

# play!

z i n e

GAME OF THE MONTH:

## FARCRY<sup>®</sup> PRIMAL

Riot Games



HARDWARE:

ASUS  
ROG X700

First water-cooled  
gaming laptop

REVIEWS:

Far Cry Primal - The Witness - Street Fighter V - Firewatch - Assassin's Creed Chronicles: Russia  
Unravel - Naruto Ultimate Ninja Storm 4 - Lego Marvel's Avengers - American Truck Simulator  
Plants vs Zombies Garden Warfare 2 - Layers of Fear - Gravity Rush Remastered



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# GAME OF THE MONTH FAR CRY PRIMAL



## Hello everyone,

February is a weird month when you work with anything in deadlines because there are a few days less to allocate – to both work and gaming. Leap year to the rescue! Adding one more day to help us round out this very busy month when it comes to the gaming scene.

And boy, did we have some interesting releases! Our office was split and divided into warring factions, each vying for supremacy and lobbying for their title to be crowned with our prestigious “Game of the Month” title. On one hand, Street Fighter V gathered around a crowd of staunch followers, although its critics pointed out just how bare-bones it was on release. Then we had The Witness – a sleeper contender that had us chasing our tails and drinking ginkgo tea while we tried to solve its mazy puzzles. Next, the new Garden Warfare brought us out into the backyard to remind us that not all shooters had to be drab, rugged and colorless, while Ultimate Ninja Storm 4 enabled the epic Naruto saga to come full circle and end with a spectacular bang. But ultimately, it was Far Cry Primal that won the coveted title. This game is an interesting experiment from Ubisoft, as on one hand we have the expected mechanics of a Far Cry game, but on the other we have them leaving their comfort zone – and the comfort zone of most of the gaming world – by bringing us into the stone age, a period we have rarely seen in video games, and even less seen done right.

Along with new games, this month we got our hands onto the new beastly gaming laptop from Asus. This wonder of engineering is the very first water-cooled laptop, featuring a full-sized desktop graphics card. How cool is that? Our review also details exactly how all of this works, and it's an interesting read even if you're not a techie.



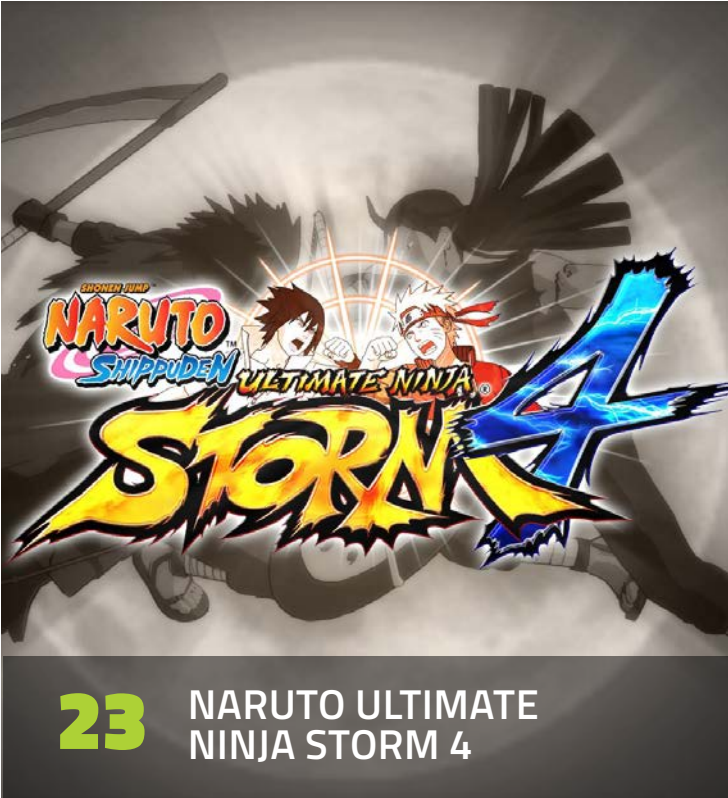




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Author: Bojan Jovanović

REVIEW

play!

# FAR CRY PRIMAL

## Walking with the beasts

Let's go back through time, say 12 thousand years ago, when mammoths roamed our planet, and our ancestor's every day was a fight for survival. Sounds like a cool premise for a first-person survival game? Well, Ubisoft beat you to it, because Far Cry Primal is exactly that – a game set in the Mesolithic period of Earth's history where three human tribes wage war in an already inhospitable environment. You take on the role of Takar, a member of the Wenja tribe, and an experienced mammoth hunter. During one such hunt, your group is assailed by a giant saber-toothed tiger

and you barely escape with your life after falling off a cliff. While wandering through the Oros valley, Takar finds out that the other members of Wenja tribe have been scattered all over the valley and decides to gather them once more to fight together against the two rival tribes.

A big problem with this game is that for most of its duration you barely have any motivation to go on, because there's barely any plot. In contrast to its two predecessors in which your goal was clear from the start and there's a dose of panic and urgency to spur you on, Primal simply tells you to "go

around, pick flowers, and while you're there, pick up your tribesmen too." After the initial mammoth hunting sequence, we have expected a true survival story to unfold, that the tiger might actively stalk after Takar, maybe even have the protagonist combat the encroaching hunger. There would be no direct plot progression if you didn't meet a prettier (and crazier) member

**"A HIGH-BUDGET SURVIVAL GAME  
SET IN THE MESOLITHIC PERIOD  
FROM 10.000 BC"**



of the Wenja tribe. Ubisoft relied too much on the sandbox world aspect to occupy the player and completely missed an opportunity for an interesting narrative. We

also can't but notice how many borrowed mechanics from other games and general recycling from their other games there is. So, for example, by pressing a button all

important objects will get a yellow overlay, while the rest of the screen desaturates, or unlocking parts of the map by conquering camps. While mentioning the map, it's full of side quests, and after certain upgrades, icons of materials that you need.

Gathering and crafting then, an everyday chore of the early man. You will be hard pressed to look around and not find something that you can gather, pick, or turn into lunch or a bag. The game's world is full of animal and plant life, is convincingly designed and begs to be explored. Every little thing you collect or animal that you hunt is important, whether for your own survival in the wilds of Oros, for the progress of your





“THE GAME OFFERS LITTLE MOTIVATION TO PROGRESS THE CAMPAIGN”

a mammoth, while you snipe them with bow and arrow, and while your white wolf takes care of stragglers. We would have liked if the process of taming an animal was more interesting than simply baiting it with food and holding a button until the animal calms down and instantly becomes your bloodthirsty pet, but even this solution is not a problem, nor a hassle. Another cute option is the ability to scratch your tamed animals. True, it might be simply “Press X to pet a doggy”, but it’s hard to resist playing with your virtual beasts.

FarCry 3 was a great, daring move from Ubisoft to revitalize the franchise and make a sandbox game which we gladly play even after 4 years. The fourth game relied on the

popularity of its predecessor and more or less offered the same, but slightly refined, experience. Sadly, Primal does not meet the lofty heights of its predecessors for the simple reason of being made as “Ubisoft: A Sandbox Game” with a world that begs for exploration, but with a hollow story that fails to intrigue and make you forget, even for a little while, that you’re basically playing the same game for a third time, only set in the stone age. Also, we shouldn’t forget that it’s competing with numerous other survival games, which to be fair don’t have the production values of Ubisoft, but just as well offer the same for a smaller price. So, our recommendation would be to wait for a sale and try out Primal then.



#### RECOMMENDED PC CONFIGURATION:

OS: Windows 7  
CPU: Intel Core i7-2600K or AMD FX-8350  
GPU: GeForce GTX 780 or Radeon R9 280X  
RAM: 8GB  
HDD: 20GB



GAME PROVIDED BY CD MEDIA

PLATFORMS:  
PC, PS4, XONE

PUBLISHED BY:  
Ubisoft

PRICE:  
60€

DEVELOPED BY:  
Ubisoft

TESTED ON:  
PS4

RATING

7

- ✓ Diversity of the world, period of history rarely seen in games
- ✓ Beasts that help you in combat
- ✓ Challenging, even on lower difficulties
- ✗ Uninteresting story
- ✗ Recycled elements from previous games

village, or for upgrading your equipment. Your arsenal is prone to breaking during combat, so you’ll have to be on constant lookout for materials lest you run out of weapons in the middle of a fight. You will feel much more vulnerable than in previous games, because in this one you won’t face a raging bear with a salvo from a Kalashnikov, instead you’ll meet his teeth and claws armed with a club, or in a best case scenario, a sharpened spear. You’re going to encounter enemy patrols, but also your own tribesmen wandering the forest. Probably the most entertaining moments happen when an organic skirmish occurs, whether it’s a leopard chasing away a goat you were trying to hunt, or when inter-tribal warfare draws the attention of a particularly grumpy mammoth. Players seeking true challenge can turn off all indicators and hints from the game’s interface, making Primal a very difficult, yet interesting survival experience.

The animals might not look at you as lunch all the time (although they usually will), because the tribe shaman will teach you how to tame them. He’s completely crazy and we can’t help but feel that we’ve already seen him in previous Far Cry games, but under different names.



After you enjoy a soup made of blood and guts, you’ll get a vision and, just like Pocahontas, learn to sing with the colors of the wind, or however that song goes. In short – you’ll become a beast master and your first companion will be an owl, serving as a prehistoric drone of sorts and allowing you to scout enemy territory and discover key locations. Throughout the game you’ll tame fifteen or so animals that will either fight at your side or serve as you mount. Nothing is quite like charging through an enemy camp on the back of



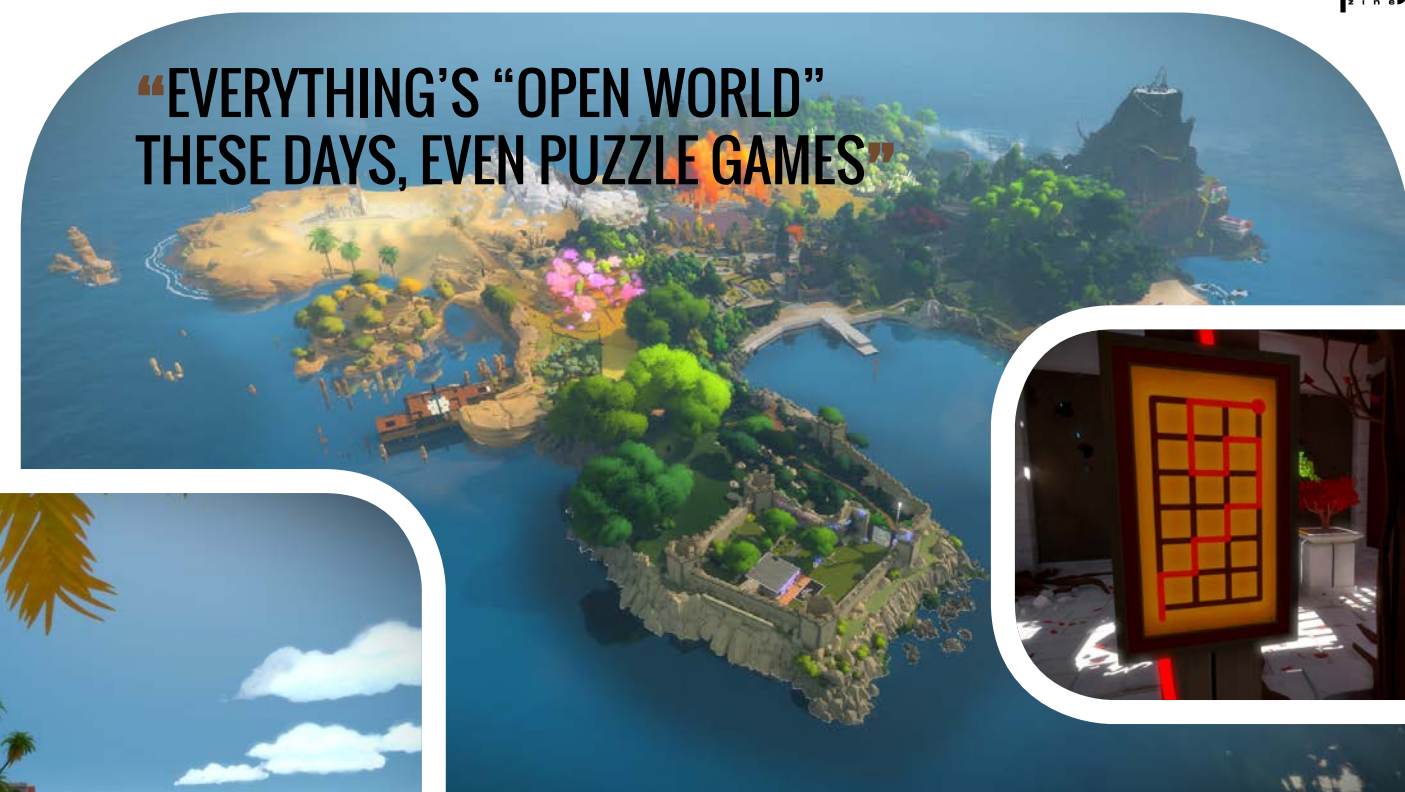
“YOU’LL TAME ABOUT FIFTEEN TYPES OF BEASTS THROUGHOUT THE GAME”





Author: Milan Živković

REVIEW



# THE WITNESS

## Five-star open world Sudoku

Oh, those puzzle games... You know, one can state themselves to be a fan of puzzle games, have dozens of fully explored titles with every secret unlocked, an open mind towards new solutions and approach to puzzle solving, and yet remain baffled after half an hour spent playing The Witness. The creator of the cult game Braid, Jonathan Blow, made a great effort to exceed all expectations from anyone who anticipated his next creation. And he succeeded. Even if it's a puzzle game at its core, The Witness is so much more.

The first thing you're bound to notice after starting The Witness is the simplicity of puzzles before you. Almost all puzzles in the game follow the same pattern - you draw out a line on a square panel following unwritten rules. According to this, the puzzle itself will consist of two parts. The first part is figuring out its rules. Although

some are really simple, some rules will require experience as well as a bit more thought. The second part is to use the acquired knowledge of its rules while solving the puzzle. The concept sounds simple enough? Well, listen to this.

The Witness takes place in an open world. You have a completely open island before you, which is very well designed and divided into a bunch of different locations; with each one having its own unique set of puzzles. Nothing at all is stopping you from going wherever you want from the very beginning to try out some of the farthest hidden puzzles. However, that might not be the wisest thing to do. As you discover the initial puzzles, you will slowly begin to understand the rules they abide by. The game's creator defines this as "learning the language of puzzles", which is pretty accurate. With every new set of puzzles you'll learn a bit

more about the way they work and then, armed with that knowledge, you'll be ready to go back to some earlier puzzles which, seemingly, didn't make any sense before. Quite similar to learning a new language when you think about it. But the brilliance of The Witness doesn't end here...

Although set in a seemingly divided world, the brilliance of the game lies within its deeper connections. By completing more and more puzzles in different locations, you will see the world as a whole, and how each separate location fits in that larger whole, and by carefully looking at the surroundings, you will find out its deeper mysteries. Throughout the game you will come across audio logs based on real philosophical and scientific thought, which will make you think deeper about this mysterious, yet at first glance minimalistic, story.

The openness of the world in which The Witness takes place, contributes a lot to the tempo in which you'll be playing. As the game isn't linear, it is completely up to you to choose which puzzles to solve first. There is no doubt that you will at some point run into a 'wall', either made of the puzzle's difficulty or the lack of knowledge for its solving, or even your own lack of

patience. In these moments, the openness of the world truly shines through. It will be more than welcome to simply turn around and go to another part of the world and look for more "solvable" puzzles which will then in turn surely uncover ways to solve the ones you gave up on before.

The Witness looks amazing. The whole island is beautifully designed and divided, and the overall visual appeal is at a high level because of lovely, colorful and vivid landscapes that beg to be explored. The game is missing music, although that actually plays to its benefit, because it depicts the lonesome atmosphere the player had found himself in. It also amplifies the significance of the sound effects which may every so often contain important hints regarding the puzzles or the story.

All this sounds rather spectacular and perfect, but we can't overlook the flaws that lurk underneath this brilliance. The Witness is a game that is not for everyone. Although this may not sound as a flaw, but on the contrary - a positive, this time that's not really the case. In its brilliance, The Witness missed the very essence of gaming. While hardcore fans of the genre and those who love solving even the most complex puzzles will have their perfection before them, a significantly bigger part of the audience will be denied the joy The Witness brings. The game's

complexity, which guards its essence like a father guards his teenage daughter, will turn away many players before even revealing the best this game has to offer. Although the players dictate their own tempo, it is evident that they'll need a lot of patience, zeal and concentration to completely immerse themselves and enjoy the game. This is where The Witness fails and ends up being very selective about its audience. Even if this kind of title may receive high praise from critics because it's judged by professionals, amongst the player community, which is the essence of the gaming industry, it won't find much benevolence. It is rare to see a moment in which the creator's brilliance turns back to bite him, but in this case - The Witness is just a bit too prodigal to grasp the undivided attention of an average gamer.

Although undoubtedly an extraordinary title, with great concept and undeniable complexity, The Witness still doesn't manage to find a comfortable place within the community. It's highly probable that you will either adore it or simply - forget it. The Witness offers over 30 hours of thought provoking gaming experience to every smart genre lover, but also the freedom of movement for those less enthusiastic. The freedom to move away from the screen and maybe towards a Sudoku puzzle in spring shade.

"THE WITNESS ALSO DOUBLES AS A BUDIST'S GUIDE TO ABSOLUTE PATIENCE"

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7
CPU:	Intel/AMD Dualcore 2.4GHz
GPU:	GeForce GTX 780
RAM:	8GB
HDD:	5GB



PLATFORMS: PC, PS4	DEVELOPED BY: Thekla, Inc.
PUBLISHED BY: Thekla, Inc.	TESTED ON: PC
PRICE: 37€	

RATING	
✓	Wonderfully painted and designed world
✓	Brilliantly designed "puzzle language"
✓	Depth of possibilities to problem approach
✗	Too smart for its own good
✗	Monotonous if you're impatient

8

"WE'RE WITNESSING AN INTELLECTUAL GAMING GIANT, BUT FEEL A BIT LOST THOUGH"





Author: Bojan Jovanović

REVIEW



# STREET FIGHTER V

How do you do, Ken?

Many years before gaming centers, multi-million dollar tournaments and even the term eSports, we have competed on arcade machines at their namesake Arcade rooms. There was a king among all of those machines, Street Fighter 2, a game used to settle many a feud, a game which ate up all of our lunch money. Who would have thought that it's been more than two decades since then? Times have changed, games have come and gone, but Street Fighter always somehow endured through many revisions and expansions, until finally we have before us a brand new SF with the number 5 in its title. The new Street Fighter is based on the same principles from the last three decades

of franchise's existence – two fighters dueling on a 2D side-scrolling backdrop using a combination of 6 strikes. But this is far from being a simple, shallow game.

Of course, everything starts by choosing a character, and every fighter in Street Fighter V has a specific play style. The game ships with 16 characters to choose from, four of which are newcomers to the series, and Capcom plans to add more through DLCs (it's possible to win them by playing the game). Although it sounds like there's too few when compared to Ultra Street Fighter 4, we should remember that SF4 also had less than 20 fighters and that all the game changes and new characters were added

through re-issues of the game at full price which fragmented the player base. The decision to make the game a basis to add new content on to over time is far better than the Capcom's earlier practice with the series and we fully support it.

As we stated before, the core gameplay doesn't differ from previous games and it's easy to transition to SF V from a previous SF game. However, when we delve deeper into its systems, we notice a substantial number of additions. EX scale is identical to the one from the previous game, while the Variable System is a completely new addition with



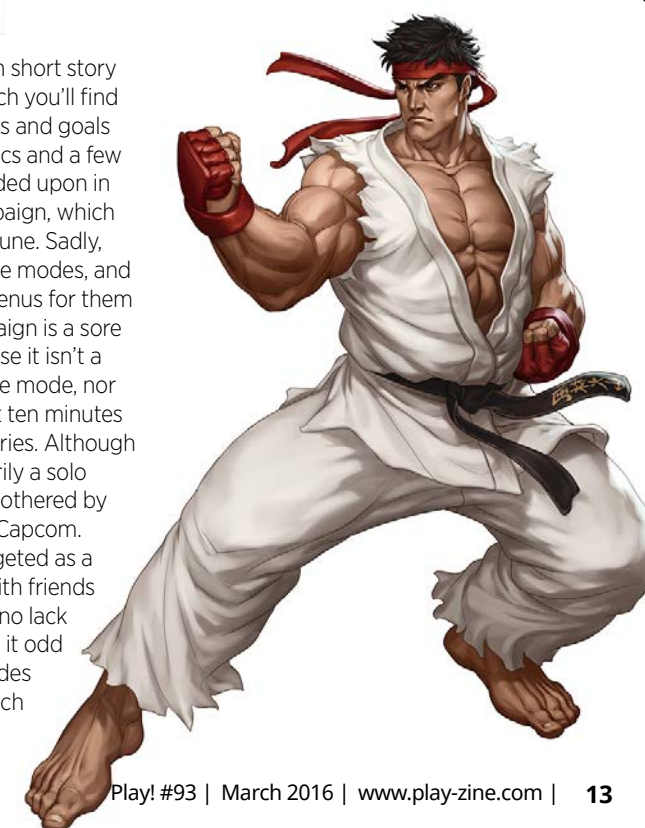
which every character gains an additional set of moves. Namely, the V-scale will fill up as you get hit or perform a chosen character's specific move, and it has a different number of increments for each fighter. By filling up the scale, you'll be able to activate the so-called V-trigger which enables your character to perform a specific move and temporarily strengthens his special attacks. Also, now you can block an opponent's relentless assault, followed by a combination of buttons with which you can unbalance your opponent for a brief counter-attack window. This whole system is great and you'll spend a lot of time discovering all of its applications and finding new move combos with familiar characters. Also, for the first time in the series there's a visible stun scale. If you've ever wondered how Street Fighter determines when your character will become unconscious with birds chirping around his head, now you'll clearly know by glancing at the aforementioned scale that's right under your health bar.

Fighters are introduced through short story modes for each of them, in which you'll find out a bit about their back stories and goals through excellently drawn comics and a few fights, and which will be expanded upon in an upcoming greater solo campaign, which will be released as free DLC in June. Sadly, the game releases without some modes, and with obvious placeholders in menus for them to be added. The current campaign is a sore excuse for a story-mode, because it isn't a challenge like the former Arcade mode, nor does it last long – it takes about ten minutes to go through each of these stories. Although Street Fighter was never primarily a solo game, some players might be bothered by this "bare-bones" release from Capcom. But still, the game is mainly targeted as a multiplayer game for playing with friends or online, and for which there's no lack of modes. However, we still find it odd that there are no Challenge modes through which you can learn each character's moves and combos,



**“THE VARIABLE SYSTEM ADDS A NEW SET OF MOVES TO EACH CHARACTER”**

**“PC AND PS4 PLAYERS CAN FINALLY PLAY TOGETHER ON SAME SERVERS”**







## FIGHT MONEY

Over the next six months, Street Fighter V will get six characters we've already seen in the series as DLC (Alex, Guile, Ibuki, Balrog, Yuri i Urien). Each one will cost 6€, or all of them together for 30€. But, perhaps you won't have to spend a dime and still get hold of all added characters. By playing the mini-campaign, the survival mode, and with every new character level-up, you'll receive a certain amount of so-called "fight money", a virtual currency which will be redeemable for characters and costumes, starting in March. All characters will cost 100.000 of these coins, while the costumes will cost 40.000. Luckily, winning them is quick enough and by going through all mini-campaigns you'll earn 10.000 per each, which means that you'll have more than enough to buy the first DLC character, Alex. Capcom also announced that one of the future patches will add daily challenges which will award more of this currency, so by playing SFV regularly you'll ensure that you always have enough credits for new characters.

although those should be released as a free patch in early March.

On the other hand, we were pleasantly surprised by the Survival mode in which we've spent most of our time when we weren't exchanging hadoukens with other players on the internet. Survival is made up of a string of fights against the AI, during which you have to choose one of many modifiers to affect your next match after the previous one. Those can be attack bonuses, scale refills, but also handicaps or doubling of scored points. So it's sort of a "score attack" mode which can take quite a while on higher difficulty levels. Of course, there's also a Training mode which allows you to set up a huge amount of parameters



for your AI opponent, and even record whole move sequences against which you want to practice your defense.

Street Fighter V has kept the well-known stylized graphics from the fourth installment, with the expected increase of polygons in characters, as well as added details to the arenas. The new version of Unreal Engine is responsible for everything looking great and playing smoothly at 60 frames per second on both PC and Playstation 4. But perhaps an even more important aspect to transition onto this popular engine is the possibility for both PC and PS4 players to play together on the same servers. There are no more platform restrictions, nor region blocks, all of which means that the game will boast the biggest player pool yet. Through the CFN network, the game's online component is even more prominent than before, allowing you to follow the achievements of your friends and favorite players, share clips of your best fights, and review detailed statistics of your performance. All of this would have remained a neat idea on paper, if the netcode – the usual affliction of fighting games – wasn't vastly improved upon. Street Fighter V has the lowest online lag in the series and we've experienced matches so smooth that we were under the impression that we were playing a local game, and not against an opponent from the other side of Europe. You can turn on match request from the main menu, which will then search for an opponent according to your input parameters, even while you're playing a match in a different mode.

And finally, this is still that good old Street Fighter – a game in which winners are determined by outwitting your opponent

and lightning-quick moves. Content-wise, it's not the richest fighting game we've seen, and it's hard to justify its 60€ price tag when compared to Mortal Kombat X, for example, which was released with a ton of content, but which has also charged dearly for everything extra afterwards. Capcom has a big, long-term plan for Street Fighter V, a "game as a service" as they call it, with many free add-ons to be released each month for everyone. So, the rating we gave it reflects only its current state and we believe it will only grow as the game expands. A new generation of hadoukens is upon us and it has a bright future.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7 64-bit
CPU:	Intel Core i5-4690K 3.5GHz
GPU:	GeForce GTX 960
RAM:	8GB
HDD:	7GB



GAME PROVIDED BY  
COMPUTERLAND

PLATFORMS: PC, PS4	DEVELOPED BY: Capcom
PUBLISHED BY: Capcom	TESTED ON: PC
PRICE: 60€	

## RATING 8

- ✓ Cross-platform gaming and good netcode
- ✓ New systems deepen the mechanics of all characters
- ✓ All DLC characters would be acquirable through gameplay
- ✗ Sparse content, at least for now
- ✗ Intimidating to newcomers

## "CAPCOM WILL EXPAND THE GAME FOR FREE OVER THE NEXT SIX MONTHS"

STAR WARS  
BATTLEFRONT  
EA

DICE LUCASFILM EA

PS4

16  
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Author: Nikola Savić

REVIEW



**“IF THIS GAME WAS A MOVIE, IT WOULD WIN AN OSCAR”**

**RECOMMENDED PC CONFIGURATION:**

**OS:** Windows 7  
**CPU:** Intel Core i3 2.00 GHz  
**GPU:** NVIDIA GeForce 450  
**RAM:** 6 GB RAM  
**HDD:** 4 GB

# Firewatch

Just to hear your voice...

Before I sat down to play Firewatch, I have watched more than enough trailers for this game, and all of them intrigued me to try it out. Besides that, the very beginning of the game had caught me by surprise in a completely positive way, since I really didn't expect such an intro to the story. The intro itself was quite enough for me to rate this game a 10 (even if it didn't have much to do with the video game as it did with an animated movie), but we can't allow ourselves to be swayed by emotions and I decided to sleep on it.

We take on the role of Henry, a man in late thirties, who needs to get away from life for a while (for reasons best found out on your own) and the ideal opportunity appears

when he's offered a seasonal summer job at the Shoshone national park, in the State of Wyoming. The job he accepted is titled as the game, so he basically sits all day in his tower doing nothing other than keep an eye out for fires/problems. We should also mention that the game takes place in the late 80's of the 20th century and the whole setup of the game was done accordingly. While on the job, the only company he'll have is the voice of his colleague/boss Delilah, who is in a different region of the park, and whose tower you can see in the distance. Henry will chat with her, occasionally get assignments from her and the two of them will bond over time, since it can get pretty lonely at a job such as this.

Soon enough, while on his assignments, Henry will come across stranger and stranger things for which he won't have any explanations, but instead he'll have more and more questions and a growing paranoia, which not even his alcoholic radio-friend can help with. This will slowly create a mystery that will be the main drive of Firewatch and your goal in this game. However, beneath the main story hides a rich layer of other elements which add an equally important gravitas to the game. Firewatch is a mystery, but also a romantic drama, a comedy, and even a national park documentary. It's simply impossible to just categorize the “main” story of this interesting game, because if you take a better look after you finish the game, you'll easily come to the conclusion that the whole main story is actually a background story and vice versa, the “background” is what the game is actually all about. And the game is truly brilliant at this; both of our main characters are incredibly tangible and “real” persons, their ordinary, every-day voices suit them so naturally (thanks to the amazing work of the voice actors), and their conversations are silly and spontaneous, and never do they seem like a scripted

text. Throughout the whole game we keep patrolling our region and we get a realistic feeling of “hiking” which adds to the overall atmosphere of the game, and we really get the feeling of kilometers crossed.

The gameplay is the popularly (or mockingly) called Walking Simulator. There really are no serious assignments or puzzles, and everything comes down to walking from location to location and reading/hearing the evidence you come across. The authors of the game even made all passwords for rations to be 1234, which is, on the other hand, completely in keeping with the lazy character trait of our main heroine, who found those to be easiest to remember. Besides walking, there is climbing and descending, which is done using mountaineering equipment, which also adds to the feeling of harsh natural terrain that needs to be overcome. Moving across open expanses isn't difficult and you will quickly find and memorize all the main routes in the national park. Gameplay-wise, Firewatch is most similar to Kholat, which also takes place in an open mountain landscape, only instead of the unforgiving winter, here we have a hot summer. And just like in Kholat, we move using a map and compass, but traveling around in this game is made much less difficult, since the authors' goal wasn't to get you lost, as we have all too often in Kholat.

What amazed us the most in Firewatch was the original visual design of the game. It appears that the game uses a very mild cell shading effect, and it makes it look stunning. Long walks through Shoshone park are not going to bother you at all, because they will give you more than enough time to appreciate the detailed and rich forest whose warmth is very pleasing to the eyes. It is very obvious that a great amount of care and attention to detail were needed to make the world so believable. There are various elements inserted at every step with the sole purpose of enriching and helping bring the game world to life, and every single one of those elements can be analyzed, kept and even talked about with Delilah. We could tell

you all about the details that caught our eye, but we wouldn't want to spoil some of them for you, so we'll leave it up to you to discover them on your own.

What didn't we like about the game? Sadly, it has many bugs, some of which can be extremely frustrating - like random freezing of your character between two rocks or him becoming unresponsive to controls. It's also annoying that you can't answer any of Delilah's radio calls while looking at the map and the game requires it to be almost constantly open, but also to constantly talk on the radio, so juggling between the map and the radio can become quite frustrating. For many, one of the biggest disappointments of the game is the ending itself, but we're going to take that critique with a lot of reserve since it is after all subjective. Sadly, we can't analyze the ending with you, since it would ruin the enjoyment of the game, but you can look up analyzed Firewatch story online once you finish the game and make your own conclusions.

If Firewatch was a movie made in the 80's with that “hot summer of eighty-something” vibe, it would certainly win an Oscar in at least a few of the categories. But, since this is 2016 and a video game, our scale will stop at a very tall eight. If you want to enjoy a few hours of interesting mystery, life drama and amazing landscapes, spare

a couple of hours for a weekend and play Firewatch. We believe that older gamers will know to appreciate the experience this game brings, not for being “old-school” but for a somewhat more serious note that the game's story brings.



**PLATFORMS:**  
PC, PS4  
**PUBLISHED BY:**  
Panic  
**PRICE:** 20€

**DEVELOPED BY:**  
Campo Santo  
**TESTED ON:**  
PC

**RATING**

**8**

- ✓ Excellent art design
- ✓ The whole package of story, atmosphere, and the eighties movie vibe
- ✗ Bugs
- ✗ The ending is a bit disappointing



**“THE GAME TAKES PLACE IN SHOSHONE NATIONAL PARK, IN THE STATE OF WYOMING”**





Author: Borislav Lalović

REVIEW



# Assassin's Creed Chronicles: Russia

Bah...

This might not be a normal review. Correction, this certainly won't be a normal review. Unfortunately, we're in a situation where we have to review the same game twice in two months. If you've read our previous issue, or more precisely our review of AC Chronicles India, then you'll know in advance what to

expect here. Once more, Ubisoft has taken a shot and missed, and at this point, that's turning into an ugly habit. Three different, yet fundamentally the same games in 12 months is inexcusable in itself. The fans of one of the most promising series of the last decade are left at the mercy of a movie which will release later this year. And if that

too turns out to be a total failure, it would be the final nail in the coffin of a whole franchise.

So what is so bad in this third installment? Well, nothing major. Everything we've seen in India and China is here. It's a two-dimensional platformer with a focus on sneaking, climbing and quiet incapacitation of enemies. The only new addition is a new gadget – a sniper rifle, which enables you to dispose of your enemies from a

distance. The main character has potential, but is simply stifled by a caricatured western accent and unimaginative development. The main antagonists are the Bolsheviks, shortly after the October revolution, and your primary objectives are re-appropriation of artifacts (oh really?) and rescue of the youngest princess of the Romanovs. The dominant color is the color of Red October, and the whole story develops through ample use of communist propaganda posters as templates. There are no major issues on the technical side, because when you use the same code three times, you're bound to be rid of any mistakes (technical mistakes, of course).

All in all, if there was no AC, we wouldn't be sure what we're playing. We are getting the impression that Ubisoft realized what they've made and simply hurried to be rid of it as fast as possible. But gamers can hold a grudge, and lost trust won't be easy to restore.

Gentlemen, if you want to keep making AC games, make them so that players feel like assassins, to feel like they have a goal and

## "A DISAPPOINTING END TO A DISAPPOINTING SERIES"

that it's worth dying for. Stop putting us into roles of generic characters with whom we can't relate with. Remember Ezio, Altair, Edward... Forget hollow plots and give us a real story. If you do all that, the positive reaction won't be far behind.

### RECOMMENDED PC CONFIGURATION:

OS: Win 8.1, Win 10  
CPU: Intel Core i3 2105 with 3.1 GHz  
GPU: nVidia GeForce GTX 470  
RAM: 4GB  
HDD: 4GB



PLATFORMS:  
PC, PS4, XONE

PUBLISHED BY:  
Ubisoft Entertainment

PRICE:  
10€

DEVELOPED BY:  
Climax Studios

TESTED ON:  
PC

## RATING

# 5

✓ Sniper

✗ Everything else

## "SNIPER IS THE STAR OF THE GAME"





Author: Milan Živković

REVIEW

# UNRAVEL

Even a piece of wool  
can have a story...



To bring a video game's protagonist to life and have us identify with them through narration, acting, and situations they're in, is not easy.

To bring a piece of wool string to life – a shaped cat-like ball of yarn, and make us identify with it is a rare gift. From the very beginning, Unravel will 'unfold' before your eyes and tug on your heartstrings, the game's obviously a labor of love from the game's creators, so warmly transferred with precise inspiration. There is no doubt that this isn't the kind of game you come across often. True, it is a platformer with mechanics based on the laws of physics and, at first and second glance, seems



like a déjà vu. But after a few minutes of playing, even with noticeable likeness to similar titles, this pleasant game's sincere authenticity will surely win you over.

The game you will undoubtedly compare Unravel to is Limbo. True, at first glance they don't seem alike since Unravel is a bright and colorful game, permeated with extraordinary musical compositions, but in time you will notice the genius puzzles and the use of physics is quite like the one from Limbo. The main character is Yarny, a cat-like creature made from red wool (cat and a ball of yarn, get it, ha-ha?) and he is on a somewhat unclear mission to collect memories and mementos of a family. You are placed in a warm home of an unnamed granny and through photos she keeps at various places you gain access to memories and collect the family album. The story hides a message you will get closer to as it progresses, but what's more important than the ending is Yarny's journey which can in one word be described as - art. Because art engages both hearts and minds of those observing it. And that is exactly what this game is. A masterpiece born out of love of its creators. Although, I might have gotten a bit overemotional here, so I might be just talking nonsense...

The game's main mechanic is based on the use of string to solve various physics-based puzzles. Yarny goes through levels while leaving behind a 'tail' of yarn, slowly unraveling himself. The player must constantly think how to spend the least possible length of yarn before coming

**"THINK OF IT WHAT YOU WILL - BUT IF YARNY WAS GREEN, THE GAME WOULD SEEM LIKE BOOGERMAN 2"**

across a smaller ball of yarn to 'refill' the main character. When the yarn runs out, Yarny doesn't die but simply can't move any further and is forced to go back and choose a different path. Although the game has its limitations and it demands that the players think things through, it's not an intense experience but a calm, measured journey of a small woolly creature.

A journey through what? Through beautiful, wonderfully designed levels. You

**"I WISH I HAD A YARNY TO MAKE SOCKS OUT OF, IT WOULD WARM MY HEART."**



might expect some fantasy world with mythological surroundings, but Unravel found inspiration for its design in every day, hidden corners of the real world. Yarny will travel through gardens and forests, sheds and swamps, and even those locations will look truly magical from his tiny perspective. Every pebble and flicker of dust on the evening sun will gain significance in Yarny's world. Moreover, not only visually but through puzzles as well, every next level will bring a new dose of innovation. By going through ten unique and detailed levels, there is no doubt that Yarny will find a way to the player's heart. Assuming that they have one.

Sadly, even this jewel can't miss out on a few flaws. When it comes to the quality of platforming elements, Unravel





falls far behind its serious competitors. You won't feel that dose of control and challenge that typical platformers usually strive for. Truth be told, when in now distant 2008 somewhat similar Little Big Planet appeared, we didn't care about the quality of the platformer part of the game, because our eyes were glued to the incredible spectrum of creativity the game had presented. Sadly, here we can't help but be a bit more harsh and objective. The platformer elements of the game, combined with the design of some levels can be boring and even tiresome. Luckily there is still the amazing charm with which

the game suppresses these flaws far from the boundaries of bearable, deep in the area of plain gaming joy.

The background music is an atmospheric inspiration for anyone who appreciates high quality approach to audio which builds up the "gaming mood". In other words, the music is spectacular. Maybe it's not something you could listen to in public transport, but serving as the melody which draws the player into the game's world which it so boldly glorifies, the music is spot on. Bright themes that develop into gloomier ones and vice versa, composed of cheerful sounds of a violin and background guitar are undoubtedly responsible for immersing the player into the hidden world of Unravel. The game's soundtrack is spot on and doesn't miss a single note.

Unravel is a game that would put anyone who tries to define it at the end of a string, just like Yarny running out of wool. Although it eagerly and sincerely rushes towards being a gaming perfection, visually ensnaring anyone who can appreciate art, it keeps tripping on some of the basics of gaming. It shines in the fields of graphics and sound, and draws out a smile with its smart puzzles, but Unravel easily forgets the core that a video game should have and tightens its red string to the point of breaking. Even if it's a highly above average game, with a well earned grade of 7.5, I can't help but allow the subjective

righteous artist in me to raise the grade by a bit. Therefore, in the form of two white circles, like the curious eyes of a red woolen cat, rises a proud noble 8. This game definitely deserves your attention. It will relax you, make you smile, and make you feel emotional. So don't let some stuck up critics like us with our overrated strictness sway you from something so beautiful and unique.

#### RECOMMENDED PC CONFIGURATION:

**OS:** Windows 7 64-bit  
**CPU:** Intel Core i3-3210 3.2GHz  
**GPU:** GeForce GTX 550Ti or Radeon HD 6770  
**RAM:** 4GB  
**HDD:** 8GB



GAME PROVIDED  
BY EWE  
COMPUTERS

**PLATFORMS:**  
PC, PS4, XONE

**PUBLISHED BY:**  
Electronic Arts

**PRICE:**  
20€

**DEVELOPED BY:**  
Coldwood Interactive

**TESTED ON:**  
PlayStation 4

## RATING

# 8

- ✓ One of the most beautiful games of this type
- ✓ Wonderful atmosphere
- ✓ Very appealing puzzles
- ✗ Shallow platformer gameplay
- ✗ The story's moral won't appeal to everyone

**"BEAUTIFUL VISUAL EXPERIENCE WILL BE SO INTENSE, THAT IT WILL BLIND YOU TO ALL OF ITS FLAWS."**



Author: Milan Živković

REVIEW



# NARUTO SHIPPUDEN: ULTIMATE NINJA STORM 4

## A spectacular epilogue to this ninja saga

It's simply wonderful when a title transfers from one medium to another and in doing so the quality of it not only remains, but even increases significantly. This was the case with the Ultimate Ninja Storm series, made by the famous Japanese studio Cyber Connect 2. It's utterly incredible what the Japanese managed to accomplish in regards to the visual impression that the game left on all fans of the Naruto series. From one sequel to the next, they experimented on various points, but one was certain - it was almost better to watch any fight between two players than an episode of anime. Ultimate Ninja Storm 4 isn't an exception here, but

it raises the bar even higher and presents us with a game that looks so good that you won't be left indifferent, no matter whether you're a fan of the series or not.

The fourth sequel is special because of many things. It is the first that delves into the manga's final chapters, even before the anime did. It is also the last installment of the series and it has, up to now, an unprecedented number of characters to choose from. It has a numerous innovations to the combat system and the best representation of its story mode. To put it simply, this is a dream come true for every Naruto fan. Although it's hard to decide

where to start, we decided to try with the most impressive feat - the graphics, which mesmerise from the first glance.

It remains unknown what's the number of pacts with the Devil to which Cyber Connect 2 undoubtedly agreed with to make the game look this wonderful. Even their PlayStation 2 games still look great today. Not to mention the Storm series which are probably the most beautiful games based on an anime series. The fourth sequel continues this tradition. It looks so good, it will probably make you feel like a kid watching his very first cartoon. The game is bursting with effects and unrealistically well modeled characters and animations. Most of the materials are "recycled" from previous sequels and upscaled, so they fit well with the new additions and everything simply feels fresh and new. From characters, to levels, and even hand-drawn landscapes you travel through during your adventure, to unrealistically colorful and impressive effects of special attacks - everything, absolutely everything, is a steroid-infused

**"WE'RE GONNA PUT UP A PETITION TO CYBERCONNECT2 TO CONTINUE WITH THE NARUTO ANIMATED SERIES. SERIOUSLY!"**



## “WHILE PLAYING THE STORY MODE, YOU’LL UNDERSTAND THE MEANING OF “TAKE A BREAK EVERY 15 MINUTES””

ballet for your visual experience. Just watching the game without even playing it could count as an excellent form of entertainment.

But enough about graphics. One thing that changed from game to game was the story mode through which the players mostly played through to go through the story and unlock new characters. It was often the flaw of the game because it took dozens of hours to unlock all characters, and you had to go through numerous monotonous missions. In this sequel, this issue is solved by separating the mode in two - story and adventure. Story mode represents the story of the final chapters of the manga told through 2D and 3D animations, as well as battles which include boss fights. This is where the unstoppable momentum of the game lies - because the whole story is told in an interesting way, without the boring fillers from which the anime series suffers from. In a period of 6-8 hours you will go through some thirty fights, a bunch of boss fights and see enough of the storyline to be reminded of why you love the Naruto series so much. Or to fall in love with it for the first time. A useful addition is an approximately



specified duration of each chapter before you start it. This is definitely the best “directed” story mode of the series. Adventure mode offers a traditional approach to the story, where you will control a character and travel around the world completing missions. Adventure mode’s storyline follows the events that take place after the story mode, and although not particularly interesting, it will offer you many more hours of exploration and an opportunity to re-live many classic battles from the series. The fact that this mode is separated from the main story mode is a huge plus. After you finish the story mode you will certainly appreciate the adventure mode’s pace, which could otherwise be a nuisance if the main story’s pace was dictated by it.

The combat system was also significantly

redefined. You will no longer bite your gamepad out of frustration when your opponent counters you and then leaves you to wobble helplessly while he proceeds to slap you. The penalty for a counter hit is now much lower. In addition, perhaps the biggest improvement in the fights is the ability to take control of any of the support characters. This will open up opportunities for a more diverse approach to combat, where you will be able to dismiss the characters almost at any time, and therefore make improvised combos. Now, even the selection of the support type is removed, so it’s your choice of the support character that will determine their behavior in combat. Add to this the possibility of fighting on two won rounds

(the winner retains the remaining energy), the fact that clothing and weapons suffer durability damage, and a lot of small modifications which the players have been calling for in the past and you will get deep game mechanics that’s very easy to learn, but devilishly hard to fully master. There is no doubt, combat of this final sequel is the most polished yet and it represents the culmination of what had somehow



eluded the Cyber Connect 2 team in the past few titles. Those who complained about the briefness of special moves animations which were implemented in the second game, now won’t be able to remain indifferent to some attacks, because they can often be very lengthy. And not to mention once again - of incredibly high quality. The combat system also deserves all praises. They’ve really outdone themselves this time.

We can also remark the music, which is good as usual, especially during adventure mode, where it slowly inserts you into the atmosphere and Naruto’s universe. No fan of the series will be able to resist its charm.

And combined with the beautifully drawn locations and perfectly animated fights, the music will leave you with an impression of a perfectly composed game. For those few rare flaws, we have the already established problems with online combat and bad connections. We can only hope that these will be dealt with through future updates.

In the end, there is no doubt that we have currently reached a climax when it comes to Naruto games. If you’re a fan of the manga, anime or the game series, you are probably already playing the game. If you are none of those listed above, and the game seems like it’s something light years away from genres you like - give

it a go anyway. There is no doubt that this masterpiece which beggars only superlative descriptions will simply blow your mind. A game that certainly still reaches towards visual anime perfection.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7 64-bit
CPU:	Intel i7 2.8GHz
GPU:	GeForce GTX 750ti or Radeon HD 7850
RAM:	6GB
HDD:	30GB



## “100+ PLAYABLE CHARACTERS?! SOMEBODY GOT CARRIED AWAY...”



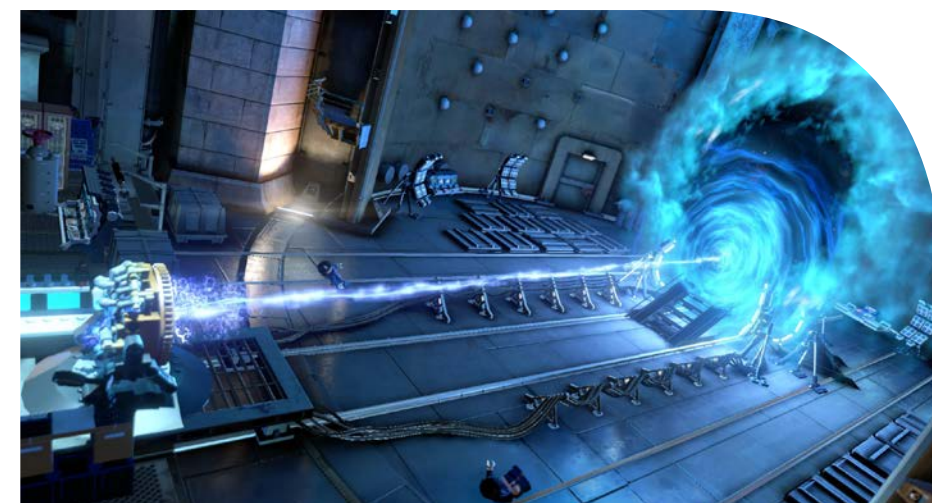
<b>PLATFORMS:</b> PC, PS4, XONE	<b>DEVELOPED BY:</b> CyberConnect2
<b>PUBLISHED BY:</b> Bandai Namco Entertainment	<b>TESTED ON:</b> PC
<b>PRICE:</b> 50€	
<b>RATING</b>	
<div> <div>✓</div>                     Biggest selection of characters yet                 </div> <div> <div>✓</div>                     Wonderfully directed story mode                 </div> <div> <div>✓</div>                     Balanced and improved combat system                 </div> <div> <div>✗</div>                     Problems with online battles                 </div>	
<div>9</div>	





Author: Stefan Starović

REVIEW



# LEGO Marvel's Avengers

## Bricked Avengers

The greatest thing about movie-based LEGO games is that they're easy to start, play and finish. Even if you've never played one before, it would take mere 5 minutes to get the hang of it. And if you did play one before, then you'll feel like a fish in water. This is very important for this type of games – those that aren't meant for the hardcore gamers, but rather for younger audiences and their parents who just want to relax and have some fun with their favorite movie franchise.



This time that's Marvel Avengers. After a crazy action sequence in which the Avengers showcase all of their power, we return to a more peaceful tone in which we're introduced to the characters and their abilities. Traveller's Tales Games was responsible for all LEGO video games over the years, and has once again delivered a game which isn't repetitive and is not like the others. There are many reasons why, but one of them is certainly the abundance of humor in every scene. Not only will those who prefer "cheap" jokes enjoy every mission, but so will those who love the franchise and

those who prefer "advanced" humor will find something for them as well. This very segment is what will hold you glued to the screen until the end.

Although this game is LEGO-themed, and everything is expected to be a bit "brick-like", you'll be surprised how good the Avengers look. Realistic locations and backdrops, well modeled figures... it's all there. Moreover, some might find the realism daunting, especially if they expected a closer representation of a LEGO environment. The game has over a hundred characters available to play with, so even the most persistent players will need a lot of time to complete all missions, unlock all characters, and explore everything. However, already after the first dozen or

so characters, you'll realize that most of them aren't too different from one another – that they are merely new skins on already existing characters with similar abilities.

The combat system has its pros and cons. For the first time, we get to try the "buddy" system in which two characters combine their super powers in order to perform an especially powerful attack. The bad side of combat in general is that it's happening at a very slow pace and with a solid lag – so much so, that it leads us to believe it's an error which will get patched by the developers at some point.

Of course, even though the game is excellent and fun in single player, while maintaining the best elements from the movies, it's the cooperative mode with your friends that is truly the most enjoyable way to play it. Even though the game is called Marvel's Avengers, it uses themes and segments from Captain America: The First Avenger, both Avengers movies, and from the Marvel cinematic universe in general. When you get tired of combat, there are logic puzzles to activate your brain (not by much), and besides that, you can also explore the game's open world which probably the most expansive we've seen in a LEGO game. It's especially interesting to take a walk in the city and encounter many

famous Marvel superheroes doing their thing without even noticing you.

In the end, it all depends how you approach this franchise. If you like humor and some action by yourself, with your friends, or with your kids, then you're going to like it. But if you're looking for something new, you won't find that here. And there are a few bugs that directly obstruct the gameplay. With all that in mind, we would recommend LEGO Marvel Avengers only to those who are not bothered that they're playing practically the same game as LEGO Marvel Super Heroes and want more of Marvel universe.



RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7
CPU:	Intel i5 2.6GHz
GPU:	GeForce GTX 460 or Radeon HD 5850
RAM:	4GB
HDD:	14GB



GAME PROVIDED BY CD MEDIA

<b>PLATFORMS:</b> PC, PS4, PS3, Vita, WiiU, XONE, X360, 3DS	<b>DEVELOPED BY:</b> Traveller's Tales
<b>PUBLISHED BY:</b> Warner Bros. Interactive	<b>TESTED ON:</b> PS4
<b>PRICE:</b> 30€	

RATING

7

- ✓ Humor, story
- ✓ Numerous characters, big open world
- ✗ "The same game" as the previous ones
- ✗ Slow combat





Author: Borislav Lalović

REVIEW



# American Truck Simulator

## Turn right(!) at Albuquerque

If you're a fan of the show "Ice Road Truckers" on the History Channel, here's a game for you. Well, not just for you, but we can't but feel that you're the targeted demographic. You won't be driving over ice though, at least not yet, but you will be driving American monstrosities over

recognizable roads and towns of the USA. Good enough to start with.

Euro Truck Simulator was a pretty big success for SCS Software, and they've upped the ante with this new simulator. Everything seems better, even though ETS2 didn't

suffer from any major issues. Therefore, here we might even have the most complete driving simulation in video gaming history (congratulations to all Rallies, etc., but this is like from another dimension). The biggest drawback is the decision to unlock the American continent "little by little", similarly to ETS2, except that here it will take a longer time. At the start, you have Arizona and Nevada available, which is enough to get acquainted with the possibilities of American trucks and dusty roads of the "Wild West". The biggest changes were made to the control mechanics. Namely, the transmission is the star of this game. Depending on how dedicated to the simulation experience you are; whether you're looking for some casual driving fun, or you'd rather put your trucking knowledge to the test, you'll get to choose one of three possible driving modes. To start with, you have the automatic – a mode in which the gears are switched automatically, and all you have to do is control the gas and breaks. Sequential transmission as the



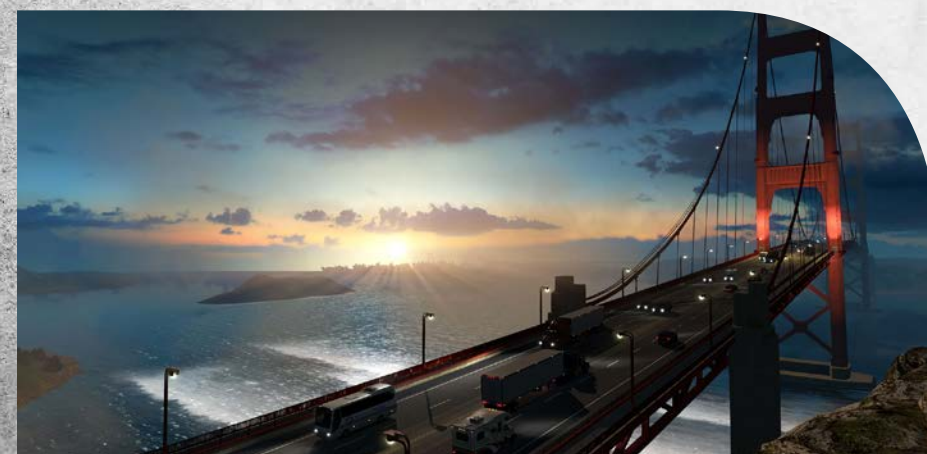
**"A DRIVING EXPERIENCE THAT WILL BE HARD TO REPLICATE BY OTHER GAMES"**

second level of difficulty gives the most realistic experience of trucker's everyday life. However, if you truly wish to experience from A to Z all the troubles and pleasures of driving with an eighteen-gear transmission system, you can choose the full manual transmission mode and attempt to dazzle the "Ice Road Truckers" while blazing your way across the roads of America. Yes, you've read correctly, unlike ETS2, here we drive 18-gear trucks and that's the difference that will be toughest to accustom to. Besides the transmission, there were changes to the parking system as well, so now we have a bit more simplified direct entry into the marked space, as well as the classic professional parking in reverse.

There's also the recognizable USA design, with the cabin situated behind the motor block, unlike the Scania and other European trucks in which the cabin is situated "on top".

The world is now much livelier, with a diverse traffic and the presence of pedestrians. Also, ticketing is now handled differently. Namely, if you commit a traffic violation, you'll be intercepted very soon and be fined with a considerable sum of your hard-earned money in an appealing animation accompanied with sirens and flashing lights. And finally, we'll also mention the "World of Trucks", a service dedicated to players who want to upload pictures of their prized trucks and there compete in a "like" system about whose "precious" is prettier.

If you're a fan, then you have to get ATS. And even if you're not, do yourself a favor and play it, at least in the arcade mode. It's much more fun than some of the "hyped" titles (yes Need for Speed, I mean you), and nothing compares to the experience of driving a truck at 4am while "Road to Hell" blares over the radio.



**"AMERICA NEVER LOOKED THIS INTERESTING"**

RECOMMENDED PC CONFIGURATION:	
OS:	Win 10
CPU:	Quad Core 3.0 GHz
GPU:	GeForce GTX 760
RAM:	6GB
HDD:	3GB



GAME PROVIDED BY  
SCS SOFTWARE

PLATFORM:	PC	DEVELOPED BY:	SCS Software
PUBLISHED BY:	SCS Software	TESTED ON:	PC
PRICE:	20€		

RATING

9

- ✓ The experience
- ✓ Realistic controls
- ✓ The graphics
- ✗ Adding content "little by little"





Author: Bogdan Diklić

REVIEW

# "THE PLANTS HAVE LOST THE WAR AND THE ZOMBIES RULE THE WORLD"



## Plants vs Zombies: Garden Warfare 2

### Blooming flowers, green hills... with zombies

The first Garden Warfare have shown that PopCap can make a very interesting game in a genre completely different than Plants vs Zombies. Besides that, they have shown that using PvZ universe for different purposes isn't foreign to them and that they can place the battle between plants and zombies in an action-packed war environment with equal success as strategy. Now they need to convince players that they can offer something new in a previously seen concept.

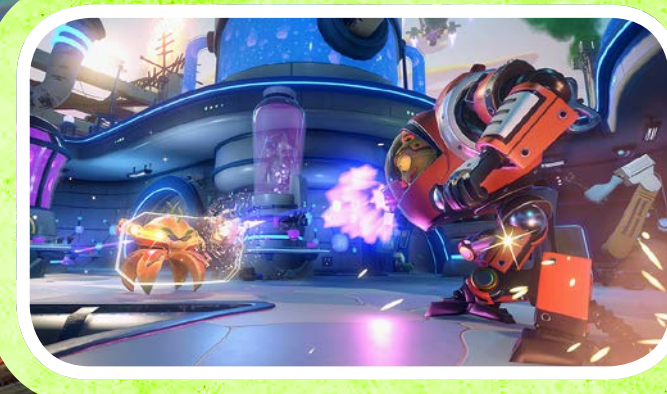
And "something new" already reveals itself at the start of the game. Unlike the first part, now you instantly have access to the Backyard Battleground brimming with interesting events. Regard this mode as a sort of a Skirmish or a fast clash which you can enter at any time. And once you enter this

battleground you have everything at your disposal. You may try out new characters, new weapons, tactics, and ultimately, try to capture the central flag while your opponents are trying to do the same. Computer-controlled characters will stand in your way but your friends may also join into this instant party if they want to. Interestingly, this game mode also has many hidden sections, paths and bonuses, and there's a firing range, i.e., a field to try out weapons and much more - we'll leave some for you to discover.

Garden Warfare 2 will engage you much more in single player and solo gameplay than the first one did. Of course, according to EA policy you have to be online even when playing by yourself. Bases in which you start your adventures now offer various missions, like MMORPG titles, where you have the

opportunity to try out new units in action on both sides of the war. It's a real pity that the implementation of these missions is a bit sloppy when it comes to performance and quality. Although it's not all bad. First of all, computer-controlled characters which act as your teammates are worthy of all praise, because they're quite smart and respond quite well to all tasks you set before them. Another positive is the presence of the traditional acute humor which Plants vs Zombies and other PopCap titles are filled with. Not only do they joke at their own expense and about plants and zombies, PopCap included and homage to a great number of other well known games this time around.

Story-wise, plants have sadly lost the war and zombies now rule the world. A bit like the recently released XCOM 2, this gives us a different point of view about the whole conflict and changes up the setting in its roots (pun intended!). So now



Zombies seem more defensive than in the first game and you will see some minor changes to the classes to reflect this. Of course, along with the old characters there are some new ones that make an appearance, and the borrowing of motifs from other games only adds to the fun

aspect. Who wouldn't want a titan from Titanfall, but in Plants vs Zombies variant?

You may say PvZ2 is very reminiscent of the first game, but only in segments that it really needs to be - gameplay, concept, missions, bonus challenges, bosses and characters; with enough updates elsewhere, such as in the game modes. Turf Takeover is a mix of Gardens and Graveyards and Herbal Assault. Vanquish is a standard deathmatch, and especially fun is Obliteration from

Battlefield 4, here called Gnome Bomb. We only regret that Turf Takeover, as one of the most entertaining modes, has only four maps.

Unlock system is still present, and the cards that amplify character abilities are still there as well. It's commendable that there is a system to import characters from the first game, but it's also a bit strange that the summoning cards have become much more expensive when compared to the previous title. At the same time, there's also a lot more cards, which offers more possible choices in the advanced part of the game, but can be a bit problematic at the start when you're constantly drawing cards you don't actually need.

Single player storyline and missions are a bit strange and we're not sure if they'll meet with a positive reaction from the fans. Your computer-controlled compatriots perform quite well, while Backyard Battleground is pretty refreshing as a quick skirmish fun and lifts the Garden Warfare's overall rating. New units and new modes are also praiseworthy additions. Garden Warfare 2 isn't as revolutionary as its predecessor from two years ago, but a good multiplayer is sure to provide hours and hours of fun to everyone who wants a laid back, interesting and stress-free shooter.



RECOMMENDED PC CONFIGURATION:	
OS:	Windows 10 64-bit
CPU:	Intel i5 3.3GHz
GPU:	GeForce GTX 970 or Radeon R9 290
RAM:	16GB
HDD:	40GB

GAME PROVIDED BY EWE

<b>PLATFORMS:</b> PC, PS4, XONE	<b>DEVELOPED BY:</b> PopCap Games
<b>PUBLISHED BY:</b> Electronic Arts	<b>TESTED ON:</b> PC
<b>PRICE:</b> 60€	

RATING
 

8

- ✓ Backyard battleground mode
- ✓ Humor, new units and classes
- ✓ AI
- ✗ More or less the same as GW1
- ✗ Solo missions are "weird"

## "BACKYARD BATTLEGROUNĐ JE SKIRMISH KOME SE MOŽETE PRIDRUŽITI U BILO KOM TRENUTKU"





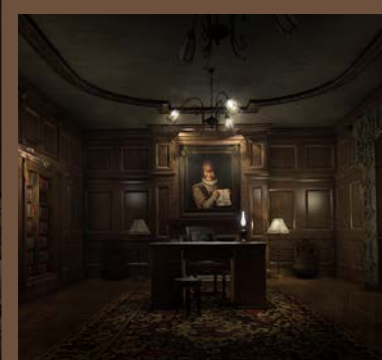
Author: Nikola Savić

REVIEW



# Layers of Fear

Perfection or madness?



## THE PICTURE OF DORIAN GRAY

You will encounter connection to this famous novel by Oscar Wilde throughout the game. Along with the book, our painter collects research concerning the story behind it, as well as the techniques for painting the perfect portrait modeled after Dorian Gray's own. His obsession with this work of art might contain the roots to the madness our protagonist goes through in the game.



**“THE COLORS AROUND YOU WILL MELT AND IMAGES WILL TWIST INTO MORBID FORMS”**

The main theme of the game is the painter's insanity and his obsession over a perfect painting. Throughout the game you'll be under the impression that he is on LSD, because the colors will melt away, images will distort and become ghoulish, and the whole reality and your perception with it will change forms in weirdest ways imaginable. The whole house is filled with various paintings, ranging from portraits to psychopathic scenes. It's quite disturbing to walk down a long hallway in utter silence broken only by the sounds of your footsteps, while surrounded by mute portraits whose faces are morbidly intertwined with traces of different faces. The game is made using a somewhat old graphics engine, but the graphics are still

good enough to convey the psychedelic atmosphere of the house. The music is done in a classical style which emanates a melancholy tone throughout the game.

The game is definitely worth the time invested (it will take only a few hours for a play through) if you're a fan of quality horror games, because it brings an original horror story with an unobtrusive gameplay. If you like a good subtle horror atmosphere, Layers of Fear is this month's recommendation.

### RECOMMENDED PC CONFIGURATION:

OS: Win 7  
CPU: Intel Core2 Quad Q8400  
GPU: NVIDIA GeForce GTX 560 1GB  
RAM: 4GB  
HDD: 5GB



GAME PROVIDED BY ASPYR

PLATFORMS:  
PC, PS4, XONE  
PUBLISHED BY:  
Aspyr  
PRICE:  
20€

DEVELOPED BY:  
Bloober Team SA  
TESTED ON:  
PC

## RATING

8

- ✓ Original storyline
- ✓ Atmosphere
- ✓ Soundtrack

✗ Unwieldy controls

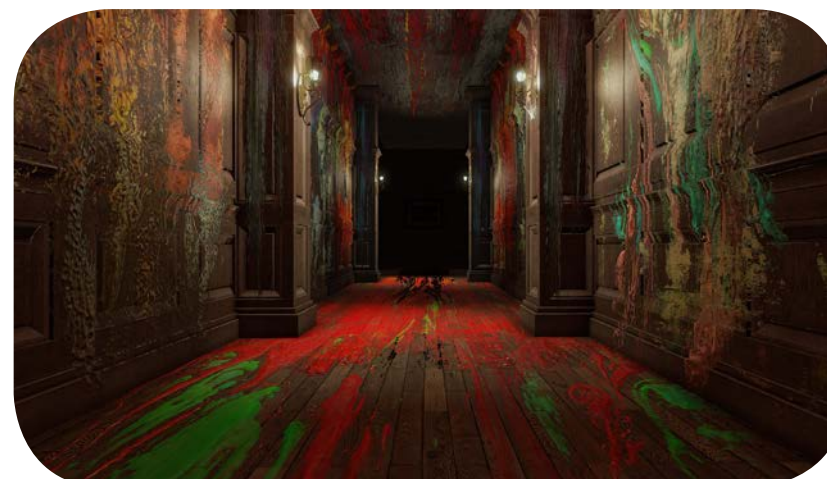
Horror genres were always notoriously difficult to develop in gaming. The developers faced the challenge of creating a quality game that is also scary (which is hard in itself), but also subtle enough to avoid the traps of cheap thrills. Especially when we consider that horror games are a very niche genre that's easily avoided by the casual players and looked upon with disdain by the hardcore gamers. Every horror fan knows that true fear lies in anticipation and ever-creeping danger, that the tension is scarier than the source of it. The most intensive feeling of fear is actually when, seemingly, nothing is happening. The team from Bloober Team studio has understood all of this perfectly and now we have this quality title before us.

In Layers of Fear, we take on a role of a relatively young and promising artist whose

talent has been compared to Rembrandt by the critics. You owned a beautiful house, you had a wife, a child, carrier... but it's all for naught when things sometimes simply don't go smoothly and perfectly. You start the game in your house, which is everything but a perfect home to a happy family, and everything mentioned above, as well as many other details, will be revealed in time as you progress through the game. You figure out pretty quickly that our hero is not all there and that his drinking doesn't help it much either. The house is now empty and only filled with traces of the past on every step, with a multitude of details hinting at what is actually going on. The game takes place in the early 20th century, so the house's ambiance is designed accordingly. A story about an insane painter is a very original setup for a quality horror game and with good execution we could expect a great experience.

The gameplay is fairly simple - the opening of movable elements around the house, such as doors, drawers, shelves, closets, etc., was taken from the Amnesia series and is done by moving the mouse in the direction you want the object to move. In practice, this was pretty poorly executed and will often be a cause of frustration, because there is a lot to open and view in the house and it will take some time to get used to these controls. Besides, there are many objects around the house that you can pick up and inspect, and while they might not have any influence on gameplay, they all certainly have a back story, because there is a feeling that each has been placed there on purpose just to show us another detail from the artist's life. And finally, the main reason we open those drawers and alcoves are multitudes of written documents from which we learn about the house, details about the artist's life, but also his insanity. Then there are the photographs that you will collect to an album at your studio.

Beside the exploratory element, the game features certain puzzles which are everything but difficult and you'll solve them almost instantly. The goal the authors had with such rudimentary gameplay is not to allow long breaks from the natural flow of the plot and avoid artificial derailment from the game's established atmosphere.



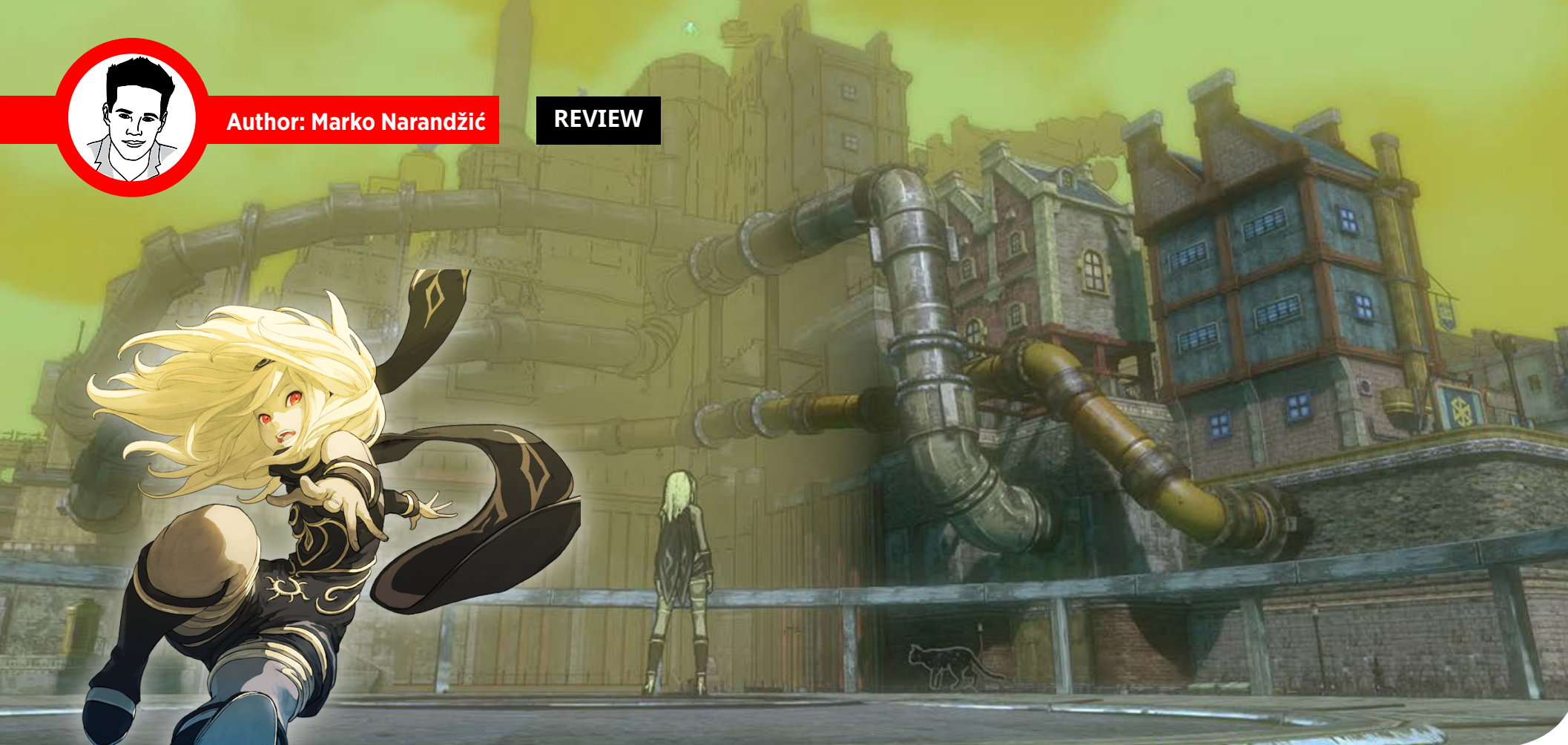
**“EACH OBJECT IS PLACED WITH PURPOSE TO REVEAL A DETAIL OF THE STORY”**





Author: Marko Narandžić

REVIEW



# Gravity Rush Remastered

## Kat is now an HD kitten

Nintendo is known in the video gaming industry for its unique and quality games which are fully “Nintendo”. There is something special about them and it’s difficult to define what that exactly is. Many other companies are trying to achieve having the same specific and unique spirit their games have, but unfortunately, that’s not easily accomplished. If Sony has managed to achieve something like this, then that can definitely be seen in Gravity Rush. SCE Japan Studio has created many great games so far, but Gravity Rush is one of the best; one of those games for which you can say “this is something that only PlayStation has.”

Gravity Rush is set in a very imaginatively and beautifully created world called Hekseville. Our protagonist, Kat, goes on an adventure to recover her lost memory. At the beginning, a mysterious black cat Dusty joins her and gives her the power to control gravity. All in all, not a very interesting plot, apart from the concept of variable gravity that opens up the possibility for the game to use a rather interesting gameplay concept.

Kat is able to change gravity at her own discretion. All you have to do is press a button, choose a side and from that moment on your gravity will face in that direction. This allows Kat to freely move in absolutely all directions. As long as you have energy in your gravity “cashe”, Kat can walk on walls,

or fly to any point in this beautiful world. Of course, just as you would expect, apart from navigating the world, these same mechanics can be used for fighting. In this game, Kat is fighting the mysterious Navi creatures. She has a series of kicks and punches available (actually one combo), and also dodge mechanics to avoid opponents, and a gravity kick - you start to hover, aim the camera and then you get shot like a missile in the direction of the enemy, with your heels as the main weapon that inflict damage upon contact. A bit later, you will acquire special moves that also use gravity energy, but aren’t as important. All opponents have clearly visible weak spots, and it kind of makes you wonder how they haven’t figured out that it would be wise to at least wear a cloak. All in all, this creates a lot of good and innovative setups for gameplay, but we have to note that as the game went on, that effect slowly began to wane and the battles unfortunately, started to seem repetitive.

However, if not the combat, the story will keep you interested to the end. Although you will get mostly simple and quite similar missions, everything takes place in such

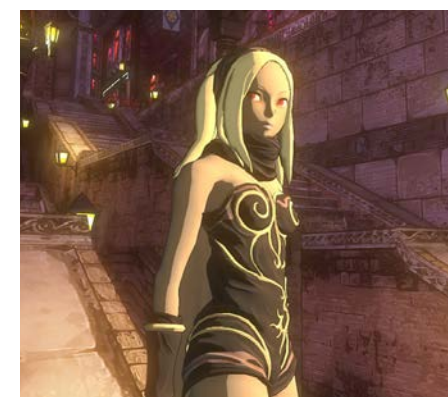
beautiful and diverse environments, that gradually unlocking parts of the map will be the most exciting thing in the game. These few thematically colored regions of the game’s world, along with good character designs, are the best part of the experience this game has to offer. Gravity Rush looks really impressive and you will want to examine its every corner. Things become especially interesting when you upgrade your abilities, so you will have practically unlimited gravity manipulation abilities in the second part of the game, with no need to touch the ground to reset gravity energy. Trust us, that’s when you’ll feel like a real Japanese super-heroine while you fly freely to all parts of the world.

And then, just when you have reconciled with the fact that the combat system has become somewhat boring, while the rest of the game keeps up its high quality, out of nowhere - the game will end. The story ends pretty abruptly, but at least that’s easier to accept now, than when we originally played Gravity Rush on the PS Vita, because now at least we know that the second part is coming soon.

It should be mentioned that the PS4 port is superbly executed. The graphics are significantly improved, but the character models and the environment textures look just the way they’re supposed to look like on HD TVs. The draw distance is also considerably improved, which is very important for these types of games - games



which allow you fly freely through their whole world. And smooth 60 frames per second as an improvement are nothing to scoff at. However, we should keep in mind that the PS Vita game is still absolutely amazing for a handheld title. Play the re-mastered version only if you want to experience the game on the big screen. And if you own the Vita and decide for that version of the game, rest assured that you essentially won’t miss out on anything. It’s a good thing that Sony enabled us to choose what suits us better, but one thing is certain - Gravity Rush is a must-play for fans of this genre, whether you play on PS Vita or PS4.



GAME PROVIDED BY SONY

PLATFORM:  
PS4

PUBLISHED BY:  
Sony Computer Entertainment

PRICE:  
30€

DEVELOPED BY:  
Bluepoint Games

TESTED ON:  
PS4

RATING

7.5

- ✓ Interesting world
- ✓ Excellent HD port, major graphic improvements
- ✓ Art style

- ✗ Pretty limited combat options
- ✗ The story ends abruptly



Author: Miloš Hetlerović



# Asus Republic of Gamers GX700

## The first water-cooled laptop!

Over the years we got used to the fact that Asus computers can provide us with top notch performance in video games when it comes to laptops. However, the engineers at Asus always claimed that the single biggest problem in gaming on the move was the heat dissipation. Therefore, they've created the first ever liquid cooled laptop.

### THE EVOLUTION OF A GAMING LAPTOP

At first, laptops were nothing more than mobile PC's that could service only the most basic of needs. Manufacturers had to cram a lot of components into a small space, had to

save energy in order to extend battery life and had problems with components overheating at maximum load. The first truly serious gaming laptops that we encountered were from the Asus Republic of Gamers series which used the most advanced mobile graphics solutions. However, one should always keep in mind that a top mobile graphics chip is somewhere in the category of a mid-range desktop card. Asus has therefore decided to put a full-size desktop Nvidia GeForce GTX 980 graphics card into their newest ROG laptop – the GX700. To make matters worse, the card comes equipped with 8GB of GDDR5 onboard memory which makes it the best graphics card we have ever tested since all of the others came with "only" 4GB.

This is one of the reasons that the visuals on this computer became even more incredible – it is significantly slimmer than the other ROG or gaming laptops we have tested. When you add a full metal alloy casing and air vents at the back, the visual impression of the GX700 is stunning. However if you want to achieve the maximum performance levels you have to attach it to the aforementioned liquid cooling system, something completely new in the laptop world. The cooling system is actually a docking station, which in all fairness is not quite mobile, and it provides this laptop with the computing power others can only dream of. The system is very easy to use – you only need to put the laptop onto the dock and pull one lever which then injects it with the power conductors (the desktop graphics card requires much more power) and the coolant connectors. When you undock the laptop it reduces the clocks for the processor and the graphics card to the levels equivalent to the ones of the GTX 980M and resumes cooling the old fashioned way. The whole system is designed in such a way that there is absolutely no risk of any spills or leakages. What fascinated me the most is the fact that you can dock and undock the computer while it's running. I must admit that is one of the sexiest engineering feats I have seen in a while!

In essence this means that the GX700 has two faces, one is a classic gaming laptop, and the other one is a top of the line desktop gaming rig. The guys from Asus envisioned it that way too – so you get two

MODEL	Asus ROG GX700
PROCESSOR	Intel Core i7-6820HK
GRAPHICS CARD	Nvidia GeForce GTX 980 8GB GDDR5
SCREEN	17.3" 1920x1080 IPS anti-glare
MEMORY	64GB DDR4-2400
HARD DISK	2x512GB M.2 SSD RAID 0
CONNECTIONS	3x USB 3.0, 1x USB 3.1, 1x Thunderbolt, 1x HDMI, 1x Displayport, mic, headphone, SD card reader, Gbit LAN, Wi-fi, Bluetooth 4.0
WEIGHT	3.6 kg laptop, 4.8kg dock
OTHER	Water cooling docking station

power adapters, one for the notebook and one, much larger and more powerful, for the docking station. The cooling system makes this machine a true overclocker's dream – we've made the processor easily go over 4GHz (nominal turbo frequency is 3.6GHz), and the same can be said for the memory and the graphics card. You can use the special Asus software for overclocking and monitoring system parameters. It's quite fascinating to watch the clock of the processor while you perform the live undocking of the laptop and it comes down from about 4GHz to 1GHz, and seeing how it reflects on a game running on the computer. Even though we tried, we couldn't get the temperatures of the processor or the graphics chip to go over 60°C, although admittedly, the back of the docking station was pushing a lot of hot air outside at maximum load. However when attached to the dock the computer itself remained completely cool.

One of the consequences of a massive cooling solution is that the computer comes in a full suitcase, about the size of airplane cabin luggage. It's interesting to note that you also get an Asus Sica gaming mouse which can probably handle some basic tasks, but it is to be expected that someone buying this computer would probably go for a more high-end gaming solution.

### AND WHAT'S IN THE COMPUTER ITSELF?

One of the advantages of this computer is that all of the important components except for the cooling and power supply are located in the laptop itself, so you carry them with you all the time. And the list of components is more than impressive – i7-6820HK processor, GTX 980 8GB GDDR5, 64GB of DDR4 memory and two M.2 512GB SSDs in RAID 0 configuration to increase performance. So, if we tried to build a high end desktop gaming rig we would probably



“ROG GX700 HAS A FULL DESKTOP-SIZED NVIDIA GTX 980 GRAPHICS CARD WITH 8GB GDDR5 ONBOARD MEMORY”

not be able to top this. And in the end there's a truly terrific Full HD 17.3" IPS anti-glare screen for your viewing pleasure. You can also configure this machine with a 4k display.

When attached to the dock all of the games we tested ran with maximum detail in the resolution of 1920x1080 without any kind of stuttering or problems. That changes a bit when you undock it, but if connected to a power supply you still get a pretty decent gaming experience. If you run on battery only you will get a significant performance loss, but you can still pull out some 25-30fps in Witcher 3 running in max details. So with a little adjustment it could be playable, but keep in mind that it would drain the battery really fast. We have to compliment the fact that when not gaming the battery can last for more than 3 hours.

### THE PRICE IS JUST TOO HIGH

Whenever you get a real masterpiece of engineering there always has to be a "but", and here it is obviously the price that is running at 4.300 euros and more in Europe depending on the configuration. For that price you can buy almost the same amount of desktop power, a gaming laptop and still have some change left.

Just by looking at what they have put into such a small device you get the idea that the

GX700 is a piece of hardware like no other that manages to shake up an otherwise boring market. However it is clear that its role is more of a technological demonstrator of things to come than of a computer that will make its way to the hands of many gamers.



GAME	Resolution 1920x1080 ultra details - average FPS
STAR WARS BATTLEFRONT	102.18
FALLOUT 4	80.80
WITCHER 3	54.86
GTA V	59.16
WORLD OF TANKS	118.61



# play

z i n e

