

MADNESS BREWING

WEEKLY VIDEO GAME NEWSLETTER

MAY 3, 2010 — VOL. 2

Monster Hunter Tri Survives the Wii Curse...Barely

Monster Hunter Tri was always going to do well. Even if the game had been released for the aging Playstation 2 system, it still would have sold around 100k units. So it's almost no surprise that according to VGChartz.com, the Wii-exclusive sold 111k in its opening week. The key word there is almost considering that the Wii has already seen three key games hit the system in 2010 but they all failed to sell well.

All things considered, there were no surprises for the week of April 24th but that's due to the fact that there were few titles released. In fact, the next highest tracking new release title was DreamCatcher's *Sherlock Holmes vs. Jack the Ripper* which sold only 4k units (158th position). The usual suspects represented the top ten with Nintendo titles taking three of the top five, both versions of *Call of Duty: Modern Warfare 2* and the Xbox 360 version of *Battlefield: Bad Company 2*, and *God of War III*. If there was anything that could raise an eyebrow, it's that *LittleBigPlanet* resurfaced in the top ten. However, it's not that shocking because Sony made it a budget title and outside of *Mario* and *Pokemon*, it has been the most promoted game in the mass-market media for the last couple of months. In fact, Sony has gone so far to promote the PS3 game during the 2009—which came out in Fall 2008—instead of the PSP version which came out last October.

Going back to *Monster Hunter Tri*, there isn't a huge amount of anticipation for this title. It will probably reach 200-250k in sales but

not much more unless Capcom starts advertising it more. Nintendo may be behind the title but like most third-party publishers (and Capcom is definitely one of them) it does not give enough long-term support to their games on the Wii. The third-party line is that since the Wii has such a large install base, those titles should sell themselves. However, if you look at the sales throughout 2010, there are very few weeks where Nintendo-published titles are not dominating the top five. *Wii Fit Plus*, *Wii Sports Resort*, *Just Dance*, and *New Super Mario Bros.* Wii have been selling like crazy. As well, every Wii includes *Wii Sports* which means that's one less title that people are going to spend money on.

The only benefit this game may have is because Nintendo is using this title to sell their new Classic Controller Pro; this may give the title extra legs. However, this doesn't guarantee anything, since peripherals beyond the included Wiimote-Nunchuk with the system. *Link's Crossbow Training* sold well because it was a \$20 game that came with the Zapper. Even then, despite the influx of on-rail shooters for the system, the Zapper isn't the go-to device for these games. The WiiSpeak device is a joke since very few games actually support it (even though it's actually a rather decent tool) and it didn't really help move any copies of *Animal Crossing: City Folk*. And it's not like the Classic Controller Pro actually is that much better than anything out there already. The only difference between the new controller and the original

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- **Results of First Round of Video Game Hall of Fame Voting**

MADNESSBREWING.COM Coming Up This Week

Tuesday

- Doigts croches Review (Film)

Wednesday

- **MADNESS BREWING LIVE @ 10PM**
- Geometry Wars: Retro Evolved 2 (Xbox 360 Arcade) Review
- The Long Kiss Goodnight Review (Film)

Thursday

- De pere en flic Review (Film)

Friday

- Trailer Park Boys: The Movie Review (Film)
- Trailer Park Boys: Countdown to Liquor Day Review (Film)

NEW HALL OF FAME INDUCTEES
EVERY DAY IN MAY

that was released alongside the launch of the Wii are two extra shoulder buttons, handle grips and that it's black instead of white. Not exactly worth throwing away the old, perfectly capable controller for the new one.

Top Ten Games (and New Releases) Chart for April 24th

(All data is from VGChartz.com)

Rank	Title	System	Weekly Sales	Weeks in Release
1	Monster Hunter Tri	Wii	111k	new
2	Pokemon HeartGold/SoulSilver	DS	104k	6
3	Splinter Cell: Conviction	Xbox 360	98k	2
4	New Super Mario Bros. Wii	Wii	78k	23
5	Wii Fit Plus	Wii	58k	29
6	Call of Duty: Modern Warfare 2	Xbox 360	56k	24
7	God of War III	PS3	56k	6
8	Battlefield: Bad Company 2	Xbox 360	49k	8
9	Call of Duty: Modern Warfare 2	PS3	43k	24
10	Little Big Planet	PS3	38k	79
158	Sherlock Holmes vs. Jack the Ripper	Xbox 360	4k	new
174	Dementium II	DS	4k	new
179	Mind Over Matter	DS	4k	new
196	All Star Karate	Wii	4k	new



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**TALKING VIDEO GAMES
AND TAKING YOUR CALLS
LIVE
EVERY WED AT 10PM**

Notes About April Sales Not Previously Covered on Madness Brewing

The first two weeks of April had no new titles break the top ten. This isn't surprising in the least since there were no major releases in either of those weeks. You could argue that there were some decent titles during the week of April 3rd but on further reflection, it's easy to see that they weren't much competition.

WarioWare DIY was a title released by Nintendo for the DS and has been receiving a decent amount of support through Nintendo's various services like the Nintendo Channel on the Wii. However, there wasn't much advertising on television or on the Internet and the sales reflected the lack of awareness that Nintendo failed to create. Only 11k were sold in the first week which is horrible for a Nintendo-published title. Considering that *WarioWare* is an established IP, this can only be seen as a major disappointment. Why Nintendo decided to take the third-party approach and fail to give the game decent mass-market support is bewildering although it's not rare. *The Legendary Starfy*, which some had said would become the next *Kirby* failed to impress with sales due to the fact that there was very little advertising for the title.

The only other anticipated title was *Sakura Wars: So Long, My Love*, although the only group of people who actually care about this title are those who are into anime. That's a small group of people despite the Internet claiming otherwise. Combined sales on the PS2 and the Wii were just over 25k. Apparently the game is good but unless you're into anime culture, you may not understand why the game is so bizarre; which is most people.

The week of April 17th saw the release of *Splinter Cell: Conviction* from Ubisoft. Despite the high expectations for this game, its sales were quite modest. The title managed to sell 375k units in its first week. While

most publishers would be thrilled with those numbers for most of their titles, there are several things to consider when it comes to *Splinter Cell: Conviction*. The first, and foremost, is that this game is the most important and noteworthy title to be released in April by a wide margin. Another thing is that there was a considerable amount of promotion for this game. From web and television advertising to pre-order specials offering a bunch of free in-game junk.

To put things into perspective, both *Mass Effect 2* and *God of War III* outsold *Splinter Cell: Conviction* 2-to-1 in their respective first weeks. *Bioshock 2* (on both the PS3 and Xbox 360) outsold *Splinter Cell: Conviction* 1.5-to-1. As well, *Pokemon HeartGold/SoulSilver*, *Battlefield: Bad Company 2* and *Final Fantasy XIII* (on both the PS3 and Xbox 360) outsold *Splinter Cell: Conviction* 2.5-to-1. In fact, *Pokemon's* second week sales also outperformed *Splinter Cell: Conviction*. If you look back to E3 from last year, this title was expected to be one of the top titles of 2009 (until it was delayed to April 2010). It will no doubt eventually sell a million copies. But one million copies shouldn't be the barrier that this game should be trying to break. It should be performing much better. In fact, there's a chance that this game will not beat Ubisoft's *Just Dance's* total overall sales once both titles stop selling.

If the title only manages to sell one million copies and is not ported over to the PS3, then it will be curious to see if the title actually ends up losing money. Even with a million sales at the maximum price, that's only \$60 million. However, if you remove the licensing fees and the cut the retailers take, you're looking at a number closer to \$30 million. Remove marketing and development costs (and the development costs are rather high for this title) and you could have a title that could have trouble scraping together a profit.

Top Ten Games (and New Releases) Chart for April 3rd

(All data is from VGChartz.com)

Rank	Title	System	Weekly Sales	Weeks in Release
1	Pokemon HeartGold/SoulSilver	DS	196k	3
2	God of War III	PS3	116k	3
3	New Super Mario Bros. Wii	Wii	97k	20
4	Wii Fit Plus	Wii	83k	26
5	Battlefield: Bad Company 2	Xbox 360	78k	5
6	Call of Duty: Modern Warfare 2	Xbox 360	57k	21
7	Final Fantasy XIII	PS3	55k	4
8	Just Dance	Wii	48k	20
9	Call of Duty: Modern Warfare 2	PS3	48k	21
10	Final Fantasy XIII	PS3	47k	4
23	Sakura Wars: So Long, My Love	NIS	21k	new
38	Mimana Iyar Chronicles	PSP	12k	new
44	WarioWare DIY	DS	11k	new
69	Dead or Alive Paradise	PSP	12k	new
102	Sakura Wars: So Long, My Love	NIS	6k	new
103	Prison Break: The Conspiracy	Deep Silver	6k	new
176	Prison Break: The Conspiracy	Deep Silver	5k	new

WEEKLY MOVIE NEWSLETTER

Published Every Friday

- Feature Articles:

- Q1 Movies in Review
- The Future of Blu-Ray

- Canadian Film Review Bonanza:

- De pere en Flic
- Doigts croches
- Trailer Park Boys: The Movie
- Trailer Park Boys: Countdown to Liquor Day

- Analysis of the Weekend Box Office
- Other assorted junk

Top Ten Games Chart for April 10th

(All data is from VGChartz.com)

Rank	Title	System	Weekly Sales	Weeks in Release
1	Pokemon HeartGold/SoulSilver	DS	143k	4
2	Wii Fit Plus	Wii	112k	27
3	New Super Mario Bros. Wii	Wii	99k	21
4	God of War III	PS3	95k	4
5	Call of Duty: Modern Warfare 2	Xbox 360	73k	22
6	Wii Sports Resort	Wii	64k	37
7	Assassin's Creed 2	PS3	56k	21
8	Just Dance	Wii	56k	21
9	Call of Duty: Modern Warfare 2	PS3	54k	22
10	Battlefield: Bad Company 2	Xbox 360	53k	6

Top Ten Games Chart for April 17th

(All data is from VGChartz.com)

Rank	Title	System	Weekly Sales	Weeks in Release
1	Splinter Cell: Conviction	Xbox 360	375k	new
2	Pokemon HeartGold/SoulSilver	DS	127k	5
3	Wii Fit Plus	Wii	93k	28
4	New Super Mario Bros. Wii	Wii	90k	22
5	God of War III	PS3	69k	5
6	Wii Sports Resort	Wii	68k	38
7	Just Dance	Wii	66k	22
8	Call of Duty: Modern Warfare 2	Xbox 360	63k	23
9	Assassin's Creed 2	PS3	54k	22
10	Assassin's Creed 2	Xbox 360	53k	22

WEEKLY VIDEO GAME
PODCAST

NEW PODCAST
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Game of the Year Candidates from January 2010

Normally at the end of the year on the site, I get together with a few friends and we come up with a top ten list of the games of the year. There are a few restrictions to be considered. Usually, there's a sales ceiling a title has to break to be considered. Even if a game is a darling of the critics, my belief is that if people don't play it, then it can't be considered one of the best of the year. It also helps remove any bias my friends and I have on titles that we may really enjoy but most people don't like. The only exception to this is downloadable titles because I can't track their sales. However, they need to get really good reviews throughout the Internet and in other forms of media before they're considered.

I've decided to start tracking the titles by month. This saves me a ton of work in November and December by spreading out the research for sales figures within the first month of a title's release. This means I won't be tracking lifetime sales anymore; only the first month. This prevents titles from the first couple of months having an advantage over titles released in late November or December (even though I would include titles in the nomination list that I felt had a strong chance at reaching the sales minimum).

Here are the titles for January 2010. I will be publishing the short list for the first months of 2010 in the newsletter every second week until I've caught up. After that, it will be a monthly feature in the newsletter.

All retail titles need to have at least 150k sales in their first five weeks if they are platform exclusive (with the exception of the PSP which only needs 75k since I can't track PSN sales). Multiplatform titles require 250k sales in their first five weeks.

Retail Releases

Army of Two: 40th Day
PS3, Xbox 360
Developed by: EA Montreal
Published by: EA

It's almost surprising how much support EA has given this franchise despite the fact that the first title had lukewarm reviews and EA has openly said that they were focusing on more successful IPs. However, the franchise not only received the sequel treatment but a movie related to the series is getting a theatrical release within the next couple of months.

But back to *40th Day*. Sure it was marketed right and people bought it. Was it any good though? Yes, but not that much better than the original. The problem with *40th Day* is that it feels generic in many ways. It doesn't stand out in a market full of shooters. There's not much that feels fresh and innovative. However, the title is mindless action that is fun. In a generation filled with high-definition graphics and new intuitive ways on how to play a game, it's sometimes refreshing to play a game that may feel familiar but is a great diversion nonetheless. Games are supposed to be fun and even with its faults, *40th Day* is a fun game.

Bayonetta
PS3, Xbox 360
Developed by: Platinum Games (360)
Sega (PS3)
Published by: Sega

Bayonetta is considered one of the best titles of the quarter. It's slick, interesting, and probably cooler than you. Even though it received generally approval from everyone that played it at E3, people still held their breath until the game was actually released. This is because the game was published by Sega who has a history of screwing things up royally even when there doesn't appear like anything bad could happen. To a certain extent, people did stay away from this title. Even though it did have strong first week sales, it was outsold in its first week by a title that had

little buzz behind it and even tinier marketing support (*Darksiders*).

Still, *Bayonetta* shows that Sega can publish a title that doesn't reek. Granted, it's not a Sega developed title but that hasn't stopped Sega from stinking up the package in the past. There were a small few that were turned off by the game because they felt the game acted too cool for school. However, those who did enjoy it did so immensely.

Darksiders
PS3, Xbox 360
Developed by: Vigil Games
Published by: THQ

This was the little title that could. In fact, on a Weekly Video Game Podcast, Chris and I had no idea what this title was the week it came out. I remember when I saw the sales of this game in its first week and that it had decimated *Bayonetta*, I was stunned. I thought my Internet was broken.

Darksiders did not have a lot of marketing muscle behind it. One big thing that could have helped it was that since gamers were going to the video game store for *Bayonetta* anyways, they might have picked up *Darksiders* instead on a whim. Capcom still stands for quality (for the most part) and those who know games know to be leery of Sega. It also helped that *Darksiders* had more of a traditional style of gameplay. The combat system is a lot of fun which, like mentioned with *40th Day*, is the most important thing when it comes to what people want in a video game.

MAG: Massive Action Game
PS3
Developed by: Zipper Interactive
Published by: SCEA

We've seen online-only games on the PS3 before (*Warhawk*) and they've sold well. *MAG's* promise of 256-multiplayer online matches is very intriguing if you love online gaming. The problem is that it immediately limits sales of the game since there isn't a single-player aspect of the

game and that you need an online connection to play the game.

While *MAG* is ambitious, it did come with a bunch of baggage and other problems. The biggest, I would think, is that many people like being the hero in video games. Not a single game has been sold by billing the main character of the game as the best friend of the sidekick of the hero. In *MAG's* huge battles, chances are the player is only a grunt that doesn't mean much to the overall flow of the battle. It doesn't feel all that empowering.

Still, *MAG* is a good game if you a huge fan of online multiplayer. It will remain as an example of the genre until someone comes up with a 257-player multiplayer game.

Mass Effect 2
Xbox 360
Developed by: BioWare
Published by: EA

EA has been incredibly lucky with *Mass Effect*. Not because it has performed incredibly well but because why it has performed well. Sure, the advertising blitz on television helped but considering that much of the controversy over the first title boiled over into the second title and focused on again on news shows across North America got people interested in the game more than ads that showed little-to-no actual gameplay ever could.

And a bonus to those who bought the disc curious about the controversy (simulated sex that shows less than most teen comedies nowadays) found out that there was a really good game included. *Mass Effect* made people aware of the quality that Bioware brings to the table (as seen by the sales of *Dragon Age* last year). *Mass Effect 2* not only continued the excellence the first game brought forth but has left those who have played through both games frothing for the recently announced third game in the series.

Downloadable Titles

Dark Void Zero

DSiWare

Developed by: Other Ocean
Interactive

Published by: Capcom

It was a pleasant surprise to find out that *Dark Void Zero* was actually a really good game instead of a cheap cash-in title alongside the decently marketed console game *Dark Void*. It's more shocking that this version is on the list and the console version is not. The console game did poorly with consumers but *Dark Void Zero* sold well enough to encourage Capcom to port the game over to other platforms like the iPhone and the PC. Even though the concept of the game started out as a joke, it turned out way better than anyone expected.

Starship Defense

DSiWare

Developed by: Q-Games

Published by: Nintendo

It looks like we are in the twilight period of the tower defense craze. *Starship Defense* isn't as flashy or technical as most of the games in the genre. However, its simple design is very appealing as it makes the game very easy to get into. Also, once you're into the game, it's hard to get out since the game has quite a bit of depth. It's fun, it's cheap, and it's good.

Shortlisted Titles by Platform

Xbox 360	4
Playstation 3	4
DSi	2

Shortlisted Titles by Publisher

EA	2
Capcom	1
Nintendo	1
SCEA	1
Sega	1
THQ	1

Results From the First Round of Voting for the Madness Brewing Video Game Hall of Fame (1983 and Everything Prior)

The first round of voting is over for the Madness Brewing Video Game Hall of Fame. Ten games were inducted among the introductory batch of titles. There were a few surprises; both on the side of those that received enough votes to be inducted as well as others that didn't receive enough votes to remain on future ballots. There was also some controversy over some of the titles that did not get inducted.

Overall, there were forty-two titles to vote on. Each voter was allowed to select up to a maximum of twenty from the list. Titles that received votes from 80% or more of the electorate gained entry into the hall of fame. For this vote, it required a unanimous decision since I wanted to make sure the people who were voting had an acceptable amount of knowledge of earlier titles. While most people may recognize *Pac-Man*, a good percentage of those people probably haven't ever seen a *Pac-Man* arcade unit. To ensure equity for early arcade and computer titles, voting was restricted to only a few people. Subsequent votes have been opened up to a greater degree and have had larger voting pools.

Titles that did not receive enough votes fell into three categories:

- 1) Anything that received between 50-79% of the voting was kept and added to the next ballot
- 2) Anything that received between 20-49% of the voting was also kept and added to the next ballot. However, if a title is unable to get more than 50% of the voting for three straight ballots, it would be removed.
- 3) Anything that received 20% or less of the vote was eliminated from future ballots.

While it can easily be argued that some titles were destined to be voted in unanimously, there were a few titles that made it through that raised my eyebrows (even though with the set-up of this election, I voted for these titles too). I was pleasantly surprised to see *Q*Bert* to be one of the titles to have made it through considering that the title has been pretty obscure nowadays. I was also kind of shocked that *King's Quest* made it through. While I knew it was a good game, I was unsure if others would feel the same way. Unlike many console and arcade games, computer games didn't make for all that interesting discussion during recess-time playground talk. Even then, *King's Quest* was made the same year I was born, so I only got my hands on it much later. So for it to receive a unanimous seal of approval was kind of shocking to me.

I was surprised that all four titles that fell one vote short of getting inducted didn't make it through. Actually, if I had to put money on any of those titles, I would have been certain for *Adventure* to have made it in. I was really confident that the text-based computer game would be inducted just on the history alone. It has become a very recognizable symbol of early computer games. *The Oregon Trail* is a title, like I had mentioned on the latest Video Game Podcast, that if you had played it in school during the 80s and early 90s, you would have a special connection to it. Otherwise, you haven't heard of it or if you have, you don't understand its appeal.

Dig Dug made it through on the second set of ballots covering titles 1984 and prior. Without prying into the voting methods of others, I would reason to guess that the title didn't make it through initially because someone ran out of votes.

Joust is an epic game but it has been forgotten over the years. In fact, many probably remember the copycat *Balloon Fight* for the NES more than *Joust*. It'll be interesting to see what happens if *Joust* can make it

through once *Balloon Fight* gets put on the ballot.

Ms. Pac-Man has been a bone of contention for the voting committee. As mentioned on the podcast previously, there are two schools of thought when it comes to this game: either it is significantly important because it was the first major video game to star a female character and was wildly successful in the arcades or it was a dud of a game that was a clone of *Pac-Man* with a bow. As admitted on the podcast, it has still not made it through after several rounds of voting due to this split. That may change as the voting membership is increased and the voting membership changes but I get the feeling that if the entire voting committee was replaced with a bunch of different people, the same problem would occur.

Missile Command was another title that was discussed heavily after the first round of voting. Those voting for it were passionate about its inclusion while those who didn't vote for it don't care for it.

The debate about *Missile Command* made me think about some of the titles that were inducted. Some of the titles that made it through aren't all that particularly good. *Pong* isn't that good a game but it was the first mass-market arcade game so there's a historical significance that makes it deserving of a vote. Even *Space Invaders*, which is fun and all, isn't as good as some of the titles that didn't make it through. However, its importance in the history of video games trumps a title like *Joust*. It certainly felt for like the vote centered on titles with more of a historical significance than quality.

There were a few titles that surprisingly didn't get any votes. The two that come to mind immediately are *Spy Hunter* and *Mario Bros*. *Spy Hunter* was incredibly popular during its reign in the arcades and was a decent franchise for Midway. There was even supposed to be *Spy Hunter* movie (although it never made it past

the pre-production stage). My excuse for not voting for it was that I ran out of votes. If I had a couple of more votes, I would have voted for it. Same goes for *Mario Bros*. It was a fun game solo and a great game when playing with a second player. It really helped create a genre of co-op gameplay in the arcades that lives on in current titles like *New Super Mario Bros*. *Wii*. Unfortunately for both titles, they are both eliminated from future ballots.

In a way, I think that's a good thing. I don't think it's a good idea for titles to hang around the list for ages. The amount of titles on future ballots are going to explode as the amount of content in the arcades disappears and the home console market grows in popularity during the 90s. It's probably a good thing that some of the fat was trimmed. Otherwise, the future lists are going to be incredibly large.

In total, ten titles made it through to be inducted. I like the titles that were included although there were a couple of others that I would debate with passion that should be included. As evidenced by *Dig Dug*, not making it through on the first ballot doesn't mean it becomes impossible to gain enough votes later on. Interestingly enough though, *Dig Dug* and the second title are the only two titles that made it through during the second round of voting. The voting results from that ballot will be revealed next week on the weekly podcast as well as a special report just like this one.

There is one thing that needs to be mentioned. Due to a database error, some titles were excluded from this list. It wasn't intentional and the problems have been corrected. *Super Breakout*, *Asteroids*, *Qix*, *Burgertime*, *Donkey Kong Jr.*, *Millipede*, *Pitfall*, *Snake*, and *Bump 'n' Jump* have all been added to future ballots. If you feel there was a title that was excluded from the voting process that should have been included for any reason, feel free to leave a comment or send me an e-mail at

madnessbrewing@gmail.com and it will be reviewed.

Final Results of the First Round of Voting (1983 and Everything Prior) for the Madness Brewing Video Game Hall of Fame

Inducted <i>(Obtained votes from 80% of available voters)</i>	<ul style="list-style-type: none"> - Centipede - Defender - Donkey Kong - Frogger - Galaga - King's Quest - Pac-Man - Pong - Q*Bert - Space Invaders
Remains on ballot <i>(Obtained votes from between 50%-79% of available voters)</i>	<ul style="list-style-type: none"> - Adventure - Dig Dug - Joust - The Oregon Trail
Remains on ballot with probation <i>(Obtained votes from between 20%-49% of available voters)</i>	<ul style="list-style-type: none"> - Archon - Bosconian - Breakout - Dragon's Lair - Gyruss - Microsoft Flight Simulator 2.0 - Missile Command - Ms. Pac-Man - Pole Position - Rally-X - Tempest - Tron - Ultima - Warlords - Xevious
Eliminated from future ballots <i>(received votes only from less than 20% of available voters)</i>	<ul style="list-style-type: none"> - Jetpac - Jumpman - Manic Miner - Mappy - Mario Bros. - Monaco GP - Pole Position II - Radar Scope - Robotron: 2084 - Spy Hunter - Star Wars - Ulitma III - Wizardry: Proving Grounds of the Mad Overworld



NEW PODCAST EVERY FRIDAY

News and Notes from the Last Seven Days

While Sony may have removed the OtherOS option on the Playstation 3 to the ire of many, the connection with computers may not be over for the PS3. With the 3.30 version of the system's firmware, there have been some clues left that the people may be able to play PS3 games on newer versions of the Sony VAIO computer sometime in the future. It would be even better if I didn't have to own a VAIO computer to remote play PS3 games but then again, if I have a PS3 hooked up to a TV, why would I want to play the games on a computer screen?...As more employees left Infinity Ward and a lawsuit was filed by employees of the company against Activision for unpaid bonuses from their work on *Call of Duty: Modern Warfare 2* to the tune of \$650 million, Activision had announced that it moved onto a new love. Shockingly, Bungie is getting into bed with Activision and the two will work together for a ten-year period with the development of a new IP. When asked for comment about the new relationship, Activision mascot Pitfall Harry said that Infinity Ward had become old and unattractive but their new love Bungie will be young and gorgeous forever and everything will be fine as long as they know how to keep their mouth shut...Speaking of *Call of Duty*, this year's version has been titled and dated. The unoriginally-titled *Black Ops* will hit store shelves on Nov. 9, 2010. While it's not surprising to see a bunch of trailers pop up all over the place, it is weird to see a bunch of advertising for the game six months prior to their release. I figure Activision may be trying to count their chickens by making sure they can guarantee sales by pushing for pre-orders before people realize that it's only another *Call of Duty* game and not a *Call of Duty: Modern Warfare* game... Two more Tom Clancy games have been announced but Ubisoft is remaining quiet on what part of Tom Clancy's universe they'll explore. I was worried for a second because there haven't been all that many Tom Clancy games

recently. They used to be released like crazy to the point where there were almost as many Tom Clancy game discs out there as there were AOL trial discs (yes, I really went for the fifteen year old joke there)...Even though I've said many times that *Street Fighter IV*'s sales aren't all that impressive considering the title was deep discounted only after a few weeks on the shelves, I'm still surprised that Capcom only shipped one million units of *Super Street Fighter IV*. Considering that the title retails for \$40 at launch and the sans-Super edition sold over half-a-million copies in its first week in America alone, why they limited the worldwide shipment is a bit perplexing. Maybe they were worried the same thing that felt they shipped too many copies last year and to prevent retailers from dramatically lowering the price to dump large piles of stock, they limited the stock...People were excited at E3 last year when Konami announced a new 3D-perspective *Castlevania* title. This is because people have largely forgotten how horrible previous 3D versions of *Castlevania* have been. The rumour though is that Konami is hard at work at another 2D *Castlevania* game and, to delight of many, it won't be a cookie-cutter DS game. However, it's looking like the game will take many of the elements of the GBA/DS games and employs them in the new console title. It's rumoured to be released on Xbox Live with support for six players. Much of what I've read of the game makes me believe that the game is inspired by *New Super Mario Bros. Wii* than anything else. While it would be nice to see a new *Castlevania* game on a console (*Castlevania ReBirth* for the Wii doesn't count), it's very disappointing to see that the game appears to be relying heavily on a gimmick. *Castlevania* has always been at its best with single-player gameplay and interesting level design. Forget touch-screen and multiplayer nonsense Konami and just make a *Super Castlevania IV 2* already.

Video Game Review

Video Game Review

Muramasa: The Demon Blade

Nintendo Wii

2009

Developed by: Vanillaware

Published by: Ignition Entertainment

It's easy to fall in love with Muramasa: The Demon Blade although it's likely that not most people will. It's not that it's a bad game that has a certain amount of charm to it but it's because this fantastic game is published by Ignition Entertainment; a small third-party publisher. Titles published on the Wii by the small guys rarely make it into the hands of most people. It's a shame because not only is Muramasa a gorgeous looking game but it's extremely fun as well. It borrows enough from crowd-favorites like *Castlevania* and *Viewtiful Joe* to satisfy those who are completely perplexed by the game's story (which will be anyone who isn't Japanese). The game does drag at times but, even then, it will be very hard to put down the controller.

The game takes place in Japan's past and is split into two stories of which the player can choose to play at any time. The first involves a ninja named Kisuke who is on the run for a crime he can't even remember committing and his search for a mythical sword and to defeat his accusers. The second story involves a princess named Momohime who has become possessed by an evil spirit Jinkuro Izawa. Izawa is forced to stop an evil power greater caused by his taking over of Momohime's physical form. The two stories are independent of each other even though they take place on the same map. Most of the major enemies are completely different. Essentially, the game feels like two games in one...or the same game played twice.

Although the game can be played with just the Wiimote (played on its side without motion controls), the preferred way to play is with the Classic Controller or with a Gamecube

controller. Explaining the control schemes with the different controllers would take several paragraphs so for the sake of everyone's sanity, I'll just brief it down to a few bullet points. The game is playable with the Wiimote but not only is it easier to use either the Classic or Gamecube controllers but it does make the game more enjoyable as it does feel a bit more intuitive. The controls lend themselves well to the action style of gameplay although pressing up instead of having a dedicated button is kind of perplexing and can be a bit of a problem during a heated battle. That said, the game is long enough that players should feel comfortable enough with the controller setup long before the final boss fight that nobody could use it as an excuse for the final boss handing them their lunch.

The major gimmick of the game (other than the gorgeous art style) is that the player can possess three blades at a time and that there are essentially 108 swords that one can acquire throughout the game. Each sword possesses different abilities, strengths, and weaknesses. Also each sword has its own unique technique that may make one more favourable than a comparable sword with a less impressive or productive specialty (although there are some swords that have the same technique). Some swords are found throughout the game but most of the swords are acquired by levelling up both the character and possessing enough souls and spirits. Since souls and spirits are in short-demand, it makes levelling up swords into a strategy. It's very neat and it does make the usual concept of levelling-up a character feel different. The only problem is that it still encourages grinding.

The swordplay is done well. The player can possess three swords at a time and while the player can swap weapons when you're not in battle, once the screen closes in and one is face to face with an enemy, they're stuck with what they've got. That's when things get interesting. The player can easily swap between the

three swords they've got equipped. However, using a sword too much can cause it to break. Once a sword is broken, the damage a player can lash out with it is very small. However, putting it back in its sheath and selecting another equipped sword will allow the broken sword to regain its energy and get fixed. The sword's energy gauge is on the screen next to the player's life screen so there are few surprises as to why a sword suddenly breaks. Generally, using it on defense too much and firing off too many of the weapon's special move will cause it to shatter. This gives even the battles a strategic element. Some may find it close to the Active Battle System seen in some RPGs.

But the game doesn't really feel like an RPG. Sure, there's character levelling and the battles on paper look like RPG battles since once enemies appear, the player is stuck inside the game screen and forced to battle the enemies. However, it feels more like an action game similar to Castlevania than a Final Fantasy game. The game, while linear, does have a map system that is very similar to the Castlevania (or Metroid) series. The action itself reminds me of Viewtiful Joe. Even though the game is swamped with old Japanese cultural references, the story isn't required reading for the game unlike most RPGs (I barely understood the story at all and the few references I understood were because I took a few courses in Asian history in university).

However, the thing that will make you fall into the game hard is the atmosphere. The graphics are great. In fact, even though it's on the Wii, it was one of the prettiest games to come out at its time even compared to the more powerful systems available. The reason why is because it uses a 2D art style that looks like everything was hand-drawn. Sure this game could have easily been made for the PS3 or the Xbox 360 but it wasn't. The only thing we have to go by is the Wii version and it's a thing of beauty. I'm not a fan of Japanese-style games and even I was taken in by the beauty

of this game. To compare a title like this to even something as good-looking as Wario Land: Shake It is like comparing a horse to a snail in a race. The sound is good and fits the mood well. It has a Japanese style mixed with modern beats that won't turn off those who cringe at even thinking about anything anime related. There is speech but it's in Japanese. Some may not like it but it fits the title better than had there been English dubbing.

There are some problems though. Grinding is an issue and some may not like the quasi-random battles (although personally I found enemy appearances were a little predictable so it didn't raise my ire all that much). Also, there will be times where you'll be going through several screens of nothing but gorgeous scenery. It's like the enemies decided to take a coffee break. There's also a fair bit of backtracking that can feel tedious.

Still, Ignition's Muramasa: The Demon Blade is one of the best action-RPG's on the Wii and of the current generation. Its battles are intense and the strategy elements implemented are very novel. If you're lucky enough to find yourself a copy you're bound to have a lot of fun with the title. It may be on the bizarre side but in the end it turns out to be a great overall experience.

☆☆☆☆

Video Game Review

Video Game Review
Monopoly
Sony PSP (Mini)
2010
Developed by: EA
Published by: EA

Monopoly has to be my favourite traditional board game. Playing Monopoly through digital means has been touch-and-go. While there was a really good Monopoly game made for DOS back in the 80s, there haven't been all that many good digital versions since then. Other than the most recent home console version for

the Wii, Xbox 360, and PS2 which were made by EA, most versions tend to be on the atrocious side. The PSP Mini version is one that falls into the downright horrible category. It's slow, boring, and essentially no fun.

All the elements of Monopoly has been shrunk down for the PSP. All the rules run perfectly on the system and there are options to turn on popular house rules like a bonus if you land on Free Parking. There are also extra boards that can be unlocked by playing the game repeatedly. While these extra boards are neat to see once, they really don't add much to the game.

Everything looks like it should with the board being replicated well. There are plenty of animations to give the game a graphical polish. The sound isn't great though and it's one of those games that make people lash out with anger against Sony for not having the option to play MP3s while playing the game.

There is little good to say about this version of Monopoly. The display looks fine which is relieving. Granted, it's on the PSP which has an incredible amount of horsepower but it's easy to screw up board games on the smaller screen so it's nice to see everything translated well. The other really good thing about the game is that you don't need two PSPs to play the thing (although it would have been nicer if that option was included too). You only need to pass the PSP to the friend (real or imaginary) that you're playing against when it's their turn. The game is also really cheap. In fact, this is the most inexpensive game of Monopoly you'll ever purchase with the exception of one you might find at a yard sale that's missing the ever-so-important car token.

However, there's plenty of bad. The game is slow and clunky. Sometimes it takes around 15 seconds for the dice roll animation to stop. Even with this, it still feels like playing the PSP Mini version takes more time than an actual game of Monopoly. It's ok if

you're playing the game with another person but if you're playing the single player game, it's beyond awful. The biggest issue is that the computer will offer you horrible trades every single turn soon after half the properties in the game are bought. It wouldn't be so bad if the trades are different but the computer keeps offering the same stupid trade each time. It's almost as if the computer is hoping that in your frustrated attempts to speed up the game, you'll hit the wrong button and accept the one-sided trade. Another problem is that the extra boards are locked at the start and only after each victory you unlock one board. I don't know if I'd rather spend an extra dollar on the game to have all the boards unlocked from the start because I don't if I actually care that the boards are locked in the first place. If the main game with the original board feels lame and boring, a futuristic board isn't going to change anything.

EA's Monopoly for the PSP Mini service is a giant bust. You'll have way more fun playing the actual board game than playing this digital piece of garbage. In fact, even if you're playing in a car, you'll enjoy playing the game with either the pieces going flying with every turn and stop or taped to the board with duct tape rather than the PSP Mini version on a long trip.

MB Hall of Fame Inductee

Hall of Fame Inductee
Duck Hunt
Original Release: 1984 (Arcade)
Developed by: Nintendo
Published by: Nintendo

Duck Hunt may be one of the anomalies of the Madness Brewing Hall of Fame. It was not a game intended to break the mold of what a video game should be what Super Mario Bros. did. It was never meant to become incredibly addictive to suck away your precious time like Tetris. Nintendo had a very mechanical purpose of the game: to show off what the NES could do

graphically and give the system a decent light-gun game for people to play with. However, their decision to include the game with the NES at launch made it so that most people who ever touched a NES played eventually played the game. Everyone, for the most part, thoroughly enjoyed Duck Hunt. So much so that twenty-five years later, most of us still are quite fond of the game. Call it nostalgia if you want but Duck Hunt was, and still is, a fun game to play.

There isn't much to say about Duck Hunt's development. There's no romantic story behind its creation unlike many of the other legendary Nintendo titles out there. There isn't much of a story at all and not much of detailed history about exists. The idea was to create a game to show off the light gun peripheral for the NES console. However, it's not like Nintendo didn't have any gun games to show off at the system's launch. Both Hogan's Alley and Wild Gunman were both part of the launch line-up. In fact, it's debatable whether or not Duck Hunt's inclusion as a pack-in title with the sale of the system ultimately hurt the sales of either game. Although the depth of Duck Hunt, Hogan's Alley, and Wild Gunman is not all that large, people seldom talk about Hogan's Alley or Wild Gunman. Even with the launch of the Nintendo Wii, people were speculating (and there were even rumours) of a Duck Hunt sequel.

There are three game modes with Duck Hunt. All three modes require the player to shoot targets. There are ten targets per round. On screen there's an indicator to show how many targets the player must hit to move on to the next round. The first two modes involve ducks. Mode A involves one duck on screen at a time while the Mode B has two at a time. Mode C leaves out the ducks for clay discs (in case you find shooting animated ducks too sinister). In each mode, you're only allowed to fire three rounds per turn so you need you can't be wasting any bullets in Modes B and C (because if you miss

twice, you'll guarantee that at least one of your targets will go free before the turn ends). While the game is predominately one player, a second player can get involved in the action. Using the regular NES controller, the second player can control the ducks. The aim is to get as high a score as possible since the game has no end. However, as the game progresses, the ducks are faster and are on screen for a shorter amount of time. As well, it eventually gets to a point where you can't miss a single duck or it's game over.

Duck Hunt was originally released for the arcades (titled Vs. Duck Hunt) although it was nowhere the hit there as it was in people's homes on the NES. While the games are nearly identical (almost down to the graphics), there were a few differences. While some would consider the fact that you could play two players against each other competing for points (instead of the second player only controlling the ducks) the most important difference, others would argue that the biggest difference between the two versions is that you can shoot the dog. In each version of the game, the player has a companion dog. The dog begins each level by running into the thick weeds barking to scare the ducks out. Once a player shoots a duck, the dog pokes his head out holding the dead animal signalling his approval. However, if you miss the duck and it manages to escape, the dog will emerge laughing at the player. This has led to some frustrated players as the game eventually gets quite heated during the higher levels only to have the dog laugh at you when you're a few points shy of a high score and stuck to start all over. In the NES version, you can shoot all you want but the dog will just continue to laugh and laugh. However, in Vs. Duck Hunt, the dog can be shot. You don't kill the dog though and you actually get a stern retort from the dog but some might take solace in the fact that you can wipe the smile off the laughing dog's face. There was so much demand to wanting to fire bullets at the hapless canine that when Nintendo released

Bill Barker's Trick Shooting in 1990, they brought the dog from Duck Hunt in for a cameo appearance with player's having the ability to shoot it.

However, Duck Hunt was realized as a NES game and while it may have reached the arcades prior to the release of the console version, it was always intended to be the pack-in title for the NES. That's why this article is dedicated more to the NES version rather than the arcade version. Usually, an induction article examines the first version of the game rather than the ports but, in this case, the NES version is the version we're examining because it is considered far more important and noteworthy in video game history than the arcade version.

However, even with people enjoying Duck Hunt immensely, there wasn't much support for the NES zapper beyond the original launch. Few companies actually developed games for the device. The same goes for Nintendo as, except for the three launch titles compatible with the device, they only made three more games for it. In fact, after the launch trio in 1985, Nintendo only published one more zapper game for four years (Gumshoe). Overall, there were only fourteen licensed titles for the Zapper. Most people only played Duck Hunt.

There had been whispers of developing a sequel for Duck Hunt for the various systems over the years but not much came from it. Some thought that with the launch of the Super Scope device for the Super Nintendo that Duck Hunt was a sure bet for release on the system. However, Super Scope sales were so horrible that there even less titles developed for it than the Zapper (twelve compared to fourteen). There was also talk of Duck Hunt coming to the Wii. The ESRB has had a rating for Duck Hunt as a Virtual Console release for a few years now but there have yet to be any NES Zapper titles made available for the service. There was also a video that had been released of a supposed Hudson-

developed sequel for the Wii. However, it turned out it was a fake. It still was real enough to some people to give people a bunch of people hope after holding out a few decades for a sequel.

It wasn't the best game for the NES nor was it the best light gun game. However, it's probably the most played light gun game ever. We may hate the laughing dog and there may not be any real hook to the game but it still has a simple charm that makes it a lot of fun to play years after it was made obsolete by newer technology.

Recent Critics Picks

Multiplatform

- 2010 FIFA World Cup South Africa (Xbox 360, Wii, PS3, PSP)
- Final Fantasy XIII (Xbox 360, PS3)
- Final Fight: Double Impact (Xbox 360, PS3)
- Just Cause (Xbox 360, PS3)
- Super Street Fighter IV (Xbox 360, PS3)

Microsoft Xbox 360

- Tom Clancy's Splinter Cell: Conviction
- Toy Soldiers (Xbox Live)

Nintendo Wii

- Monster Hunter Tri
- Rage of the Gladiator (WiiWare)
- Red Steel 2

Sony Playstation 3

- God of War III
- Sam & Max: The Devil's Playhouse Episode 1: The Penal Zone

Nintendo DS

- Save the Turtles (DSiWare)
- Shin Megami Tensei: Strange Journey
- WarioWare D.I.Y.

Sony Playstation Portable (PSP)

- BlazBlue: Calamity Trigger Portable
- Patchwork Heroes

Game Releases From April 12th through to May 1st

Microsoft Xbox 360

- 2010 FIFA World Cup: South Africa
- After Burner Climax (Xbox Live)
- Dead to Rights: Retribution
- NieR
- Puzzle Chronicles (Xbox Live)
- Sherlock Holmes vs. Jack the Ripper
- Splinter Cell: Conviction
- Super Street Fighter IV
- Tecmo Bowl Throwback (Xbox Live)
- Tomb Raider: Legend (Xbox Live)

Nintendo Wii

- 5 Arcade Gems (WiiWare)
- 2010 FIFA World Cup: South Africa
- All Star Karate
- Bang Attack (WiiWare)
- Brain Drain (WiiWare)
- Free Running
- Horrible Histories: Ruthless Romans
- The King of Fighters '95 (VC-Neo Geo)
- Mega Man 4 (VC-NES)
- Military Madness: Nectaris (WiiWare)
- Monster Hunter Tri
- ThinkSmart Family!
- Zaxxon (VC-Arcade)

Sony Playstation 3

- 2010 FIFA World Cup: South Africa
- After Burner Climax (PSN)
- Car Jack Streets (Mini)
- Charge! Tank Squad! (Mini)
- Dead to Rights: Retribution
- Final Fight: Double Impact (PSN)
- Homerun Hitters (Mini)
- Hyperballoid HD (PSN)
- Hysteria Project (Mini)
- Kick-Ass (PSN)
- Monopoly (Mini)
- Monsters (Probably) Stole My Princess! (Mini)
- NieR
- Normaltanks (Mini)
- Puzzle Chronicles (PSN)
- Record of Agarest War (PSN)
- Reef Aquarium (Mini)
- Sam & Max: The Devil's Playhouse – Episode 1: The Penal Zone (PSN)
- Shogi (Mini)

Sony Playstation 3 Continued

- The Secret of Monkey Island: Special Edition (PSN)
- Super Street Fighter IV
- Telegraph Sudoku & Kakuro (Mini)
- XS Junior League Dodgeball (PSN-PSX)
- XS Moto (PSN-PSX)

Nintendo DS

- 7 Card Games (DSiWare)
- AiRace (DSiWare)
- Alphabounce (DSiWare)
- Beat City
- Dementia II
- DodoGo! (DSiWare)
- Don't Feed the Animals (DSiWare)
- Easy Piano
- Farm Frenzy: Animal Country
- Farmtopia
- Ferrari GT: Evolution (DSiWare)
- Game and Watch: Ball (DSiWare)
- Game and Watch: Donkey Kong Jr. (DSiWare)
- Game and Watch: Flagman (DSiWare)
- Gangstar 2: Kings of L.A. (DSiWare)
- Learning to Spell
- Mind Over Matter
- My First Dollhouse
- MyPostcards (DSiWare)
- Puffins: Let's Roll (DSiWare)
- Scrabble Slam! (DSiWare)
- Sea Park Tycoon
- Shepherd's Crossing 2 DS
- Surviving High School (DSiWare)
- System Flaw Recruit (DSiWare)
- ThinkSmart
- ThinkSmart: Advanced
- Virtual Villagers: A New Home
- Windy X Windam

Sony Playstation Portable (PSP)

- 2010 FIFA World Cup: South Africa
- Blood Bowl
- Car Jack Streets (Mini)
- Charge! Tank Squad! (Mini)
- Harvest Moon: Hero of Leaf Valley
- Homerun Hitters (Mini)
- Hysteria Project (Mini)
- Mimana Iyar Chronicles
- Monopoly (Mini)
- Monsters (Probably) Stole My Princess! (Mini)
- Music Quiz (PSP Mini)
- Normaltanks (Mini)

- Pile Up! Bakery (PSP Mini)
- Pinball Duel (PSP Mini)
- PixelJunk Monsters Deluxe
- Reef Aquarium (Mini)
- Sheep Defense (PSP Mini)
- Shogi (Mini)
- Sweet Reversi (PSP Mini)
- Telegraph Sudoku & Kakuro (Mini)
- Tonzurakko (PSP Mini)
- Uno (Mini)
- XS Junior League Dodgeball (PSN-PSX)
- XS Moto (PSN-PSX)

This Week's Game Releases

Multiplatform

- Iron Man 2 (PS3, Xbox 360, Wii, DS, PSP)

Nintendo Wii

- Dance Sensation!
- Reader Rabbit 1st Grade
- Reader Rabbit Kindergarten
- Thomas & Friends: Hero of the Rails

Nintendo DS

- Jane's Hotel
- Picross 3D
- Thomas & Friends: Hero of the Rails

Sony Playstation Portable (PSP)

- Fat Princess: Fistful of Cake
- What Did I Ever Do to Deserve This, My Lord!? 2

Next Week's Issue

Publication Date: April 14, 2010

- **Feature Article:** Activision vs. Infinity Ward
- Video Game Sales for May 1st, 2010
- Nintendo Accessories: Part 1
- Results from the 2nd Round of Video Game Hall of Fame Voting
- Geometry Wars: Retro Evolved 2 (Xbox Live Arcade) Review
- Golden Axe (Genesis) Review
- Project Gotham Racing 4 (Xbox 360) Review
- Super Star Soldier (TG-16) Review
- Hall of Fame Inductees
- Other assorted junk

The Final Madness

Splinter Cell: Conviction may feel like the first Tom Clancy game in a while, and, well, according to Tom Clancy standards, it's been a drought. It wasn't rare for Tom Clancy games to appear almost every season. However, not only *Splinter Cell: Conviction* the first game in the Tom

Clancy universe to arrive in stores in a long while, it also was met with lower-than-expected sales. Was it overhype, Ubisoft's horrible reputation towards gamers (the DRM fiasco), or lacklustre desire for another Tom Clancy game? Check the list of the most recent Tom Clancy

games and their sales data (from VGChartz.com) and decide for yourself. Regardless, Ubisoft has announced another two Tom Clancy games so it's not like *Splinter Cell: Conviction* has influenced anything. ****PLEASE NOTE: Older systems may not have any sales data.**

Title	Release Date	System	First Week Sales	Lifetime Sales
Tom Clancy's Splinter Cell: Conviction	April 2010	Xbox 360	375k	473k
Tom Clancy's HAWX	March 2009	Xbox 360	52k	250k
Tom Clancy's HAWX	March 2009	Playstation 3	29k	170k
Tom Clancy's EndWar	November 2008	Xbox 360	66k	550k
Tom Clancy's EndWar	November 2008	Playstation 3	30k	220k
Tom Clancy's EndWar	November 2008	Nintendo DS	597	30k
Tom Clancy's EndWar	November 2008	PSP	5136	80k
Tom Clancy's Rainbow Six: Vegas 2	March 2008	Xbox 360	437k	1.62m
Tom Clancy's Rainbow Six: Vegas 2	March 2008	Playstation 3	108k	620k
Tom Clancy's Ghost Recon Advanced Warfighter 2	August 2007	Playstation 3	49k	330k
Tom Clancy's Ghost Recon Advanced Warfighter 2	August 2007	PSP	6190	370k
Tom Clancy's Rainbow Six: Vegas	June 2007	Playstation 3	42k	470k
Tom Clancy's Rainbow Six: Vegas	June 2007	PSP	5809	430k
Tom Clancy's Splinter Cell: Double Agent	March 2007	Playstation 3	11k	170k
Tom Clancy's Ghost Recon Advanced Warfighter 2	March 2007	Xbox 360	218k	960k
Tom Clancy's Splinter Cell: Double Agent	November 2006	Wii	4166	110k
Tom Clancy's Rainbow Six: Vegas	November 2006	Xbox 360	134k	1.22m
Tom Clancy's Splinter Cell: Double Agent	October 2006	Xbox 360	267k	700k
Tom Clancy's Splinter Cell: Double Agent	October 2006	Xbox	n/a	n/a
Tom Clancy's Splinter Cell: Double Agent	October 2006	Gamecube	n/a	n/a
Tom Clancy's Splinter Cell: Double Agent	October 2006	Playstation 2	n/a	n/a
Tom Clancy's Critical Hour	March 2006	Xbox	n/a	n/a
Tom Clancy's Ghost Recon: Advanced Warfighter	March 2006	Xbox 360	227k	1.57m
Tom Clancy's Ghost Recon: Advanced Warfighter	March 2006	Xbox	n/a	n/a
Tom Clancy's Ghost Recon: Advanced Warfighter	March 2006	Playstation 2	n/a	n/a
Tom Clancy's Rainbow Six: Lockdown	September 2005	Xbox	n/a	n/a
Tom Clancy's Rainbow Six: Lockdown	September 2005	Gamecube	n/a	n/a
Tom Clancy's Rainbow Six: Lockdown	September 2005	Playstation	n/a	n/a
Tom Clancy's Ghost Recon 2: Summit Strike	August 2005	Xbox	n/a	n/a
Tom Clancy's Splinter Cell: Chaos Theory	June 2005	Nintendo DS	4696	70k
Tom Clancy's Splinter Cell: Pandora Tomorrow	April 2005	Playstation 2	n/a	n/a
Tom Clancy's Splinter Cell: Chaos Theory	March 2005	Gamecube	n/a	n/a
Tom Clancy's Splinter Cell: Chaos Theory	March 2005	Xbox	n/a	n/a
Tom Clancy's Splinter Cell: Chaos Theory	March 2005	Playstation 2	n/a	n/a
Tom Clancy's Ghost Recon 2	March 2005	Gamecube	n/a	n/a
Tom Clancy's Ghost Recon 2	November 2004	Xbox	n/a	n/a
Tom Clancy's Ghost Recon 2	November 2004	Playstation 2	n/a	n/a
Tom Clancy's Rainbow Six 3: Black Arrow	August 2004	Xbox	n/a	n/a
Tom Clancy's Splinter Cell: Pandora Tomorrow	July 2004	Gamecube	n/a	n/a
Tom Clancy's Rainbow Six 3	June 2004	Gamecube	n/a	n/a
Tom Clancy's Splinter Cell: Pandora Tomorrow	March 2004	Nintendo GBA	n/a	n/a
Tom Clancy's Rainbow Six 3	March 2004	Playstation 2	n/a	n/a
Tom Clancy's Splinter Cell: Pandora Tomorrow	March 2004	Xbox	n/a	n/a
Tom Clancy's Ghost Recon: Jungle Storm	March 2004	Playstation 2	n/a	n/a
Tom Clancy's Rainbow Six 3	November 2003	Xbox	n/a	n/a