksiders III* launches in November.

MEET THE HORSEMEN

Darksiders is one of the strangest and most epic hack-and-slash games of all time, thanks in large part to its brooding main protagonists, the Four Horsemen of the Apocalypse—the last Nephilim—whose job is to maintain the balance between Heaven and Hell. Here's what you need to know about each member of this functionally dysfunctional family.

Fury



The middle sister of the family, Fury is loyal to her brothers but even more loyal to the Charred Council, who gave her the incredible powers she wields in the game. All too happy to prove her worth, Fury utilizes a unique combination of melee attacks with her sharp whip and powerful magic to destroy her enemies.

War

The youngest brother and protagonist of the first *Darksiders*, War is hot-headed and itching for a fight, but he's also dedicated to his role as one of the Four Horsemen. *Darksiders III* takes place just before the first *Darksiders*, when the Charred Council imprisoned War for starting the apocalypse early, a crime he didn't commit.

Death

The de facto leader of the Horsemen, Death is the oldest brother and protagonist of *Darksiders II*. Death takes his job seriously, and initially believes that the Charred Council imprisoned War for the right reasons, but when he realizes that he's wrong, he does everything he can to restore humanity and set his brother free.

Strife

Little is known about the fourth Horseman. The only one yet to get his own game, Strife's calling cards are his dual pistols and his blank-faced helmet, giving him the look of a stone-cold killer. Here's hoping there will be a *Darksiders IV*, because Strife would make for an awesome protagonist.

PRE-ORDER

FACT FILE

PUBLISHER 505 GAMES, STARBREEZE STUDIOS
DEVELOPER OVERKILL SOFTWARE
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 11.06.2018

OVERKILL'S THE WALKING DEAD

DON'T WALK ALONE

BY MOLLIE L PATTERSON

The Walking Dead's legacy as a groundbreaking comic may have translated wonderfully into the world of dramatic television, but things haven't gone so well when it's come to action games. Sure, Telltale's story-driven series garnered critical and commercial success, but fans looking to scratch their zombie-fighting itch in Robert Kirkman's universe have had a rough go of it.

That looks to change with the upcoming release of *Overkill's The Walking Dead*. Set amongst the remains of the once-great Washington, D.C., the survival part of "zombie survival" is thankfully alive and well here. Gameplay will center around your home base, which will further develop as the story progresses and you rescue more community members. Of course, communities need supplies, so even when not engaging in missions or other critical tasks, you'll still be able to head out and enjoy exploring the city's various districts as you look for useful resources.



That isn't to say that *Overkill's The Walking Dead* isn't also about combat, of course. No matter if you're playing alone or with up to three friends, you'll encounter threats around every corner, from zombie hordes that can grow bigger and deadlier if you're not careful, to other human survivor groups that might not take kindly to you intruding on their territory. How you take on each challenge will depend not only on which of the four main characters you choose, but also your personal playstyle. For example, you may decide to go more for stealth and take out-of-the-way routes to your destination, or instead go in guns blazing to get in and out as quickly as possible.

While *Overkill's The Walking Dead* may seem like a straightforward action-focused first-person shooter at first glance, there promises to be a lot more depth waiting just below its plague-infected surface.



Games play best on Xbox One.

Best Games

Play over 1,300 games, including over 200 console exclusives and over 400 Xbox classics.

Xbox Live

Play with the greatest community of gamers on the fastest, most reliable gaming network.

Built for 4K

Enjoy true 4K gaming on Xbox One X, along with 4K video streaming and a 4K Blu-ray™ player on both Xbox One consoles.

Xbox Game Pass

Enjoy unlimited access to over 100 games for one low monthly price.

XBOX | Jump in.

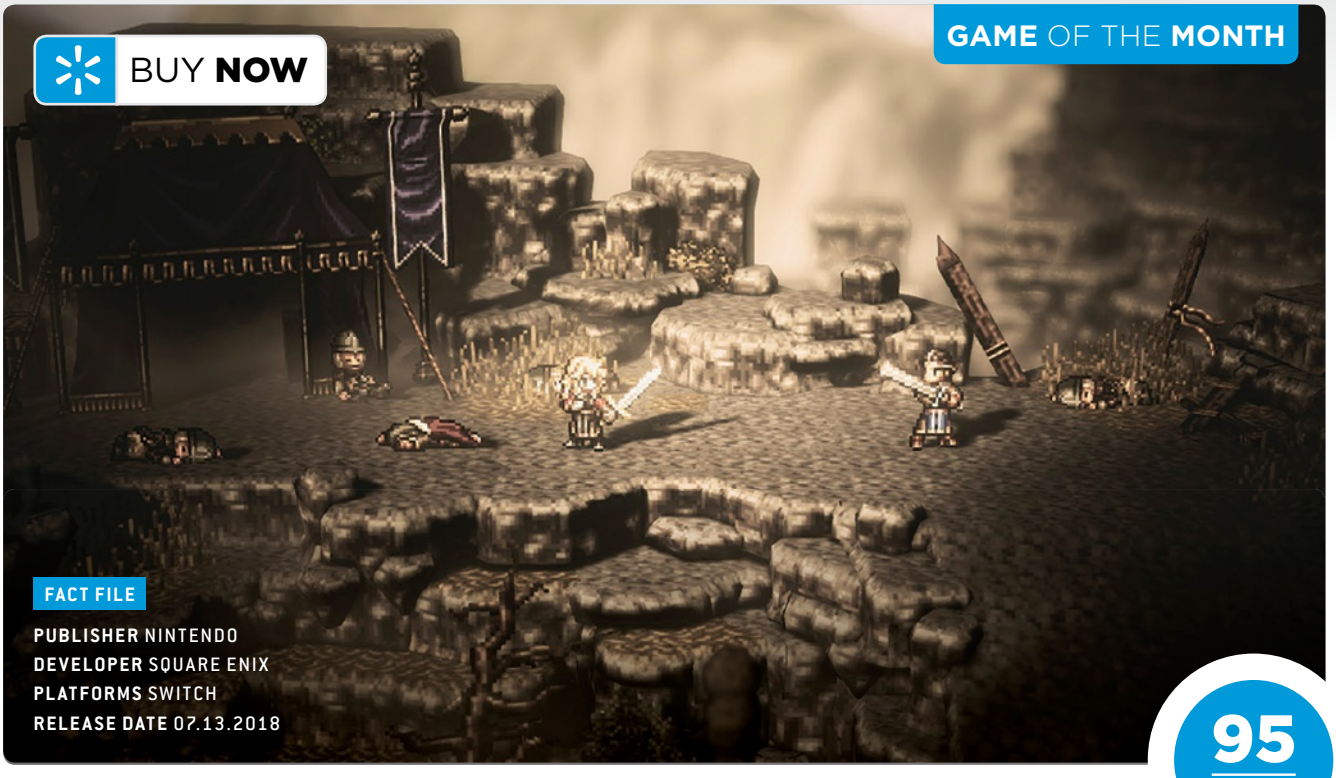
Microsoft

RATING PENDING to MATURE 17+ RP-M ESRB esrb.org

*4K streaming with select apps, see Xbox.com. Some apps require app provider-specific subscriptions and/or other requirements. Broadband internet required (ISP fees apply). Online multiplayer requires Xbox Live Gold (sold separately). Limited number of games available in 2017 support cross-device play; additional games to follow. Active Xbox Live Gold membership required to play free games.

REVIEWS

UNCENSORED EVALUATIONS FROM THE GAMECENTER EXPERTS



95/100

OCTOPATH TRAVELER

CLASSIC TURN-BASED ROLE-PLAYING ON YOUR TERMS

BY EVAN SLEAD

Square Enix may be best known for its long-running *Final Fantasy* series, but that hasn't stopped it from creating a new property for the role-playing genre. Enter *Octopath Traveler*, a turn-based Japanese RPG that has been turning heads ever since it was announced last year. From its gorgeous HD-2D graphical aesthetic to the eight expansive character plots, *Octopath Traveler* is sure to please RPG lovers and may even draw in players new to the genre.

As the game starts, you're welcomed to the land of Orsterra, a world filled with the genre's traditional towns, forests, oceans and other fantastical locales. What makes the journey through Orsterra unique, though, is how you experience the land's various environments. Scattered across the world are eight heroes that you eventually bring to your team, but the character that begins the adventure is up to you. In turn, one player's journey could look radically different than another's, bringing a refreshing approach to the genre.

That same individualistic quality also fuels *Octopath Traveler*'s battle system. You can control up to four characters in the classic turn-based battles, each with their own arsenal of weapons and special abilities. However, instead of just using your heroes' most powerful attacks, the monsters you encounter force you to approach every fight differently. Enemies have a unique barrier that can only be shattered by the weapon or ability it's weak to, which means you're constantly examining the best way to break a shield and deliver a string of successive blows. Every hero also specializes in these shield breakers, making them all worthwhile in battle.

Sadly, there are some missteps in this largely wonderful quest. While each character's story receives a complete arc, they don't possess the same emotional resonance seen in the best of Square Enix's other RPGs. There's also a slight restriction on who can be in the playable party of four. The character you choose at the beginning of the game has to be in the main party at all times, which feels like a step back from the overall freedom the game offers.

Grumblings aside, *Octopath Traveler* is a polished entry in the role-playing genre. Is it the greatest RPG ever? It's definitely high on the list, but it doesn't have the boundary-pushing aesthetic of the *Persona* franchise or the complex narratives found in *Final Fantasy*. It is, however, one the most fantastic RPGs in recent years.


SPYRO™
REIGNITED TRILOGY
AVAILABLE 9.21.18
INCLUDES 3 GAMES*
ORIGINAL 3 GAMES REMASTERED
*GAMES 2 AND 3 REQUIRE DOWNLOAD VIA INTERNET
© 2018 Activision Publishing, Inc. ACTIVISION, SPYRO, and SPYRO REIGNITED TRILOGY are trademarks of Activision Publishing, Inc.The rating icon is a trademark of the Entertainment Software Association. "Playstation family mark" and "PS4 logo" are registered trademarks of Sony Interactive Inc. © 2018 Microsoft
EVERYONE 10+
E
10+
ESRB
Cartoon Violence
Comic Mischief
PS4
XBOX ONE

Crash Bandicoot: N. Sane Trilogy

BROUGHT TO YOU BY **PRIMA GAMES**



Lights Out

Rewards: Purple Gem—destroy all 15 boxes without losing a life (Yellow Gem required to get all of the boxes).

This level is unique. You advance through dark hallways. Your Aku Aku Mask is your light. As time passes, the light eventually goes out, so you need to move constantly and smash the Aku Aku boxes to keep the light shining.



At the start, hit the Aku Aku box and light up your surroundings. Begin running forward and jumping over gaps. There are no enemies here, so focus on making the jumps. Don't waste time, or you may get stuck in the dark before you can reach the next Aku Aku box.

The Aku Aku box signals a coming change. In addition to jumping over gaps, you now must jump to floating platforms in the middle of the gaps. Don't linger, since they drop shortly after you land on them.







After you pick up another Aku Aku box next to the checkpoint, you must jump onto moving platforms. If you've kept moving, you can jump right off the edge, and the timing should be right for you to land on the moving platform. However, if you pause, you need to wait until it returns toward you. There are also floating platforms that drop. Keep going to pick up an extra life next to an Aku Aku box. Don't delay on the moving platforms. If you don't make quick jumps and are forced to ride them back and forth, your light will go out, which means you have to make jumps in the dark.

You reach a long section of floor; grab another extra life and an Aku Aku box. A new enemy makes an appearance: giant rats start coming at you. They can't jump across gaps and are easily defeated with a spin attack.



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

Walmart

Move on through the rat-infested halls to reach a new threat—swinging blades. If you keep moving, the timing lets you miss most of them. After you get past a few, there's a transparent platform. Don't jump on it unless you have the Yellow Gem. Instead, jump over it and onto a floating platform to keep going.

Moving quickly now becomes even more important. You can't stop long to wait for the blades. If you do, you'll arrive at the spot where you have to jump across to floating platforms between swinging blades in the dark and most likely lose a life. However, once you're past this part, you're almost to the end of the level.





YELLOW AND PURPLE GEMS

You earn the Purple Gem by clearing out all the boxes on this level without losing a life. However, to do that, you must first have the Yellow Gem, which can be earned in the Lab level later on this island. Once you have the Yellow Gem, you can use the gem platform. Ride it up to the top of the tower, where you find the last three boxes, as well as an exit portal to end the level. Using the Yellow Gem here makes the level easier, since the last section down in the halls is especially tough.

TIME TRIAL
Time Requirements

Sapphire: 1:31:00
Gold: 1:20:67
Platinum: 1:06:87



This level is already similar to a time trial, due to the fact that you have to keep moving or you end up in the dark. During the real time trial, there's little time for pausing. Pick up all of the time boxes and all of the Aku Aku boxes. If you keep moving as quickly as you can, you'll hit the moving platforms and miss the swinging blades without any trouble.





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

Walmart

1 on 1 with

Ben Haumiller

ASSOCIATE PRODUCER, MADDEN NFL 19

Three decades after its start as a humble football game released only for computers, the *Madden NFL* series is one of the biggest and most beloved gaming franchises in the world. To find out what's going into this year's iteration, we talked to associate producer Ben Haumiller to learn more about what will potentially make *Madden NFL 19* the most realistic sports game yet.



"*Madden*'s success can be traced back to the core principles that John Madden insisted we put into the game from the very start."

VITAL SIGNS

OCCUPATION
ASSOCIATE PRODUCER
GAME HIGHLIGHTS
NCAA FOOTBALL SERIES,
MADDEN NFL SERIES

WGC: *Madden NFL 19* will mark 30 years that the franchise has been around. What do you think it is that has kept the games so beloved by fans after all of these years?
Ben Haumiller: *Madden*'s success can be traced back to the core principles that John Madden insisted we put into the game from the very start, and that is to be a true NFL simulation experience. When you mix the passion that fans have for both the NFL and the sport of football with the elements of strategy and competition that come through naturally in video games, it's a formula that has kept fans hooked into *Madden* for 30 years and will keep them loving the game for the next 30 years too.

WGC: One of the things that helped bring something new to last year's game was Longshot. What are you doing with the idea in *Madden NFL 19*?
BH: Narrative modes are still relatively new in the sports genre, and on the whole we as an industry are just scratching the surface as far as defining what it means to deliver a narrative gaming sports experience. With Longshot 2 we continue the story of best friends Devin Wade and Colt Cruise as [they] try to adjust to life in the NFL. As Devin Wade you will try to make an NFL roster while learning how to be an NFL quarterback; and new to Longshot 2, you will get to experience the world through Colt's eyes as he has to decide between continuing to chase his NFL dream or beginning the next chapter in his life.

WGC: Something else returning again is Madden Ultimate Team. What will players find new this year, and how has the overall experience changed?
BH: My favorite new addition to MUT in *Madden NFL 19* is the ability to upgrade players' ratings and craft chemistries for players. Historically in MUT you were faced with tough decisions like taking your favorite player out of your lineup to replace him with a different player who has better ratings. Now you can keep your favorite players in your lineup by both increasing their ratings as well as applying the chemistries you want to that player.

Also new to this year is Squads vs. CPU. In *Madden NFL 19* we introduced MUT Squads, which was our 3v3 co-op experience. *Madden* players loved squadding up with their friends, but wanted the option to play against the CPU as well as versus other humans. The other new addition is Squad Battles which give players the ability to compete against the CPU-controlled version of another player's MUT team. You may get to play against a celebrity, athlete or possibly one of our top competitive gamers.

WGC: One major feature all new to *Madden NFL 19* is Real Player Motion. What does it mean for gameplay, and how will including it this year change the game?
BH: Real Player Motion is all about player control and responsiveness. The NFL is such a fast sport that your ability to control a player with split-second reaction is fundamental to the gameplay experience. In *Madden NFL 19*, you will feel more in control of your player than ever before. As a player's size and momentum come into play when making direction changes, big bruising running backs will feel different than shifty elusive backs when running around. Also, the addition of Real Player Motion makes the game look so much better from an animation standpoint. Players are now able to seamlessly move from one animation to another, making the game look more natural from snap to whistle.

WGC: Let's say that, when *Madden NFL 20* comes along, the next Longshot mode is based on your life. What kind of story would players experience?
BH: Since I never made it past high school it would need to be one of those "based on a true story" scenarios. But my story is really one of those dream-come-true tales as I was somehow fortunate enough to be able to combine my love of sports, specifically football, and video games into a career. It took a lot of hard work, dedication and passion to make it 18+ years in the industry, so my story would be that gritty undrafted free agent who made the most of an opportunity and turned it into a long and successful career.

The Adventure Begins August 28th

STRANGE BRIGADE®



SRP: $49.99

TEEN
T
ESRB

Animated Blood
Violence

In-Game Purchases / Users Interact

REBELLION

PS4 XBOX ONE

It's how you play the game

It doesn't matter whether you're at home, a friend's house, or even a large gathering. If you want serious performance in an aggressive design, you've got to go with a fast, smooth HP gaming laptop that has what it takes to win.



OMEN by HP

OMEN LAPTOP
15-ce198wm

- 8th gen Intel® Core™ i7-8750H processor[1]
- Windows 10 Home[2]
- 15.6" diagonal FHD IPS antiglare display[3]
- NVIDIA® GeForce® GTX 1060 graphics (6GB GDDR5 dedicated)
- Battery life up to 5 hours and 30 minutes[4]

HP PAVILION GAMING LAPTOP
15-cx0058wm

- 8th gen Intel® Core™ i5-8300H processor with Intel Optane™ memory[1,5]
- Windows 10 Home[2]
- 15.6" diagonal FHD IPS antiglare micro-edge display[3]
- NVIDIA GeForce GTX 1050 graphics (4GB GDDR5 dedicated)
- Battery life up to 8 hours and 45 minutes[4]

Windows 10

intel GAMER DAYS 2018

Available at Walmart | Walmart.com

1. Multi-core is designed to improve performance of certain software products. Not all customers or software applications will necessarily benefit from use of this technology. Performance and clock frequency will vary depending on application workload and your hardware and software configurations. Intel's numbering, branding, and/or naming are not measurements of higher performance. 2. Not all features are available in all editions of Windows. Systems may require upgraded and/or separately purchased hardware, drivers, software, or BIOS update to take full advantage of Windows functionality. Windows 10 is automatically updated, which is always enabled. ISP fees may apply and additional requirements may apply over time for updates. See Microsoft.com. 3. Full high definition (FHD) content is required to view FHD images. 4. Windows 10 MM14 battery life will vary depending on various factors including product model, configuration, loaded applications, features, use, wireless functionality, and power management settings. The maximum capacity of the battery will naturally decrease with time and usage. See bapco.com for additional details. 5. Intel Optane memory system acceleration does not replace or increase the DRAM in your system.

© Copyright 2018 HP Development Company, L.P. The information contained herein is subject to change without notice. NVIDIA, GeForce, and the NVIDIA logo are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Intel, the Intel logo, Intel Core, and Optane are trademarks of Intel Corporation in the United States and/or other countries. Windows and the Windows logo are registered trademarks of Microsoft Corporation in the United States and/or other countries. Printed in the United States.