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Wednesday, June 5, 2002

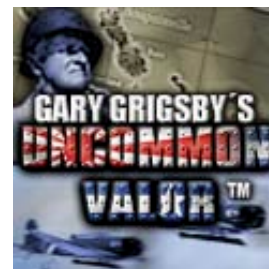
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Article: E3 Best of Show Awards

Tuesday, June 4th at 12:00 EST
Written by [Jeff Vitous](#) and [Mario Kroll](#)



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Introduction

Between the lovely booth babes, extravagant displays, and fast-talking, overly-enthusiastic demonstrators and screaming hardware any gamer would kill for, even the most unremarkable of games can be made to look like a must-have winner. Then again, game publishers spend a lot of money to make us think just that. We like to think we can see beyond this and that the games mentioned below will be as cool as advertised AND contain all the features claimed at the show AND run flawlessly AND be just as well received by the gaming public. In reality, compromises are made and the final product often elicits a more tepid reception. Still, we are hopeful the following games will turn out to be all we were led to believe they would be.

What follows is our E3 2002 "Best of Show" list. The products listed below the most intriguing and exciting products we saw at E3. As we explained above, It's a not a list of the best games or hardware items at the show per se, just a list of the products that piqued our curiosity while we scoured the show. We'll save the judgments on the "best" items when we review these products and made available to all of you. Keep them on your radar, as we follow up with additional preview coverage, interviews, etc. as interest and availability dictates.

FEATURED SECTIONS

- [Ghost Recon](#) (5/31/02)
- [Rainbow Six](#) (5/31/02)
- [Squad Battles](#) (4/30/02)
- [SWAT Series](#) (Today)

NEW CUSTOM SCENARIOS

- [Fighting Steel](#) (1)
- [IL2 Sturmovik](#) (1)
- [Panzer Commander](#) (1)
- [Panzer General II](#) (2)
- [Silent Hunter](#) (1)
- [TOAW](#) (1)
- [TOAW, WOTY](#) (2)
- [West Front](#) (2)

FREE GAMES

- [Battalia](#)
- [Black Hawk Down: Mog'93](#)
- [Steel Panthers: MBT](#)
- [Steel Panthers: WW2](#)
- [Ardennes Offensive 2](#)
- [WarOnline](#)

PBEM OPPONENT REGISTRY

5873 [Opponents Await!](#)

NEWEST REGISTRY ADDITIONS

- [Napoleon's Russian Campaign](#)
- [Takeda](#)
- [Panzer Campaigns: Bulge '44](#)
- [1806](#)
- [Stronghold](#)

ARTICLES IN PROGRESS

- [Baptism: A Vietnam Memoir](#)
- [Warcraft III Evolution](#)
- [We Were Soldiers Once](#)
- [Barbarossa](#)

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Best of Show Awards

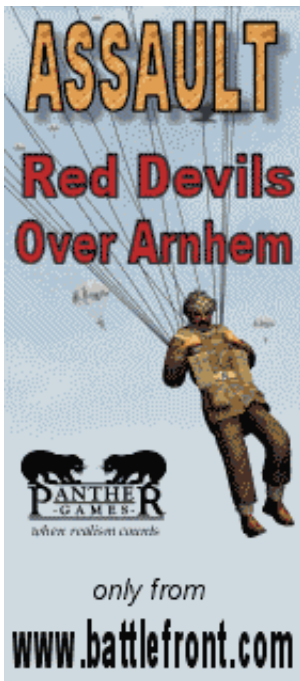
View show winners by category:

- [Real-time strategy](#)
- [Turn-based strategy](#)
- [Real-time tactical](#)
- [RPG](#)
- [Massively multiplayer \(MMOG\)](#)
- [Simulation](#)
- [First-person shooter](#)
- [Hardware](#)

An [alphabetical listing](#) is also available. Be sure to share your thoughts on these winners in our forums.



[Harry Potter and the](#)



Real-Time Strategy Winners:

- [1503 AD - The New World](#)
Publisher: [Electronic Arts](#)
Developer: [Sunflowers](#)
The Buzz: *Quite possibly the best soundtrack since Heroes of Might and Magic II.*
- [Age of Mythology](#)
Publisher: [Microsoft](#)
Developer: [Ensemble Studios](#)
The Buzz: *Building on an established brand with even better graphics, better game play, and new units, creatures, and deities.*
- [Highland Warriors](#)
Publisher: [Data Becker](#)
Developer: [Soft Enterprises](#)
The Buzz: *Finally, a game that will do William Wallace proud. Data Becker should succeed where Eidos' Braveheart failed, combining the best of period-flavored units and buildings with entertaining, Hollywood-esque game play.*
- [Impossible Creatures](#)
Publisher: [Microsoft](#)
Developer: [Relic Entertainment](#)
The Buzz: *Relic is turning an unusual concept into a great looking game with outstanding design features.*
- [Rise of Nations](#)
Publisher: [Microsoft](#)
Developer: [Big Huge Games](#)
The Buzz: *Brian Reynolds is ensuring this will be an RTS that any turn-based gamer can love with innovative interface design.*
- [WWII RTS \(working title\)](#)
Publisher: TBA
Developer: 1C Company
The Buzz: *Russian developer 1C is proving the versatility of the IL-2 engine in this graphically-detailed land combat game.*

Turn-Based Strategy Winners:

- [Age of Wonders II - The Wizard's Throne](#)
Publisher: [Take 2 Interactive](#)
Developer: [Triumph Studios](#)
The Buzz: *Coming out in a few short weeks, this game should have the looks and game play to make player's say "MoM who?"*
- [Medieval: Total War](#)
Publisher: [Activision](#)
Developer: [The Creative Assembly](#)
The Buzz: *An order of magnitude deeper than Shogun - Total War, this game shifts the focus to Europe and allows the player to participate in the Crusades.*

Real-Time Tactical Winners:

- [Blitzkrieg](#)
Publisher: [CDV](#)
Developer: [Nival Interactive](#)
The Buzz: *Stood out in a crowded field with superb graphics and attention to historical details.*
- [GI Combat](#)
Publisher: [Strategy First](#)
Developer: [Freedom Games](#)
The Buzz: *Of all of the resurgent wargames on display, GI Combat is most likely to please the grognards.*

Role-Playing Winners:

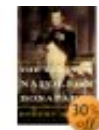
- [Neverwinter Nights](#)
Publisher: [Infoqrames](#)
Developer: [Bioware](#)
The Buzz: *20 years after CRPGs appeared on the scene, pen and paper has finally met its match. Years in the making, if and when this one finally comes to market, it could very well bring thousands of inactive Dungeons & Dragons players out of retirement.*
- [Sea Dogs II](#)

[Sorcerer's Stone...](#)

Daniel Radcliffe

Our Price:
\$12.40[Carnage and Culture](#)

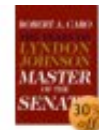
Victor Davis Hanso...

Our Price:
\$19.60[B-29 Hunters of the JAAF](#)Koji Takaki
Our Price:
\$13.97[The Reign of Napoleon Bonaparte](#)Robert Asprey
Our Price:

\$22.75

[Ashigaru 1467-1649](#)Stephen Turnbull
Our Price:

\$11.87

[Master of the Senate](#)

Robert A. Caro

Our Price:
\$24.50(Prices May Change)
[Privacy Information](#)

Publisher: [Bethesda Softworks](#)

Developer: [Akella](#)

The Buzz - *Akella's ship models are looking better than ever, and sea combat is everything Age of Sail 2 should have been but wasn't.*

Massively Multiplayer Winners:

- [Asheron's Call 2](#)
 Publisher: [Microsoft](#)
 Developer: [Turbine Games](#)
 The Buzz: *The best looking and most dynamic MMORPG on the floor, period. AC2 rises impressively above a flood of new MMORPGs competing for the player's dollar.*

Simulation Winners:

- [FreeLancer](#)
 Publisher: [Microsoft](#)
 Developer: [Digital Anvil](#)
 The Buzz: *Combines the awesome game play found long ago in the privateer series with a unique flight model that promises to make the game fun and accessible to everyone. Open ended, gorgeous, and unique!*
- [IL-2 Forgotten Wars](#)
 Publisher: [Ubi Soft](#)
 Developer: 1C: Maddox
 The Buzz: *Most would say topping the original IL-2 as perhaps the best flight simulator ever would be nearly impossible. Try adding over 100 planes, of which at least 60 will be flyable, numerous nationalities, and most likely multi-positional aircraft available to multiplayer fun and we think Oleg Maddox may have pulled it off.*
- [Lock-On: Modern Air Combat](#)
 Publisher: [Ubi Soft](#)
 Developer: [Game Studios / SSI](#)
 The Buzz: *Built on a solid flight sim engine in the Flanker lineage, Lock-On adds several great planes, including the A-10, and provides perhaps one of the best instant action options seen in a game.*

First-Person/Tactical Shooters Winners:

- [America's Army](#)
 Publisher: [U S Army](#)
 Developer: [U S Army](#)
 The Buzz: *Most creative use of conventional games of currently popular genres for educational purposes. When it comes to realism, the U.S. Army is probably the only one who can claim 100% realism other than possibly Jane's.*
- [Delta Force Blackhawk Down](#)
 Publisher: [Novalogic](#)
 Developer: [Novalogic](#)
 The Buzz: *Most impressive use of flight sim and tactical shooter technology combined for a brand-new first-person shooter experience.*
- [Doom 3](#)
 Publisher: [Activision](#)
 Developer: [id Software](#)
 The Buzz: *If we can look beyond the shock-factor gratuitous violence, the engine may very well be the best first-person shooter engine ever seen.*
- [Operation Flashpoint: Resistance](#)
 Publisher: [Codemasters](#)
 Developer: [Bohemia Interactive](#)
 The Buzz: *The most compelling storyline for an FPS sequel we've seen in some time.*
- [Rainbow Six: Raven Shield](#)
 Publisher: [Ubi Soft](#)
 Developer: [Ubi Soft](#)
 The Buzz: *Despite the deluge of Tactical FPS titles this year, Raven Shield stood out simply because it was Rainbow Six. It had the look, the feel, and everything we remember that gave us a little jolt of pleasure when we started Rainbow Six up for the first time.*
- [SWAT: Urban Justice](#)
 Publisher: [Sierra Entertainment](#)
 Developer: [Sierra Studios](#)

The Buzz: *Still the best game series if you are more into police type actions than counter-terrorism. While most other Tactical FPS games are focusing either on counter-terrorism or straight military action, SWAT: UJ promises to continue the unique theme and feel first displayed in SWAT 3.*

- [Unreal Tournament 2003](#)

Publisher: [Infoframes](#)

Developer: [Digital Extremes](#)

The Buzz: *With a sparkling new engine, great new terrain and physics effects, and new modes of team-centered play, this revamp of a classic looks ready to take the FPS genre by storm.*

Hardware Winners:

- [Provision Personal Simulator Chair](#)

The Buzz: *Hands down the coolest gadget at the show, we all want one!*

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[Best of Show \(Alphabetical\) >>](#)

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