

**02/16/2006**



The CGW editors ponder the meaning of Microsoft's claim that they're back in the business of supporting Windows gaming. Good news, or just more PR spin?

**03/06/2006**



The CGW editors explain why they didn't hand out game-of-the-year awards, and then talk about the games of the year. Also, we learn why Ryan broke his mouse playing Guild Wars.

**03/20/2006**



The CGW editors explain the magazine's new reviews section, and read one angry letter about it. Shawn publicly proclaims his love of Oblivion. And we try to get Ryan to talk this time.

**03/27/2006**



This week the CGW editors bestow more love on Oblivion, while Jeff embarrassingly admits he likes The Godfather. Also: highlights from the GDC convention, and a special visit from Dr. Jason Cross, tech medic.

**04/03/2006**



Even more love for Oblivion, mixed with a little hate this time. How to kill an imp with a bow. Plus, the triumphant return of Ryan Scott, and the chance for you to win a copy of Oblivion!

**04/10/2006**



The CGW editors discuss Apple's stunning decision to let Mac users run Windows XP. Are we all going to buy Macs now? Also: we bury Starforce, we praise the new CSI game (or do we?), and we answer reader mail.

**04/19/2006**



This week on CGW Radio, Jeff and the boys heap praise upon Ubisoft for officially dropping the despised Starforce from their future products, discuss the potential of gaming on primetime television, go into the reasoning behind the magazine's new Viewpoint section, and play doctor with the listeners.

**04/26/2006**



This week, Team CGW casts its manly gaze at in-game advertisements. Do we like them? Do we hate them? All we know is we don't want Jack-in-the-Box ads in our fantasy RPGs. Is that so wrong? Also: more reader mail, and pre-E3 hype, and what we're playing.

**05/02/2006**



It's a Wii-Free Zone as the CGW editors yammer about Guild Wars: Factions, Heroes V, and other new releases. Meanwhile, Ryan declares his love for the grilled cheese sandwiches at E3. All this plus your chance to win Heroes V tarot cards!

**05/12/2006**



Jeff Green and his merry band of CGW editors sit down at our makeshift E3 studio and gush about how good of a year PC gaming is in for. Join Jeff, Darren, Ryan, Eric, Shawn, and Sean (which makes a total of 3 Shawn/Sean's on CGW's staff) as they discuss Spore, Enemy Territory: Quake Wars, Crysis, BioShock, Alone in the Dark, and more.

**05/22/2006**



The CGW Editors are back from E3 and...surprise!...playing lots of games. Find out what they like and what they hate in this exciting, action-packed podcast. Also, some techno-lust from Darren and Shawn Elliott. And we learn that Ryan Scott is, indeed, still alive.

**05/31/2006**



The CGW editors profess their love for Rise of Nations, their distress for the new BF2 patch, and their annoyance over Microsoft's announcement that Halo 2 will not be available for Live Anywhere. OMGWTFLOL!!! All this plus Why All MMOs Are Doomed to Failure. And a big sneeze by Shawn Elliott.

**06/06/2006**



It's a PC gaming geekapalooza, as Darren and Shawn yammer excitedly about Half Life 2: Episode 1, new Sean professes ongoing love for Rise of Legends, and Ryan sits quietly, wishing he were back at his desk playing Guild Wars. Meanwhile, Jeff attends a wedding in World of Warcraft and wonders why more homeless people don't wear gaming t-shirts.

**06/13/2006**



The boys of CGW welcome Very Special Guest Jane Pinckard of The 1UP Show, who shares her insights on adventure games, review scores, and (\*gulp\*) sex in videogames. Meanwhile, Ryan tries hard not to be nervous, Jeff talks in a scary falsetto, and other random hijinks ensue.

**06/20/2006**



Are random maps a good thing? Yeah, well, says you! This is just one of the many controversial topics that Team CGW tackle in this very special podcast. We also weigh in on the WoW movie, episodic content, and the importance of flossing. Only a fool would miss this, so, ya know, don't be one!

**07/11/2006**



The CGW Editors stop slacking long enough to finally record another podcast! Huzzah! Listen in as they weigh in on the good and bad of Prey and Titan Quest, and other burning issues of the day. Plus: Sean and Shawn, differentiated at last!

**07/18/2006**



Yay! An extra-special hour-long version of Darren's mom's favorite podcast! This week, the CGW editors weigh in on the Team Fortress 2 announcement, discuss the adult-oriented Prey architecture, and answer your important questions! Also: Find out which game made Ryan stop playing Guild Wars for once!

**07/25/2006**



The CGW editors yabber excitedly about the new WoW changes, Crysis system specs, the Microsoft Zune and more in this very special editon of the CGW Radio Podcast. Why is it so special? Because you are listening! Group hug.

**08/01/2006**



E3 is dead! Yay! The CGW editors do their happy dance over the corpse and then explain why. Also: why we play as females in MMO games and other secrets revealed. And finally, Ralphie returns to read a special piece of mail.

**08/08/2006**



No more CGW?? Games for Windows?? WTF is going on here? The CGW (or is that GFW?) editors explain all in this Very Special Podcast.

**08/22/2006**



Listen to the editors of CGW wax poetic on the Dark Messiah of Might & Magic demo, the Company of Heroes beta, and how they wound up where they are today. Also: A major science-fiction author succumbs to videogame addiction...you could be next! Especially if you don't listen to this podcast.

**08/29/2006**



How much will Vista cost? How much is a Canadian dollar worth? How long will it take Ryan to grow a beard? The fearless CGW editors answer these--and many more!--burning questions of the day. Why? Because they love you.

**09/06/2006**



What the heck is a glog? Who exactly is left behind in that Left Behind game? What's up with Ryan's beard? So many tough questions, and so little time! Fortunately the CGW editors talk fast and take lots of speed. Listen now and be informed!

**09/12/2006**



PC games are a niche? Blow it out your piehole! Also, good news for Double Fine, bad news for Halogen, and further bad news for Todd McFarlane haters. All this plus Darren blows a gasket on air! Yay!

**09/26/2006**



Dog rentals in Japan. Turtle mounts in WoW. Has the whole world gone mad? The CGW editors think so, yeah. Also: More Company of Heroes loathing, BF 2142 loathing, and a special visit from Angry Ryan.

**10/11/2006**



Must see TV: WoW on South Park + Call Of Duty on The Office = Happy CGW editors. Plus, more love for Company of Heroes, some tough questions for Vanguard, and a big WTF for Battlefield 2142's in-game advertising.

**10/24/2006**



We're burning for Burning Crusade, baby! Beta impressions, plus more BF2142 WTFisms, a nasty Microsoft update, and random musings on life in general.

**10/31/2006**



On this extra-scary Halloween broadcast, the GFW editors confront the horrors of Dark Messiah and Battlefield 2142, and relive the nightmare that is the infamous 7-9 scale. Also: Ryan returns with more Guild Wars lovin', and the GFW Radio Players debut with their first live performance! Pass the popcorn, bizatch!

**11/07/2006**



Neverwinter What? Never heard of it! Meanwhile, while the rest of the world drools over the PS3, the GFW dorks talk about...Feeding Frenzy. Also: Ryan drones on about Guild Wars yet again, and hilarity ensues as Sean schools Shawn on obscure WoW lingo.

**11/10/2006**



Extra special bonus podcast! Jeff vs. Jeff! GFW editor-in-chief Jeff Green sits down with Jeff Butler, CEO of Sigil Studios and co-creator of the original EverQuest and the upcoming Vanguard to talk about MMOs, the challenge of competing with WoW, and life as we know it now that Britney Spears is single again.

**11/13/2006**



WTF? The GFW editors are playing console games? Can't MS keep these clowns in line? Find out the answer, plus discover the icky horror and new podcast low that occurs at 23:50! It's like a piece of radio history!

## 11/22/2006 | E3 2007 Special 1



It's the big console launch week--and the GFW editors don't care! We got your Wiimote right here, Dork Boy! Listen here instead for intelligent discourse on PC strategy games, press junkets, and the dangers of Canadian beer. Also, Darren burps twice.

## 11/29/2006 | E3 2007 Special 2



WDid you know they have electricity and phone lines in Canada? Yeah, we didn't either! But they must, because we got a phone call from the folks at Bioware, who join us for a Very Special GFW Radio podcast, talking about Dragon Age, Final Fantasy III, the Wii, and tons more. Don't miss it, eh?

## 12/07/2006 | E3 2007 Special 3



The GFW editors have heard your complaints: No more console game talk! This week, we focus on arcade games instead! Ha ha! We kid! Well, not really. We do talk about arcades. But also some important PC gaming stuff...including early Game of the Year chat.

## 12/13/2006



This week, the GFW philosophers gaze into the mystic and ask: How many Splinter Cells are too many? In other spiritual matters, they confront the musicians, academics, and other instruments of Satan in Left Behind, and ask the heavens who in the world would think a Firefly MMO was a good idea, and ponder the broken promises of episodic gaming. Burp count: Zero.

## 12/19/2006



Yay! It's the last GFW Radio podcast of 2006! Smell ya later! But before that, listen in as we pull back the curtains on Valve's upcoming zombie shooter Left 4 Dead, and conduct a live interview with two of the developers behind EA's upcoming Command & Conquer 3: Tiberium Wars. Also: random babbling about dual-core processors, scary Bavarians, and the awesomeness of Rocky Balboa.

## 01/12/2007



Darren's back from CES with tons of PC gaming info (and missing a few hundred dollars worth of fancy electronics). Also: So are we really gonna have to pay to play Hellgate: London online, or what? Double also: Shawn explains why S.T.A.L.K.E.R.: Shadow of Chernobyl is like an FPS version of Oblivion.

## 01/16/2007



Editor-in-Chief Jeff Green fights back his pneumonia long enough to discuss the launch of World of Warcraft: The Burning Crusade, and fellow editor Shawn Elliott lets us know what Enemy Territory: Quake Wars has in store. All this, plus a chance to win your very own Burning Crusade Collector's Edition, in this week's edition of GFW Radio--the podcast that will change everything!

## 01/23/2007



The usual gang of idiots talk about their renewed addictions (or lack thereof) to World of Warcraft, BioShock's lack of multiplayer, and one of the most disturbing contests we've ever held. Plus: More reader questions. Yay!

## 01/31/2007



Vista and Vanguard came out this week...and ask us if we care! Well maybe we do a little. Or maybe not! You'll just have to listen and find out! Ha ha! Also: the lowdown on Battlestations: Midway, Supreme Commander, and the Titan Quest expansion, plus random reader comments and the reasons why we (really, truly) love our jobs.

## 02/06/2007

It's all hate, all the time, in a very special GFW Radio Hate-a-palooza!! We pass out our Worst of the Year awards, bag on loser anime nerds, and still refuse to install Vista! On the bright side: Ryan admits he was wrong about WoW, and Jeff gives Shawn a brief but informative French lesson. Feel the hate!

## 02/13/2007



Last week was about The Hate, but this week, it's all about L-O-V-E. Yes, the GFW editors put on their hippie love beads, crank the James Taylor up to 11, and show their sensitive and emotional side as they answer your reader mail with all the love their tiny, brittle hearts can muster. Also: the dark side of comic book addiction and a fierce debate over the merits of Xbox Live achievements.

## 02/20/2007



The GFW editors get all thoughtful and wistful as they contemplate what it all means that Enemy Territory: Quake Wars and The Crossing are now coming to consoles. Also: Ryan blows his top over Guild Wars, Jeff shows geek love for Lord of the Rings Online, and Shawn Elliott gets all thespian on us with dramatic readings from the World Wide Web!

## 02/27/2007



In this very special psychedelic episode of GFW Radio, the editors drift so many tangents away from the original topic that they end up back at Shawn Elliott's junior high, accepting money from robots. Meanwhile, back on topic, the gang share their impressions of Shadowrun, the new GalCiv II expansion, and Silverfall. And Whiskey Nerd makes a triumphant return.

## 03/06/2007



GDC 2007 is upon us, and the GFW editors harbor hope that it won't become another E3. They then wax poetic on the return of full-motion video in Command & Conquer 3: Tiberium Wars and cry "more!" when confronted with awesome co-op modes. Also: signs you're playing way too damn much Tetris in this week's Heroes of the Web segment.

03/15/2007



And then there were three: With Jeff and Shawn stricken with various forms of the plague, the remaining not-quite-dead-yet GFW crewmates get deadly serious and ask, "Does Games for Windows Live Gold sound like it's worth it?" Answer: probably not. Also: a wee bit of post-GDC talk, and a special guest for our Heroes of the Web segment.

03/20/2007



The full GFW crew is back, just in time to hear Shawn tell everyone how freakin' great S.T.A.L.K.E.R. is. Also, more Peggle lovin', a rant on the hazards of writing reviews and previews, and yet more reader questions answered. Why? Because we fuggin' LURV you, that's why?

03/27/2007



Insanity reigns supreme this week as the GFW crew eat some bad mushrooms and then wax philosophical on the differences between web and print reviews, and the uselessness of "collector's editions." All this plus the triumphant return of the Heroes of the Web, and a very special singing performance by Jeff Green!

04/03/2007



You want Ryan Scott? You got Ryan Scott! It's all Ryan all the time, as GFW Radio's legendary "quiet man" steps up to the plate while the rest of the crew is out on assignment. What happens when the cork finally comes off? You know you don't want to miss it!

04/10/2007



Life got you down? Then let the warm, mellifluous, honey-coated voices of GFW Radio remind you just how sweet it is to be alive, as they offer prime scoopage on Company of Heroes: Opposing Fronts, tell you how to use your Guitar Hero guitar with your PC, and offer further thoughts on the controversial GFW Live initiative. Do your ears a favor and listen now!

06/14/2007

04/17/2007



With Shawn Elliott off picking four-leaf clovers and eating Lucky Charms in Ireland, the remaining GFW editors ramble on senselessly about things of no consequence whatsoever, such as why there has been no good Batman game on the PC, and whether or not Harry Knowles counts as a celebrity. Also, back on topic: love for Fallout 3 and BlizzCon--and loathing for Dr. Phil.

04/26/2007



With the entire GFW crew back and fully caffinated and crammed into a storage closet, the random nonsense is cranked to 11, complete with utterly useless tangents on Pocket Pool for PSP and the horrors of game novelizations. Back on topic, LOTR Online and Halo 2 for Vista are discussed, as is this year's E3, whatever the heck it is. All this plus a very special performance by Whiskey Nerd, and a startling revelation about Jeff's socks.

05/01/2007



The GFW crew buckle down to business with actual discussion of PC games, including Team Fortress 2, Vanguard, and LOTR Online, but don't let that scare you off! Lowbrow hijinks abound, random and unnecessary tangents are taken and abandoned, and Whiskey Nerd returns once again with an audition tape for the next Radiohead CD. All this plus a special message for the fat jerk of a boss of one of our loyal listeners.

05/08/2007



Bill Freakin' Roper! Bill Hellgate Roper! Bill WarCraft/StarCraft/Diablo Roper! The GFW dorks cajoled the gregarious game designer into sitting in for the entire, epic 2-hour (TWO HOUR!) long podcast this week, and there are yucks and hijinks aplenty! StarCraft MMO rumors, GameTap lovin', Hellgate info dumps, Catan splooging ... all this plus the usual randomness and ridicule, and a Very Very Special Heroes of the Web. You'll cry if you miss it!

05/15/2007



Halo 2 for Vista, Halo 3 beta, or none of the above? The GFW Radio crew spread the good (and bad) word on the games with the purple guns. Also, meaningless, uninformed speculation on the new Blizzard game, informative analytical analysis on the Hellgate pricing brouhaha, and more random words of hate for "pre E3." All this plus Heroes of the Web and an observation on people in purple clothing. It's Purple Day!

05/22/2007



Some company named "Blizzard" (?) apparently announced a sequel to some old game called "StarCraft," whatever that is, and then all these freaks on the Internet started going crazy about it, as if anyone cares. Whatever. Anyway, there's that, plus why Ryan subscribes to eight (8!) MMOs, why Steam rules, why Vanguard doesn't, and why Jeff is having a crisis over his comic books. And where's Shawn Elliott? He's home sick, hacking up his lungs and drinking tea with Whiskey Nerd.

05/30/2007



Roused from their post-holiday stupor, the GFW Radio crew assemble to wax moronic on a variety of topics, including the release of Halo 2 and Shadowrun, the joyless life of a food product marketing drone, and why music sounds better on Ninja Gold. Also: a lengthy discussion about grieving, and the return of a grumpy, grizzled old friend!

06/05/2007



What's the deal with....crummy console ports? The GFW crew ponder the PC versions of Shadowrun, Halo 2, and Resident Evil 4 while fending off the suspicious, noxious fumes in the recording studio, which are only partially attributable to Darren's rancid egg salad sandwich. Also this week: Ralphie raps, a geek hierarchy is presented, and the editors discuss their most anticipated games of the year, not including Cudgel of Xanthor.



GFW Radio Outtake "special!" Due to technical difficulties, or alien sabotage, this week's GFW Radio, which would have been a whopping 2.5 hour geek-a-palooza, was lost forever in hard drive hell. However, our hero Sean Molloy did manage to find and recover the last 40 minutes, which we present to you simply for curiosity's sake, like a car wreck. For collectors and completists only.

**06/19/2007**



With last week's fiasco behind them, the GFW Radio crew bravely soldier on, tackling such important topics as the unbearable burden of being The Flash, the mysteries of Habbo Hotel, and why the next big gaming platform won't be the Mac. Also: Heroes of the Web, SimCity crybabies, and purple people on arcade rides, all ridiculed for your listening pleasure!

**06/28/2007**



It's GFW Radio vs. The Modern World again, as technological problems once again nearly destroy this week's audio masterpiece. Fortunately, we have salvaged a version, albeit one that sounds like we are sitting at the bottom of an outhouse, gathered around a toy microphone with a wet towel over it. Still, we soldier on with beta impressions of Enemy Territory: Quake Wars by Shawn Elliott, a philosophical debate about "brain games," and more Heroes of the Web. Sure, it sounds like crap, but so did the Basement Tapes, so shaddap!

**07/03/2007**



It's the eve of this great nation's birthday, and what better way to celebrate than to spend an hour or so with the foul-mouthed, angry, mean-spirited slobs of GFW, who have nothing good to say about anyone! We kid. Actually, there's a whole lotta love this week, as we share happy thoughts about the Quake Wars beta, Fallout 3, Insurgency, Threadspace: Hyperbol, and more. All this plus Heroes of the Web, Ralphie as Stan, and the soothing sound of Ryan chewing on Welch's Gummy Snacks!

**08/21/2007**

**07/11/2007 | E3 2007 Special 1**



Coming to you from Santa Monica it's the first of our daily [E3 2007](#) podcast specials. The kickoff press briefings from the big three--Sony, Nintendo, and Microsoft--offered plenty to talk about. GFW's Shawn Elliot and IUP News Editor Patrick Klepek join Garnett, John, and Shane to breakdown the performances and games on display. Our impromptu studio setup in the hotel room makes for some unique acoustics, but think of it as part of the ambiance.

**07/12/2007 | E3 2007 Special 2**



With the media briefings a thing of the past, the crew returns for this second E3 2007 show primed to get into the games. EGM's Dan "Shoe" Shu joins John, Shane, and Garnett as they relate impressions on a list of titles that sounds like a gamer's dream. Garnett begins by proclaiming his love of Mass Effect, and it turns out he's not alone; Shane starts to come correct on Super Mario Galaxy; Shoe brings us up to speed on Halo Wars; and John describes some time behind the wheel with Burnout Paradise--and that's just part of a list that also includes names like Heavenly Sword, Fable 2, and Call of Duty 4. Yes, there are a few more surprises in there as well. You won't want to miss it.

**07/13/2007 | E3 2007 Special 3**



All things come to an end. On this Friday the thirteenth we close down E3 2007 with a farewell wrap-up for our final show from Santa Monica. N'Gai Croal of Newsweek's Level Up videogame blog sits in for the full deal and has plenty to share, including some impressions from his exclusive first hands-on with Killzone 2. In the first segment GFW Magazine's Shawn Elliot joins in as PC games like Crysis and Company of Heroes: Opposing Fronts take center stage. And then Shane returns from the pool for a final segment that culminates in the guys giving their prediction for which game will win the judges over for game of the show honors, and choosing their own personal favorite game of the show.

**07/17/2007**



The GFW editors are back from E3--everyone except Ryan, that is, since he was stuck at the office the whole time, like Cinderella, sweeping the floors and singing with mice. Join us for this post-E3 info-dump, wherein we discuss all the games we liked and, like, totally can't wait to play. Also this week: the scary wrath of Fallout "fans", how to win and keep the love of (and score with!) your Digimon, and a Dutch fan's GFW techno remix. Entertainment rarely gets more entertaining than this!

**07/24/2007**



The flame war between Fallout fans and GFW Radio host Jeff Green continues to rage on this week's podcast. Plus: We criticize a critical New York Times article about game criticism, Ryan Scott is immune to the magic of Harry Potter (no spoilers, don't worry, it was recorded before the book came out), and how horror games can stretch the definition of "fun."

**07/31/2007**



Start with one cranky editor-in-chief. Stir in four additional editors of equally foul temperament. Add broken recording equipment, and then let fester in stuffy room for one hour. Sprinkle lightly with Heroes of the Web, Tabula Rasa beta talk, and random musings about Lost. Serve cold with Cheetos and Mountain Dew.

**08/14/2007**



The GFW editors return from QuakeCon and BlizzCon and share their impressions with you, the people. Okay, they returned awhile ago, and it's all old news, but since they don't stay on topic anyway it hardly matters, does it? So shut up. Also this week: raging BioShock lust, endless LucasArts adventure game love, and the Worst Adventure Game Puzzle of All Time. But where's Shawn Elliott? Still away at summer sewing camp.



Just because BioShock is out and everyone and their smelly ol' grandma is playing it doesn't mean we have to blather on about it like everyone else. Okay, except maybe a little. But we don't spoil anything. And we can't run it on our PCs anyway. Meanwhile, Shawn Elliott regales us with exciting new infotainment about Half Life 2: Episode 2 and Team Fortress 2, and regular GFW Robert Ashley joins in to share some horrific and lollerific stories about life on the road as a roving games journalist. Download or die, noob!

## 09/19/2007



Worried that they might have nothing to make fun of this week, the GFW Radio crew praise the heavens that at the 11th hour some clod paid almost \$10,000 for a WoW character, while another guy died after gaming for 3 days straight. You can't make up that kind of comedy! Meanwhile, while Shawn Elliott is out playing the Orange Box at Valve, Darren chimes in with his first impressions of Team Fortress 2, Jeff raves about COD4, and everyone cheers for Locke winning an Emmy. Yay!

## 10/09/2007



OH MY GOD ORANGE BOX IS ALMOST OUT AND WE ARE SO EXCITED! Okay, maybe we're not that excited. But we do spend some time with Shawn Elliott's TF2 Tips for the Dumb and Clueless, and ponder the the importance of being a medic. Also, impressions of Company of Heroes: Opposing Fronts, nothing on World in Conflict yet again because Sierra is lame about sending us copies, and the usual pointless ruminations on a variety of vaguely offensive topics. Also: Jeff confesses his love for Ugly Betty.

## 08/28/2007



SPOILER WARNING: At the 1:06:53 mark of this week's show, it's all BioShock spoilers until the end, as Shawn and Sean discuss their favorite moments, share thoughts on the ending, and use words like "agency" and "objectivist" without laughing. You've been warned (and you'll get plenty of warning in the podcast itself, too).

## 09/25/2007



It's the GFW Radio Orange Box episode---or maybe it just feels that way---as the regular crew (minus Ryan, who sent us a sick note) yammer for freakin' EVER about Valve's upcoming trifacta. Then, because it is the most oppressive force in our lives right now, we confront the mighty Halo 3 beast, including a dramatic reading from the Official Media Kit. All this plus the usual digressions, including useful tips on how to deal with people who smell.

## 10/16/2007



It's a shootylicious, shooteriffic shootacular this week, as the GFW crew, joined by Semi-Official (except for the butt tattoo) Sixth Chair Robert Ashley, play and pontificate about all the latest PC shooters, including the UT3 and COD4 demos, both of which should really suck less. Also, Jeff shares a dream, Robert Ashley fends off angry Texans, and Whiskey Nerd drops more old-ass science. Download now, chumps!

## 09/05/2007



International man of mystery Robert Ashley joins the regular crew for some insanity *especial*. Topics include (but are not limited to) BioShock (yes, again), Soren Johnson's treatise on how not to design a game, and the Company of Heroes: Opposing Fronts beta. Plus, expand your vocabulary with Shawn Elliott, and a special bonus discussion of why TV game shows today are, like, totally lame.

## 09/26/2007



Who lives to serve you? Why, yes, it is in fact GFW Radio, who are bringing you this extra-special legendary collector's edition game-of-the-year second podcast of the week, all for the low price of absolutely nothing! Joining us live in the studio is Crytek CEO Cevat Yerli, who answers our 8 zillion questions about Crysis and also educates us on other matters, such as why Europeans prefer boobs over guns, to which we say: WTF?

## 10/25/2007



Better late than never? Or should we just shut up? You be the judge, as GFW Radio presents a very special Thursday podcast because we couldn't get our act together to do it on time. Have no fear, though! We also discuss more crucial issues such as: Ryan's weight, Spider-Man retconning, and Shawn Elliott's fancy new t-shirt!

## 09/11/2007



Determined to stay completely on topic this week, the GFW crew gets off to a rousing start with a discussion of miniature golf. This is followed by a perusal of a Top 25 Bestselling Games of All Time list, a philosophical discussion on the subject of "exclusive reviews", some hands-on impressions of Team Fortress 2 and Call of Duty 4 multiplayer (for Xbox), and Ryan's Weekly Guild Wars Rant. It's like food for your mind. Really stale, rancid food! Bon appetit!

## 10/04/2007



Yes, we're two days late, but don't complain, because this might be our best podcast in at least a week! Heroes of the Web. Whiskey Nerd. Robert Ashley. Orange Box. More Orange Box. Crysis. Orange Box. Opening skit produced by the extraordinary ZootedGranny. And the world premiere of America's next great singalong anthem, "Tunnel Full of D---s".

## 11/01/2007



On the downside, we're late again. On the upside, we have a special guest again! And it's Crispin Boyer from EGM! Wowie! Yay! Join the gang as they discuss a whole gaggle of exciting topics, such as Halloween hijinks, Bruce Springfield, Crispin's early life of crime, one naughty listener's drug solicitation, and a very special Ryan Scott Meltdown over his hatred of comic book scribe Mark Millar. Oh yeah, there's some game talk in here, too, somewhere. We think. We blame the Halloween candy.

## 11/13/2007

## 01/09/2008

## 12/05/2007



In honor of the fact that there are, like, a zillion PC games to play right now, the GFW Radio crew spends two hours actually talking about them! Seriously. Just PC games. Hellgate: London, Crysis, Call of Duty 4, the new Sam & Max, The Witcher, and Mr. Magorium's Wonder Emporium. OK, so the last one's not a PC game, but really, it's just as good. Also: We gaze astonished at Ryan, who has 14 consoles connected to his television but has never played Diablo II.



In the wake of Gerstmanngate, GFW Radio ponders, once again, the complicated relationship between game publishers and the media, and decides, in sum, that it all smells like dooky. Meanwhile, the gang ponders what it means when a company gives 5 stars to its own game (or did they?) and wonders why there appear to be only 52 people in the world playing Unreal Tournament 3. Big thanks to EGM's Greg Ford for producing this week, and now everyone get your flak helmets on...



It's an epic two-hour gasbagathon, as the GFW Radio crew, loaded up on MSG, share, pontificate, cajole, and wheedle their way through more Game of the Year discussion, including a fierce debate on the level design of Half Life 2: Episode 2 versus ... Pegg. Huh? Also, Ryan goes ape\*\*\*\* over Puzzle Quest, and Jeff schools the kids on the backstory behind Mayor McCheese and the Hamburglar!

**11/20/2007**



The GFW Radio crew gives thanks for the Internet by chatting more about The Witcher, the World of Warcraft 2.3 patch, the political agenda of Blacksite: Area 51, and what playing Rock Band says about your character -- plus, Shawn reveals his secret online alter-ego.

**12/20/2007**



In the final, epic brodeco of 2007, the GFW Radio crew pontificate, opine, rant, and whine for nearly two hours on all sorts of exciting topics, some of which include the Duke Nukem Forever trailer, the sad sales figures of Crysis and Unreal Tournament, the good and bad of Mass Effect, and the game that made Shawn Elliott use the word "delightful." Also, Jeff Green sees red over more bad game writing. And one GFW editor bids us all farewell. So laugh and cry with us as we kiss this year goodbye, GFW style. F' Yeah!

**01/16/2008**



With the GFW crew experiencing serious deadline burnout, Dr. Maximum Chill arrives on the scene to inject the podcast with some actual energy. He only partially succeeds. Among the topics mumbled about: New Team Fortress maps, Star Trek Online and the viability of licensed MMOs, Puzzle Quest, and Ubisoft's "boycott" of EGM and GFW. Also: Shawn Elliott's scary stories from the frontiers of Second Life. Be very afraid!

**11/28/2007**



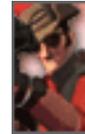
It's a special Not Very GFW Radio this week, with Ryan, Darren, and Sean all slacking off for the holidays. Instead, special guests Robert Bobito Max Chill Ashley and Bryan I Can't Stop Yelling Inithar join GFWers Shawn and Jeff for 90+ minutes of rambling babble, including more bad job stories, and the sad uselessness of Holiday Buyer's Guides, and the annoyance of Xbox Live jackholes. Plus, Shawn spreads more COH: Opposing Fronts love, and Jeff breaks up with The Witcher. Extra special mad props to EGM's Mike Cruz and Greg Ford for producing/editing this week!

**01/04/2008**



It's the first brodeco of 2008, and what better way to kick things off than with a discussion about Theodore Roosevelt! Also, what we played over Xmas vacation, more Mario love, and even more disturbing Sonic love, courtesy of this week's Hero of the Web. Also, in a token nod to PC gaming, the art direction of TF2 vs. Bioshock is discussed. Even Eli knows to download now!

**01/23/2008**



After a blissfully long weekend, the GFW crew are back and are serious about their game talk. For a few minutes. The Age of Conan delay is discussed, as is WoW's 10 million subscriber mark, and Jeff's few hours with Crysis. Soon, however, all hell breaks loose, and we are once again back in Second Life, hearing more horrific stories to keep away from your kids and the faint of heart (and stomach). Then, as if to seek redemption, a more spiritually uplifting game, Zoo Race, is discussed -- and the GFW crew further cement their path towards eternal damnation. Yay!

**01/30/2008**



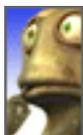
**02/19/2008**

**02/27/2008**



Did you ever want to shoot things with your

The time has come, the walrus said, to talk of many things, including a whole bunch of Battlefield Heroes details, Valve's unveiling of SteamWorks (the company's digital distribution answer to the NPD), new Team Fortress 2 achievements, and how Savage 2 just may be the very essence of PC gaming. Plus, we go all Retronauts and fondly recalls Turok: Dinosaur Hunter for the N64 and Aquanaut's Holiday for the PlayStation. Huh?



On the first GFW Radio of GDC Week, we welcome Warren Spector of Juntion Point Studios and Paul Wedgwood of Splash Damage for a deep conversation about stealing books and coming up with the idea for The Da Vinci Code, among others.

eyeballs, just like Cyclops in X-Men? Yeah, us neither. Still, we were excited to see a contraption at GDC that let you do just that, kind of. The GFW Radio crew, with mascot Anthony Gallegos in tow, discusses that and other mind-boggling technology in this Very Special Post-GDC Wrapup Podcast. Also, Shawn's first thoughts on Frontlines, Jeff's new love affair with Civ 4, Sean's obsession with Devil May Cry 4, and Ryan's AudioSurf playlist. F yeah!

**02/06/2008**



With Shawn Elliott mysterious out on a "vacation" with someone named "Hans," the remaining GFW editors huddle around their microphones and attempt to pick up the pieces, with nary a 4th chair in sight. Yeah, that's right: We said "nary." Up for discussion this week: The glory that is Sins of a Solar Empire, the grandeur that is Puzzle Quest, and an inquiry into the ethics of real-life trading of MMO objects. Is it prostitution? The GFW call girls say no. Also: Lost Season 4: Finally a reason to live.

**02/20/2008**



Josh Mosqueira from Relic and Chris Taylor from Gas Powered Games stop by the studio for a chat on real-time strategy games. Also, a hilariously bungled sign-off from Jeff and the gang.

**03/12/2008**



Jeff "Scoop" Green goes to Blizzard to see StarCraft 2, but all he wants to talk about is their cool bathroom. Awesomesauce. Fortunately, all is not lost, as Dr. Maximum Chill, PhD, makes a house call to GFW Radio to educate us all about game boners, and what to do about them. Also up for discussion, a look at InstantAction.com, an unpleasant new definition of DipRips that you won't be able to unhear, and an unruly digression into the messy circus that is Berkeley, California.

**02/13/2008**



Jeff and Shawn go play Spore at Maxis and talk xeno-evolution, "Spore-casts," and recent backlash against Will Wright's next big thing. Ryan chats up Sam and Max: Episode 2x03, and Sean/Shawn try to convince the others of the merits of graphic novelist Chris Ware.

**02/21/2008**



GDC Week continues with Erik Wolpaw and Kim Swift from Valve.

**03/19/2008**



You want PC game talk? Well put this podcast in your collective pipes and smoke it. The regular gang of idiots is joined by returning guest idiot Anthony Gallegos for an aural smorgasbord of PC gaming yammering, most particularly Sean and Jeff's first impressions of The Sims 3. But that's not all, folks!! Shawn shares the horrors of Turning Point, Jeff replays Fallout 1, Sean gets busy with Viva Pinata, Shawn and Anthony spread more CoH love, and Ryan...well, Ryan has a new Lost theory. All this plus a big comic book geek-out.

**02/22/2008**



American McGee joins us for our last GDC show, talking about Grimm and the games industry in China.

**02/22/2008**



2K Boston's Ken Levine drops by for a very quick chat about how glad everyone is that GDC is over!

**03/26/2008**



On this spectacular, action-packed 100th episode of GFW Radio, we cancel the spectacular, action-packed 100th episode of GFW Radio. Jeff's out sick and nobody's been playing anything of note, so we're saving all the good stuff for next

**04/16/2008**

**05/15/2008**



GFW Radio supersedes this week with a big, fat, artery-clogging 2 hour plus wankorama featuring not just one but two of our regular special guests Robert "Dr. Maximum Chill PhD" Ashley and Anthony "Anthony Gallegos" Gallegos sitting in for maximum possible extra nonsense and immature

week. But in the meantime, get acquainted with the "time bullet" theory of Lost.



With Jeff Green broadcasting from 2006, due to some kind of Lost-style time wormhole, GFW Radio welcomes former CGW staff member Elliott Chin, who shares some laffs and golden memories of the magazine's past. Then, in part two, the gang gets all serious with discussion of the "race question" in Resident Evil 5, along with other random topics, which may or may not include PC games. You got a problem with that? Blame Ryan!

**04/23/2008**



With Shawn out again on a mysterious vacation, GFW Radio morphs into CGW Radio with the return of two former CGW (and later OPM) editors, Dana Jongewaard and Thierry "Scooter" Nguyen, as they join the gang for a couple hours of talk about....absolutely nothing! Games are discussed, Lost is discussed, online vs. print writing is discussed, and a scary bag of candy is eaten. Also, more wacky tales of CGW's past, like the time Dana taped Jeff into his office so he'd finally finish his column. O the hilarity!

**05/07/2008**



The full crew is back this week, plus the cure for your GFW Radio fever: Dr. Maximum Chill, PhD, here with the medicine you need. Yes, pour a glass of your favorite non-alcoholic beverage and relax to the mellifluous sounds of the Brodeo, as they fill your eardrums with the tender sounds of Age of Conan talk, Ryan's obsessive Team Fortress 2 farming, and...that game with the cars and the hookers and the killing. Yes, we weigh in on it. But this week only. Next week it's all about Cooking Mama 12---we promise!

**06/26/2008**

potty humor. In this week's episode: The gang goes over some of the games seen at this week's "pre-E3" events, including a great PC showing by EA (Battlefield Heroes, BattleForge, Left 4 Dead, Mass Effect, Warhammer Online), and, ahhh, let's see?. Banjo Kazooie from Microsoft. Also: Locke is revealed to be Ben's dad, Betty breaks up with Henry, and another supermodel is voted off the island.

**05/22/2008**



Professional videogame experts Crispin Boyer and Anthony Gallegos join the regular GFW crew to discuss the launch of Age of Conan, the Indiana Jones phenomenon, and why today's games is dumber than them ones from yonder olden times. Also: An exclusive first look at Ryan's crazy Lost theory! Who's in the coffin? You, the listener!

**05/28/2008**



With Ryan Scott in Las Vegas for the annual Siegfried & Roy fan festival, GFW Radio is remarkably quiet this week, with Shawn, Sean, Jeff, and Anthony all too shy and scared to speak up. Okay not really. Still, a post-vacation low-key podcast ensues, with more tales of Age of Conan grieving, Sean's Penny Arcade Adventures impressions, and Jeff's 1-minute look at Civilization Revolution. Also: Jeff, in a moment of senility, forgets that he's not on a cartography podcast and goes into a long lament about the end of the California Automobile Association's print map publication. All this plus the usual inappropriate noises and not-for-children-or-sensitive people idiocy.

**07/17/2008**



Relic's Mark Noseworthy (Dawn of War 2) drops by for the final E3 show. Topics include Dawn of War 2 (duh), Postal 3, and general closing thoughts on E3.

**07/23/2008**

**04/02/2008**



Host Jeff Green returns from the brink of oblivion after a bout with that superflu from The Stand, just in time to chat with Stardock CEO Brad Wardell about the state of PC gaming and stuff like that. Shawn reads a transcript from a recent Company of Heroes match, Flagship's Mythos is discussed, and everyone is insulted in this very special 100th episode of GFW Radio.

**04/08/2008**



With the closing of GFW the print magazine today, the GFW Radio crew--Sean, Shawn, Ryan, and Jeff--gather for an impromptu online wake just hours after the announcement. No game talk or comics talk or Lost talk this week, kids. Just some straight-up processing and group therapy, with the kind of gallows humor you might expect from a bunch of guys who just lost their magazine. But the Brodeo lives on, and here's the livin' proof, goddamit!

**06/04/2008**



This week, the crew -- down one Jeff Green and up one Robert Ashley -- discusses developing a love/hate relationship with Trials II, innocence and creativity in LEGO Indiana Jones, and the connection between French rap and the upcoming S.T.A.L.K.E.R. prequel. Plus, more Age of Conan talk. If this episode seems shorter than normal, that's because there's more to come -- stay tuned for a

special second podcast on June 6th.

**06/06/2008**



An extra special bonus episode! Listen to Shawn's impressions of Relic's new real-time sequel, Warhammer 40,000: Dawn of War II.

**06/11/2008**



This week, Shawn and Anthony found a guild city in Age of Conan but still need to purchase an outer wall -- won't you help? Also: Crysis Warhead examined, Lost theories expounded, Nexon's Combat Arms engaged, and more!

**06/18/2008**



It's a podcast of laughter and tears, as the joys of Anthony's romantic pursuits is countered by the departing of Sean, who is off for bigger and better things, the dumb bastard. In other news, Jeff waxes poetic on Mass Effect PC, and, with ample warnings to turn the thing off, the group takes on Metal Gear Solid 4, complete with massive spoilers and the kind of analysis that only a peasant could love. All this plus Robert Ashley's astonishing dolphin impressions.

**08/13/2008**



The studio gets steamy when Jeff and Shawn dramatically re-enact the recent Age of Conan GM cybersex encounter. Also, some smart stuff about Braid and smart things for smart people.

**08/20/2008**



Host Jeff Green is gone on vacation. The inimitable Sean Molloy has moved away. But the Brodeo must go on, even if that means posing as a market study group, roaming the streets of Berkeley, and then recording more material in Robert Ashley's bedroom. And that's the spoiler-free version. Don't miss this -- the most bizarre episode of GFW Radio ever.

**07/02/2008**



This week, it's Not GFW Radio, where Ryan Scott, Anthony Gallegos, and newly-rehired 1UP Editor Thierry "Scooter" Nguyen discuss Blizzard's Diablo III announcement and Microsoft's big GFW event.

**07/10/2008**



1UP Managing Editor Jennifer Tsao joins GFW regulars Robert Ashley, Anthony Gallegos, and Shawn Elliott to talk televised pro gaming and cyberathletics, Anthony's love life, Soul Calibur IV, and the digital gender divide as it exists in the mind of one demented DeviantArt.com member. Sadly, Ryan Scott -- deep in an EGM deadline -- skips out.

**07/15/2008**



Jeff returns from Europe and heads to a place that's decidedly not European: E3. He joins Shawn, Ryan, and Jen Tsao in remembering E3 with revisionist history, plus impressions of Dawn of War 2, Borderlands, Crysis Warhead, and Dragon Age.

**10/07/2008**



The gang returns to a regular, post-E3 world of podcasting, and EA's Rod Humble, who happens to be the head of the entire Sims franchise, stops by to chat about Batman, IKEA furniture, and giving bad E3 demos.

**07/30/2008**



Jeff, Shawn, Ryan and Anthony assemble to chat about The Wire, Grimm, Quake Live, selling Lich King beta keys on eBay, and Combat Arms. You are so respectable!

**08/07/2008**



In an extra-special extra-long extra-everything giant mega podcast, brought to you by the makers of Yoda Milk, the GFW Radio crew welcomes two (2!) very special guests: Robert "Dr Max Chill, PhD" Ashley and, Gamers With Jobs cool dude (and frequent 1up.com contributor) Julian Murdoch, who converse with Shawn, Ryan, and Jeff on a variety of topics, both off and not. In this week's grab bag of nonsense: a protest against America's Army, a protest against Diablo 3, a lovefest for QuakeCon and GenCon, and oh so much more. Find out what all the cool kids are blogging about and download now!

**11/06/2008**



Well, we've finally settled on the long-awaited name of this podcast: LAN Party! This week, the 1UP PC gang talks up Fallout 3 and Mirror's Edge, in between tangents about girl gamers' own crazy perceptions about themselves, the weird stuff that listeners sent recently, and what exactly gets co-host Ryan Scott goin' in the morning.

**11/13/2008**

The fallout from Anthony Gallegos' resignation from GFW Radio, impressions of Space Siege and EA games, and a live candy-eating experiment from the mind of Shawn Elliott.

**08/27/2008**



The guys spend some quality time with Battlefield Heroes, then lament being unable to talk about any other game they've been playing.

**09/10/2008**



Shawn, Ryan, Anthony, and Robert are all here for Jeff Green's final Brodeo. Among cherished memories you'll find discussion of Spore, Demigod, and Far Cry 2, and the finer merits of "Dorito Dust" are debated.

**09/17/2008**



It's the last episode of GFW Radio, as Shawn departs for greener pastures and the rest of the Brodeo packs up and moves on to the next town. For the first time ever, we take calls from the community...which also happens to be the last time ever. Thanks for your support for the past couple of years!

**12/15/2008**



Welcome to another edition of the Candy Racket Podcast, where we've somehow boarded an unstoppable train of free junk food. This week -- after thanking fans from all over the world who were kind and gracious enough to send us several treat-filled packages -- we check in on Matt's newly finished (and badass) gaming PC, and talk a bit about some Steam-related weirdness.

**12/23/2008**

1UP's new PC podcast. More details to come.

**10/16/2008**



Ryan Scott's new world order resumes, with the Anthony/Tina/Matt triumverate joined by Robert Ashley. Mysteries solved within include BlizzCon 2008, monetizing B.net, Dead Space, and sanitizing your children. What a fun, sexy time for us!

**10/23/2008**



Ryan and the Ryanettes talk about Left 4 Dead, Star Wars: The Old Republic, and the merits of a Robocop first-person shooter. Download this podcast, you have 8 seconds to comply!

**10/30/2008**



This week, the gang mocks fellow editor Shane Bettenhausen's packrat tendencies, discusses the pros and cons of tightly-whities, and even gets some game discussion in there somewhere. Tina Sanchez and Anthony Gallegos give us a sneak preview of Call of Duty: World at War, while Robert Ashley approaches nervous breakdown territory while considering the sheer amount of games he's currently playing.



In our first podcast from the new recording "studio" (apologies in advance for any weird audio glitches), we spend some time discussing the finer points of Left 4 Dead, Call of Duty: World at War's portrayal of the Japanese military, and the new World of Warcraft: Wrath of the Lich King expansion.

**11/20/2008**



After some talk about Left 4 Dead, Wrath of the Lich King, and hypothetical Guitar Hero copyright infringement, Anthony Gallegos discusses his recent hands-on time with Warhammer 40,000: Dawn of War 2. Meanwhile, the poorly implemented soundproofing material in the new podcasting studio caves in, burying the entire LAN Party crew alive.

**12/03/2008**



In our tragically late Thanksgiving episode of LAN Party, special guests Alice Liang and Jade Kraus fill in for the absent Robert Ashley and Matt Chandronait. We discuss our Left 4 Dead co-op experiences, call out our most anticipated of games of 2009, and read a few listener-submitted letters.



In the final LAN Party of the year, the gag talks Christmas wishes, old-ass PC games, and a bunch of other unusually (even for us) random stuff. See you in 2009!