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GAME OF
THE MONTH:



REVIEWS:

World of Warcraft: Legion - Deus Ex: Mankind Divided - NBA 2k17 - Bioshock: Collection
Cossacks 3 - Grow Up - Mother Russia Bleeds - God Eater 2 - Redout - RunGunJumpGun
Overcooked - Guards - Clustertruck

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Hello everyone,

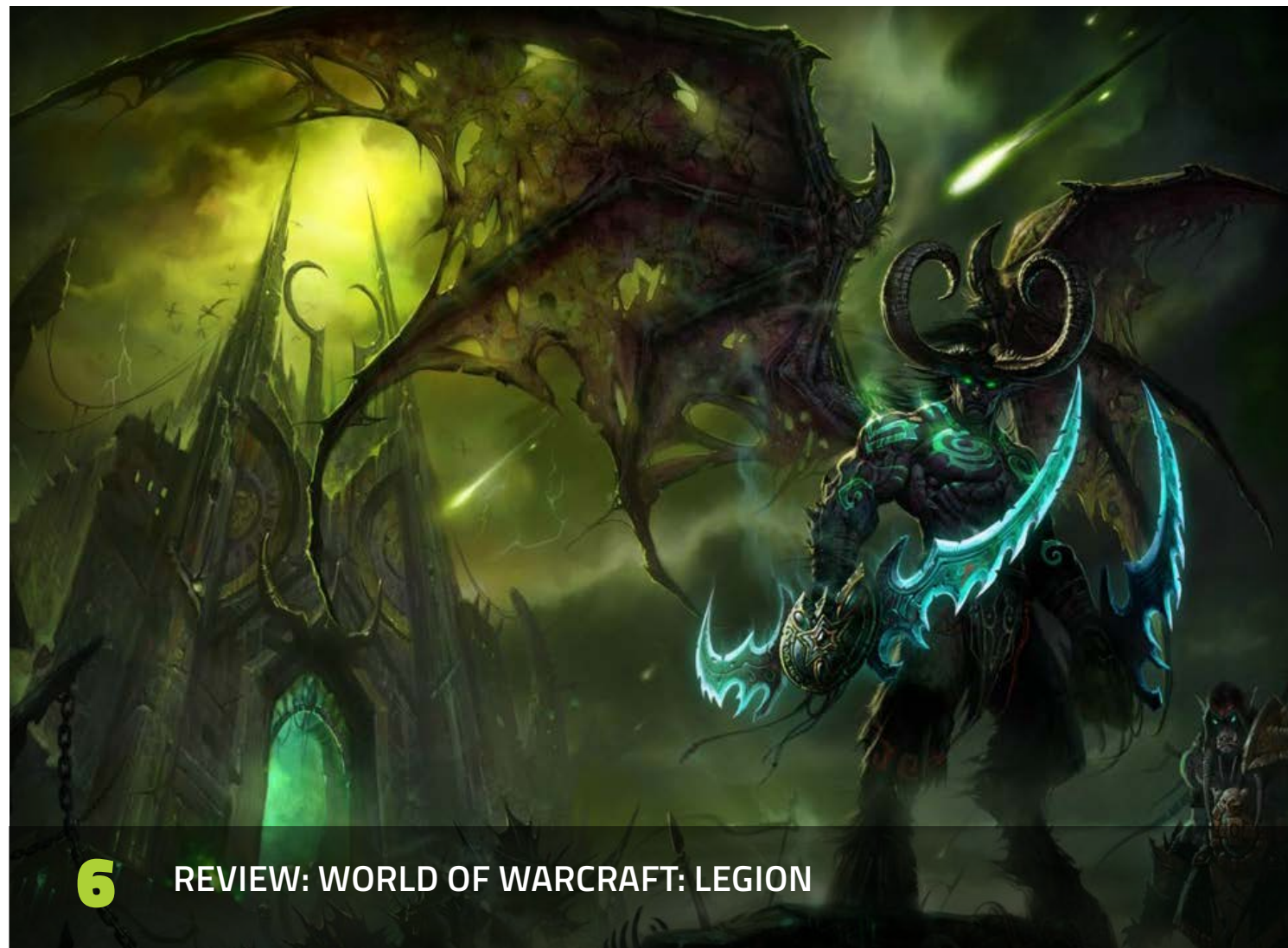
Last month hit us with a flurry of RPG titles, coming in all shapes and sizes and designed for every flavor. We've returned to Azeroth for the seventh time, this time on a quest to repel the Legion from our world and gain even more power for our characters. Of course, we're talking about the newest expansion for World of Warcraft, also called Legion, that's been bringing back MMO veterans for another tour of duty. In the sci-fi world, Deus Ex saw the continuation of its story with Mankind Divided, which explores strife and divisions between regular humans and augmented people. Also God Eater 2 spins a more action-oriented take on the genre, challenging both old and new players to try it out.

The king of the basketball courts got its yearly revision in 2K's new NBA game bearing the 2k17 mark and offering hundreds of hours of gameplay across multiple different modes.

Not to be dismayed, indie-studios fought back in force with a huge variety to choose from. From pixelated games such as RunGunJumpGun and Mother Russia Bleeds, to poly titles like Grow Up and Clustertruck, and many others, there's a lot to choose from. And you can trust our diligent reviewers to guide you on how successful or not all of these titles are.

Do they measure up to expectations? Are any of them breakout hits? Are we prepared or was Illidan right when he said that we weren't? Read on and find out...

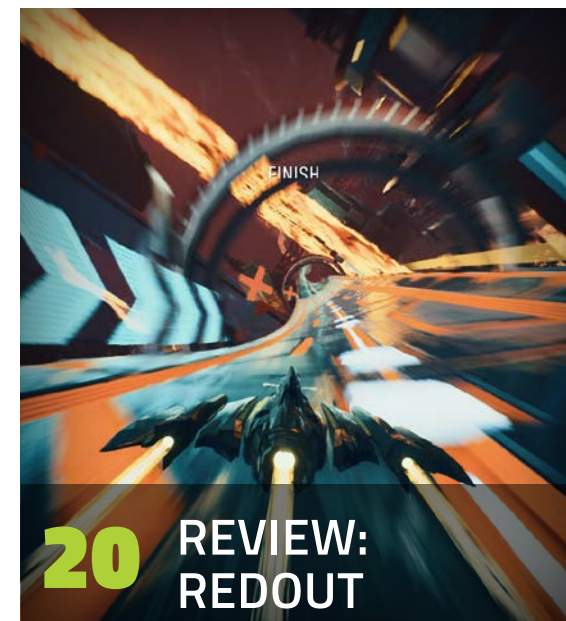




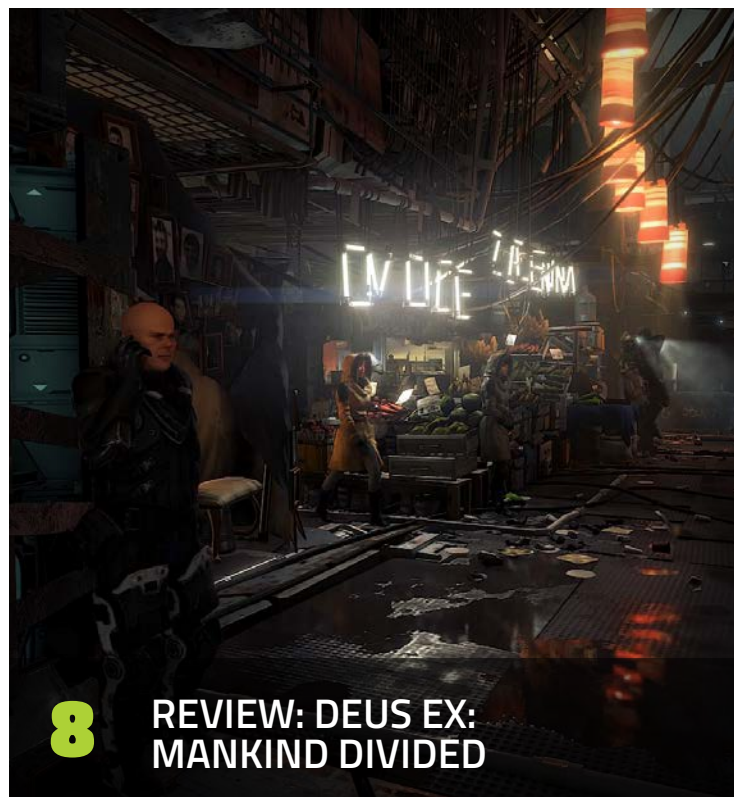
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Author: Borislav Lalović

REVIEW

World of Warcraft: Legion

MEMORY OF AN UNKNOWN SOLDIER



“THE EXPANSION THAT BROUGHT BACK MANY WOW PLAYERS TO AZEROTH”

a bold warlock snatched a mighty staff right under Gul'dan's nose... or if you're a fan of Turalyon and Alleria you may be in for a big surprise. We can't forget to mention the return of Illidan and his army of Illidari demon hunters, the new hero class. Demon hunters are available to both Horde and Alliance as members of Blood elf and Night elf races. They start their journey at lvl 98 in Mardum - the remains of an ancient world used as a prison for demons beaten by Sargeras before he succumbed to madness. What makes them different from other classes is that they only have two specializations: Havoc as DPS and Vengeance as Tank. And that is quite enough to have a lot of fun playing this class or maybe challenge your Death Knight friends to a duel, just to prove whose hero class is more heroic.

this in greater detail in a month, once we've spent enough time in Battlegrounds.

To sum it all up: Legion is a complete success and only now we see that WoD actually made sense even if some players didn't like it in the end. WoD was a prologue for the incoming invasion and now it's up to heroes of Azeroth to organize and save the world from destruction yet again. For Azeroth!

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 10
CPU:	Intel Core i5-3330
GPU:	GeForce GTX 750ti
RAM:	4GB
HDD:	45GB



GAME PROVIDED BY COMPUTERLAND

PLATFORM: PC	DEVELOPED BY: Blizzard
PUBLISHED BY: Blizzard	TESTED ON: PC
PRICE: 50€	

RATING

9

- ✓ Demon Hunter hero class, new PvP system
- ✓ ILLIDAN, Sylvanas, the Lich King, the Four Horsemen, Dalaran
- ✓ Story, links towards WoD and MoP, music, ambient
- ✗ A few bugs, NPCs getting stuck

The clock tower strikes 3. It is deep in the night, yet no one's sleeping. All of Stormwind is on its feet. Women, children, the elderly, soldiers leaving their barracks in a row and marching toward the harbor. The kids peek cautiously behind their mothers' skirts asking who are these men in metal armor? I am among them. Our mission is simple but deadly. To strike the very heart of the beast, the Broken Shore. To stop that accursed warlock in his intent to unleash Sargeras upon us. We thought it was all over on Draenor, at the Dark Portal. That we've rid ourselves of Gul'dan and his schemes once and for all. But Azeroth is apparently doomed to eternal war. Peace never lasts long. There is always a new threat.

We board the SkyFire, the order is clear - land on the Broken Shore and merge

with Varian's and Tyrion's troops. The king himself departed with the first wave, but we heard nothing of them since. Did they make it? Are they alive? Nonsense! The Lion is alive, he is immortal. As we draw nearer a tall green beam lights up the night sky. A call to arms, the ship's guns pour molten balls onto the flying demons. SkyFire doesn't stop; in a dangerous maneuver hovers near the shoreline where we disembark into the shallow waters. The hellish armada is already ashore, waiting for us. The battle is fierce, ruthless. Greymane, the old wolf in his worgen form reaps death through hordes of demons. The very sight of him inspires all of us. The coast is ours; ships are landing, the legion of Stormwind forms.

We move into the isles. Scattered bodies are everywhere - fallen champions of the elite king's guard and Argent Dawn. They took many of Sargeras' followers with them. One is still alive. Trying to say something important, but what? The Lion lives, he's fighting on the cliff. We see him. Greymane's worgen howl, onward to Varian. Nothing can stop us now. The battle is short and efficient. They obviously didn't expect this kind of

valor and dedication. They're retreating, now is our chance to strike at the very heart of the invasion, at Sargeras' nest.

Suddenly we hear the sound of a horn to our right. The Horde! They made it. With Sylvanas leading the strike, they move through the demon ranks as if they were mere rats. Everyone is there- Vol'jin, Baine, even Thrall, and they're all ready to stand shoulder to shoulder with the Alliance against Gul'dan - no matter the cost.

Brief exchange of reports, a split-second decision is made. Varian leads the frontal assault while Sylvanas guards the right wing. The battle is fierce, but the Light is stronger, we decisively prepare for the final strike. And then...

He appears... As if tapping into an unlimited source of power he keeps summoning more and more demons. But we are unstoppable, we press on. Victory is at hand but the sound of a horn cuts through the air again. Only this time it's different, ominous. Something is going on at the wing; the Horde's archers are falling back. NO! Impossible, she can't leave us like this? Betray us?

SkyFire! It arrived just in time and a retreat is called. As we climb the ladder a Reaver rises and grabs hold of the ship's side. Pulls us all to our deaths. But the Lion is brave, he doesn't give up, he is the LION. Right before us he jumps off the bridge. Straight at the metal monstrosity. Straight at Gul'dan. Straight to his death.

Death knell sounds across Stormwind. A funeral pyre smoke rises above Orgrimmar.

Blizzard has done it again. Is it a surprise or not is open for debate. But the fact remains that all of their games are "condemned" to succeed and Legion is no exception. The newest expansion to legendary WoW brings everything needed to bring a lot of players back to the game. New zones are masterfully designed with hundreds of quests that unravel what might be the most intelligent and complex storyline yet. In order to grasp all of its strings, you need to play all classes or at least be familiar with each class' story simply because they are all slightly different. This is done initially by Artifact weapon quests, and each has its own little secret. Was Frostmourne completely destroyed, how

With this Blizzard fulfilled a promise they gave long ago when they presented the Death Knight. The Demon Hunter is here and shall we see the Mountain King in some upcoming expansion remains to be seen.

Also, once the player gets his artifact, he is presented his "class order hall" - a special place that serves as a hub where you can hang out with other members of your class or take selfies with legendary members of your order. This is an evolution of the garrison, yet is much more interesting and as everything in Legion - it has its own story. So the Paladins' hub is the Light's Hope Chapel, while Death Knights' is Acherus.

The players wanted a return to the roots and Legion delivered, at least in the context of its storyline and characters. Questing is very interesting, but not too demanding. The instances are imaginative, woven into the storytelling and contribute to the overall experience that we've gone back 10.000 years into the past.

Many new cosmetic options have been implemented, all class talents have been redesigned and there's also another big innovation. The new PvP system, with a special set of PvP talents, but we'll cover

“BLIZZARD HAS DONE IT AGAIN”



Author: Aleksa Petronijević

REVIEW

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Deus Ex: Mankind Divided

THE MISSING INGREDIENT

“GAMEPLAY MECHANICS FROM HUMAN REVOLUTION WAS AUGMENTED”

We've all been waiting for the fourth sequel of what is rightfully considered one of the best, if not THE best PC games of all time. How to reach the level of DeusEx is a question that Edios from Montreal yet

again failed to answer perfectly.

Let's start with the premise: The year is 2029, two years after the incident that happened at the end of the previous

“THE LESS YOU EXPECT FROM THE STORYLINE, THE MORE YOU’LL ULTIMATELY ENJOY IT”

sequel, the so-called “Aug incident” at the international conference when Hugh Darrow sent a signal that took over the cerebral chips of augmented humans and made them kill “normal” people. The consequences of this event were drastic: 90% of augmented humans were killed by the police, millions died at the mechanical hands of their friends and neighbors, which caused enormous animosity and despise toward the controversial technology, and especially towards those 10% lucky enough to survive the incident. Extremist groups

appear wanting vengeance and performing terrorist attacks, which causes a contra reaction from the Aug organizations fighting for their rights and grasping for similar extreme measures. To ensure the ongoing chaos is controlled, the UN proposes a resolution, a plan that should lower the tensions by temporarily isolating augmented people into separate cities – enclaves. The UN also formed a separate unit, Task Force 29, who has jurisdiction to intervene at any point on Earth to stop any new terrorist attacks. Our quiet, raspy-voiced protagonist, Adam Jensen, manages to get a job at the

unit through his connections after the fall of Sarif Industries. The game starts with a tutorial mission of a TF29 mission in Dubai where one terrorist organization is supposed to buy a large contingent of weapons. After that, Jensen moves to Prague, once a progressive city which over the years before the incident became the greatest gathering place for augmented people. And in which the UN's plan of getting the augmented people has been going on for some time now. The terrorist attack on the metro shortly after Jensen arrives will be the trigger for a greater conflict and all events that will

take place over the course of the game.

The light motif of every Deus Ex game has always been the gameplay which offered the player a choice on how to approach every mission. This time it had some minor changes, offering a bit more variety. For the classic action approach you have enough different weapons - from a gun to a grenade launcher - at your disposal, with the option of customization and a few types of ammo. The fun part of the action approach is the experimental augmentations that Jensen has at his disposal beside the standard ones and he can use them to replace conventional weapons and give a far more interesting feel while dispatching enemies.

But who ever plays Deus Ex as an action shooter? Nobody came here to shoot, but instead to hack everything with an interface, sneak into top secret facilities unnoticed, silently take down guards and peek into every nook and cranny. A few new augments were implemented that allow you to try and spec Jensen differently to try them out, like remote hacking, remote electroshock, blinking like in Dishonored, etc. Basically there aren't too many innovations around, but why fix what isn't broken? What enriches the well thought out and tight gameplay is the level design. After the intro mission, the player moves to Prague that represents a huge hub where you'll spend most of the game. Prague is flawlessly designed from the gameplay standpoint, as a giant hive with alternative entrances, whole

"QUALITY LIES WITHIN THE SIDE QUESTS"



a slight upgrade and the mini-game had a 3d facelift, but the concept remains the same. The author found it a bit harder, but now we have new types of software that help the player successfully take control over nodes before the timer runs out.

Solving obstacles one way or the other, revealing all paths and the possibility of infiltration with hacking and absorbing valuable information from e-mail on computers are the greatest pleasure the player will have while playing Mankind Divided, especially when it comes to side quests. Evil tongues may say that because of the great similarities in gameplay mechanics of two titles, Mankind Divided seems more like an expansion than a new game. But if the games were too different they would probably complain about that.

Sadly the main story and the complete setting aren't as greatly thought

out as the level design. Human Revolution, with all its stellar quality had a similar flaw, but its storyline was much better written than in Mankind Divided. The whole premise that the UN is forcing all augmented people to move into separate enclaves is curious in itself, and everyone with basic knowledge of history will recognize it for a thinly veiled analogy to the Final Solution. To make it even less left for interpretation, the whole visual representation of Prague is just like that of occupied Poland, with barbed wire across control points, road signs and police separating the "aug" from other people. This overstated metaphor is very hard to swallow. Why you ask? Well let's say that people aren't born as members of the augmented people ethnic group, as are the Jews for example. It is more than likely that more than 99% of them have relations among regular people, and there was no form of hatred until two years ago, there is no ideology that backs this extreme hatred, and it leads us to the conclusion that this chain of events is not logical at all, at least by the author's humble opinion.

Secondly the idea that most of them are homeless in Prague is contrary to the fact that augmentations were mostly bought by wealthy people. How did they all become broke overnight remains a mystery, perhaps for some DLC.

But once we accept all that and move on, the main plot can sadly be described with just one word: disappointment. With very bad pacing, the player won't get to find out during the main quest about the conspiracy

that can lead him to the final conflict or its solution. In the end the game doesn't even send a somewhat understandable message about racial, ethnicities, or any kind of hatred, mostly because the quasi-ending of the game clearly shows that there's another sequel planned to complete the trilogy, so we hope that the authors of the story will find that "the third time's the charm" and that they will round up all their ideas into one well rounded whole.

Another problem is the gap between story fragments (which the player can get to by hacking) and dialogue and cut scenes in the main storyline. Some information remains excluded from important dialogues, and simply doesn't affect what's going on before you. This is not just an issue of the main quest line, but also some other important quests, like the one about Adam's mysterious experimental augmentations. To keep from spoiling anything, this is where we'll conclude our story about the game's narrative and just say we remain optimistic about the last part of the trilogy correcting its predecessors' mistakes.

The audiovisual impression is at a highest level - both in graphics and the design. Prague looks magical - a mixture of traditional style and sci-fi neon architecture that gives it a unique look that by day reminds us of City 17 from Half Life 2, but has its own stamp of originality and charm of the Czech capital. The soundtrack completes the atmosphere in the best possible way, and although it has the same style as the one from Human Revolution, it sounds original

"PRAGUE REPRESENTS AN IDEAL EXAMPLE OF GOOD LEVEL DESIGN"

and it won't become boring even after 35 hours of gameplay, which is the average amount of time you'll need to complete the game with most of the side quests and a detailed exploration of Prague.

All in all, the game misses its key ingredient - something that is expected from every RPG and that is a narrative. The lack of it is very noticeable in this genre, especially in a game that takes itself seriously. Still maybe we'll forget the mild flavour that remains after the ending, if the final part of the trilogy rights all wrongs and we only remember the good things from Mankind Divided.

RECOMMENDED PC CONFIGURATION:

OS: Windows 10 64-bit
CPU: Intel Core i7-3770K / AMD FX 8350
RAM: 16 GB
GPU: Radeon RX 480 / GeForce GTX 970
HDD: 55 GB



PLATFORMS:
PC, PS4, XONE

PUBLISHED BY:
Square Enix

PRICE:
60€

DEVELOPED BY:
Eidos Montreal

TESTED ON:
PS4

RATING

8

- ✓ Fantastic level design
- ✓ Side quests
- ✓ Soundtrack and the atmosphere

- ✗ Disappointing storyline
- ✗ Unconvincing premise and setting
- ✗ Occasional bugs, glitches, flaky AI, loading time



Author: Bojan Petrović

REVIEW

“GENRE VETERANS WILL EXPERIENCE A NOSTALGIA TRIP”

Cossacks 3

“LO TURKS, DON’T STEP ON MY PLOUGHLAND! LO MARKO, DON’T PLOW THE ROADS!” (LOC)

The good old RTS formula from the olden days, reformed into something new – well, could be said a retro-remake edition. For the third time the Cossacks aren’t a sequel but a reissue of the original 2001 game. Cossacks is a real-time historical strategy game covering 17th and 18th century Europe’s history, development and wars, with main focus being the warfare.

When starting the game the genre veterans will experience a nostalgia trip through time, back to when they played games like Age of Empires, Stronghold, and others; games that had them spend many sleepless nights defending, building and developing their empires through grand defeats and even grander victories. Cossacks 3 attempts to bring back those kinds of experiences and doesn’t deviate much from the genre in doing so. Without focus on much else they offer a raw experience and direct gameplay –

and barely any post- and pre-production or effects. Somewhat crude gameplay that obviously wasn’t changed on purpose had very little improvements over the older games. Even graphics remained true to the spirit of old, with only the textures being updated, while the art style remained the same. So when you zoom in you’ll get to see the almost illustrated style of graphics which gives the game special charm.

The game consists of standard resource gathering, building of buildings and fortifications, all in an effort to build a bigger and better army, and that holds true in campaign, versus the AI, and in multiplayer. The development is fairly limited, so to build a new building you’ll first need to build another one, draining resources you’ve gathered. That new building can then enable you to build a

new unit, and so on. The tech tree is pretty branched out, but it not revealed in detail, like in Civilization for example, but instead you’ll have to research them one by one to learn what to develop next. This is somewhat in keeping with the RTS spirit though. I have to stress once again how impressive the buildings and fortifications look in this illustrated style, and it’s a joy to watch them being built.

As good as the buildings look and feel in their environment, so do the “living” ones seem out of place. Firstly, it’s difficult to distinguish them on terrain, except from general division to cavalry and infantry. Second, the combat and movement animations are abysmal by today’s standards. Especially when they enter the fray against the opposing army, it looks downright pitiful. The animations and stiff figures seem as if they were animated in stop-motion, and en

masse with the enemies look like a ball of colors with no way to discern who’s who. The battles actually look like whirling batches of colors and animations, accompanied by repetitive and rudimentary combat sounds. The control over huge numbers of units and armies saw little improvement as well. The accent is on formations of units, which is interesting and somewhat eases the overall control, but can still be very tedious. You are required to create exactly 36 soldiers of a certain unit, followed by an officer and a drummer, which all combined form a unit, and only then will you be able to assign their formation and give them commands. Now imagine doing that for a whole army that can number in hundreds of different units, while also worrying about defense, offense, and other daily political issues of your town.

What the game “gets” you with is that silent peaceful period while you’re building up your town, but it’s somehow too brief and the attacks come too soon. After that initial period of enjoyment the game turns into unbridled chaos, especially on bigger maps and missions in which you can attack from multiple directions. You can use many different units, from melee oriented, to cavalry, cannons and artillery. There are also ships for naval engagements, as well as transportation. This game also operates on the “rock-paper-scissors” principle of unit balance: Musket units are useless against infantry using sword and shield, the cavalry will overwhelm any number of regular infantry, while the pikemen mince through cavalry with ease. If you disregard these rules and just focus on grinding out as many units as possible and sending them forward to attack piecemeal, chances are that none of them will return alive no matter

the numbers. You have to counter units properly and carefully maneuver them into positions to face those they can defeat. Maps and missions support huge numbers of units, and the game copes well with rendering them in real time.

One of the game’s main issues is that after a while it becomes repetitive with little variance to be found. No matter which nation you choose, except for minor changes in color and shapes, the units are essentially the same. The buildings too are practically the same, as is every nation’s gameplay. All that means that every game plays virtually the same. This is not as present in the campaign’s numerous missions, which show some variety. They are thematically divided and feature a wealth of historical information, but I feel they could have been presented in a better way than just as walls of text prior to a mission. Also, campaign missions are largely scripted, so the enemy AI will always make the same units at the same intervals and attack from the same directions, with no regard to player’s reactions. Something that can be easily abused by the player.

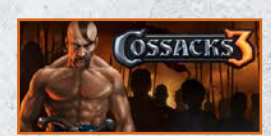
We mentioned that the sound effects aren’t very well done, especially those during battles that simply sound amateurish. However, the main background music theme is so badly mixed that you sometimes feel like you’re listening to two or three separate arias at the same time!

There’s an inescapable feeling that in a sea of retro titles and remakes the team that made this game felt compelled to offer such an experience to new players, while drawing on the nostalgic memories



of the veterans. Compared to what today’s RTS games have to offer, especially when it comes to polish and production, Cossacks 3 feel at the level of browser-based strategy games.

RECOMMENDED PC CONFIGURATION:
OS: Windows 7/8.1/10
CPU: Core 2 Duo 2.0 GHz
GPU: NVIDIA GeForce 8800 GT / ATI Radeon HD 2600
RAM: 2 GB
HDD: 4 GB

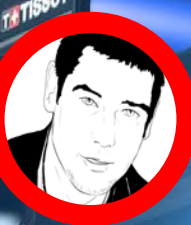


GAME PROVIDED BY GSC GAME WORLD

PLATFORM: PC	DEVELOPED BY: GSC Game World
PUBLISHED BY: GSC Game World	TESTED ON: PC
PRICE: 20€	

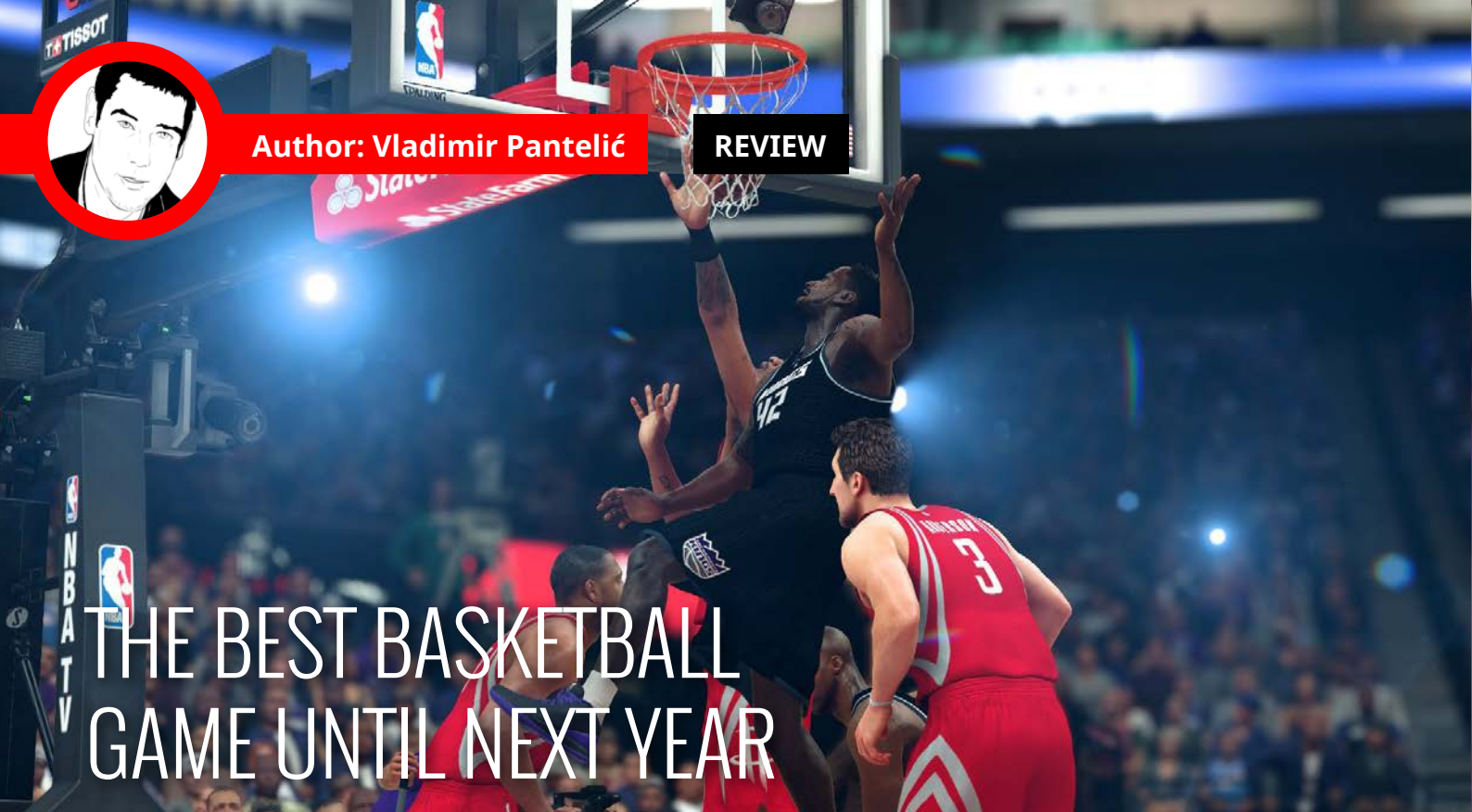
RATING 6.5

- ✓ Nostalgia trip for genre veterans
- ✓ Building of towns and fortifications is a joy
- ✗ Very bad combat animations
- ✗ The AI’s too scripted in campaign missions



Author: Vladimir Pantelić

REVIEW



THE BEST BASKETBALL GAME UNTIL NEXT YEAR



“BEST OPTIMIZED NETCODE YET”

So to summarize, NBA2k17 has its audience and everyone who loves this type of games will surely enjoy this year's edition. Game by itself has no major flaws, and someone who's never played an NBA game would be blown away by the amount of content on offer. On the other hand, fans of the franchise won't notice many major differences over the past few years. If you like to be at the top of all that's going on in the world's best league, then this title will fulfill all your needs. However, if you're expecting something entirely new, something never before seen, don't keep your hopes up because last year's game is in no ways inferior to this one. But, everyone likes to be trendy, and 2k17 is the reigning game of all virtual basketball courts since this September. And so it will remain until the autumn of 2018.

NBA 2K17

When a franchise is released on a patterned timeframe of (usually) one year, there's always the question of how will it distinguish itself from its predecessors – in graphics, gameplay, or innovations and options that it brings. Some series have become known as milking cows for their publishers, but those games usually don't HAVE to be released yearly. Ok, nothing is mandatory, but sill – some new Call of Duty or Assassin's Creed wouldn't be hurt by a short break in their quest to spam the players with yearly titles.

Now, how much can that be applied to sports simulations? We feel that chaos would ensue among the sport games' fans if FIFA, PES, or NBA2K decided to take a year's break. However, they can be

excused from their yearly releases, not because they always bring something new, but because it's cool to play your favorite sports game with the newest transfers and updated ratings. I mean, who's still playing FIFA14, right – even though it's an excellent football game.

So, what is new with NBA2k17, 2K Games' newest addition to the franchise? Well, almost nothing special. But then again, it's very hard to make something new and fresh when the previous games were close to perfection of what today's technology allows. Of course, there's always room for improvement, but they're not as obvious at first and someone watching from the side might be unable to guess if you're playing 2k16 or 2k17 edition of the game.

That means that this year's and last year's games are fairly similar when it comes to graphics. Of course, there are a few new animations, smoother dribbles, different textures for the players themselves, but none of that is especially noticeable. Same can be said for the audio, which already had little room for improvement, except to bring new personalities to comment on the games (we finally got Chris Webber). We got to commend the broadcasting crew, because it all seems so smooth and so real, and it might even be said that 2k17 has the best commentary segment so far. The soundtrack on the other hand might be one of the worst ones over the past few years, but again – that is an extremely subjective segment to rate properly.

When it comes to game modes, rest assured that if you're a fan of the NBA, you won't feel deprived of challenges. As before, you can start your own career, you can take on the role of a team manager, you can collect cards and create your virtual dream team and plow your way through to trophies and rings. Of course, blacktop mode is there for those who prefer playing on concrete rather than in a hall, or you can go online and battle for promotion to better leagues and better players with greater challenges. Rest assured that NBA2k17 packs hundreds of hours of fun if you decide to buy it, so you definitely won't have cause to complain about a lack of quality content.

Speaking of the online mode, it seems that there's finally been significant progress in online matchmaking. Lag during the games is nearly unnoticeable, and the gameplay feels as smooth as when you're playing against AI or in hot seat mode. This might be the greatest improvement in this version and certainly something for online players to look forward to. The experience of going to MyPark and starting a 3v3 game on concrete with other players is definitely the best so far, especially because of the network code optimization.

Of course, you can play the single player career mode (directed last year by Spike Lee), which is not as pretentious as 2k16's. So you'll follow a predefined storyline of a player, but without the last year's melodramatic story, which can easily be called one of the famed director's worst

pieces of work. Your player's hands are still tied over many choices, so you won't be able to pick nationality, but will instead have to get to the NBA through college, just like every other US citizen.

The game is still filled with microtransactions, which have been somewhat adopted as a feature over the last few years, so don't be surprised to see players in MyPlayer and MyTeam mode with ratings far exceeding those of mere mortal players (who have ONLY bought the game), who'll need hours upon hours of gameplay to reach them. Still, if you enjoy basketball that shouldn't be too much of a hassle, because even though the game might seem grindy at times, every true fan will have no issues with playing matches to upgrade their team or player, and "gold" will come by itself.

Some things have remained shoddy at best, those not necessarily connected to the NBA. That pertains mostly to the included European clubs, which again had barely any attention given to them so their players, ratings, and team transfers seem like an afterthought in this otherwise polished package. For example, reigning European champions CSKA has a rating of 60 (one more than Red Star), while some random team, such as Armani, has better rated players and rating higher than the current champion. Luckily, mods rectifying these mistakes are already here and ready to download.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7 64-bit
CPU:	Intel Core i5-4430 3GHz / AMD FX-8370 3.4GHz
RAM:	8 GB
GPU:	Geforce GTX 770 / Radeon R9 270
HDD:	70 GB



GAME PROVIDED BY 2K GAMES

PLATFORMS: PC, PS4, XONE PUBLISHED BY: 2K PRICE: 50€	DEVELOPED BY: Visual Concepts TESTED ON: PS4
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RATING

8.5

- ✓ Maximum polish
- ✓ Optimized netcode
- ✗ No major changes since last year
- ✗ Microtransactions everywhere

“YOU CAN REST ASSURED THAT NBA 2K17 HAS HUNDREDS UPON HUNDREDS OF HOURS OF CONTENT PACKED INTO IT”



Author: Aleksa Petronijević

REVIEW

Bioshock: The Collection

RETURN TO RAPTURE

If you're a video game publisher and have a good and (not so) old title whose only use nowadays is to sit pretty in your company's hall among all of its accolades and rewards, we have great news for you! Welcome to the brave new world of remasters.

In any case, we might say that the famed publisher 2k Games belatedly realized that they could capitalize on the fame of one of their most successful pieces of art. Of course, we're talking about the Bioshock collection, one that was rumored about for some time. It contains all three games and is primarily aimed at consoles.

Bioshock 1 and 2 and Bioshock Infinite, with hi-rez textures, more detailed model geometry, better animation, with resolution of 1080p at 60 fps, this is a chance for the console owners to see what it's like to play in "master race" mode. Jokes aside, remastered games meant for the new-gen



consoles are most often optimized to work at 1080p@60fps mode, so we didn't expect anything less from this collection.

All three titles had gone through small visual upgrades with the implementation of hi-rez textures, the remodeling of many 3d objects, and having a refreshing new look with higher resolution and frame rate, all of which makes them look even better

than the originals, i.e. just how the players remember them - better than they actually looked. This facelift in no way influences the visual style that the games had, so we absolutely recommend this edition to anyone who owns a Playstation 4 and who's never played the original Bioshock

and Bioshock infinite on a PC. This franchise was among the first to prove the potential of video games as works of art, that they can stand shoulder to shoulder with other art forms and that they can be used to discuss the questions of philosophy, politics and ideology.

The PC version of Bioshock Infinite didn't get the same treatment because, as the people from 2k Games said, the original game already looked like the current remastered version for new-gen consoles. Furthermore, all those who own the original game - Bioshock 1, 2 and Minerva's Den DLC in their Steam library, will automatically

receive the remastered games free of charge. This is something we just have to applaud as a rare move these days when publishers always seem to look for ways to capitalize on the PC gamer community.

Sadly, the joy will wane and frustration build up when the player starts playing the first Bioshock and realizes it's a lazy port of the console remaster. The menu options are slimmer than in the original game and all graphic settings are removed, which may be justified by the fact that 99% of players today won't have to lower their

settings from the max, but there's still the lack of a FOV slider, while the brightness slider doesn't seem to work. The other, bigger, problem is an all-present mouse acceleration that can't be turned off completely, as well as mouse sensitivity and aim sensitivity that will often leave you with your aim too sensitive while out in the world, and too slow while hacking machines and browsing menus. All of these can be fixed by tinkering with the .ini files, but it's still baffling to see this unfixed, especially since it was a problem in the original game as well. Fortunately, the developer has announced a patch that should address all of the above mentioned issues, and we can't wait to get it.

Finally, we can conclude that Bioshock Collection is not a bad remaster, but isn't a particularly good one either. We fully recommend it to all console players who haven't had the opportunity to play the originals, while recommending it to owners



"INABILITY TO DISABLE MOUSE ACCELERATION FROM THE FIRST GAME STILL HASN'T BEEN FIXED"

of the original games on Steam seems redundant, since they will receive the games for free and will have them in their library in any case.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7 64-bit
CPU:	Intel/AMD 3GHz Quad-Core
RAM:	8 GB
GPU:	Geforce GTX 770 / Radeon HD 7970
HDD:	25 GB per game (70GB for the whole package)



PLATFORMS: Steam, PS4, XBOne	DEVELOPED BY: 2K Marine
PUBLISHED BY: 2K Marine	TESTED ON: PC
PRICE: 60€	

RATING

7

- ✓ Visual upgrade
- ✓ All games in one place
- ✓ Improvement for new-gen consoles over the PS3/XB360
- ✗ Lack of advanced settings for the PC version
- ✗ Only a minor upgrade for the PC crowd



"THE GAMES RECEIVED A VISUAL MAKEOVER, GIVING THEM A REFRESHING NEW LOOK"



Author: Milan Živković

REVIEW



“A SIMPLE AND BEAUTIFUL GAME”



“MODIFYING AMMO AND CO-OPERATIVE GAMEPLAY ARE THE BRIGHTEST POINTS OF THE GAME”



God Eater 2: Rage Burst

DEVOURING GODS IN HD

God Eater 2 is almost 3 years old now. The fans of the first game who don't live in Japan or at least don't speak Japanese well enough to enjoy a game in this language, have waited for quite a while in order to play an updated version of the second one - Rage Burst - in English. That day finally came and the game that originally only existed for portable consoles now has versions for PS4 and even Windows, beside the Vita version. While the fans of the series won't need much persuasion to give Rage Burst a try, the rest who aren't acquainted with this game, here is what you can expect from this renowned Japanese hack'n'slash.

As soon as the game starts on a big screen it becomes obvious that it's a port from a portable device. Not only do the graphics suffer, with bad

textures and blur, but the whole screen along with the cumbersome parts of the HUD looks like a really shoddy work. The PS4 version is almost identical to the Vita version which now emphasizes all of its flaws on the big screen. While the main characters and monsters are nicely designed, it's far from actually persuading anyone that this is a next gen game. And once the mediocre models start running through poor and badly designed vastness, you will be absolutely sure that the visual aspect is not something that will draw you into this game.

The situation is actually the same with the audio as well. The sound effects completely leave you with an impression that you're still playing on a portable console. There is no fullness and it's just too sharp. Once we add English acting to it (Japanese is definitely better) permeated

with lame and often nebulous dialogue, you'll be convinced that the audio and video are two sides of the same coin. Though the bright side of this disappointing presentation is excellent background music. Definitely listen to the soundtrack if Japanese opera and pop seem like an interesting experimental combination.

But one thing is certain; God Eater didn't make its reputation with its mind-blowing graphics, but by its gameplay. And in it it's is very precise with what it has to offer and is really great at it. If we were to compare how it plays to another game, we would compare it with the famous Monster Hunter, but still - God Eater is its own game. Unlike the famous Nintendo game, God Eater is palpably faster and it offers a large amount of options in customizing the game style by modifying weapons. You may even

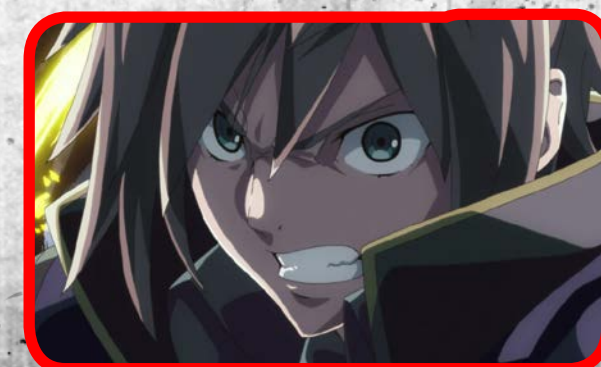
compare it to Dark Souls as when it comes to the difficulty, but unlike that title, here you'll be greeted by a more timid introduction temp to the game. In time it will become a challenge even for the most persistent players, who will by then develop their own battle style to such a level to welcome an increase in difficulty.

But even here not all is perfect... Some instances, especially near the beginning of the game, will be horribly repetitive. Actually not just instances, but tasks and opponents also, all of which greatly risk pushing you away from playing more, which again leads to the main conclusion about God Eater 2. This is not a game that holds your hand or promises more than you're

will already know in advance how rewarding it gets after fearlessly perforating the repetitive challenges. Only then will all pieces fall into place and God Eater becomes something really special.

Still, we can't overlook the fact that this is a big screen edition. Even if the game offers the possibility of cooperative play, even between PS4 and Vita consoles, and can somewhat justify the same visual experience with that, it's really unforgivable when a game's visual representation greets you in such a disappointing manner. The lack of quality and obvious technical issues would lead anyone to rather try the Vista version, and every new

player with no knowledge of the series is at risk of being driven away within the first few minutes of the game. This is the reason the game doesn't go as far as it truly deserves in its core. While the old players will probably relive the moments of happiness they hoped for, God Eater 2: Rage Burst probably won't attract many new fans. Even if it's great, it's definitely not for everyone. So we warmly recommend if it's even possible,



willing to grab. For every God Eater veteran, this will be a familiar place that undoubtedly holds many reasons to play it. Everyone else with any positive experience with the first game

let someone who already played the first game lead you into this world first, instead of risking less than a mediocre impression of, deep down, one very good title.

RECOMMENDED PC CONFIGURATION:

OS: Windows 7
CPU: Intel Core i3 3.4 GHz / AMD FX 4100 3.6GHz
GPU: GeForce GTX 560 / Radeon HD 6850
RAM: 8GB
HDD: 15GB



GAME PROVIDED BY
BANDAI NAMCO

PLATFORMS:
PC, PS4, PS Vita
PUBLISHED BY:
Bandai Namco
Entertainment

DEVELOPED BY:
Shift
TESTED ON:
PS4

PRICE:
50€

RATING

7

- ✓ Excellent combat system
- ✓ Incredible weapon modifications
- ✓ Excellent music
- ✗ Bad audio and video quality
- ✗ Repetitive parts

“WHEN YOUR GUN BECOMES A SWORD THAT STRIKES WITH ITS MONSTROUS JAWS AT THE ENEMY - YOU KNOW YOU'RE IN JAPAN”



Author: Bojan Jovanović

REVIEW

“AUDIO-VISUAL BOMB!”

Redout

You may or may not remember the movie Hackers from the mid-'90s. If you can't remember the endlessly cheesy “Crash n Burn” jokes and other wacky nicknames that characters gave themselves, then what you certainly remember is top-notch electronic music and the famous underground club scene - the one where the main character competes against Angelina Jolie in a futuristic race using a cool contraption that afterwards all of us wanted to try out in our arcades, but never could. Still, we always remembered that game, 'cause that was Wipeout. Many years have passed and a chance to see a new Wipeout is all but gone, but luckily smaller studios are working on similar games.

“ONE OF THE FASTEST GAMES WE’VE EVER TRIED”

Redout is just one such game. And what's more fascinating is that it's not work of some huge studio, but was made by a group of enthusiasts who also craved more insanely fast futuristic racing. As noted on their Steam page, the game was clearly inspired by Wipeout, but also F-Zero. Therefore, it's easy to think of it as merely a clone, so let's see what distinguishes Redout from others in the anti-gravitational racing subgenre.

At its core, it keeps to the formula of having a craft that hovers above the race track and is affected by various forces such as inertia and wind resistance, and it's up to the player to compensate and avoid skidding his craft. The game uses both analog sticks to play (yes, a gamepad is mandatory!),

so the left one is used to steer, while the right one activates thrusters that push the craft left or right, i.e. shift its tip vertically. Skilled players will not only be able to avoid skidding their craft, but will be able to make any turn without having to let go of their power button. The technique of redout and blackout is interesting - sharp force shifts influence the driver's bloodflow, making it rush to his head or feet, which are simulated by screen tint shifting to red or darkening to black. This doesn't influence the gameplay, but is a great addition that serves like a small hint

on where you need to adjust your craft's position.

The driving experience is amazing! Without a doubt, this is one of the fastest games we've ever played and you won't be able to blink as landscapes zoom past you and you leave your opponents in the dust. A balanced dose of motion blur helps the experience, and the camera jitters when you activate temporary boost. Track design is also great, with many sections to go wild on, numerous turns and jumping points. The race craft is difficult to destroy because it regenerates if you avoid crashes, and you can use that energy on boost activations or activating small decoys that you can add onto your craft. That does not mean that you'll be able to simply zoom through the game. Initial races can really make you sweat (this should have been patched as you're reading this) because of the very aggressive AI, while after 2-3 races the situations mellows down by quite a bit and we were able to win gold medals even on initial tries.

A game like this must be an audio-visual bomb, and Redout manages that

“ALL THAT'S MISSING FROM THE SOUNDTRACK IS 'FIRESTARTER' TO CONVINCE US THAT ITS THE NEW WIPEOUT”

effortlessly. The powerful Unreal 4 engine powers the game into smooth 60 frames per second, and the visual style combines polygonal models with futuristic architecture. The effects can be a bit overbearing, so you might want to turn them down a little for a better overview. The background music is comprised of top-notch electronic and if it featured Prodigy's Firestarter we might have felt that we were playing a new version of Wipeout. While it's fully 5.1 supported, the music also adapts to what's happening, so for example, bass' quiet down during long jumps. Controller support is excellent and we had no issues playing with both Xbox and Steam controllers.

The only disappointment comes in the form of little variance between the surroundings you zoom through. With only four of them, some tracks will look too much like one another and won't feel as memorable as some from F-Zero X for example. Other than that, we couldn't find any other major flaws and are pleased to say that Redout is just the game that all fast sci-fi racing fans have long been waiting for.



RECOMMENDED PC CONFIGURATION:

OS: Windows 10
CPU: Intel Core i5 2.66GHz
GPU: GeForce GTX 960
RAM: 8GB
HDD: 6GB



GAME PROVIDED BY
34BIGTHINGS

PLATFORM:
PC
PUBLISHED BY:
34BigThings
PRICE:
32€

DEVELOPED BY:
34BigThings
TESTED ON:
PC

RATING

8

- ✓ Design and music
- ✓ The speed feels amazing
- ✓ Numerous tracks and vehicles
- ✗ Overview's sometimes bad
- ✗ Too difficult at the start





Author: Borislav Lalović

REVIEW

play!

“SOMETIMES IT MAKES YOU STOP AND THINK”

Mother Russia Bleeds

Cyka Blyat Rush B

Some game designers don't get that it's not enough to make a game with "pixel graphics" for it to be cool and retro. It simply doesn't work that way. There are some games that have built their own cult on pixel looks, but those are giants like Hotline Miami, which is retro just by being made so. And therefore any improvement in graphics in sequels would lead to its downfall. If someone tells you that this graphical approach invokes nostalgia in players, we can immediately tell you that you're being lied to. First, younger players were all babies when games looked like that. Second, older players will install old games if they're eager for nostalgia, and after half an hour they will get back to a 60FPS skirmish in Overwatch or WoT, or they will take

artistic screenshots in Skyrim. The message is clear: Stop playing the "retro" card, it was interesting for couple of times, but it's enough... Jeez!

Games located in Russian/Soviet geographical area are not that common, but they are by rule always good and interesting. There we primarily refer to the Metro and Stalker series. It's obvious that isolation behind the iron curtain has created a kind of taboo that surrounds all spheres of society in the USSR and later in Russia too. The stories are never boring and they are always very intriguing with a very strong social "moral" message. This game is no exception.

The story is set in an alternate USSR and it focuses on a group of street fighters in prison who have to deal with corrupt prison authoritarian apparatus, and also try to get off the gruesome drug that makes them seem more powerful,

“THE GAME'S CONSTANTLY TRYING TO SHOCK YOU”



not afraid of anything. So we can easily say that the game is not for ages 18 and under, as it indeed insists on constant consumption of drugs and it openly displays bloody stomach-churning scenes, with the addition of S&M and other sexual themes that are not so common in the life of an "ordinary gamer". Generally, that flirtation with taboo topics is

the best thing in the game, alongside the fights. Although it sometimes seems that it exaggeratedly bombs us with shocking details of Soviet prison life, but that's something we can forgive the game that reflects the atmosphere of street brawlers so well. Break someone's leg with a punch to the knee, elbow hit him in the chin, use dirty tricks or simply open his skull with a baseball bat. The brutality shown was done so great and so faithfully represented that you will not be able to play this for a long time and not feel discomfort and want to watch some innocent cartoon, just so you can get your mind back to normal.

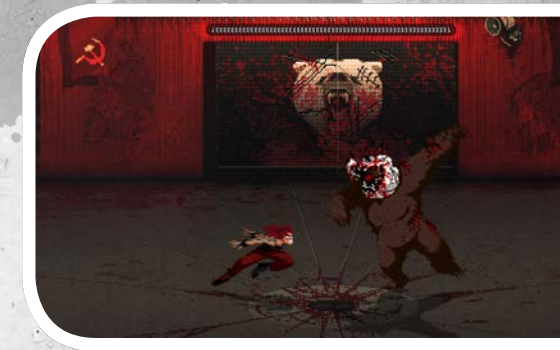
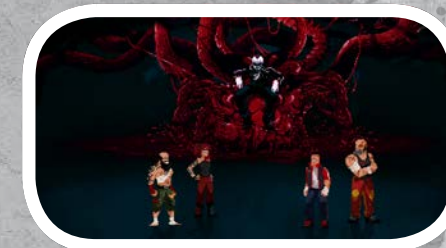
Taking into account that we expect some repetitiveness from this type of games, we actually got wise level design that doesn't allow for repetition, so it seems that this is a game for ten. But...

The difficulty curve exponentially raises after few levels which effects with very slow progression that, as the game progresses, becomes increasingly frustrating and nearly kills the experience. Summing everything up, we get something that everyone should try, especially if you're an admirer of fighting games, but not much more than that. This is not a game you'll tell stories about for a long time, so spend a few hours on it, and elegantly forget about it after you're done. The sea of "just above average" is huge and Mother Russia is just about drowning in it.



but is in fact little by little taking them over from inside.

The gameplay is like in the old brawlers, such as Double Dragon and similar games. You can also play your fighter in Co-Op mode, with a maximum of 4 players, and you clean levels from waves of enemies, until it all ends with super-great boss battles that are the true stars of this game. Designers were



RECOMMENDED PC CONFIGURATION:

OS: Win 10
CPU: Intel Core 2 Duo E7300
GPU: GeForce GT 610
RAM: 3GB
HDD: 7GB



GAME PROVIDED BY DEVOLVER DIGITAL

PLATFORM: PC

PUBLISHED BY: Devolver Digital

PRICE: 15€

DEVELOPED BY: Le Cartel Studio

TESTED ON: PC

RATING

7

- ✓ Combat system
- ✓ Flirting with taboo themes
- ✓ Simple, robust gameplay

- ✗ Pixels – again?
- ✗ Exponential difficulty curve



Author: Aleksa Petronijević

REVIEW

“BIGGER AND MORE DIVERSE THAN THE FIRST GAME”

That's a STARPLANT



“THE GAME OFFERS A “CHILL” AMBIENT THAT CAN FEEL QUITE APPEALING”
“THE PLATFORMING ISN'T LIMITED ONLY ON CLIMBING”



3-4 hours, you will then have a several other things available to keep your attention. Collecting all of the crystals, the completion of time-trial challenges scattered across the map, scanning all of the plants, all of that with the aim of reaching the platinum trophy for completing all achievements.

RECOMMENDED PC CONFIGURATION:	
OS:	Windows 7
CPU:	Intel Core i3 3.1GHz / AMD FX 4600 3.6 GHz
GPU:	Geforce GTX 660 / Radeon HD 7870
RAM:	8GB
HDD:	1GB

Grow Up

TO INFINITY AND BEYOND!

After the huge success of last year's Grow Home, we now can enjoy the sequel to the botanical robot's adventure! Bad is back with an even bigger new adventure. During his journey through space on a mission to collect as many plant species to bring back to his planet, Bad and his mother ship M.O.M. crash onto a moon in a hilarious chain of events and the ship is scattered all over the planet. It is up to us to find all of the scattered pieces in order to assemble them and continue building our cyber herbarium.

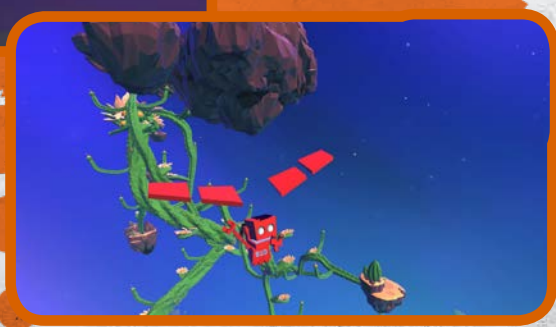
To prevent Bad from falling into despair on a strange planet, a funny little satellite Pod comes to the rescue, who somehow managed to stay in the planet's orbit after the crash. Pod will take you through a tutorial at the beginning, and continue to offer help in several ways throughout the



main purpose of this whole interstellar journey. All in all you'll be happy he's there with you on this unexplored planet.

The planet you found yourself on, although low on polygons, looks really beautiful. You'll

game. He allows you to see the planet from a bird's eye point of view at any moment by pressing a button, where he'll mark all interesting things he was able to scan. Firstly, he'll point to the locations of the ship's parts, as well as the abilities you can unlock. Pod will also make sure we don't forget the plants, which were the



explore different landscapes – from deserts, over ice glaciers on the poles, to forests of giant glowing mushrooms, climb giant plants and islands floating in the sky, all coupled with night and day cycles. The first task you'll have before you is to get to a ship part that's high above you on a floating island. Luckily, there's a star plant growing right beneath it, and you need to make it grow enough for you to climb it. The plant has buds for Bad to hold on to and redirect their growth to nearby floating energy islands where the plant can get its energy to grow. Every star plant requires a few islands in order to grow to the desired height.

Essentially speaking, you're once again playing an indie platformer where the main aspect of gameplay is leading a clumsy robot who climbs these giant plants by only using his hands, which can generally become very frustrating after a few mistakes that aren't entirely your fault, but that of the controls. Fortunately, the designers of this game have been aware of it, so they put in abilities that you can get relatively quickly with a bit of research. Then there are plants that, once scanned, can be planted again anywhere to help you bridge the distance to the next platform, either height or lengthwise. It should be noted that abilities

are the most important element of gameplay to completely eliminate frustration. Once you get a glider, your exploration of this beautiful planet will become real joy. Those moments when you sail the skies, skillfully using the wind to rise to the floating island at the horizon, and below you is a colorful landscape, with relaxing background music, are creating a great “chill” ambient that feels extremely good. One of the useful abilities is using the scanner on crystals scattered across the planet, which improve your abilities when in sufficient numbers – something that's absolutely recommended, but still, isn't outlined enough.

Bad performance during gameplay somewhat spoils the impression. On our test platform freezes were a regular occurrence after each collected ship part or activated checkpoint, etc., with occasional hiccups and all this at 30fps. Even the fact that it's using Unity engine can't justify this, because the game doesn't even have textures, but only very few colored polygons. The music is neither too varied nor good, but given the length of the game, we didn't find that a huge issue.

Once you collect all of the mother ship pieces and reassemble it, which takes about



GAME PROVIDED BY UBISOFT

PLATFORMS: PC, PS4, XONE PUBLISHED BY: Ubisoft PRICE: 10€	DEVELOPED BY: Ubisoft Studio Reflections TESTED ON: PC
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RATING

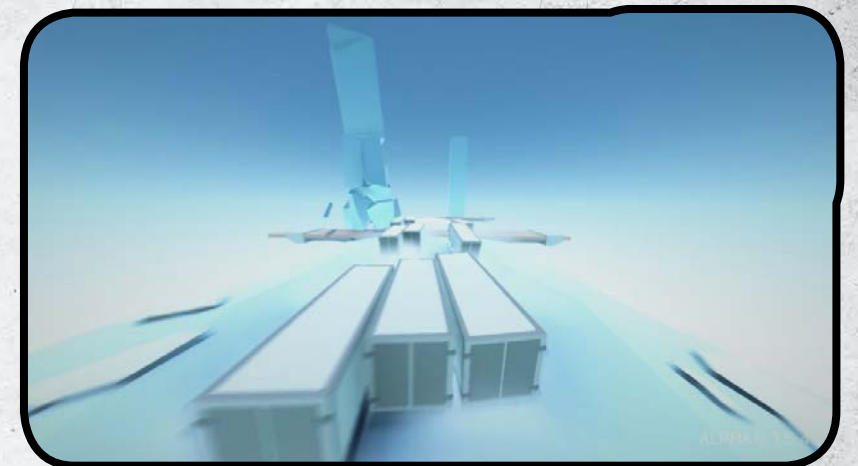
7

- ✓ Positive and relaxing atmosphere
- ✓ Gameplay isn't limited only on climbing
- ✓ Visual appeal
- ✗ Performance issues
- ✗ Bland soundtrack
- ✗ Imprecise controls



Author: Borislav Lalović

REVIEW



Clustertruck

CLUSTERF...?

A bunch of slackers sat down at the local tavern with pitchers of suspicious beer and shouted their opinions of the Belorussian Squash Cup semi-finals match. Suddenly, one of them bellowed: "Let's make a game in which we jump from truck to truck, while avoiding falling trucks, and the trucks crash themselves or get rammed by other trucks, or a meteor, or maybe a flying hammer..." And so it was...

Earlier this year one game received all the accolades as a minimalist-sprite graphics "most creative shooter in years", i.e. SUPERHOT. Well, ClusterTruck's trying to do something similar. Let's tweak the gameplay a bit, we won't be shooting, we'll jump instead... From truck to truck... at full speed... driven by probably the worst drivers in the galaxy... Oh yes, and have replays of every try to upload to the web, where we can also watch the clips of other play- ... erm, "jumpers". Killstagram, is that you?

Jumping around initially seems pretty fun, but as you progress through the levels it becomes frustrating. Random events just start happening, including the decisions and behavior of the truck drivers, turning the whole game into a session in masochism. To add insult to injury, the advanced equipment (such as jetpacks and grapple-hooks) is extremely difficult to unlock, so you'll have to drag yourselves by the nails just to reach the finish line. Very frustrating and unnecessary.

Beside the main campaign, more and more optional levels are added every day - levels created by the fans using the in-game editor. This optional content is even more difficult than the original, and



one has to wonder what kind of sadistic mind creates obstacles that are nearly impossible to overcome successfully.

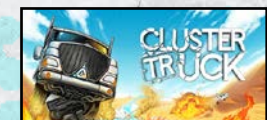
The frustrating chain of trial and error will bring about a swift choice to give up on this strange platformer, more so because the game suffers from a serious case of incompleteness, reflected in multiple glitches and falls through the textures.

Add to that sometimes unpredictable command behavior and we get a complete package, ready to be avoided while we dedicate our time to something else.

Of course, a game like this will probably find its share of audience, but would have probably gone over better as a free mobile game. Pass.

RECOMMENDED PC CONFIGURATION:

OS: Win 10
CPU: 2GHz
GPU: Any
RAM: 8GB
HDD: 500MB



GAME PROVIDED BY
TINYBUILD

PLATFORM:
PC

PUBLISHED BY:
tinyBuild Games

PRICE:
15€

DEVELOPED BY:
Landfall Games

TESTED ON:
PC

RATING

3

✓ Tiny amount of fun

✗ Totally random gameplay

✗ Slow equipment unlocks

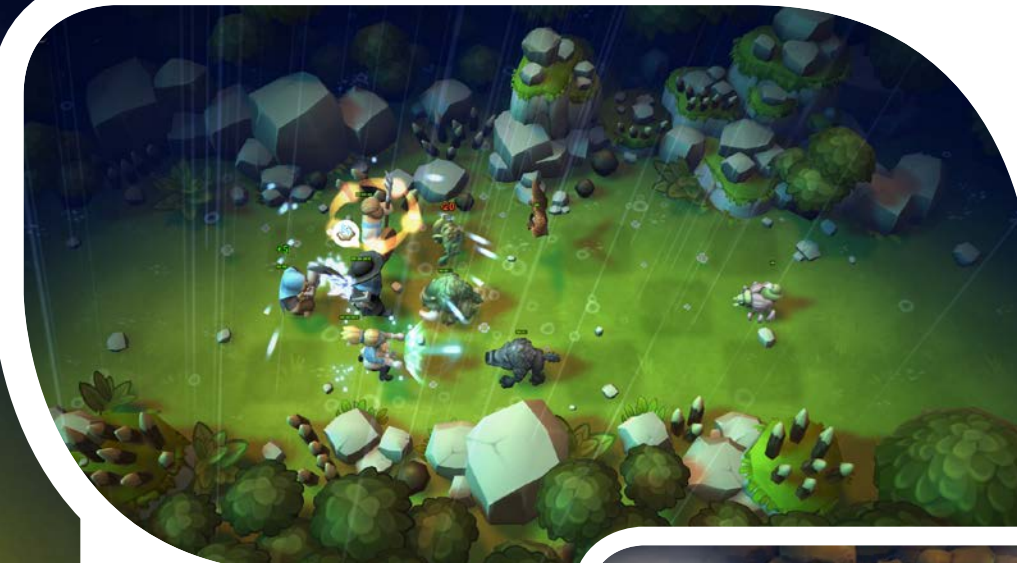
✗ Playability, bugs, textures you get stuck in or fall through, and so on and on

"REPLAY SYSTEM REMINESCENT OF SUPERHOT"



Author: Stefan Mitov Radojičić

REVIEW

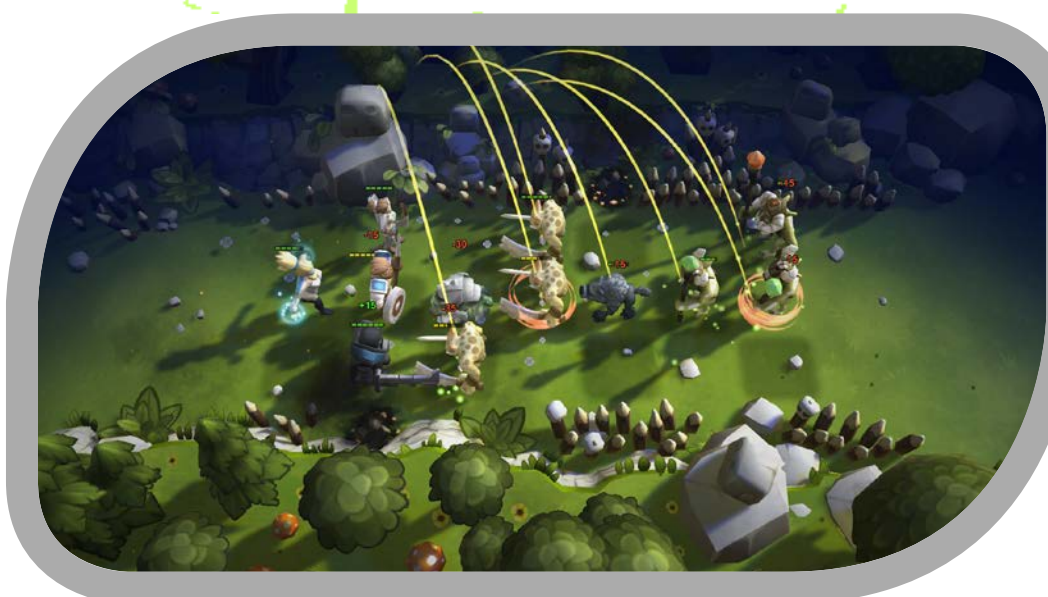


rogue-like elements, then there's the grind to upgrade your heroes and strategy in a new attempt to complete the adventure. Of course, there are minor RPG elements in the form of hiring new heroes, improving their ranks and stats, and then picking different items to bring along to your next adventure. And you'll do all of this again and again to try and progress further and deeper into the adventure.

When it comes to the game's look and design, the developers seem to have gone with the simpler route, so much so that even the main heroes' designs are oversimplistic and fall under the standard fantasy tropes, while the enemies (although also not very varied) are much better and detailed in later levels. Zones in which you fight your enemies will change very little and they don't really influence the gameplay at all.

Then there's the sound, which is again minimal and mostly covers the sound effects, main theme of the game, and very repetitive combat music.

Guards is a game that approached turn-based strategies in the simplest way possible, while still adding a twist to it – and the game succeeds at that – but there's a glaring lack of an interesting story and cumbersome grind that the player has to endure. But, if you need a game that's quick to learn, yet needs time to master, and you don't have much time to play or want to do something else while playing, like writing a text, this can be a cool little pastime.



front again, you activate his special ability – Healer heals everyone, Archer shoots at all enemies.

Of course, the four mentioned heroes aren't the only ones available – there are a total of eight heroes, and you pick four of them before every adventure. And when we say adventure, we mean it – every time you

start the game, you're starting from the beginning and try to go as far as possible. So every adventure will be a grueling battle with harder and more numerous enemies to progress to the next level, and if one of your heroes falls the whole adventure fails with him and you have to start over. And this might be the biggest flaw of the game that may deter players who won't tolerate

Guards

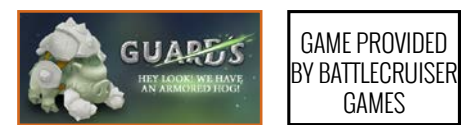
GRAIL GUARD... ERM, ROAD GUARD

Here we have an indie game from Battlecruiser Games studio that could at first glance be categorized as a simple mobile port with tower defense or turn-based gameplay. However, that's not entirely true, and Guards conceals a considerable strategic element to it. When you start the game, you'll find that there are no options or story to speak of. But Guards doesn't linger there for long, instead immediately throws you into a pretty simplistic, genuine and easy to understand turn-based gameplay. You'll

be introduced to four heroes, initially a Peasant, Healer, Archer and Witcher, while random enemies appear on the other side of the screen, progressively growing in difficulty, and it's up to you to use your heroes to stop enough of them to force them to retreat. Here's the first interesting difference from other turn-based strategies – to activate your move, i.e. your heroes' attacks followed by your enemies', you'll first have to move one of your heroes or rather switch his place with another, and only then does your turn activate. This sounds simple enough, but in later levels it can be quite a headache to determine who to move and where. Now, the road's width allows only three heroes in the front line, while one has to hang in the back where he can heal, and once you move him to the

“SIMPLE AND STRAIGHTFORWARD”

RECOMMENDED PC CONFIGURATION:
OS: Windows XP SP3
CPU: Pentium or AMD 700mhz
GPU: DirectX 9
RAM: 1GB
HDD: 263MB



GAME PROVIDED BY BATTLECRUISER GAMES

PLATFORM: PC	DEVELOPED BY: Battlecruiser Games
PUBLISHED BY: Battlecruiser Games	TESTED ON: PC
PRICE: 10 €	

RATING 4

- ✓ Simple turn-based strategy
- ✓ Interesting gameplay
- ✗ Huge grind
- ✗ Uninspired design of characters and levels
- ✗ Lack of variation at later levels

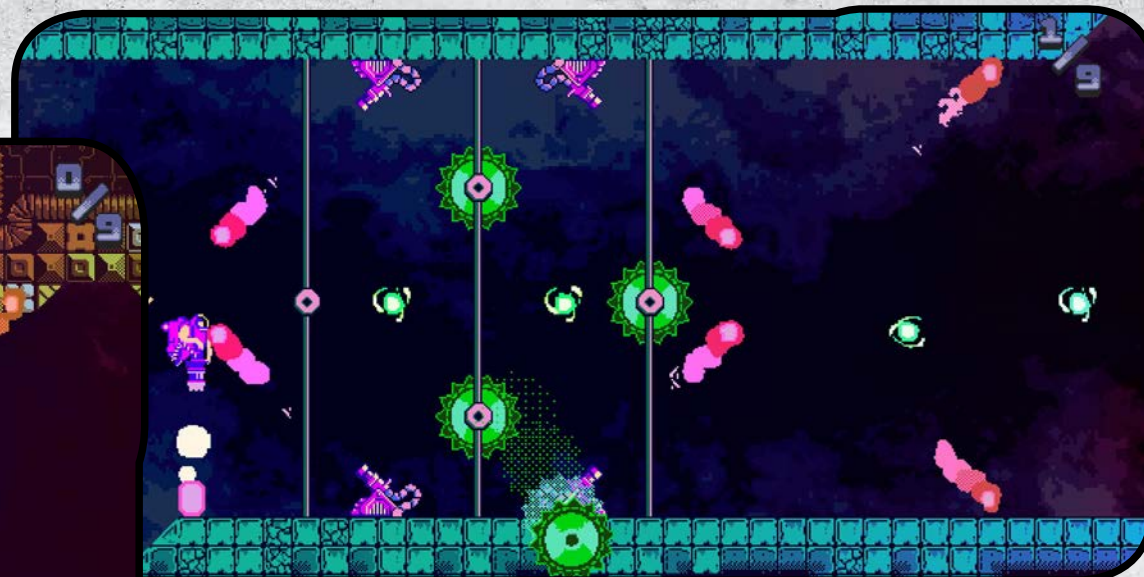


Author: Pavle Zlatić

REVIEW



“THE GAME’S UNFORGIVING, BUT RESPECTS THE PLAYER”



fields - all by using only bullets and a gun induced propulsion.

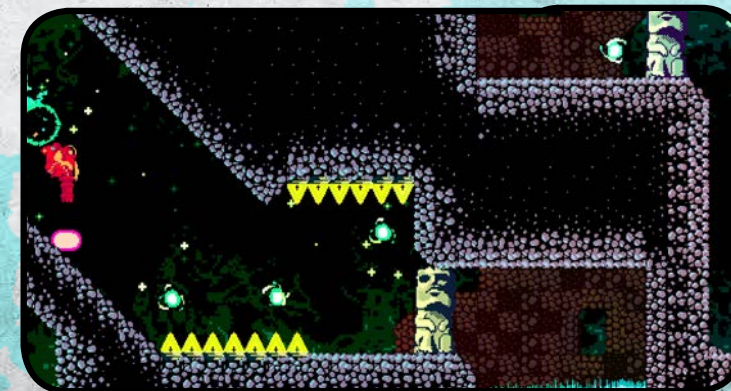
You can collect certain “atomixes” along the way that serve a dual purpose. A certain number of atomixes can unlock harder worlds, and the existence of a counter in a form of X/Y is a cheap but good trick that will make you go through some levels again and again to appease your gaming OCD.

The levels can be hard, but are never unfair, so every failure is your own mistake. The level design takes great credit for this, as it slowly raises the difficulty as you progress through the game, but physics takes the credit too, as you’ll get used to it quickly, as well as the controls that respond just perfectly.

Of course, some of the more brutal levels will take many attempts before you get used to all patterns and while your muscle memory sets in, and you’ll have a lot of deaths before that happens.

This is where we meet RGJG’s key quality. The game is unforgiving and it doesn’t put up with the player’s nonsense, but it respects the player enough and doesn’t tire him out with its own.

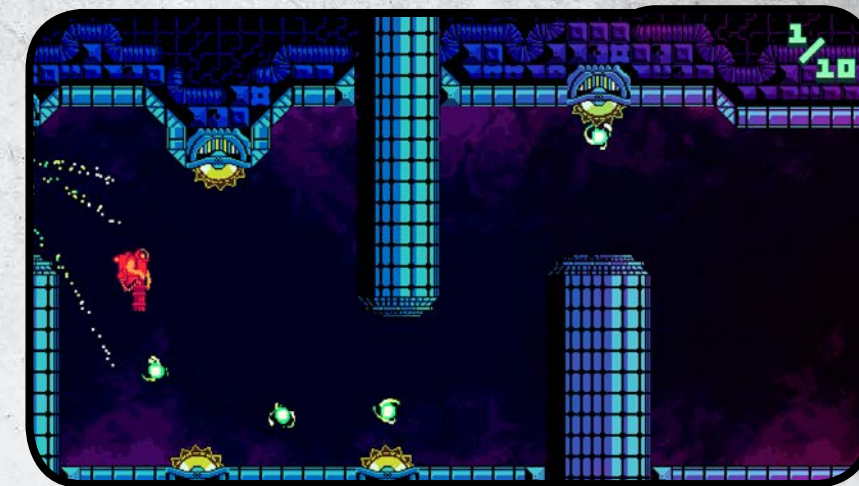
For this ageing author, there’s one criterion that’s rarely ever rated in reviews - the



is means that the game is deprived of any essence, on the contrary.

A carefully woven story can be found between the threads of frantic action that leads our hero through the adventure

“YOU MAKE YOUR WAY TO THE END OF THE LEVEL, DESTROYING EVERYTHING ALONG THE WAY”



power of the game to put you into a special, nearly hypnotized state. Some of the games that have that quality are VVVVVV, Super Hexagon, Hotline Miami, Devil Daggers, and now RunGunJumpGun too.

All of them have death and failure as a fundamental part of the experience, yet not something that violently stops the game and breaks the hypnotic symbiosis between the player and the game.

RGJG goes so far that it doesn’t even give you a “fail state” screen, or a message, doesn’t even make you take the effort of pressing a button, but instantly rewinds you to the begging of the obstacle that just slaughtered you.

Adding to all that is a visual identity that’s a tribute to the 8bit era, but not in a “corny” way, a lively yet borderline aggressive color palette, and adrenaline pumping background music that’s never distracting. There is also a clear decision of the developer team to insist on the “no nonsense” attitude from the beginning to the end, so you won’t even the menus won’t feel cumbersome.

Lastly, it wouldn’t be fair to say that simplification that brought RGJG where it

and fills up the rare times when the player is given a break.

Between levels are very short, funny sequences through which we are lead by various characters, one of which has a very appropriate message: “Why you readin’?? You should be shootin’!”

RECOMMENDED PC CONFIGURATION:

OS: Windows 7
CPU: Intel/AMD Dualcore 2GHz
GPU: DirectX 10
RAM: 2GB
HDD: 1GB



GAME PROVIDED BY GAMBITIOUS DIGITAL ENTERTAINMENT

PLATFORM:
PC

PUBLISHED BY:
Gambitious Digital Entertainment

PRICE:
8€

DEVELOPED BY:
ThirtyThree

TESTED ON:
PC

RATING

8

- ✓ Very challenging, yet not frustrating
- ✓ Good retro audio-visual package
- ✓ Ideal for short sessions
- ✗ Lacks a bit of depth
- ✗ Not for everyone

RUNGUNJUMPGUN

COMEONCOMEON...

Come on; come on come on comeoncomeoncomeon.....

If videogames could talk, this would be heard from the space on your hard drive where RunGunJumpGun is installed, a small indie title that succeeds where many have failed over the years in the oncoming title wave of „ruthlessly difficult indie games”.

Since the Kickstarter boom till today, the market has been overflowing with games that try to deconstruct elementary gaming concepts and try to distill the gaming experience and then forcefully feed it down players’ throats in hopes of becoming the next instant phenomenon or at least a cult classic.

However, they mostly end up as showcases of how difficult that task is.

Many of them under-deliver, and gnawing on their bones is something that’s not really enjoyable and is never remembered as good. Some even go so far in their delivery that those bones get stuck in the players’ throat, and they’re a cause for frustration until one final Alt+F4.

Still, some of the developer teams get a visit from their muse, the alchemy works, and they manage to find that near-invisible thread that allows their creations to spread their wings and dance their pixel-dance.

This year already gave us a big surprise by deconstructing the FPS genre and a nightmare arena called Devils Daggers,

and from the other side of the spectrum, joining those rare carefully molded pearls, us RunGunJumpGun - a challenging 2D scrolling fury that scooped up a bit of Downwell (and turned 90 by degrees), a pinch of Super Meat Boy, and even some Flappy Bird.

RGJG casts you in the role of a buff guy in space suit that seems to have originated at the transition from 8bit to 16bit era and that holds some futuristic version of a Gatling gun.

Since this guy doesn’t respond to standard up-down-left-right commands, making the game a partial endless runner as well, the only way to control him is with ‘fire’ buttons.

There are a total of two, along with a restart level button, and those are all the controls you have at your disposal. One button shoots in front of the player to clear the way and the other propels him upward (like in Flappy Bird or Downwell).

Your mission is to safely escort your guy through dozens of relatively short levels, while you destroy obstacles, dodge projectiles, spikes, saws, lasers and energy

“A LITTLE DOWNWELL, A GRAIN OF SUPER MEAT BOY AND A PINCH OF FLAPPY BIRD”



Author: Bojan Jovanović

REVIEW



The game's great flaw is that you can't just turn on the multiplayer mode and have endless fun because all versus content has to be unlocked by playing. Luckily, that is also the greatest flaw because however you decide to play Overcooked, you'll have nice entertainment for a few afternoons or an ideal lazy weekend game. The game is very likeable, oozes with humor and apart from slightly higher difficulty, isn't frustrating. Still, controllers and friends are mandatory. It takes a lot to make a good stew and Overcooked's is more than satisfying.

RECOMMENDED PC CONFIGURATION:

OS: Windows 7

CPU: Intel / AMD Dualcore 2GHz

GPU: Geforce 8800GT / AMD HD 6850

RAM:

HDD:



PLATFORMS:

PC, PS4, XONE

PUBLISHED BY:

Team17

PRICE:

16 €

DEVELOPED BY:

Ghost Town Games

TESTED ON:

PC

RATING

7.5

- ✓ Hilarious
- ✓ Simple controls
- ✓ Really encourages player co-op
- ✗ Too difficult with no teammates
- ✗ Unlocking multiplayer is slow

Overcooked

TOO MANY COOKS

They say that too many cooks may spoil the stew, but in Overcooked's case there is no such thing as too many. That is, no more than four, because this is a cooperative game for just that many players.

In Overcooked you and three friends will take on the roles of chefs who need to coordinate perfectly around the kitchen in order to fulfill as many orders in a short period of time. Through the campaign you go through progressively bigger challenges so in time you'll have to juggle more and more ingredients, dirty plates and kitchens with inconsistent layouts. The final goal is to bring your cooking skill to a high enough level to save humanity from a hungry beast.

In order not to fly out of the kitchen window as if you were just fired by Gordon Ramsay, you must prepare each of your meals carefully. The ingredients need

chopping, cooking at a certain temperature and serving, and there's the eternal problem of dirty dishes that are piling up. You'll have to deal with all of these in real time, racing against the clock, and orders just keep coming. A single chef can concentrate on one task at a time, so Overcooked comes down to coordination and timing the completion of actions so that you wouldn't have to, for example, have to stop slicing tomatoes and run to the stove to put away the boiling soup.

This is why Overcooked doesn't work very well as a single player game. In that regime you have control over two chefs and, if you don't play on a controller, you can directly control only one while the other waits for commands. There is an option of controlling them both at once with an analogue controller, but you'll definitely want at least one other player next to you. The Co-op mode is another story, and it's very fun, with many hilarious situations where you'll trip over your co-players in panic attacks and throw things around the virtual kitchen in order to free up some space for a plate or a pot.

“HILARIOUS
IN CO-OP”

play
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