



# GEARS OF WAR: JUDGMENT

**Platforms:** Xbox 360

**Release Date:** March 19, 2013

Before Marcus got the book thrown at him for breaking rank at the Battle of Ephyra, and before Dom...well, you know...there was just a lone squadron tasked with the impossible: killing the Locust captain-at-arms, Karn.

*Judgment* promises to deliver the bruise-laden backstories of Cole and Baird that players have been craving since the sarcastic, spiky-haired and muscle-bound members of Delta Squad hit the scene in 2006. *Judgment*'s story actually takes place 15 years before the events of the first game and follows the COG's Kilo unit. So long as everything goes according to plan (which thanks to the original, we know it will), we're dedicating 2013 to helping the key Kilo members make it out in one piece.

**What it leads up to:** Gears of War...eventually.

**Originally Released:** Nov. 7, 2006

# TOMB RAIDER

**Platforms:** PS3, Xbox 360, PC

**Release Date:** March 5, 2013

The "new" Tomb Raider has everything developing femme fatale Lara Croft could ever want: blue skies, sunny shores, and bloodthirsty island natives dead-set on stopping her from reaching her 22nd birthday. Well, maybe not the last one, but that's what she'll get in this gritty reboot that promises to take Lara from tender college grad to full-time treasure hunter before the final credits roll.

Lara is going to have to learn to hack, slash, and shoot with the best of them if she's to make it "back" to her pivotal 1996 debut. This is one hero-molding montage we can't help but get excited for.

**What it leads up to:** Not directly tied to the identically named original.

**Originally Released:**

Nov. 14, 1996 on Saturn, PS1, and PC

