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[Microsoft's Blockbusters Announced at GDC: Gears of War 2, Fable 2 and More](#)

Here are some of the best Xbox 360 titles from Microsoft this year

If you would have to chose one thing to say you really love about the Game Developers Conference, it would definitely be the fact that [rumors](#) come to life, together with announcements regarding the next hit games to be released. Microsoft didn't miss the chance to make millions of people happy and has announced their 2008 lineup (or, at least, their biggest titles). We have them all here, together with the first images related to them. [Enjoy!](#) In what we could call one of the most anticipated Xbox games this year, Epic and Microsoft have finally confirmed **Gears of War 2**, the sequel to the multi-platinum hit. The game is scheduled for a November release, and we will see the beloved Marcus Fenix helping again the humanity against its fight against the Locust Horde and, boy, we really want that to happen. As you can see (click on the thumbnail to the left), all we have at this moment is a piece of artwork, but we're sure more images will arrive soon. "To our team the original game was just a tease, the appetizer to the 'Gears of War' characters and new style of gameplay. We were so amped to get to the next chapter, and dig deeper into the universe of this franchise," said Cliff Bleszinski, lead designer for Epic Games. "Gears of War 2' is an even bigger, better, and more badass experience than the first game, and we can't wait to get it in the hands of eager gamers this November." We can hardly wait! In addition, Peter Molyneux talked about the Fable sequel and he must've been very enthusiastic. We agree that he should - the screenshots look wonderful, the game seems impressive. A nice thing regarding **Fable 2** is the fact that, before the game launches for the Xbox 360, Fable pub-games will be made available via the Marketplace. If you manage to win some money there, you will be able to transfer all of them in your Fable 2 account when the game is launched, which means that you'll already begin with some so much needed cash. Both a great idea for the game and for the marketing itself. **Ninja Gaiden II** is another game presented at the GDC and Tomonobu Itagaki revealed some in-game features, including the Ninja Cinema, a way of providing a "never seen before" experience to the Xbox 360 users. This means that players will be capable of recording their best ninja moves, battles or whatever they want to record (unfortunately, the option you would all like to record probably is not available in the game) and broadcast them live, so that everybody can look and be fascinated. Not the Best Thing Ever, but still a nice addition. **Too Human** was also showcased at the GDC and it proved to be a real nonstop barrage of action powered by the seamless integration of melee and firearms combat. This is indeed a(nother) game you don't want to miss, so start getting ready for a very busy 2008. Or, if our predictions are correct, get ready for an usual holiday season, filled with games and tons of big name releases. These are just some of them, property of Microsoft. Other games to be released during this year include **Braid**, a platform game that allows you to play with the time, developed by Jonathan Blow, Independent Games Festival Winner. **Castle Crashers** from The Behemoth is a RPG or, better said, a hack and slash adventure waiting to be released this summer. **Defense Grid: The Awakening** takes the great experience from the Miniclip game available until now only for the PC owners and ports it to the Xbox 360 - you will have to defend your towers from the invading hordes and you will most likely enjoy all the time you will spend with this game. Go! Go! Break Steady and Penny Arcade Adventures: On the Rain-Slick Precipice of Darkness were also announced to be released this year.