

play magazine presents

girls of gaming

COVER 1 OF 2

4
volume

Untold Legends:
Dark Kingdom's

Zala

The quintessential female warrior is born

Featuring...

Ninety Nine Nights
Monster Madness
Hellgate London
Heavenly Sword
Final Fantasy XII
Far Cry Instincts
DoA Xtreme 2
God of War 2
Granado Espada
and many more

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COVER 2 OF 2

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The Paragon

The divine hero of ArenaNet's newest
adventure, Guild Wars Nightfall

Featuring the girls of...

Ninety Nine Nights
Monster Madness
Hellgate London
Heavenly Sword
Final Fantasy XII

Far Cry Instincts
DoA Xtreme 2
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PlayStation 2



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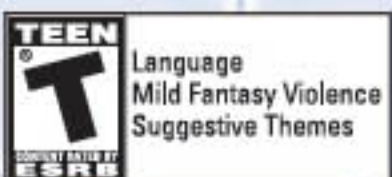
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Contributing Artists

Dany Orizio	Slash p 048 Motoko p 019
Jeff Matsuda	Vanessa Z Shneider p 051
LeSean Thomas	Saya p 050
Sanford Greene	Eri & Fio p 054 Kurenai p 017
Keron Grant	Pandora & Judy Nails p 033
Ryotaro	Azel p 071
Yoshitaka Tamaki	Nei p 057 Friday p 030
Toshiyuki Osakabe	Annet p 006
Ryusuke Hamamoto	Honey p 013
Inui Ookawa	Ellis p 012
Limha Lekan	Granada Espada p 082
Nihon Telenet	Valis girls p 008

girls of gaming staff

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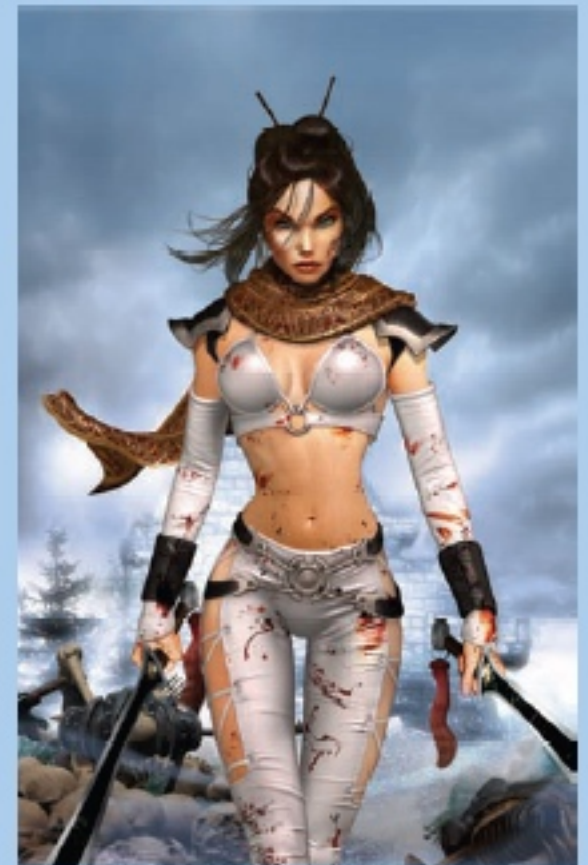
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Cover

Untold Legends: Dark Kingdom

The best thing about the PS3
launch is named Zala.



Legal Mumbo Jumbo

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girls of
Action

Dark Kingdom
 Annet Again
 MGS: Acid 2
 Valls
 The Red Star
 Toshinden
 Fighting Vipers

Sourge: Hive
 Tomb Raider: Legend
 Far Cry Instincts: Predator
 Red Ninja
 Dark Messiah of Might & Magic
 Ghost in the Shell
 Monster Madness

04

Unarmed
 (and not necessarily dangerous)

Ridge Racer 7
 Landstalker
 God of War 2
 Rayman 4 Raving Rabbids
 Guitar Hero II
 Brookhaven High: Senior Year
 Rule of Rose

Dead or Alive Xtreme 2
 Trauma Center: Second Opinion

028

**Mass
 Destruction**

Heavenly Sword
 Bullet Witch
 Helgate London
 Heavy Metal Geomatrix
 Coded Arms
 Blood+
 P.N. 03

Death Jr. 2: Root of Evil
 Metal Slug
 Tabula Rasa

043

**Epic
 Beauties**

Phantasy Star 2
 Valkyrie Profile: Silmeria
 Xenosaga 3
 Bve on
 Sun
 Final Fantasy XII
 Titan Quest

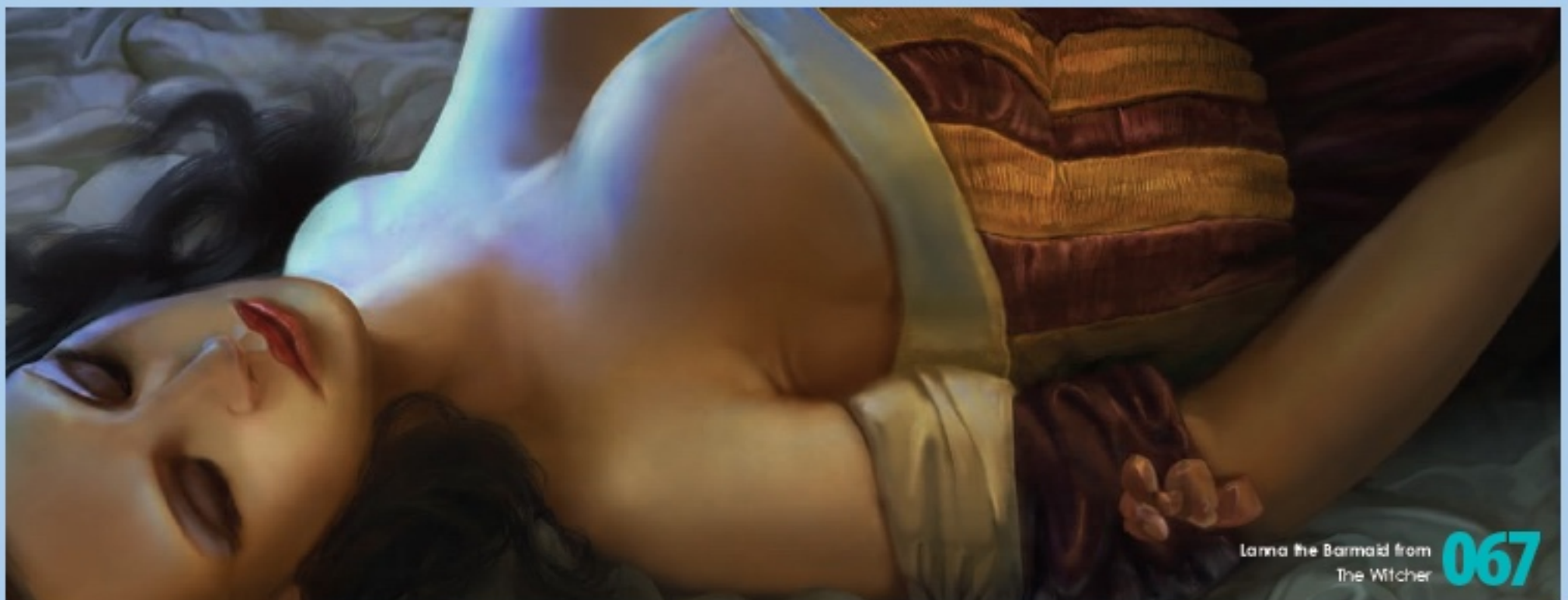
Arch Lord
 The Witcher
 Persona 3
 Kingdom Under Fire: Circle of Doom
 Age of Pirates: Caribbean Tales
 Panzer Dragoon Azel
 Ninety Nine Nights

056

Cutie
Honeys

Sonic the Hedgehog
 Arthur and the Invisibles
 Ar Tonelico
 Gunster
 Disgaea 2
 Rose Online
 Izuna: Legend of the Unemployed Ninja

085



Lana the Barmaid from
 The Witcher

067

girls of
Action

Untold Legends: Dark Kingdom
Sony Online Entertainment / PlayStation 3



Zala

This year's cover girl: the female lead in Sony Online Entertainment's first PS3 game, is a sight for sore eyes, unless you're a foul beast, in which case she is the last thing you will ever see, save for maybe your bones rolling along the dungeon floor.

Annet Again
Wolfteam/Sega CD



Annet

Futatabi

Annet Futatabi (a.k.a. El Viento) went from a breakthrough Sega Genesis action/platformer to a mediocre Sega CD beat 'em up. Playable on the Japanese Mega CD only; fans of the El Viento/Ernest Evans series waited too long for too little even though a game like Annet still has its charms.

Art: Toshiyuki Osakabe

Venus

Snake's getting up there, but his partner Deeked out in skin-tight neoprene. Venus can unload a clip in an assitant or kick use three cards in just the same. She can also Snake's two...making her easy on the eyes and good in a pinch.



Valis series
Nihon Telenet

Arguably the original scantily-clad fantasy warrior babes in gaming history (not counting SNK's Athena, who was perhaps too superdeformed to be considered sexy), the Phantasm Soldiers of Valis are charged with protecting the mystical land of Vecanti from evil. Wielding the legendary Sword of Valis is Japanese schoolgirl Yuko, best friend to the misguided and ultimately doomed Reiko. Bestial whip-wielding Cham and Yuko's twin sister, the sorceress Valna, complete the package of quality 80s titillation.



Cham

Art: Courtesy of Nihon Telenet



YUKO

The Red Star
XS Games / PS2, Xbox

Maya Antares

In Christian Gossett's alternate Russia, a madman named Imbohl leads his people into war, for no better reason than to assure his name goes down in the annals of history. Millions of Mother Russia's best and bravest have died, including the brave Marcus Antares, the husband of Maya Antares, one of the country's most powerful sorceresses. Maya is an incredibly powerful sorceress, so both her ranged and melee attacks are created with her mind. Makita is fast, although her attacks aren't very strong. Makita utilizes a sickle to unleash rapid fire slashing attacks to make up for in speed what she lacks in brawn. The rebellion is on.



Toshinden
SCEA / PlayStation

Ellis's place in video game history is secured by having sported the first see-through costume in gaming history, but we remember her best because she was just so darn cute. Born in Turkey to Japanese parents, teenaged Ellis wanted nothing more than to be a dancer. Unfortunately, her performance troupe began to be menaced by a mysterious organization, and Ellis was forced to take dirk in hand to protect them. Little did she know the head of the shadowy cadre would turn out to be her own father.

Ellis



Art: Inui Ootawa

Art: Ryusuke Hamamoto

Known alternately as Candy depending on what country you live in, Fighting Vipers' resident Cosplay aficionado remains one of Sega's most recognizable and beloved characters, long after her game itself was largely forgotten. A sixteen-year-old fashion designer (and apparent felineophile), the unremittingly cute Honey enters Armstone City's fighting tournament with the goal of promoting her clothing line and eating lots of strawberry cheesecake ice cream. Awww.

Honey

(Candy)

Ryusuke
2006

Scurge: Hive

Southpeak Interactive / Nintendo DS, Advance



Jenosa

Bounty Hunter Jenosa Arma is a lot like Metroid's Samus Aran only without the full body suit. Too bad too, because she too has become infected...Isolated on a remote research lab to salvage technology Jen must battle the Scurge (infected biological creatures) to complete her mission and assure her own survival.



Lara Croft

As we look forward to Eidos and Crystal Dynamics' thoroughbred next-gen sequel and bask in the upcoming remake of the original game that started it all, here's Lara, once again, ready for action and to protect her crown.

Far Cry Instincts Predator
Ubisoft / Xbox 360



While a bit unscrupulous in her island-hopping business adventures with the local pirates, there's not denying the sultry appeal of a woman with a little grit behind her feminine magnetism. If Kade's on a destructive journey merely for money and the power that goes with it, so be it: when you look this good, a little danger sweetens the sugar.

Kade

Kurenai

After watching her father die by the hands of the Black Lizard Clan, Kurenai was captured and hung by wires to die a slow death. Surviving long enough to be saved and then adopted by a ninja clan, she is raised as a deadly assassin. Nimble, acrobatic, and an expert with razor-wire; her vengeance is as sweet as it is bloody. She is also known to enter battle wearing nothing to lure men to their demise.



Dark Messiah of Might and Magic
Ubisoft / PC

Xana is a guardian entity who has been magically fused to Sareth's spirit by the sorcerer Phenrig, in order to guide and protect him. She is loyal, but her natural desire for freedom and power drives her to subtly influence Sareth by exploiting the leaks in the bonds that tie her to him. She is a bit of a free agent and may have her own hidden agenda, using her seductive powers to achieve her own objectives. In Ubisoft's Dark Messiah, she is a mischievous extra-planar force that fills the player's head with ideas of dubious morality.



Xana

Once upon a time there was a before-it's-time PlayStation version of Ghost in the Shell which featured Motoko and Fuchikoma scooting around, up, down, and upside-down, blasting all in their wake, making what was inside the tank just as precious as the nimble little mechs themselves.

Motoko & Fuchikoma



Monster Madness
Southpeak / Xbox 360

Jennifer

Carrie is a goth while Jennifer is a certified plastic, but they do have a few things in common: they're both equally adept at urban warfare—an advantageous skill when monsters decide to invade suburbia—resourceful, and would prefer to live to see prom night. Looks like Jennifer gives a mean car wash to a.

JOE
MARTI
06



Carrie

Telefor2014
2008

Rogue Galaxy
SCEA / PS2



Kisala

With the terrifically talented artists at Level 5, the female form becomes gorgeously soft and shaped with pure fantasy. Case in point, the lovely Kisala, who leaps off the screen with her driven charm and calculated subtleties. But don't let her deceptive demeanor and good looks fool you: a tough adventurer and potent leader lies underneath, ready for anything that comes her way.

The Countdown has begun...

Rocket is ready to launch!

LOOK!

PREMIERE ISSUE

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ROCKET

Frank Miller's 300
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TV is going to hell! One on one with Mike Mignola

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SAMPLE COVER

Justice League Heroes
Warner Bros. / Xbox



Killer Frost

Love grows cold, shrivels, and dies in the sub-zero depths of Killer Frost's soul. Only hate's bitter fruit can be nurtured and grown there. A long, cold, lonely winter has come to the Justice League, and there will be a reckoning. What could melt this supervillain's icy heart, you ask? Only death and destruction. Revenge, you see, is a dish best served cold.



Black Widow



Elektra

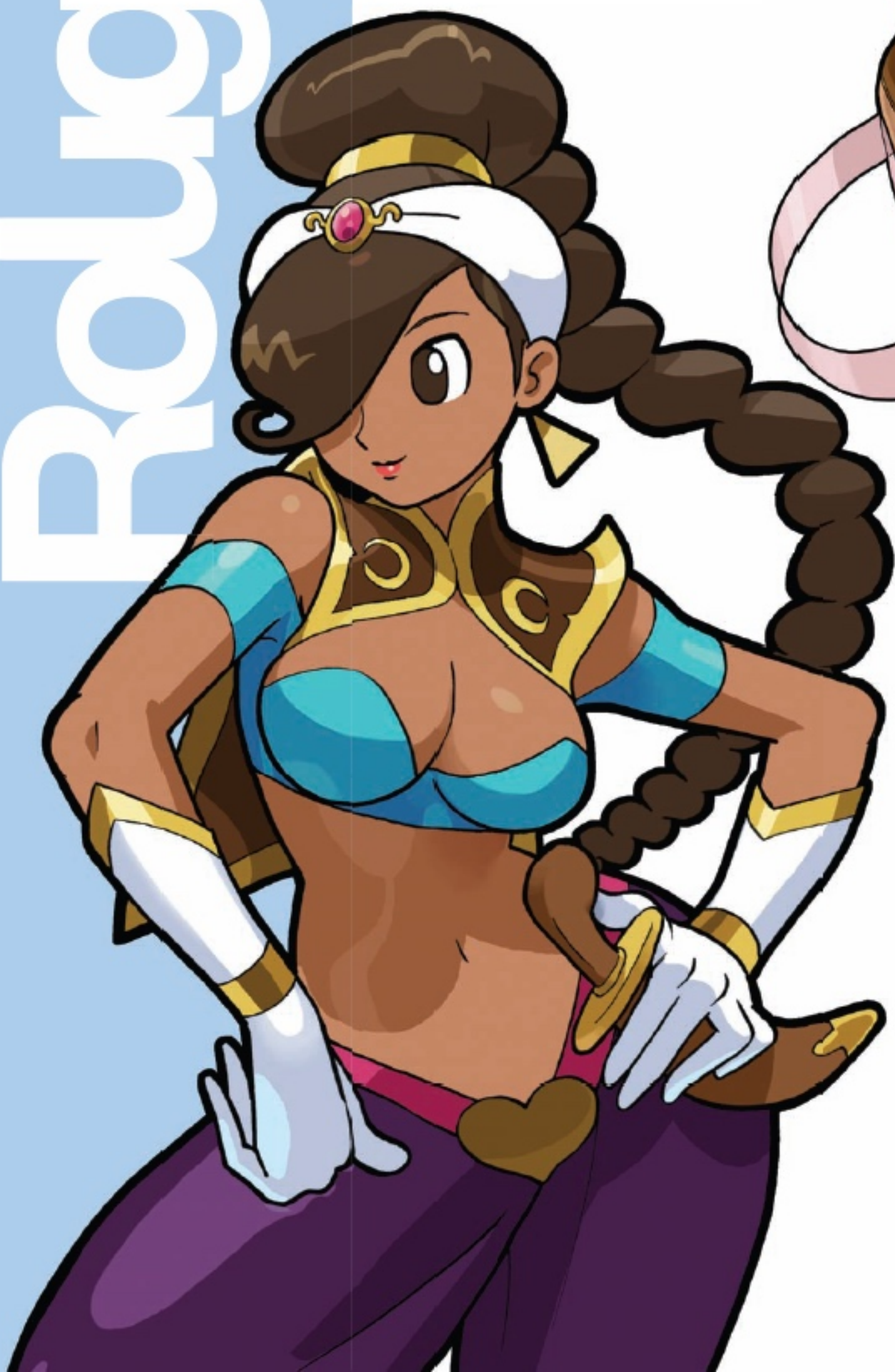


Storm

You don't have to be a comic book aficionado to appreciate the heroines on tap in Activision's Marvel Ultimate Alliance, and there's more where these came from.

Powerstone
Capcom / Dreamcast, PSP

Rouge



An exotic and voluptuous Gypsy fortune teller from the desert town of Mahdad, Rouge can pummel her opponents with the strength of a sandstorm while seeming as graceful and beautiful as a desert flower. When she gets a hold of the legendary power stones, her fiery inner self is revealed: she becomes Scorching Beauty, an intimidating fire deity whose molten attacks are almost as red-hot as she is.



Konoko

Originally released for the PS2, the open-world sci-fi gameplay behind ONI was a little before its time although once acclimated with the controls it becomes an engaging epic from the team that would go on to create Halo. One thing is for sure, Konoko, the deadly super-agent, deserves another crack at video game stardom.

Konoko, a beautiful-yet-deadly super-agent in a dystopian future, can kick butt and chew bubblegum simultaneously, as she battles a brutal crime syndicate, breaking bones with her martial arts skills, or dropping foes with her dead-on aim.

**Urn-
aimed**
(and not necessarily dangerous)

Reiko Nagase



When it comes to racing games there's one thing Ridge Racer has always had over the competition: character. And not just those trademark RR racing physics either—there's an actual character too: Reiko Nagase. With each passing game the ageless beauty makes our hearts skip a beat.

Landsalker
 Sega/Climax / Genesis

Friday

Five years before gamers everywhere were tormented by Link's exasperating fairy companion Navi, they were introduced to the infinitely cuter wood nymph Friday. Treasure hunter Nigel's partner on his quest for the legendary treasure of King Nole, tiny Friday claims to know the whereabouts of the fabled cache. Sharing Nigel's lust for all things shiny and valuable, Friday's mischievous personality frequently gets the duo into (and out of!) hairy situations.



Art: Yoshitaka Tamaki

Prostitutes

No god worth his salt would dare leave the Netherworld without his trusty prostitutes. What's a man to do on long voyages? Absolutely, positively don't leave home without 'em. God only knows what fun Kratos will have with these beauties in God of War 2. Some gods have all the luck.



Rayman Raving Rabbids
Ubisoft/Wii

Rabbits in Bikinis!

T&A our backside! If Amy and Rouge didn't prove that we're an equal opportunity magazine, then these bikini-clad Rabbids will surely seal the deal. Beauty is in the eye of the beholder after all, even when the beholder is a varmint. They may look friendly but rumor has it that several team members at Ubisoft's Montreal Studios remain hospitalized.





Pandora and Judy Nails

There's nothing quite as satisfying as axe-wielding rocker chicks mimicking your every chord... save for axe-wielding rocker chicks in your living room. Pandora and Judy Nails help make Guitar Hero II bodder and better than the head-banging original.

Brooktown High: Senior Year
Konami / PSP



Asia

Asia was a beauty queen even as a little girl. Her place has always been in the spotlight and she won't let any boy forget how lucky they are to be seen on her arm. This teenage fashionista is always on the cutting edge of style, she was recently overheard saying "Perfect isn't easy, but it is so me!"

Biscuit

More often seen in a bikini than a dress, Biscuit is the captain of Brooktown High's girls' volleyball team and princess of the beach. Biscuit is a tough chick that can dish it out as well as she can take it. But don't let that deter you, on the inside she's still a teenage girl.



Elektra

Elektra is all rebel. A brooding vision of mascara and fishnet tights. Rumor has it her family used to be rich, but these days she's just bitter. Elektra is given to scathing criticism of the 'blind lemmings' she goes to school with, but an original guy might just catch her eye. She's into art class, and hangs out backstage with the loners and freaks.



Meena

Quiet, thoughtful, and intelligent. Meena. She claims to be the child of royalty, but is she really? Meena is shy, but brilliant. You can find her in the library studying up for the next big test. If you're lucky maybe she will agree to tutor you!



Rule of Rose
 Atlus / PS2

Jennifer

As if Jennifer's life already isn't complicated enough after her parents die in a tragic dirigible accident (don't you just hate it when that happens), she finds herself whisked away to an orphanage where the children now rule the roost. There our poor, unlucky lass meets the Red Crayon Aristocracy: Diana, Bearor, Meg, and Amanda, four sadistic young girls that will make you never want to have children of your own.





Diana

Dead or Alive Xtreme 2
Tecmo / Xbox 360



Christie

What you see is what you get...in game.
Whether they're jet-skiing, playing by the
pod, playing volleyball or just striking a pose
for the player, Itagaki's angels are nothing if
not 100% intoxicating.



Tina

Dead or Alive Xtreme 2
Tecmo / Xbox 360



Hitomi

Leifang



Trauma Center: Second Opinion
 Atlus / Wii



Angie Thompson

Being a doctor means big paychecks and the good feeling you get from helping others, but for me, it's all about the nurses. Trauma Center's Angie Thompson is still the smart sidekick that helps to keep your butt from being buried under a mountain of malpractice suits, but now she's cuter than ever in her big screen debut. Then there's Weaver, the mysterious new face in the hospital halls...



Weaver

girls of

Maddie Destruction

Heavenly Sword
SCEA / PS3



Nariko

One of the most dazzling action games ever created features one of the most ferocious female warriors ever seen in a game, or otherwise. Nariko makes Xena look like a girl scout. She is a woman possessed. Using the Wushu style of combat she can rip you to shreds or remove your head from afar. Shame that the sword she wields is slowly draining her life. Paging Ridley Scott...

Bullet Witch
Atari / Xbox 360

Alicia

There are good witches and there are bad witches, and then there's Alicia: a beautiful woman with supernatural powers and her trusty Gun Rod, who aids mankind fighting against legions of undead to, well, for it...save the world.

Hellgate: London
Namco Bandai / PC



The Cabalist

The year is 2038 and all Hell has broken loose upon a battered and burned London. Throughout history, the Knights Templar has fought back other demonic invasions in secret, but this time the forces of Hell bide their time, plan well and raze quickly. The would-be defenders have been cornered with other survivors in the London underground's safe zones, rail stations built and blessed by the Freemasons to be demon resistant...for a time.

Now the holy knights are joined by the Cabal, an ancient order of magicians and alchemists that have evolved into sinister spellcasters known as Cabalists, those who must forever walk the line between good and evil. They wield the primal forces of the underworld against the creatures spawned in its depths, calling forth blood and fire to corrupt and destroy the abominations that threaten their order's existence.



Hellgate: London is an action RPG played in a first person perspective with the explosive visuals and pacing of a next-generation shooter and the character building depth of a modern role-playing game. The Cabalist's strength on this battlefield is threefold: she can tap into the dark powers to unleash spectacular and devastating evocation spells, coerce and control demons—sending them into combat against their brethren, and she can channel mutating transformations through her body, growing spikes, horns and tentacles to pummel bewildered foes.

Heavy Metal Geomatrix
Capcom/Dreamcast



Slash

Boads to the bone and built like a porn star, the flame-thrower-wielding Slash from Capcom's head-banging arena fighter for the Dreamcast (Megadeia, Halford etc. do the honors) is cool-headed...until provoked.

Coded Arms Assault
Konami/PS3

Unknown Soldier

Although we'll have to wait to see who this beautiful enforcer is (the game has been pushed back a bit) rest assured that she'll look exactly as we see her, thanks to the character designers at Konami and the power of the PS3.

Blood+
SCEI/PS2

Otonashi Saya

Saya thought her slaying days were over after 2000's *Blood: The Last Vampire*. But her ordinary life as an amnesiac schoolgirl comes to an abrupt halt when she is attacked by a chiroptera (a.k.a. bloodthirsty bat demon). Sword in hand she sets out to render the beasts extinct while discovering her true identity.



The cybernetically enhanced beauty and gracefulness of Vanessa Z. Schneider has and likely never will be equaled. Point combos for destroying multiple enemies in a row became cat-like pirouettes as lethal as they were utterly breathtaking and her plight versus the machines was one of relentless accuracy. Part of Shinji Mikami's Capcom Five (5 games intended as GameCube exclusives) only P.N. 03 wasn't ported to PS2. Sadly America wasn't ready for a land-based shooter on a mechanized planet backdrop. End cloning sequence....like so many Japanese works of art, P.N. 03 (a.k.a. White Jaguar) is gone forever.

Vanessa Z. Schneider

Death Jr. 2: Root of Evil
Konami / PSP



Furi

You've heard the old saying "Hell hath no fury...?" Well, it's time to change it to Furi. This horticulture horror really is the root of all evil. Or at least she aspires to be.

Pandora

Besides Death Jr., only Pandora can send Furi back from whence she came (she let her out of the proverbial bag so she'd better) unless they attack her together, which is a can-do situation. With her jet-black eyes and handy swing whip she's the rotten apple of DJ's hollow eyes. Ain't love grand?

Metal Slug
SNK / Arcade/PS2/Xbox/GBA/PSP/Wii

Eri & Fio

Where there are swarming militia and massive military monstrosities from enormous troop-filled airships to behemoth tanks you will find Eri and Fio freeing near-naked POWs that all look the same and taking on all comers in a tiny tank or with an assortment of "Heavy machine guns!"



Sarah Morrison

This red-headed, tight-muscled beauty was a bit of a tomboy growing up in her hometown of Austin, Texas. She spent her childhood years competing with her three brothers, climbing trees, skinning knees and bloodying noses. She spent her high school years cutting class and dating boys her father didn't approve of.

Sarah's world was shattered at age 19 when the Bane invasion began. Her childhood home was incinerated in the first attack wave. Her father and brothers were inside. Today the Army of Allied Free Sentients is her only family.

She's ten pounds lighter now than when she left Earth. She can field strip a rifle and reassemble it in thirty seconds. She can rattle off the technical specifications of a Bergtal Oberndorf phased-plasma rifle or Grunwald-Myer pump-action cryo-grenade launcher, verbatim. She'll dig a foxhole or a latrine without complaint, and apply first aid like a medical professional. She saves lives, and takes them, because that's her job.

When asked about her fellow soldiers, Sarah paraphrases the great Eleanor Roosevelt: "AFS grunts have the cleanest bodies, the filthiest minds, the highest morale, and the lowest morals of any group of animals you'll ever want to meet." Then, with a wink, she adds, "I love every last one of the sons-of-bitches."

Epic Beauties



Nel

Long before RPG fans were shocked at the mid-game death of Aerith, Nel was the tragic heroine cut down before her prime in Phantasy Star 2. Her death had such an impact not only because it was unusual for playable characters to actually die back in those days, but also because Nel was such an important part of the game. Beautiful, caring, yet fearless and a vicious fighter, Nel was the perfect travelling company for any phantasy.

Art: Yoshitaka Tamaki

Valkyrie Profile Silmeria
Square Enix / PS2

Alicia

She's beautiful, graceful, shy and powerful...depending on which one you're addressing. Silmeria angered Odin and was imprisoned inside the body of Alicia, princess of the Kingdom of Dipan, thought dead after her father had her committed. Now they both wander towards mortality within the same vessel.





Telos

A next-generation model of gynoid who bares a striking resemblance to KOS-MOS. If that doesn't ring a bell, just look at the picture. Or better yet start from the beginning and play through the series. There are origins of her stemming back to Episode 1.

Elveon
10Tacle Studios / Xbox 360, PC



The Goddess Athain

The Aegans are one of the most powerful elvish civilizations of Naon, the jaw-droppingly gorgeous world of Elveon. They are the chosen race of the Goddess Athain, whose guidance has consistently lead them to success and whose influence has helped them in many difficult moments. The Elves were not created and bound to the gods as their direct servants or given a specific purpose, as were all half-gods, but as a race intended to live on its own as the true inhabitants of Naon.



Aegan Battle Priestess

The priestesses of the Rethal Athain, the Order of the followers of the goddess of night and stars, undergo a long inauguration process to be able to receive the will and guidance of Athain and bring it to their people, the noble Aegan culture of Acrolea. Most priestesses serve the order as librarians and star-readers, but a small number of them devote their lives to the ways of war and the arts of combat. These fighting battle priestesses are a stunningly beautiful sight on the field of battle—faultless shapes moving with divine grace, sure of hand and utterly devoid of any sign of weakness.

Soul of the Ultimate Nation
Webzen / PC



Interview

Britta Valkyrie
Ull Elementalist

Special field report conducted by Squire Tim Holman, Senior Producer for Soul of the Ultimate Nation at Webzen America.

Q: First of all, let me thank you both for agreeing to this interview. I realize you're eager to get out into the field, but if you could introduce yourselves, give our readers some background on your clans, and just what drove you to take on the challenge of fighting the Empire.

Elementalist Ull: I guess I will start—my name is Ull, and I'm a tenth generation of the Elementalist clan. If you haven't already guessed, our clan's powers come from the four elements of wind, water, fire, and earth. Before the Empire took over, we lived in peace and were active members of the community. My mother was an accomplished member of the Fire school of Elemental magic and was famous for her weekend barbecues—she could roast ten wild boars in five minutes. Her mother mastered in Earth and minored in Water and was one of the most famous architects of adobe housing as well as responsible for our local irrigation system. Our clan lived in relative peace, but then one day a messenger arrived with a note stating that the Empire's Army was on the march to our lands. We had no idea who this Emperor was, but since the job market was down, I enlisted in the Liberation Army for a two-year tour.

Valkyrie Britta: My name is Britta, I'm 20 years old, and my story is a little different from Ull's here. I was a professional hunter in my homeland for 3 years before joining the Liberation Army. I grew up in a small rural community and was hired by local farmers to keep predators away from their livestock. That's where I learned my skills as an archer, which subsequently won me my marksmanship badge in the Junior Liberation League. So when word came down that the Empire was marching across lands to our south, I knew that my ability to take out a monster's eye at 50 yards was going to come in handy. I lied about my age and joined the Liberation Army regulars—just don't tell any of the ranking officers!

Can you tell me a little about Ignis, the leader of the Liberation Army?

Ull: I've never actually met Ignis, have you Britta?

Britta: No, but I've heard stories...

Ull: Yes, there have been several rumors, some pretty tame, but there's one that suggests she once had a relationship with the Emperor. I don't think that's true, but he does seem to be focused on crushing her.

Britta: Rumors aside, Ignis communicates telepathically with her soldiers, giving us advice and sending us on assignments. Most of the time she has us completing assignments for some of the locals who experience some trouble; kidnapping, thefts, thugs of the Empire up to no good, you know, stuff like that.

Ull: What gets me the most are her telepathic abilities. I'll be out picking off soldiers of the Empire's Army when, BAM!, she suddenly starts talking inside my head telling me where to go next! I'm concerned about my privacy, but I guess I didn't read the fine print on my enlistment agreement.

Efficient I suppose, but that would freak me out too. You mentioned that she sends you on

Britta

“I lied about my age and joined the Liberation Army regulars—just don’t tell any of the ranking officers!”

—Britta

assignments—can you tell us a little more about these?
 Uli: Those are the most exciting parts of being in the Liberation Army. Generally these assignments must be tackled by several people as when the Empire’s Army causes trouble, they cause it in a big way. Not only are there swarms of enemies, but strong lieutenants and bosses controlling them.
 Britta: Not to mention the traps! The place is generally crawling with them. Just the other day Britta and I were on an assignment, I went through a door, it slammed behind me, then all of a sudden members of the Empire’s Army are kicking logs down on my head! While my leather generally protects me, I can’t tell you how many splinters I had in my thighs...

That brings me to my next question. I understand that each member of the Liberation Army dons their traditional garb—can you give me a little background on your cultural dress?

Britta: Since my people have traditionally hunted with crossbows, we needed armor that could give us complete freedom of movement. Do you know how hard it is to jump around, flip, and dodge enemies in a full suit of thick leather armor? We went for a more flexible look, although I must admit having heels on these boots makes landing a jump a little more difficult, but at least I look taller.

Uli: For us it’s a matter of magic generation. You’ll notice the gems on my metallic armor. These are strategically placed to allow my Elemental magic to flow through my entire body—they act to channel my spells towards my enemy. Some think it’s just our clan trying to impress the males of the Berserker or Dragon Knight clans, but they’re completely off the mark. I don’t need to impress anyone! Although I must admit I’d like a nice fur-lined cloak whenever we’re sent to the Frozen Lands.

Let me ask you about the different specialties of the Valkyries and Elementals. I understand that there are two general paths for each of you to take?

Uli: Yes, those of the Elemental clan can specialize in two basic areas: blowing things to bits and putting them back together again. The four elements are amazing. They can be used to generally reduce our enemies to tiny bits on the ground. But they can also be channeled to heal our comrades and impede our enemies.

Britta: For the Valkyrie clan, we can use two primary weapons, our duel-wield mini-crossbows, or my favorite, the Ultra-mega Gatling crossbow. Or as I like to call it, my “Empire-be-good gun.” However some of the Valkyries have become excellent pet trainers and have the ability to summon creatures to their aid. Me, I prefer just keeping my finger on the trigger until the screaming stops.

I know you’re eager to get into the field ladies, but thank you for your time, and good luck in your fight against the Emperor!

Uli



Final Fantasy XII
Square Enix / PlayStation 2

Ashe

B'nargin Dalmasca

As the heroine of one of the greatest RPGs ever made, Ashe has her work cut out for her in Final Fantasy XII. By age 19, she was stripped of her kingdom and left alone, widowed. Forced to fake her own death, this princess went underground to help a rebellion and seek revenge. Her thirst for vengeance is constantly at odds with her principles and upbringing – a tension that is as alluring as her choice in skirts.

The Chewbacca of Final Fantasy XII, Fran is the sidekick to sky pirate Balthier. Aloof and mysterious, she has the tendency to really get wild when overcome by mist sickness. Although she likes her quiver, Fran will give it up to go hand-to-hand. Think of her as a hot rabbit monk. It seems she's got enough fight in her that she doesn't really need to wear armor. Fran -- never before has a grandmother's name been so attractive.

Fran



Heroine

We do not know her name, but bards shall chant her tale, it shall be woven into tapestries and pressed in frescoes upon walls. She is legend.

Who was she? Where had she come from? All we know is that shortly after the Terror first reached the Grecian lands, she appeared, treading down the dusty path of a small Laconian village. At first the news was a whispered rumor of hope—there is one who does not fear the monsters, who does not fear their masters. Some claim she was a barbarian princess who abandoned wealth and luxury rather than marry without love. Others say she was born to a shepherdess, fathered by the god Apollo. They say she is from Egypt...from Persia...from Corinth.

What we do know are her deeds. It was she who was seen at the Temple of Delphi, upon the Athenian Acropolis, in Rhakotis, Thebes, and upon the Great Wall in the East... ever more powerful, ever upon the heels of those who unleashed a scourge of beasts and monsters on our world.

Arch Lord
Codemasters / PC

The Moon Elf

The majestic Moon Elves have not had an easy history. The first of the three elven races to fall during the Great War, the Moon Elf bloodline brushed with extinction for a time. The war decimated the male population and the ancient females called for them to retreat and recede into the hollows of their lands before the future of their ilk was lost forever. In the wake of war, the Moon Elf females became the dominant scholars, hunters and leaders of their society, developing into the fiercest Rangers and Elementals the world of Chantra had ever known. They share a sadness and determination, as if history's tragedy were flowing through their veins towards a river of retribution.



Lanna

the Barmaid



The world of The Witcher is drawn from the pages of Andrzej Sapkowski's dark medieval fantasy novels. This is a grim era of violence and debauchery on par with Robert E. Howard's most forbidding tales. Cutthroats linger around every corner, ancient magic is summoned forth by wild holy men, and a spirit of vulgarity and lust weaves through society like a lingering haze. To rise above others in such a world you have to be a powerful fighter like The Witcher's protagonist Geralt, or use cunning and beauty to beguile and coerce, as the coy and mischievous barmaid Lanna is wont to do.

Persona 3
Atlus / PlayStation 2



Yukari 10

Yukari and her persona 10 from the upcoming third instalment in the series which explores school life by day and "Shadow Time" when the clock strikes midnight.

Celine

Little is known about Celine thus far as the Xbox 360 sequel is a ways off, aside from the fact that she has been modeled impeccably by the artisans at BlueSide and that she is the only female lead in the new game which emphasizes action/role-playing over action/RTS.



Age of Pirates: Caribbean Tales
Playlogic / PC

Beatrice

She's far too young to have sailed the seven seas, but don't put it past feisty pirate boss-in-the-making Beatrice. The determined and charismatic red head has parted ways with her half-brother, each sibling now seeking out treasure and family fortune across the colonial-era Caribbean isles. Beatrice slowly amasses a stockpile of riches and a small fleet of loyal ships. Despite her growing notoriety and the assassin's arrow she risks by remaining so exposed, Beatrice is still among the first of her crew to leap into the fray of a ship boarding or island siege, prowling through the chaos and flames, dagger and short musket drawn.





Azel

It's probably no exaggeration to say that Azel is the most mysterious RPG heroine of all time. Quite literally excavated from inside a wall within ancient ruins left behind by an imponderably advanced lost civilization, her motivations and identity are unclear. Spiritually bonded to a massive, winged bio-mechanical weapon known as the Atolm Dragon, she acts alternately as antagonist and ally to hero Edge. When her true nature is finally revealed, the revelation throws one's entire perception of the story line into chaos.

Art: Ryotaro

The Chronicles of Spellborn
Spellborn NV/PC

Satanamura

“...and Satanamura wrote her seal upon the Gateway and the power of the Eight Demons flowed into the battlements of the Sanctuary. She bound her venomous claws with potent spells and came forth from the Edifice to engage the armies in the Pass of Ice. There the Heroes of the High Houses tricked her by falling back and fleeing as night fell. Satanamura was weakened by battle and ordered her minions to make camp. She slept embraced by death's dream then, and woke not before the Heroes had entered the camp, intent on destroying her and the Altar of the Undying. When they came upon the Altar, Satanamura rose in furious anger.”—Taken from *The Book of Awakenings*.





Evhiel Muaun

Evhiel Muaun and her army of High House myrmidons had been instructed by the Oracle; their minds empowered by the visions it had sent them. During a massive battle in which great Shardships were pitted against the Vaillyrians of Tiykarxu's army, Evhiel drew Tiykarxu's forces away from the Enclave into the Deadspell Storm, far beyond the outer edges of the Inner Ring. She lured him deeper, exhausting his warriors while her own knew how to survive in the maelstroms. No one knows how long the battle lasted, for Evhiel Muaun and her myrmidons never returned to the Enclave. Popular myths claim that she is still drawing Tiykarxu's forces away from the Enclave, and that he hunts her with a passion that will take them beyond the Outer Rings. —Taken from *The Epoch of Evhiel Muaun and the Tyranny of Tiykarxu*.

The Chronicles of Spellborn
Spellborn NV/PC



This character was created to be featured on the retail cover for The Chronicles of Spellborn (TCoS), the upcoming hybrid fantasy online RPG that mixes Tolkien and The Dark Crystal with a dash of interstellar travel. The warrior girl, like all other artwork, was created by Romano Molenaar and Chris Evenhuis. Together, Romano and Chris have created the unique graphical style of TCoS. "We wanted to break away from the trend of ever more technical looking games," says Romano. "We're not overly interested in achieving realism by imitating our surroundings; instead we will create a world that exists in its own time and place." Chris adds, "Things don't have to look realistic in order to look real. Take character design for instance: a character just works when you can immediately see that the character has a life and a story and a history."

Fierce Red Warrior



Tyurnu

Jail Bait...maybe—incredibly powerful sorceress...most definitely. This sorceress of the Divine Academy of Wizardry controls a water orb that allows her to create devastating water attacks, although she's a sheltered child at heart that yearns for the outside world.

N³

Ninety Nine Nights
Microsoft / Xbox 360

Inphy

Driven by vengeance for her honorable father's slaying during the Dividing War, 17-year-old Inphy, a Temple Knight, hides deep inner strife split between her bitterness and a deep love for her elder stepbrother Aspharr.



N³

Pyurrot

A mysterious Dark Elven woman of the Arphann Tribe, Pyurrot waits in the Pholya Flatlands where the Cane of Faith lies.



N³

Ninety Nine Nights
Microsoft / Xbox 360



Yesperratt

Serving Mylarvaryss, Yesperratt is acting as aid to the incorrigible Tyuru. Yesperratt is a bewitching sorceress who manipulates earth magic that can destroy entire units.

N®

Epharr

A member of the Divine City Mercenary Unit, the long-sword wielding Epharr is known for her cool demeanor and almost inhuman ferocity battling Orcs.



N³

Guild Wars: Nightfall
NCsoft / PC

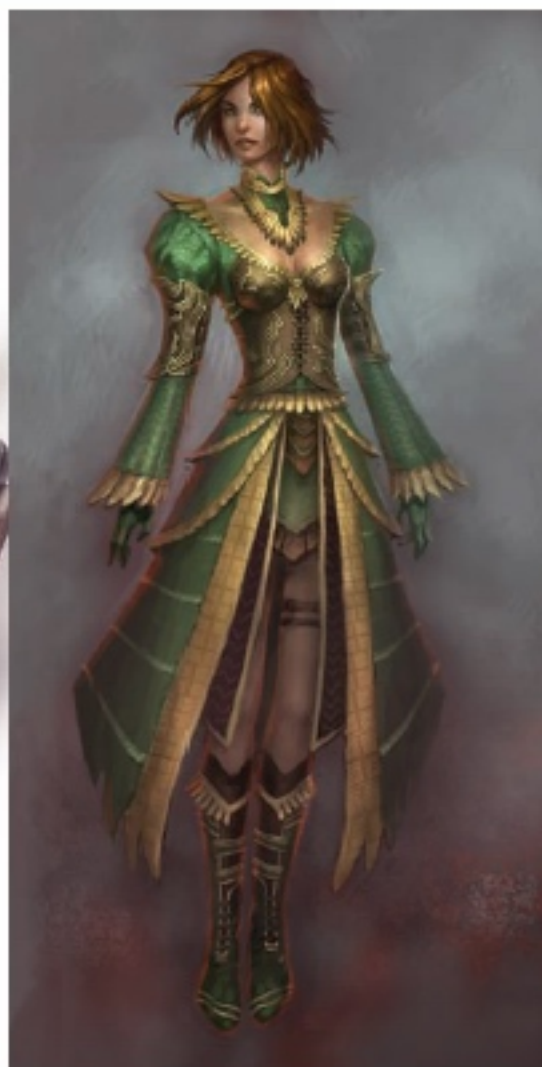
Melonni

"The two new professions in Guild Wars Nightfall are the Dervish and the Paragon. The trick in designing these new professions was to devise a new signature look, allowing players to discern each character from the other nine existing character groups in the universe. The extra challenge came in the form of the character descriptions: the Dervish and Paragon are both dubbed 'holy warriors', making their visual separation that much more difficult. Taking the professions' back-story into consideration, the binding theme was split into two branches, light and dark. In the end we achieved what we set out to do, and the noble, angelic Paragon is very distinct from the darker, blade-wielding Dervish."
Aaron Coberly, Character Artist, ArenaNet





"When creating a new armor set, we are not only faced with the challenge of creating a unique and visually interesting outfit, but there are gameplay requirements that we must meet. In this example, we had to fuse the Necromancers' dark and normally sullen signature look with the theme of the Ebonian highlands, a very majestic, opulent setting in the Guild Wars universe. I think a good balance was found here in the dichotomy of the sinister extravagance." *Jason Juan*



"What I do is pretty much making someone's thought into reality. My duty is to accurately translate a specific dream into a visual, and I will try to add my flavor or artistic influence. This particular assignment was to combine the existing GW Mesmer's aspects with the concept of Highland; we decided the design direction should have somewhat strong influences from Moroccan, Persian, and North African. Then there was the idea of adding a wing-like shape, also a major element in this chapter's particular design. Whenever I design something I personally try to push the envelope as far as I can, especially in shape and form; when I get those down to pretty close to what I like, I will then start going into detail like what kind of fabric and materials are being used, the pattern, etc. In the end I will consult my art supervisor to make some changes and finalize the vision of the character costume." *Xia Taptara*



"In the marketing materials, the dervish seems very mysterious and almost cold. In this piece, I wanted to explore the more whimsical side of the profession, so I focused on the looseness and movement of my strokes to infuse the painting with a sense of the motion that the animators designed for Melonni's fighting style. I was more concerned with getting across the character's charisma rather than necessarily nailing down the details of her garments, for example. I think the dervish is a very dynamic character, and I believe the style of my piece succeeded in portraying that." *Kekai Kotaki*



"In the world of Nightfall, creating a line of designs for the Elementalist proved challenging. The flowing lines and signature flares of what makes the character profession recognizable had to be tempered with the cultural tastes of Northern Africa as well as the environmental influences of the hot-weathered region. For the Starter armor, a combination of belly dancer flare with the simplicity of wrapped tropical beachwear seemed to be most appropriate. This garnered a solid flowing sarong-styled outfit that was easily patterned with the bright colors and textures of Africa." *Kristen Perry*

Notes from the drawing board: ArenaNet artists shed light on Nightfall



Granado Espada
Hanbit/PC

Fighter

The Fighter is Granado Espada's primary melee class, with more stances, weapons and armor than any other job. GE's time period is a re-imagined, fantasy-inflected 17th century era where muskets and swords meet the flowing lines of extravagant, courtly fashions that double as battle gear. The Fighter's wardrobe also contains exquisite pieces of armor and relaxed jacket, breeches and venetian combinations for afternoon monster hunts.

The female Wizard is gifted with some of the most opulent apparel of any of Granada Espada's job classes. With low neckline, compressed bustier, multi-layered underdress and accessorized lace and ribbon, these graceful baroque designs emphasize the curvaceous female silhouette. The regal appearance of the Wizard hides a core of fiery, sorcerous power that can obliterate opponents in the blink of an eye.

Wizard



Granado Espada
Hanbit/PC

Fighter

About the artist Limha Lekan

Limha Lekan is one of Korea's top young game concept artists. Like fellow contemporary wonder Hyung Tae Kim, Limha's resumé includes work on major RPGs and stints drawing for big Japanese and Korean developers like Game Arts and Phantagram. The images Limha has provided for Girls of Gaming 4 showcase his elegant character designs from Hanbit's Granado Espada, a massively multiplayer online RPG currently playing in Asian territories.

Cutie Honeyys

Sonic the Hedgehog
Sega / Xbox 360



Amy

Amy has one thing on her mind—Sonic. She digs him big time. She also sports a massive hammer ready to flatten anyone who messes with him. These days however, Sonic seems more interested in Else... Now that'd be one interesting "if they mated" episode.



Else

The beautiful princess of Soleanna whose kingdom is set ablaze by Dr. Eggman's fiery Iblis. She needs saving, and there's only one hedgehog for the job. Will Sonic be her prince? No. That would be wrong. He'd make one heck of a royal pet though.

Rouge

Rouge, being a bat 'n all, hangs out with Shadow. She's kinda slutty but as flying mammals of the chiroptera order go, she's okay. She can also hover and rain destruction on enemies—always a plus.





SIDESTIPS.

Meeet "Minimo" Selenia—voiced by Madonna in the film—the princess of a tiny world underneath our own. In Luc Besson's feature film and the equally compelling video game adaptation, Arthur, a human boy who becomes a Minimo to save things above ground works side by side with Selenia towards the inevitable happy ending. Not a bad gig, especially when the bad guy chasing you, Maltazard, is none other than David Bowie.



Ar Tonelico Melody of Elemia
NIS America / PlayStation 2



In this Moé style RPG, Aurica Devil is Aurica's subconscious personality and Misha Kunoichi is Misha's. Moé is a distinct depth of character reflected through melancholy and reflection. Japanese RPGs of this nature stateside are rare indeed. The battle system is based on song, for one.

Misha Kunoichi

Gunster
NHN Corp./PC



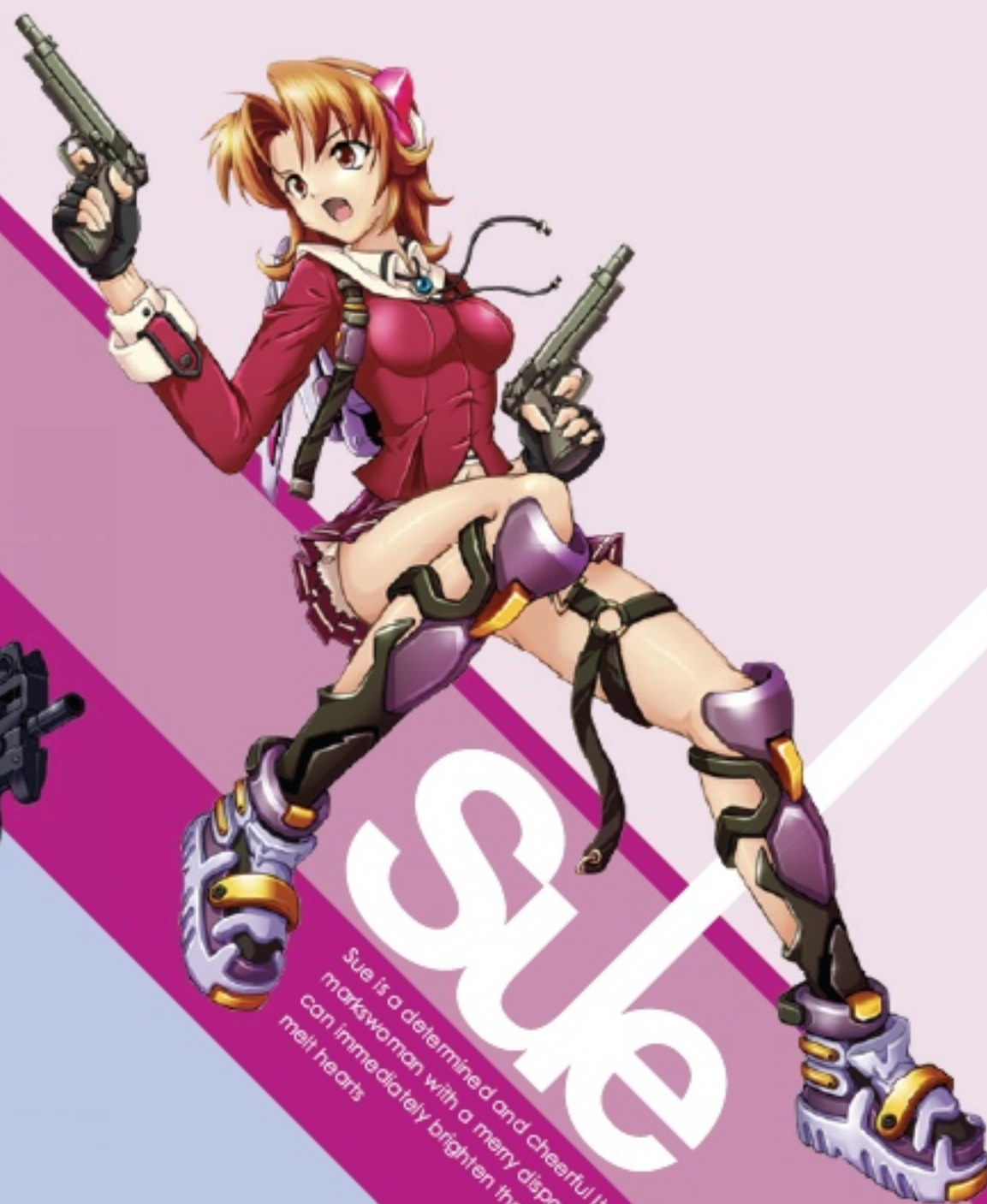
Chloë

This Korean teen is deliberately bubbly and flirtatious, but don't be fooled by her pretty or-headed demeanor. Chloë's firearm skills are deadly.



Rika is a brash, playful, take-no-prisoners sort of British gal with a gymnast's zeal for death-defying action and a love for hollow-tipped bullets.

Rika



Sue is a determined and cheerful Italian markswoman with a merry disposition that can immediately brighten the room and melt hearts

Sue

Disgaea 2
NIS America / PS2

Etna

The 1473-year-old Etna doesn't look a day over 15 but don't call her flat-chested or you may wake up in the afterlife as she is a powerful demon lord who together with her servant "Prinnies" has vowed to overthrow Overlord Zenon to become the ultimate Overlord. Also of note; never have her wake you up.



Rozalin

The Daughter of the Overlord Zenon—who turned the utopian society of Veldime into a Netherworld; the pampered Rozalin has lived in a mansion her entire life and so knows nothing of the outside world, let alone one at war, when daddy dearest is awakened. If she leads you into battle you could be in trouble.



ROSE Online
Gravity Interactive / PC

EVO

Knight of Evolution

ROSE Online's knight class is a job originated from soldiers. Knights like 'Evo' here are the frontline defense standing between monsters in the field and their party members. They usually prefer a fast one-handed sword and a shield to maximize defense, but others have a near-fetish for wielding massive two-handed blades. Gravity designed the knight class by trying to give it a very unique and stylized look, knowing that beginners would most likely choose to play as this character. So they developed the class as a well-balanced attacker and defender and tried to make it a very accessible character to everyone. And for players that stick with the Knight until they become veteran adventurers, it becomes more powerful than any other class.

Izuna: Legend of the Unemployed Ninja
 Atlus/Nintendo DS

Izuna & Shino

You're probably wondering why Shino is grabbing Izuna's boobs... Apparently Izuna resembles Shino's lost older sister and so she's obsessed with her. It will all become clear when Atlus releases the Nintendo DS action-RPG, from Success (Panorama Cotton) in 2007.





9 beautiful girls.



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