

# JOTUN

## FOR THOSE WHO LOVED SHADOW OF THE COLOSSUS

SHOAIB AHMED SAYAM

Platform(s): Windows  
Developer(s): Thunder Lotus Games  
Release Date: September, 2015

Jotun (usually pronounced yo-tun) is an action-exploration game where you play as Thora, a female Viking. She has been damned in a purgatory like world where she must collect runes and defeat great beings of might called jotuns. In Norse mythology, jotuns are a race of giants, with incredible powers, so this game was inspired by Norse mythology. Thora was once an inhabitant of Valhalla but lost a decisive battle and was forced out, now she must prove herself to the gods by being victorious in battle with all the beastly beings, only then can she return to Valhalla, her home.

First of all, the game is a sight for the eyes. The hand drawn sprites are absolutely amazing, and the animation is the icing on the cake. The backgrounds are grandiose and well detailed. Sometimes, the game zooms the camera out, just to show you the awe-inspiring environment.

The actual gameplay is serene until you encounter the monstrous beings. There are no enemies except the jotuns, and they are located in different parts of the world. This is similar to Shadow of the Colossus, where you only have to defeat bosses. Besides battling

them, the game is a mixture of exploration and puzzles. You start the game in a hub world from which you go to different regions to find runes.

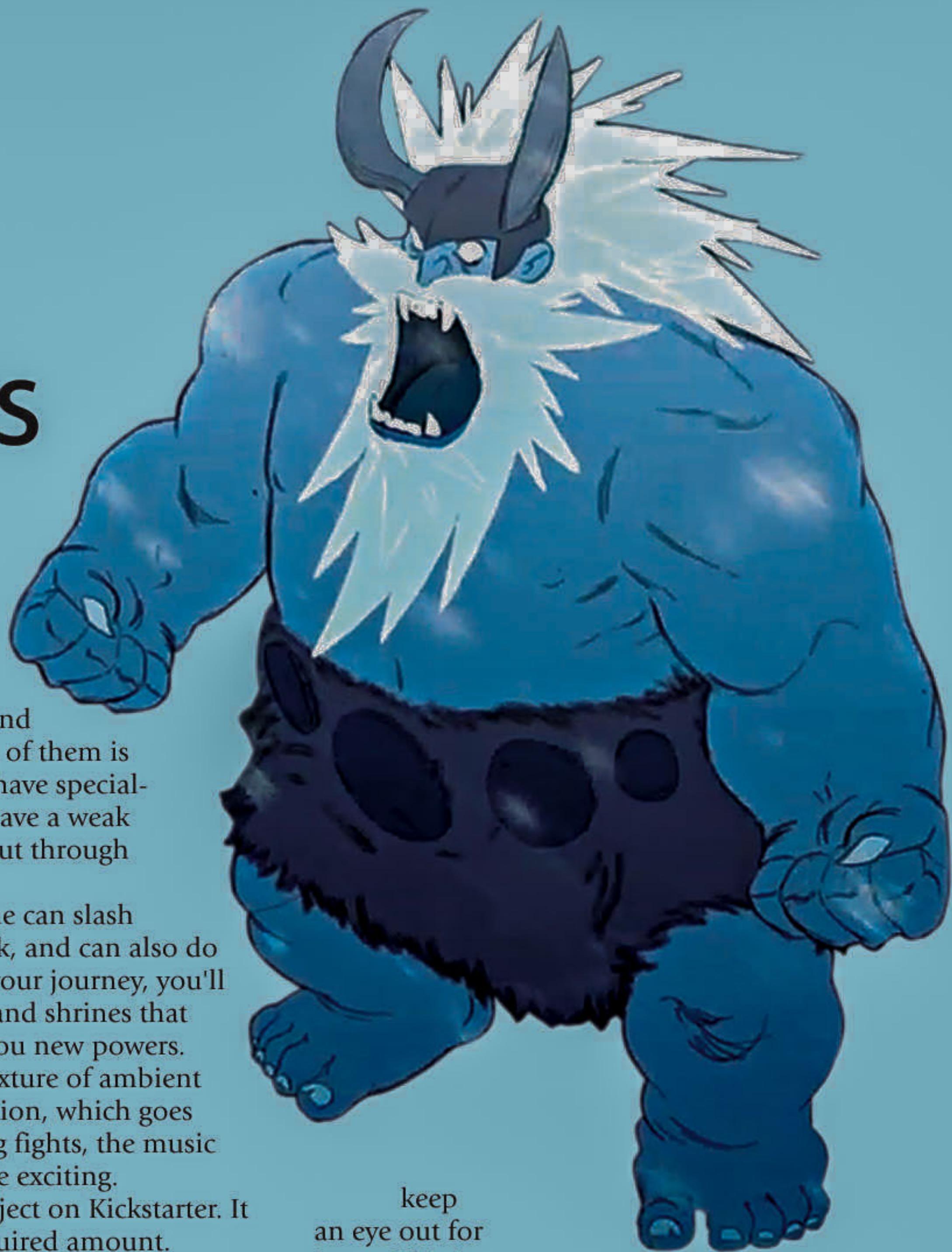
Collecting two runes gives you the chance to fight a jotun, and there are a total of 5 jotuns. Each of them is based on a specific element and have specialized battlegrounds. All of them have a weak point which you need to figure out through trial and error.

Thora starts off with an axe, she can slash stuff using a weak or strong attack, and can also do a dodge roll. As you embark on your journey, you'll come across mysterious objects, and shrines that rejuvenate your health or grant you new powers.

The soundtrack is mostly a mixture of ambient and trance music during exploration, which goes well with the atmosphere. During fights, the music bumps up and it gets a little more exciting.

Jotun was a crowd-funded project on Kickstarter. It was successful and raised the required amount. Currently, the game is in beta, although the exact release date has not been mentioned by the developers, they confirmed that they will release it sometime in September.

If you're looking for a graceful and quiet experience,



keep an eye out for Jotun. This is not a game for those who crave action but for those who like to explore and experience the journey.

Website: <http://jotungame.com/>

## WHY RISING THUNDER DESERVES YOUR ATTENTION

SALMAN CHOWDHURY ABIR

First teased at Evolution Championship Series 2015, Rising Thunder was a promising project from the get go due to the involvement of the one and only Seth Killian. For those of you who don't know, he was previously involved with Capcom during the heydays of Street Fighter 4 and later moved to Radiant Entertainment. So am I telling you to give attention to this game just based on the people behind it? Well its part of the reason but there are plenty of others as well, which you can check out below.

**It's easier than hardcore fighting games such as Street Fighter or King of Fighters**

Rising Thunder is a game that aims to refrain players from performing complicated motions and tough inputs to perform moves. Which given that fact that recent surveys have shown Fighting Games as one of the tougher genre to adapt to, is a great idea. Basically if your character has a fireball, then you simply press a button to perform it. Combos are linear and give you much leeway than other games in the genre.

**It will sport robots and will be free to play!**

Seriously who does not like fighting robots? And the game has plenty of it. Also each of these mechanical warriors seem to have a lot of personality as well as a very unique fighting style, you have your traditional shots, grapples and even mix up characters that just rely on a guessing game more than anything.

**It is probably one of the few Fighting Games that one can comfortably play on Keyboards**

Have you ever tried hitting 1frame links on membrane keyboards? It hardly works, same goes for advanced techniques such

as crouch teching and plinking. Long story short keyboard are rather inconsistent for competitive fighting games. But for Rising Thunder, that won't matter. In fact some of the developers have actually stated that they enjoy playing the game more on the keyboard than on arcade sticks. This will also mean that Rising Thunder might finally do what other games in the genre couldn't and that is to

create a competitive fighting game scene in the world of PC Gaming.

**It will be powered by UE4 and GGPO3**  
Netcode is one of the most important aspects of a fighting game, the guys behind Rising Thunder knows that all too

well. Fortunately the game will be powered by GGP03, which is widely considered as one of the most advanced online codes out there. Also the game even its alpha stage looks good visually, thanks to the power UE4. Which is the same visual engine used by Capcom for their upcoming major fighting game Street Fighter 5.

**It will continue to evolve**  
Radiant has stated multiple times that they plan to keep expanding the game after its release by adding characters, balance changes, visual updates and of course cosmetics. Especially cosmetics are something that CS:GO and Dota 2 have shown to be very popular and can easily be used as a currency that can fund the competitive scene. Which explains why they chose PC over consoles, not that there won't be a console version later on. But right now PC is the only platform with access to the Technical Beta. Overall I think Rising Thunder has a lot of potential, especially as a stepping stone for fans of other genres. I don't expect it to have the same competitive satisfaction or hype as SF or MVC, but chances are that there is a large audience who would appreciate it for its simpler and more fun approach.

