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### REVIEWS:

No Man's Sky - Batman: The Telltale Series Episode 1 - Dead by Daylight - Hitman Episode 4: Bangkok  
LEGO Star Wars Force Awakens - Mirror's Edge Catalyst - Inside - Quadrilateral Cowboy - Furi  
This is the Police - Necropolis - Space Run Galaxy

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## Space. The Final Frontier. Where no man has reached before. A No Man's Sky...

August was marked by various space-themed games, but none of them as much as No Man's Sky. Everyone seemed to anticipate it - some expecting it to fail, some expecting a new legend to be born. We're not sure whose prediction was right, but you can certainly decide for yourself with the help of our review.

In other news, we have visited the biggest European gaming convention - Gamescom in Cologne. There we have learned much about the upcoming titles and had an opportunity to try out the latest games and gadgets.

A few episodic games came out in August - Batman got the first episode of his Telltale treatment, while LEGO told us the story of Star Wars: The Force Awakens, and the bald assassin is back in his fourth episode, sneaking around and.... playing drums? You'll have to read on to find out what that's all about.

We also sat down to talk with the man behind the YouTube channel Life of Boris in an all-new Around the Tube. We found out many interesting things, not least of which being the origin of his "cheeki breeki" catchphrase. Read the interview and visit the channel for laughs and "slav" fun.

So get in your cockpit, check your thrusters, and switch to ludicrous speed - and read the latest reviews on the pages of our webzine.





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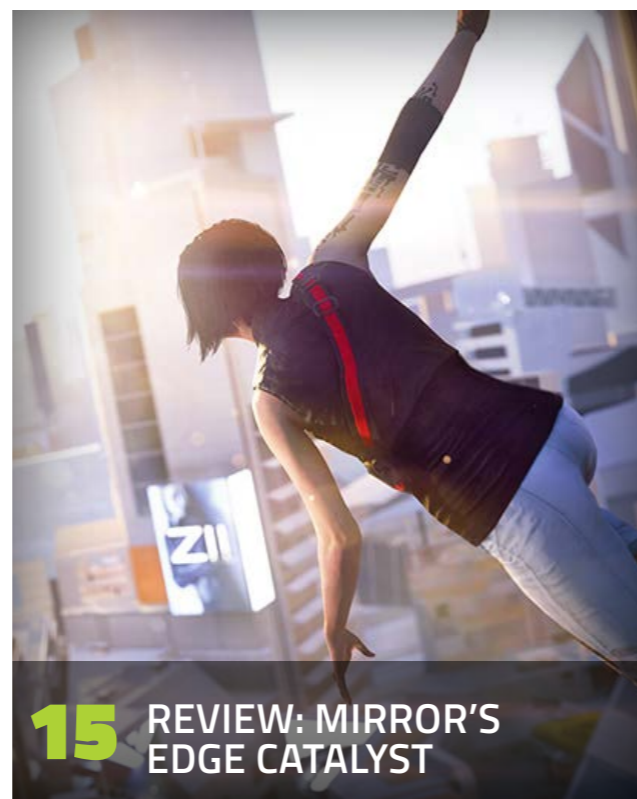
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Author: Milan Živković

REVIEW

“WITH SO MUCH  
EMPTINESS, NO  
WONDER IT’S NO  
MAN’S SKY”

# No Man's Sky

SPACE ENDS WITH YOUR PATIENCE



“YOU’LL FIND OUT  
HOW GOOD THE  
GAME IS ONLY  
IF YOU KEEP ON  
LOOKING FOR AN  
ANSWER”

resides in the void? A chaos just like this text that probably won't be able to tell you if the game is necessarily good or bad, but should certainly hint that you can expect less than you hoped for, yet get more than you thought at first. Sigh...

When an ambitious project like No Man's Sky comes around, no one can stay indifferent. Some people immediately start biting their fingernails with anticipation to try such a game, while others just shake their head and immediately prophesize its doom. But both groups actually share one hope – a true desire for a game so grandiose, that only an open universe filled with countless planets would suffice. Sigh... There was no way of diving into this game before one deep breath filled with hopes and fears.

As it's a procedurally generated world, oops, universe, the start will be a unique experience for every player. Your character wakes up beside a broken space ship which he has to repair so he can leave the planet and resume exploring. In those first few steps you'll realize that this is a survival game. Something that is somewhat laudable is that the game doesn't underestimate you, but instead grabs you with its openness and insists that you figure out the mechanics on your own. No matter what planet you found yourself on, you'll notice that your suit's survival systems are slowly draining, and it's up to you to figure out how to maintain them. And after fixing your spacecraft the excitement effect reaches crescendo – exploration! The strongest foundation for every exciting adventure.

Taking into account that the game's universe is independently and randomly generating as you explore it, everyone will try to explore as many worlds as possible in hopes of discovering the plethora of variations offered. But that's where you'll run into your first problem. Moving between planets, or even worse – star systems, depends on resources that you'll not only have to take the time to collect, but will also have trouble stockpiling. The inventory system is so limited, slow and cumbersome, that you're certainly going to try and bite off the cord of your wireless controller in frustration. And even when you collect the resources, you'll spend them so quickly that you'll just get frustrated again. And as there's a whole open universe before you, you'll feel like your flying speed is closer to reverse than even zero. There's the silver lining of a hidden promise – the promise of journeying to the center of the universe, imposed as the only sensible story thread to follow in this game. It's like some hidden promise, beckoning you to come and find it. So if you're a patient player, there's no doubt that you'll circumvent this gaping chasm, just Little Foot searching for the "Great Valley".

Speaking of dinosaurs, the variety of flora and fauna over the planets in No Man's Sky is huge! If you love algorithmically generated animals comprised of random parts and colors. Truly, the longer I explored, the more

I've noticed how little these variations do to retain your attention. There's a desert planet, cold planet, noxious planet, some-other-type of planet, but other than looking different and a different color palette, there's nothing truly distinguishing them other than their emptiness. It's at that point where the desire to keep on playing falls rapidly, because beside upgrading the gear and your spaceship, the main draw of the fame – exploration of huge, beautiful, unique worlds, sadly disappoints.

This marked the second time that I found myself bored while playing, something that is inexcusable for a game that promised vast freedom in exciting exploration. This second big obstacle can only be circumvented by player's focus and perseverance to upgrade his equipment with the ultimate goal of reaching the center of the universe. Along the way, you'll meet intelligent life forms who you can communicate with only by learning words of their language, by finding them around the universe. Space stations, places for multitudes of life forms to gather, are another disappointing feature. They all look practically the same, offer only one NPC serving as a trader, and have a busy "airport" where various aliens come with their spaceships and who you can engage in trade over resources or even buy their spacecraft from them. In case that these things held your attention long enough not

to quit but continue on faster and more efficiently, chances are high that you've reached the third big disappointment of this open adventure. After you've come to terms with the shortcomings of the inventory system, upgraded it a little, found out what's what, and where to find something and where, you'll take a moment and look behind you. This is the moment when the player looks back on his accomplishments. I'm not gonna lie, you'll reach this moment after over twenty hours of play time, but it's at that very moment when the world of No Man's Sky opens in a way you've expected from the beginning. You'll feel free, experienced... You'll feel like a real space veteran. You won't be bothered by periodical shootouts with space pirates, or unimaginative shooting at boring creatures and drones wandering across the planets... Nothing will matter other than the fact that now you are a mustachioed space Solid Snake who recently started contemplating the meaning of life. And the story will intrigue you more now, so even the battles will seem more fun when you get to use your upgraded weapons against giant robots.

Remember that "sigh" from the beginning? Well, the first sigh comes after someone asks you to comment on the quality of this game.

Uh... That's a tearing issue for every objective critic. No Man's Sky was a promise that was better to dream about than it is to play, a game that was more fun to resume than to begin, a piece of work that disappoints and pleasantly surprises at the same time, a chaos of emptiness and undefined quality that you'll find at the most unexpected places. To quote the Genie from Aladdin: "Phenomenal cosmic powers! Itty bitty living space!". No Man's Sky is a foundation for an opportunity that no game has come close to, but is so empty despite its size. This is a game riddled with technical difficulties, bland visuals, but beckons you to its side with its openness and eluding promises. Eluding, but eventually reachable. This is one uncontrollable, repetitive, magical chaos that will through its simple and vague solutions make you ask – what sort of meaning

“SPACE ENGINE  
THAT YOU ALWAYS  
WISHED FOR... OR  
NOT?”

## RECOMMENDED PC CONFIGURATION:

OS: Windows 7 64-bit  
CPU: Intel Core i7 / AMD FX-8120 2.8GHz  
GPU: GeForce GTX 960 / Radeon R9 285  
RAM: 8GB  
HDD: 10GB



GAME PROVIDED  
BY SONY

PLATFORMS:  
PC, PS4

PUBLISHED BY:  
Hello Games

PRICE:  
60€

DEVELOPED BY:  
Hello Games

TESTED ON:  
PS4

RATING

7

- ✓ Open space. That's it.
- ✓ Intriguing story for those that persevere
- ✓ Good, atmospheric music
- ✗ No fear of in-game death
- ✗ Repetitive emptiness of space
- ✗ Prolonged overture to reach quality



Author: Nikola Savić

REVIEW

# Batman: The Telltale Series - Episode 1

## REALM OF SHADOWS

The famous story of Batman has always actually been a story about a man, Bruce Wayne, and his internal battle with ghosts of the past and monsters of the present. Out of all mainstream superhero stories, Batman's is definitely the most mature and dark.

This exact thread is what Telltale is trying to follow with its new adventure series, Batman - The Telltale Series. The first episode came out this August and we of course couldn't wait to try it out, because everyone who's familiar with Telltale games knows that the dark and twisted world of Gotham city is perfect ground for a Telltale adventure, filled with difficult decisions and layered characters.

The story this Telltale adventure follows is the exact motive we mentioned in the

first sentence - ghosts of the past. Bruce's main motivator for his "night life" is the unfortunate tragedy that marked his life - the murder of his parents. Parents who were donors, patrons, philanthropists and overall good people, who gave so much to Gotham, only to ultimately lose their lives in it. Bruce wanted to follow his parents' footsteps and make that filthy morose city into a better place for everyone, but revealing the rest of the story in the game will show us that maybe, even though he's stepped deep into his thirties, he still boyishly believes in ideals and good in all people in one amoral, corrupt and deformed system that is Gotham.

The first episode has laid out an excellent foundation to the story, and we can say that it's spot on so far, exactly what we've expected from a Batman game. What

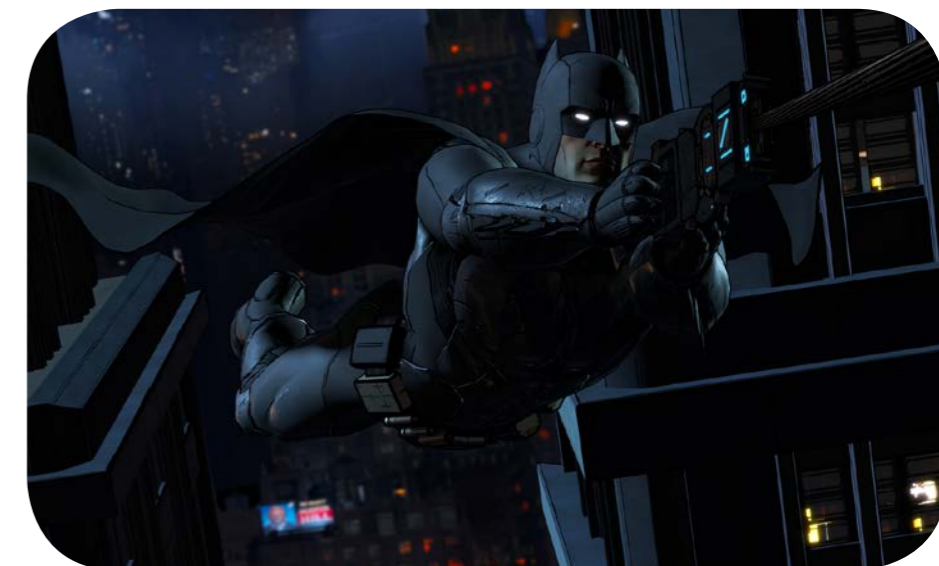
some fans might not like is the fact that in this episode it's Bruce Wayne who's in the spotlight rather than Batman. However, the scenes with Batman are done perfectly and are expanding the boundaries of action moments in Telltale games. It's still the good old test of your reflexes, pressing the right action key at the right moment, but the direction and framing of those moments are done so perfectly that you

really experience every one of them as a scene from a good action movie - from the opening scene and the chase after Catwoman, up to the strategic action planning in one of the last scenes.

When it comes to gameplay, it's more or less the trusty old Telltale game recipe. Action sequences with quick presses of available keys, dialogues in which you need to make quick decisions, reading of information and making key choices. There are two scenes



“SETS UP AN EXCELLENT STORY FOUNDATION”



that have some mild innovations that reminded us of the newer Sherlock Holmes games; in one you need to make a reconstruction of a crime scene in order to make conclusions and in the other you need to plan out your most optimal move sequence before you go to action. Although these are interesting and fun they aren't anything fundamentally new as far as gameplay goes.

This game looks visually amazing. Telltale's characteristic cell shading's on display again, but it's very advanced and it really gives the game the look of an animated comic book. Animations and facial expressions are top notch and the same goes for the complicated action scenes. A tried and true set of actors had been hired to provide the character voices, so the voice acting is top notch which significantly adds to the overall atmosphere.

All in all, we've got one amazing well rounded package, a very promising story and an excellent technical performance with a "seen-before, yet proven" gameplay. Telltale games are played for their stories and atmosphere anyway and that's where they absolutely delivered.

“GAMEPLAY IS THE TELLTALE GAMES' FAMILIAR RECIPE”

### RECOMMENDED PC CONFIGURATION:

OS: Windows 7  
CPU: Intel Core 2 Duo 2.4GHz  
GPU: Nvidia GTS 450  
RAM: 3GB  
HDD: 3GB



**PLATFORMS:**  
PC, PS4, XONE, PS3, X360  
**PUBLISHED BY:**  
Telltale Games  
**PRICE:**  
23€

**DEVELOPED BY:**  
Telltale Games  
**TESTED ON:**  
PC

RATING

8

✓ Comicbook vibe and atmosphere

✓ Excellent visual looks

✗ Nothing fundamentally new from Telltale studio

“AN ANSWER TO THE QUESTION WHAT DOES BATMAN DO WHEN HE'S NOT BATMAN”



Author: Milan Živković

REVIEW



“YOU CAN’T MISS THE QUIETEST ASSASSIN PLAYING THE LOUDEST INSTRUMENT”

# Hitman - Episode 4: Bangkok

AGENT 47... ASSASSINATES EVEN ON VACATION

“WE’RE CANCELLING OUR THAILAND VACATION UNTIL THE BALD GUY LEAVES...”

As Agent 47 reaches beyond the half-mark of the announced 7 episodes, we can more accurately judge the general quality of this installment. From one episode to the next, we bore witness to refreshing moments amidst a few recycled elements. But something that we can definitely say for the fourth one is that it's set in the most visually stunning location so far. The luxurious hotel in Bangkok in which Agent 47 had found himself this time will certainly hold your attention in the first minutes of gameplay, with its atmospheric twilight and gorgeous landscapes.

The target in this episode is a famous musician who's been targeted by the family of his ex-girlfriend that holds him accountable for her murder. That's where the hired Agent 47 enters the scene, to conduct his brutal yet silent brand of justice. Difficulty-wise, this might be the easiest mission so far, but when it comes to different possibilities, it might be the most diverse. Bangkok and its luxurious hotel feel the most similar to the Paris location, at least when it comes to gameplay design, but offers more secrets and demands more disguise management

than the first episode. Here, you'll juggle between different suits more often as you make your way through the hotel floors. Although it's not necessary considering how easy the main target is, this episode provides a plethora of opportunities on how to complete the mission. You're certainly going to try out many different ways to do it before finally letting go of your controller.

If we had to compare this episode with the previous ones, we could say that it's about as interesting as Sapienza, but more similar to Paris or Marakesh levels, adding that the routes you can take are more complex and fun. This episode's visual design is not only there to win the player over, but also uses it to offer many fun gameplay solutions. It's encouraging to see that these new Hitman episodes keep up with quality if the previous ones, and even surpass them at times.

There is no doubt that you can't wait to play this episode if you've already played the first three. Bangkok offers even more opportunities and reasons to keep playing this high-quality, episodic, edition of the legendary assassin. Although you might encounter a few technical oversights, it will be evident that this Hitman promises even better episodes to come. We certainly can't wait to see what the next episode

brings, and until then... If you can't beat the musician, join him. As Agent 47, legendary rhythm-master of drums. No, but seriously, don't miss the opportunity to sit behind the drum set and raise the roof on Thailand. Now that's innovation!

#### RECOMMENDED PC CONFIGURATION:

OS: Windows 7  
CPU: Intel i7 3.4GHz / AMD FX-8350 4GHz  
GPU: GeForce GTX 770 / Radeon R9 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

- ✓ Probably the best looking episode so far
- ✓ More opportunities than before
- ✗ Weak story motivation
- ✗ Might be a bit too easy





Author: Vladimir Pantelić

REVIEW

# Inside

## SPIRITUAL SUCCESSOR TO THE BEST INDIE GAME OF 2010

It may sound unbelievable, but it's already been 6 years since the release of a game that's already made it onto the pages of recent gaming history and is remembered as one of the biggest and best surprises that ever graced our computers and consoles. Of course, we're talking about Limbo, debut game from the Danish company Playdead, that practically became famous overnight with only one, yet very valuable game. Limbo exuded atmospheric and unique design, and even

now after some time, when you decide to play it again (or for the first time), it feels so fresh, smooth and polished, that it's a pleasure to go through that black and white world mottled with a million shades of grey (and not just 50).

In an effort not to remain remembered as a one-hit wonder, the Danes have worked hard over the past few years, and have not given up on genre that made them famous. It's a fact that in recent years high-

quality logic platformers aren't something that's over-represented on our screens, so the Playdead's new baby would be welcomed with big excitement and great anticipation. We all know in advance that this is undoubtedly a good title - but the question is - can it become a part of history and maybe even surpass its older brother? Ladies and gentleman, Inside is finally before us.

Let's start from the obvious. Inside is a 2D (ie. 2.5D) logical platformer. Its resemblance to its spiritual predecessor is enormously present. Starting from the style of gameplay, through the similarly constructed puzzles, identical control scheme, the level of brutality, all the

way to the main protagonist beings in this case again a boy who seems to be looking for something. The game opens its adventure without a word of text or a more detailed explanation. Although we had a similar case with Limbo, developers had honored us in that game with a tagline from which we realized that we got to Limbo in search of his sister. Here, we don't even have that. All information about the world that you gather will depend on your powers of perception and attention with which you play the game. But the Danes wouldn't have picked up all the glory that they did if that was something negative. The power to tell one story, without a single written word or sound that would further explain the world, is precisely what

**“YOU WON'T HAVE TO SPEND TOO MUCH TIME ON A SCREEN, BANGING YOUR HEAD ON WHAT TO DO NEXT”**

distinguishes Playdead and puts it above the competition.

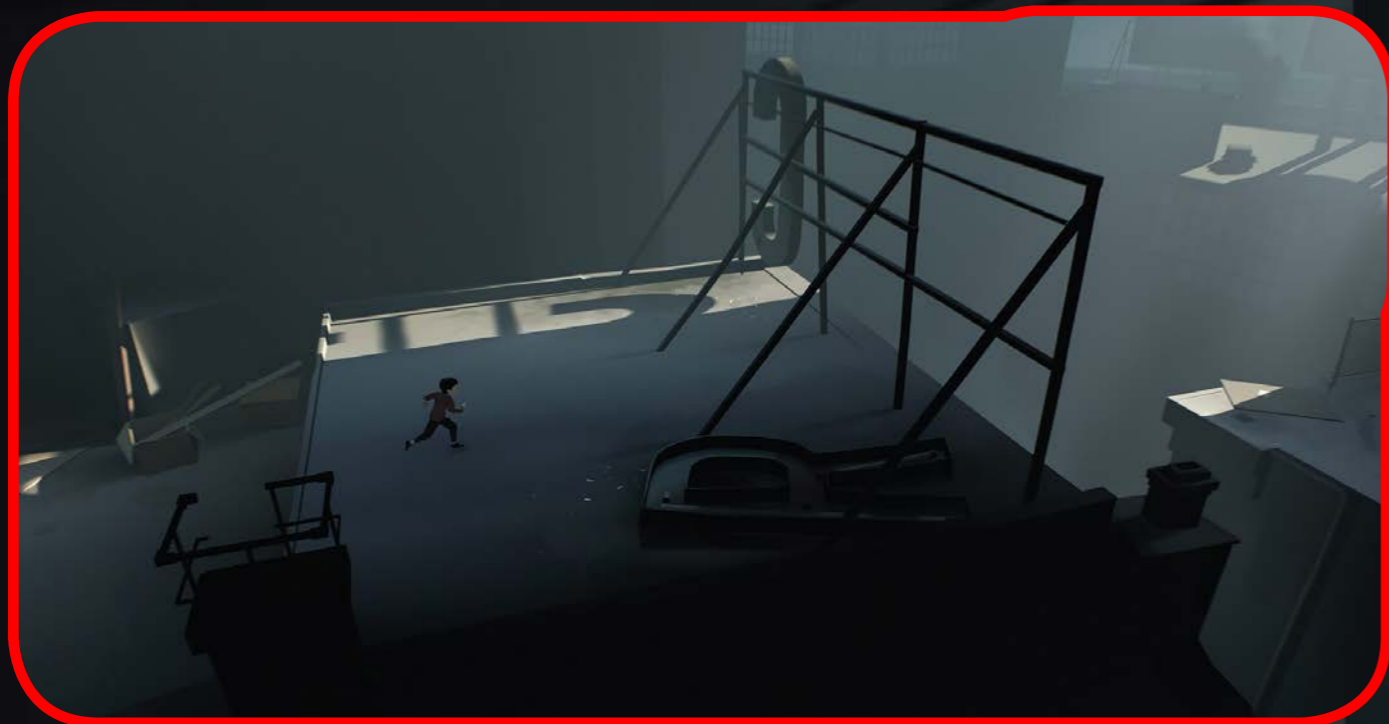
So, employ your eyes and ears and you will be instantly drawn into one very strange world which in the beginning looks like something that came out from Orwell's 1984. What you'll realize at first is that you are in the skin of a boy running away from someone or something. On his way, he will have to solve puzzles that absolutely fit into this world, and it practically won't ever seem that some puzzle is set in the world just because, but it will mostly look like a logical continuation and needed procedure so you can progress further through the game. Not always, but still, in most cases. Their difficulty can be a subject for discussion, because Playdead imagined that the game has a good “flow”, which means that in most cases you will not be overly troubled with where and what. Answers will mostly be at hand and you won't have to dwell long on a screen, banging your head against it for solution.

From all that, we can conclude that Inside is a very short experience. Again, this is not a negative thing by itself, but because many players prefer that their invested money goes to quite a lot of playable material, we have to mention that. If you're a type of person who likes to spend tens of hours in games and explore the world over the next few weeks, Inside won't give you that pleasure. The price of twenty Euros price may be three times lower than that associated with AAA titles, but since the game lasts for 3-4 hours, you have to put that into consideration before buying the game.

The part about Inside that really shines is its visual presentation. Its graphics are richer than those its predecessor had, the game plays with diffraction of shadows, reflections of water, or with all the physics of the world with ease. Almost every screen that you'll see will have enough quality in it for you to make a good

**“A VERY WEIRD WORLD THAT LOOKS LIKE SOMETHING OUT OF ORWELL'S 1984”**

“WHEN IT COMES TO VISUAL PRESENTATION, THAT’S WHERE THIS GAME TRULY SHINES”



screenshot. It should be added, however, that some things may seem repetitive, so don't be surprised when after the hall with huge plants, you find yourself in a very similar one. Certainly, a little more diversity in the environment would be in better service of narration of the story.

As you progress through the game, some things will become clearer, and since there are no explanations regarding where you are, you will have no choice but to create your own scenarios of what had actually happened to the world, who is the boy that you lead, and in the end, where is he going and what his goal is. Here we come to another questionable point, and that's the story that Inside wants to tell you. Since it's simply impossible to explain it without big spoilers on what's going on, all we'll say is that you might feel a bit left short when you discover that "that" is it. Of course, Playdead played that card in the previous game too, but because the world and the story here seem more palpable, the joy or disappointment will be of a higher

level. Again, it all depends on how you experience gaming itself, and how many times you went and saw some things in other video games. However you look at it, we can safely claim that you will not remain indifferent when you see the end credits.

Finally, all that remains for us to say is that Inside is a really interesting, beautiful, gloomy, atmospheric game. Everything else – you'll have to find out for yourself. It certainly gets our recommendation, as one of the rare high-quality logical platforms that you will surely enjoy in almost every aspect. The final assessment and judgment should be brought by the player experiencing that journey, so it remains up to you to ultimately conclude if Inside has really surpassed his big brother, whether in terms of atmosphere, puzzles or story, and especially emotion that the game needs to provoke in you. Why emotions? Because every work of art provokes emotions in us. The question is – is Inside really a piece of art in the world of video games? Time will tell.

#### RECOMMENDED PC CONFIGURATION:

**OS:** Windows 8 64-bit  
**CPU:** Intel i7 920 2.7 GHz or AMD Phenom II 945 3.0 GHz  
**RAM:** 8GB  
**GPU:** GeForce GTX 660 or Radeon R9 270  
**HDD:** 3GB



GAME PROVIDED  
BY PLAYDEAD

**PLATFORMS:**  
PC, XONE, PS4

**PUBLISHED BY:**  
Playdead

**PRICE:**  
20€

**DEVELOPED BY:**  
Playdead

**TESTED ON:**  
PC

RATING **8.5**

- ✓ The flow is near-perfect
- ✓ Fantastic atmosphere and audio-visual pleasure
- ✗ Pretty easy puzzles
- ✗ Some parts can be visually repetitive

“ALL INFORMATION THAT YOU GATHER ABOUT THE WORLD WILL COME ONLY FROM YOUR OWN PERCEPTION”



Author: Petar Vojinović

REVIEW

# Mirror's Edge Catalyst

Imagine being introduced to brand new restaurant, walking in out of curiosity and ordering their specialty. After the first bite you realize that you have a culinary masterpiece and you enjoy every bit of it, thinking how you will surely come back and recommend the place to everyone.

Several years later (7 to be exact) you come back, order the same meal again and while it's beautifully

decorated, this time it tastes like something that was sloppily reheated and thrown on the plate. This is kind of what playing Catalyst feels like. Instead of praise and a glowing review about the new sequel to the legendary game, we struggled to

count its merits even in single digits.

Many years have passed since the first game's release and there was a lot of debate while planning the sequel – should it continue where the first one left off, or should it have a completely new story, and in the end it was decided that the new ME should be some sort of prequel to the first one, where we deal with the main protagonist, Faith's, past and how she became what she is – a Runner.

Although it might have been enough to polish and tighten the already perfect parkour and platformer segments of the game, and then work on some other small bits, then pay a little more attention to the storyline, the merry crew at the EA/DICE thought some other things required some extra work, so let's carefully analyze how successful they were in their intentions.

The greatest innovation is the implementation of the open world. Yes, Catalyst is imagined as an open world/

“THE BIGGEST INNOVATION COMPARED TO THE FIRST ME IS THE INTRODUCTION OF THE OPEN WORLD”



“ANOTHER ONE IN THE SEA OF PROBLEMS IN CATALYST’S OPEN WORLD IS THE FEELING OF EMPTINESS AROUND THE CITY”



sandbox title. This is at the same time the game’s greatest flaw that does it more damage than good. The concept of an open world is complex, and is not just making a huge map to marvel at its size - it needs to be filled with quality content that will appeal to the players and keep their attention. This is not the case with Catalyst. Side missions suffer from the “if you’ve seen one, you’ve seen them all” syndrome and even if at the bottom part of the screen, from time to time, there appears a message notifying you that by completing them you’ll gain more insight into the lives of the Glass city’s citizens, that simply isn’t the most precise explanation. Yes, you will find out some bits about the relations between two people, but that’s as relevant to the game as is the fact that Yamoussoukro is the capital city of the Ivory Coast. You will try everything in the beginning, but the first delivery will be exactly the same as the 58th or 83rd. Apart from slight differences in route and time, it’s always the same, get from point A to point B, deliver what you have, get XP points and so on, again



and again. Also there are data chips, audio files, various documents and metagrid yellow balloons, scattered all over the map for you to collect - but apart from an extra bit XP that they give, there’s no particular reason to collect them.

Another drop in the sea of problems Catalyst has is the feeling of emptiness around the city, namely you’ll spend about 80% of your time on the rooftops where you’ll meet a dozen of people you can’t interact with (unless they have a mission for you) and the rest are the enemy KSec units you will either fight or run away from. When we add the fact that you’ll need so called “Runner’s Vision” for more accurate platforming and parkour (you can turn it off at any moment) that will guide you (since you can’t find your way around otherwise in the beginning), the logical question comes to mind as to why hasn’t this idea been dropped in the first place.

What ME does amazingly is the parkour. Everything works flawlessly. The feeling



“ME DESERVES MUCH MORE THAN MERE AVERAGE”



you get while running, jumping, climbing, is all truly done without any flaws. When Faith connects a few successful actions she becomes focused, therefore faster and more agile, which is a feeling beyond compare. By the way, Faith got a few new pieces of equipment that enable her to do even more moves, so moving over the map gets a whole new dimension and everything becomes even faster and more active. We should also mention that the equipment and some of the moves are learned throughout the game, there is some sort of a rudimentary skill tree, although that won’t be a problem, since the player doesn’t even start at level 1, and instead already has some perks unlocked, while the leveling itself is pretty fast and easy.

The next gameplay point is the combat. In Catalyst it’s, let’s say, bearable, sometimes a bit cumbersome with a bad camera, which can be really frustrating. You’ll have to try hard to aim at the target, as well as turn around to see what the enemies are doing. As Faith can hit harder while she moves, you’ll often find yourself amidst complete chaos on the screen, trying to run, jump, and hit an enemy and then repeat the process until the enemies are down to a manageable number. Luckily, most of the battles are optional so you can just run by and leave your enemies in the dust.

The story is no better, but also not much worse than the original; generic, uninteresting, with a predictable twist

and ending, filled with uninteresting characters, spiced with average voice acting, it fits right into the general average where Catalyst belongs.

In the end, what ES/DICE actually wanted with this game, who was it meant for and did it even have to see the light of day the way it is? Catalyst is another proof that bigger isn’t always better, that there are games in which open world does more harm than good, and that you should stick to already tried things and just perfect something that is already good, that you should deal with quality rather than quantity.

Finally the overall rating might be harsh, it could have been a bit higher, but for a game that has “Mirror’s Edge” in the title there must be consequences. The rating is more of a warning not to make the same mistakes again. ME deserves far more than average.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 10 64-bit
CPU:	Intel core i7 3.4 GHz / AMD FX-8350 4.0 GHz
GPU:	GeForce GTX 970 / Radeon R9 280x
RAM:	16GB
HDD:	25GB



PLATFORMS: PC, PS4, XONE	DEVELOPED BY: DICE
PUBLISHED BY: Electronic Arts	TESTED ON: PS4

PRICE:  
60€

RATING

6.5

- ✓ Fantastic parkour
- ✗ Open world
- ✗ Clumsy combat
- ✗ Uninteresting story

“ALL SIDE MISSIONS SUFFER FROM “IF YOU’VE SEEN ONE, YOU’VE SEEN THEM ALL” SYNDROME”

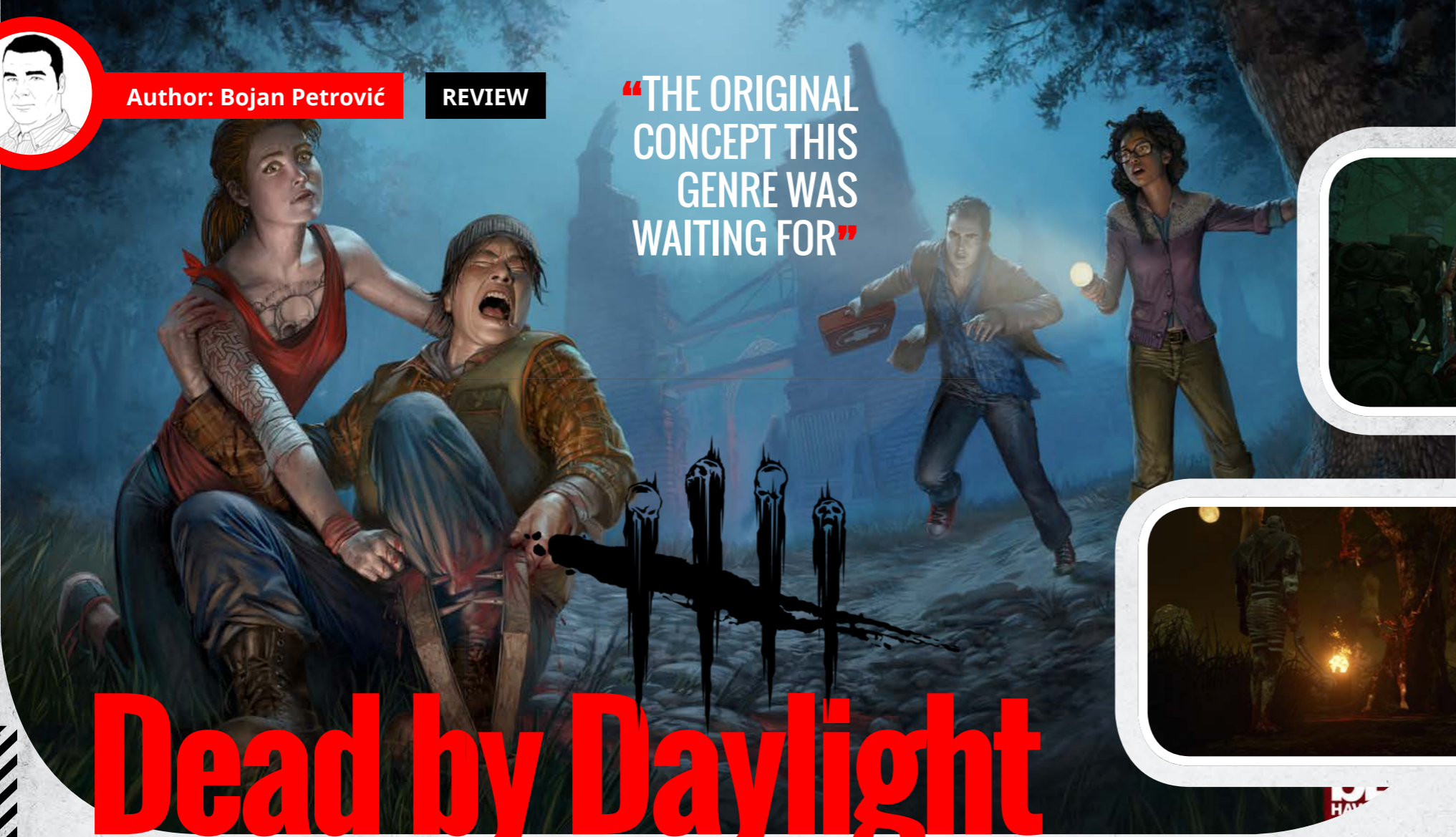


Author: Bojan Petrović

REVIEW

“THE ORIGINAL CONCEPT THIS GENRE WAS WAITING FOR”

“ONE KILLER AGAINST FOUR SURVIVORS”



# Dead by Daylight

## Survive the night

Horror games have been an inspiration to many game programmers for decades now. The feeling of helplessness and not so great chances of survival was light motives that lead the whole genre to constant improvement. Those who played Alone in the Dark or maybe Resident Evil when they were younger know too well that they had to carefully plan out every step and move in order to progress. And this did not change over time. The graphics changed, the gameplay changed, the setting changes, but one rule was clear. The atmosphere always had to be on point.

The one thing that never seemed to be up to par was the AI. Even today there are games whose artificial intelligence isn't on an admirable level. But once Amnesia appeared, everything became clear as day. A single monster on the entire map was quite enough

to make you feel constant strain and have the chill running down your spine at everything you hear, let alone see.

But what happens when that AI is no longer AI? When you can't anticipate or learn it and you're never sure of what its next step might be because every one of us is different? When you know you need to escape, and on the other side is another human being who thinks just like you. And he is looking for you. Horror has just reached a whole new level.

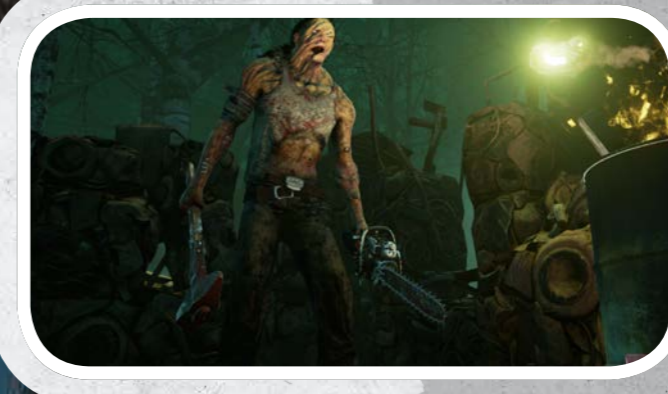
Dead by Daylight is an asynchronous co-op in which 4 players take on the roles of people who need to survive that horror, while the fifth player takes on the main role as the killer; the role of the one who'll strike fear into the bones of the survivors and make their blood run cold with fear. Who will leave triumphant and who will forever remain at the compound...

“HOROR REACHED A NEW LEVEL”



You already had the opportunity to read the majority of our impressions as well as a detailed gameplay description in our review of this game's beta. For those who missed out on that (although they can always look it up on our website) we can sum it up for you: there were also four survivors available in the beta, one killer and one map and you were limited to five levels. Fixing the generator remains the main way for the survivors to escape the compound, but there is now another option if you remain alone with the killer, that being a shaft that opens once you're the last remaining survivor on the map.

Leveling is now, of course, unlocked with level 50 being the maximum and the number of available survivors has remained the same four characters who you level up separately and unlock perks and accessories over time for each one separately as well. The situation doesn't change even if you play as the killer. Of course you'll have a completely different array of perks and useful tools but the principle is the same. The difference is that now you can choose between 3 'creatures' to terrify the poor survivors with.



While earlier Trapper (inspired by Jason from the Friday 13th series) was the only choice, now you can go for Hillbilly, a deformed man with a huge chainsaw as his special weapon. If The Hills Have Eyes and Wrong Turn are your favorite movies, this is the direction you'll want to go in. The last one is Wraith, a creature whose greatest strength is invisibility. So, from a trap setting tactician, over an aggressive chainsaw wielding lunatic, to a stealth player - Behaviour Digital tried

to cover all possibilities when it comes to chasing people.

There are only 3 fundamental maps, apart from the compound from the beta, we now also have a corn fields and a car graveyard, but each has a few possible variations, so that's not that big of a problem; although it would definitely be better if the available number of "playgrounds" was greater.

The main objection to this game is its instability. Even though it's very playable, there are moments in which its incompleteness will simply scream at you. Sometimes it's random game crashes, sometimes freezes on the loading screen, the inability to enter the lobby, as well as various different bugs. The game just doesn't seem polished.

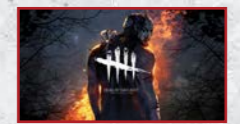
If you add to that the inability to play with your friends (except in the special Kill your friends mode that doesn't bring any kind of progress, aka blood points, that represent XP in this game) you'll get the impression that the game could have dealt with some things a lot better. To be fair, the developers did announce a co-op mode in which friends can finally go together in the same competitive lobby.

All in all - yes, the game has its flaws and problems and it could have done with much more variety to it. But the core is amazing. The idea is great. This is really something new and fresh in the horror genre. This



definitely won't be the best game you are going to play this year, but it will be different than anything you've been playing all these years. Different in a good way. If you are a fan of horror and survival games - you should definitely give it a chance.

PREPORUČENA PC KONFIGURACIJA:	
OS:	Windows 7
CPU:	Intel i3 or AMD FX-8300
GPU:	GeForce GTX 760 or Radeon HD 8800
RAM:	8GB
HDD:	15GB



PLATFORM:	PC	DEVELOPED BY:	Behaviour Digital
PUBLISHED BY:	Starbreeze Studios	TESTED ON:	PS4
PRICE:	20€		

RATING 7.5

- ✓ It's impossible to directly confront the killer
- ✓ Excellent atmosphere and tension
- ✓ Original concept to refresh the genre
- ✗ Some of the bugs carried over from the beta
- ✗ No communication between the survivors
- ✗ Currently, there's no option to play with friends



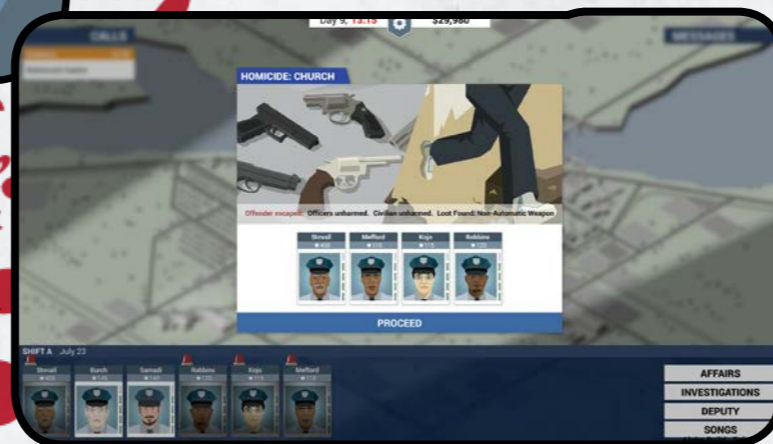
Author: Bojan Jovanović

REVIEW



cops or whole troops on the basis of their urgency. Later on, you'll be able to solve complicated cases or break protests using special squads. We mentioned the Mob – they will be one of the reasons

It's that crude linearity of cause and consequence, and their contradictions in certain moments that are the main obstacle for this game. There's also the problem of bad progress balancing, i.e. reward and punishment that the game dishes out every day. If you didn't do the mentioned policeman purge, the city will slowly take away your resources, until you have to fire people anyway because there's simply no room at the station. It's extremely difficult to recover from bad moves and it's very easy to fall into a downward spiral that can be only cured by a full campaign restart. Campaign that, remember, lasts for 180 days. Oh great.



you're able to fill up your checkbook, if you can look away or "forget" to send a squad to a certain location in return. Your relationship with them and the Mayor will slowly develop every day, and you follow that development through short cinematics and daily newspaper that Boyd reads while sipping his morning coffee.

The power over the police that the game seemingly provides you with is only an illusion and you'll soon realize that if you don't play how "powers that be" ask you to, progress becomes all but impossible. Already during the first week you'll receive a request to fire all non-white policemen, under a crazy pretense that the Mayor is afraid of some sort of citizen uprising. Of course, you can simply comply, or you can ignore it, which then leads the parliament to make you regret your decision of being a disobedient cur. Do you get a chance to defend your point? Absolutely not, moreover Boyd won't change his demeanor even for a second during cutscenes, no matter how (un)successful you get.

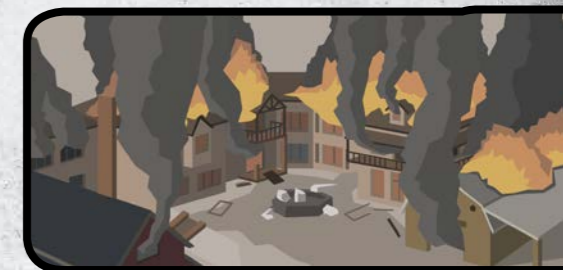


"A GOOD IDEA WITH A CLUMSY EXECUTION"



additional tracks by buying records from a catalogue. Voice actors did an excellent job, lead by John St John (better known as the voice of Duke Nukem), who's brilliant in the multitude of cinematics and will always make you crave for more.

This is the Police is a good idea, but somewhat clumsily executed despite its potential to be much more. Overwhelming pressure forcing the player to play along a certain route and too many virtual days to survive hamper this game from being "FTL with cops". There will be those players who will love the rigor of its challenge, but for now it might be best to wait for an inevitable balance patch.



RECOMMENDED PC CONFIGURATION:	
OS:	Windows 10
CPU:	Intel/AMD Quadcore
GPU:	GeForce GTX 560 or Radeon HD 5800
RAM:	4GB
HDD:	5GB



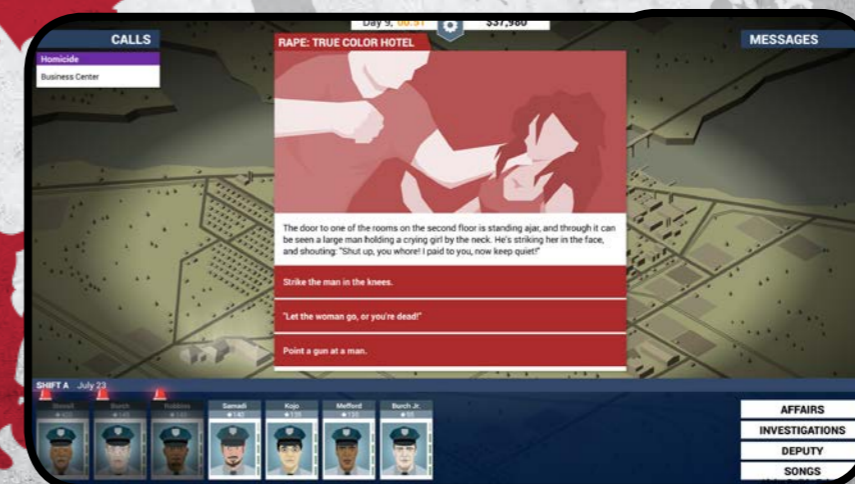
PLATFORM:	PC	DEVELOPED BY:	Weappy Studio
PUBLISHED BY:	Nordic Games	TESTED ON:	PC
PRICE:	15€		

RATING 6.5

- ✓ Tackles controversial subjects
- ✓ Audio-visual presentation
- ✓ The story
- ✗ Unbalanced difficulty
- ✗ Forcing of a certain play style

Sometimes at least, This is the Police leaves you with an impression of having full control, as you look over the dusk settle over the Freiburg diorama, while mellow jazz plays in the background. The games visuals are minimalistic, but very striking, with no clutter in the interface. A nice detail is the ability to purchase

"VOICE ACTING CREW'S LED BY JOHN ST JOHN (DUKE NUKEM)"



# THIS IS THE POLICE

## THIN BLUE LINE

Boyd is the chief of police with only half a year left until retirement. Drained and fatigued by his stressful job, full of pain-killers and whatnot, an alcoholic, an image of a man who's done and seen much in his life, a man whose time has passed and all he can do is wait to finally get booted from the only job he knows how to do. Determined to make up for everything, he decides to spend the rest of his employed days by bettering his pension fund. Half a million in

180 days, easy money with the Mob behind your back.

This is the Police gives you an opportunity to play with authority as a manager of all of the police, detective and SWAT force in the fictional city of Freiburg. Over the next 180 days, you'll check in and sit by the diorama of the city and distribute the forces of law and order. The cases vary from domestic disputes, over petty theft, to gang violence, and you'll decide where to send your best

"A CHANCE TO PLAY WITH AUTHORITY OVER A FICTIONAL CITY"



Author: Milan Živković

REVIEW



PURGATORY...  
BUT BORING

# Necropolis

It might be hard to believe, but there are people out there who looked at the appeal of the Souls games and thought to themselves – let's take this winning genre and shroud it in a mysterious visual style, hint at the depth and beauty of the combat system and sprinkle it all with those

famous randomly generated levels that make each new playthrough a unique experience and... do it all wrong! No, seriously, it's as if something like that took place while Necropolis was created, a game that draws inspiration directly from the Souls games and that's literally where all further development

**“THE DESCENT FROM ONE LEVEL TO THE NEXT REMINDED ME OF THOSE OLD “NO CLIP” CODES THAT I LOVED TO USE TO PASS THROUGH OBJECTS. WAIT A MINUTE, THAT’S NOT A PLUS IN A GAME!”**

stops.

It's easy to see how shallow Necropolis is when we compare it to its role model, with its precise combat system, controls that put the responsibility for every move in the layer's hands, varying levels, and that “just right” difficulty. After you play it for the first time, you might think – this concept was transferred well. But don't be fooled. No, instead of me describing the game to you, I'll keep using the creators' train of thought, which might not be 100% precise, but is still very believable.

So – let's create a game that will appear dark yet appealing, by using almost no textures. Yes, the gamers will love this pastel style because the game will look artsy, so there's no mistake. Make the main character be Journey's evil twin brother, and make him squint as much as possible, so he always



**“MISS, MISS, HIT, CUT, CLAW, MISS, MISS, DIE. AGAIN? NO THANKS...”**



and that's it. Actually, absolutely everything tied to the story, graphics, mechanics and content is fairly mediocre in every way. And every aspect of the game that might seem interesting at the start quickly ends up boring and pointless. Doubtlessly, already after a few levels every player will start skipping enemies like some Dark Souls speed runner and look for the exit to the next area, in an effort to avoid the pain of any true gameplay. And this is a fatal error for a game whose main appeal should be variation in every new playthrough.

Necropolis is a game that has its bright spots, but that brightness quickly wanes and extinguishes. The more you play it, the more you'll feel like you're running in circles from which you wish to escape. And that's unfortunate, because at first glance the game shows promise. In other words, for first few hours you might even enjoy this clumsily tacked on scrap heap. But at the first signs of fatigue, you'll realize that the price the developers ask for this empty and repetitive piece of work is many times greater than what should be condoned.

#### RECOMMENDED PC CONFIGURATION:

**OS:** Windows 7  
**CPU:** Intel i3 3.1 GHz or AMD A8 3870K  
**GPU:** GeForce GTX 750ti / Radeon HD 7900  
**RAM:** 8GB  
**HDD:** 10GB



**PLATFORMS:**  
PC, PS4, XONE

**PUBLISHED BY:**  
Bandai Namco Entertainment

**PRICE:**  
28€

**DEVELOPED BY:**  
Harebrained Schemes

**TESTED ON:**  
PC

**RATING**

**5**

✓ Attractive design  
✓ Good audio at times

✗ Horribly repetitive  
✗ Shallow in every sense  
✗ Quickly gets tedious



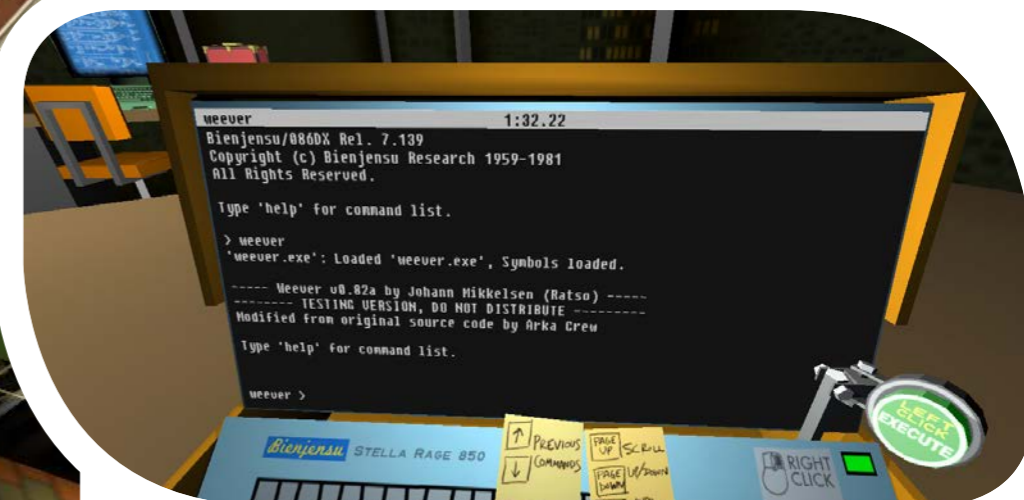
Author: Bojan Petrović

REVIEW

# Quadrilateral Cowboy

## HOW I LEARNED TO STOP WORRYING AND START LOVING THE TERMINAL

“THE SKELETON OF THE GAME IS EXCELLENT, BUT THERE’S NOT ENOUGH “MEAT” TO FILL IT UP”



When you have the ultimate hacking machine armed with a 56.6k modem and staggering 256k of RAM memory, it only means one thing: you answer only to the highest bidder!

After the intro mission, the first thing you do in game is to physically make of the above-mentioned “beastly” hacking machine. You successfully start up the system on the new computer; load up your first serious hacking job. Then you meet on the field and get into action. Your in-game computer is a retro-futuristic VR machine meant to simulate various “hacker jobs” that you’ll perform during the game. One can understand that you’re not “paid” for the execution of direct - true - hacking, rather you do a hacking simulation of the desired location and steal the desired object for your “employer”. If it turns out that you’re successful, you will get “paid” for the executed simulation. Although, actually you won’t even get paid, nor can you use the money “received” in game. In fact, you actually play the game, which is actually a simulation of hacking, by entering commands at the terminal to execute various operations, and manage items in a VR simulation. But actually, you’re just a person who types in commands that are executed in simulation... Ah, I know it sounds complicated, but that’s what you get when you play a game that is Quadrilateral.

In fact, despite everything, this is a very nice adventure with solving “hacker” puzzles. If you thought that you will at least have the feeling of real hacking in game, like shutting down sites or cleaning out bank accounts, then don’t get too excited. These are rudimentary commands that you type into a virtual terminal, which you use to manipulate different objects in your environment and control certain gadgets that you use to “solve” the level and reach a certain object. This game’s gameplay mostly resembles Talos Principle, but if it’s was toned down quite a bit. So, there is no hacking through some server to get access to certain data, money or something else. You are moving through virtual levels, encountering obstacles that are keeping you from the object – the thing that you need to get. To defeat the level, you will use your computer to type desired commands to open, shut down or bypass obstacles. Commands are very basic and easy to learn, and the game doesn’t require knowledge of commands from a real terminal or, god-forbid, programming. For example, to open the door in game you first need to set up your virtual computer in the environment, access it and type door.open(3), this will make the first door in the level open up for three seconds, after which it closes. If the door remains open for more than three seconds, the alarm will activate. This is immediately suggested when you enter each level in game. Also, cam(1).off(3) - will turn off the camera 1 in level for three seconds. For some reason, everything

that stays open or shut down for more than three seconds will activate the alarm. In the beginning levels are simple and require execution of commands individually. Later, it will be expected from you to be a bit more creative and perform two or three commands in one line of the terminal, separated by command for waiting, wait(5). That way you will encounter situations in which you shut down the camera in order to circumvent the door it was monitoring, only to have to come back the same way you came with the object that you had to collect: these operations will require you to combine different commands that are executed one after the other with a wait period, because you can’t always carry your virtual terminal with you.

Apart from manipulating objects in the level itself, you will also carry a few gadgets with you, such as a small mechanical robot that you can give commands to wirelessly, but before that you will need to establish a connection with it. He’s good for accessing parts of the level that are inaccessible to you, through which you can then execute the command to activate a certain switch in a far place, allowing you to go on. You can follow his movement through a small CRT screen through which you get his video signal. Beside him, in your arsenal of gadgets, you will get a briefcase which contains a dismantling automatic sniper which can also be used for your needs through the terminal and track what is currently targeting via video signal.

The game is homage to retro-futurism, inspired by computer technology from the 80’s. This is also reflected in its retro design with outlined “square” style of graphics, both in people and objects. There is, of course, an unavoidable gramophone that you have in your “base”, and a retro-portable gramophone to carry out on a mission, that’s called “vinylman” which you’ll use to play old hits while playing. All of this gives the game a dose of “hipster” charm, which may not appeal to everyone.

The idea and gameplay of the game are very interesting. You’ll really have the feeling that you’re “hacking” something, not like in modern games that are conducted with logic “press x to hack” (Watchdogs, I am looking at you). The problem is that the levels are somewhat simple and rudimentary. Which, to a certain extent, fits the premise that the game wants to convey, and which is outlined on purpose - that you’re in a simulated environment, with all the elements of the level marked. You have a feeling that you’re in a “blueprint” of some game’s level designer. In addition, the game is not fully using the potential of its gameplay. As fast as it introduces new elements such as additional gadgets, they are also dismissed right away in the next level. Each level is precisely predefined to complete with a certain logic and gadget, while the next is already designed to use new gadgets for presenting and resolving some new obstacles. To all this must be added the fact that, while entering each level, you get almost precise instructions

how to complete it with only a little dose of freedom for you as a player. Is this a deliberate decision of a designer, or were they afraid that people might not know how to manage their game, will remain a mystery. Maybe they had no desire to “offend the players’ intelligence” but they certainly have deprived them that little “freedom” the game offers for research and problem solving. Rather than having “eureka” moments after resolving a certain obstacle or after executing commands of your super solution to complete the level, lukewarm feeling will remain that you somewhat were guided through the level. Every level looks like tutorial for a specific obstacle or gadget. Also, most of the problems you’ll have to solve by using the method of trial & error, because you can’t very well see all the obstacles in a 3D environment at once. All that is mentioned could be a fantastic advantage in a larger and a bit more complex environment. Especially because at the end of the game we gain access to levels that were designed to be played with additional characters, but the game doesn’t support multiplayer. There we saw the outline of what could have been super interesting, but unfortunately was left in the domain of single player. Some levels require you to combine the characteristics of two other hackers, your buddies, who have different abilities in addition to the terminal for hacking. One agile and fast, he can climb over the walls, while other uses tools to open heavy doors or barriers.

Among all that was mentioned above, there is a semblance of a story in the game that wasn’t made very clear, or it perhaps deliberately remained incomplete. The secondary characters’ conversations around you are very short and inarticulate. Given that this is a developer and publisher who worked on the title Thirty Flights of Loving, it is totally expected that we get experimental form of narration when the games are in question. The attempts to flirt with the actual player of the game, the attempts to break the “fourth wall”, didn’t go very well in my opinion. The skeleton of the game is excellent, but there’s not enough “meat” to fill up that skeleton with something like that.

I’d love to see some enhanced expansion to exploit the full potential of very interesting concepts that were presented here. This “hacker” proof-of-concept has passed, but it’s not for full recommendation, even if it’s an indie title. You will enjoy the beginning, at times you will feel smart and you will want a little bit more of everything, and it’s certainly worth trying at some sale or with a discount, but not at the current price.

PREPORUČENA PC KONFIGURACIJA:	
OS:	Windows 7/8.1/10
CPU:	2.0 GHz
GPU:	GeForce 9800 GT / ATI HD 5750
RAM:	3 GB
HDD:	1200 MB



GAME PROVIDED BY  
BLEND GAMES

PLATFORM: PC	DEVELOPED BY: Blendo Games
PUBLISHED BY: Blendo Games	TESTED ON: PC
PRICE: 20€	

RATING **7.5**

- ✓ An original idea when it comes to hacking stealth games
- ✓ Interesting gadgets that you can hack into and use on levels
- ✓ You’ll get the real feel of “hacking”, unlike many modern games
- ✗ The environment is too “blocky”
- ✗ Little opportunity for freedom and creativity



Author: Igor Totić

REVIEW

play!

# Furi

## BETTER AFRO SAMURAI

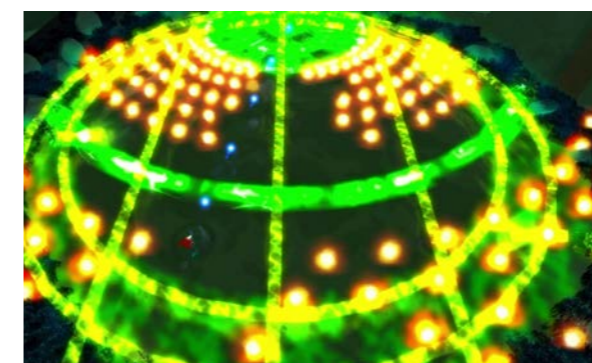
After the debacle that was Afro Samurai 2, the players still had an unsatisfied thirst for Takashi Okazaki's style. Furi is there to scratch that itch in the form of a short but very complicated boss rush. When we say boss rush, we literally mean that. The game's goal is to run through 11 bosses and save yourself from prison you've found yourself in and from which you escape at the beginning of the game. You're accompanied by a strange NPC with a bunny mask and he guides you into each successive boss fight with very cryptic descriptions. The game is

completely "Anime" even if the design is quite specific.

Every boss is different and specific in its own way. You fight them in phases and that is the key to this game. Squares underneath boss' health bar represent phases - when you take down his health in one phase the boss regenerates and the next phase with different mechanics begins. Every boss is designed to teach you the mechanics that you will later have to combine on harder bosses, and the game does this amazingly. Although every boss is interesting, you still have to know when to use which mechanic.

The main character has a gun and a sword at his disposal to use for melee and ranged combat. Melee consists of blocks, reflex dodging and combo hits, while ranged is the classic "bullet hell". The right combination of all mechanics at the right time will grant you victory. The last phase of every boss is epic and it will leave you with an amazing feeling of victory and accomplishment. This is where the game's difficulty comes into play and it's not to be overlooked. You are going to die... a lot. The game offers a few difficulty levels, but it's very challenging even in the easiest mode.

The design is typical Okazaki and if you like Afro Samurai, you are going to love Furi. The color contrast and amazing landscapes will make you stop and look at every detail. The path between bosses is



designed in a way that, while Bunny Man explains what to do next, the surroundings are bombarding you with details and style. It looks like Nordic mythology went through the looking glass of Alice in Wonderland - and it fits together perfectly.

The music is absolutely phenomenal. The synth-pop and electronic music that accompanies you throughout the game

and boss fights, amazingly elevates the atmosphere and leaves you with an impression that you've heard every single note. Even if Afro Samurai is known for its hip hop style, fans won't be disappointed by this transition to electronic because it perfectly goes with this game.

Furi is a very difficult game that fluidly combines

mechanics from different genres. But in the end, it's nothing more than an empty game that offers nothing more other than great boss fights. We would prefer it if there were other things to do between bosses besides playing the walking simulator. Furi is a game for people who are unafraid to die; those who never give up and love that sense of accomplishment more than anything.



### RECOMMENDED PC CONFIGURATION:

OS: Windows 7, 8, 10

CPU: Intel Core i3 / AMD Phenom II X4

GPU: GeForce GTX 650 / AMD R7 250

RAM: 4 GB RAM

HDD: 5 GB



PLATFORMS:  
PC, PS4

PUBLISHED BY:  
The Game Bakers

PRICE:  
25€

DEVELOPED BY:  
The Game Bakers

TESTED ON:  
PC

# RATING 7.5

✓ Design  
✓ Difficulty  
✓ Music

✗ Very short on lower difficulties  
✗ Empty walk between the bosses

“THE FINAL PHASE OF EACH BOSS IS EPIC AND WILL LEAVE YOU WITH A PHENOMENAL FEELING OF VICTORY AND ACCOMPLISHMENT”



Author: Stefan Starović

REVIEW

“THERE ARE SEVEN ADDITIONAL SCENES THAT WEREN'T IN THE MOVIE”



# LEGO Star Wars: The Force Awakens

## THE FORCE IN BRICKS

Star Wars The Force Awakens is a movie that was a huge success business-wise and most of its viewers loved it, but not without a „price“ - many think that the movie feels too much like the first Star Wars, that it uses too much of its ideas and parts of script points. Something similar can be said about Star Wars The Force Awakens game – it's an interesting LEGO game set in the Star

Wars universe, but it's done in a way that has already been seen before.

Older players will generally be interested in what The Force Awakens has to offer when it comes to humor. Just like the LEGO movie, the game takes the story already familiar from the movie and mostly



follows it, but “twists” it just enough to make it funny, entertaining, and with a few mature jokes to appeal to the older audience.

We especially note this because the rest of the The Force Awakens game is meant for the other group of fans – the youngest. The

game has a very simple playing system, dying doesn't incur any sort of penalty and you'll instantly reappear just where you were before you died. Different characters in the game have various special powers which can be used to overcome various obstacles, but don't worry that you'll have to think way too much - the game will tell you which character to use for which obstacle.

There's a new option to build certain LEGO objects in order to solve puzzles. It's a great idea although the realization is not that good, since you have no freedom of choice; instead everything happens by predefined principles. It's similar with the bosses. You can defeat

them by simply pressing the key on your keyboard or joypad with no trouble at all. Some of the bosses need you to keep track of basic timing, and there's new mechanic in taking cover, similar to Gears of War.

There are seven extra levels that can be unlocked in the game, and they are the only ones that are a bit harder to get to. Nearly the whole acting crew participated in creating of the game by lending their voices and recording extra bits, so there's extra enjoyment to be had for the hardcore fans of the series. Only you'll probably enjoy it the most if you simply watch the game while someone, probably not older than 7, plays it.



“FAMILIAR STORY WITH A HUMOROUS TWIST”

### RECOMMENDED PC CONFIGURATION:

OS: Windows 7  
CPU: Intel i5 2.6 GHz  
GPU: GeForce GTX 480 / Radeon HD 5850  
RAM: 4GB  
HDD: 14GB



GAME PROVIDED BY CD MEDIA

PLATFORMS:  
PC, PS4, XONE, PS3,  
X360, WiiU, Vita, 3DS  
PUBLISHED BY:  
Warner Bros.  
Interactive  
PRICE: 30€

DEVELOPED BY:  
Traveler's Tales  
TESTED ON:  
PS4

## RATING

# 7

- ✓ Good use of the Star Wars universe
- ✓ Entertaining and funny at times
- ✓ For the younger audiences
- ✗ Repetitive

“AN INTERESTING GAME, BUT MADE IN A PATTERN THAT WAS ALREADY SEEN BEFORE”



Author: Petar Vojinović

REVIEW



"A SIMPLE AND BEAUTIFUL GAME"

"MULTIPLAYER ADDS SPECIAL CHARM TO THE GAME"



# Space Run Galaxy

## SPACE TRUCKERS

If we had to describe Space Run Galaxy in short, it would be something like this – "Cargo needs to get from point A to point B. Here's a ship and watch out for pirates and giant space squid. Especially the squid."

The game falls into the Tower defence genre, but if you thought all you're going to do is build towers over and over again, level after level, you're sorely mistaken – Space Run Galaxy has much more to offer than that. The game's plot is set 20 years later than its predecessor, and this time you'll take on the role of an unnamed pilot in service of the first game's protagonist, ex-military pilot and space racer who goes by the macho name of Buck Mann. Famous BM is now

an owner of a successful moving company, and it's your job to secure that the cargo reaches its destination with, ahem, "no questions asked".

Of course, every job that sounds too easy to be true often hides huge problems, and in SRG those are space pirates, asteroids, and previously mentioned squid. If you didn't hate cephalopods before, you're going to start now, trust me. It will be already clear after the first mission that time is the main resource in this game, and that's what differentiates these "towers" from the rest of the genre. Namely, every

successful mission brings XP, credits, and a special currency, all of which is used to improve your space ship. However, the amounts you get depend mostly on how fast you reach the objective (as well as the number of intact crates), so you'll have to strike the right balance of shields, weapons, and additional ship engines. Of course, a faster ship means having not only less offensive/defensive capabilities, but that you'll also encounter enemies faster, which puts additional pressure onto the player and makes Space Run Galaxy especially interesting.

The concept from the previous game is unchanged – your ship is comprised of a certain number of hexagonal parts that you can expand between missions, or buy a completely new one if you so choose. But what provides special

charm to this game is the multiplayer option with which it's possible to trade with other players or form contracts that enable them to haul cargo for you, leaving you with freedom to tackle more important missions. A simple addition that made an already great game even better.

It makes it easy to gauge the game's quality when beside a host of AAA games on your PC you decide to spend your free time playing an indie game. If you have some 20\$ laying about, feel free to spend them on Space Run Galaxy, you won't regret it. Of course, just like every other game in this genre, SRG isn't immune to feeling repetitive, but it will take many (tens) of hours before that horrible feeling sets in. As you might have noticed, I rarely dish out high ratings to the games I review – there always seems to be some huge minus – but in this case, there was no need to hold back. A simple, yet beautiful game!

**RECOMMENDED PC CONFIGURATION:**  
**OS:** Windows 7  
**CPU:** AMD/Intel Dualcore 2.4GHz  
**GPU:** GeForce 9800 GT / Radeon HD 3870  
**RAM:** 3GB  
**HDD:** 3GB



GAME PROVIDED BY FOCUS HOME INTERACTIVE

**PLATFORM:** PC  
**DEVELOPED BY:** PASSTECH games  
**PUBLISHED BY:** Focus Home Interactive  
**TESTED ON:** PC

**PRICE:** 20€

**RATING 8.5**

- ✓ Ultra-simple and interesting concept from the original game, improved with multiplayer
- ✓ The number of combinations to equip and upgrade your ship
- ✗ Inevitable repetitiveness

"IF YOU DIDN'T HATE SQUID BEFORE - YOU'RE GONNA START NOW!"



Author: Igor Totić



# Life of Boris

This month we had an honor to talk with Boris. Boris warned us that he gets rather chatty during interviews which is all fine with us. An hour and a half later, we had a barrel of laughs and one of the best interviews so far. Life of Boris is a Youtube channel that's very familiar to many gamers and even non-gamers from Serbia. From gaming, through cooking and explaining the "Slav" culture, Boris has it all. Here's what he has to say about his life on Youtube.

## WHICH VIDEO DO YOU THINK STARTED TO GIVE YOU ATTENTION?

The first video that gave my channel some attention was **Cheeki Breeki Airlines**. After that people started slowly discovering the channel. The more videos I made, the more gems people found, like the How To Squat and also language videos.

## HOW WOULD YOU DESCRIBE YOUR FANS? DO YOU GET A LOT OF FEEDBACK FROM THEM?

My fans are like a big group of party slavs, always ready for fun. I get a ton of feedback from all social media sources and I try to check out all of it.

## HOW MUCH DO YOU VALUE YOUR PRIVACY AND WHY?

My privacy has been my main concern from day 1. I guess it's just the fact that I prefer to live a normal life outside of YouTube. As there is a lot of cases of people taking advantage of YouTuber's private details and harassing them. People can still contact me, but I prefer it to be over the Internet.

## WHAT TYPES OF GAMES YOU USUALLY PLAY?

Usually I play shooter games. Fast action and with a side of story. I also like driving games a lot like Forza and Dirt.

## WHAT TYPES OF GAMES DO YOU AVOID?

I avoid games that I find boring (obviously like everyone else). But I also usually stay away from horror games, especially ones that give you no weapon to shoot the enemies. If the main point of game is to feel helpless, it's not for me.

## HOW'S YOUR GAMING RIG SET UP?

It's a custom built PC from 2012, with an added GTX 980 and 144Hz screen of course. Not something too fancy. Just to get the job done.

## IS BORIS A CHARACTER YOU PLAY, OR IS IT YOUR PERSONALITY?

A bit of both. The stories and the details like cooking and the vodka and the sunflower seeds are all true to life. Also, I really do eat mayonez that much. But sometimes I do dress up in Adidas for the occasion of filming. I don't wear it literally all the time (way too poor for that).

## HAVE YOU EVER STAYED IN CHARACTER EVEN ON SERIOUS OCCASION?

The personality I show in videos is very much the same as I am in real life, so yes.

## YOU'VE GAINED A LOT OF FANS WHEN YOU DID YOUR 'SERBIAN LESSONS WITH BORIS VIDEO'. DO YOU PLAN TO DO MORE OR USE DIFFERENT SERBIAN WORDS?

I am happy that the Serbian fans found me and happy to see them at the channel. And yes I plan to make more of Serbian videos.

## WHAT IS THE SECRET OF YOUR SUCCESS?

Lots and lots of vod... I mean kvass. Yes. And blins with babushka's homemade jam. Truthfully it's about letting go of what people think and just doing what you think is good and entertaining.

## ARE YOU ACTIVE ON SOCIAL MEDIA?

Very. Across many platforms. Especially Twitter and Instagram.

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

I have had some negative feedback. But it does not come close to the amount of good comments and ratings. I take all negative comments into consideration and try to change my style to not offend someone or to be more on point. But usually I just brush off the bad and keep on with my style. But negative experiences with YT as a platform - no.

## HOW DO YOU DEAL WITH INTERNET TROLLS?

I reply to them in a casual non-provocative manner. This kills off the troll. They just want to see an emotional reply to their provoking comment. I don't go along with it. No time for it.

## DO YOU DO ALL OF THE EDITING AND RECORDING?

Yes. Takes a lot of time, maybe 8-10h per video, but it's worth knowing that I have done it all.

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

It started off as **Cab Driver Boris** as a joke video for a friend. A lot of jokes in the first videos are very specific and intended for narrow circle of people. But I guess others found it funny as well and there it went. After that things just went the natural path - I kept doing things I find entertaining and that's what I do today.

## DID FAME EVER GET TO YOUR HEAD?

No, I get to head of fame. I'm sure by now some references on the Internet are caused by me. But overall, I am still the same person as I was when starting channel. Replying to comments and DMs as much as I can. In personal life though, fame has not affected me at all, since nobody publicly knows who I am. The friends that knew me before the channel, they are the same people as before. All is good in life of Boris.

## WHAT DO YOUR FRIENDS THINK OF WHAT YOU'RE DOING?

They support it. There are some true fans among my friends. Most just think it's pretty cool doing what I do.

## WHAT THE HELL IS "CHEEKI BREEKI" AND DID IT BECOME YOUR CATCHPHRASE?

Cheeki breeki is love. Cheeki breeki is life. It sort of became my phrase after I played STALKER Shadow of Chernobyl. That is where the phrase originates.

## WHAT DO YOU THINK OF THE RUSSIAN "CYKA BLYAT" SITUATION AND THE STEREOTYPE THAT RUSSIAN PLAYERS ARE NOT SO GOOD AT COMPETITIVE VIDEO GAMES?

I think the Internet is equally covered in bad players. Russians just have built it into more of a community when playing it just for fun without too much effort. And I think that has flooded the servers with these RUSH B CYKA BLYAT players.

## ARE YOU PLANNING ON BRANCHING OUT YOUR CHANNEL TO DO OTHER STUFF LIKE MOVIES OR BOOKS?

I have not planned anything like that. For now I just upload all my content under the same channel. But I do plan to expand my activities to wider than just regular YouTube videos.

## HOW DOES THE FUTURE OF YOUR CHANNEL LOOK LIKE?

More videos and even more entertainment. I am just one guy doing everything. Unless my head explodes from the work I put in it, it will only get better. Remember, I do this as a hobby. I have a job still.

## DO YOU PLAN TO VISIT OTHER "SLAV" COUNTRIES?

I always do my best to plan travel to slav countries. My plan is to visit all of them and squat in all the places. And then whole world.

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

I recommend to look up if there is someone already doing same thing as you are planning. It's hard to get noticed on YouTube. Even harder if you have direct competition. An original idea with good execution is the main key to getting noticed.

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

Yes! Stay cheeki breeki bre!

Outside of Youtube, Boris is actually an IT expert. From talking to him we've come to realize that Youtube personalities are just everyday folks, that privacy is a big deal to them and respecting it is most important. Boris has decided to bring his unique sense of humor, life philosophy and ideas to the Internet and is doing a great job. **Life of Boris** has become the friend of our magazine and we hope you'll become cheeki breeki, too.

# play

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