



Spoiler Alert!
This article may contain plot points for games that have been out for five (or more) years. You have been warned.

BACK TO THE FUTURE

Why 2013 is the Year of the Prequel

• Words: Nick Pino

The year 2012 came and went, and while we had a good look at where gaming is going, it was hard to see where we'd come from. Enter 2013, the year we'll go 88 mph and do the Time Warp to see how the series we know and love got their brilliant—and for a few on this list, brutal—beginnings.

What was the first tomb Lara Croft ever raided? What was Kratos up to before warring with gods? Were Gears of War's Baird and Cole Train freshman roommates back in college? Thanks to the current penchant for prequels, we'll get answers to at least two of those questions very soon. Let's hope the following games don't pull a George Lucas and prove that prequels are the best form of a follow-up. ☺

