

play magazine presents

girls of gaming

and ANIME

v.3

Featuring the girls of
Darkwatch

With...

Lara Croft
Jen Kierce
Nova
Dixie & Reiko
Motoko Kusanagi
Wu the Lotus Blossom
Jessica Cannon
Maya and Aya Natsume
Seras Victoria
and many more...

M-Rated Edition



girls *contents* of gaming ^{v.3}

featuring the women of...

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girls of gaming

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MAD!
CHRIS
05

miranda

Her name is Miranda, and she stalks the lands of Rubi-Ka as both fighter and predator. Miranda's genetic engineering was inspired by the Siren of classic mythology: she is both smashingly beautiful and viciously lethal. With eyes that speak, "come hither," to abide is to gamble with one's life...unless Miranda takes a fancy to you. Intelligent suitors will bring her a bouquet of flowers and weapons.



Anarchy Online
Developer: Publisher / Funcom Funcom

Tomb Raider Legend
Developer: Publisher: Crystal Dynamics Eidos

lara

craft

3D gaming's first female superstar—who's had her ups and downs in both game quality and breast size—is on the comeback trail, with a new look, a new developer, and more than a few new innovations. Long live the queen (but no more films please).

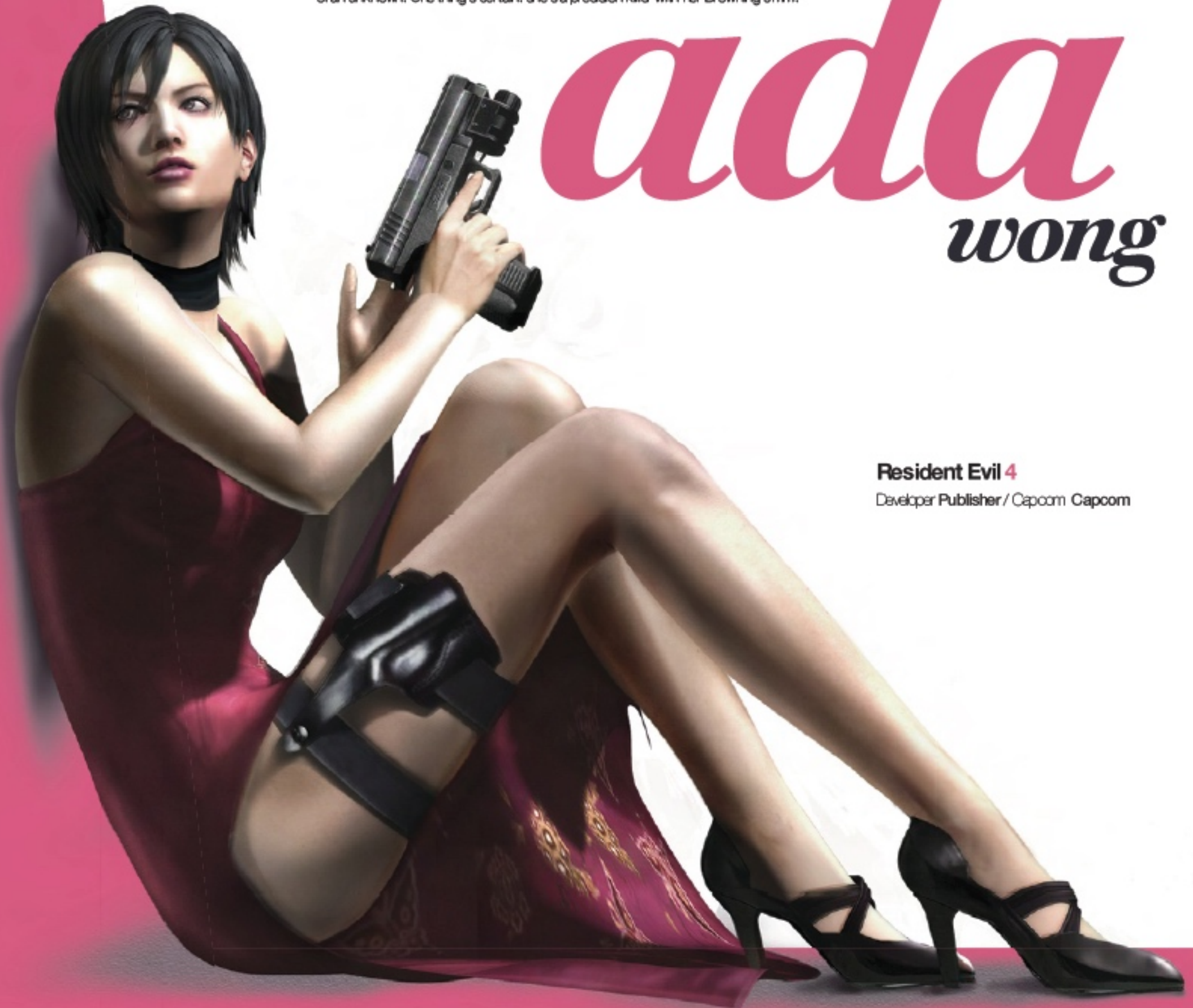
Mysterious and deadly, elegant and standoffish, Ada's place in the Resident Evil cabal is a bit of an unknown. One thing's certain: she's a precision killer with her Browning 9mm.

ada

wong

Resident Evil 4

Developer Publisher / Capcom Capcom



varnari/sera

In a world where devouring the enemy is the only way to survive, Sera and Varnari (they are one and the same) get their fill, wandering the surreal nightmare where instead of the Promised Land they found only a new hell.



Kyoto
MEGA

Digital Devil Saga 2
Developer Publisher / Atlus Atlus U.S.A., Inc.

Tabula Rasa

Developer/Publisher / NCsoft, NCsoft



sarah morrison

Sarah "Trigger" Morrison is a Ranger with the 7th Division of the Allied Free Sentients. Fighting out of Falcon Hold Base on the planet Foreas, she's one of thousands of humans brought to the galactic planetary battlefields. Her wit is as quick as her trigger finger, and both have earned her the respect of her fellow soldiers. The Bane destroyed her home, and Sarah won't stop fighting until every last one has paid a price.


Occupation: Ranger

Hometown: Chicago, IL

Currently Stationed: Falcon Hold Base, Planet Foreas

Likes: Plasma rifles, flamethrowers, the Chicago Cubs, and disarming bombs at the last second.

Dislikes: Intergalactic armies like the Bane bent on the destruction or conscription of the entire universe. Never having seen the Cubs win the series.



Eva is a strong-willed warrior woman from the Northern Reaches who commands respect, even from those who are unaware of her royal blood. Eva also has a nasty temper. She finds great satisfaction—the hungry pleasure of a master strategist—in hacking through the evil legions that threaten her friends. Her creativity on the battlefield combined with natural leadership skills help to make Eva a sinfully potent, devastatingly versatile fighter.

eva

Dungeon Siege 2

Developer/Publisher / Gas Powered Games/Microsoft

1 2 0

City of Heroes: City of Villains

Developer/Publisher / Orypic Studios/NCsoft

Before her origin event, Belladonna was a Night Widow working for the arch villain Arachnos. Widows are trained in the arts of stealth, infiltration, and disguise. They spend most of their time in civilian clothes and assumed identities, ferreting out secrets or blackmailing business leaders into cooperating with Arachnos. If assigned a mission that involves combat, the Night Widow has discretion to form a strike team comprised of other Arachnos forces. It was on such a mission in 1989 that Vetrano was killed. When the Arachnos Mystics freed her trapped soul from the area, a soul feasting phantom entity, the Ghost Widow, came to be.



ghost widow

*Secret Identity: Belladonna Vetrano**Power Type: Magic Corruptor**Abilities: Life Siphon, Soul Storm*

Secret Identity: Shalice Tilman
Power Type: Mutant Controller
Abilities: Mind Control, Force Field

sister psyche

Even in her childhood, it was obvious that Sister Psyche was blessed. The tremendous scope of her mental powers was far beyond that of any hero, past or present. When the Rikti War descended, Sister Psyche knew she had to make her gift count. She did, but at a price. She exhausted her powers so thoroughly that she fell into a coma. A young heroine named Aurora Borealis offered to play host to Sister Psyche's projected mental self. Of course, this situation could not last forever. Now back in her own body, Sister Psyche has dedicated herself to helping to shape the tremendous gifts of the young Aurora.



action

Motoko Kusanagi!

Starring in a legendary anime movie and series, toy line, countless manga, a first-rate PS2, game and now the PSP's first formidable FPS, Major Motoko Kusanagi is on a major roll.

Ghost in the Shell Stand Alone Complex
Developer: Publisher / Artists: Bandai



Nvidia Mascot
NVIDIA



Luna is the defender of an alternate world. She's very athletic and she's into zero gravity travel and scary movies. First shown to the world during the PlayStation 3 introduction, Luna makes a very good case for cool graphical effects powered by Nvidia hardware.

tala

*cassidy
sharp*

Darkwatch

Developer: Publisher / High Moon Studios/Capcom

When Vampire Lord Lazarus Malkoth turns outlaw Jericho Cross into a vampire, he is torn between two beautiful gunslingers: Tala, who tempts him with sexual favors and the promise of ruling by her side, and Cassidy, who appeals to his good side persuading him to abolish the darkness and deliver the West, along with her soul, to a peaceful end... A road only the player can ultimately choose.

5 Questions

Farzad Varahramyan, VP, Creative Visual Director, High Moon Studios

What, in your opinion, defines beauty, and how do you go about projecting that onto a virtual game heroine?

Beauty is very much subjective. You can have 100 people, and each one of them will have a different definition of beauty. We stay pragmatic about it, relying on what we know our audience likes, and then try to bring a new and original spin to it. So simply put, pretty face, preferably memorable, with eyes that hide what may potentially lie beneath the psyche. Pleasing figure, with a revealing but hopefully not tasteless wardrobe, and cool hardware if applicable.

Have you ever considered creating an action franchise centered on one of your female characters?

The short answer is "Yes!" We have several projects in development that feature female characters prominently.

Who do you consider among the most beautiful women in the world?

If you don't count Vera, my wife, then I'd say Jennifer Connelly is someone I've personally always found to be very mesmerizing. She projects something beyond her physical good looks.

Tala or Cassidy? Do you have a favorite?

I'm in the minority, but I always liked the good girls, like Cassidy. Librarians with cover girl locks would be on target, I guess.

What is the most difficult part of the human form to get right in an in-game model?

Which part isn't?! Because as humans we are most familiar with what other humans "should" look like, any little inconsistency will break the illusion. I used the word "inconsistency" instead of "unrealistic" because characters may not always live in realistic worlds. Stylized worlds, such as the Darkwatch Gothic West, is one such example.

So maintaining consistent design and proportions within the world you've established is critical. The first thing we ensure is right is making sure we have proper overall body proportions and silhouettes. The second place where it is critical to be very picky is the face. The face is where you will get the majority of interaction and emotional connection. I feel the face always tells the back-story of the character.

"Beauty is very much subjective. You can have 100 people, and each one of them will have a different definition of beauty."

SiN Episodes

Developer: Publisher / Ritual Entertainment / Ritual Entertainment

Jessica Cannon

Jessica's history is fractured thanks to amnesia, and much of her past is unknown to both her and those that surround her.

Jessica Cannon is the new rising star of HardCORPS. Lithe and athletic, Jessica can sneak into areas inaccessible to her more hard-bodied senior, Blade. Skilled with gadgets and equipment, Jessica has a tool for every situation.

Not to be out done by Commander Blade in the weapon category, Jessica's stunning marksmanship surpasses even Blade's. Equipped with a sniper rifle, Jessica could tag a target from a mile away. While unable to handle some of the heavier weapons in the SinTEK arsenal, Jessica makes up for it by being able to dual wield some of the smaller fire arms, allowing her to deal death on two fronts.





dawn

Nvidia Mascot

Nvidia

Stalwart SLI-promoting Nvidia nymph Dawn likes everything twice as nice. She also enjoys long walks deep in the forest, and you'll find her weak in the knees for sweet mixed drinks. She doesn't tire out very easily; make sure you keep up!

Dreamfall

Developer Publisher / Funcom Funcom

A decade later in Dreamfall, the protagonist from The Longest Journey, April Ryan, has grown from a hopeful and naïve girl into a bleak and disillusioned woman. April is trapped in another shard of existence and finally coming to terms with it, ready to leave her past behind. Unfortunately her past cannot be denied, and fate is once again aligning many paths in April's direction...



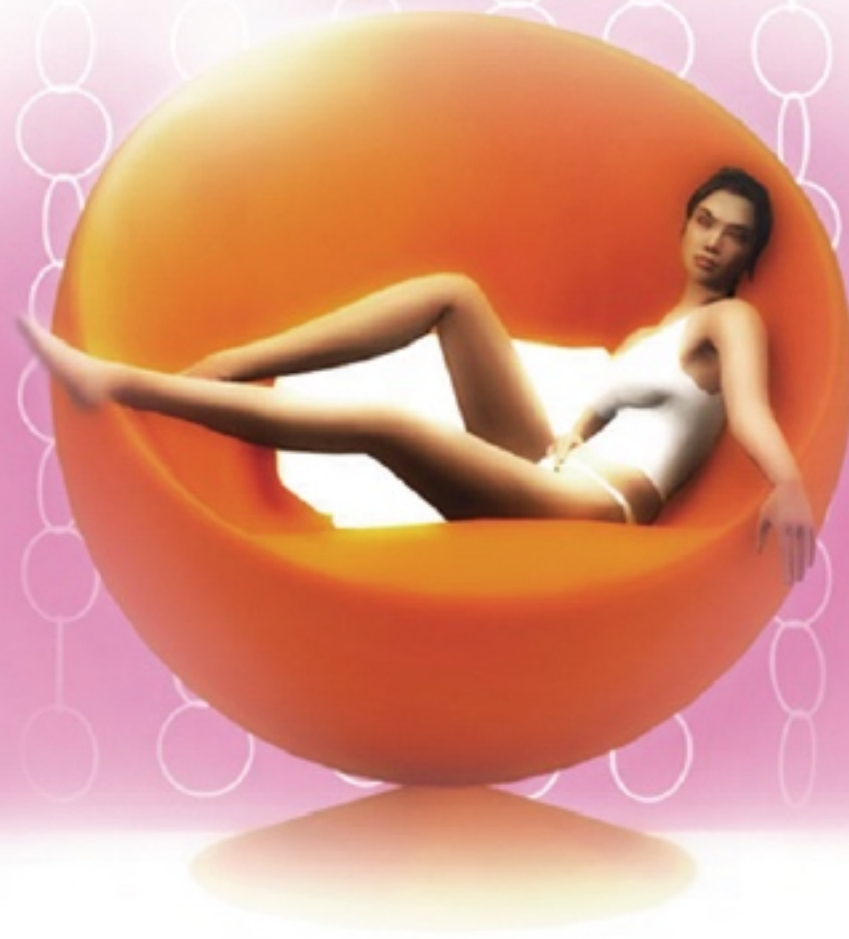
april

Zoe



Zoe wanted to race through college and then travel the world. Alas, she began to lose focus in her studies. She decided to go live with her father in Casablanca, expecting serenity and soul searching. Peace and quiet, she did not find. Stumbling upon an unthinkable conspiracy, Zoe is drawn into Dreamfall's enthralling adventure by the writing team responsible for the The Longest Journey. She will travel across the world...and beyond.

carla



Born in Brooklyn as an only child, 28-year-old Carla is a bit of a loner and... single. She's fiercely dedicated to her job as a young detective for the New York Police Department, caught in the investigation of her life as she and her partner Tyler Miles track the Doc's Diner murder.

Indigo Prophecy

Developer/Publisher / Quantic Dream/Atari



mila

Psychonauts

Developer: Publisher / Doublefine Majesco

Camp counselor Mila likes to party hardy and boogie-down disco style, Lili likes to analyze and fraternize with our hero Raz, Shegore's operating sans even half a deck, and Linda, well, she's just a slut. Raz enters her at will. Eeewwww.



lili

linda lungfish



shegore

Juanita



Welcoming one and all to the Dreadzone, meet Juanita—the best thing to happen to game show emcees since Richard Dawson on *The Running Man*. It'd take a lot of bolts to get into her gearbox.

Ratchet Deadlocked

Developer/Publisher / Insomniac Games/SCEA



team grammazons

Tak: The Great Juju Challenge
Developer Publisher / Avalanche THQ

Competing against Team Pupanunu for the favor of the Moon Juju Goddess in the Great Juju challenge; perhaps Juju big-wig Jibolba put it best when he described the Grammazons as "cute as bugs", although they also have an odd fascination with knitting and dentures... Strange girls.

psyme



scarlet



One's an agent for the Kill, the other an Officer of the Allied Earth Federation. Together, Psyme and Scarlet star in 2005's most groundbreaking RPG... Funny thing is that it calls the Game Boy Advance home.

Sigma Star Saga

Developer/Publisher /Wayforward Namco Hometek, Inc.

Female



Kameo

Developer Publisher/Rare Rare

After charming us for nearly 5 years before her game was even out, Kameo is finally fulfilling her destiny, using her abilities as a transforming elf to abolish the Troll King and return peace to her world. While she's lost some of her sexuality in the transition from GameCube to Xbox 360 she remains one of, if not the, most delicate and fun to control female leads ever.



Rousted by pirates her entire life before eventually being taken hostage for her map-making skills, Nami has made it her mission in life to seek out filthy, greedy pirates and take their ill-gotten loot to free her village. A master of thievery and stealth, when all else fails she also carries a very big stick.

nami

One Piece Grand Battle
Developer Publisher / Garbarian Bandai

outfit honeys



ignis

The presence of the Geist Empire and its immortal Emperor Schwarz gnawed at the tolerance of Ignis until she could bear no more. Despite its faults, her beloved nation did not deserve to have its cities pillaged and its resources extracted in the Geist Empire's unending search for Ether, the essence of nature. Schwarz would mutate that Ether into dark energy and use it against her people. Ignis rebels. She forms the elite Guidance army, and alongside the other heroes of SUN, they rise up to challenge the advance of the empire.

SUN

Developer Publisher / Webzen Webzen

World Exclusive: The Assassin
nika

Introducing Nika, your world-exclusive first-look at Guild Wars' next major character profession: the Assassin. With Guild Wars surging past one million registered users in late '06, NCsoft and ArenaNet have a certified smash online hit. Set to debut in the game's massive 2006 expansion, the Assassin profession will add thrilling stealth and combat techniques to Guild Wars' dynamic online gameplay. Nika will represent the Assassin in the game's popular ongoing storyline, and we have another exclusive for Guild Wars fans: the first official Guild Wars lore for Nika the Assassin, plucked from the pages of the next chapter.



The smell of burning incense wafted through the darkened room, adding a obsession to the already confined quarters...

"Have you sworn your daily fealty to the Conclave?"

Nika knelt on the woven mat covering the hard wood floor and lowered her head in a deep bow. "Yes, Master."

She took in a long, slow breath, as she had been taught, calming her mind and centering herself for the task ahead.

"Very well. Then remove your mask."

"Yes, Master," she replied, lifting herself to a sitting position and pulling away the thick silk covering her face.

The Conclave was a very secretive order. Outside of this private, magically warded chamber, she kept her face covered to protect her identity. Even those inside the organization did not reveal the details of their lives to their fellow acolytes. Anonymity was a highly prized asset among those who studied the art of delivering death.

But here, Nika wasn't allowed this luxury.

Only those who gave the orders were permitted to see their students' faces. It was a sign of respect—a pledge that the student will not use the skills she learns against her master. Trust was something very few in the Conclave could afford.

A figure darted from one corner of the space to the other, somehow avoiding the light given off by the burning censer. This did not alarm Nika. She had been studying with the Conclave for many years now, and always it was the same. Never did she see the face of the one she called Master. Never could she identify the person who gave her orders.

In the time it took the figure's shadow to shift across the room, a parchment scroll had appeared on the floor. Nika unrolled the paper and examined the antiquated runes scrawled across its surface. Very few people wrote exclusively in the ancient script of this land. It was a dying language, giving way to a blending of the words and customs of all the world's nations.

Nika's home was a land of tremendous trade. It

was not uncommon for travelers and merchants from far-off exotic locales to find their way to its bustling, cosmopolitan shores.

But many of those who did never got the chance to leave.

"Are the terms of the proclamation in order?"

Nika's gaze slid over the last few inscriptions, ending on the stamped wax seal of the Conclave and a name—the name of her target.

Nika nodded. "How am I to find this man?"

"His ship will arrive from Lion's Arch in the morning."

"Will he be guarded?"

The shadow shifted again, and her master appeared beside the censer. The ornate metalwork on a belt of throwing daggers reflected the censer's dull glow, but the teacher's face remained obscured in shadow.

"This man is the leader of a very powerful guild. You can expect him to have many well-trained warriors and spellcasters at his side," replied her master.

Nika bowed. "And I am to take only the leader."

"That is correct. The proclamation is for only the one man."

"Is there anything else, Master?"

The figure beside the censer disappeared, and a pair of gleaming swords, one long, one short, appeared before Nika.

"Just these." The master's voice came from behind her.

Nika knew well what this meant. Receiving the weapons she was to use for the task ahead signaled the end of their meeting.

Lifting the blades, one in each hand, she rolled back onto the balls of her feet and came to stand once again.

"Return here when the proclamation has been completed."

"Yes, Master." Nika fastened the silk across her face, and with a wisp of smoke, she disappeared. Shadow Stepping from the chamber.

scholar zing

Don't let Scholar Ling's elegant blue ensemble fool you: her sensual veneer hides a fierce warrior spirit, and her Ice Shard attacks can destroy the strongest of foes! Whether debating philosophical conundrums or blasting demons with powerful chi magic, Scholar Ling is always up to the task.

Jade Empire

Developer/Publisher / Bioware / Microsoft Game Studios

radiant jen zi

Radiant Jen Zi enjoys afternoons in the imperial gardens, well-crafted slashing weapons, and long fights on the beach. Her lightning-quick Thousand Cuts fighting style wins battles across the empire, while her playful spirit and unmatched grace win her the hearts of more than one admirer.



Julia

The spitting image of our latest hero Hector's wife—murdered to drive him back to Dracula's castle—Julia sets up shop on the outskirts of the castle grounds to aid him in his quest to slay the harbinger of his pain, fellow Devil Forgemaster Isaac.

Castlevania *Curse of Darkness*
Developer/Publisher / KCE Tokyo/Konami

devianne

human

Devianne is a Human sorceress who received her formal training at the Ivory Tower. She applies strict logic to everything, believing it is possible to resolve any problem rationally. A mistress of elemental magic, Devianne disdains adventure and instead spends her time searching for rare texts that will increase her power still further.

Lineage II

Developer/Publisher/NCsoft NCsoft

prefect karukia

orc

Prefect Karukia is a member of the Aluba, the tribe of the wolf. Fieros, powerful, and utterly confident, she is the quintessential Orc fighter. When not hunting or fighting, she trains young Orcs in the bloody art of channeling their inner fire on the battlefield.



seriel

elf

Raised in the shadow of the World Tree, Seriel mastered the art of the bow and became a noted Silver Ranger. However, she left her responsibilities for love when she met a human knight named Bartz. When she failed to save her lover from death at the hands of his enemies, Seriel turned her attention to learning the more deadly arts of the sword to exact revenge.

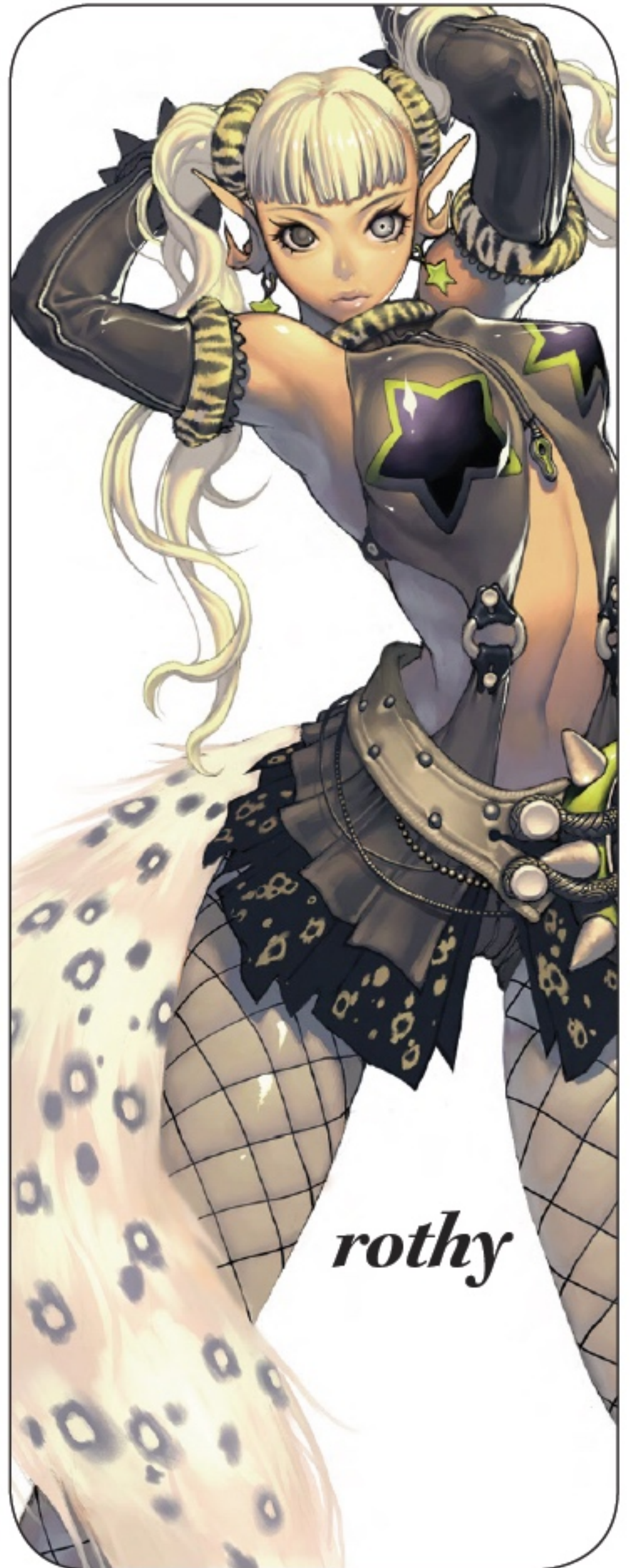


reith



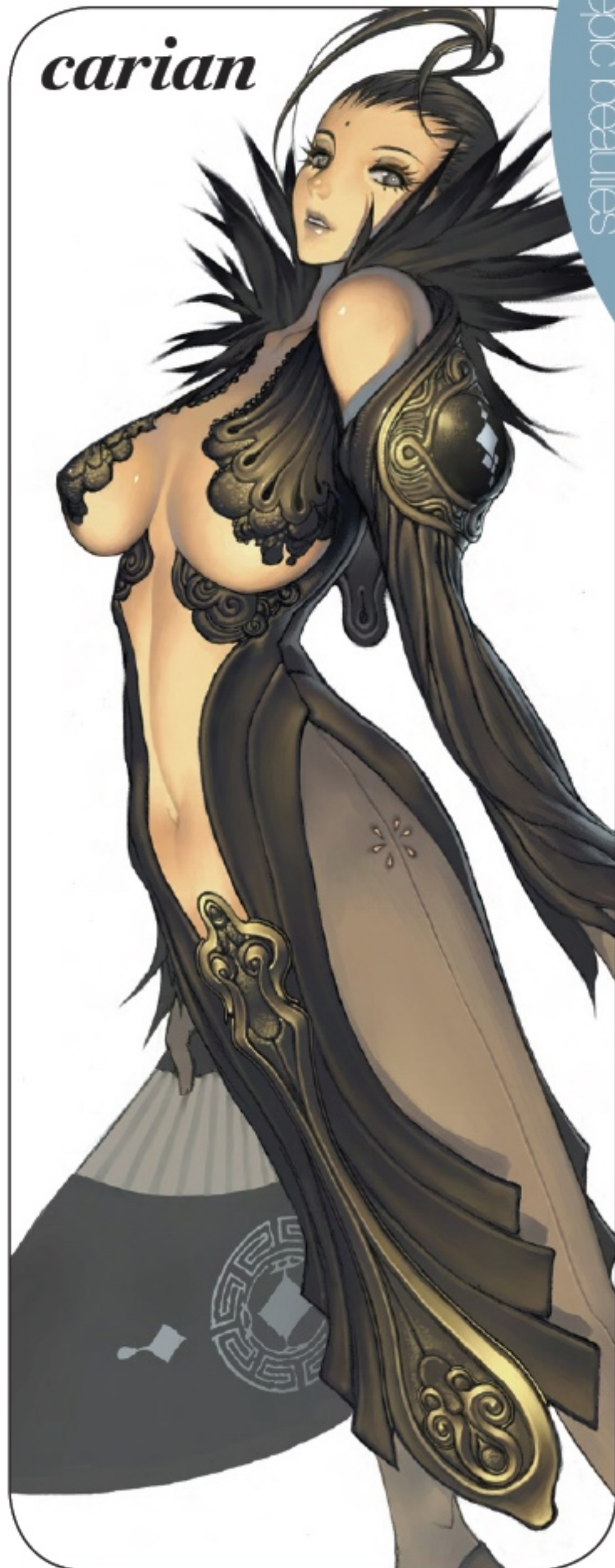
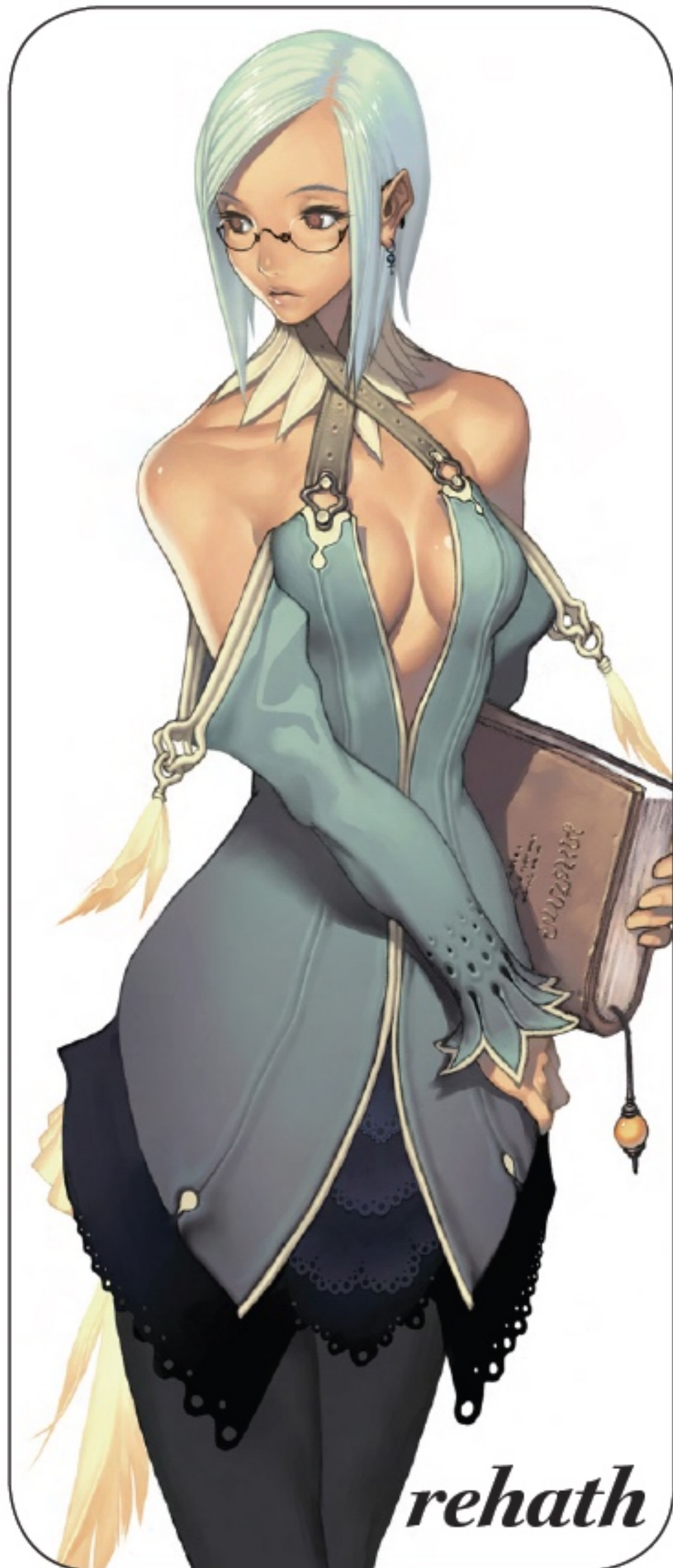
Magna Carta

Developer/Publisher / Softmax/Atlus U.S.A., Inc.



rothy

Hung-Tae Kim's character designs for SoftMax's new RPG *Magna Carta* are nothing short of spectacular, harkening back to the days of old-school Capcom *Bengus* art. *Reith*, a powerful priestess stricken with amnesia, and *Eonis* are the game's most prominent females but the game is filled with a diverse and exquisite female cast.



Templar



Demons have been trying to break through to our plane of existence for hundreds of years, and only a secret underground society known as the Knights Templar have prepared for the fated day—having divined the invasion was inevitable. As the centuries elapse, these patient defenders evolved, fusing traditional armor and weaponry with arcane ruins and modern firepower. The Templar class, ranked by many sturdy female warriors, concentrates on close-quarters combat—geared to take a beating and armed to draw the life of demonic foes.

Hellgate: London
Developer: Publisher / Flagship Studios Namco



Women of

endless saga

Endless Saga

Developer/Publisher / Webzen Webzen

Always plan ahead, the elders would tell her. She loved to sit with them and learn of the world, of its history and mythology, its magic and natural aura, but in truth—she rarely looked beyond the moment. Her homeland was a majestic and verdant paradise, the ideal backdrop for daydreams and mirth. Why worry about a future not yet written? The elders spoke of dark portents. Little did she know how powerful the light of her spirit would become in the Endless Saga ahead.



ROZAR



The Novus Galaxy is at war and the Cora people are under siege. The Bellato Union continues its hungry growth, covering the system's planets as future trade routes, while the mechanized Accretia Empire has come to wreak havoc, merciless and simple, across the entire sector. In the midst of this conflict, the Cora Holy Alliance defends its spiritual lands, brandishing magic and weapons sanctified by their god, Disem. Drawing upon this power and channeling nature itself, there are no better healers in this war than the blessed Cora.

RF Online

Developer: Publisher / COR Codemasters

Prince of Persia: The Two Thrones
Developer Publisher / Ubisoft Montreal Ubisoft

Kaileena

In the epic conclusion to the Prince of Persia trilogy, Kaileena, The Mistress of Time, finds her beloved Babylon ravaged by war and herself the target of an assassination plot. Only time will tell if she lives to reign another day.



ellen

Before her service under Gerald, fighting alongside Rupert in Kingdom Under Fire: The Crusaders, Elen commanded her own legions fighting for the Holy Land using her "Talon Thrust" and "Falcon Swipe" to lay waste to the invading demon swarms.



Kingdom Under Fire: Heroes
Developer: Publisher / Phantagram Microsoft

nova

A Terran Ghost starring in her long delayed, much anticipated game; she is Nova Squadron's most deadly assassin. Twenty years of training in the art of psionic techniques, she is capable of psionic sight and speed on top of her Terran weapons and tactical abilities, making her one extremely dangerous female protagonist.

Starcraft Ghost

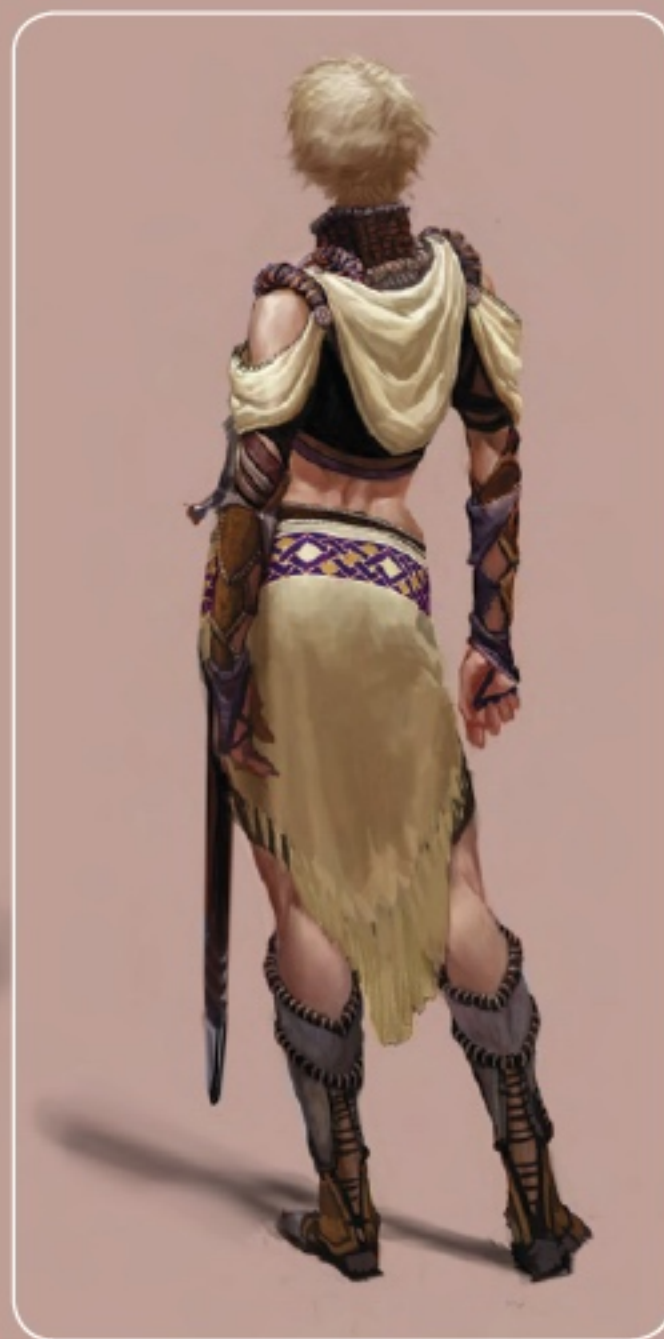
Developer/Publisher /Blizzard, Swingin' Ape Sierra





ragnheidur

Born in Nords of the Helma Islands, Ragnheidur, at 320-years-old looks none the worse for the wear. Having fought her way from tiny indistinguishable sprite to a sophisticated 3D model wielding the Hawk, Twin Raptors, Scarlet Falcon, Dark Eagle and Legendary Avenging Harpy Swords, she's a dungeon crawler's best friend and demon's worst nightmare.



Gauntlet Seven Sorrows
Developer: Publisher / Midway, Midway

joanna

dark

Perfect Dark Zero

Developer Publisher / Rare Microsoft Game Studios

Most of us know Joanna as an arm and gun, ogling the occasional third person glimpse to preserve the fantasy that what we're actually controlling is a lovely bounty hunter. The first-lady of first person shooters began life on Nintendo 64 and is now reliving her youth on Xbox 360 as a bounty hunter in training. It sure would be nice to see her in 3rd person but we'll take her anyway we can get her...even in FPS mode with no visible legs.

flare

marieru



Shining Force Neo

Developer/Publisher / Sega Sega

Sega's anime-based monster crawl boasts a pack of magic, sword, and staff wielding heroines but none so bold and beautiful as Flare and Marieru. Okay so Marieru is half horse... Imagine how much fun she must be to ride. But enough horsing around; she's a fearsome warrior in the biggest anime based hack 'n' slash ever created.

Jen acts as the vengeful hand of humanity, crushing non-humans in an bid to reclaim the planet from the Mutants and Biomeks. She is an efficient eliminator of wasteful and troublesome pests, an exterminator employed to clean house. Jen doesn't hate non-Humans. Hate would imply a relationship, somehow connecting her with the pitiful creatures. She does not waste emotions on mere insects. Jen dissects her enemies with all the emotion of a surgeon in winter. If you do not share her fury, you are not worth a passing glance.

jen

angelica

Defiant, passionate, and resilient: Angelica wants to live. She wants to experience everything there is, test herself against every challenge and come out on top. Her lust for life is legendary. She single-handedly destroyed the Red Brigade's push into Citadel territory during the first Human incursion. When the Biomek Order forged across the Moat into Tribal territory she took the lives of 34 Biomek officers, in a single day. She's a stubborn woman who will not accept defeat as an option, no matter the risk or the danger.

Auto Assault

Developer/Publisher / N3/Dev NCsoft

Devil Kings

Developer / Publisher / Capcom / Capcom

venus

The beautiful but cold-blooded warrior Lady Butterfly is the wife of the Devil King himself; and Venus, master of the art of stealth, is a ninja who finds no pleasure in battle but will fight to the death to protect the ones she loves.

*lady
butterfly*



xing diao chan

xiaoqiao

daqiao

zhu rong

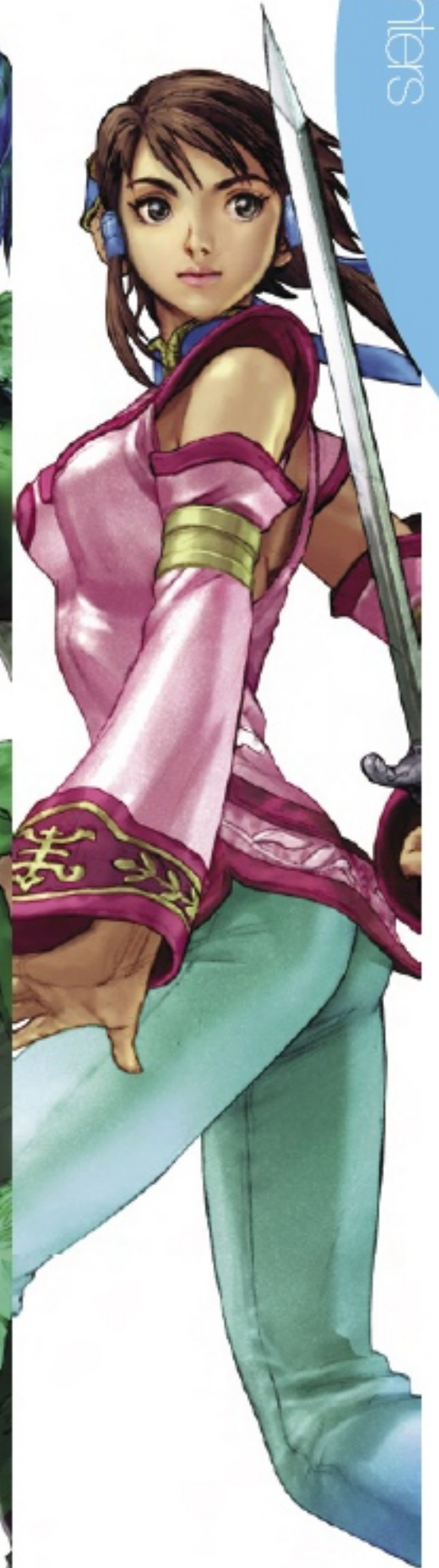
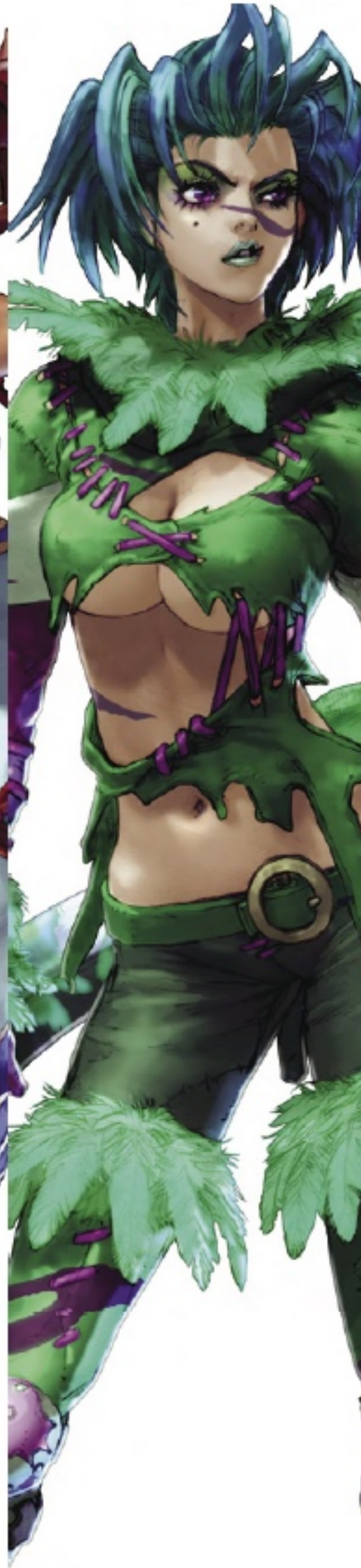
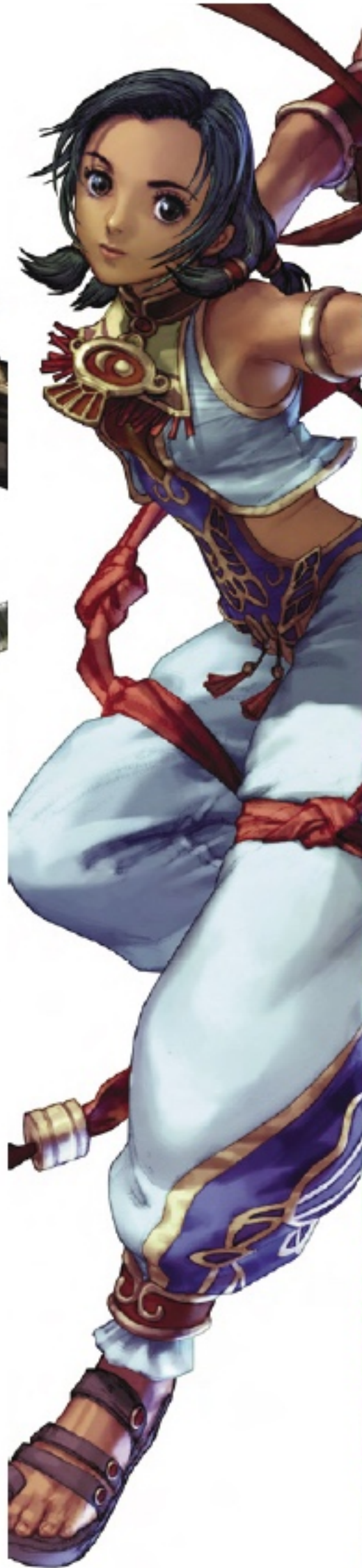
In Koei's Dynasty Warriors 5 Diao-Chan is one of the Unaligned warriors, a deadly temptress who seduced China's most powerful warrior; The Qiao Twins, Da and Xiao are the resident cute anime clones (all in favor of teenage girls saving humanity say "I"); Zhu Rong is the series' token blonde bombshell (and another of the Unaligned warriors) and Xing-Gai, from the Kingdom of Shu, may look young and innocent, but when it comes to the future of her kingdom's survival she is a ruthless devil.

Dynasty Warriors 5 and Xtreme Legends
Developer Publisher /Koei Koei



*cassandra, ivy,
setsuka, and seungmina*

In the epic fight between good and evil, swords and souls, the quest for Soul Edge and Soul Calibur is lined with exquisite beauty.



*taki, talim, tira,
and seungmina*



Kokoro

Dead or Alive 4

Developer/Publisher / Team Ninja/Tecmo

Joining Tina, Ayane, Hitomi, Lei Fang, Christie, Helena, and Kasumi this year are beautiful young Maiko, Kokoro, whose sharp, powerful moves make her a potent opponent, and the mysterious masked wrestler La Mariposa.

interview

Tomonobu Itagaki

What, in your opinion, defines beauty, and how do you go about projecting that onto a virtual game heroine?

It is said that humans find perfect circles to be unconditionally beautiful. There is also a theory out there that says that a completely standard face, devoid of any defining features, is actually considered to be the most attractive. To put it another way, we humans define the individuality of a face by its imperfections.

When designing a face, beauty and individuality are both very important. However, in the context of what I have written above, these two concepts become mutually exclusive. To create a character, one must negotiate a compromise between these concepts of individuality and beauty. Whether they are aware of this irony or not, every character designer in the world creates face designs by finding a compromise between these opposing concepts. Now, it is obvious that many game developers prioritize individuality when creating their characters. The reason for this is simple: there are no people in the real world who have a face shape that is completely standard. Unfortunately for us, the world is full of people whose faces are imperfectly "individual." Within this reality, character designers create imitations of human beings to populate their video games, which are a form of entertainment for this dominant species of the planet. I understand why many of these designers choose to create imperfect faces for their characters in order to label them "realistic;" after all, that's only natural for them. That's why I have no intention to make fun of character designers who take such great pains to purposefully deform the faces of their characters.

Now let me speak about myself. I tend not to place a large amount of importance on individuality of the face in many cases. Not only do I simply like all things of beauty, but I am often also able to substitute other elements in order to differentiate the personalities of my characters. In the first place, a character's face is no more than one of the many factors that define a character's personality. Our goal is to express individuality through personality, not the face, and we believe that to retain the beauty of the face while creating the individuality of the personality through other elements is the most realistic way to achieve that

goal. A character's face must be beautiful. The character's personality must achieve individuality. If we were ever to create a character that was not beautiful, that would be because we determined that achieving that character's personality design required that the face contain individuality at the expense of beauty.

Have you ever considered creating an action franchise centered on one of your female characters?

That is something I could do at any time, so I haven't thought about it very much.

Who do you consider among the most beautiful women in the world?

No one.

Do you have a favorite Team Ninja female character?

That would be Kasumi. How many times have I answered this question in the past 10 years? Kasumi's ending cinematic in DOA4 is something that every DOA fan should see. It's called "The Eternal Heroine."

What is the most difficult part of the human form to get right in an in-game model?

The moving parts. We have yet to realize character animation that I find 100 percent satisfactory. When a man sees the hair of the woman that he loves, he thinks "I want to touch that." I want to simulate that sort of flowing, beautiful hair in real time. However, even with the formidable power of the Xbox360, we still haven't been able to reach that goal.

So we're not quite there yet?

We have done our best in DOA4. However, it still hasn't reached my ideal vision. One of the characters in DOA4 devours 30% of the Xbox360's processing power just with her hair and other secondary animations.

Your in-game models on Xbox are the height of both model integrity and animation...

Given everyone has the same hardware why such a big fluctuation in quality?

It must be due to the difference in philosophy.

So many developers seem to have problems with dynamic collision yet you have always incorporated it. Is it all that tricky?

Dynamic collision calculations are a very troublesome problem, but at the same time they are extremely challenging, thus being one of my favorite areas to work on. Ever since DOA1, I have assigned my most skilled programmer to this task.

Some may ask, "So why not use a general-purpose engine?" but I have no interest in going that route. I have always developed our engines in-house. The reason for this is that we often omit some aspects of reality in order to more attractively display our secondary animations. In other words, the logic required to show something moving in a beautiful way, and the logic required to remain faithful to naturally occurring phenomena, are often mutually exclusive of each other. In such cases, we must find a compromise between beauty and reality. Doing everything in-house makes it much easier to do things the way we want to. GoG

Lamriposa





Mileena



Sonya

In *Shaolin Monks*, Earth Realm's hottest hard-ass Sonya Blade is kidnapped and brought to Outworld where she remains unseen until the final fateful fight, while elsewhere the recently enlightened Mileena fights for survival against her evil clone Kitana.

Mortal Kombat Shaolin Monks

Developer/Publisher / Midway LA (Paradox) Midway

the wink, paragon, elektra, and fault zone

The Wink controls every molecule in her body (use your imagination). Paragon (complete with monofilament blades) is one of the deadliest beings to ever walk the Earth, Fault Zone combines ballerina-like agility with seismic arms, and the only non-"Imperfect" shown, Elektra, married Ben Affleck and got knocked up. Just a few of the deadly female contingents in EA's first original fighter.



Marvel Nemesis: Rise of the Imperfects

Developer/Publisher / EA/EA

reiko

For their Xbox 360 debut, the lovely ladies of Rumble Roses are jumping from 10,000 to 50,000 polygons each, meaning what you see is what you'll get. They don't get in the mud this time around—but the game is still plenty dirty.



dixie



Rumble Roses XX

Developer/Publisher / Konami TYO Konami

girls of gaming ^{v.3}

Orta

After spending her childhood imprisoned in a stone jail under the guidance of "Three Magi," young white-haired Orta is set free by the dragon with which her fate is intertwined. Fighting against the Imperial Army they experience countless wonders together on the way to their destiny. Games and characters such as these no longer exist; and do we ever miss them.

Panzer Dragoon Orta

Developer/Publisher / Smilebit/Sega

kelly o'lenmey



When leading world scientist Dr. Hebble Gate goes missing along with the entire population of colonists on Tir naNog, elite fighters Saburota Mishima and Kelly O'Lenmey (under orders of the disembodied head of one Lieutenant Meridian Poe) are assigned to uncover the grisly truth.

Gunvalkyrie

Developer/Publisher / Smilebit Sega

alishia *dragoon*

For the Genesis/Mega-Drive that featured a female gladiator with a multi-directional blast laser that could recruit elemental spirits to raise and use as powerful allies...long before virtual pets became a multi-million dollar business. The first Pokemon? You make the call.

Alishia Dragoon
Developer: Publisher / GameArts Sega



blaze
fielding



Streets of Rage

Developer Publisher / Sega Sega

When powerful secret organizations take over the streets, city Govt. and police 3 determined young police officers step in to clean it up and eat chicken: Adam Hunter, Axel Stone, (okay, someone get Jack Horner on the line) and Blaze Fielding, gaming's first female beat 'em up heroine (in red leather no less).

girls of anime

065 Bandai Entertainment
068 Media Blasters
074 FUNimation
078 Geneon Entertainment
088 ADV Films





jiyu
nanohana

Jiyu is the unlikely successor to the legendary swordsman Yagyu Jubei causing her to transform into a powerful ninja whenever she dons the heart shaped "lovely eye patch." But with transformation comes great responsibility... Like ending a 300-year old grudge. As if life wasn't difficult enough as an extremely well endowed 8th grader...

Jubei-Chan The Ninja Girl
Released by Bandai Entertainment



major

Motoko Kusanagi

Major Motoko Kusanagi led Section 9 into real-time battle via virtual transmission beginning with her now legendary film debut, through Stand Alone Complex and most recently SAC 2nd GIG. Created by Masamune Shirow, when it comes to cyber vixens she has no equal.

Ghost in the Shell: Stand Alone Complex

Released by Bandai Entertainment

ruraila, ayako, and wakana

In Tenamonya, a 70s homage of Sci Fi and giant robo action, Parala is no ordinary girl - she's a boss in the international crime syndicate known as the Jackal... Well, sort of: the syndicate and the police are actually on their tail as they make a break for earth. Watch the skies!

Tenamonya

Released by Bandai Entertainment



belldandy

The lovely Belldandy is an angel from heaven sent to Earth to grant loser extraordinaire Kelchi Morisato one wish, which he uses to keep her here as his gal pal.

Ah! My Goddess
Released by Media Blasters



rushuna

Rushona's mission is to travel across Japan circa the Great Japanese Civil War spreading peace by holding hostiles "close to her bosom..." Luckily she's also lethal with a six-shooter, able to reload while spinning by bouncing bullets off of her ample assets.

Grenadier
Released by Media Blasters



ginrei

The best way to describe Interpol's #1 agent, Ginrei, is as a female Lupin. She's retro hot, thinks on her feet, and finds herself at the core of diabolical scenarios that would make Bond green with envy.

Ginrei Special

Released by Media Blasters

inaho and the eX



Master of Mosquiton

Released by Media Blasters

Blood-bound to her vampire master, Mosquiton, seventeen-year-old treasure hunter Inaho is totally obsessed with immortality yet enjoys the sun and thinks drinking blood is gross. So she drags "Mosky" along with his ex-wife of 300 years around the world looking for the O-Parts which grant immortality without all the icky vampirism.



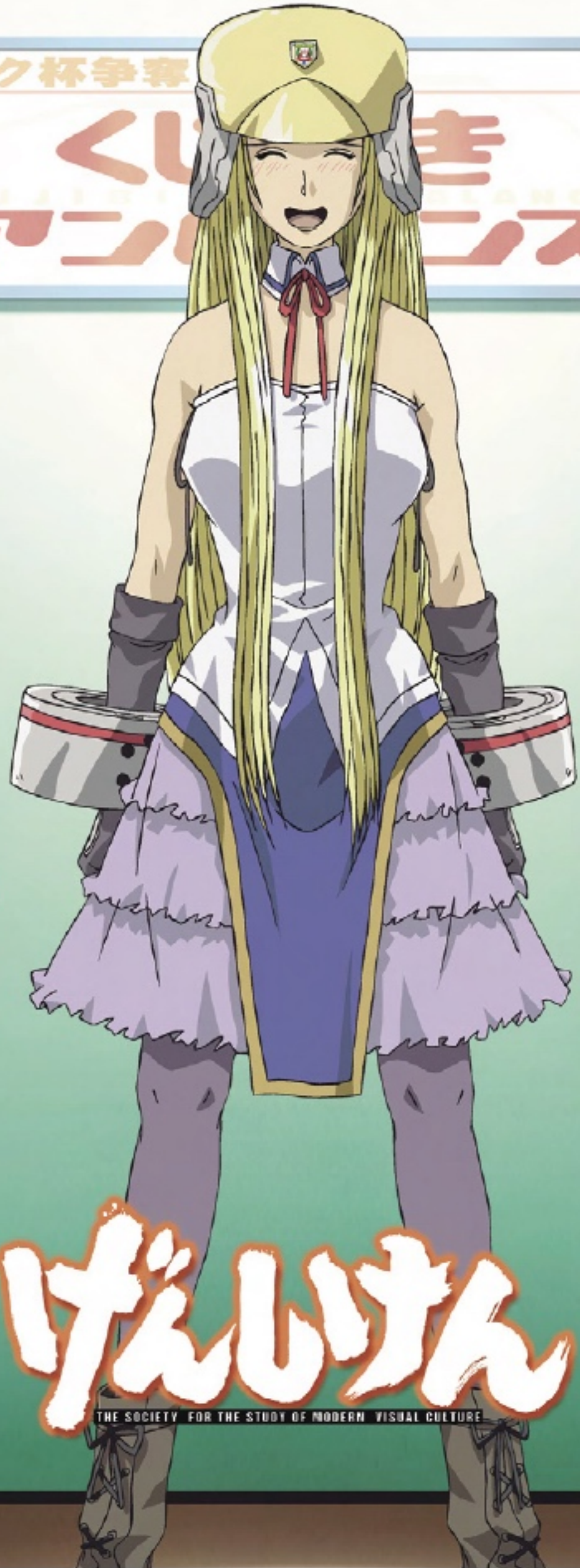
chiharu

Eiken revolves around a young man who happens into a club filled with girls with gigantic breasts of which Chiharu here is the apple of his eye. Eiken houses the largest breasts in all of anime...By comparison these are small compared to some of her classmates'. It's actually kind of scary.

Eiken

Released by Media Blasters

カントク杯争奪
くしき
ダンス コスプレ大会
in 推定大学



kasukabe

saki

げんけん

THE SOCIETY FOR THE STUDY OF MODERN VISUAL CULTURE

Saki is in a bit of a bind having to compete for her boyfriend Makoto's time with his obsession for anime and manga which has recently manifested itself in him joining an otaku club (Genshiken). Her life is about to get very strange and she makes sure everyone feels her pain.

Genshiken
Released by Media Blasters

junko asagari

In FUNimation's new Desert Punk, this "full-chested" desert vixen will do anything for money including using her "assets" to get others to do her dirty work.



kagura

tannozu

Kagura is the only daughter of the Empress of the Japanese crime world, although she is kept in a medically maintained haze and forced to perform strange dancing rituals. Underneath the guise of a stripper, however, lies a powerful Goddess.


Speed Grapher
Released by FUNimation



meg *sai* *amy* *jo*

Jo, Meg, Amy, and Sai are pretty much God's gift to mercenaries... they're also known for violent outbursts, all around bad manners (save for maybe Sai who keeps them all in check) and almost constant ridicule. Just ask Kyohei Tachibana, their reluctant personal chef trying to work his way through culinary school. The real question might be whether or not he'll survive the year.

Photos: Publisher/Cyasa



cossette

Cossette spent 250-years imprisoned in Venetian glass waiting to be freed, and now here she is. Don't look too closely though; her little world of illusion is full of nasty business.

Petite Cossette

Released by Geneon Entertainment

An illustration of five anime-style girls in swimsuits on a tiled floor. The girls are arranged in a group, with one girl in the foreground crouching. The background is a blue tiled floor with sparkling light effects. The girls have various hair colors: blonde, pink, brown, and purple. They are wearing white and blue swimsuits with purple accents. The overall style is typical of anime art, with large eyes and detailed shading.

miharu

When Yukinari Sasaki—a high schooler so prudish he breaks out in a rash when girls get anywhere near him—falls through a bathtub into a parallel world, Miharu (pink hair, middle) is what he finds (naked of course) and brings back, much to the chagrin of his neighbor Kris, demon summoner Lisa (who swears to be his soul mate), and pretty much the female population of Miharu's world.

Girls Bravo

Released by Geneon Entertainment



fuu

Ah sweet Fuu... Between Mugen's yin and Jin's yang she is the glue that holds the trio together as they seek out the mysterious samurai "who smells of sunflowers." She can also out-eat just about any man, woman or pig on the planet.

Samurai Champloo

Released by Geneon Entertainment

DearS

Released by Geneon Entertainment

geneon



ren

DearS, a.k.a. "beloved friends," are what crawled out of an alien spacecraft that crashed into Tokyo Bay and—having no way home—were granted citizenship and put into home-stay programs like humanoid Furbies.



maya **notsume**

Maya Natsume runs the Juiuken Club, a splinter cell that broke rank with the Student Executive Council (ruling house of the school where Japan's best fighters reside) when their Captain killed her brother, while all her sister Aya wants to do is marry Souichiro, the reluctant hard-ass who plummets through the roof of the women's shower into her lap after being kicked through a window by Maya.



aya matsuzume

Tenjho Tenge

Released by Geneon Entertainment



Search and Destroy



So nice to make her acquaintance once again... The first mortal "turned" by Alucard, Seras Victoria sacrificed her soul to help beat back a vampiric invasion the likes that the world has never seen. Since joining the undead rank and file under the employ of the Hellsing Organization she has become as deadly as she is beautiful.

Hellsing

Released by Geneon Entertainment

misaki saiki

Misaki has the ability to talk to ghosts and although she works as a consultant for the city's secret division that deals with supernatural cases, she's not all that keen on helping the dearly departed with their problems, especially with the added pressure of her real profession as a dominatrix. Between lost souls, freaks, fans, and stalkers it was all we could do to get her to stand still for this photo.



Ghost Talker's Daydream
Released by Geneon Entertainment

Dirty Pair

Released by ADV Films

kei yuri

Anime's most dynamic female duo, Yuri and Kei, a.k.a. Dirty Pair, have only improved with age even though technically they aren't born yet (they're not due to save the universe until 2248). Seen here in their '90s makeover "Flash" guise, Yuri is smart and feminine while Kei is rude, crude and pretty much a total knucklehead.



narwel & maya

As female ensembles go, the girls of Burn Up are hard to beat as they have pretty much all the bases well covered, with resident computer/tactics geek, Narwel, girl next door, Liica, munitions expert/whack-job, Maya, and a big-breasted token dumb blonde that spends all of her money on underwear and outfits that match her daily horoscope. Hey... someone's got to stop the future's party thieves and mechanical insects!

Burn Up W
Released by ADV Films

nyu

Sweet and innocent as can be on one side yet able to rip people to shreds before they have time to scream using her psychic arms, mutant girl Nyu is the ultimate secret weapon of the new world order... But she has other ideas, like saving humanity.





If Solid Snake had a sister she would be Madlax. Deadly as they come yet irresistibly beautiful she is the epitome of female mercenaries yet her life is somehow intertwined with a quiet, affluent teenage girl whom she's never met.



kiriko, anna, and lou

In 2005, anime finally got a soap opera worth losing yourself in with Godannar—the sexiest, funniest, and altogether coolest bit of ensemble anime since Abenobashi. Pictured middle we have Anna (wife of Goh...looking story) to her left Kiriko, Anna's mom (tell me about it) and on the right Lou, an orphaned girl taken in by Goh and Anna.

chocolate

Assembled to beat down the oppressors of the Spooner Continent, Gateau Mocha, Marron Glace, Chocolate (shown), Tira Misu and Carrot Glace are the Sorcerer Hunters! Let the fun, sex and adventure begin! Why am I craving a doughnut all of the sudden?



Sorcerer Hunters
Released by ADV Films



kuriko
kazetsubaki

One of three magical beauties fighting to bed-down loser magician Kazuki Shikimori for his genes, Kuriko is the sexy blonde of the bunch. Besides her self-proclaimed "dynamite body" she also has antennae. Talk about handy!

Maburaho
Released by ADV Films

naga & lina

Naga and Lina Inverse: Best of friends yet worst of enemies. Naga enjoys antagonizing Lina for her tiny breast size and interrupting her gluttonous binges, while Lina gets off on pretty much always getting the last laugh on Naga who is notoriously bad when it comes to tactics. Naga also possesses the most imitated laugh in the anime kingdom.



Slayers

Released by ADV Films

anna wainscoat

Antonia Bayle's body double



Anna Wainscoat of Davis, California claimed the crown in Sony Online Entertainment's inaugural "Quest for Antonia" real-life EQ2 model search earlier this year. Though many of her fellow pageant finalists invested a lot more time into props and gimmicks, Anna's natural confidence and charm—not to mention her knowledge of EverQuest II and its heroine, Antonia Bayle—won the day. Since Anna is one of the year's standout Girls of Gaming, we decided to find out what makes Miss Bayle tick.

play: Now that you've experienced another side of gaming, has your perception of MMOs changed?

Anna: Previously I'd played a lot of Xbox and PS2 and I thought those were cool. But now that I play online, I've found that MMOs are way more fun because I can do it with people I know from all over the country. It's an amazing way to stay connected to friends and family.

Does it surprise you how the Antonia character has developed into such an iconic persona with EQ2 fans?

Antonia was designed to represent everything that is good in the world of EverQuest II. Plus, she's sexy, strong and confident. So I am not surprised by her popularity. Everyone loves a woman with those traits. One of the Quest for Antonia judges told me that "strong confident women are the new sexy." Who doesn't love sexy, especially when she's on the good side of good vs. evil?

Back when the Quest for Antonia contest was winding down and your chances were looking really good, what kind of ammo did you load to seal the deal?

During the question and answer period of the finals in Vegas—poolside at The Palms Hotel & Casino, I was asked: if I could change one thing in the game as Queen Antonia, what would it be. I said I would eliminate all the social classes and create a harmonious universe for all. I guess the judges liked that answer. And then I stuck

my very best Queen-ly pose [laughs]

Antonia spars with the region's finest swordsmen every day to stay fit. So what's your secret to keeping in shape?

I do one hour of cardio and one hour of weights five times a week. You've got to be fit to slay those evil EQ2 warlords!

Your 'street cred' with players will skyrocket if you can carry a conversation about EQ2 gameplay, or games in general. Have you thought about making gaming a bigger part of your life now?

Video games have always been a part of my recreation time, but now more so. I've really enjoyed playing EQ2 and even played it live on G4 [TV] recently. It was a blast to see how many fans showed up in game to meet me at the announced location. Whatever I did and wherever I went, hundreds of characters followed me! When my year as Antonia is over, I may consider looking at ways to report on this industry either for an industry publication or possibly for TV...I really enjoyed hanging out on the G4 set. Maybe they'll have me back?

You're sort of like an EQ2 ambassador now. What kind of schedule is in store for you in the future, as far as shows and public events?

As Antonia's body double I will be traveling the country this year meeting the fans and making personal appearances for SOE. My plan is to play online with as many old and new fans as I can, and then to get out and meet them at fan conventions and industry events. So look for me as I crisscross the country in my very sexy purple and brass bikini!

antonia bayle

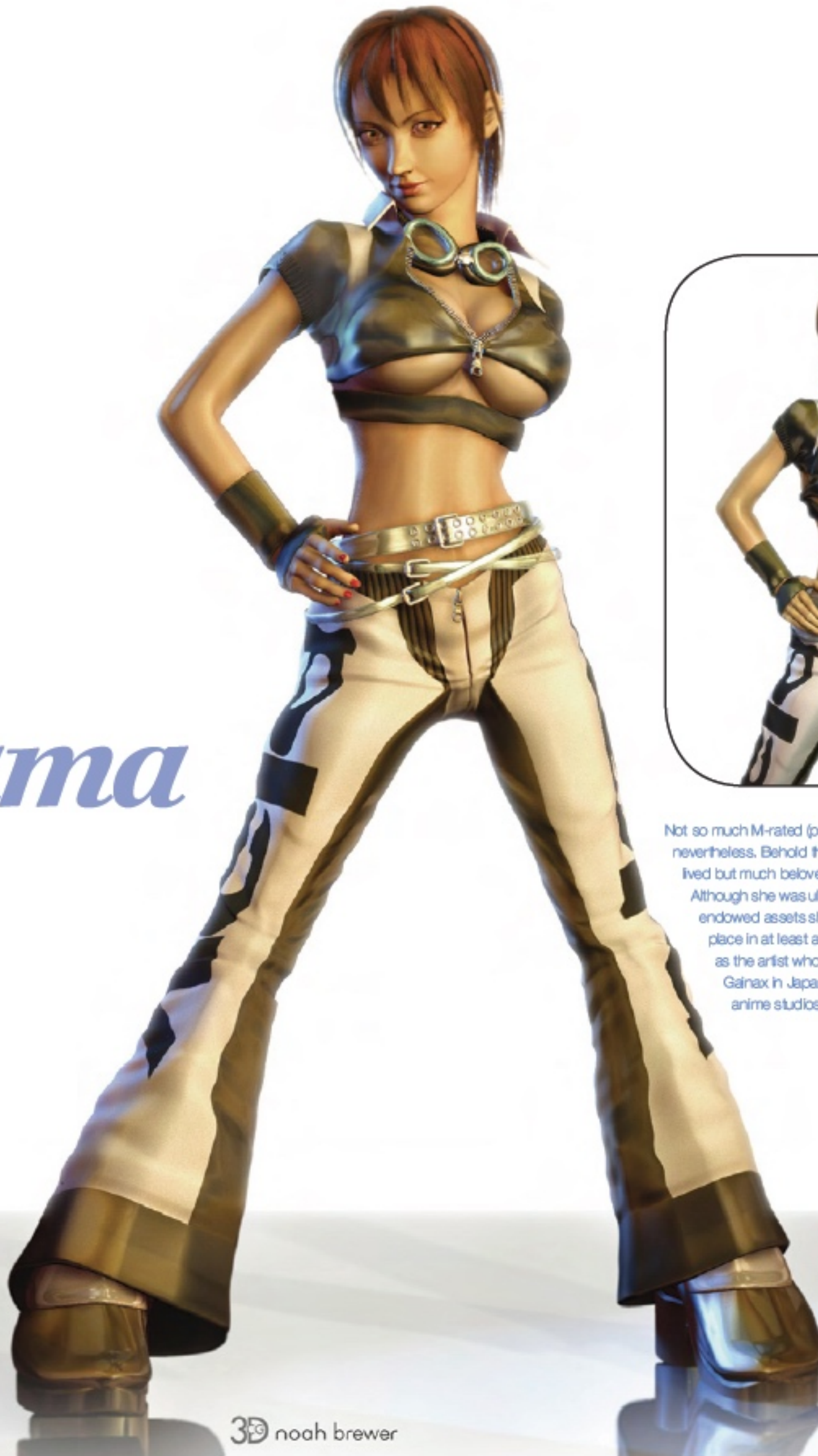
EverQuest 2

Sony Online Entertainment

mature

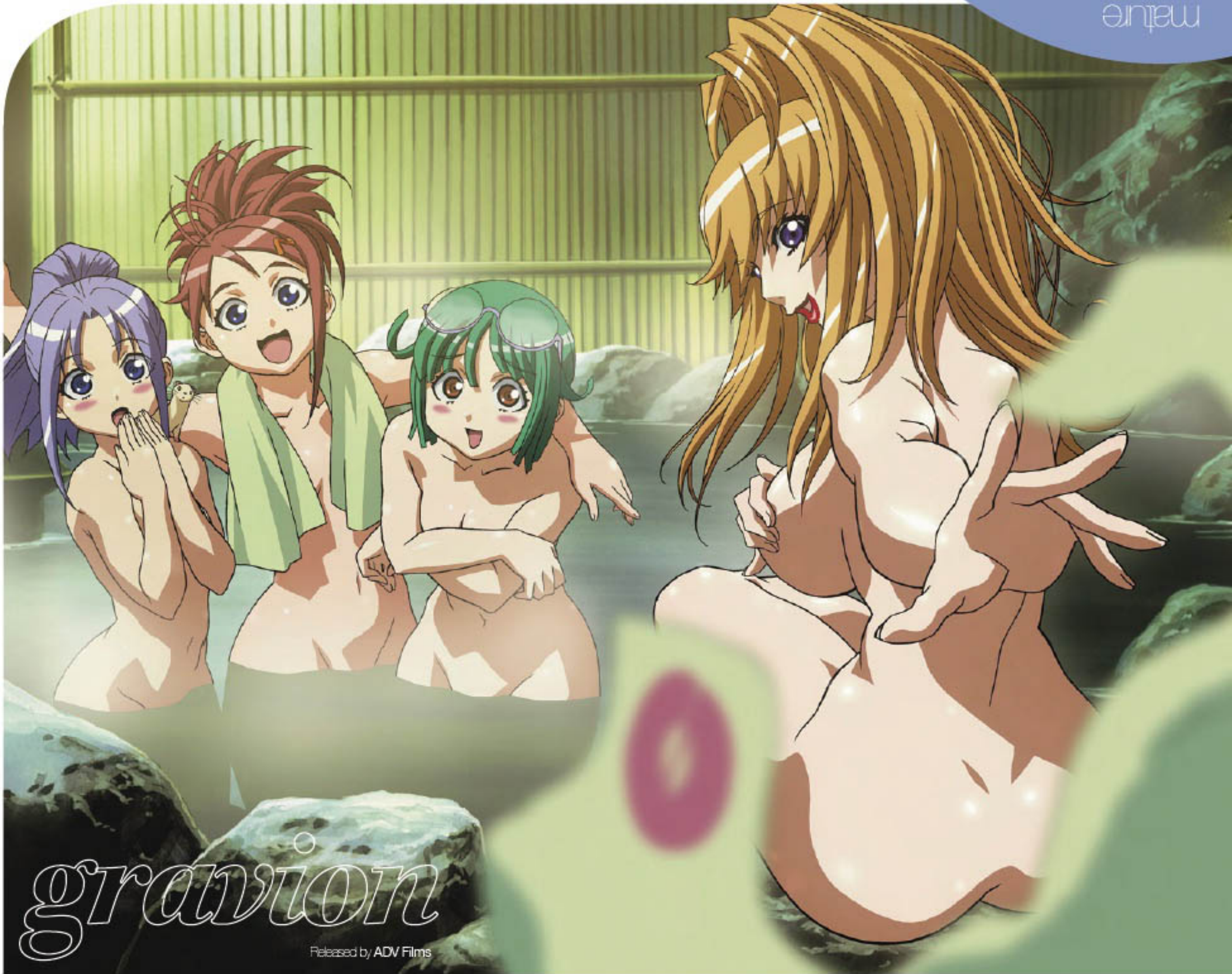
drama

The ill-fated play mascot



Not so much M-rated (perhaps PG-13) but rare nevertheless. Behold the last renders of our short lived but much beloved (by some) mascot, Drama. Although she was ultimately ousted for her overly endowed assets she will always hold a special place in at least a few hearts, including my own, as the artist who created her went on to join Gainax in Japan; among the most prestigious anime studios in all the land. *Dave Halverson*

3D noah brewer



gravion
Released by ADV Films



daphne
in the brilliant blue

Released by Geneon Entertainment





tenjiho tenge

Released by Genshou Entertainment



neo ranga

Released by ADV Films

plastic little

mature



Released by ADV Films

bible
black







*ultramaiden
valkyrie*



Released by ADV Films

g-taste

