

MOST WANTED GAMES

The ones making us dribble with excitement!

- 1 GEARS OF WAR 2**
WHAT IS IT? Six months after the first game another epic battle between square-jawed human war-machines Marcus Fenix and the slavering Locust hordes begins.
WHY WE WANT IT: This should be as good as the original but with a few tweaks.
OUT: NOVEMBER 2008
- 2 FIFA 09**
WHAT IS IT? The beautiful game beautifully distilled into a beautiful videogame. Real teams, real players and real progress.
WHY WE WANT IT: The long running rivalry with PES means that every installment of FIFA just keeps on getting better and better.
OUT: TBC PSP, PS3, XBOX 360, PC
- 3 BANJO KAZOOIE: NUTS AND BOLTS**
WHAT IS IT? Another jaunt through the warped minds behind the brilliant N64 Banjo platformer games.
WHY WE WANT IT: Back in the day only Banjo was close to beating Mario.
OUT: NOVEMBER 2008
- 4 MOTORSTORM 2: PACIFIC RIFT**
WHAT IS IT? MotorStorm on holiday, complete with palm-lined beaches, fast flowing rivers, dark caves, and more.
WHY WE WANT IT: The first game was brilliant chaotic fun. Hopefully this will be too.
OUT: TBC PS3
- 5 SILENT HILL 5**
WHAT IS IT? Seriously scary, as this piece was being written we could hear monstrous shrieks from our games room. Mummy...
WHY WE WANT IT: Honestly we've no idea - it's not pleasant being set upon by the HD's ghoulish residents, yet still we want it.
OUT: SEPTEMBER PSP, PS3
- 6 LEFT 4 DEAD**
WHAT IS IT? A nightmarish brawl through the best bits of every zombie movie ever made, complete with four-player co-op.
WHY WE WANT IT: Run around screaming as a tide of raving zombies tear lumps off of you and your friends. What's not to love?
OUT: AUTUMN PS3, PC
- 7 STAR WARS: THE FORCE UNLEASHED**
WHAT IS IT? Play as Darth Vader's secret apprentice charged with hunting down the remaining Jedi in the galaxy.
WHY WE WANT IT: Just for once we'd like a kickass Star Wars title not involving Lego.
OUT: SEPTEMBER PSP, PS3, PC
- 8 QUANTUM OF SOLACE**
WHAT IS IT? A first person actioner featuring everybody's favourite spy/ladies' man. Based around the new 007 movie.
WHY WE WANT IT: Daniel Craig resurrected Bond, can this do the same for Bond games?
OUT: OCTOBER PSP, PS3, PC
- 9 MERCENARIES 2: WORLD IN FLAMES**
WHAT IS IT? A next-gen sequel to 2005's real game in which players take on the role of a hired gun who's never short of work.
WHY WE WANT IT: Destructible physics make this a disaster junkie's playground.
OUT: TBC PSP, PS3, XBOX 360, PC
- 10 HILLZONE 2**
WHAT IS IT? Take the fight to the Helghast homeworld in this Halo-balling sequel from Sony, which features amazing visuals, a sci-fi plot and some very heavy armaments.
WHY WE WANT IT: The first game wasn't brilliant but Sony is keen to deliver this time.
OUT: SUMMER PS3

PSP, PS3, XBOX 360, PC, PC • **OUT:** AUTUMN • **IN:** EA CANADA • **PLAT:** SPORTS • **ONLINE:** TBC • **WWW:** WWW.EASPORTS.COM • **PLAYERS:** 1

FIFA 09

EA prove they've got the big game mental

Rooney caresses the ball on his instep, swivels to his right and slips the ball to Tevez. Immediately after releasing the ball the chunky Scouser points into the space he wants the ball returned and pumps his legs like the pistons on a locomotive train to burn away from his marker. Tevez rolls the ball into the stride of Rooney who uses his power and low centre of gravity to protect the ball from a covering defender, approaches the by-line and zips in a thigh high ball into the box towards Ronaldo. The delivery is just

behind the winger, but he adjusts position and shapes his body to ball first time into the roof of the net. The crowd go wild, a grin appears on Ronaldo's face that you just want to smack off with a wet flannel and you just witnessed the new, improved, encouragingly good FIFA 09. You might have scored similar goals in FIFA 08, but not with such slick precision – and that's due to the key improvements EA have made to the football game! While we can't account for all of them here are some that make

"THERE'S BEEN 250 KEY IMPROVEMENTS MADE TO THE GAME"

COLLISION COURSE

The way players react when they make contact with each other has been completely revamped for FIFA 09. As it takes into account the speed of each player, the angle at which they collide and which part of their body they touch. Significantly this isn't just to make it a more realistic looking game as it all has an effect on the gameplay. For instance, if a tackle comes in and hits a player's standing leg there's a good chance he'll hit the ground hard taking him out of the game, but if the player is in mid-stride and gets clipped, he'll maintain his balance but could continue running allowing him to sprint clear of his marker.



Rooney is a powerful player with a low centre of gravity so he'll be very hard to put off his stride.

PREVIEW

NEED TO KNOW
WHAT IS IT?
 Next in the EA's ever improving football series; third game on now-gen consoles.
FACTS
 • Four season Be a Pro mode
 • Over 250 key improvements from 08
 • Fully customisable tactics
FROM THE PEOPLE WHO MADE...
 FIFA 08 (360) 75%
 FIFA 07 (360) 76%

09

QUICK THINKING

The players are smarter this time around and will react to situations you'd hope they would. You can also change the way they approach the game with the new customisable formations feature which EA believe is groundbreaking.

FRESH SHIRTS

As you'd expect from any sequel, the graphics have been improved. New light and shadow techniques are used to make everything look authentic. The player models really do look superb.

THIGHS

There's much more urgency to the off the ball running allowing you to make quick incisive breaks when on-balls are executed correctly. Basically the better the run, the easier it is to play a dangerous pass.

FEET

The dribbling has been made much sharper especially for the players blessed with silky skills, this helps stars like Ronaldinho stand out from the pack – not just because he's got funny teeth, but because he's sharper than the others.

BRITTLE AND BARGE

Too often in Euro 08 it was always the defender stepping in to challenge for the ball that won the shoulder to shoulder confrontations. This will all change in FIFA 09 as much will depend on the power of the two competing players, with the stronger one getting the edge. This means you'll be able to use Drogha like the man-shaped battering ram he is in real life, but it doesn't mean the bigger players will be the all-conquering monsters as smaller, nippier players can pull out of the physical challenge and get around the stronger player to steal the ball.

ONE TOUCH

Players now have to take less touches when receiving the ball to get it under control. This means they feel more like the highly skilled athletes they are in real life and the action flows much quicker.

Just look at the width of his shoulders and his determined face, it'll be tough to knock Rooney off the ball.

