



## LOST PLANET 3

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

**Release Date:** Spring 2013

Just when we thought we'd seen the last of the icy planet of E.D.N. III, *Lost Planet* has grapple-hooked us back in, this time promising a new protagonist, a new (read: prequel) plot, and, yes, an even colder climate than the original. *Lost Planet 3* looks like it will bring a sinister second meaning to the phrase "stay frosty."

For those unfamiliar with the land of ice, big bugs, and battle robots—the middle called Akrid, and latter affectionately dubbed "rigs" in LP3—don't jettison your hopes just yet. Since the game will play out before the events of the first two franchise titles, this will be more than a few players' first foray into the all-too-alien world of *Lost Planet*.

**What it leads up to:** *Lost Planet: Extreme Condition*

**Originally Released:** Dec. 21, 2006

## BIOSHOCK INFINITE

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

**Release Date:** March 26, 2013

Building a perfect dystopia is tough work. Not completely satiated by its work with the underwater world of 1940s Rapture, Irrational Games has breathed additional eerie life into the *BioShock* franchise, bringing us a twisted interpretation of early 1900s Americana with *BioShock Infinite*.

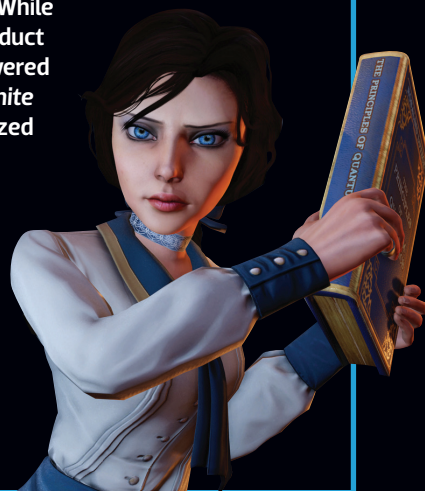
In the sky-high world of Columbia, sunken seas have been replaced by open air and corpse-harvesting little girls by a fabric-of-the-universe-tearing woman. But even with the major differences in setting and story, Irrational seems to be holding the spiritual tenets of the original close to its maniacal, mechanical heart. While we're optimistic the final product will live up to the steam-powered hype machine, *BioShock Infinite* will have some Big Daddy-sized boots to fill.

**What it leads up to:**

No direct connection to the originals...that we know of yet, anyway (heroine Elizabeth doesn't really follow the rules of time and space)

**Originally Released:**

*BioShock* originally released Aug. 21, 2007



## GOD OF WAR: ASCENSION

**Platforms:** PS3 **Release Date:** March 12, 2013

It's said that revenge is a dish best served cold. We're not quite sure the Greeks necessarily knew that 1,500 years ago, but god-killer Kratos definitely doesn't as he's out for celestial blood just months after his family's death in what is likely to be the goriest game of the New Year.

*Ascension* takes place a full decade earlier than the original in regards to the game's over-arching plot, but mechanically speaking, SCE Santa Monica (the creative minds behind Kratos' muscle) are taking Sparta's finest from out of the Bronze Age and into the 21st century with the addition of a bone-breaking multiplayer mode.

**What it leads up to:** *God of War: Chains of Olympus*

**Originally Released:** March 4, 2008