

Game endings that made us sad

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Video games have come a long way from being about an Italian plumber jumping on turtles and saving the princess from another evil turtle. Like a good book or a movie, video games possess the power to make us laugh or cry. Here are five games whose endings were rather sad.

[SPOILER ALERT: The article contains spoilers for the video games featured here. If you have not played any of them, skip this section.]

5. Batman: Arkham City (2011)

Batman: Arkham City is the second instalment in the Batman Arkham trilogy. Right from the beginning, we see that The Joker is suffering from a terminal illness and will die unless a cure is discovered. The Joker being our favourite character, his death is very difficult for us to even

imagine. Throughout the game we keep telling ourselves "Rocksteady won't go there" but they do as the game ends with a tragic shot of Batman carrying Joker's dead body out of the Monarch Theatre.

4. Grand Theft Auto IV (2008)

Grand Theft Auto IV has two endings and none of them are on the happy side. Near the end the protagonist Niko Bellic is offered two choices – to follow Roman's advice and work with Dimitri or to follow Kate's advice and kill Dimitri. Whichever advice you follow ends up getting killed on Roman's wedding. Niko avenges him/her and realises that "there is no such thing as a new beginning".

3. Bioshock Infinite (2013)

Bioshock Infinite has one of the most complex storylines in a videogame. If I had a nickel for every time someone asked me to explain the storyline to them, I would have

a floating city of my own. At the end of this game, we come to realise that Booker is Comstock and Comstock will always exist unless Booker is killed before his baptism. Booker accepts his fate and three versions of Elizabeth from three different universes "smother him in the crib."

2. Wolfenstein: The New Order (2014)

Wolfenstein: The New Order is set in a fictional universe where the Nazis have the upper hand in World War II. William "B.J." Blazkowicz is an American soldier for the Allied Forces who dreams of winning the war and leading a peaceful life. When he meets his love interest, Anya, his dreams appear more alive. Anya promises to marry him after the Nazis have been dealt with. However, in a sad turn of events, Blazkowicz sacrifices himself while fighting against Deathshead and his dreams of living happily ever after

with Anya die there with him.

1. The Walking Dead – Season One

Telltale's The Walking Dead: Season One is one of the best episodic adventures till date. It revolves around a convicted criminal Lee Everett who escapes from custody, finds and rescues an eight-year old girl named Clementine. Together they try to survive the ongoing zombie apocalypse. Near the end, Lee unfortunately gets infected and the only way to prevent him from turning into a zombie is to shoot him in the head. The game ends with a heartbreaking scene where Clementine, who was taught to shoot by Lee, has to shoot Lee in the head.

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UNDERTALE

EARTHBOUND MEETS MIYAZAKI

TAIMUR RAHMAN

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Undertale draws inspiration from a chock full of RPGs, most notably the SNES classic Earthbound. It starts off with a traditional scenario about a war of monsters and humans, where humans win and seal the monsters away. After that, the rest of the game is just one hell of a funky ride with puzzle solving and meeting weird and often endearing enemies.

You play as a silent protagonist who acts on your choices. You can either fight all enemies you find to get a genocide ending or spare them to get a pacifist ending. The difficulty bar of the game is set at pretty easy; this is something you should play for fun and not for a challenge. Of course, the game offers a Hard Mode (which only lasts for the first map) with tougher enemies and different dialogue, but really doesn't change anything.

The graphics are nothing to be proud



of but it adds an extra charm to the game in a similar way Hotline Miami does. The puzzles in Undertale are quite short and not that hard. The soundtrack

is bizarre and adds in to the pixelated feel. I particularly found the battle system very innovative and new. It's a combination of dodging bullet hell

from enemy attacks and then clicking at the right moment to deal damage. Or, you could just have mercy and be a pacifist.

The real selling point of Undertale is its astounding dialogue, replay value, fresh humour and quirky characters. Let's take two especially memorable skeleton characters (although there are equally memorable non-skeleton characters), brothers called Sans and Papyrus. Sans is a lazy and laid back while Papyrus is hardworking and brash. They are named after the Microsoft Word fonts we've all regretted using as a kid. The brothers both have diverse qualities and are probably the best characters personality-wise.

Verdict: Undertale was made for a particular niche of gamers but its fanbase expanded. Similar to other indie games out there, it is a reminder that graphics are not all there is to a game. While it may not appeal to some people, it is definitely a treat for retro gamers and cult followers.