PREVIEW
RESIDENT EVIL 2

PREVIEW
JUST CAUSE 4

REVIEW
MARVEL'S SPIDER-MAN

INTERVIEW
SHADOW OF THE TOMB RAIDER

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ISSUE 60



CALL OF DUTY® BLACK OPS III



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HITMAN™ 2

THINK DEADLY

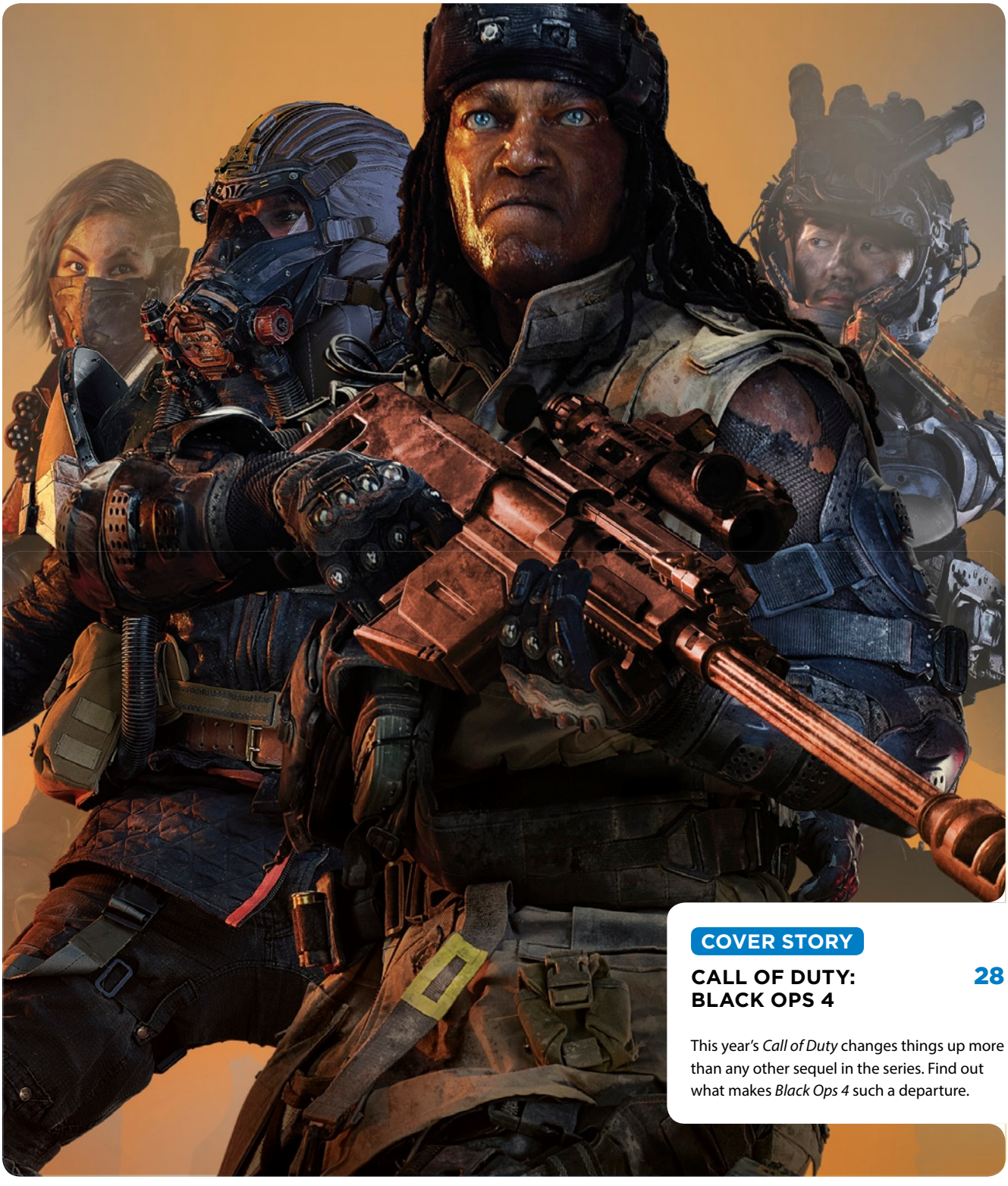
11.13.18



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ISSUE 60



COVER STORY

CALL OF DUTY: BLACK OPS 4 28

This year's *Call of Duty* changes things up more than any other sequel in the series. Find out what makes *Black Ops 4* such a departure.

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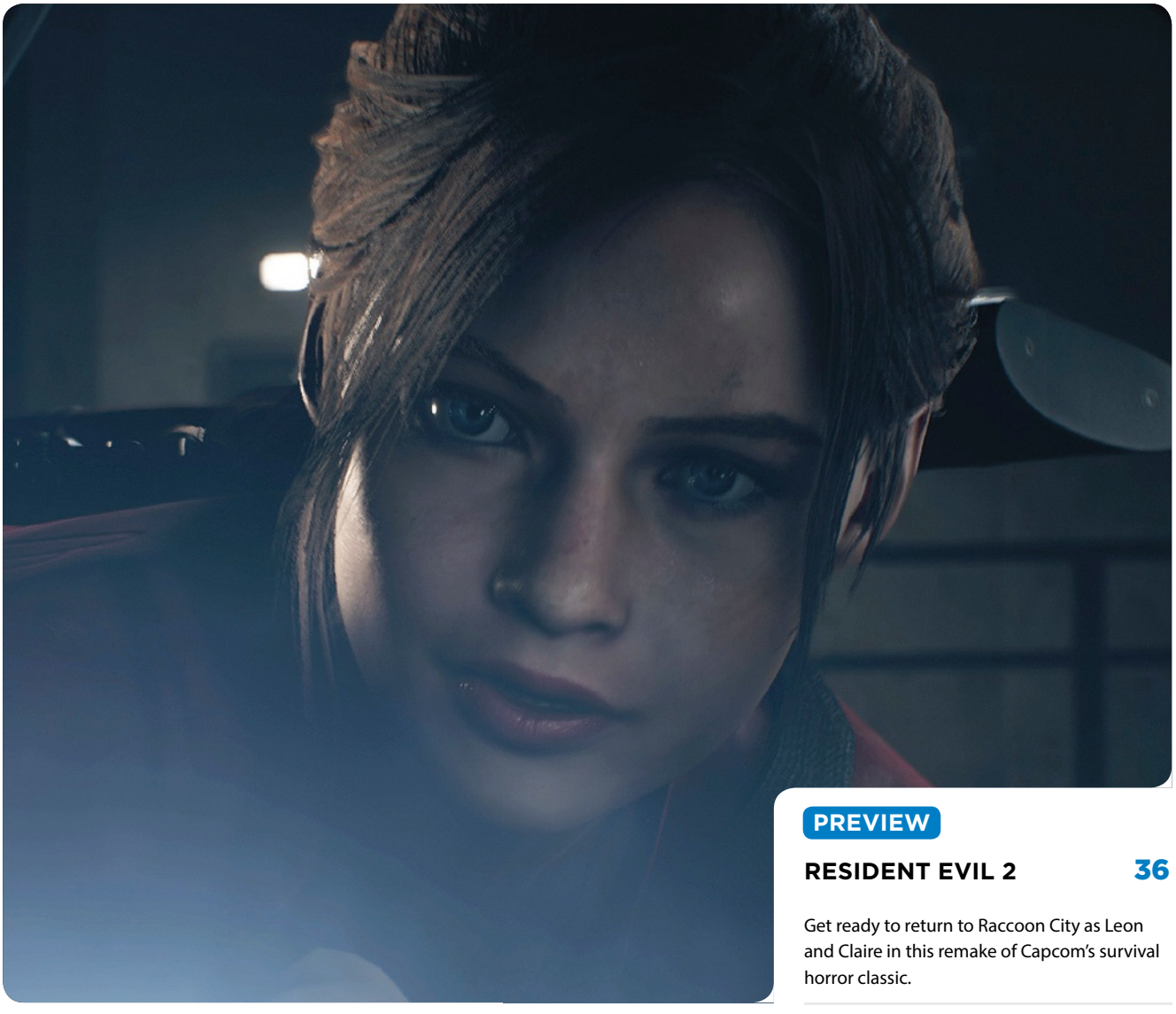
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Get ready to return to Raccoon City as Leon and Claire in this remake of Capcom's survival horror classic.

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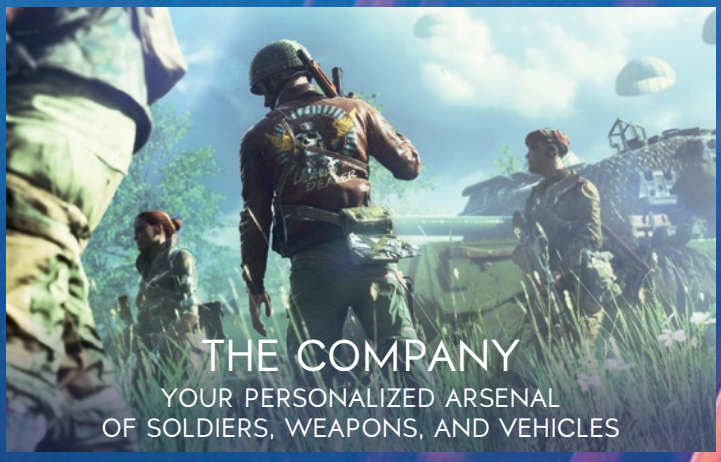
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WELCOME
FROM THE EDITORS



Turn on, boot up, jack in

As we put the finishing touches on this latest issue of *Walmart Gamecenter*, Nintendo has just launched Nintendo Switch Online. Following in the footsteps of what Microsoft and Sony have done with their own platforms, this subscription-based service gives Switch owners new and exciting ways to play with people across town or around the globe.

In this modern era, it's easy to take for granted just how connected our consoles, handhelds and smart devices are. At a moment's notice, we can expand our games with new content, challenge friends to a competitive match or team up with strangers to take down a seemingly impossible boss.

It wasn't so long ago that the idea of playing against other people in different locations was nothing more than a dream, however. Groundbreaking products such as XBAND for the Super Nintendo and Genesis and Net Link for the Sega Saturn gave us hints at what could be possible through additional hardware. Unfortunately, the technology was incredibly primitive, requiring that your console directly call your friend's, both of which needed to tie up home phone lines in order to relay information.

Thankfully the proliferation of economical, reliable, and easy-to-use home internet access has exponentially increased the potential playerbase. If your friends aren't down to play your games need not collect dust on the shelf, as somewhere out there on the internet there's always someone ready to join you on the virtual battlefield.

Which leads us, of course, to our cover story. There may be no better game to showcase how important online connectivity has become to our hobby than *Call of Duty: Black Ops 4*. So much so, in fact, that this latest chapter will be the first to come without any sort of single-player campaign. Instead, every one of *Black Ops 4*'s modes offers up an experience that can only happen when other players are there to join in the fun.

That doesn't mean there aren't some exciting things going on in the world of single-player gaming, though. In this issue alone we take a look at four of the biggest solo experiences waiting just over the horizon: *Resident Evil 2*, *Kingdom Hearts III*, *Just Cause 4* and *Devil May Cry V*. And, if you're looking for a deep narrative-driven adventure that you can play at this very moment, we take one of the year's most anticipated PlayStation 4 exclusives, *Marvel's Spider-Man*, out for a spin. Or, should we say, swing.

Whether you prefer to save the world alone, face off against an army of other players, or love both along with everything in between, you'll always read about it here in *Walmart Gamecenter*, the magazine that keeps you at the center of all things gaming.

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GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

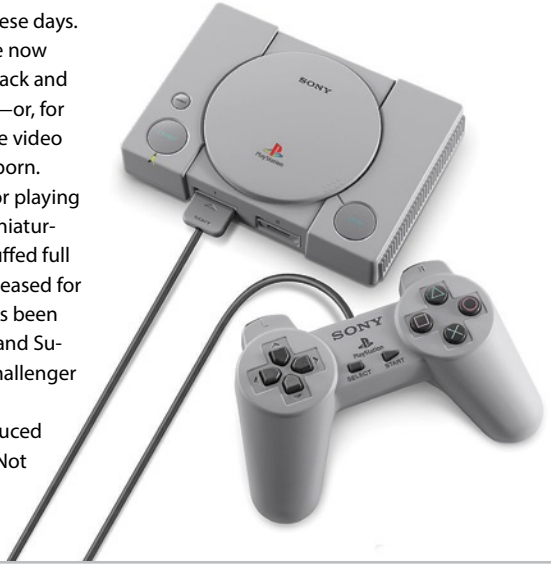


Say hello (again) to the PlayStation Classic

Retro gaming is all the rage these days. Consumers around the globe now have numerous ways to go back and relive the video games of their youth—or, for some younger gamers, to dive into the video games that existed before they were born.

One of the most popular options for playing games of the past of late has been miniaturized recreations of classic consoles stuffed full of some of the best titles that were released for those platforms. Leading that pack has been Nintendo with its NES Classic Edition and Super NES Classic Edition. Now, a new challenger is stepping up.

Twenty-four years ago, Sony introduced the world to the original PlayStation. Not only was it the company's very first gaming console, but it was also one of the first systems to heavily push players into the brave new world of polygon-powered 3D gaming. To celebrate that heritage, Sony has revealed the PlayStation Classic, an all-in-one piece of hardware designed to resemble that original revolutionary gaming platform.



"We are excited to announce that we are bringing back the original PlayStation experience in a new miniaturized version," said Eric Lempel, senior vice president of PlayStation Worldwide Marketing, as part of the announcement. "Long-time fans will appreciate the nostalgia that comes with rediscovering the games they know and love, while gamers who might be new to the platform can enjoy the groundbreaking PlayStation console experience that started it all."

Set for release this December, the PlayStation Classic will come preloaded with 20 different titles. While the full library is not yet known, Sony did announce that beloved games such as *Final Fantasy VII*, *Tekken 3*, *Ridge Racer Type 4*, *Wild Arms* and *Jumping Flash!* would be part of the mix.

The PlayStation Classic hardware will be 45 percent smaller than the original PlayStation, and will come with two full-sized replica PlayStation controllers, an HDMI cable and a USB cable to supply power.

In honor of the orignal PlayStation's launch on Dec. 3, 1994, the PlayStation Classic will be available on the same day in 2018. Preorder your own PlayStation Classic on Walmart.com or at your local Walmart store.

BY THE NUMBERS

$10,000,000 Prize pool for *Fortnite*'s Fall Skirmish

67% Percent of Americans age 2 and up who play video games according to market research company The NPD Group, which totals 211.2 million people

2020 Arrival date for Netflix's live-action *The Witcher* series, which will star Henry Cavill as Geralt of Rivia

1 Number of protagonists in *Red Dead Redemption 2* (Arthur Morgan)

8 Number of new teams that have joined the *Overwatch* League so far for its 2019 season: Atlanta, Washington, D.C., Vancouver, Toronto, Paris, Chengdu, Hangzhou and Guangzhou



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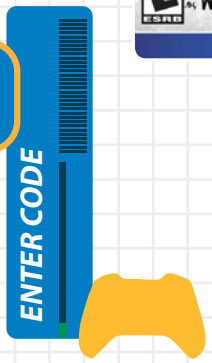
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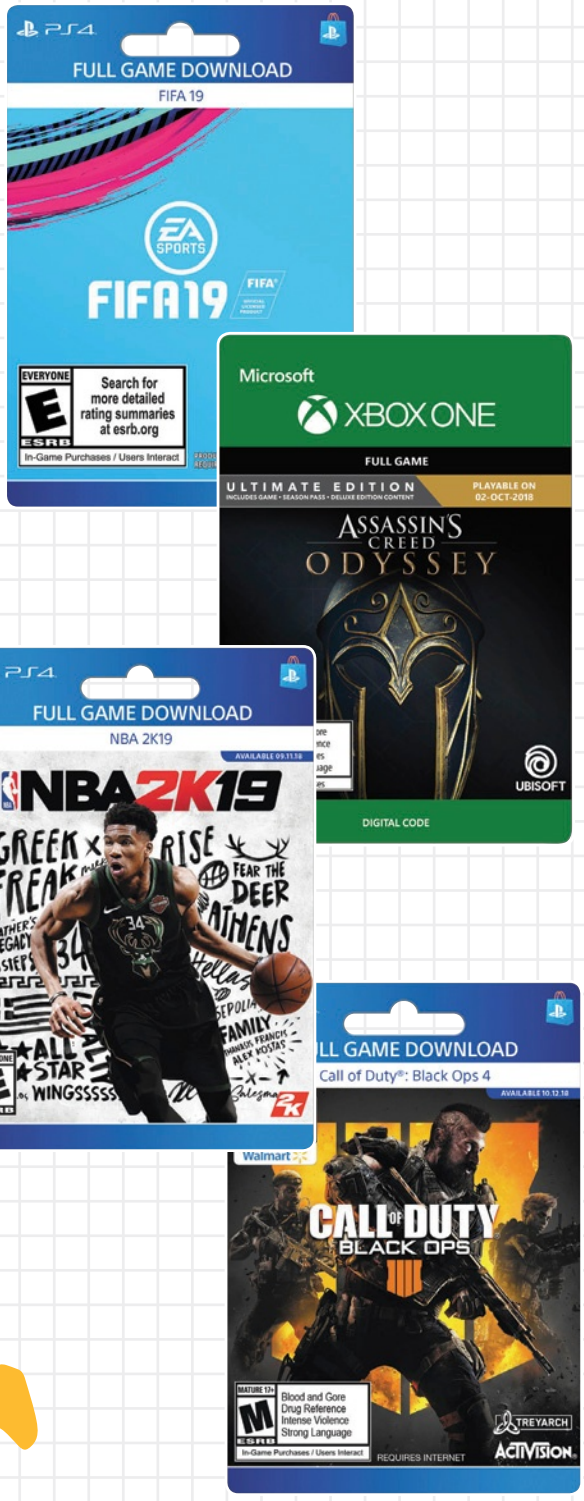
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4. Redeem

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





A new reckoning for Amalur

In recent years, Austrian video game publisher THQ Nordic has been putting a lot of effort into resurrecting games or franchises that had seemingly been lost for one reason or another. One recent example is *Darksiders III*, which sat unfinished for years after the demise of the original THQ back in 2012.





Now, THQ Nordic is set to give yet another lost game a second chance, as the publisher recently announced that it had secured rights to *Kingdoms of Amalur: Reckoning*, along with other assets, that previously belonged to Curt Schilling's now-defunct 38 Studios.

While *Kingdoms of Amalur: Reckoning* wasn't a huge hit when it launched in 2012, the game gained something of a following among fans in the years since. As of now, THQ Nordic hasn't revealed what exactly it'll be doing with the series or *Reckoning* itself. There's always the possibility for a remastered version of the game on the current (or next) generation of systems. Or, the company could potentially work on "Copernicus," the *Kingdoms of Amalur* MMO that was planned but never started.

Whatever THQ Nordic ends up doing, fans can be glad that the tragically slain franchise might get another chance to realize its full potential.

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RELEASE CALENDAR

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

LEGO DC SUPER-VILLAINS WARNER BROS / XBOX ONE, PS4, SWITCH, PC	oct 16
STARLINK: BATTLE FOR ATLAS UBISOFT / XBOX ONE, PS4, SWITCH	16
DARK SOULS REMASTERED BANDAI NAMCO / SWITCH	19
SOULCALIBUR VI BANDAI NAMCO / XBOX ONE, PS4	19
JUST DANCE 2019 UBISOFT / XBOX ONE, PS4, SWITCH, 360, WII U, WII	23
RED DEAD REDEMPTION 2 ROCKSTAR / XBOX ONE, PS4	26
DIABLO III: ETERNAL COLLECTION BLIZZARD / SWITCH	nov 2
HITMAN 2 WARNER BROS. / XBOX ONE, PS4	13
SPYRO REIGNITED TRILOGY ACTIVISION / XBOX ONE, PS4	13
FALLOUT 76 BETHESDA / XBOX ONE, PS4, PC	14
POKEMON: LET'S GO, PIKACHU! AND EEVEE! NINTENDO / SWITCH	16
BATTLEFIELD V EA / XBOX ONE, PS4, PC	20



Get ready for Freddy, consoles

Five Nights at Freddy's, the hit horror franchise that began back in 2014, has graced both PC and mobile platforms with its unique take on horror and unsettling story about a children's pizzeria chain's killer animatronics. Soon, a whole new set of platforms will be joining in on the fun and jumpscares.

Series creator Scott Cawthon recently revealed that his beloved franchise will finally be making its way to consoles. Not only has a deal been made with a developer to handle the ports, but those ports are already being worked on. While it's not yet known which *Freddy's* titles will be ported first, the talks to remake his games have been underway since 2016.

The series has come a long way since its inception, which was born from Cawthon listening to fan critique of his prior game, *Chipper and Sons' Lumber Company*. With its unintentionally creepy animatronic-like characters, the game was considered scary by many, even though that wasn't Cawthon's intent. After realizing that he might be onto something, he ran with the idea, and the *Five Nights at Freddy's* series was born. With the console remakes, an upcoming VR installment and even a movie being helmed by Blumhouse Productions in the works, it's safe to say Freddy and friends are here to stay.

If you'd like to delve deeper into the world of *Five Nights at Freddy's*, check out the wide array of figures and other collectables available on Walmart.com or at your local Walmart store.



Remedy looking to take a shot at multiplayer gaming

If you're a fan of story-driven single-player games, then there's a good chance you know the name Remedy Entertainment. From the groundbreaking *Max Payne* series to *Alan Wake* and *Quantum Break*, the team from Finland has been giving players engrossing solo experiences since its founding in 1995.

Now, however, the men and women of Remedy are about to embark on a whole new adventure: multiplayer.

"As Remedy Entertainment continues to redefine and invest into the traditional 'AAA' video games experience with our upcoming franchises such as *Control* and *Crossfire 2 / HD*, we have been building a framework for a new internal development team with a slightly different focus," reads a statement posted by the developer on its official website.

That different focus will begin with "Vanguard," the codename for a new internal team at the studio. The Vanguard group's mission will be to "challenge conventions" as well as "prototype and ship new types of ongoing live multiplayer experiences." The announcement goes on to clarify that these new efforts will be enacted alongside the studio's other "established and growing core game development teams." That should come as good news to all fans of Remedy's single-player games, as any projects from the Vanguard team will come in addition to the studio's other games, not instead of them.

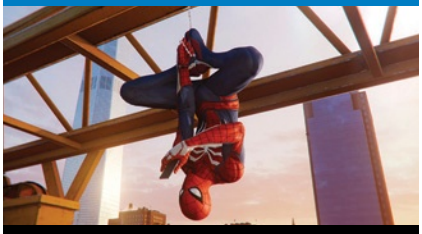
As of now few other details are known about what kinds of multiplayer-focused games the Vanguard team will be working on. Given the studio is currently looking to hire for important positions such as senior gameplay programmer and gameplay designer, it'll no doubt still be at least a few years before we see any results from these efforts. Still, with one of the goals being to create new experiences that "uphold the Remedy Entertainment name," it's hard not to wonder what interesting twists they'll bring to multiplayer.

In the meantime, Remedy is still hard at work on its single-player efforts, including the mind-bending third-person shooter *Control*. It stars Jesse Faden, who, after a traumatic childhood experience grants her superpowers, now searches for answers to the mysteries surrounding her past and the government agency she works for. Building on the studio's history with gun-based combat, *Control* sees Jesse equipped with the Director's Pistol, a fantastical firearm that can physically transform into different types of weaponry.

Coming sometime in 2019, *Control* is set for release on Xbox One, PlayStation 4 and Windows PC. Check Walmart.com or your locale Walmart store for preorder information.

Walmart's TOP SELLERS

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



01	**SPIDER-MAN**	SONY PS4
02	**NBA 2K19**	2K XBOX ONE, PS4, SWITCH
03	**NBA 2K19**	2K XBOX ONE, PS4, SWITCH
04	**MARIO KART 8 DELUXE**	NINTENDO SWITCH
05	**GRAND THEFT AUTO V**	ROCKSTAR GAMES XBOX ONE, PS4, XBOX 360, PS4, PC
06	**CRASH BANDICOOT: N-SANE TRILOGY**	ACTIVISION XBOX ONE, PS4, SWITCH
07	**SUPER MARIO ODYSSEY**	NINTENDO SWITCH
08	**THE LEGEND OF ZELDA: BREATH OF THE WILD**	NINTENDO SWITCH, WII U
09	**LEGO THE INCREDIBLES**	WBIE XBOX ONE, PS4, SWITCH
10	**SHADOW OF THE TOMB RAIDER**	SQUARE ENIX XBOX ONE, PS4



ONE

RED DEAD REDEMPTION 2

Set in 1889, this direct prequel to 2010's *Red Dead Redemption* once again has you wandering around the open plains of the wild West. Well, more running than wandering, since you play as Arthur Morgan, the lead enforcer of the Van der Linde gang, which is on the run from federal agents and bounty hunters after a botched robbery attempt. When not hightailing it or doing missions of both the main and side variety, players can interact with fellow gang members, pioneers and even the local wildlife. Of course, you'll have a trusty steed to help get around, and like in real life, horses will react differently to the terrain and stressful situations based not only on their breed but how you treat them as well. As with all of Rockstar's open-world games, player choice is paramount, and the devil is in the details.

FACT FILE

PUBLISHER ROCKSTAR GAMES
DEVELOPER ROCKSTAR GAMES
PLATFORMS XBOX ONE, PS4
RELEASE DATE 10.26.2018

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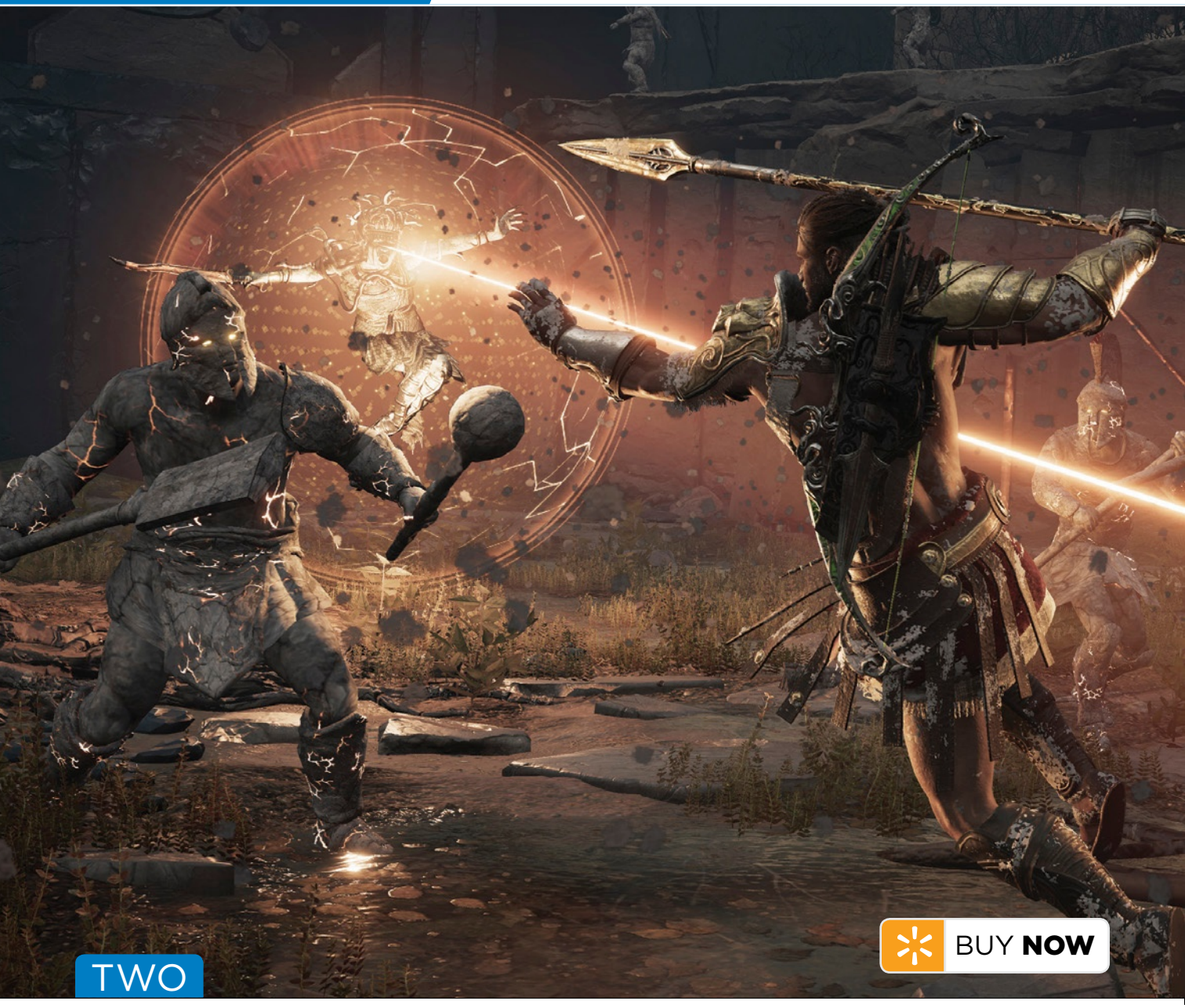
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TWO

ASSASSIN'S CREED ODYSSEY

SCOTT PHILLIPS, GAME DIRECTOR, UBISOFT QUEBEC

"*Odyssey* is set in the Golden Age of Ancient Greece, 2,500 years ago, during the Peloponnesian Wars between Sparta and Athens. We chose Ancient Greece because of its pivotal role in shaping the world we live in today, its epic historical characters and for its amazing beauty. Players will guide either Alexios or Kassandra through their journey in search of their lost family, while seeking retribution on those who tore them apart. At its core, *Odyssey* is a full-on role-playing game, with deep stats, tons of gear, and fully interactive dialogue giving players choices and making them feel the consequences of those actions. The core assassin, ranged and combat gameplay aspects have also been improved and expanded, and will allow players to do such things as Spartan Kick enemies off cliffs, assassinate up to four enemies in a row with the Spear of Leonidas or fire up to seven arrows at a time."

FACT FILE

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

UNLEASH THE FURY



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NOVEMBER 27, 2018

THQ NORDIC

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JEUNES ADULTES 17+

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ESRB

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Violence
Sang et carnage
Violence

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THREE

FORZA HORIZON 4

RALPH FULTON, CREATIVE DIRECTOR, PLAYGROUND GAMES

"We've wanted to make a game set in our own backyard for some time, and we wanted a diverse setting that provided a beautiful backdrop for dynamic seasons and great driving roads, so Britain felt like the natural choice for *Forza Horizon 4*. We've created a vast, beautiful and engaging world which players explore through dry, wet, muddy, snowy and icy conditions. Every week, a new season brings new themed content, gameplay, challenges and rewards to players around the world simultaneously. For me, this is a complete game-changer. It means everyone who plays the game will be living in the same world and seeing it change at the same time. We're also happy to announce the arrival of two of our most fan-requested features: a brand-new Route Creator, which allows you to create and share your own open-world race routes; and the option to play at 60 frames per second on Xbox One X."

FACT FILE

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

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FOUR

LEGO DC SUPER-VILLAINS

MATT ELLISON, SENIOR PRODUCER, TT GAMES

"When the Justice League disappears, and a group of heroes from a parallel universe called the Justice Syndicate appear to replace them, Earth's villains realize not everything is as it seems and that they must work together to stop the Justice Syndicate's plans. Telling a story from the perspective of such characters as The Joker, Harley Quinn and Lex Luthor—and many more—allows for a lot of funny moments as they fight for themselves, but also attempt to work together to fight an even greater threat. This is also the first time in a LEGO game where a character that you create is put into the story and featured throughout. The open-world hub gameplay has also been improved and expanded upon, and players will not only explore Gotham, Metropolis and Smallville, but they'll find there's so much to find and collect there, as well as many fun quests and challenges."

FACT FILE

PUBLISHER WARNER BROS. INTERACTIVE ENTERTAINMENT
DEVELOPER TT GAMES
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MOTOHIRO OKUBO, PRODUCER, BANDAI NAMCO

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FACT FILE

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PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.12.2018

CALL OF DUTY: BLACK OPS 4

PAST, PRESENT AND FUTURE COLLIDE

BY NICK PLESSAS

In a world where a *Call of Duty* subseries can have more installments than most mainline game franchises, innovation is essential. *Call of Duty: Black Ops 4* developer Treyarch Studios met this challenge head-on with its latest *Black Ops* title by incorporating some revolutionary changes into its *Call of Duty* formula. *Call of Duty: Black Ops 4* is still recognizably *Call of Duty*, but it's more different than any sequel that has come before.

Normally, any discussion of *Call of Duty* starts by talking about the game's single-player campaign to make way for talk of the juicier multiplayer content. That isn't necessary for this year's *Call of Duty*, however, as *Black Ops 4* features no such option. In its place, gamers found the new Blackout battle royale mode, which pits more *Call of Duty* players than ever before against each other on the series' largest map to date. Players can use various vehicles to hunt targets across its massive map, comprised of popular *Black Ops* landmarks pieced together into an arena that is both familiar and totally new. Like other popular battle royale modes, Blackout is last-man-standing, so players have to bring their A-game if they want to survive. This game mode trade-off is easily *Black Ops 4*'s biggest franchise shift, and co-studio head Dan Bunting explained why developer Treyarch decided to move away from a solo *Black Ops* experience and into the realm of battle royale.

"Early on, we tried a lot of different things, and ultimately, this is the direction we went down with Blackout battle royale, with competitive multiplayer, and with Zombies being a bigger content offering than ever," Bunting said. "We looked at the history of our studio, where our fans were most gravitating to in our games, and how much time they were spending online. From one title to the next, there were less and less

Like other popular battle royale modes, Blackout is last-man-standing, so players have to bring their A-game if they want to survive.



Brace for Blackout

Blackout is an entirely new twist on *Call of Duty*, taking the franchise's new-and-improved gunplay into the battle royale scene. The mode's enormous map hosts more players than any in series history, although the total count could shift over time depending on player feedback. *Black Ops 4*'s Blackout mode supports vehicles that players can use to get around the map, including ATVs, helicopters and boats, so no terrain is impassable.

Blackout even fuses *Black Ops 4*'s competitive multiplayer and cooperative survival by introducing zombies into the battle royale brawl. Whether you're taking on the undead or other players, the mode's broad cache of weapons and equipment, including killstreaks and even Zombies-themed armaments, will leave no shortage of ways to dispatch your enemies. Blackout is the ultimate culmination of everything *Black Ops*, and Treyarch packed it all into a battle royale experience that could be the next contender for the genre's throne.

people spending time on solo experiences, while more and more people spent more and more time in multiplayer. If you read the fan reactions to previous games, you see that there was a lot of love for those social experiences, and that was really our driving motivation to make a game that was entirely based on social experiences."

While a single-player campaign is being left out of this year's installment, Bunting expressed that this isn't necessarily an omen for the future of the studio. "I wouldn't say this means that we'll never go back to doing solo campaigns, it just means that that's where we are right now."

Predictably, multiplayer still made its grand return in *Black Ops 4*, but despite being thought of as the sacred cow of *Call of Duty*, this mode has seen its own substantial redesign. Most significantly, the time-to-kill has been increased, lengthening fights between players. This change dials down the overly twitchy nature of the combat, and combined with the removal of the previous game's wall-running and double-jumping, the pace of *Black Ops 4*'s gunplay is comparatively slower than past titles.

"I wouldn't say this means that we'll never go back to doing solo campaigns, it just means that that's where we are right now." *CO-STUDIO HEAD DAN BUNTING*

Not only does this new pacing put greater emphasis on precision and strategy, it lets players better appreciate the unique Specialist characters and abilities that are back in full force. A few Specialists, like Seraph, have returned from *Black Ops III* nearly unchanged, while some fresh faces bring a whole new style to the shooter. Specialists can further boost their combative potential in *Black Ops 4* with the new Gear options, which Bunting explained the purpose of.

"Perks have always been kind of subtle modifiers to help you, all-together, define your


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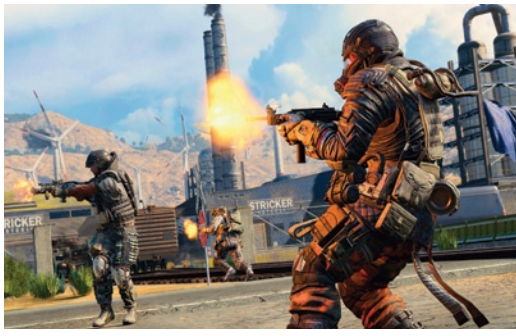
The multiplayer mode Ground War missed the boat for the initial launch of *Black Ops 4*, but that doesn't mean it's gone for good. This recurring mode has been popular amongst *Call of Duty* players over the years, as it is the only mainline mode to increase the player count of standard game types, giving each game's multiplayer a more intense alternative. While some *Call of Duty* installments have launched without Ground War, most saw it added later down the line. Dan Bunting, Treyarch's co-studio head, said this could be the case for *Black Ops 4* as well. "It is part of our plan, as something for the future, that we want to look at and probably do in a different way."

This aligns with the developer's intent to continue supporting *Black Ops 4* long after launch. This support will include new multiplayer modes, but it will also come in the form of new Zombies content, Blackout content and more.

playstyle, or reinforce your playstyle in however you want to play or in how you're feeling at that time for each class," Bunting said. "We wanted to add the new category of Gear to be at a slightly higher powerband than that, so it could anchor your playstyle a little more definitively."

The Gear options Bunting is referring to include Body Armor, which blocks initial damage; the COMSEC Device, which helps players earn scorestreaks faster; and the Acoustic Sensor, which notifies the player when an enemy is in close proximity, and that's just to name a few. Gear is mixed into *Black Ops 4*'s returning Pick Ten create-a-class system, allowing players to swap out certain equipment and buffs they don't use for more of what they do.

Finally, no *Black Ops* installment would be complete without the inclusion of Treyarch's classic Zombies survival mode. Three maps were included at launch, the most any Treyarch *Call of Duty* has ever featured day one. However, with ying must come the yang, and *Black Ops III*'s popular GobbleGum buffs did not return for the sequel. They have instead been replaced by *Black Ops 4*'s new Elixirs and Talismans, which senior executive producer Jason Blundell previously teased.



"GobbleGums will not be coming back. What we do have is a comparable system called Elixirs. There are differences, but if you're a fan of the GobbleGums, you'll be a fan of the new Elixir system," Blundell said.

No *Black Ops* installment would be complete without the inclusion of Treyarch's classic Zombies survival mode.



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Fight of the Living Dead

Call of Duty: Black Ops 4 launched with more Zombies survival maps than any *Black Ops* installment in history, but the game is shooting for quality as well as quantity, with some truly unique locales in which fans can fight off the undead.

IX: This map takes the *Black Ops* series' propensity for time travel and kicks it up another level. IX sends the sequel's new squad of zombie killers back to ancient Rome, where they are fighting for their lives in a coliseum with an impressive selection of new melee weapons. And being a Roman coliseum, undead humans are not the only threat that await our heroes.

Voyage of Despair: If the historic voyage of the Titanic wasn't nightmarish enough, now it has zombies. This iconic and claustrophobic setting is perfect for the tense atmosphere of Treyarch's Zombies mode, as the group fights to uncover the secrets behind this hellish outbreak. With all of the multidimensional time travel Treyarch messes with, maybe there's even a chance we can stop the boat from sinking.



Blood of the Dead: Unlike the first two maps, this undead arena follows the classic *Black Ops* quartet of Richtofen, Dempsey, Takeo and Nikolai. The map itself is also familiar, as it is a remake of *Black Ops II*'s Mob of the Dead map, but this time with brand-new areas to explore. Alcatraz is likely the last place someone would want to be stuck during a zombie apocalypse, but that's not going to stop fans from revisiting.





Blundell added that players will have access to other augmentations, too. "We're adding a new mechanic as part of the Elixir system called Talismans. Talismans will allow you to assign a permanent buff to your character during that match."

As one of the leading subseries in the franchise, there are plenty of reasons to enlist in *Black Ops 4*.

Normal perks have to be purchased from the new movable perk altars, and they can be lost when a player goes down, but Talismans are equipped before the match even starts and will buff a player until the very end. Blundell even offered up an example of a Talisman effect, which guarantees the player a high-tier weapon from their first hit of the mode's random weapon-generating Mystery Box.

Call of Duty: Black Ops 4 makes bold changes to the *Call of Duty* we're all familiar with. A new pace of combat, the absence of single-player, and an entry into the battle royale genre may not sound very *Black Ops* at first. But if there's one thing that's always defined this subseries, it's a willingness to take risks, and in that light, *Black Ops 4* makes perfect sense.



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FACT FILE

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

RESIDENT EVIL 2

CLASSIC SURVIVAL HORROR IN THE MODERN WORLD

BY EVAN SLEAD

The original *Resident Evil 2* might have launched 20 years ago, but that doesn't mean it can't make a comeback. In Capcom's upcoming remake of the 1998 survival horror classic, players will once again enter the zombie-infested Raccoon City to fight for survival. However, this time a new perspective, updated visuals, and a few surprises should make the nail-biting journey through the city the most immersive one yet.

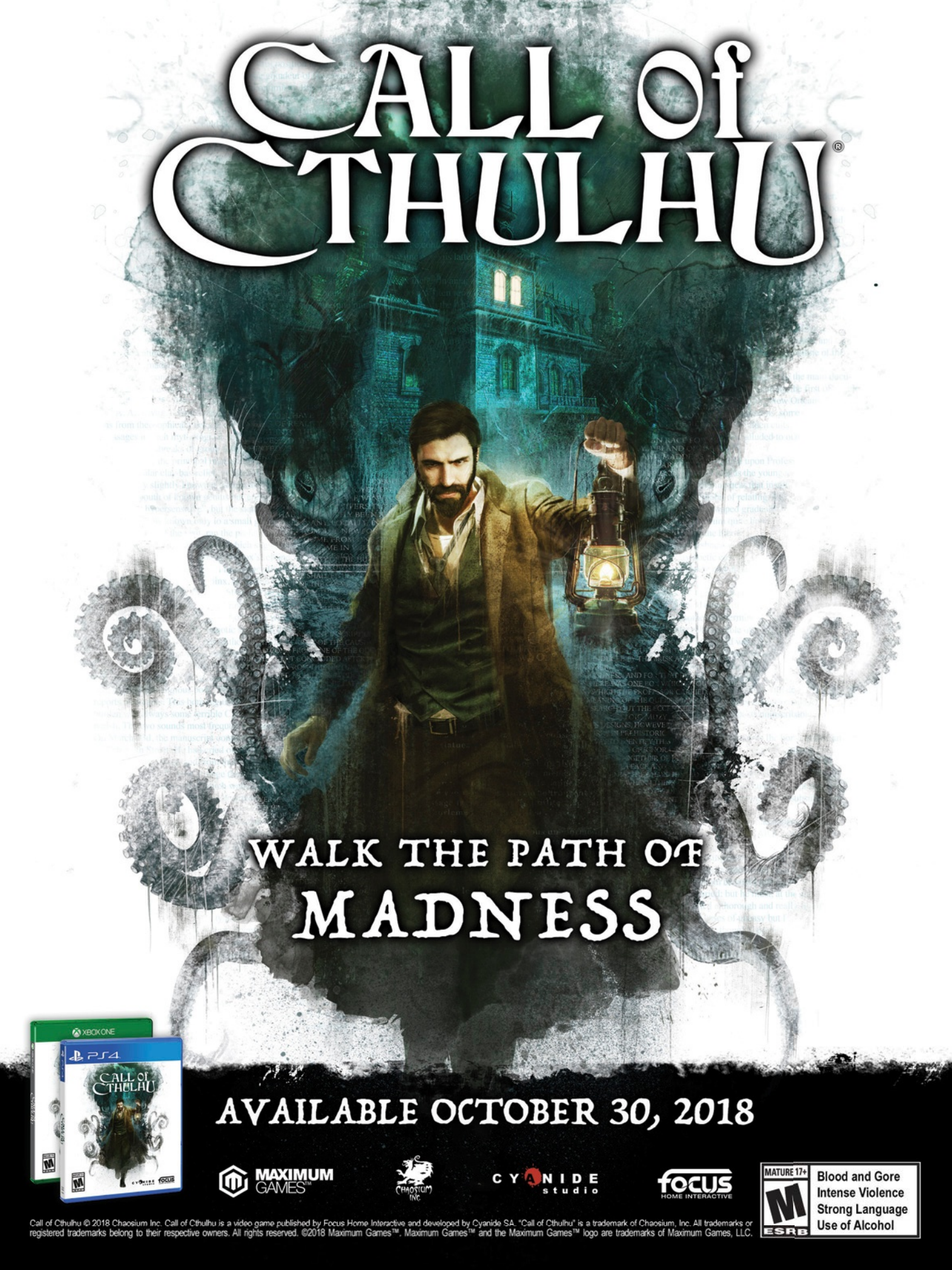
The basics of *Resident Evil 2*'s plot remain the same: Rookie cop Leon S. Kennedy and college student Claire Redfield find themselves trapped in Raccoon City after a viral outbreak has hit the area. Since it's Leon's first day on the job and Claire is just passing through town to look for her brother Chris, they aren't prepared for the onslaught of bloodthirsty zombies and the Umbrella Corporation's morbid monsters. The two decide to partner up to find the safest route through the city, but before they can escape, they have to uncover the secret behind the mysterious G-virus and its connection to an abomination out for blood.

While fans will recognize the original's story, the new *Resident Evil 2* won't be a carbon copy of its source material, according to brand manager Mike Lunn. To change things up, the team has tweaked and added content "in terms of story, depth, characterization and gameplay that bring it to a whole new level past 'remake,'" Lunn explained.

Perhaps the most striking of these updates—the camera angle and visuals—have swapped out the original game's fixed third-person camera and tank controls for a fluid over-the-shoulder third-person perspective. Players familiar with *Resident Evil 4* and later titles in the series will feel right at home with the confined viewing angle. Meanwhile, fans of the classic format will experience a new approach to horror. As Lunn said, "the enemies and scares will be directed right at the player's perspective." In another visual update, the game will tout 4K resolution on

A few surprises should make the nail-biting journey through the city the most immersive one yet.

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LEON AND CLAIRE'S SUPPORTING CAST

While developer Capcom wants to keep many of *Resident Evil 2*'s changes a secret, it did reveal some of the original's most important side characters will be returning. The covert spy Ada Wong, brave young Sherry Birkin and monstrous bioweapon Mr. X will all appear, and similar to the game's other modern tweaks, it seems they too will be updated.



According to brand manager Mike Lunn, the team made sure to "provide a deeper, immersive, more dramatic experience than the 1998 original—characters included." It's unclear how the new approach will affect Ada, Sherry and the others, but we do know the remake's overall narrative format will be more streamlined than the original. This time, players will have access to dual campaigns, one for Leon and one for Claire, instead of the previous game's four crossover storylines. The new format should be easier to follow and give fans a bit more control over how they spend time with the characters they love.







Xbox One X and PlayStation 4 Pro thanks to Capcom's custom RE Engine.

As for the changes to details of the narrative and enemy encounters, that remains a mystery. "There's still a lot we have yet to reveal, but there are indeed some subtle aspects that we've changed from the original or wanted to shine a brighter light on this time around," Lunn said.

Whether new to Leon and Claire's harrowing adventure or returning for another go around, *Resident Evil 2* looks poised to deliver a terrifying experience filled with nods to the classic, as well as fresh twists to shock and surprise.

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GALAGA

Of all of the games to come in the wake of *Space Invaders*, 1981's *Galaga* is easily one of the most successful and remembered. While the game was a sequel to Namco's previous arcade release *Galaxian*, *Galaga* quickly eclipsed its predecessor with a mix of easy-to-understand gameplay and clever new ideas—most notably the ability to double your firepower by rescuing your captured fighters.

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.



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 four feet tall, make it convenient to store in your home.

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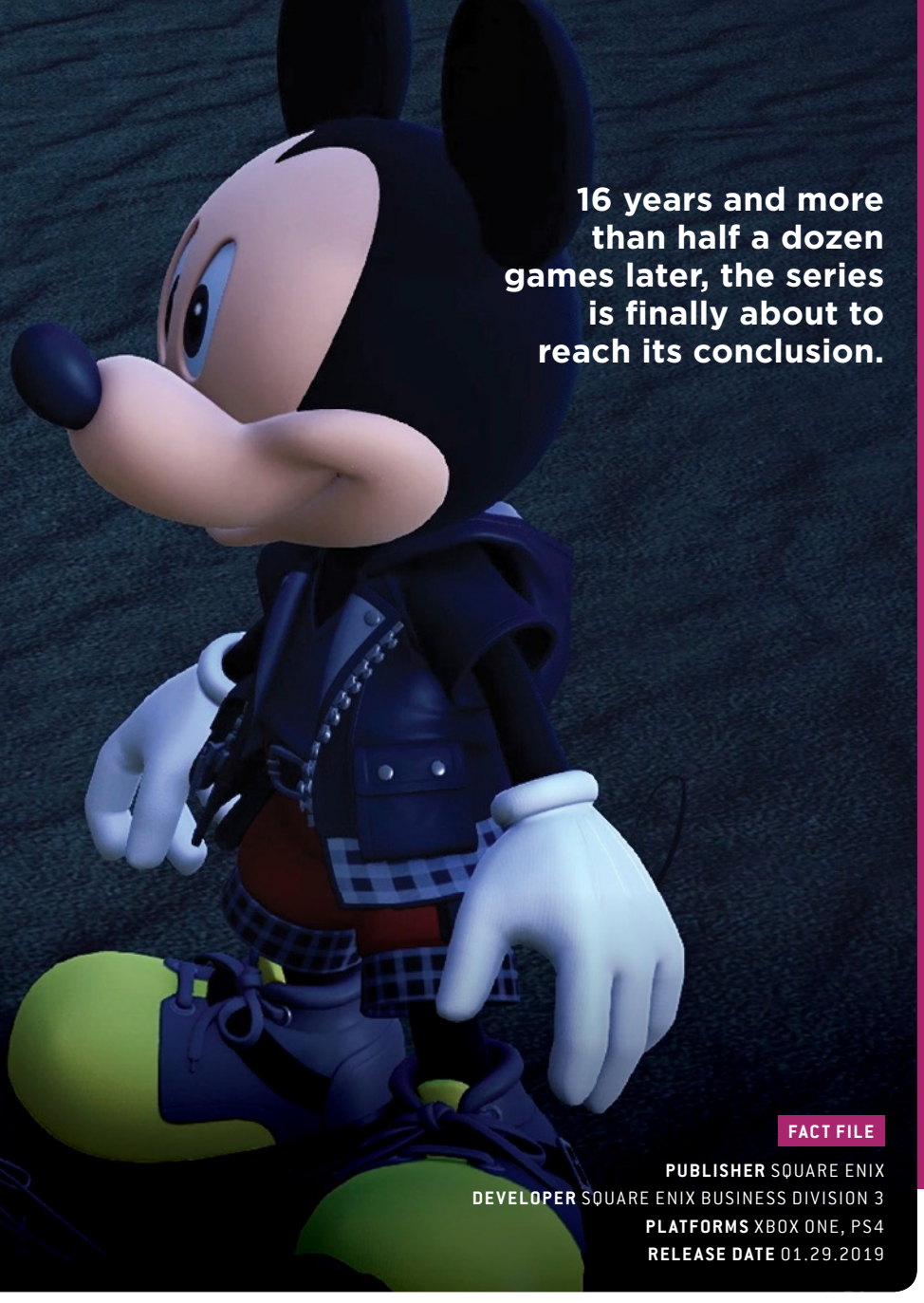
THE MOST AMBITIOUS CROSSOVER EVENT IN HISTORY

BY EMMA SCHAEFER

When the first *Kingdom Hearts* launched, mixing the worlds and characters of various Disney properties with the *Final Fantasy* series and adding a cast of characters and a plot all its own, no one knew how popular the mashup would prove to be. Now, 16 years and more than half a dozen games later, the series is finally about to reach its conclusion.

Set after the escalating events of *Kingdom Hearts: Dream Drop Distance*, Sora and his old friends Donald and Goofy must try and find the seven guardians of light in order to triumph in the final showdown with their arch-nemesis, Master Xehanort. While Riku and King Mickey search for other Keyblade wielders, Xehanort





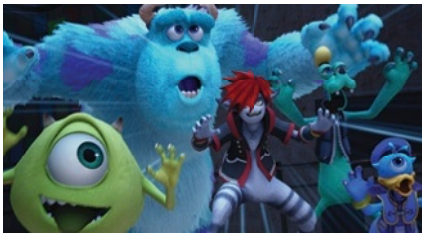
16 years and more than half a dozen games later, the series is finally about to reach its conclusion.

FACT FILE

PUBLISHER SQUARE ENIX
DEVELOPER SQUARE ENIX BUSINESS DIVISION 3
PLATFORMS XBOX ONE, PS4
RELEASE DATE 01.29.2019

has his own plans, and the final battle between light and darkness draws ever closer.

"The theme of *Kingdom Hearts III* is resolution," explained marketing manager Brendan Docherty. "[Fans who] have played *Kingdom Hearts* games over the years and fought the villainous Master Xehanort on numerous occasions, they can expect a fitting conclusion to his storyline."



Over the course of the game, players will visit a huge variety of worlds from different Disney properties. A few of these, such as Twilight Town and Yen Sid's Mysterious Tower, make their return from past games, but most are entirely new. We'll get glimpses of the Kingdom of Corona (*Tangled*), Arendelle (*Frozen*), Monstropolis (*Monsters, Inc.*), San Fransokyo (*Big Hero Six*) and Andy's house from *Toy Story*. Some Disney cameos reach further for inspiration, with new Flow Attacks drawing from Disney theme park attractions like Big Thunder Mountain Railroad and Grizzly River Run. Some minigames stretch way back to the oldest Disney productions, inviting players into the black-and-white Mickey Mouse cartoons from the 1930s. One world in particular, though, stands out from the others.

"The team wanted to include at least one world based on a Disney live-action franchise with the goal of creating the most realistic characters in *Kingdom Hearts III*," Docherty said. "We felt we had the tools and technology to faithfully recreate and make the most realistic *Pirates of the Caribbean* characters in the series yet… *Pirates of the Caribbean* is a great fit to introduce some very interesting gameplay elements including ship battles as well as underwater and airborne action sequences."

Each world has a new experience to offer and familiar faces to meet. With worlds bigger than ever before, fancy new battle systems and years of work behind it, *Kingdom Hearts III* is ready to send the series off to its thrilling conclusion.

THE KEYS TO COMBAT

KEYBLADE TRANSFORMATIONS

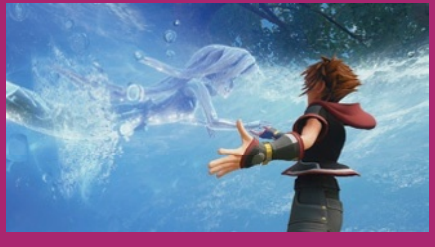
Sora's always been able to attack and use magic, but he's gained some new abilities. Players can now swap between Keyblades at any time in battle and activate Keyblade transformations, turning Sora's Keyblades into shields, hammers, drills and other more versatile weapons. Get a good combo going, and you'll be able to swap through multiple transformations in one sequence.

ATTRACTIONS

These splashy attacks are based on famous parts of the Disney theme parks, and activate special abilities that can be found by landing a certain number of hits on special targeted enemies. If activated, Attractions cause a ton of damage across the whole battlefield, while also providing some spectacular visuals.

LINKS

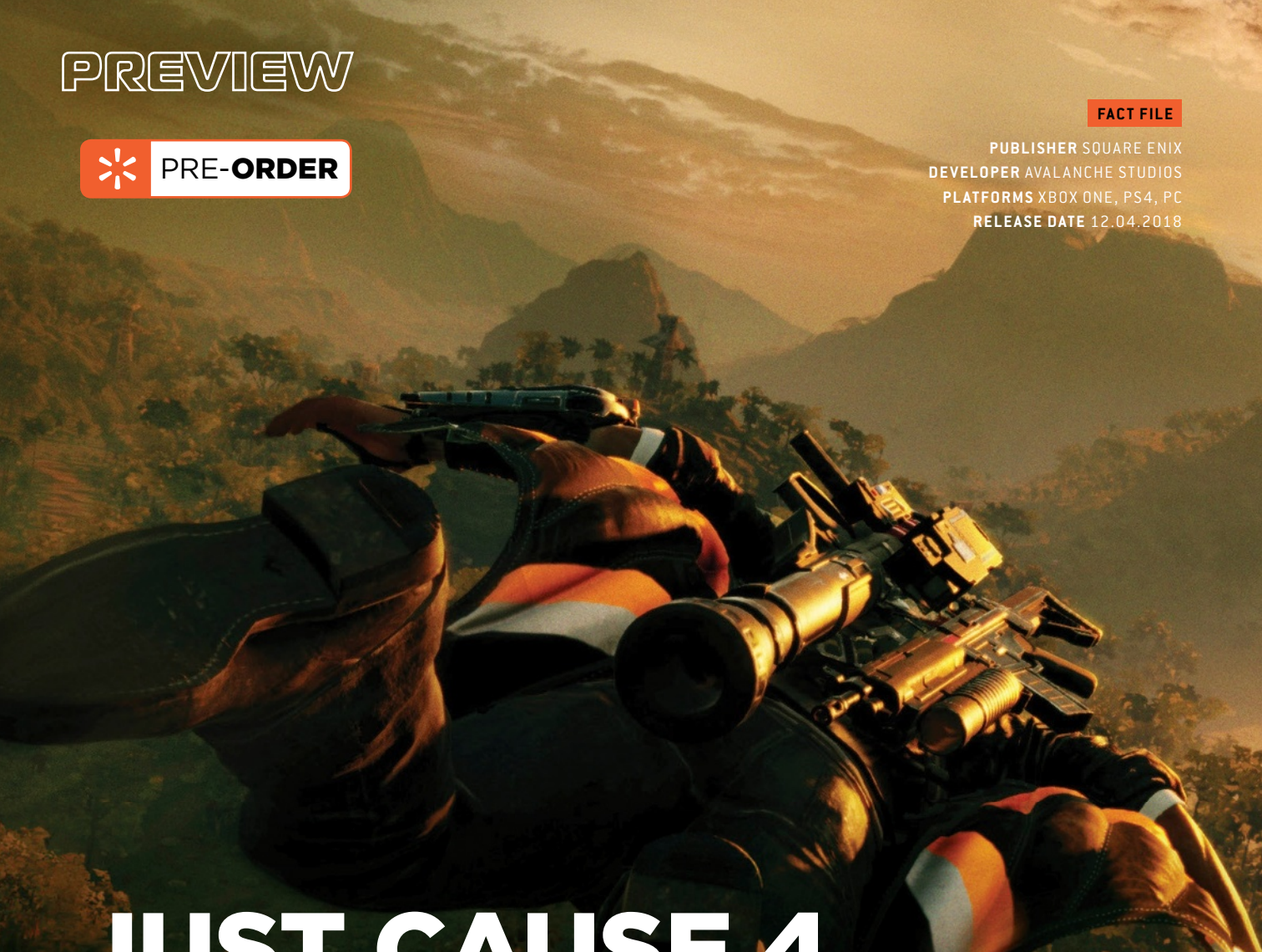
Similar to the Summons of past games, Links call upon your allies for help in battle. Call up Ariel from *The Little Mermaid*, for example, and you'll leave your enemies floundering in puddles and fountains of water.



PRE-ORDER

FACT FILE

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



JUST CAUSE 4

DESTRUCTION DERBY

BY MICHAEL GOROFF

Just Cause 4 looks to build on the series' action-movie philosophy by combining the best parts of all three prior games and adding extreme weather events to the mix. Rico Rodriguez has proven more than capable in toppling entire armies in his missions to restore peace and democracy to countries ruled by dictators, but what happens when he comes up against a massive tornado?

Rico's latest mission takes him to Solis, a remote South American country, where a private military organization called the Black Hand, returning from previous *Just Cause* games, is ruling with an iron fist. Once again, Rico is leading a rebellion to save the people of Solis from the evils of a despotic government, but he's also there for a more personal reason: to uncover the truth about his father's mysterious past.

Whereas previous games have given Rico all the biggest upgrades, Solis is the star of *Just Cause 4*. The fictional South American country might be roughly the same size as *Just Cause 3*'s Medici in terms of actual square footage, but it's much bigger when it comes to scope.

That's because *Just Cause 4* is bringing back *Just Cause 2*'s best feature: distinct biomes. Solis incorporates rainforests, grasslands, snowy mountains, and an imposing desert to create the most diverse sandbox experience the series has yet to offer. Beyond that, these areas contain a total of 11 sub-biomes, according to game director Francesco Antolini.

This level of biodiversity in the map is only enhanced by the extreme weather of each region. Different biomes will feature a distinct extreme weather event: towering tornadoes in the grasslands, lethal lightning storms in the rainforests, freezing blizzards in the tundra and blinding sandstorms in the desert.

These extreme weather events and Rico's natural penchant for chaos are paired with *Just Cause 4*'s enhanced destruction models

Once again, Rico is leading a rebellion to save the people of Solis from the evils of a despotic government.





to create truly epic moments. It's not just that you can destroy more types of structures, but the freedom of choice you have in how you destroy things is even greater.

"Take the 'classic' horizontal fuel tank for example: if you shoot it on the right side, ignited fuel will stream from that side, propelling the tank leftwards, and vice-versa," Antolini explained. "This means that you can make a flying rocket out of any of those fuel tanks, and even decide in which direction it has to fly."

The enhanced destruction comes courtesy of *Just Cause 4*'s other big benefactor: Avalanche Studios' new Apex engine. Described by the developers as revolutionary, this technology allows for some of the most entertaining, chaotic physics effects you'll ever see.

"Almost everything you see in *Just Cause 4* wouldn't have been possible without Apex," Antolini said, "from the increases in animation fidelity when it comes to Rico, to the extreme weather itself, to the new model of destruction."

Just Cause 4 looks to be the most ambitious, extreme game in the series to date when it launches Dec. 4 for Xbox One, PlayStation 4 and PC.

RICO'S NEW TOYS

The world map and game engine aren't the only elements enjoying massive upgrades in *Just Cause 4*. Rico's trusty grappling hook is also getting an overhaul with more options than ever before. Three grappling hook attachments—the retractor, boosters and airlifters—will return with a variety of ways to customize their effects and upgrades. For example, you can modify the airlifter so that it follows your crosshairs, dragging with it whatever's attached, or equip the boosters with a timed explosive for maximum destruction. Beyond that, you can mix and match the effects of each attachment and combine them for massive damage and customize how each gadget is deployed so that, say, boosters launch at the same time as the airlifters, creating some potentially sneaky getaway vehicles out of crates and explosive barrels. The only limit to *Just Cause 4*'s freeform gameplay may be your imagination.

PRE-ORDER

DEVIL MAY CRY 5

FIRST, DO NO ARM

FACT FILE
PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 03.08.2019

BY JOSH HARMON

In a rare un-reboot, Capcom is ditching the gritty world of *DmC* and returning to its original *Devil May Cry* timeline. Some years after the events of the fourth game, *Devil May Cry 5* catches up with Nero as he uses his sword and handgun to fend off a demonic invasion of Red Grave City.

This time around, though, he's missing something: his trademark demon arm. Turns out Nero's had an unwilling amputation since last we saw him, though the news isn't all bad. Thanks to the engineering prowess of new ally Nico, Nero now has access to amped-up robotic arms. These Devil Breakers, as the prosthetics are called, offer all kinds of helpful attacks. For one, he can use them to pull smaller enemies toward him, or to grapple closer to larger foes.

On top of that, different Devil Breakers offer different functionalities, including electricity, laser and time-bending attacks. And what good would a robot arm be if you couldn't shoot it out to fly around and punch enemies? And what good would *that* be if you couldn't also ride it around like a hoverboard? Frankly, losing that arm might've been the most tubular thing to ever happen to Nero.

Better still, he's not the only character you'll control during the game. Also on offer is an older, more grizzled take on longtime series star Dante, who adds to his arsenal a demonic arm of his own and a pair of chainsaw-style weapons that can combine to form a motorcycle. A third playable character named V remains shrouded in mystery, though fans already have plenty of theories as to his identity. Still, we can probably be certain that, if nothing else, he'll bring some zany attacks of his own to the table.

After all, everything else we've seen of *Devil May Cry 5* points to a game that doesn't know the definition of "restraint." For fans of the series who've waited years for another dose of stylish action, that's a very good thing, indeed.



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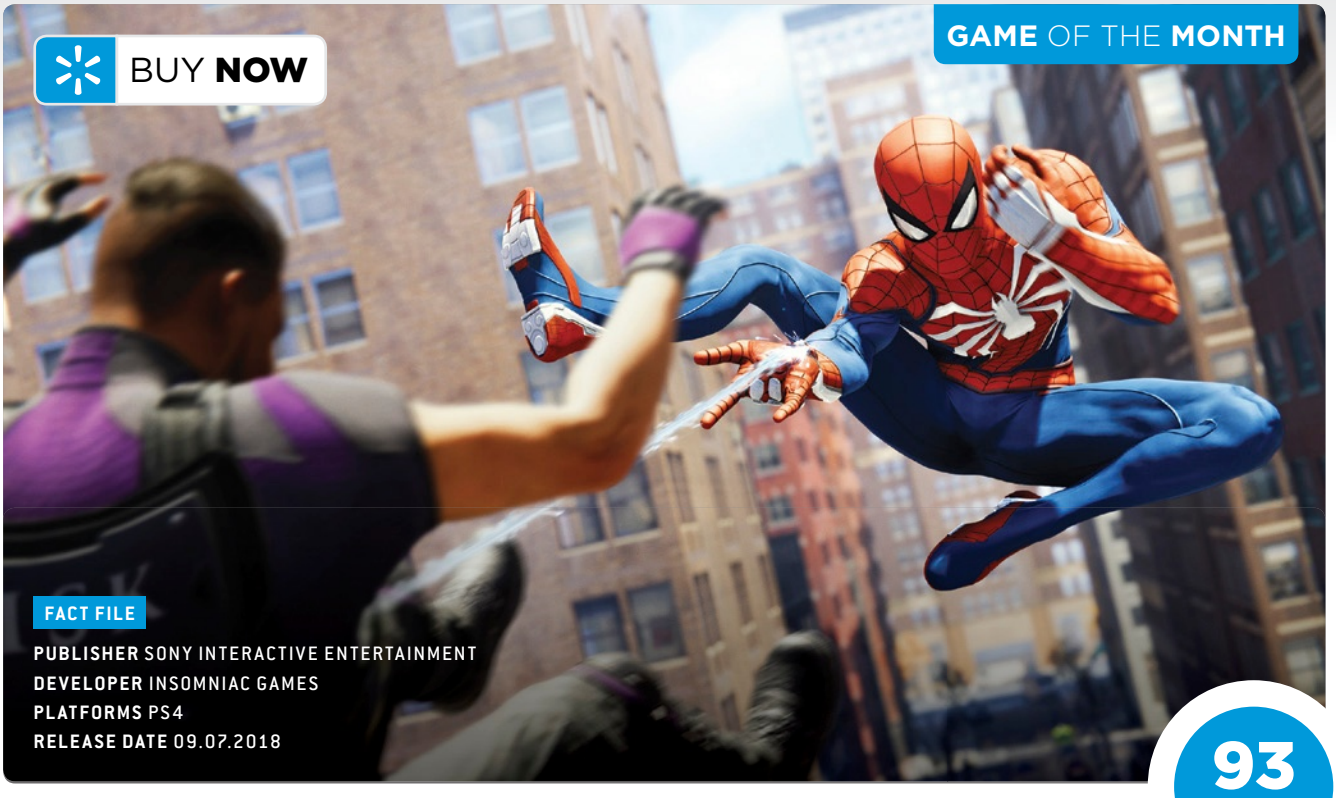
XBOX ONE

NINTENDO SWITCH

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REVIEWS

UNCENSORED EVALUATIONS FROM THE GAMECENTER EXPERTS



93/100

MARVEL'S SPIDER-MAN

ABSOLUTELY MARVELOUS

BY JOSH HARMON

In an age when Marvel dominates the multiplex, it's downright shocking its stable of iconic heroes have yet to conquer the world of gaming too. Sure, the Avengers, X-Men and the rest headline their fair share of console and mobile games each year, but nothing that can match the profile or polish of a Hollywood blockbuster. At least, that is, until now.

With *Marvel's Spider-Man*, Insomniac Games delivers on the full potential of one of comics' most iconic heroes. Nearly everything that makes Spider-Man great makes a pitch-perfect transition to video game form in this PlayStation 4 exclusive. You'll swing between the skyscrapers of Manhattan in a vibrant open world. You'll also take on some of the most iconic villains in the Spider-canon in hyperkinetic combat, including the Shocker, Kingpin and a new take on the Sinister Six. And you'll spend enough time out of costume as Peter Parker, interacting with his friends and family, to get a feel for the humanity that underlies his heroism.

It's the first of those, the silky-smooth traversal, that offers *Spider-Man*'s simplest, greatest joy. A rich set of movement options allow you to swing, zip and wall-run across Manhattan with panache, stringing together stylish moves that look ripped from the cover of a comic book. Anyone who played the PlayStation 2 classic *Spider-Man 2* knows what a blast it can be to swing around NYC as Spidey. Insomniac took that physics-based approach and streamlined and amplified it into a version that's just as fun while being more robust and accessible. Given how much of the game you spend getting around, the fact that it never gets old speaks volumes.

Combat likewise lives up to everything you expect of the game's leading (Spider-)man. The fast-paced fights see our webhead ping-ponging between goons with ease, stringing together combos using a surprisingly rich suite of attacks, abilities and gadgets. Once you get a feel for the rhythm—and learn how to take to the skies for a little aerial brawling—every simple encounter with street thugs turns into a balletic display of hand-to-hand prowess.

While some of the side content on offer feels a bit like filler in comparison to the tightly scripted, thrilling missions of the main story, it's hard to fault *Marvel's Spider-Man* too much. This is hands down the best rendition we've ever seen of Spider-Man in a video game, and you wouldn't be crazy to call it a contender for the best superhero game ever.


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Mild Suggestive Themes
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BANDAI NAMCO
Entertainment

Shadow of the Tomb Raider

BROUGHT TO YOU BY **PRIMA GAMES**

THE FLOOD



MAIN STORY OBJECTIVES

➡ Survive the Flood

HEAD ABOVE WATER — SURVIVE THE FLOOD

You gain control of Lara as she clings to a pole (1), struggling to hang on against the rushing floodwaters until she loses her grip. As you're dragged along by the water, debris on the sides and in the middle of the road forces you to move to one side or the other. Push Left or Right to adjust Lara's position in the water. Keep as close to the middle as possible, and keep your eyes focused on the route ahead. The sooner you can make necessary adjustments, the more likely you are to survive.





The path immediately splits, but it merges back together shortly. A toppled tree offers you a moment to catch your breath before releasing you to the side, where Lara grabs on to a door. Immediately push forward to move to the other door before a structure falls toward you. This forces you underwater.





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Enter the doorway and speedily swim through the store. Just before the next doorway, bubbles on the right signify a trapped air pocket. Take a breath before swimming to the exit. When Lara pulls out her climbing axe, rapidly tap the Interact button to force it open.

Swim into the delivery truck (2) ahead, and press the Melee Attack button when prompted to break the rear window. This returns you to the water surface, where you must continue to dodge debris. Eventually, Lara climbs onto a floating structure, but don't let up, as the rushing water and flying debris leave nothing safe for long.





Jump to the truck (3), then to the top of the La Tierra billboard. Run left and continue to the backhoe. At the end of its arm, swing on the lamppost to reach the shelter. Swing across another lamp to reach a container as it passes by, before immediately leaping to a roof.

Grab on to the climbable wall ahead, and immediately move left around the corner as the structure crumbles in from the right. Leap left and scramble up the wooden planks. Scramble up the brick wall on the right and shimmy right along the ledge—mind the gaps along the way by jumping when necessary. At the window, jump up to the next ledge and continue onto the roof.

MICHAEL MILETTE
ARTIST AND MAP CAPTAIN

My other favorite map is Cozumel, which is kinda cliché, because it's the first one. But, for me, not only is this one of the most interesting maps that really shows off our gameplay loop, in terms of SRL, which is Smart Resourceful Lara, but it starts off with strong characters in the beginning, reintroducing you to Lara and Jonah. It really starts the story well, explaining what are we doing, what's our goal, what's the setup for this game going to be?

And then, it goes into a performance beat, where you're tracking Dominguez and going through a populated space; and then it goes into an awesome traversal section. This is super exciting when you're along the cliff. And then it goes into an exploration area when you're discovering the, now non-submerged Maya ruins; and then it has an awesome puzzle at the end, followed by combat. So, it has almost every single little bit of mechanic or system that we have in our game, and it's presenting it all in a really nice, tightly wrapped package.

And not only that, but it has my favorite cinematic, which is at the end of the flood, after the kid dies, which is super sad. When you go up top, and there's a big moment where you kind of question Lara's motives, like, "Why are you such a narcissist? Why are you always saying, 'Hey, it's all about me! It's always on me! I've gotta save the world," etc., etc. I think it's interesting that in this beginning map, it's kind of questioning that. It's questioning, "Why does it have to be you?" And I think, in terms of a Tomb Raider game, it's an interesting perspective.


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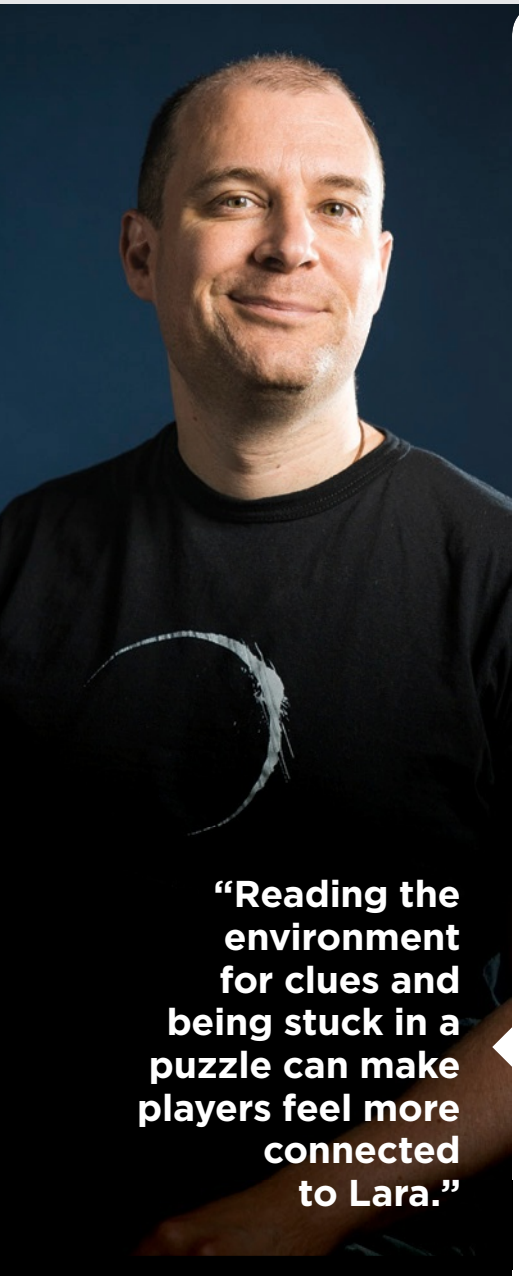
1 on 1 with

PARTING SHOTS

Heath Smith

LEAD GAME DESIGNER, SHADOW OF THE TOMB RAIDER

In 2013's *Tomb Raider*, we were introduced to a young, inexperienced Lara Croft who had never been tested on any real physical, mental or emotional level. Now, in *Shadow of the Tomb Raider*, we instead find a woman on the edge of becoming the legendary heroine we all know and love. To find out more about the game and its protagonist, we spoke to lead game designer Heath Smith.



"Reading the environment for clues and being stuck in a puzzle can make players feel more connected to Lara."

VITAL SIGNS

OCCUPATION
LEAD GAME DESIGNER, EIDOS MONTREAL

GAME HIGHLIGHTS
RISE OF THE TOMB RAIDER, THE AMAZING SPIDER-MAN

WGC: We previously saw Lara Croft grow from a young girl struggling to survive into someone starting to come to terms with her abilities and skills. In *Shadow of the Tomb Raider*, who is Lara Croft?
Heath Smith: At the start of *Shadow of the Tomb Raider*, we meet Lara at the most capable, determined and proactive she's ever been. She's no longer simply looking for adventure or looking to restore the family name, but now wants to understand exactly what Trinity is up to and stop them. However, she's becoming so proactive in her hunt that it's bordering on obsession, threatening to turn her into the thing she's fighting against. In this final chapter of her origin story, she'll have to learn to balance these darker aspects of her personality in order to become the Tomb Raider she's destined to be.

WGC: One interesting new gameplay aspect is that combat, exploration and puzzles can all have their own selectable difficulty levels. What does that mean in terms of how the experience changes for players?
HS: As Lara matures, she engages in more strategic gameplay, such as more puzzles and exploration. Thus, we wanted to give players the choice of changing their difficulty equally across all three pillars, not just combat. Through playtesting, especially for puzzles, we would always find players who found things too easy or too hard. We also heard loud and clear that some fans wanted a hardcore challenge in exploration (no white markings suggesting the way) and puzzles (less or even no hints from Lara). On the harder difficulty levels, it can also be more immersive. Reading the environment for clues and being stuck in a puzzle can make players feel more connected to Lara, as you figure things out just like she would.

WGC: Being the Tomb Raider, Lara will have both tombs and crypts to discover during her adventure. How do they differ from one another in gameplay and atmosphere?
HS: While there were both tombs and crypts in *Rise of the Tomb Raider*, we've greatly expanded them and their roles. Previously, crypts were small, abandoned spaces about exploration. Now, crypts are as large as Challenge Tombs were, and while they are still about exploring, they are also about survival and fear. As a result of being deadlier, their reward has been increased to be equal to their challenge—now the crypt sarcophagus will net Lara a vestige outfit piece that she can restore at base camp. Meanwhile Challenge Tombs are bigger and the puzzles more difficult, made possible by the new puzzle difficulty. They are also much, much more deadly. Before, tombs were celebrations of Lara's ingenuity at solving physics puzzles. Now, the puzzle pieces are more often than not covered in spikes, spinning or on fire. And, as a tease, perhaps you won't always be alone in these spaces either.

WGC: What do *Shadow of the Tomb Raider*'s new locales bring to the game that the settings in the previous games didn't or couldn't?
HS: In addition to underwater exploration and herbal remedies, the jungle really allowed us to complete Lara's skill set when it comes to combat. In *Rise of the Tomb Raider*, once you were spotted, there was no losing the enemy again. Once we knew we were going to the jungle, being able to disappear and lose the enemy after being spotted was a must. We then set about creating a lot of ingredients and abilities based around the fantasy of being "one with the jungle" and the ultimate predator. This is why Lara's covering herself in mud, hiding in vine walls and stringing enemies up with her bow rope. The common thread in all these new abilities is movement [in order] to confuse and dominate the enemies. They all incentivize the player to strike then disappear, and to always be on the move, as predators are.

WGC: If you were Lara Croft and could pick any famous fictional adventurer to be your teammate, who would you pick and why?
HS: Do you remember the cartoon from the 1980s *The Mysterious Cities of Gold*? The leader of their expedition to "the new world," Mendoza, always seemed to know more than he was letting on and could always get out of trouble. I don't remember him ever getting captured. I think if I was Lara and I was on my way to Peru, I would want him by my side!

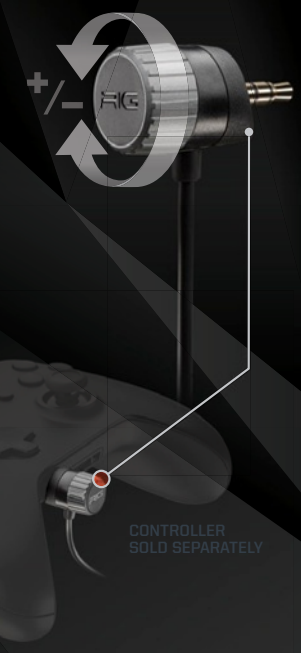
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