

GAMES TO PLAY DURING STAYOVERS

NONY KHONDAKER

Local co-op with friends is possibly one of the best gaming experiences one can have. Finding the good ones for the PC is difficult. We've compiled a list just for you.

SIDE-SCROLLING ARCADE GAMES

There are countless arcade games that can be played on PC. Most arcade games allow two or more players to join in on the fun at once and as the saying goes, "the more the merrier." The most common arcade game in Bangladesh is *Cadillacs and Dinosaurs*, commonly mislabeled as "Mustafa." You can go all retro as you embark on the 8-bit journey with your friends and family.

RAIL SHOOTERS

Rail shooters have always been one of my favourite genres of videogames. However, over the course of time, rail shooters lost their magic and last year's *Rambo* was a clear indicator. This does not undermine the previous rail shooters though. Even though we have played them a gazillion times, rail shooters like *The House of the Dead* and *Virtua Cop 2* continue to impress us even today. Both these games support local co-op without you needing

a controller.

FIGHTING GAMES

Like rail shooters, fighting games are an old genre but they still hold up today. If you have a really old PC, then you can try out the older versions of *Street Fighter*, *King of Fighters* and *Mortal Kombat*. If you are too bothered by visuals and want something graphically superior, go for the newer versions of the aforementioned franchises and *Injustice: Gods Among Us*. With all the superhero hype going around, *Injustice* may be a bit more relatable than the others in this category.

RACING GAMES

Everybody likes racing games more or less. The PC versions of *Need for Speed* after 2000's *Porsche Unleashed* unfortunately do not support local co-op. Unless you have a console, you may have to make do with the previous iterations of the franchise. The console exclusive *Burnout 3: Takedown* is my favorite for playing with friends and family. *Burnout Paradise* does not support split screen co-op but it does have a pretty sweet turn-based co-op mode. If you are more into bike racing, *Jacked* is a must try. It is basically *Road Rash* in 3D and it supports split screen co-op. Other mentions: *Road*

Redemption, *Sonic & All-Stars Racing*, *GRID Autosport*.

SPORTS GAMES

If both you and your partner are sports fans then this might be the best option for you. *Cue Club* is a great pool game

without the need of a controller but the next installments require at least one controller to play in 2P Mode. If you are a cricket fan, *Don Bradman Cricket* is your best option but

this game cannot be



with lots of game modes and the ability to play with 8 players. *FIFA* needs no introduction when it comes to playing with friends and family. *FIFA '98* can be played between two players

Nony Khondaker is an introvert with immense passion for tech and music. Feel free to send your constructive feedback at nonykhondaker@live.com

HOW TO BE A COMPLETIONIST

SHAHRUKH IKHTEAR

Ever vowed to finally achieve that elusive 100% completion rate in a video game, only to end up shaking your fist at the screen in frustration? Fret not! Today, we'll delve deep into the psyche of a completionist and help you become one as well.

Firstly, to become a completionist, one must be able to exert an insurmountable

degree of effort so as to wade through the frustratingly long hours upon hours of rummaging through the game world, hunting down that last collectible. It is for this one aspect, alone, that so few gamers actually fully complete video games. The willingness to dedicate oneself to this mammoth task can be innate or learned. A lot of people just like to play games to their fullest; looting every last chest, completing every single side quest and all.

Others, like me, need to be fully invested into a game in order to even think of completing such a feat.

Once you've gotten the dedication bit down, it's time to realistically judge the extent to which you would go. For example, in the *Witcher 3*, there's an achievement for collecting every single *Gwent* (a card game within the game) card in the game. Naturally, this requires you to best all *Gwent* players in the game in order to win a

card from each of them. Only in this way will you net the achievement. Once I figured out the scope of it all, I knew it would be too gargantuan a feat for me to achieve. Thus, I did not attempt to attain it.

These achievements are paramount to getting a 100% completion rate. You will have to gauge for yourself what you can do and what you cannot do. It's better to plan ahead for this instead of giving it a try and becoming frustrated in the middle of it all. Not only does it demotivate you from completing the game you are playing, it also sets the stage for intimidation to latch onto you in the future.

Time is a key component in being a completionist. However, you need not pour in 10-12 hours per day to 100% a game. An hour of efficient achievement hunting is much more productive than roaming around the world aimlessly. Always plan out your movements and stick to your goals. If you need to consult a guide or a walkthrough to jot down positions of various collectibles around the map, then do so. A lot of us just do not have the time to meticulously scrounge for the collectibles on our own and there is no shame in resorting to such means to make the process easier.

Hopefully, by now, you will have a clear idea of what to do if you ever think of becoming a completionist. At the end of the day, it's all about whether or not you enjoy the experience. Whether or not you appreciate the outcome after toiling through. Games are meant to be played for fun, that's that.

Shahrukh Ikhtear is a gamer who doesn't rage. A writer who doesn't read. A musician without a teacher. Full time procrastinator. You can reach him on Twitter @sr_ikhtear and email: shahrukh.ikhtear@yahoo.com

