

# Video Games



Madden NFL 11 (PSP, Xbox 360, PS3, Wii)  
Scott Pilgrim vs. The World (PS3)

## TOP 5 RENTALS

- 1 Red Dead Redemption**  
Xbox 360
- 2 Super Mario Galaxy 2**  
Nintendo Wii
- 3 Red Dead Redemption**  
PlayStation 3
- 4 Crackdown 2**  
Xbox 360
- 5 Alan Wake**  
Xbox 360

Source: Rogers Video

## ON DECK

### Sony



#### August

- Madden NFL 11 (PS3, PSP)
- Mafia II (PS3)
- Dead Rising 2 (PS3)

#### September

- Kingdom Hearts: Birth by Sleep (PSP)
- Sports Champions (PS3)
- Kung Fu Rider (PS3)

### Nintendo



#### August

- Metroid: Other M (Wii)
- Madden NFL 11 (Wii, DS)
- Guilty Party (Wii)

#### September

- Spider-Man: Shattered Dimensions (Wii, DS)
- Club Penguin Game Day! (Wii)
- Batman: The Brave and the Bold the Videogame (Wii, DS)

### Xbox



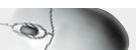
#### August

- Madden NFL 11 (360)
- Mafia II (360)
- Dead Rising 2 (360)

#### September

- Spider-Man: Shattered Dimensions (360)
- Tom Clancy's HAWX 2 (360)
- R.U.S.E. (360)

### PC



#### August

- Mafia II
- Kane & Lynch 2: Dog Days
- Elemental: War of Magic

#### September

- Aion: Assault on Balaurea
- Lionheart: Kings' Crusade
- R.U.S.E.

### StarCraft II: Wings of Liberty



Rating: Teen

BLIZZARD ENTERTAINMENT  
PC, Mac

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Special to QMI Agency

Blizzard Entertainment set the PC gaming world on fire when it released the original *StarCraft* more than 12 years ago. Considered the greatest real-time strategy game of all time to its legions of adoring fans, it has been a long wait for a sequel.

Now, with the release of *StarCraft II: Wings of Liberty*, those fans will get what they've been waiting for. Like a good wine, Blizzard's games are best when given the proper time to mature.

At its core, *StarCraft II* is a game about managing an army and the resources to maintain that army. Players decide what buildings to construct and what types of units to train to fight on their behalf.

Where the game gets interesting is the inclusion of three very distinct factions. Whether players choose the technologically advanced Protoss, the frenzied Zerg swarm or the valiant Terran underdogs, each have their own unique abilities and strategies for success.

The 30-mission single player campaign tells just the Terran third of the overall *StarCraft II* story; over the next few years Blizzard plans to release two more games focusing on the other factions. However, despite the narrowed focus the narrative never feels stilted.

Like any great space opera, *Wings of Liberty* focuses on the human element of interstellar war. The guns and the aliens are just tools to tell a story of protagonist Jim Raynor's road to redemption and all the treachery, self-doubt and heartache that litters his path. *StarCraft II*, above any RTS before it, relishes



# Super Star

'Genre champion' makes StarCraft sequel worth the 12-year wait

in its story, providing both beautifully rendered cutscenes as well as plenty of in-game dialogue between each mission.

Each of the campaign levels presents a unique scenario that deviates in some significant way from the usual "destroy all enemies" melee that occupied most levels in the first game. This structure both teaches new players the importance of

particular units and gives new players something fresh at every turn.

Most players will likely spend the majority of their time playing online in the newly renovated Battle.net system. With Facebook integration it's extremely easy to find friends who own the game, and with persistent cross-game chat and achievements it's even easier to play with them. There are tiered

leagues for those who want to get competitive, including a practice arena for neophytes who are a little intimidated to head in with the experienced crowd, and players always have the option of playing co-op with their friends against the AI.

*StarCraft II* is a massive game with a seemingly infinite number of components that have each been carefully polished to Blizzard's exacting

standards. It services the fans without alienating newcomers and delivers an experience that, in terms of overall quality, outpaces every other contender for genre champion.

#### BottomLine

With an epic single player campaign and a sprawling online community, *StarCraft II* is a must-play for anyone with even the slightest interest in real-time strategy.