

Gamescom 2017 Battle Plan

Games which I've played and tweeted about are **bold** in this list. Comments in parentheses at the end of each line.

Leftovers for Thursday:

- **Forza 7 T-Shirt**
- **Project Cars 2 T-Shirt XL**
- **PSVR Termin x2**

By press conference:

Bethesda:

- Doom VFR (not @ Gamescom)
- Quake Champions (early access is out)
- The Evil Within 2 (no time slots)
- Wolfenstein II: The New Colossus (not @ Gamescom)

Ubisoft:

- **Assassin's Creed: Origins (played)**
- Beyond Good and Evil 2 (not @ Gamescom)
- **Far Cry 5 (played)**
- **The Crew 2 (played)**
- Transference (no time slots)

EA:

- Anthem (not @ Gamescom)
- **Need for Speed: Payback (played)**

Microsoft:

- **Crackdown 3 (played)**
- Code Vein (not @ Gamescom)
- **Forza 7 (played)**

- Metro: Exodus (not @ Gamescom)
- Observer (released aug. 15.)
- Project Code: SHIFT (not @ Gamescom)
- Raiders (skipped, didn't look interesting)
- State of Decay 2 (not @ Gamescom)
- **Strange Brigade (played)**
- Tacoma (released aug. 1.)

Nintendo:

- Metroid Prime 4 (not @ Gamescom)
- **Metroid: Samus Returns (played)**

Sony:

- **Ace Combat 7 (VR) (played)**
- Bravo Team
- Days Gone (not @ Gamescom)
- **Destiny 2 PS4 / PC (played)**
- **Detroit: Become Human (played)**
- God of War 4 (not @ Gamescom)
- **GT Sport (played)**
- Horizon Zero Dawn: The Frozen Wilds (not @ Gamescom)
- **Matterfall (played)**
- **Metal Gear Survive (played)**
- Skyrim VR
- **The Inpatient (played)**
- **Uncharted: The Lost Legacy (played)**

Others:

- Age of Empires Remake (skipped)
- Cyberpunk 2077 (not @ Gamescom)
- Death Stranding (not @ Gamescom)
- Lone Echo / Echo Arena (released jul. 20.)
- **Project Cars 2 (played)**
- Red Dead Redemption 2 (not @ Gamescom)
- **Wreckfest (played)**