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GUIDE

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FRAMED SIGNED POSTER OF RUBI

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**WET**




**WET**

PLUS: FALLOUT 3 GAME OF THE YEAR EDITION  
ROGUE WARRIOR  
MEDIÉVAL GAMES  
WHEELSPIN



WET • Formats: Xbox 360, PlayStation 3 • Release date: September 18th, 2009 • Developer: A2M

TO THE BEST GAMES OF THE YEAR



*WET* is a highly-stylised and over-the-top third person shooter featuring a hot new character and breathtaking fight scenes from start to finish.

Developed by the world-renowned Canadian studio A2M, *WET* blends gun play and sword skills with incredible acrobatics in a game that lets players go anywhere and shoot anything.

It mixes violence with humour and retro visuals and a '70s soundtrack with cutting-edge 21st century technology. Sitting on top of the whole package like a glistening cherry on a gorgeous cake is the star of the show, Rubi Malone.

*WET* is her story. It begins when she is asked by a wealthy man to find and bring back his son – by any means necessary.

To Rubi, an experienced gun for hire, it seems a simple job. The reality turns out to be

anything but. Her employer isn't who he seems to be. He turns on Rubi and leaves her for dead.

She's now simultaneously on the run and hunting down the man who double-crossed her. Her chase takes her to various locations around the world – both sleazy and spectacular.

Her weapons include two custom-made Colt Pythons and a sword she uses for grizzly and deadly effect at close quarters.

Rubi's key weapon, however, may be her acrobatic agility. Some of her moves are literally death defying. She can climb on ledges, slide under obstacles, swing on poles and run along walls, firing and slashing all the time.

The body count, inevitably, is high. In fact, Rubi's goal is to leave a trail of destruction. Her goal is maximum kills using maximum skills. Yep, this is an

assassin that scores points of stylistic interpretation as well as plain old execution.

So, when she combines her shooting and swordplay with her acrobatics, she can blast through levels and big up maximum points to help continue her quest for bloody revenge.

And then there's Rage mode. This takes an over-the-top game several dangerous steps further. Certain things, you see, push Rubi over the edge, psychologically speaking.

When this happens, the screen goes blood red and hell is unleashed in a frenzy of violence. Every kill counts for more and enemies die in even more gruesome ways, melting and exploding in front of you.

These are intense and draining set-pieces in a game that is destined to shock and amaze.



# WET SUITS

A2M's senior game designer Avi Winkler turns on the sprinkler of insight and drenches us in exclusives...

**How did you come up with the idea for WET?**

We started creating a prototype with a highly acrobatic character. We referenced a great deal of Parkour actions and drew inspiration from acrobatic street performers.

While we had a large variety of moves in the mix we felt that there was still something missing. Then the idea of shooting with dual pistols during these actions came up. We took one of the moves (running on walls) and implemented a basic shooting mechanic to test the waters. Immediately we knew that there was something unique and liberating about this gameplay.

**How important is it to you that it's original IP?**

As a senior game designer it is wonderful to work on an original IP, from a creative standpoint. In dreaming up the characters and over-the-top actions and scenarios, we didn't have the limitations that often come with a licensed title.

During the brainstorming process for WET, the sky was the limit. We didn't have someone telling us what the character could or could not do. As we began fleshing out the characters and story for WET, we were the ones defining the guidelines.

**Tell us about the character of Rubi?**

Rubi is a blue collar gun-for-hire who is dedicated to getting the job done for. She has built up a reputation and is the 'go to' girl for problems you may need fixed. She'll do everything and anything she has to do to get the job done. If you get in her way or make the mistake of crossing her...you'll be in a world of hurt.

**How important will gamers' reactions to her be to the success of WET?**

The players' reactions to Rubi as a character are extremely important. While it's fun to take out hordes of enemies with awesome acrobatic actions, the experience is obviously best if the players connect to the character they are playing.

**I guess the fact that it's not a licence means that it will attract more dedicated players rather than casual gamers, do you agree? And have you, therefore, been able to make it a rather more challenging game?**

While dedicated gamers and certainly fans of the genre will be more likely to pick up a copy of WET, we have always had the philosophy of creating a game that is easy to pick up but hard to master.

There are several difficulty levels that cater to all sorts of gamers. Casual gamers will be able to play the game and feel a sense of accomplishment as they take out enemies while performing Rubi's exhilarating acrobatic actions. However, hardcore gamers will be challenged to use those actions in stylish ways as they link the actions together. Chaining the moves is an essential part of the game.

**Where did the idea for the acrobatics come from and what do you think it brings to the game?**

We always wanted to create a fluid acrobatic gameplay with one action seamlessly blending into the next. The really unique aspect came into play when we overlaid the acrobatics with a dual targeting shooting mechanic.

This brought a whole new element to the genre. Many third person shooters focus more on acrobatics or heavily on

shooting. Our goal was to create a game that allows the player to shoot anytime, anywhere, and completely merge the two mechanics into a new and refreshing experience.

**Is the sword mightier than the gun?**

Rubi is an up close and personal kind of fighter. She isn't about using a sniper rifle from a distance. The sword is a way for her to perform powerful attacks right in the enemies' faces. Rubi is certainly tough with her guns, but the sword is better in close-quarter situations.

**You've said Rubi will be the most exciting game heroine ever. So, how do you feel about comparisons with previous female heroines?**

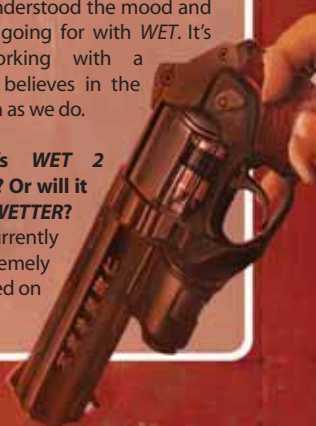
Comparisons are inevitable when you have a female character that has two guns and an arsenal of acrobatic actions. We welcome it. Rubi is a down-to-earth character who relies on her actions and abilities in combat.

**Why did you team up with Bethesda?**

We were looking for a publisher who would give WET the attention and support that a new IP needs. Bethesda immediately understood the mood and tone we were going for with WET. It's wonderful working with a publisher that believes in the project as much as we do.

**Finally, how's WET 2 coming along? Or will it just be called WETTER?**

We are currently working extremely hard and focused on finishing WET!




TO THE BIG GAMES OF THE YEAR



*We didn't have anyone telling us what the character could and couldn't do. As we began fleshing the story out we were the ones setting the guidelines.*

# RECOMMENDED extra

## ▶ RETAIL'S GUIDE



*Medieval Games* is a collection of mini-games that bring a storybook to life and add up to a unique gaming experience.

The fun takes place in the land of Valoria ruled over by, you'll like this, King Falderol.

Players must travel across three different game boards, unlocking the clues to the dangers that blight the land, defeating the pig-napping troll (you heard) and battling the evil Black Knight.

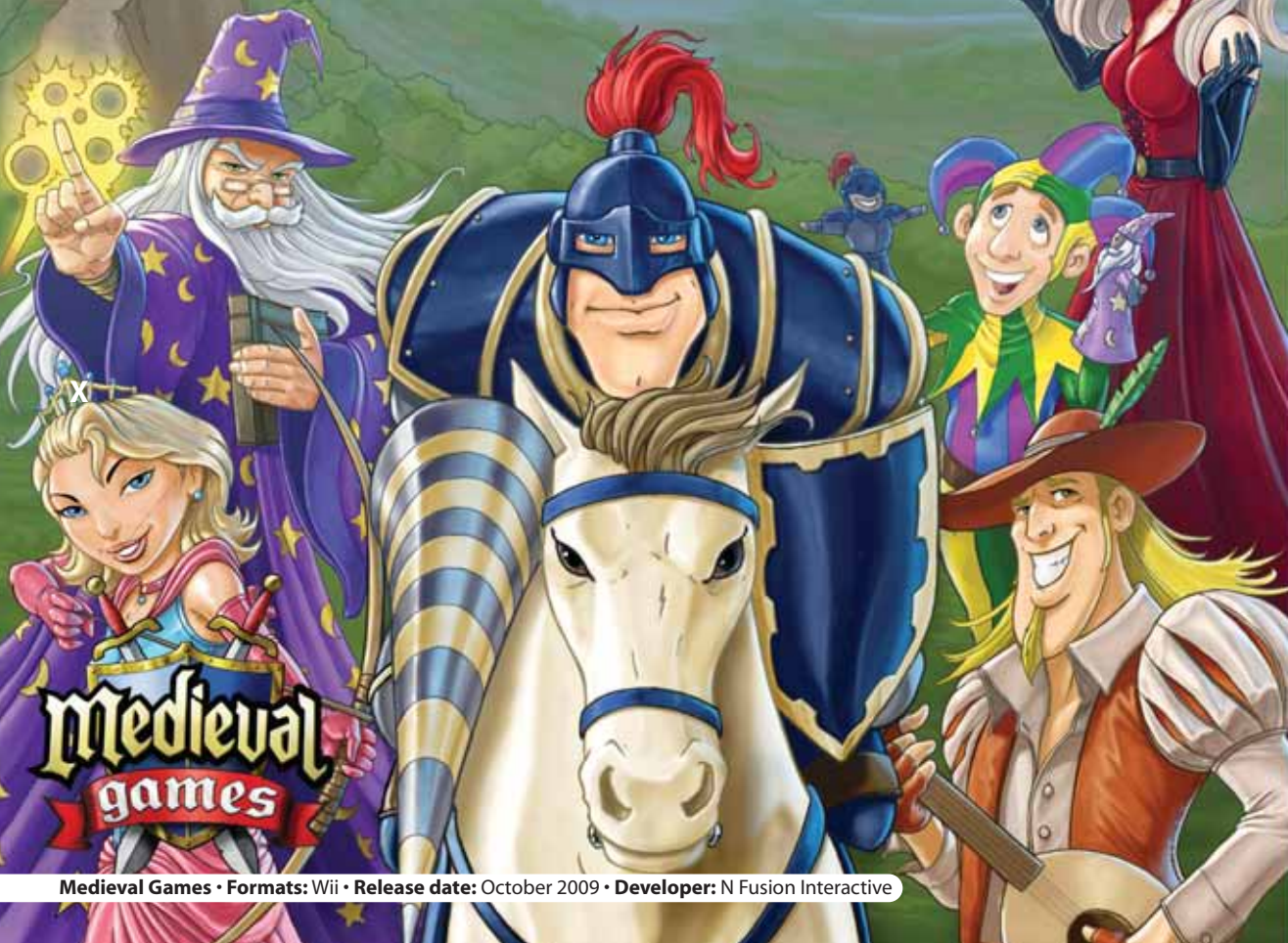
Through 30 mini games, players battle dragons, storm castles and take

part in jousting tournaments. They will fight with swords and catapults, brew potions and immerse themselves in an olde world of fun and fantasy.

A bright and colourful art style along with plenty of humour and real pick-up-and-playability contributes to the lively, storybook feel.

Players can challenge their opponents in multiple competition modes like free play and tournament.

Online, they can invite up to three friends to join them in multiplayer action.



**Medieval  
games**

TO THE BIGGEST GAMES OF THE YEAR



# WHEELSPIN

BY ARCHER MACLEAN™

*Wheelspin* is a futuristic racing game created by Awesome Play, the studio lead by development legend Archer Maclean.

It takes place across a vast array of inter-planetary tracks and features a mind-blowing line-up of vehicles.

It utilises the Wii Remote and Nunchuks as players scream along at speeds of up to 650kph in three different modes and in various multiplayer options online.

Solo mode challenges players to beat times, unlock stages, discover short-cuts and find secret spanners.

Race mode is a frenzied battle against seven other cars along tracks that aren't just challenging, they actually fight

back, throwing cars into the stratosphere at breathtaking speeds.

Battle mode, meanwhile, is a snarling test of aggression versus mobility as players use their weapons as well as their speed to get to the front.

*Wheelspin* was built for the Wii from the ground up and tests players' reactions to the max, with the slightest tilt of the Remote making the difference between victory and disaster.

Maclean himself offers: "Wheelspin pushes the hardware further than any other Wii game to date. You have to see the graphics moving to believe it's coming out of a Wii. The visuals rush past smoothly at 60 FPS all in widescreen."

RECOMMENDED  
**extra**

▶ RETAILER'S G

# Fallout 3

## FALLOUT 3 GAME OF THE YEAR EDITION

The clue, of course, is in the name. *Fallout 3* was 2008's game of the year; it's a landmark title that united critics and consumers in their praise.

And it was pretty much drowned in awards, from all around the world. Check some of them out in the box on the opposite page.

So, to celebrate and share the success, Bethesda has created a very special new version: *Fallout 3 Game of the Year Edition*.

As well as the original gong-festooned game, the Edition

contains all five add-on packs: *Operation Anchorage*, *The Pitt*, *Broken Steel*, *Point Lookout* and *Mothership Zeta*.

*Fallout 3* allows players to create their own characters and battle for survival in a post-apocalyptic world. As they wander a devastated Washington DC packed with mutant creatures and ever-present danger, they will see the great landmarks of American life reduced to rubble, and make choices that will affect the path the world takes on the road to recovery.

Players can switch between first and third person perspectives – just as they can switch between good and evil personas, choosing a path of diplomacy one minute and a trail of destruction the next.

Certainly they're well equipped for a fight if that's their preferred option. The famous VATS weapon system allows players to target specific body parts, queue-up attacks, pause time in mid-battle and generally rain down death on the wasteland that once was Washington.

# TO THE BIGGEST GAMES OF THE YEAR



**Pete Hines, Global VP of Marketing and PR, Bethesda Softworks, talks about the success of Fallout 3 and the thinking behind the Game of the Year Edition...**



**Why do you think *Fallout 3* was so successful? Sure it's got heritage, but it could have fallen on its arse (a bit, maybe)...**

It's a great game that appealed to a wide audience. I think it was successful because it appealed to people who knew what *Fallout* was, and to people who didn't have the foggiest idea what *Fallout* was about. They just wanted to play something new and cool, and *Fallout 3* offered that.

**Why have you decided to bundle up this *Game of the Year Edition*?**

I think one of the things Bethesda has always done well is continue to support a game after release. So we've released five DLCs since launch and those will be available online across all three platforms by this autumn.

In addition, we like to bundle all of those together along with the game as a way to offer a really compelling value to folks who haven't played the original game, or maybe they did but traded it in and now they want to go back and get the complete *Fallout 3* experience in one box. Whatever the case may be, it's a pretty great game and value.

**Will the majority of the fans not already have most of this?**

For reasons mentioned above, they may or may not. While things like Xbox Live and PSN are all the rage, the truth of the matter is that not everyone is online, and not everyone buys their games/content online. And there are new people buying PS3s, Xbox 360s, or new PCs every day. They may not have been able to play the game before, but now they can. And they can get the original version, or a great deal on this all-in-one bundle and all of the content it offers.

*Fallout 3* garnered nearly 150 awards from media outlets all over Europe and the US. It is one of the most decorated games of all time. To list them all here in a point size that wouldn't make your eyes bleed is impossible. But here are a selection of the biggest and best...

Game of the Year  
*IGN*



Game of the Year  
*Gamespy*



Game of the Year  
*OXM*



Game of the Year  
*PC Gamer*



Game of the Year  
*Games Radar*



Game of the Year  
*Gamasutra*



Game of the Year  
*Sky News*



Game of the Year  
*Yahoo Games*



Game of the Year  
*Blast*



# RECOMMENDED extra

▶ RETAIL'S

DICK MARCINKO

# ROGUE WARRIOR

*Rogue Warrior* is a first person shooter which would thrive and impress through the strength of its gameplay and technology alone.

What takes it into the realms of Very Special, however, is that it features the real life character of maverick war veteran Richard 'Demo Dick' Marcinko and is based on his best-selling series of *Rogue Warrior* novels (see below).

Set at the height of the Cold War, players take the role of Marcinko himself and go behind the iron curtain to try and blow apart a suspected North Korean ballistic missile programme.

Once the mission is underway, they discover a conspiracy that could have far-

reaching effects on the global balance of power. So, they take the mission into their own hands and head to the heart of the Soviet empire.

The goal is very specific, but the game is completely freeform. Players must decide themselves the best way to take out the enemy and progress towards their target.

Decision making as much as straightforward fighting is the key to success in *Rogue Warrior*. Players must think fast and be creative in order to generate surprise and gain an advantage.

This is a long way removed from conventional warfare and players can utilise more than 25 uniquely brutal kills to get the job done.

## RICHARD 'DEMO DICK' MARCINKO



Born in Lansford, Pennsylvania in 1940, Richard Marcinko was a navy man for over 30 years and boasts a military record that

brought him infamy as well as glory.

In 'Nam, serving as a Navy SEAL, he won many medals including the Silver Star and two Bronze Stars.

He later created and commanded SEAL Team Six, the Navy's first and only counter-terrorist unit.

As commander of a second counter-terrorism unit, Red Cell, he tested Navy security by infiltrating secured bases, nuclear submarines and even Air Force One.

He claims these missions embarrassed several superior officers who he accuses of involvement in his subsequent conviction for misappropriation of funds and resources.

With his military career over, he published an autobiography called *Rogue Warrior*, which was followed by a series of novels in the *Rogue Warrior* series.

**Rogue Warrior** • **Formats:** PC, Xbox 360, PlayStation 3  
**Release date:** Autumn, 2009 • **Developer:** Rebellion



THE BIGGEST GAMES OF THE YEAR  
WET COMPETITION COMPETITION COMPETITION

**WIN**  
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Bethesda is celebrating the imminent release of WET by offering you the chance to win five copies of the game all for your lovely little self. To be in with a shout, answer the following question:

- Q.** Which of the following things is Wet?  
**A.** Sand **B.** Water **C.** Regret

Send your answer to [wet@intentmedia.co.uk](mailto:wet@intentmedia.co.uk)

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