

You're invited

Xbox E3 2013 Media Briefing
Monday, June 10, 2013

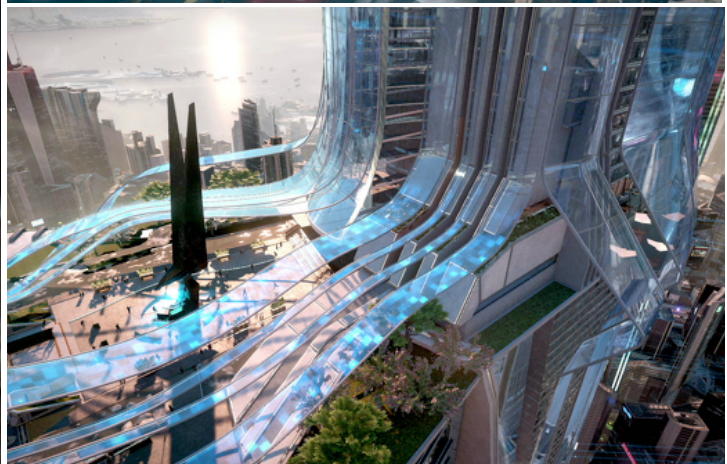
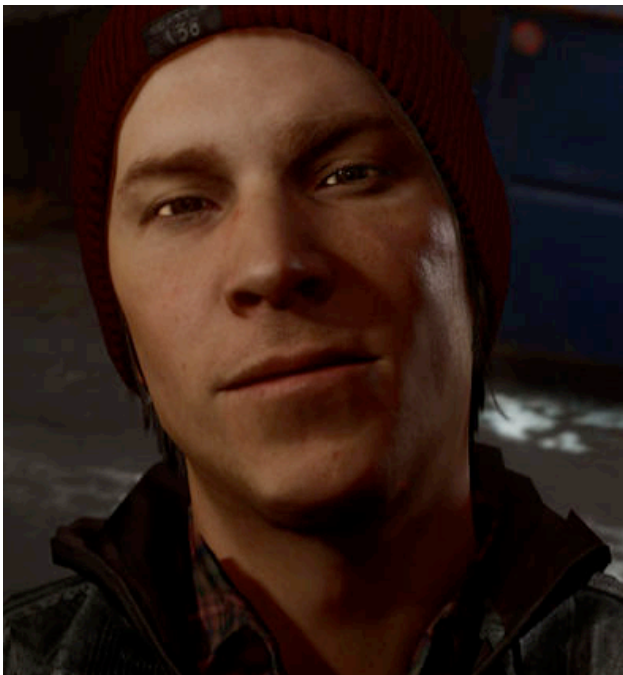
The Galen Center
Los Angeles, CA

Please arrive by 8:45 AM



E3: YOU'RE INVITED

Designed by Nazonozonoya



NEXT-GEN ANALYSIS

May 2013

Unlike Sony which has kept the PS4's hardware under wraps, Microsoft had no qualms about showing the Xbox One. The machine resembles a shiny black set-top box with a slot-loading Blu-ray drive, and it only works in horizontal orientation.



Xbox One & Playstation 4: Everything You Need To Know

By Nazonozonoya

We think of video game consoles as being principally about, well, the games, but when the Xbox 360 and Playstation 3 went head-to-head- in 2006, it wasn't the games that truly determined the victor. What eventually drove the Xbox 360 to first place was the underlying vision - a place where your friends could connect, chat, and compete - as well as additions that no one saw coming including Microsoft's Kinect and Netflix.

Based on what we know about the next Xbox and Playstation, we can expect a fairly similar scenario this time around. As far as games are concerned, the hardware sounds quite similar

out of the box. Both consoles promise to track your motions, power on instantly and seamlessly update themselves in the background among many other common features.

However if we look at that long-term vision, new Xbox and Playstation fans could find themselves in very different places down the road. Microsoft wants its box to be the center of your living room in every way, while Sony is promising a future where you theoretically might not even need a powerful box in your home.

Here's 10 minutes in the life of a future Playstation 4 owner should Sony's vision pan out: press a

button to instantly wake up your console, sign into your account and go channel surfing through a catalogue of games. Not browsing pictures and descriptions of games, but clicking through channel after TV channel filled with video footage, both live and pre-recorded, of your friends actually playing. When you find a game you like, you press another button to start playing it instantly too: Sony promises to let you play games as they download and stream others outright to the game console.

Then, say you need to get up and walk somewhere. With many games, you'll be able to take it right with you, continuing your progress on a Playstation Vita handheld as you walk around the house, or more likely, continue to play (or at least watch others play) from an internet-connected tablet or smartphone wherever you go. While the box itself will be a requirement in the short term (while Sony figures streaming out) future Playstation's could theoretically just be any controller and screen connected to the cloud.

In Microsoft's vision by contrast, that future Xbox owner will have a rather different experience. Microsoft wants its new Xbox One to erase the boundary between set-top box and TV, to become the one device in your living room. You'll simply say "Xbox On" to instantly turn on your entire immersive living room entertainment system. The voice command will fire up the console, your receiver, and your TV simultaneously, and the new Kinect camera will recognize your body and face, automatically signing you into your profile and preparing you to consume several kinds of content at a moment's notice. Where you'll be channel surfing games on the playstation 4, the Xbox One will let you literally channel surf live TV, assuming the infrared holds up. You'll issue rapid fire voice commands to switch between games, web, apps, and television, or use the multitasking chops of the underlying Windows 8 operating system to take a Skype voice call and play your game simultaneously. When it's time to game you won't have to swap discs: you'll have already stored them on the Xbox One's hard drive.

While the power of the cloud will also contribute to the games that Microsoft's envisioning, allowing you to play downloadable titles as they install, the future goal is rather that computational power gets piped into your console to make those games more immersive. After all, in Microsoft's visions, all roads lead to your living room hub. All information goes there and should Microsoft's Illumiroom dreams come true, that might be a fantastic decision because the Xbox One could use that information to turn your living room into the long-awaited holodeck.

Assuming that neither Sony nor Microsoft manage an outright coup with a better price, a better release date, or sufficiently compelling exclusive games, this is the choice you'll make: do you bet on the company who wants to let you take traditional gaming experience anywhere you'd care to be, or the one that demands you stand still in exchange for increased immersion and functionality?



Well Kept Secret

Unbeknownst to many people and a jealously kept secret, a certain podcast editor has been seen around town with a finely dressed woman being taken to trips around town, being treated to everything they desire. When asked if they were getting the PS4 or Xbox One he responded "Both". Boom. Mind Blown.

This Magazine is for everyone in preparation of the forthcoming E3 conference showings. For the everyday gamer, the bro gamer that only plays that one game, the busy gamer, I feel a knowledgeable rather than a close-minded gamer is best. The following is the most up to date verified information regarding these two consoles. Presented in a stylish yet compact form with high quality images, I hope you enjoy what little I've been able to gather. To the community, again, thank you.

Josue Vasquez : Nazonozonoya



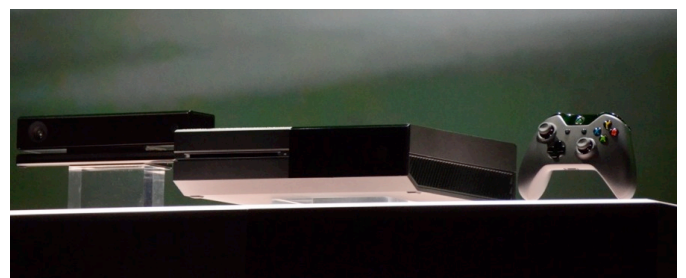
Xbox One: All The News On The New Console

By Nazonozonoya

As the Xbox 360 aged, rumors swirled around Microsoft's next-generation console. Would we see an Xbox 720? An Xbox Infinity? A Nextbox? All those rumors turned out to be wrong: in Redmond, Microsoft unveiled the Xbox One, set for release by the end of 2013. While the name was kept strictly under wraps, the Xbox One announcement confirmed many of the rumors we'd been hearing for months or even years. Those include live TV support, a new Kinect, upgraded specs, and a series of new next-generation games - but there are still a ton of questions Microsoft will need to answer about the One before gamers will have a complete picture of its newest console.

Microsoft built on what made the Xbox so popular in the first place: streaming entertainment and major franchises like Call of Duty or Halo. The latter even got its own TV series but it also focused on ideas that are becoming more popular across gaming

platforms, like gameplay sharing, a full suite of apps, and more robust support for its SmartGlass mobile interface. Here's everything we learned about the Xbox One during and after Microsoft's announcement.



Xbox One: Hardware Game Console Meets Set-Top Box

By Nazonozonoya

Microsoft and AMD partnered to make the custom 40-nanometer chip with an 8core CPU and GPU that powers the One. It has 8 GB of RAM, a 500GB hard drive, USB 3.0, and 802.11n Wi-Fi.

Thy system isn't just a game console however. The One has good reason to look like a set-top box: it doubles as one. It features an HDMI pass-through so the console can sit between your cable or satellite operator's set-top box and your TV. You can tune channels with your voice, use a TV guide directly from the Xbox, multitask between gaming, TV, Skype, Internet Explorer and more.

Bundled with every Xbox One is a brand new Kinect sensor. Microsoft's major focus with the refreshed Kinect, for now at least, seems to be on voice controls, which never quite worked on the Xbox 360. Say "Xbox On" and your console will turn on, say "Go to TV" or "Go to Internet Explorer" and Xbox can take you there - it all worked very well on stage. (And yes, that means the console will always be listening to you, even when it's turned off.) Microsoft says it has done massive upgrades on the microphone since the previous generation, allowing One to detect voices even in loud environments. It has also upgraded Kinect's camera. Using a 1080p wide-angle sensor, the camera can detect your gestures to help navigate Xbox One's

	Leaked Spec	Confirmed?
CPU	Eight AMD cores running at 1.6GHz, x86 architecture	Yes, aside from clock-speed
Graphics Core	12 compute units providing a total of 768 threads, 800MHz, 1.2 teraflops	Yes to threads and thus core count, teraflops dependent on clock-speed which is unconfirmed
Memory	8GB of DDR3 RAM (68GB/s bandwidth) plus 32MB of ESRAM (102GB/s)	ESRAM and DDR3 confirmed, ESRAM bandwidth unconfirmed but highly likely
Memory	Large hard drive, 50GB 6x Blu-ray drive	500GB internal HDD confirmed, Blu-ray drive confirmed (no specifics but again, spec is likely to be accurate)
Networking	Gigabit Ethernet, WiFi, WiFi Direct	No explicit confirmation on WiFi Direct, but Gigabit LAN and 802.11n WiFi confirmed.
Hardware Accelerators	Move engines, image, video, and audio codecs, Kinect multichannel echo cancellation hardware	Move engines and Kinect confirmed, hardware video encoder demonstrated

interface. It can also be used for Skype and even detect your heartbeat. The Kinect's final trick: recognizing the new Xbox controller for simple player syncing as well as adding "additional interaction" to games.

Microsoft also unveiled the new Xbox One controller with more than 40 "technical and design innovations." The biggest change aside from "new ergonomics", is a set of triggers that will provide vibration feedback. The new controller also features an updated d-pad, new thumb sticks and an integrated battery compartment. It's designed to work

closely with the new Kinect for player syncing and extra control options.



Red Ring Bye Bye

Xbox One's internals are cleanly designed with a focus on keeping things cool and quiet - hence the high quality heat sink and the rather large fan.

Forward Thinking Final Analysis

By Nazonozonoya

Certainly in the short term (E3) Microsoft has to work really hard in winning back the core in the face of a reveal that seemed so out of touch with what the core audience wanted to see. On a higher strategic level, you can perhaps see the logic behind Microsoft's approach - there's the suggestion here that it's Apple and Google that are seen as the long-term competitors rather than Sony and Nintendo. Microsoft has seen that living room usage of their consoles has changed dramatically over the course of the current

generation, that gamers are just a part of the overall mix, and that's absolutely fine - but it's difficult to reconcile this thinking with the complete omission of any live gameplay at a console reveal event. Of course, in the final analysis, the success of Xbox One won't be down to its specs or its TV integration. It'll be down to the games and in the face of the immediate challenge offered by Playstation 4, Microsoft clearly has its work cut out.

Xbox One: Next-Gen Debut Software

By Nazonozonoya

New Xbox, new user interface right? Well, we'd call the Xbox One's UI more of an evolution of what we've seen before on the 360 and Windows 8. The home screen should look familiar but everything now has a more home theater-friendly black look. The big functionality improvements come with non-gaming features like the addition of a full TV guide and apps like Skype and Internet Explorer. Just like Windows 8, Microsoft showed how you can use "Snap Mode" to multitask on the Xbox One. For instance, you can watch a movie while leaving Internet Explorer open on the right side of the screen or watch TV and play a game at the same time. Kinect-enabled voice and gesture controls allow you to instantly switch between features. To handle all of this functionality, Microsoft is using three operating systems in the one: the Xbox OS, the Windows kernel, and a third that facilitates instant switching and multitasking.

Xbox Live has long been key to Microsoft's gaming console plans, so it's no surprise that the company has refreshed online services for the Xbox One. Xbox Live still has achievements and a premium Gold subscription (both of which will carry over from your 360), but there's some new functionality too. A new "Game DVR" will allow gamers to record, edit, and share gameplay videos, and players will be able to start playing downloadable games after installing just one segment of them. The "Smart Match" matchmaking system offers an estimate for when you'll be entered into a multiplayer

"If you're backwards compatible, you're really backwards"

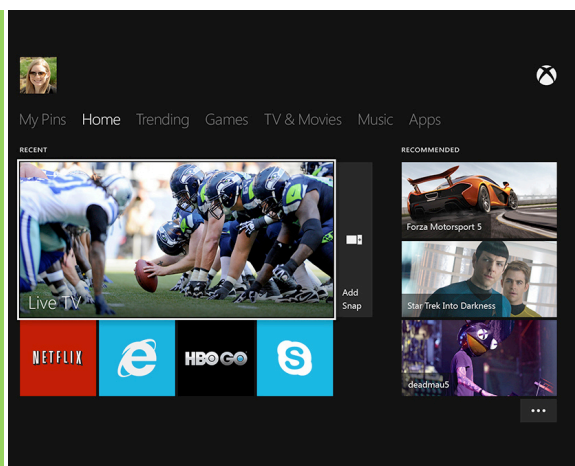
Don Mattick, President Microsoft Xbox Division

game - allowing you to watch TV on your Xbox while you wait. The features certainly go head-to-head with what Sony teased for the PS4 but with Gaikai streaming and Ustream integration, Sony may have the upper hand here.

Microsoft has said the Xbox one's lack of backwards compatibility doesn't just result from hardware differences with the Xbox 360 but because only 5% of players use a new system to play games from a previous generation, which means that it didn't make sense for Microsoft to invest in backwards compatibility for Xbox one. The new console does not support Xbox 360 games or accessories, although users will be able to carry over non-game content like music, movies and TV shows that they have purchased on Xbox 360. Microsoft's attitude differs from Sony's position somewhat, even though the PS4 is not backwards compatible with Playstation, Playstation 2 or Playstation 3 games, Sony is exploring the possibility of providing support in the PS4 for previous generation titles through emulation and cloud-based streaming.

A new UI that looks awfully familiar;

Skype's chance to win the living room allowing users to make HD video calls with friends using the Kinect camera.



Can You Play Offline? Yes, No & Everything Else

By Nazonozonoya

As far as installation, when you first insert a disc into the Xbox One, it'll install the game to the hard drive - you won't have to use the disc again. Sadly, Microsoft has been less forthcoming about the Xbox one's internet requirements. While the company says the console will allow offline play, the One requires an internet connection that must be refreshed periodically - we just don't know yet how often Microsoft will require you to get online. Players will have to connect the console regularly, possibly at least once a day and game discs will be restricted to your Xbox profile if you use them on a second console. Setting up used games will require a fee but Microsoft hasn't given any specific details. Hopefully the company will clear up its contradictory and confusing messaging by E3.

One thing verified by Microsoft's Yusuf Mehdi is Xbox One's support for ultra high-resolution 4K as well as 3D for Blu-ray at launch with the possibility of games and other content being rendered at that resolution. A different approach from Sony which was disclosed by Sony Worldwide Studios president Shuhei Yoshida if their new system would support 4K, "The Official answer is that the PS4 supports 4K output but for personal contents, like photos or videos. Not games. PS4 games do not work on 4K."

Microsoft will not allow independent developers to self-publish their games on Xbox One without partnering with Microsoft Studios or a third-party partner. The policy mirrors that of the Xbox Live Arcade platform on Xbox 360, which requires developers to partner with an approved publisher to get a game on the platform. The future of the Indie Games platform is also in limbo as Microsoft has confirmed that it will release no new versions of its XNA game development toolset which all Xbox Live Indie Games are developed in. Microsoft's policy is quite different on this front from that of Sony's, which will allow invited developers to self-publish and self-price their games on PS4.

Another feature the Xbox One will include is the ability to pause or save a game at any point without losing progress. Game designers can still decide whether their games will also feature more traditional save points but all games will include the ability to stop playing a game and have it essentially save instantly. For instance, a player could stop gaming for the day and then come back the next day and say "Xbox On" and the console would bring you right back to where you were in the game. The console also supports a universal pause command. Players can simply say "Xbox Pause" and the console will pause your activity, whether you're watching a movie, listening to music or playing a game.

The 500 GB internal storage featured in the Xbox one will be non-removable and non-user serviceable, and the three USB 3.0 ports will allow for external storage. External storage via the new console's USB 3.0 ports can be used for storing everything that the internal hard drive can, including downloads and game installs. Xbox One will also allow updates for games and apps to install in the background while a game is being played.

Hardware-wise, all Xbox One units will ship with a Kinect sensor plugged in at all times in order to run, said Microsoft representatives in a Q&A about the console. "The all-new Kinect is now an essential and integrated part of the platform," reads the Q&A. "By having it as a consistent part of every Xbox One, game and entertainment creators can build experiences that assume the availability of voice, gesture and interactivity for you." The Xbox one's microphone is always listening and waiting for specific commands, enough to know that it is being told to turn on, sending it to the console for confirmation and power up. Microsoft has acknowledged customers want and expect strong privacy protections to be built into the product and has assured strong privacy protections are in place.

On a smaller note, Xbox One users will (finally) be able to have 1000 Xbox Live friends. The system will allow users to have both their Gamertags and their real names attached to their accounts, with the option to display either or both.

Lastly, what is a games console without games? Despite the increased focus on entertainment features, Microsoft announced there would be more than 15 exclusive games coming to the Xbox One in its first year. During the unveil event it showed off a pair of them: an all-new Forza Motorsport game, along with Quantum Break, a title that blends live-action TV with gaming. It also paraded two of the worlds' largest publishers, EA and Activision, to show off some of their franchises. EA announced Madden NFL 25, NBA Live 14, FIFA 14, and EA Sports UFC, while Activision was on deck to announce that Call of Duty: Ghosts will be coming to the console. Both EA and Activision also pledged to bring some exclusive DLC to Xbox One owners. Notably missing from the event was Ubisoft but with E3 just around the corner, we expect to hear about a lot more games this month.

Of course, major studios aren't the only story and Microsoft could leave gamers wanting; the prospects for indie games on the Xbox One are wanting. When Microsoft Studios corporate vice president Phil Spencer was asked what developer Rare was up to and whether Microsoft was looking at franchises like Perfect Dark and Killer Instinct for Xbox One, he said that developer's "historic IP" may make an appearance at E3. "Fans of Rare and Rare IP I think will be pleased with what we're going to show at E3," Spencer said. "We had a limited amount of time today and a lot of story to tell but Rare remains an incredibly important part of our development capability." In September 2012, Microsoft announced it had renewed the trademark for one of Rare's classic franchises, fighting game Killer Instinct. We'll see soon enough.

Microsoft E3 Conference Monday, June 10 9:30 AM PST

SONY PLAYSTATION

May 2013

Despite the leak of seemingly complete specs, Sony still had a surprise or two up its sleeve...



PlayStation 4 What We Know

By Nazonozonoya

The next-generation Playstation will be called the Playstation 4, Sony Computer Entertainment announced Feb 20, 2013 and would launch this holiday. The PS4's architecture was designed with high performance and ease of development in mind. The console will also ship with a new controller, the touch sensitive DualShock 4 and a new Playstation 4 Eye Camera.

Ps4 will feature connectivity with second screen devices, like tablets and mobile phones, through a PlayStation App. The system will place a great emphasis on social components and video sharing thanks to a dedicated "Share"

button the pS4 controller and a custom chip that powers "always on" video compression and decompression systems for "seamless uploading of gameplay."

The new Playstation will also integrate streaming technology through Gaikai, allowing pS4 users to instantly try out games and stream previous generation games to the system, Sony said.

Sony announced the four major concepts it was going for after with the design of the PS4: Simple, Immediate, Social, Personalized. "Simple" refers to the PS4 architecture and one assumes is a direct response to the architecture of the PS3, which was

widely criticized for being overly complex. "Nothing should come between the platform and the joy of play," said Mark Cerny, lead system architect.

The day after announcing the Playstation 4, Sony has been parcelling out more information on the still-unseen console. The the "final specs and design" are still being tweaked for a release at the end of 2013, we now have a long list of planned features and specifications including answers to some of the most pressing pre-release questions. Sony initially focused on wowing audiences..

PlayStation 4 official specs

Here's a look at Sony's released specifications for PlayStation 4. Aside from the substantial RAM upgrade plus the removal of dedicated compute resources, it's effectively a match for the leaked specs previously circulating.

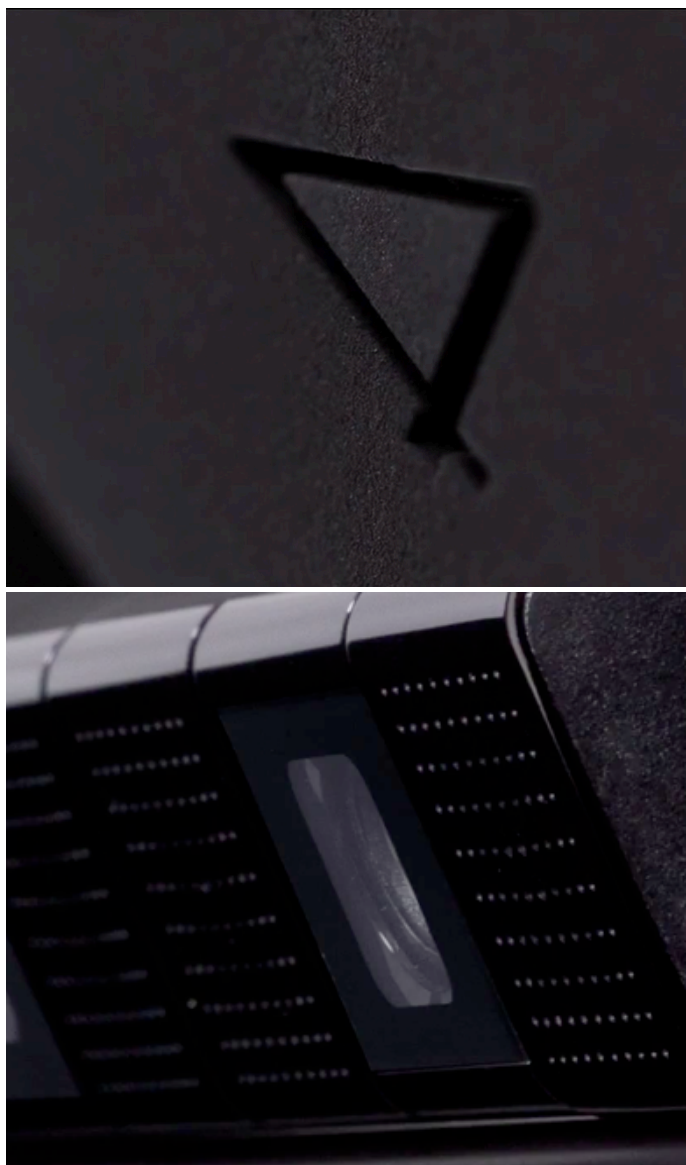
- **Main Processor:** Single chip custom processor. CPU is an x86-64 AMD "Jaguar", 8 cores. GPU is an AMD next-generation Radeon graphics engine rated at 1.84 teraflops with 18 unified Compute Units.
- **Memory:** 8GB GDDR5 with 176GB/s bandwidth.
- **Hard Drive:** Built-in
- **Optical Drive (read only):** BD 6x CAV, DVD 8x CAV
- **I/O:** Super-Speed USB 3.0, Aux (for PS4 Eye)
- **Communication:** Ethernet (10BASE-T, 100BASE-TX, 1000BASE-T), IEEE 802.11 b/g/n, Bluetooth 2.1 (EDR)
- **AV Output:** HDMI, Analogue AV out, optical digital audio output

..with connectivity and specs: it's touted a custom AMD Jaguar processor, 8GB of RAM, a 6x Blu-ray and 8x DVD drive, and screen or controller sharing features along with Gaikai-powered cloud gaming.

While we remain in the dark for most things, Sony has done a little to reassure us that it's thinking about used and older titles. The company confirmed that it won't block used games on the PS4 and that existing digital purchases could theoretically work on next-generation hardware. Despite there being no backwards compatibility natively for PS3 games, it was tentatively said that cloud services could let players get their existing PSN library on the console.

To address the "Immediate" tenet, Sony is leaning on the recently acquired cloud service Gaikai. Using the Gaikai cloud service, gamers will not only be able to sample and purchase games through the Playstation Network (including, eventually backward-compatible PS1, PS2 & PS3 titles, hopefully), but they will also be able to press the "Share" button on the DualShock 4 to begin capturing their own gameplay in real time and multicast it to their friends using the new PS4 social network.

The best part: gamers will be able to begin playing a game they've purchased while it's still being downloaded. "Instantly



experience anything you want," said Dave Perry CEO of Gaikai. "Pay only for the games that you fall in love with."

The network will also host a suite of connection tools for game developers, allowing them to capture data about how their game is being played and interact with the player as they're playing the game. Additionally, the PS4 architecture will allow gamers to suspend and resume with the play session preserved in RAM with the goal, according to Sony, to eliminate barriers between the desire to play and the ability to play.

We also got confirmation that a headset will be shipped in the box with every PlayStation 4. "Everyone has asked about it, it definitely helps out with voice chat, multiplayer games and everything so we decided to go ahead and do that," SCEA senior staff engineer Chris Norden remarked. "It's got 32KHz stereo output for two players, frequency will only be reduced slightly when you start cranking up the number of players just because of the bandwidth of the wireless. And there's a 16KHz microphone port as well. The speaker is the same quality..

..output as the headset. It streams directly from the PS4 at runtime."

Sony confirmed that the light bar on the controller is indeed used to track player location in the room - Norden discussed dynamic split-screen with the gamer on the left could automatically getting the left screen as opposed to it being allocated by default to player one, with views shifting if players swapped sides. Similar to PlayStation Move, different players receive different light bar colors: the first pad gets traditional PlayStation blue, the second gets a red light while the third and fourth controllers illuminate with green and pink respectively - Norden explaining that the color choice correlates with the colors of the PlayStation symbols on the face buttons. Dev's have control over the light bar to a certain extent, so the LED's could flash when a player takes damage during a game for example. The light bar also flashes while charging, with the pad able to replenish its batteries even when the console is in standby.

Applications for the PlayStation 4 Eye camera have also been discussed in depth. Firstly, a 12800x800 resolution per camera with 12-bit color precision and a 60Hz refresh was confirmed, although it was also revealed that developers can trade pixels for frame-rate and at its fastest, PlayStation 4 Eye can update at 240Hz. Norden also hinted at Kinect-style gameplay, saying that the PS4 would support controller-free gameplay as well as custom props. It even has its own six-axis sensor so the console knows where the camera is looking and whether its field of view needs to be tweaked.

The PlayStation 4's monstrous memory set-up was also touched upon briefly during GDC. "The cool thing about GDDR5 is that it's extremely fast. There's crazy high bandwidth. We have 176GB's of total bandwidth across the system. This is from GPU, CPU everything...It's a fully unified address space, unified memory. Everything can access everything," Norden said. Sony is reaffirming its commitment to resolving one of the major problems that plagues the PS3 platform - system updates and installations that actively get in the way of gaming.

The PS4 is cutting-edge, extremely powerful hardware backed by very powerful, easy to use tools. Emphasizing the importance of a highly connected, very social experience with sharing so effortless, everyone does it, taking PlayStation 4 with you via Vita, iOS and Android.

What excites us the most is that we have some seriously capable technology here, with Sony providing the means for developers to get far more from the architecture than is possible on PC. Now it's a case of seeing how that translates into the actual games - something we hope to see at E3.



The Return of Remote Play



The ability to stream gameplay from PlayStation 4 to PS Vita was touched upon during the presentation, Norden confirming that the process of beaming gameplay from console to handheld is based in part on Gaikai streaming technologies, and that you'll be able to do this on a home network or over the internet.

"Latency is going to depend on your internet connection or speed but over your home network it should be extremely fast," he said.

The whole process is considerably more refined than it was on PS3. For starters, it's all hardware-driven, so there's no hit to memory, CPU or GPU. You won't need to put your console into a Remote Play mode as you do on PS3; you can activate it at any time. Gameplay is also mirrored on-screen on both PS4 and Vita - in contrast to the existing version where the PlayStation 3 can't run a video output from the main console simultaneously. Native Vita 960x544 resolution was confirmed for gameplay streaming, with Sony coming up with an innovative solution to address the lack of buttons on the handheld.

"The Vita doesn't have all the buttons the PS4 has, namely the R3/R4 clicking and the L2/R2 analogue triggers," said Norden. "But we're going to provide some default system controller apps to map those to front touch-screen, back touchpad - whatever you want. You'll be able to customise them too."

PlayStation 4 Games

By Nazonozonoya

Sony announced a handful of new games, including Killzone Shadow Fall, Knack, Infamous: Second Son and DriveClub. Blizzard's Diablo 3, Ubisoft's Watch Dogs and Bungie's Destiny were also confirmed for the console.

Pricing and detailed release plans were not announced at Sony's PlayStation Meeting event in New York, though a leaked UK ad has been shown to reveal a 2013 release.

Deep Down - Conspicuously titled with the same initials as Dragon's Dogma, this title looked a bit like a cross between an Elder Scrolls game and Dark Souls. It ran on Capcom's proprietary engine codenamed Panta Rhei.

Knack - Japan Studio's Mark Cerny was on hand to announce Knack, the very first in the line up. Stylish, cartoony graphics predominate throughout, while the narrative centers around the invasion of a human world by a goblin race. You'll guide Knack a robot capable of "explosive growth," in humanity's defense.

Killzone: Shadow Fall - Pointing to the Cold War as an influence, Shadow Fall continues to tell the story of the Helghast invasion. The opening vignette showed a terrorist bombing that leaves scores dead and wounded. As a member of the military team on hand you'll triage civilians as Helghast reveal themselves, de-cloaking and killing.

The Witness - Playstation 4 will be the only console The Witness is on during the



game's "release window," developer Jonathan Blow said. The Witness was previously announced for release on Windows C and iOS sometime in 2013. Complex two-dimensional line puzzles are encountered from a first-person perspective in a fully 3D world, while Myst-like mechanisms buzz and whirr.

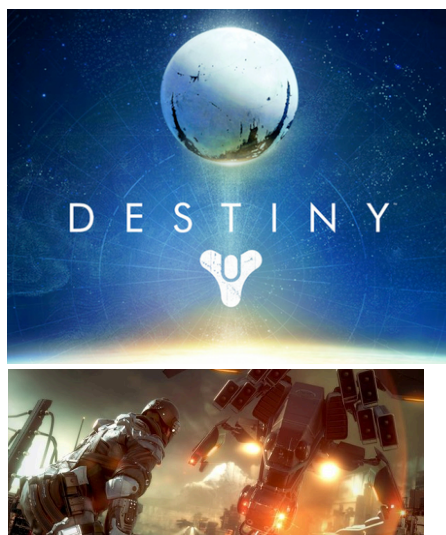
Infamous: Second Son - Bright, glittering effects fill the screen in this sequel. Sucker Punch's Nate Fox was on hand to emphasize the post-9/11 inspiration for a secure state terrorized by freedom-fighting mutants.

DriveClub - Fans of racing games won't touch titles that don't support a first-



person cockpit perspective. DriveClub goes one further by detailing the driving experience both inside and out, from the opening of the door, raising the switchblade wings of a super car and buckling in. Even the suede upholstery and carpet fibers lean in the right direction.

Diablo 3 - Touting their console roots, Chris Metzen announced a strategic partnership that would bring Blizzard's click-fest to the DualShock.



Games Cont.

The game has been customized to run on both the PS4 and PS3 and features four-player, full-screen co-op.

Watch Dogs - Ubisoft's Watch Dogs takes place in a massive, open-world Chicago. Players will be able to eavesdrop on the cell phones of passersby or tap into security cameras scattered across the map.

Destiny - Halo developer Bungie revealed always connected first-person shooter Destiny is headed to PlayStation 4. Bungie president Harold Ryan announced that both the PlayStation 3

and PlayStation 4 versions will include "exclusive, playable content just for the PlayStation community."

Media Molecule - It was down to Media Molecule to provide a hint of something genuinely new in its segment but with no apparent game to hang its brilliant concepts around, there was some confusion about what this actually means in terms of an actual experience - an end product we can actually play that tells us something about the developer's plans for the new console. We will wait and see.

PS E3 Conference June 10 6 PM PS