

# play!

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GAME OF THE MONTH:

# DOOM

## REVIEWS:

Uncharted 4 - DOOM - Overwatch - Hitman Episode 2: Sapienza - Battleborn - Stellaris - Duelyst  
Shadow Complex Remastered - Shadwen - Cornerstone - Alienation - Severed - Boss Monster



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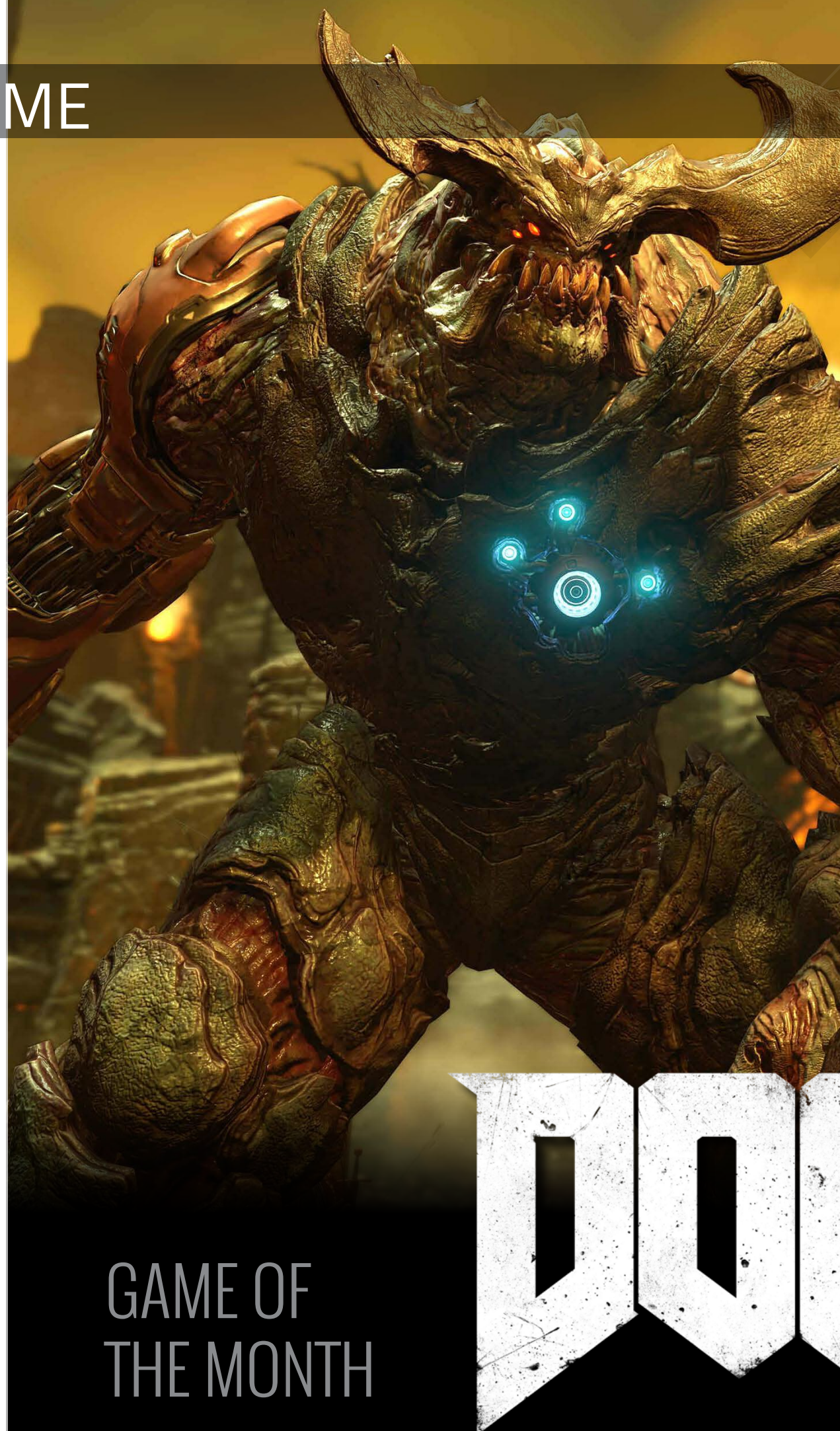
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GAME OF  
THE MONTH

Hello everyone,

This month we had many major contenders for our coveted Game of the Month award – some went the distance, some stumbled, but in the end there could ever be only one. And it brought DOOM upon its opponents. Bad pun aside, DOOM marks return to form for the classic FPS genre, proving once again that you don't need Shakespearean storyline and convoluted mechanics to make an excellent game. Sometimes simple is better, and the pure joy of mowing down demon after demon took us on a nostalgia trip from which we're yet to return. The main runner-ups, namely Overwatch and Uncharted 4, are also excellent games in their own right, each bringing something fresh to the table – from Uncharted's masterful ending to a beloved franchise, to Overwatch's tale of success as Blizzard ventures into unfamiliar territory and manages to stand proud of the fruits of their labor. Then there's Battleborn, another contender for the Team Shooter of the month, which sadly seems to have missed all the chords which Overwatch expertly struck.

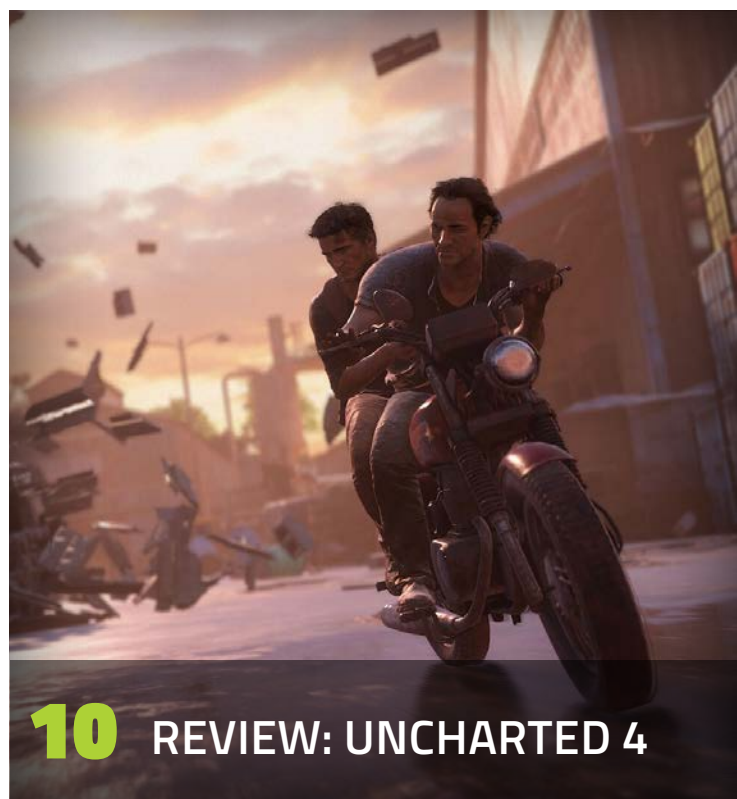
And in the background of this month's giants, yours truly had a great time in space while carving himself his own chunk of the universe with Paradox's new Grand strategy, Stellaris. Read about all of this and many other games, such as Alienation, Severed, Boss Monster, and others on the following pages, while we get ready for our summer break and resume publishing in September. But don't worry, we won't leave you hanging – we'll still be publishing reviews on our websites. So, sit back, relax with a glass of cold lemonade, and enjoy our latest issue!







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Author: Bojan Jovanović

REVIEW



# DOOM

HELLA  
GOOD!

“THE GAME SIMPLY STARTS, GIVES YOU  
A WEAPON AND LET'S YOU ENJOY IT”

Long ago the FPS genre used to be the personification of a simple and elegant design - here's the gun, there are the bogeymen, from there you're on your own. And it worked perfectly for many years after Karmak and friends gave the gift of DOOM to the world (has it already been 23 years!?). The genre became, well... odd over time. From vast levels we got to virtual corridors with invisible walls, spamming the E to win and watching the spectacle taking place somewhere in the distance instead of actively being a part of it ourselves. Too many FPS games try to intrigue us with some sort of a story about X who is in trouble because Y, going on and on and never really giving us the satisfaction of solving that Y. And it used to be enough for the game to just start, hand you the weapon and let you enjoy yourself. This is exactly how the new DOOM starts.

We can't even remember the last time we played a game that just starts. It literally takes about ten seconds for your hero to wake up, pick up a gun from the floor and put a bullet through the skull of a demon that wanted

to eat him for breakfast. The nameless protagonist of the series, known only as the Doomguy, is a man that had had enough - of demons, of crazy UAC Corporation that mines hell itself for resources and wants to turn demons into a walking arsenal. Grumpy, but without a single spoken word, his moves and actions perfectly depict just how much he couldn't care less about everything and that he just wants to get his "job" over with and for everyone to leave him alone. It's amazing that a game in a series known for having as much of a story as a McDonald's hamburgers have actual meat in them, could actually connect all that mess from the previous games into something completely valid and so grandiose that it has a whole mythology surrounding our protagonist as the ultimate clean-up guy for when hordes of hell come bursting forth. But, just like to him, the story in DOOM is completely secondary. So is the gameplay and good?

The game doesn't only shine in this field, it completely destroys all unfaithful Thomas' claims that a modern shooter needs walls, regeneration, a sprint button, and that you can't be able to carry all weapons with you (MythBusters have shown that this is very possible!). Every confrontation with the hordes of hell is a spectacle of explosions, blood and limbs flying everywhere while you shuffle through your arsenal killing off a horde of horns and tusks that keep reaching for you while screaming for blood. You must always be on the move, strafing of jumping over obstacles, always in search



for ammo or the next snort that needs to be punched. The action on the screen raises the adrenaline to an unbelievable scale, while you play without blinking, with bloodied eyes deep into the night, with a wide grin from ear to ear and excitement over many details and references.

Still, this doesn't mean that DOOM didn't pick up some new tricks from modern games. More or less everything you do rewards you with some sort of a token for upgrading character abilities or weapons. After a few initial levels you'll start collecting runes as well, passive bonuses that require completing mini-quests in order to unlock them and you can unlock two alternative firing modes for every weapon which expands the already rich arsenal even further. The shotgun with a laser grenade, plasma gun that occasionally sends out a shockwave around you or remote control activation of a bazooka rocket? You'll have all this by the end and you'll probably upgrade it too. The chainsaw is this time a mighty weapon with a limited number of uses but you'll instantly split any enemy that's not a boss in half with it and laugh heartily while doing so. There are also a few familiar things from previous games but we'll leave it up to you to find and try out, because using every weapon in the game is really fun.

One of the interesting additions is the so called "glory kill" move, a very brutal fatality set of moves that will finish off wounded enemies. At first glance it seemed that these would become tiresome quickly but the satisfaction of their use as well as their variety didn't even make us think that they might be an excess by the end of the game. But not only that - this way the game constantly rewards you for ending demonic (un)lives with extra health packs, ammo or even armor. And they are unbelievably creative and violent, somehow fitting with the style of a marine who smashes a monitor in the beginning once his briefing is done. Without any exaggeration, players with weaker stomachs won't have a good time once they see some of the 'glory kill' animations. You can even do a little test - if you show your fairer half a glory kill of a Mancubus and she doesn't turn green or pale, marry her!

The solo campaign in DOOM is very long, almost 15 hours if you spend time exploring levels. In spirit of the original game, the new DOOM has huge levels with intertwining hallways you could easily get lost in if it weren't for the map. The majority of passages and secrets make every one of the vast levels a real joy to explore. The campaign's tempo is great and you'll keep discovering or unlocking new things so you won't even notice that it's already been

**"GLORY KILLS ARE VERY BRUTAL AND THE GAME REWARDS YOU FOR PERFORMING THEM OFTEN"**



ten hours once you reach the end credits. Considering there are several different difficulties (the hardest one, Ultimate Nightmare, is unlocked after the first run through the whole game) and an enormous amount of secrets, you're guaranteed to have at least one more go through the entire game, if not repeating some of the levels several times.

Once you tested out the campaign or you wish to take a break from it, there is a relatively mellow team multiplayer for 12 players and a handful of maps that didn't make an impression in the beta and they

don't do so now either. It's obvious that this was the responsibility of another studio and the speed and the feel of playing it reminds us more of Halo than the singleplayer component. But it's interesting enough to spend several hours playing, and it's the only opportunity to play as one of the greatest demons from the campaign. SnapMap on the other hand prolongs the game's lifetime on your hard disk because like in the Trackmania games it enables the players to make new levels for solo, co-op or competitive play, by piecing together pieces of other maps. It has its limitations, mostly in the number of objects that a single map

can hold and we hope that Bethesda and Id will expand their options. Besides that, using SnapMap we had an opportunity to play a few parkour levels, a sort of a farming simulator, to set the demons against each other in a Pokemon-like battle from Hell, and even solve a room escape. Not exactly a Super Mario Maker from Hell, but quite an interesting addition to the game into which you can sink tens of hours.

**"A SPECTACLE OF EXPLOSIONS, BLOOD AND LIMBS FLYING EVERYWHERE"**



**"THE MULTIPLAYER, ALTHOUGH BRIEF, GIVES YOU A CHANCE TO TRY A HAND AT PLAYING AS A DEMON"**



#### RECOMMENDED PC CONFIGURATION:

OS: Windows 7 64-bit  
CPU: Intel i7 3770 or AMD FX 8350  
GPU: GeForce GTX 970 or Radeon R9 290  
RAM: 8GB  
HDD: 55GB



GAME PROVIDED BY BETHESDA  
SOFTWARES

PLATFORMS:  
PC, PS4, XONE

PUBLISHED BY:  
Bethesda Softworks

PRICE:  
60€

DEVELOPED BY:  
id software

TESTED ON:  
PC

RATING

9

✓ You can't get enough of weapons and glory kills

✓ Huge, complex maps

✓ Map creation using SnapMap

✗ Mellow multiplayer

✗ Limitations of the SnapMap tool





Author: Aleksa Petronijević

REVIEW

# Uncharted 4: A Thief's End

## A LEGEND DEPARTS



**“FANTASTIC ATMOSPHERE IS STILL THERE, WITH CHARISMATIC AND HUMOROUS CHARACTERS”**



After so much anticipation and rise in hype every time guys and girls from the Naughty Dog studio presented us with a new demo from the game, the latest and probably final sequel of the adventures of the charismatic adventurer, Drake, is finally here. After three sequels which made a mark on a generation of consoles, created a new subgenre, and set up the PlayStation as the only possible place to play these unforgettable action adventures, the question remains: was it worth the wait? Did we get another classic that in a few years time we'll remember with a smile and tell our gamer friends about the moments that left us breathless? SPOILER ALERT: Ooooooh yes, we certainly did!

What does the fourth game show us that we haven't already seen before? For starters, as you might have seen from the trailer, a new important character appears in the game. This character is Nathan's brother Sam who hasn't made



an appearance in previous games. He represents a “tabula rasa” for fans of the franchise, a character that needs to be developed from scratch in a very short time, so that we could form an opinion about him, as well as explain why Nate never mentioned him in all those years. This problem was solved by an hour long tutorial which consists of flashbacks into history, where you'll get to know Sam and his relationship with Nathan. Their childhood mischief, problems in Panama prison they found themselves in during the search for the greatest pirate treasure ever, all nicely depict Sam as an older

brother, Nate's support through a life without parents. Fast forward 15 years, we find retired Nathan Drake - after so many visited locations, discovered relics, lost cities, bullets fired, and fallen enemies, he finally settled down... He married Elena, the love of his life with whom he now lives in their home in New Orleans. He has a “normal” job as a diver for middle-aged Samuel - extracting things that somehow got to the bottom of the river and administrative duties about that same job in an office by the river... An exciting job for a legendary explorer of lost cities and a legendary treasure hunter, right? To keep this game from turning

into a salvage recovery simulator, we have Sam, who unlike in the tutorial, spent all this time rotting away in Panama prison, and only recently manage to escape. He had help from his prison cellmate in this escape, the famous drug lord Ramon Salazar, who Sam promised half of the pirate treasure. Nathan will be forced to put on his adventuring shoes once again against his will (and his significant other's will), strap on his trusty Berretta, and help his brother not end up as fish food, and finally go find the pirate treasure that fascinated them from their early childhood. This is where Drake's last adventure starts.

Let's move on to the next important point, the gameplay - it was upgraded in the sequel when it comes to platforming and exploration, as well as combat, so it now leaves a more fluid impression. The platforming got one very important addition, a rope with a hook which enables you to hook yourself to various

**“PICKING YOUR JAW BACK FROM THE FLOOR IS GUARANTEED”**



beams, branches and similar objects and swing over chasms in Indiana Jones style, or safely lower yourself down a cliff side or run across it to the nearest safe platform. You can also use this method to run into enemies and send them to sleep with a powerful punch. Platforming is the more dominant element of the gameplay compared to its predecessors which is a welcome addition and we're glad the designers refrained from making Drake a commando who puts down hordes of enemies with his huge weapon arsenal. Although there are fewer showdowns, they're still present in just the right amount not to become tiresome, with the possibility to go through most of them with a stealthy approach.

The stealth mechanics also work far better than in the previous two games. To have functional stealth you need a good AI first. Luckily, we can finally say that Uncharted has a really good AI for both friends and foes. Moments from Last of Us when your comrade runs out right in front of the enemy, only to be completely ignored by him are ancient history. Sam will take good care in choosing his hiding spots relative to the patrolling opponents, he chooses when he can do a stealth takedown, and if he accidentally makes a mistake and causes alarm he'll curse “Damn it, we're noticed”, and grab his own weapon to start a fight. Mistakes like this are very rare by the way. For example, during my run he only caused alarm twice throughout the whole game. Really impressive! Also unlike the previous Uncharted, it's not the end of the world even if you get noticed: for players who don't wish engage in shootouts there will be no need to restart the checkpoint. It's enough to get out of everyone's eyesight for a few moments and after that the enemies will enter a search mode, more careful than before the alarm, but unaware of your new position which gives you a



“THE GAMEPLAY IS IMPROVED AND WELL BALANCED”

## BONUS SECTION!

Once you complete the game there's a bonus section! Points you collected throughout the game by gathering hidden treasures which are a series hallmark, starting optional dialogues with companions and unlocking various achievements, can be spent on unlocking extra treats that are really unique and fun and will give you a good laugh. You have a lot of mods at your disposal that allow the game to look like a comic book, like Borderlands, or in colors of the rainbow, or in negative, 8-bit, there are over 20 visual mods. Audio mods aren't far behind, from making everyone sound like they're on helium or argon, then the option to turn gravity off, turn on slow motion, buy costumes and change them while playing and many, many more. One hilarious example: Drake is driving the jeep in a diving suit with Sally and Sam through the valleys of Madagascar, and he's having a serious conversation with the two while everyone sounds like they had a lot of helium and everything is rainbow colored, there is no gravity so every enemy they hit it sent floating in the air.... In any case this is a very interesting and fun addition that is sure to steal some more of your time before you put the game back into its case.



chance to quietly take them all out one by one again. For those who favor a bit louder way of dealing with enemies, there's good news: during most of the game, the enemies are no longer "bullet soaking sponges". Somewhere near the end you may sadly encounter some Sponge Bob Squarepants' cousins, but only a few of them, so no need to worry about that too much. We might object to a sudden rise in difficulty near the end of the game, but luckily the situation isn't as frustrating as it used to be in the previous parts.

The puzzles are still a part of platforming and exploration. They're simple but not too easy, just enough to keep the player's interest and they fit in perfectly with the mixture of exploration segments, cinematics, and action sequences which worked well in previous games and is better adjusted now. One of the eye piercing flaws is the often use of industrial wooden crates (with wheels) which Drake is supposed to find and use to overcome obstacles. This wouldn't be much of a problem if the designers haven't often

used them in places no one visited in 300 years. This implies the lack of creativity and rushing to deliver the game on time, which can be forgiven considering the size of every map you're visiting. The levels are upscaled several times. Levels, although linear, are now more open and allow exploration and choice of different paths towards the same objective.

Naughty Dog earned a reputation over the years as a studio that moves the boundaries in audiovisual presentation with every new game, and here they again exceeded all expectations. The level of talent and technical skill infused in creating the locations will leave you breathless! Locations look so photorealistic and uniquely designed that your jaw will often drop to the floor in disbelief. Next-gen engine that's been developed for the game and the latest graphical effects and technology it uses, as well as other systems which raise the presentation to a whole new level. The devil's in the details: the animation of character's movement looks perfectly fluid, real-time cinematics

look like Hollywood animated movies, the shrubbery and water react to explosions and the wind, and mud and dust and snow stick to Drake's clothing and vehicles, but also evenly wash off when splashed with water, the jeep's physics is worthy of some off road racing title and the list goes on...

Of course, not everything is perfect with this game either and what bothered us the most is a drop in the design and graphics quality in a few locations, like low-res textures, models that seem hastily put together, which implies that the game was somewhat of a deadline victim.

The sound, like the rest of the presentation, is top quality. The weapons sound convincing, various surrounding noises excellently contribute to the atmosphere, like



birds chirping, waterfall roaring, thunder followed by a downpour of rain, will all help describe Drake's location. The background music is different, not as intense, and it rather evokes a nostalgic feel than that of thrill, especially to players who played previous games. It's not as present during the gameplay so you'll spend most of the time listening to the ambient sounds interrupted by casual chatter between Nate and his friends and family.

As in every Uncharted title, there are bound to be memorable moments of crazy, like the train level or the aeroplane fight from the third one. The players won't end up short of these moments in this sequel either, and we think that this time it's some of the more peaceful segments exploring the exotic locations that will remain in player's memories, conversations between Sam and Nathan, Sally, Elena and reflecting upon choices.... Maybe those are the moments that show the influence from the studio that made The Last of Us, and which guided this game's creation too. The game is still filled with charisma and humor that adorned the previous installments. The whole creative vision of the team, which is slightly different than before, as well as the series' legacy, combine perfectly in the last chapter of the game that pays



“FINALLY, A GOOD AI”

homage to the series in a best possible way and rounds it up perfectly. We couldn't have asked for a better ending!

If you're a fan of third person action adventures, you owe it to yourself to at least rent a PS3 console on a first spare weekend and venture on a last big adventure like no other. Because there is only one Uncharted, an action adventure that brings the spirit of adventure movies we grew up with, filled with cheeky humor, charismatic characters who you can't help but love, and moments you'll remember for a long time.



GAME PROVIDED BY SONY

PLATFORM:  
PS4

PUBLISHED BY:  
Sony Computer Entertainment

PRICE:  
60€

DEVELOPED BY:  
Naughty Dog

TESTED ON:  
PS4

RATING 9.5

- ✓ A perfect ending to an adventure
- ✓ Fantastic and groundbreaking audio/visual presentation
- ✓ Innovations in gameplay mechanics and excellent AI
- ✗ Obstacle-crossing aids are outside of context of the setting at times
- ✗ Graphics quality drop in certain areas





Author: Borislav Lalović

REVIEW

# Overwatch

## A new dawn



### "THE MULTIPLAYER FRAGMENT FROM THE INFAMOUS TITAN"



The current year is pretty important to Blizzard Entertainment and the whole machinery standing behind this company's giving their all to complete everything they've planned without a hitch. Over the next few days, the huge hype train that started generating during the last BlizzCon is having two out of three of this year's culminations occurring. First, the launch of Overwatch, and shortly after there's the world premiere of the long-awaited movie based on the Warcraft universe... and finally, in August, the release of a brand new WoW expansion - Legion.

Overwatch represents Blizzard's venture into the field of competitive multiplayer shooters as well as a brand new franchise. Announced shortly after the official

cancellation of Titan, it was immediately obvious that Overwatch represents a recycled piece of Titan's code - something that was later confirmed. The game is set in the near future, when as retaliation to the global threat called "The Omnic Crisis", an international peace unit was formed comprised of specialists from all over the world. Over the years following the crisis certain incidents from all over the world blemished the reputation over the once-revered organization. Officially, the whole project was scrapped after an explosion in the Overwatch HQ in which both its commander and his lieutenant died.

At its core, Overwatch is a team-based shooter that pits two opposing teams numbering six players each. The players can choose from a roster of 21 characters, all separated into four specializations: offense, defence, tank and support. Offensive characters are super mobile and can dish out a lot of damage, but have smaller health pools for the sake of balance. Defensive characters are good at protecting certain map locations, because they can provide various forms of field support on the map itself. In a manner of speaking, the defensives can be considered support as well, however not to an extent that true support characters are - those who buff their own team, or debuff the opponent's. Some of them can also heal, which can significantly influence the game. And finally, there's the tanks - characters with the highest health pools in the game whose purpose is to draw the enemy fire to them and allow their teammates easier



access to the map's objectives. Each class is crucial and every team that wants to have a chance at winning should balance them in their composition.

The matches take place on maps that are inspired by real-world locations and can be separated into four different types. There's the Assault type, in which one team is on the offense, and the other is on defense, representing the classic setup for this mode from all similar games. The Escort is an interesting mode in which the attacking team needs to escort a vehicle to its final destination in a certain number of minutes, while the defending team tries to prevent them from succeeding. The escorted vehicle moves over a predefined path and only moves if the attacking





team's members are in vicinity. Assault-Escort is a hybrid mode in which the attackers first have to wrestle the vehicle from the defender's grasp, and then escort it to a predefined goal in a certain amount of time, while the defenders try to stop them. And finally, there's Control, in which the teams try to conquer a certain location on the map and hold it until their control scale reaches 100%.

Every player gains experience in various ways while playing. Beside the standard amount of XP awarded after each game for victory or defeat, there are also XP points awarded depending on the number of frags and effective use of abilities. And at the end, there's the user-vote system in which the players themselves anonymously vote for the most useful players in that game. When a player earns a new level he receives a loot crate which contains cosmetic items, such as victory poses or specific voice lines for their characters.

All throughout the internet this game is spoken of as some sort of MOBA/FPS mix, which certainly isn't the best definition of it. Don't be fooled – this game is a MOBA as

much as CS:GO is an RPG. With its comic book vibe, Overwatch is more reminiscent of TF2, except that here the characters are better designed and less militarized, in a sense that they are more individual looking with their own character traits, rather than looking like an army. Colorful comic book visuals aren't something that will appeal to everyone, especially to the hardcore fans of CoD, BF or CS series'. But frankly, completely different people are Overwatch's target audience. On the one hand we have younger players, those who haven't grown up playing Blizzard's other franchises and therefore aren't burdened by a storyline dating years back. And on the other hand, there's the gargantuan base of "old Blizz fans", who will try out anything that their favorite publisher can concoct. All of this resulted in a huge initial player base, making the launch of Overwatch one of the most successful ones ever. Add to that the fact that the game is perfectly optimized, and we have a smash hit from the developer. Also,

seeing how eSports has risen in significance over the last couple of years, there's no doubt that this game will become an unavoidable part of all tournaments over the world in the future. Therefore, by entering the world of FPS, Blizzard has completed their presence on all relevant fields in the world of eSports and it remains to be seen how the competition reacts.

As for Overwatch itself, it's easy to learn and hard to master. That might be something that could drive away a portion of their casual audience. Also, the alleged superiority of certain heroes was the subject of many debates over the last few days, but we can't shake the feeling that it's mostly boiling down to the lack of knowledge, rather than any sort of superiority. Namely, every hero has their own anti-hero, as well as proper tactics to counter-play them, so with that in mind we got to do is sit down and practice.



the Overwatch universe skyrocketed by incredible 800%! Blizzard announced that they will take legal action for intellectual property infringement, which should resolve this whole mess soon.

So, to summarize. If you want a visually appealing game, that's balanced in every way, you're a Blizzard fan, and have an ambition towards competitive eSports – this is certainly a game for you. If you want a game that "aims for realism", you won't find that here, which doesn't mean that you shouldn't give Overwatch a shot, because it's an extremely fun game. We can say that Blizzard succeeded in their attempt at a new genre for them, and bearing in mind that this is a completely new franchise,



we're sure that they'll try their best to keep it current and attractive for players.

#### RECOMMENDED PC CONFIGURATION:

OS: Win10 64-bit

CPU: Intel i5 (or better)

GPU: AMD Radeon HD 7950

RAM: 6GB

HDD: 30GB free (6GB on HDD)



GAME PROVIDED BY  
COMPUTERLAND

PLATFORMS:  
PC, PS4, Xbox One

PUBLISHED BY:  
Blizzard Entertainment

PRICE:  
40-60 €

DEVELOPED BY:  
Blizzard Entertainment

TESTED ON:  
PC

## RATING

# 9

✓ Dynamic, colorful environment

✓ Level of optimization

✓ Gameplay, characters, music

✗ A shooter combined with colorful characters and environments might not appeal to everyone

## ANOTHER OPINION

**STEFAN STAROVIĆ** Blizzard used the basis of their cancelled Titan project and made a shooter at a perfect time. Valve's been keeping Team Fortress 2 in a "niche" for a certain group of players for a while now, while forcing DotA and Counter Strike on everyone else. By doing so, the only true competition had taken a back seat and those who wished to latch onto the wave of class-based competitive shooters should have offered something before Overwatch. However, Overwatch's room for success is pretty much guaranteed, without regard for any issues, microtransactions or game's pricing... at least for now. Of course, Blizzard is known to take a year or two to make their games really good, like they should have been at release, so it remains to be seen if that would be the case with Overwatch as well.

**IGOR TOTIĆ** Like the others, I was a bit sceptical until I tried the beta. After the beta I was intrigued, but wasn't hooked.

After playing the beta with five friends and a few hours of cool matches, I succumbed and preordered.

**PAVLE MOMČILOV** The game relies heavily on teamwork, which is as good a thing as it is bad. Every team will have to use teamwork to progress towards their goal, with no regard towards personal score, like kills and deaths (KDR) like in other FPS games. And that's the exact thing that differentiates this game from the others.

**BOJAN JOVANOVIĆ** At first accused of being a Team Fortress 2 clone, Overwatch silenced many voices through its few betas and final release, and finally gave legions of players a different FPS experience from a stale variety of military shooters. The game is easy to grasp and shines the brightest when played with an organized team. It is said that when you buy a Blizzard game you've secured fun for the next ten years. Judging by its initial success that might just prove to be true for Overwatch.

**"A ROSTER  
NUMBERING  
A TOTAL OF 21  
HEROES TO SUIT  
EVERYONE'S  
TASTE"**





Author: Miljan Truc

REVIEW

play!

# Stellaris

## PER ASPERA AD ASTRA

Paradox, uncrowned masters of their craft when it comes to “Grand strategies”, have presented us with a small surprise with their new game, Stellaris. Although their games are known to mostly appeal to history buffs, this time they went away from their usual historical boundaries and brought us a game with no historical inhibitions, so it falls to the player to create the story for themselves. This concept removes the burden of facts and rules already at its core, paving the way for unrestrained creativity in a genre which is in itself a complete sandbox.

You begin the game by choosing the space nation to start the game with. The game offers several predefined options, but

certainly the most fun option is to create your race and nation by yourself. There are many parameters available to you, some esthetic, and some (far more important) mechanic, that will determine your general progression path. So you'll get to choose your general species (humanoid, reptilian... fungal...), planet suitability (continental, arctic, desert, etc.), racial virtues and flaws, as well as ethical preferences (militarists or pacifists, individualists or collectivists, etc.) which derives your government system choices. You will also choose the general look of your spaceships, what sort of projectiles do they use, and their method of interstellar travel (or FTL for short – Faster Than Light). And that's all just a small part, so if you love to play around with these sorts of creators in, say

RPG games, you'll probably spend a good chunk of time perfecting every aspect of your race.

After that, you'll pick the game parameters – galaxy size, number of opponents, handicaps, and others – and then finally begin your space opera. No matter the size, the galaxies are always divided into star systems which contain different kinds of stars and their orbiting planets, asteroids, gas giants, and all other stellar bodies drifting through space. You begin the game in one such system, with your home planet, its space station, a few civilian ships and a modest fleet of corvettes. If we had to categorize the gameplay of Stellaris, we'd say it's a Grand strategy with strong 4X influences, and a small, but valuable, dose of RPG. Paradox implemented some of the best elements from their previous games and combined them in Stellaris. So we have governing systems and general layout similar to Europa Universalis, pop-management,

nationalities and ideologies from Victoria, certain RPG elements from Crusader Kings, and adaptable creation and customization of armies and units from Hearts of Iron. The main resources you'll use are Energy, which is an equivalent to gold, Minerals, a key resource used to build everything, then Influence, used for internal governing and diplomacy, and finally three resources for three branches of research – physics, society, and engineering. The control and balance of these resources are key to success in game and it's extremely fun at the start when they are sparse, forcing you to make concessions in the name of progress, but fortunately the same is true even in late-game, because the demand also grows exponentially, so you'll never feel like you're overflowing with any of them – they can easily disappear in a blink of an eye.

That brings us to one of the main problems with Stellaris, but also with Grand strategies in general – the learning

curve is very steep, and the tutorial is modest, to put it mildly. Certainly, Paradox strategy veterans will feel like fish in water after only a few minutes of tinkering with the menus and options, but the fresh blood could be easily deterred by the lack of explanations for many systems in the game. To them, we can only say – persevere, because it's rewarding to do so! Truly, Stellaris is a very addictive game and we've often found it hard to separate from it and tend to other daily matters. “Just this month... here, just until this research finishes... hm, well I'm done with war preparations, I might as well start it... and finish it... hold on, it's not fair to leave this anomaly unexplored, who knows if I'll remember later...” and suddenly it's 5 am. The “Just one more turn” syndrome in its truest form. Numerous random events add to the element of fun, and they happen regularly, although not so often to become tedious or take the fun away from the rest of the game. So you'll have your citizens encounter the inhabitants

of the planet's subterranean tunnels, fall under the influence of pheromone pollen that makes them slack off, you'll be visited by ghosts in space, or find mummified astronauts drifting through the void. These small events further offer narration to your adventure and enrich the gameplay.

However, there's more than enough narrative fuel in governing your nation as well. The planets you colonize are divided into tiles on which you can erect buildings used for production or various bonuses, but for them to function they have to be “worked” by a Pop – a system similar to city management from Civ games. However, here a lot depends on each individual Pop's level of satisfaction. Does he like the planet? How about his neighbor? Does he agree with the Government's ethics? And what does he think about the robots from the next tile? Some of these points might lead him to join up with like-minded Pops to start a subversive movement which will then attempt to carry out their goals,

## “THE BEST KIND OF THE “JUST ONE MORE TURN” SYNDROME”

## “A GRAND STRATEGY WITH A STRONG 4X STRATEGY INFLUENCE AND A DOSE OF RPG”





**“THE GAME IS EXTREMELY FUN AND ADDICTIVE, BUT ALSO RELAXING”**



and it's up to you to either give in to them, or stifle them through media and bribery. Otherwise, if they grow sufficiently, they can completely choke the industry of whole sectors, and therefore of your empire, at worst possible moment.

The armies and units are comprised of fleets of spaceships, and assault and defensive ground troops on planets. For the most part, the action takes place in space, and seems like planetary action was only an afterthought by comparison – which isn't necessarily a bad thing. You'll organize your fleets with the help of an excellent creation tool – you can create as many variations of a ship type as your imagination, needs, and technology allow. So for instance, a humble corvette can be outfitted for close-range attack, as a long-range torpedo craft, small shield battery, etc. As your technology progresses, you'll be able to upgrade and retrofit ships according to your needs. Just like in previous paradox games, you have virtually no influence over battles themselves, so all you can do is hope that luck favors you and that your admiral is skillful enough to carry you to victory. Having more ships than your opponent doesn't hurt either.

Unfortunately, the AI isn't too bright and it's relatively easy to outsmart it and draw it into a trap. That is often the case with the artificial intelligence in vanilla versions of Paradox' strategies and something that will probably be fixed soon. The case is similar with bugs. They are definitely present and some are frankly bizarre. For example, we had a whole fleet of over a hundred ships stuck in FTL and the only solution was to disband and rebuild them all – a huge deal to happen in mid-game. Similarly, a science ship exploring a planet simply disappeared

into thin air, with no event to accompany it, as it usually does on such occurrences. Those and other bugs unfortunately spoil the otherwise awesome experience of playing Stellaris, but taught by previous experiences, we know that the Paradox developers are very diligent when it comes to fixing and polishing their games, so we don't have a shadow of a doubt that all of it will be fixed fairly soon.

Stellaris is a game with a lot of potential, and that's obvious when you look at how much some aspects of the game seem left to be enhanced by DLCs. Among them, we could count the internal relations with factions and other races – although there are options present, they seem sparse compared to the possibilities that could be explored. The same could be said of diplomacy – yes, there are a lot of options, but the system seems shallow for a game with this much depth. Unfortunately, that seems to be the current state of the market, where we can almost count on parts of games being left incomplete for later... for an extra charge, of course.

The visual experience is solid and more importantly, functional. The game looks pretty, but nothing to write home about. But those who play these kinds of games don't play them for their graphics; in fact the most important thing is that everything's handy. And in that regard, Stellaris does a decent job. The interface is intuitive and easy to navigate once you get to know it, and the graphical cues about what's going on are informative and precise. All is as it should be. On the other hand, the background music is excellent. Even when we weren't playing the game, we'd leave the paused game minimized, just so the music could keep playing in

the background. The team perfectly hit that “space opera” vibe when it comes to music, and relaxing electronic tones produce a great atmosphere. However, the accompanying sound effects aren't on the same level, although they're far from being bad. It's simply the case that they're too loud on their default setting, so if you decrease their volume by a few bits in the options menu, they'll be at just about right level compared to the music.

On release, Paradox games are often unpolished diamonds, which over time and numerous iterations finally get to shine to their fullest. Their audience is used to it, and an army of fans is there to help. Stellaris is just one such diamond, but we could comment that it's pretty polished in comparison to its predecessors. The game is very fun, addictive, but also relaxing. It combines all of the best elements of other Paradox titles, with complete freedom provided by an imaginary setting, so we're certain that it will only grow to become better and better. Plus, there's a legion of modders who are wholeheartedly supported by Paradox, and who will make sure that the game will have plenty of options over the years. So, get your space-suit on, put on your helmet, and reach for the stars – the galaxy awaits.

#### RECOMMENDED PC CONFIGURATION:

**OS:** Windows 7  
**CPU:** Intel i3 2100 @3.1 Ghz  
**GPU:** Nvidia GTX 560TI, with 1024MB VRAM-a  
**RAM:** 4 GB  
**HDD:** 4 GB

STELLARIS

GAME PROVIDED BY PARADOX

**PLATFORM:**  
PC

**PUBLISHED BY:**  
Paradox Interactive

**PRICE:**  
40€

**DEVELOPED BY:**  
Paradox Development Studio

**TESTED ON:**  
PC

**RATING 8.5**

- ✓ Deep, addictive gameplay
- ✓ A combination of all the best systems from previous Paradox strategies
- ✓ The setting allows for most open sandbox yet
- ✗ Occasional bizarre bugs
- ✗ Some elements seem unfinished

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# STAR WARS BATTLEFRONT

EA

DICE

LUCASFILM



PS4



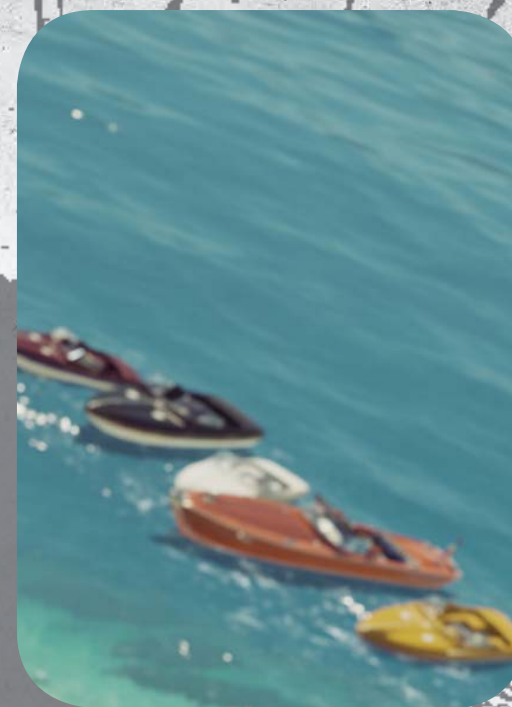
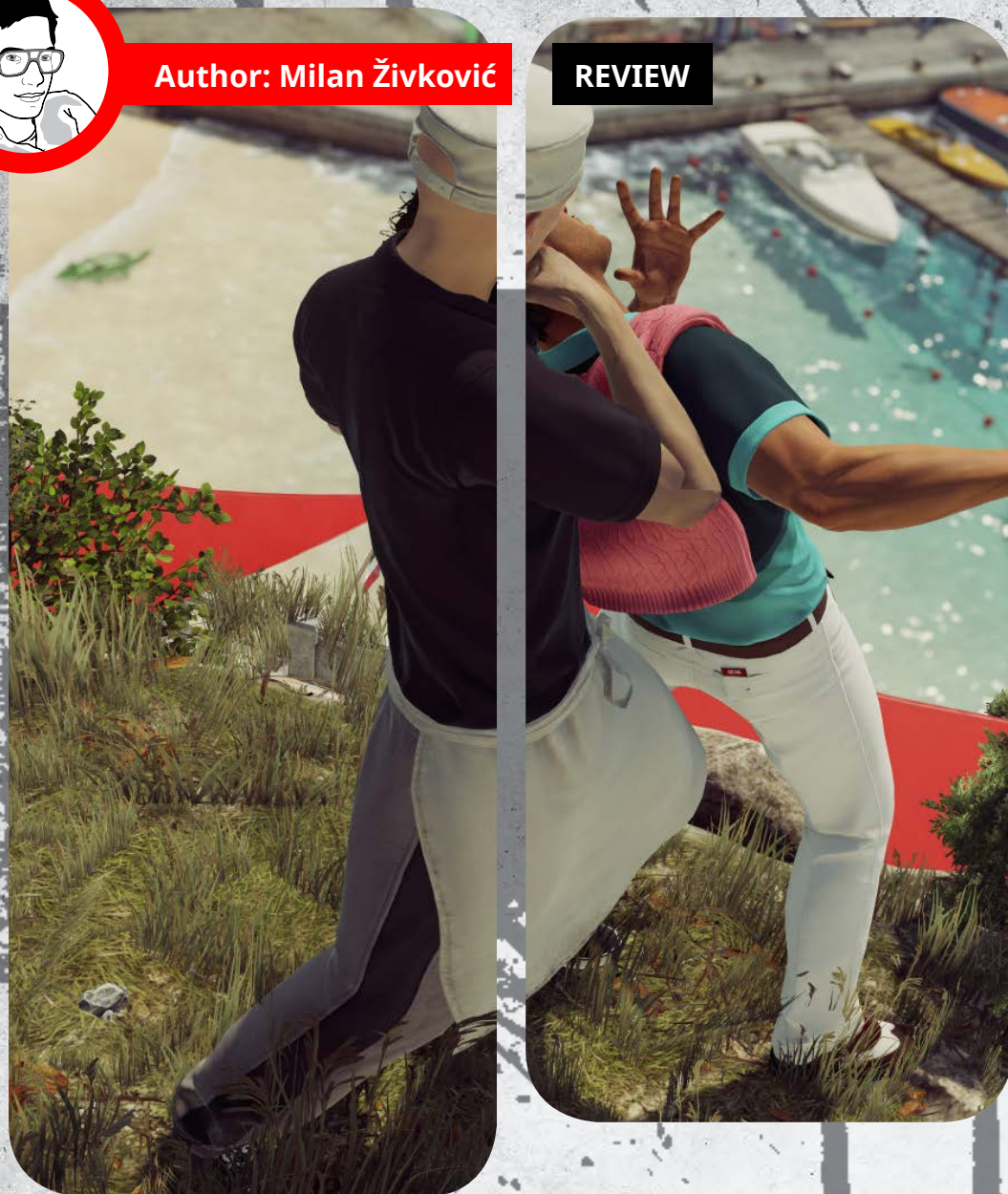
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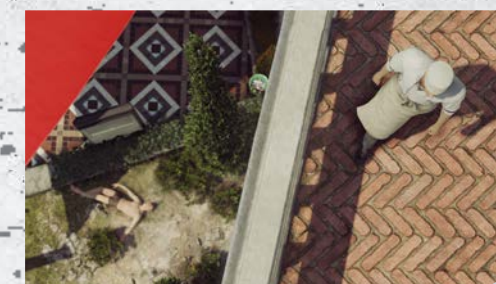


Author: Milan Živković

REVIEW



“YOU’LL SPEND MANY HOURS UNTIL YOU FIND ALL OF THE POSSIBLE WAYS TO FINISH THE LEVEL”



RECOMMENDED PC CONFIGURATION:

OS: Windows 7 64-bit  
CPU: Intel i7-3770 or AMD FX-8350  
GPU: GeForce GTX 770 or Radeon R 290  
RAM: 8GB  
HDD: 50GB



GAME PROVIDED BY COMPUTERLAND

PLATFORMS:  
PC, PS4, XONE  
PUBLISHED BY:  
Square Enix  
PRICE:  
8€

DEVELOPED BY:  
IO Interactive  
TESTED ON:  
PS4

RATING

7.5

✓ Even more freedom of movement  
✓ More complex and detailed

✗ Repetitive bits  
✗ There are still some bugs

The second episode from the newest Hitman series is before us, ready to prove that the publishers were completely right when they decided to fragment the game about the famous killer for hire into episodes. And were they right? It's hard to admit but... they pretty much were. That's because the second episode perfectly continues the story of the previous one, and points the gameplay to the right direction – by expanding on gameplay possibilities, as well as the level itself, into one huge, detailed location. It's time for the Agent 47 to get a tan on his epically shaven head under the hot sunlight of Sapienza, Italy.

As we have no doubt that you've already played the first episode, this will feel like familiar ground to you. The mechanics are the same, except that with a level so big, you're going to find even more ways and possibilities to finish it. Sapienza is a huge place, and while you won't find the glorious bustle of hundreds of people in

it, you can rest assured that you'll have much more colorful and diverse locations to explore than you had back in Paris. These are great news for every Hitman fan. If these episodic releases continue to pan out in this manner, then we have a lot to look forward to in the future.

The second episode provides us with what's the very core of a Hitman title – the need to replay it. Since you won't have the whole game at your disposal, it will make you replay every episode and pick it apart until you find the best ways to complete it as efficiently as possible. Although at first the episodic release schedule was met with massive level of skepticism among both the fans and the general audience, now that method gains merit by spotlighting exactly what drew the fans to the franchise all these years. Who would have thought that Hitman released in episodes would hit bull's-eye.

“WITH WHERE HE FOUND HIMSELF AND A QUALITY WIG, AGENT 47 WOULD MAKE A GREAT BOND”

Although you won't encounter impressive groups of people like you did in the first one, here the wide landscapes and much more diverse locations of this hilly town are an excellent “replacement” for them. On the technical side, this episode seems better than the first and suffers from fewer bugs, although it's not devoid of them. But this time they're much less noticeable while you “juggle” your disguise clothes and get by dozens of excellent and humorous situations you set yourself up to.

It would be wrong to mince more words about this latest episode. If you've played the previous one, there's not much new to say – and we would hate to spoil any of it. If you liked the first episode, you'll certainly enjoy the second one even more. There's a tangible improvement here and if it continues like this, who knows – perhaps the last episode and the game as a whole may get rated as... a killer ten?

# Hitman - Episode 2: Sapienza

## Murder at the sunny riviera





Author: Bogdan Diklić

REVIEW



“AN ALREADY EXPENSIVE GAME THAT WILL CHARGE EXTRA FOR ALL ADDITIONAL CONTENT”

“ONLY FRAGMENTS REMAIN OF THE RECOGNIZABLE GEARBOX HUMOR”

# Battleborn

## NOT EVERYONE CAN BE A WINNER

Pompously announced by Gearbox as a “hero shooter”, Battleborn was supposed to be a hybrid game – a combination of first-person shooter and the mega popular Multiplayer Online Battle Arena, i.e., MOBA. On paper, all the ingredients for success are there – Gearbox creating it, game design based on Borderlands, appealing graphics, fun theme, humor, a big cast of characters...

Even with all that, many were skeptical when the game was announced. Not only did Battleborn appear when “everyone’s” releasing their team shooters with cartoony

graphics (Overwatch, Gigantic...), but the sole concept of developing a title meant for third-person view, but taking place in first-person has raised many eyebrows in the community. So, Battleborn is here and here’s what it’s like.

For 60€ you’re getting a game that will in the future be expanded by DLC packs costing 5€ each, and all of that can be bypassed by buying a “season ticket”. Something that players would find hard to forgive even to Blizzard, is the first thing to worsen Battleborn’s position.

Both the single player campaign and playing with others boils down to beating back wave

after wave of enemies in different situations and scenarios, which becomes monotonous after a while. Beside your main character, a small breath of fresh air is provided by robots and other mechs that you can coax to your side, but it’s all short-winded, just like the game’s humor. There are only traces of the recognizable Gearbox/Borderlands humor, as if this game received everything that didn’t pass the scrutiny for Borderlands.

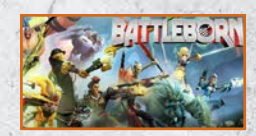
The heroes, in a typical MOBA fashion, progress and unlock new powers and abilities,

which makes it somewhat interesting – especially in multiplayer – but the gameplay fails to lend itself to making it any more interesting than that. If we didn’t like how In Overwatch it didn’t seem we were damaging the enemy at all, then Battleborn’s situation is a couple of times worse. The characters move too slow and seem like they’re levitating, and all your projectiles’ hits feel like they’re coming from NERF guns, and not the deadliest arsenal the galaxy has to offer, and when the battle is joined it’s hard to discern what they’re doing, what you’re doing, but also how the most effective attacks with such impressive light effects seem to do so little damage.

Additional problem lies in the fact that the multiplayer maps were created with a MOBA mindset, which transfers poorly into first-person view. The players have no possibilities to find out what they’re supposed to do and where the goal is, because they don’t have the same overview that watching from “above” provides.

It’s hard to say much more about Battleborn. Although 25 heroes doesn’t seem like a small number, the fact that the gameplay comes down to a repetition of beating back waves of enemies to be rewarded with a change of color in your character’s costume leaves little room to grab the player’s attention. It seems that this game is (unfortunately) the biggest loser of the gaming world’s “elections” held in May. Compared to such titles as DOOM and Overwatch, Battleborn represents an “OK” shooter that will surely be forgotten by the end of the summer.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7 64-bit
CPU:	Intel i5 or AMD Phenom IIx4
GPU:	GeForce GTX 660 or Radeon HD 7850
RAM:	6GB
HDD:	50GB



PLATFORMS:	PC, PS4, XONE	DEVELOPED BY:	Gearbox Interactive
PUBLISHED BY:	2K	TESTED ON:	PC
PRICE:	60€		

# RATING 6.5

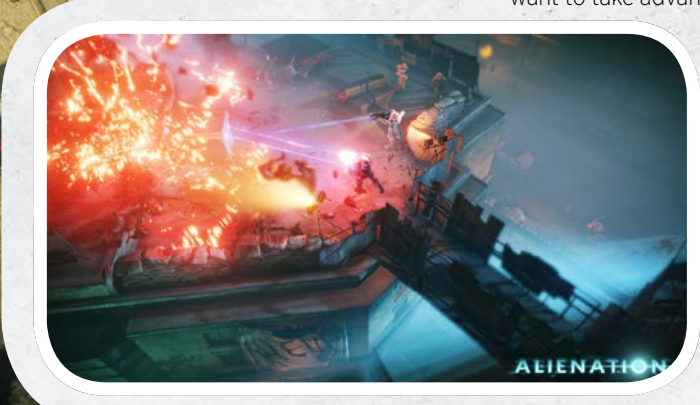
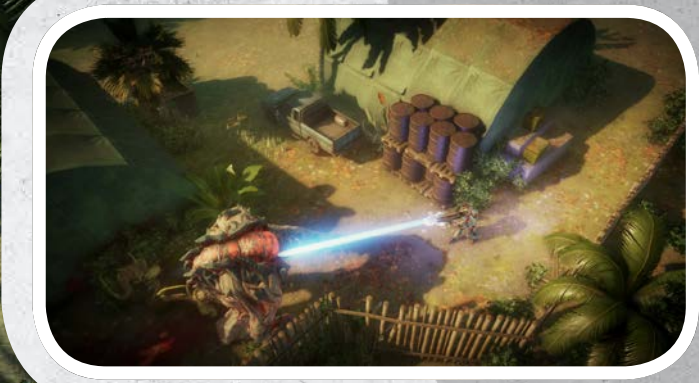
- ✓ Humor can shine at times
- ✓ A big cast of characters
- ✗ Monotonous, both in single- and multiplayer
- ✗ A failed hybrid





Author: Stefan Starović

REVIEW



objects, which is something you'll definitely want to take advantage of, because from what you find may depend how easy or if at all you'll be able to survive the opponent's next wave.

It's also commendable that the game rewards your curiosity through a pretty open map system. Not only will you visit the same locations,

only coming from different directions, but you'll also have an opportunity to explore parts that have nothing to do with the mission. You'll then be rewarded with hidden extras, of course only if you search thoroughly enough. On the other hand, we should mention that the game will include a surprise alien wave from time to time, where you'll have to be prepared for tons and tons of enemies, no matter if you were exploring of your own accord or following the mission objective.

healing, dealing damage, or calling down nanobots to swarm the enemy. Looking at all the classes, it seems that the Tank is the most difficult to control, at least until he advances enough to invest in stronger armor and weapons.

Speaking of weapons, the class determines the primary one, while as a secondary you can choose between a double-barrel shotgun, revolver, or energy beam. The heavy weapons are comprised of a hand-cannon, rocket launcher, or flamethrower, and that's it. This might come to bother you in time, because there's not much diversity and prohibits trying out different combinations. You'll get to upgrade your existing weapons from time to time with, for example, boomerang bullets, which is exactly something that should have happened much more often because it provides both great fun and humorous situations. You'll simply feel sorry sometimes when an upgrade comes along, because that would mean that you'll lose mentioned improvements.

Alienation showers you with items from dead enemies and surrounding

**"THE GAME WAS OBVIOUSLY DESIGNED FOR CO-OP, IN WHICH IT'S HILARIOUS"**

mission, and to top it off, it's unreasonably harder.

However, if we ignore this somewhat cheap way the game chooses to prolong the end, Alienation is a great shooter that's worth playing with friends.



GAME PROVIDED BY SONY

PLATFORM: PS4  
DEVELOPED BY: Housemarque  
PUBLISHED BY: Sony Computer Entertainment  
TESTED ON: PS4  
PRICE: 30€

RATING

8

- ✓ Excellent co-op
- ✓ Great graphics and fun

- ✗ Artificially made more difficult
- ✗ Few weapons

# Alienation

## Strike at all that moves!

Housemarque once again succeeded in making a great twin-stick shooter. The gameplay's well known – run around and shoot everywhere, of course not in the same direction at the same time, while fighting evil aliens. If they get too close, a strong melee attack will finish them off, or you'll dodge to the side to preserve distance while you formulate a new assault.

The story, although completely irrelevant and serves only to fill the time while you

take a breath from all the shooting, still plays a part at the start – it provides you with an option of three armored suits made by UNX in an effort to defend the planet from the aliens. You can choose the standard frontline Tank suit featuring strong armaments, or a Bio-specialist one which is somewhere in the middle and can pack a punch and heal comrades, and finally the Saboteur which is always in the back and provides a bit more support than the Bio-specialist. Of course, each class has its special abilities, such as

**"ALIENATION REWARDS EXPLORATION WITH BETTER AND BETTER GEAR"**





Author: Igor Totić

REVIEW



# Severed

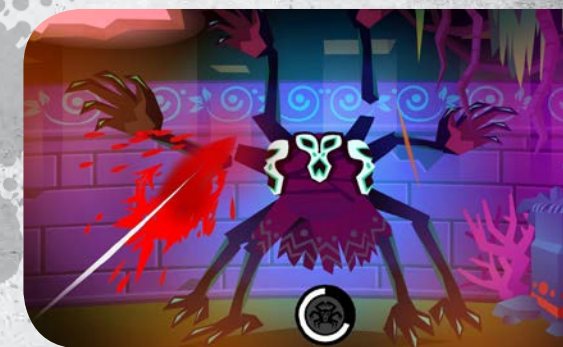
## WEIRD FRUIT NINJA



“IF YOU CAN PLAY FRUIT NINJA, YOU’LL BE FINE WITH SEVERED TOO”



“A MUST-HAVE FOR ALL VITA OWNERS”



My Vita’s been waiting hidden in a drawer for about a year now. Vita had little exclusives, from its very start, over Persona 4, and today – nothing. I’ve tasted my Metal-Gears, Killzones and Uncharteds and I was waiting for a good exclusive to blow my mind. I believed in it and I nurtured hope that one day I’ll play a game on Vita that I’ll remember for the rest of my life, and that it won’t as “I regret buying this system”. That day has come.

Imagine a thriller dungeon crawler with Fruit Ninja combat, twisted themes and cartoony graphics. If you’ve managed to imagine that, you’ll get Severed. This game comes from DrinkBox Studio who are responsible for the phenomenal Guacamelee!, and you can see the influence of the older brother. Guacamelee! had a Luchador theme, and Severed is using the theme of Spanish Day of the Dead (El Día de los Muertos) in an atypical way, because you have a feeling that you’re in Spanish Hell, but you can’t seem to see recognizable things, such as skeletons, anywhere.

The story follows Sasha, a girl who has mysteriously lost her arm, and is returning

to her house only to find that everything’s destroyed and her parents and brother are missing. Soon after, a grotesque mysterious figure appears before Sasha, gives her a sword and tells her to go find her parents and brother. The rest of the story is being explained through comments from a mysterious two-headed bird (?), and a variety of hidden images and messages that you’ll find along the way. The story and its resolution are very cryptic and morbid so I won’t go into detail, because the game is worth a try and experiencing it firsthand. All I can say is that your spine will crawl many times.

Navigation through the game is node – based, which means that you move from room to room in one move. In rooms you don’t do much except fight. Next to hidden handles, breakable vases, and hidden doors, you won’t have much interaction with it, which is a shame. The thing that’s making these rooms fun is the design. You can see that they had a lot of influence from Guacamelee!. Colorful corridors of dungeons and fortresses won’t become unbearable at any moment. Even if it starts feeling monotonous, the game will move to

another theme as if it knows exactly when the player needs a change of landscape and environments. Never have I felt that developers are following my gameplay and that they know when it will get boring so they can replace the scenery, until now.

Combat is 90% of the gameplay. If you know how to play Fruit Ninja, you will manage in Severed. You will know at all times when you’ll be attacked by the enemies, because there will be a small fire burning outside of their room warning you that there will be trouble. They did this because of the interesting system of advancing Sasha, of whom I’ll talk a bit later. Each enemy is uniquely designed and some of them are so original that I thought several times that there is something wrong with these designers when they managed to draw such grotesque creatures. Every creature has a weak point that you “cut” with short or long swipes across the screen. The game very precisely understands if you want shorter move that deals less damage, or a longer for more. While you’re beating your opponents, your focus meter is charging, and if you miss the weak spot or get hit, you will lose focus. When you fill up the focus and beat the opponent, you get a mini game where you can cut limbs and other organs of

that monster. Yes, limbs and organs. Each opponent has a meter that is filled around their portrait that tells you when it will attack you. Then you have the option to defend against the attack with your sword if you’re precise and fast enough. In the beginning you will not have much hassle with combat, but later on, the game will try to make it quite difficult, and you’ll have to concentrate more and try much harder to complete some rooms.

Those organs and limbs play a big role in the game. Each limb or organ serves to improve Sasha in some way. You can improve her in a variety of ways – such as increasing the damage that you do,

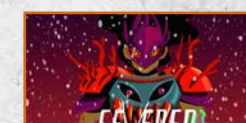
increased damage in full focus, stronger defense etc. Small body parts (giblets – gibs) can drop from enemies or vases, which you can “transform” into any other organ or limb that you are missing for an upgrade. Morbid, but fun.

Apart from the sword, you have three spells, but I will mention only the first two, third will remain a surprise. First spell is used to briefly stop the time, which is very useful if you get attacked by multiple enemies, but in this case they’re dealt less damage from your sword. Second spell allows you to “devour” buffs that enemies have and you can use them for yourself. Both spells can be used during the levels to reveal hidden rooms, but also to solve mysteries and puzzles you encounter. I recommend that you meticulously search every room, because you never know where you can find an upgrade for mana or life.

Severed is not a game without flaws, but they are so insignificant and cannot undermine the great feeling and even the tension and fear while playing this game. Obstacles are simple and secret rooms can easily be discovered and I just wish it had other challenges beside fights. DrinkBox managed to lift simple concepts to a highest level and show



“A DUNGEON CRAWLER WITH FRUIT NINJA COMBAT”



GAME PROVIDED BY DRINKBOX STUDIOS

PLATFORM:  
PS Vita  
PUBLISHED BY:  
DrinkBox Studios  
PRICE:  
15€

DEVELOPED BY:  
DrinkBox Studios  
TESTED ON:  
PS Vita

RATING

9

- ✓ The design
- ✓ The atmosphere
- ✓ The combat
- ✗ Simple obstacles
- ✗ Frustrating battles at later levels





Author: Petar Vojinović

REVIEW



"THE GAME CAN BE UNBELIEVABLY FRUSTRATING"



# Shadwen

PSSST, WE HAVE TO BE QUIET



One of the more popular premises in the world of computer games is giving the player control over a murderer who stands out from the antagonist archetype. We've seen this in games like Assassins Creed and Hitman, and on this premise Frozenbyte studio, made famous by their fantastic game Trine, set their stealth game, Shadwen.

The story of Shadwen revolves around a damsel of the same name who, using a short sword, hook, a few more gadgets and accompanied by the world's most annoying

"STOPPING TIME CAN LEAD TO FANTASTIC MANEUVERS"

orphan Lilly, tries to kill the evil, devious, bad, ugly and <insert an adjective describing someone in a bad context> king, who deserves to die for all of the above, as well as conquering their city and killing their loved ones.

You'll do the introductory level as Lilly and this is meant to introduce you to the game's main mechanic – as long as you're not moving, the time stands still which allows you to plan out your next move in peace, very similar to the game Superhot. Combined with the hook that you'll make as soon as you gain control of Shadwen, this sounds like a great foundation for an excellent stealth game, and Shadwen would have been one if only the developers respected the rest of its elements.

The test on which Shadwen fails is the artificial (un)intelligence of the opponents of which there are (whole!) two different kinds, as well as the most annoying girl (something I

can't stress enough), Lilly, who follows you in every level. AI that controls the opponents is rudimentary, to put it mildly, and every solidier you come across will always move on predefined paths, will look in specific directions all in pre-defined order with no change whatsoever. This leads to silly situations where you'll spend several minutes hiding behind shrubs and stacks of hay holding the time button all the time, waiting for the tenth obviously cloned solidier, since he's the exact copy of the previous nine, to move or turn around so you can walk around him or caress his neck with a blade. On the other hand, Lilly will give you all kinds of trouble

considering her unpredictable behavior, and the command for her to wait is pretty useless. Lilly will, regardless of you saying "stay put and don't move" randomly run out trying to get to the hay stack surrounded by soldiers only to change her mind halfway and run out into the open. It's frustrating bordering on insane, especially considering that there is an option to try and solve the game without Lilly seeing the horror of killing people and with you spending most of the time lugging corpses to hidden places spamming the button of which the legends speak will make Lilly stay where she's told.

The second aspect of the game with debatable quality is the level design. Besides the hook and the possibility to make time stop which opens up options for fantastic maneuvers, all levels are more or less made out of two alternating sets. Segments with no enemies to run into quickly overlap with segments overcrowded with enemies that need to be taken out one way or another. To make it worse, the segments with enemies are most often narrow corridors filled with boxes, barrels and shelves with bottles that serve exclusively to be moved or thrown down as a distraction and shrubs and hay stacks to hide in with a sword in hand.

Still, there are moments in which Shadwen truly shines, and its best seen on levels in which you spend most of the time airborne, using the hook and time stop to their maximum, and giving the game a feeling of a real action movie. It remains unclear why Shadwen doesn't have more of those moments, as they are the most interesting thing the game has to offer. Hats off for making the world seem as alive as possible, so you'll from time to time listen to very interesting conversations between guards to pass the time while lurking in nooks.

Sometimes I think it's easier when the game I'm reviewing is bad from start to end, unlike Shadwen which really shines with quality from time to time. All in all, if you manage to make yourself drink a barrel of bile, a spoonful or two of honey awaits. A real pity.

#### RECOMMENDED PC CONFIGURATION:

OS: Windows 7  
CPU: Intel Quadcore 2.0 GHz  
GPU: GeForce GTX 560 or Radeon HD 6850  
RAM: 8GB  
HDD: 6GB



GAME PROVIDED BY FROZENBYTE

#### PLATFORMS:

PC, PS4

#### PUBLISHED BY:

Frozenbyte

#### PRICE:

17€

#### DEVELOPED BY:

Frozenbyte

#### TESTED ON:

PC

## RATING

6

- ✓ Interesting time-stop mechanic
- ✓ Parts of levels provide great fun
- ✗ Level design is terrible
- ✗ AI = crime against humanity





Author: Igor Totić

REVIEW

“EVERYTHING YOU WOULD EXPECT FROM A METROIDVANIA”

# Shadow Complex: Remastered

## METROIDVANIA IS BACK IN STYLE

Metroid had set the bar for standard action adventures back in 1986, and a few months later Castlevania confirmed it. From these two gems stems the genre we today know as “Metroidvania”. This genre features nonlinear 2D sidescrolling action games which reward you with new abilities and weapons, as well as featuring hidden locations on very complex maps. After countless sequels, Metroidvanias slowly faded away with only a few popping up on hand-held devices without much success. Epic games then decided to try their hand in this field, and in 2009 released extremely successful Shadow Complex for XBLA, and today – 7 years later – we get to play the remastered version of this phenomenal game.



“THE ANIMATIONS ARE FLUID, THE WEAPONS FEEL AUTHENTIC”

Unfortunately, you'll be spending most of the time on inside the complex, but the interior is detailed and looks good. The explosion effects are incredible and will often make you exclaim “wow!” out loud. There's also excellent physics, so the parts of robots you destroyed will be flying everywhere.



Shadow Complex is a challenging, yet buggy, nostalgic metroidvania that borrows most of its inspiration from Super Metroid, which the developers from Chair Entertainment called the peak of 2D design. They have managed to translate that design to their own game well enough that it can easily be compared with that retro original. If you missed getting it for free through Epic Launcher during the December of last year, pay for it now and you won't be sorry.

Jason Fleming (Nolan North) loses his girlfriend while mountaineering, as she gets kidnapped by an unknown military unit and taken to a secret military complex, and it falls to him to save her. Cliché, yes, but the story is secondary to phenomenal gameplay and huge amounts of nostalgia that the game showers you with.

All that you might expect from a metroidvania, you're going to find here. The maps are node-based; the secret locations are locked until you find a new weapon that can open them. The weapons are generic in the beginning, simple military, but later on they become much more interesting. At one point you'll get a weapon-suit.

You start the game with a backpack and a flashlight, and you'll skip over mountains and crawl under caves until you find your first weapon and then the true metroidvania experience begins. Since the game is a 2.5D adventure, that means that it has depth from which the opponents may attack you. You can shoot at the enemies in deeper locations, but you have to position yourself correctly so the game can recognize if you're trying to shoot deep or in front of you. The game's not doing the best job of it, so you'll find a few places that make it really hard for you to shoot at an enemy who's behind a barrier deeper on the map. You'll often encounter a bug that will glue you to a certain texture or you'll randomly fall through terrain, although the checkpoint system is very good so that won't influence the game too much, but we still hope that these bugs get fixed soon.

Since the game is technically from 2009, even before the remaster it looked great. The remaster only translated the game to a new generation, but they didn't change much of the graphics, because they didn't have to. The animations are fluid, the weapons have an authentic feel to them, the robots and enemies are designed in detail, and the locations can be beautiful vistas.

“SHADOW COMPLEX IS A CHALLENGING, YET BUGGY, NOSTALGIC METROIDVANIA”

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7, Mac OS X
CPU:	Intel Core i5
GPU:	Nvidia GT 540
RAM:	4 GB
HDD:	2 GB



<b>PLATFORMS:</b> PC, PS4, XBOXE	<b>DEVELOPED BY:</b> Chair Entertainment, Epic Games
<b>PUBLISHED BY:</b> Epic Games	<b>TESTED ON:</b> PC
<b>PRICE:</b> 15€	

### RATING

# 8

- ✓ Metroidvania
- ✓ Design
- ✓ Nolan North (of course)
- ✗ Bugs
- ✗ The control of shooting into depth





Author: Petar Vojinović

REVIEW



# BOSS MONSTER

When it comes to games with monster and dungeon motifs you usually take on the role of the hero or a group of heroes that kill the first and loots the latter. However, with the appearance of games such as Bullfrog's Dungeon Keeper the reverse approach has been popularized, where the player controls the dungeon lord

trying to kill or at least maim adventurers that came to visit with hopes of leaving with a few of your, khm, souvenirs.

One such game is Boss Monster, a product of work of a programmer team named Plain Concepts Corp and it's based on the popular card game Boss Monster: The Dungeon Building Card game, which

was released in 2013, and a year later became one of the nominees for The Best Traditional Card Game. The game's concept is pretty simple - collect souls from ten adventurers who need to be lured into your dungeon and separated from their earthly bodies, or suffer defeat if five adventurers manage to survive all traps and monsters you set for them.

winning or losing. On every move you have the opportunity to build a room in your dungeon defined by two attributes: the amount of damage or treasure, or casting magic that will give you a bonus or directly damage a rival dungeon lord. Once you're done with the first part of your move it's the heroes' turn, and their composition can be seen on the left of the screen. There are several different classes of adventurers: mages, knights, thieves, priests, etc, and everyone is interested in a certain type of treasure. Here the second attribute of the room you build comes into play, since the attractiveness of the dungeon is set by the total amount of different types of treasure, and the hero will to decide to visit you instead of your opponent (and by doing so give you their eternal soul for "safe keeping") if your dungeon has more treasure they're interested in than your opponent does. The higher the value of the treasure in

the room, the damage it will inflict to the heroes is lower, which adds to the strategic aspect of Boss Monster because you need to constantly keep the attractiveness of the dungeon compared to your rivals and at the same time keep enough "fire power" to get rid of the pests.

An interesting concept, with very interesting rooms and a large number of combinations, simple and clear rules make Boss Monster a great game to duel your friends in. Still there are two critiques we can't help but send out to the guys from Plain Concepts Corp development: the quality of controls is debatable at best, considering that it often that the game simply doesn't

"A CUTE CONCEPT WITH SIMPLE AND CLEAR RULES"

register a left mouse click, and starting a multiplayer game is an "interesting" experience in itself, since the game doesn't register other players unless they have an identical DLC set as the game creator. Of course, no matter how irritating these flaws are they can be easily solved and we hope that they'll be dealt with in the next patch.



## RECOMMENDED PC CONFIGURATION:

OS: Windows 7  
CPU: Intel/AMD Dualcore  
GPU: 512MB VRAM  
RAM: 2GB  
HDD: 600MB



GAME PROVIDED BY PLAIN CONCEPTS CORP



"AS A DUNGEON OVERLORD, YOUR GOAL IS TO MAKE ADVENTURER'S LIVES MISERABLE"

To make things a bit more complicated, in every level you'll be competing against other dungeon lords that have the same motives and conditions for

PLATFORMS: PC, Android, iOS, Windows Mobile  
PUBLISHED BY: Plain Concepts Corp  
PRICE: 5€  
DEVELOPED BY: Plain Concepts Corp  
TESTED ON: PC

RATING

7

✓ A very good translation of a card game  
✓ Interesting design and retro look

✗ Horrible controls  
✗ Even worse matchmaking system

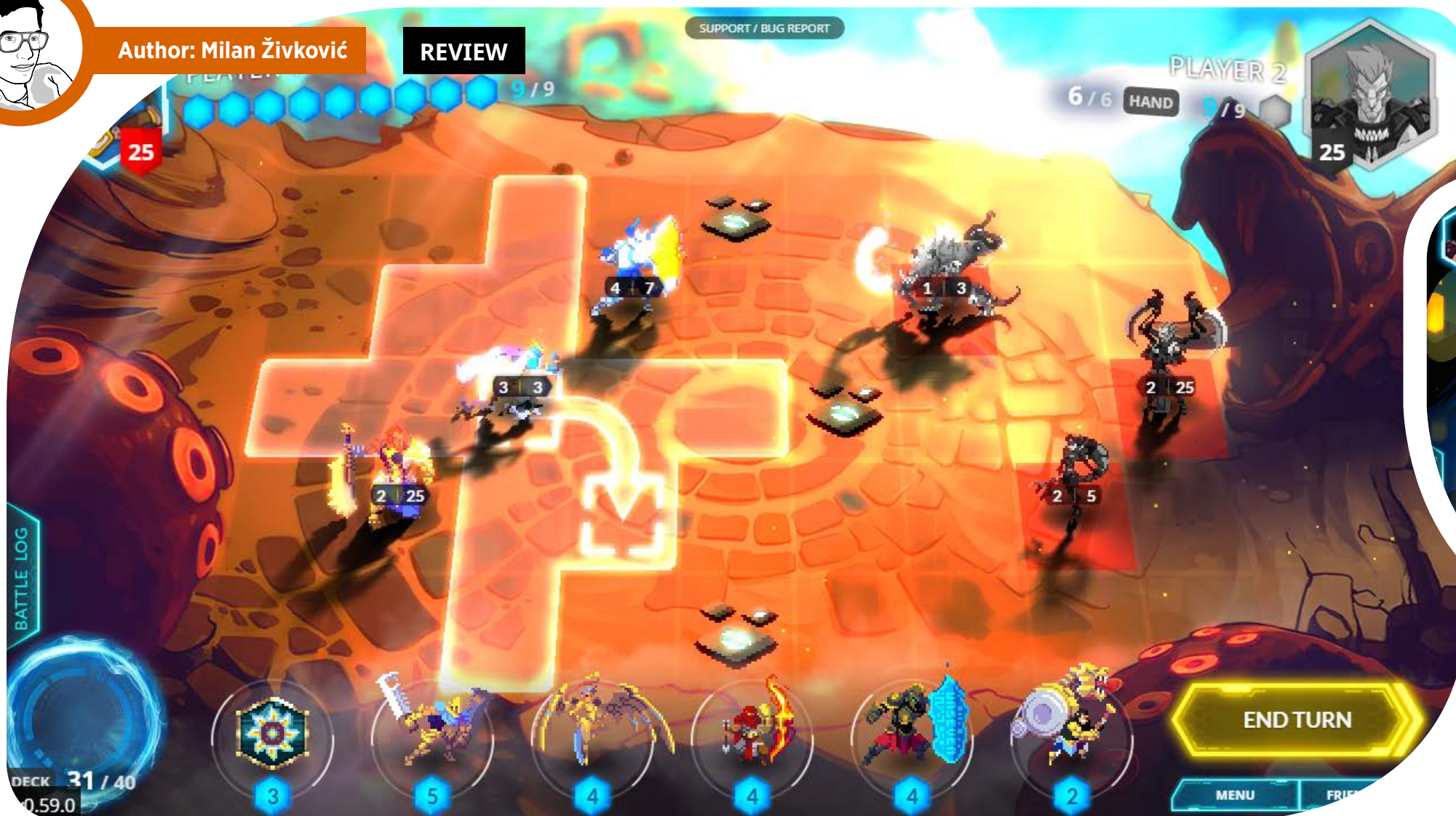




Author: Milan Živković

REVIEW

SUPPORT / BUG REPORT



“WITH SO MANY CARDS AND EFFECTS STACKING ON SCENE, IT MIGHT ALL JUST TURN INTO AN EPISODE OF YU-GI-OH”



Of course, after you start destroying your computer opponents more brutally, you realize that you need to fight against a human opponent for further enjoyment. And when you pit your deck against a real human opponent, you will irrevocably fall in love with Duelyst, or you will pass the test of card addiction. Whether it pulls you deep inside itself, or doesn't interest at all, you will realize that Duelyst is a great game. What we can expect from it now is that it will evolve more, of course, with adding new cards, rules, possibly even different factions. But even in its current state, with its clever approach to gameplay, it's shaping up to be a different spin to your normal card games.

your incoherent ramblings Milan", hear my sober advice. Although Duelyst is a kind of special treatment for any chess-o-phobe, it's a perfect game for all patient players; for all thoughtful card players. And if you're none of those - try it. Maybe you become one.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7
CPU:	Intel i5 2GHz
GPU:	GeForce GTX 6xx
RAM:	8GB
HDD:	1GB



PLATFORM: PC	DEVELOPED BY: Counterplay Games
PUBLISHED BY: Counterplay Games	TESTED ON: PC
PRICE: Free	

**RATING**

8

- ✓ Strategic approach to card games
- ✓ A huge library of cards
- ✗ A bit of a learning curve
- ✗ The battles can be chaotic

# Duelyst

## PLAYING CHESS WITH CARDS

I remember a time when I thought that I liked chess. And then I realized that I don't like to lose. That surprising, predictable weakness that chess brings to a player left lasting effects on me, which I healed with card games - they allowed me to blame every defeat on the phases of the Moon and fortune in love. I couldn't imagine that card games would evolve so much and make for such a contagious and popular genre. From Hearthstone to Fifa, players spend their

valuable Euros, Dinars and Pesos, in order to open yet another "pack" and find some rare card that will help them soar above others. Thinking it was all harmless, at least for those players who are able to control themselves, I overlooked a sneaky convergence of a new approach to the genre, which will freeze the blood in my veins again like a certain game with black and white pieces. Duelyst attracted me with its strategic approach to a card game, completely infected me and

then me blew away like a little green novice, back to a comfortable cradle. Well, ok, I'm exaggerating. But hear me out.

Duelyst is similar to any other card game that you've seen lately, certainly including the mega-popular Hearthstone. But Duelyst brings a strategic-action element, by placing the cards on a table with fields. On this table, characters can move and attack enemy characters that are close to them. Each side has a General and the goal is to defeat the opposing one. You also have a variety of spells to use, and playing a card from your hand requires a certain number of magic points that are increasing over time. And so, field by field, move after move, I realized I was on a chessboard which will not let me leave. Every defeat was contagiously luring me, because I didn't know anything except defeat in the first few matches. Although the first tutorial teaches you how to click like a first-grader, the first "practice" fight will slap you like a triple dose of coffee with no sugar. Indeed, if the learning curve was any steeper, you would need climbing gear just to finish the first fight.

And then, that moment. You have defeated your first general, got enough points to open your first "pack" of cards and... got your first epic, or God-forbid, legendary card. And while I resisted spending money on maligned microtransactions for a few "packs" more, I realized that the points system is actually quite fair. With regular gameplay of at least an hour a day, it's possible to earn enough points to open one or two new sets of cards. My wallet was now safe, even if it hasn't been misplaced somewhere in a different room where I deliberately forgot it for two days.



“IT'S QUITE POSSIBLE THAT YOU'RE GOING TO LOSE YOUR FIRST TEN GAMES. BUT GAME ELEVEN... PROBABLY THAT ONE TOO.”





Author: Senad Matić Karić

REVIEW

“RELAXING,  
INTERESTING AND  
FUN ADVENTURE”

# Cornerstone: The Song of Tyrim

LINK? NO, TYRIM!

Oh, what a buggy mess this game is! Cornerstone is full of nasty surprises such as lousy controls, terrible camera, unpolished collision detection and the worst of them all – game breaking bugs that force you to start all over again. The mix of depression and frustration that filled our hearts when we discovered that the bird's nest with a key is not on top of Alma's chimney – and that it will never appear there unless you start the game again from the beginning – is something we wouldn't wish on our worst enemy. Swedish developers from Overflow Games are apparently not in a hurry to fix that and other bugs, since the patch may or may not be released “in the next couple of weeks” because they “have another project on priority right now”. Sigh.

Luckily, the game is very fun and you're bound to ignore the bugs for the most part just to see the next location, quest, or another line of quirky dialogue.

The Song of Tyrim is an open world action adventure reminiscent

of The Legend of Zelda: The Wind Waker – there are 8 islands you need to explore and the game has a low-poly colorful cartoony look. In order to explore the islands, you first need to get to them, and for that, you'll need to build a ship. Which



brings us to the key Cornerstone's gameplay mechanic: crafting. You are going to build everything needed for successful adventuring – from weapons, armor and shields, to bandages, crates and explosive barrels. And in order to build things, you need resources and recipes which you collect by carefully exploring every location.

The story puts you in the shoes of a boy named Tyrim who sets sail to find his father and discover why the men of Borja Viking village have disappeared. Although the Borja tutorial area is discouragingly boring, the rest of the game is masterfully designed, its world rich with mysteries and memorable dungeons. Many locations offer multiple paths and freedom to approach encounters differently, depending on your equipment and health. You can fight the enemies directly or you can sneak around them. Or, you can sneak up to them and smite them from behind. Whatever works for you.

Fighting is based on a simple combination of blocking the enemies' attacks and well-timed counter-attacks. We liked how it's clearly not the focus here, as the majority of Cornerstone's experience comes from exploration and enjoying the light-hearted story. Many of the game's descriptions, conversations and quests are somewhat humorous – take for example this inscription from the Borja Viking stone:

“This stone marks Borja's first success in battle. The invasion was perpetrated by a lone opponent, Elof the Stout. Halvadan, still the sole occupant of Borja at the time, saw him coming and climbed the Borja cliffs. When Elof approached the smoldering remains of Halvadan's campfire, Halvadan pushed this stone block down from on high, crushing Elof. Even today, some of Elof remains on this stone.”

Add to that quests such as finding the ham to feed the hungry caretaker at the crazy wizards' academy, so he can give you a book of fish taco recipes, and

you get the picture. These send you to explore a very diverse set of dungeons and locations, ranging from picturesque villages to mining tunnels complete with mine cart riding like in Indiana Jones.

Many of Cornerstone's puzzles (what, you thought there were no puzzles here?) are based on moving,

smashing or blocking things, since there's a heavy emphasis on physics. This way, simple fights that would otherwise be boring can look spectacular after you blow up several enemies at once, with their limbs and heads flying around and creating a mess that slows you down.

Unfortunately, like in many other physics-heavy games before, Cornerstone's physics model is glitchy, and it can cause you to get stuck between boxes or to get killed while trying to roll out of a heap of garbage surrounded by a group of extremely unfriendly skeletons.

While Cornerstone has a simplistic visual style, its world is by no means simple, especially because much of your interaction with the environment is physics-based. The game world contains numerous objects that can be kicked, pushed, destroyed and thrown, which can have an adverse effect on performance in case you're using an older CPU. If you're stuck with a dual-core AMD processor, set “-force-gfx-direct” in the game's launch options – it did wonders for us, as the game stopped stuttering in larger locations.

Despite the fact Cornerstone is generally a well-designed game, at some point bugs and problems mentioned previously start to get really irritating, and by that, we mean that after some 8-10 hours of gameplay you'll want to stab yourself in the forehead with a fork rather than struggle through another messy fight or a “create a crate - jump on a higher platform” sequence, hellishly complicated by buggy physics and the camera that's all over the place in close quarters. There is also the problem of constantly having to craft everything you want to use. Let's be honest here: this system is nothing more than a prolonged draw animation for weapons and items. It serves no purpose. Unless it lets you build your own settlements or heavily customize your equipment, crafting adds nothing to a game.

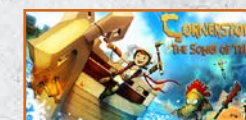
However, we tend to separate bugs from the quality of a game's story, quests and level design and that's why we need

“THE STARTING  
ZONE IS  
BORING, BUT  
THE REST OF  
THE GAME IS  
DESIGNED  
MASTERFULLY”

to point out there's a very nice game here underneath all the bugs and some unnecessary gameplay features. After a patch or two, Cornerstone will be ace. It's interesting, it's relaxing and most importantly – it's fun.

## RECOMMENDED PC CONFIGURATION:

OS: Windows XP  
CPU: Intel/AMD Dualcore 2GHz  
GPU: 512MB VRAM  
RAM: 4GB  
HDD: 3GB



GAME PROVIDED BY  
PHOENIX ONLINE  
PUBLISHING

PLATFORM:  
PC

PUBLISHED BY:  
Phoenix Online  
Publishing

PRICE:  
20€

DEVELOPED BY:  
Overflow Games

TESTED ON:  
PC

## RATING

# 7

✓ The design,  
characters, dialogue  
✓ Fun gameplay  
✓ Quests

✗ Bugs  
✗ Unpolished physics





# SuperButterBuns

We often hear about famous YouTubers like PewDiePie and Markiplier with their huge viewer numbers and the number of views of their videos. Their secret is that they're entertaining to a broad audience and they publish their clips regularly, sometimes even a couple of them per day. They are entertainers and they're good at what they do. But what happens when entertainment combines with video games and useful information? Then we get the "SuperButterBuns" channel.

**S**BB used to be a small channel which grew exponentially thanks to likeable "Buns" whose humor and voice makes her viewers smile through every second of each video. Through her "For Beginners" series, SBB showcases games to people who don't usually play them. Even if the viewers don't stick around for excellent editing, they will for her humor. We've had a chance to chat with her, and here's what we've found out:

## **YOU'VE ACHIEVED A HUGE FOLLOWING IN A SHORT PERIOD OF TIME, HOW DO YOU FEEL ABOUT THAT? WHAT'S YOUR SECRET?**

So far the growth has kinda been overwhelming and I feel really blessed that people have been so supportive and kind. A part of me was scared I would get a negative response when I started because the internet can be really harsh sometimes but amazingly people just really enjoyed the content. Secret wise I'm not super sure there is a BIG secret. I always say upload with purpose and make a video has if 100,000+ people are gonna watch it but minus that I follow the "basic" YouTube tricks. Ya know like make a good thumbnail have good sound and editing and what not. Course my voice does stand out compared to other channels so maybe that has something to do with it?

## **WHICH "FOR BEGINNERS" TOOK YOU THE LONGEST TO MAKE / WAS MOST DIFFICULT?**

When I started out my "For Beginners" were much shorter and only took me like a day to make. Now they take me days to edit and are way longer so I have to say "Persona 4 Golden for Beginners" was the most challenging because I used a ton of effects and wanted it to be my biggest video yet since most of my fanbase is made up of persona fans.

## **DO YOU THINK YOUR FOLLOWERS ARE WATCHING "FOR BEGINNERS" FOR ENTERTAINMENT OR INFORMATION?**

I like to think both but then again I get a lot of comments saying they don't care about the game and just think I'm funny so who knows. Course I make the videos funny so people have a good time even if they don't have interest in the game and then I cross my fingers and wish upon a star they actually find it useful if they decide to try out the game for the first time.



## **IS JEFFERY DOING WELL?**

Kinda? Poor Jeffery actually broke off a part of his leg while I was shooting the film. Luckily super glue exists but he just doesn't stand the same anymore.

## **DID YOU HAVE ANY NEGATIVE EXPERIENCES WITH YOUTUBE? IF SO, CAN YOU GIVE US AN EXAMPLE?**

So far it's been pretty smooth. I mean I get the occasional copyright claim & mean butt hurt comment and people who hate you for no reason but that's expected. I try my hardest not to upset people and be positive so my community is incredibly accepting and supportive so rarely do I deal with negativity.

## **HOW DID YOU COME UP WITH THE IDEA FOR THE CHANNEL?**

I wanted to make YouTube content about games but wasn't sure what to do to stand out. I had experience in video editing so I thought I'd stick to scripted and heavily editing content but didn't want to just do the typical scripted stuff. A lot of my close friends are non gamer and I wanted a way to help people who don't know crap about games have a little jump start and then I looked around YouTube to see if anyone was doing beginners guides for non "hard-core" games and I didn't find a whole lot. So "For Beginners" was born!

## **WHY SUPERBUTTERBUNS? WHY NOT EXQUISITEBUTTERBUNS?**

SuperButterBuns is a name I've been using online for a while now actually. Originally I was trying to make a Tumblr account with the user name ButterBuns (because I LOVE bread) but it was taken. So I added Super in front of it and got a baby blog following with that name over the course of a few years. When I started making videos I stuck to the name I had. And I think my name fits my personality pretty well and having a name that matches my Avatar worked well too.

## **ARE YOU DOING ALL THE GRAPHICS FOR YOUR VIDEOS?**

I am! I wouldn't say I'm a good artist but it gets the job done. It's not the fanciest stuff either but I'm a simple person so it works for me.

## **HOW DID YOU COME UP WITH THE DESIGN?**

The original "Bun" was not drawn by me actually but by a friend after I asked her to draw me as a piece of bread. After having the drawing for a while I decided to digitize it, change some stuff, add color and new faces for my channel.

## **WHAT WOULD YOU RECOMMEND TO UP AND COMING YOUTUBERS?**

Explore and find an idea that works for you. People notice effort so always put effort into content and try to make something that you yourself would enjoy and make sure every second is entertaining and cut everything that is boring. Editing helps like crazy! Also people will excuse bad video but never bad audio. Sound first!

## **PAPER OR BUTTER?**

Butter all the way! As long as it's salted though because unsalted is painful.... course so is paper.

## **WOULD YOU LIKE TO SAY SOMETHING TO YOUR FOLLOWERS HERE IN SERBIA?**

Even on the other side of the world ya'll are a bunch of huge nerds!

As we all know, success comes through hard work. SBB is a perfect example how hard work, humor and a pinch of talent can turn a small channel into something big over a short period of time. We have subscribed to SuperButterBuns' channel, and invite you to do the same at [https://www.youtube.com/channel/UcKn72wsF89-DxIA1jIq\\_fUA](https://www.youtube.com/channel/UcKn72wsF89-DxIA1jIq_fUA)



Author: Miloš Hetlerović

# Kingston HyperX Cloud II

A cloud in surround

Kingston is a brand best known for its memory modules and later SSDs but in the meantime they have ventured quite seriously in to gaming hardware waters. They use the HyperX brand for that and at the moment they offer headphones and mouse pads. One of our editors is using the first generation of HyperX Cloud headphones for some time and is quite happy with them but now we wanted to see what the second generation has to offer.

Cloud II headphones come in a very luxury box that contains the headset, a detachable microphone, extra cables, a carrying bag and the manual. We were particularly pleased with finding two pairs of ear cups, one leather and one made from velour fabric. I prefer the leather ones but they can become problematic during warm summer months and again some people prefer fabric ear cups to begin with. Having a possibility of choice is a great advantage of the Cloud II headphones. The manufacturer also claims that leather ear cups provide more passive noise cancellation. The procedure of replacing the ear cups is easy and very practical.

“THE SECOND GENERATION OF CLOUD HEADPHONES BRINGS 7.1 SOUND”



HARDWARE PROVIDED BY HYPERX

The overall build quality of the headphones is very good, they seem durable yet they are flexible enough to sustain a good degree of twisting. The headband is covered in leather and fits very nicely to your head so wearing them for longer periods of time is comfortable. Some nice details like discrete HyperX logos or leather stitching give a nice impression, almost like you are handling something from a sports car. The variant we got to test is an attractive red and black color, but there is also the more discrete dark silver black and finally the ping white combination if you prefer that style. You can detach the microphone completely and the only problematic part is the small plastic that covers the hole which can be easily lost. But in all fairness even if you manage to lose this part the aesthetics of the entire

headset won't suffer that much. Cable is also covered in fabric which is a nice thing and on its end there is just one 3.5mm jack for both the headphones and the microphone. You can plug this in directly in to phones, tablets or newer laptops and this is a connector that is also used for Playstation 4 and Xbox One consoles so the Cloud II is completely compatible with them. If you want to attach them to a regular PC with two jacks you can use the included adaptor. Also included is an adaptor for airplanes with two connectors on the end which is a nice thing if you travel a lot.

HyperX headphones were developed in cooperation with Trackstar so this model is based on a Trackstar Pro 80 with an added microphone. Considering that this model is greatly appreciated within the audiophile community the sound quality of these headphones is really remarkable, especially if you listen to music or watch movies. Even the bass is not that pronounced which is a good thing for someone wanting to make a compromise between gaming and everyday

“THE HEADSET CAN BE CONNECTED TO A CONSOLE AS WELL”

headphones. The directional microphone is very good for gaming communication and at its tip there is a sponge windscreen which helps absorb unwanted sounds.

Finally the HyperX Cloud II have a special DSP amplifier that brings a complete 7.1 surround sound experience. You just plug your 3.5mm jack in to a special adapter that later connects to a PC via USB and you get 7.1 sound. You can also adjust volume levels, mute the microphone or turn off the surround sound on this adapter. This is practically an entire external sound card packed in to something that looks like a little bit bigger volume controller on the cable. Of course not everybody needs 7.1 sound so you can use the headphones without the adapter in just stereo mode. It is interesting to note that Kingston still sells the original Cloud headphones and the only major difference between two generations is the 7.1 sound so if you don't need it you can save yourself some money and buy the previous version.

The Kingston HyperX Cloud II builds on the previous generation adding the support for 7.1 surround sound. If you are looking for new headphones this headset offers comfort, good sound quality and surround sound at a reasonable price. However if you already own the previous generation there is no need to upgrade or if you don't want 7.1 surround sound you can always opt for the cheaper first generation model.



“SOLID COMFORT AND QUALITY CRAFTSMANSHIP AT A REASONABLE PRICE”

MODEL	HyperX Cloud II
TYPE	7.1 surround sound headphones
CONNECTION	1x3.5 mm jack, 2x3.5mm via adaptor, USB for 7.1
MICROPHONE	Directional, detachable
COMFORT	Leather headband, both leather and fabric ear cups
EXTRA	Carrying bag



# play

z i n e

