



THE WALKING DEAD: SURVIVAL INSTINCT

Platforms: PS3, Xbox 360, Wii U, PC **Release Date:** March 26, 2013

Before the Dixon Brothers busted onto television screens with their intimidating appearance on AMC's *The Walking Dead*, they were just a two-man team banding together with local survivors in an attempt to make their way toward the urban safe haven of Atlanta.

Survival Instinct trades traditional notions of the first-person shooter for a survival-stealth hybrid, forcing you to succeed at both *Splinter Cell*-like stealth sequences and all-out, guns-blazing action in an experience true to the show's tone. Though the @GAMER crystal ball has been a bit foggy on the finished product, here's hoping the series can put one in the zombie-chopping win column.

What it leads up to: AMC's *The Walking Dead*

Originally Released: First TV episode aired Oct. 31, 2010, but first comic issue written by Robert Kirkman in Oct. 2003

DMC: DEVIL MAY CRY

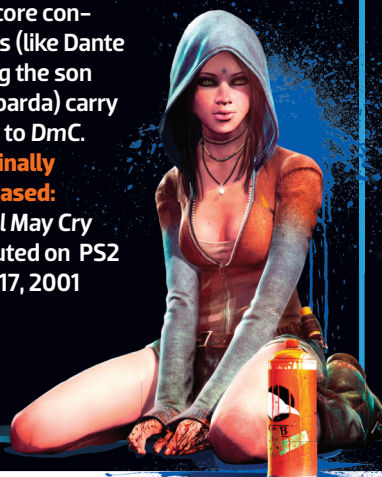
Platforms: PS3, Xbox 360, PC **Release Date:** January 15, 2013

Few game series have gone through a wilder transition than *Devil May Cry* in its (comparatively) short 10-year lifespan. Sure, *Call of Duty* has changed eras, weapons, and multiplayer modes, but Dante—*DmC*'s protagonist—has gone from foul-mouthed mercenary to a spiky-haired, counter culture-inspired icon in no time flat.

If the gothic-imbued original trilogy wasn't your scene, this alternate take sports a complete graphical and mechanical overhaul in the hopes of converting what remain of the franchise's stubborn non-believers.

What it leads up to: Set in a separate reality from the original *Devil May Cry*, though many of the core concepts (like Dante being the son of Sparda) carry over to *DmC*.

Originally Released: *Devil May Cry* debuted on PS2 Oct. 17, 2001



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UNCHARTED: GOLDEN ABYSS

Platforms: PS Vita

Dig up a bit of Drake's past with developer Sony Bend's portable playable, which showed us that every great action star—Nathan Drake included—had to get his start somewhere. Even if that aforementioned somewhere is located dangerously close to a Panamanian warlord.



HALO: REACH

Platforms: Xbox 360

Master Chief will always be our favorite super soldier, but taking on the Covenant is more than a one-man job. *Reach* taught us that losing a battle didn't mean losing the war, and that three friends and a six-pack of Mountain Dew are all a hero needs.



DEUS EX: HUMAN REVOLUTION

Platforms: PS3, Xbox 360, PC, Mac

Defying all three Laws of Robotics, *Deus Ex* brought us to terms with a question that has haunted humans for millennia: As a species, how far can we really go? If *Human Revolution* and the year 2027 offered any indication, we'd say we're in pretty good shape.



THE LEGEND OF ZELDA: SKYWARD SWORD

Platforms: Wii

Pre-dating the Links of yesteryear, *Skyward Sword* has the hero of Hyrule squaring off against his most nefarious (and oddly garbed) arch-nemesis yet. *Skyward Sword* provided players a launch pad to begin down the long-beaten path of constantly saving the series' eponymous leading lady—and eventually teaching us love really can conquer all.



METROID PRIME: TRILOGY

Platforms: Wii

Samus Aran, ladies and gentleman, is a woman. If this news is as startling to you now as it was to us at the end of the 1986 original, you'd do well to study up by playing *Metroid Prime*—Retro Studios' prequel trilogy fleshes out the events preceding *Super Metroid*. Samus Aran reminds us that boys aren't the only ones willing to kick butt and take (unpronounceable) names in this universe.