

OVER CLOCK

FARCRY PRIMAL

Into the WILD!



SHAHRIKH IKHTEAR

Far Cry Primal is much more than a quick cash grab. It does just enough to warrant its status as a fully-fledged game instead of a spin-off like *Blood Dragon*.

The story starts off with you assuming the role of a Wenja tribe member named Takkar. The Wenja were a prosperous tribe whose glory days have been put to an end by other invading tribes. As Takkar, you must restore your tribe to their former glory in the fictional world of Oros.

The 10,000 BC timeline fits the *Far Cry* formula like no other. Hunting for animal skin and scrounging up various plants for alchemy purposes makes more sense in this setting. The environments are gorgeously rendered and the art direction is fantastic. You'd think such a setting would make for extremely mundane

environments but that is not the case here. Lush forests, beautiful coastlines and mysterious caves galore in this massive open world.

The combat is as expected: brutal and raw. This is probably the most graphic *Far Cry* game till date with realistic gore and uninhibited violence. The cavemen fight mercilessly and will charge at you with clubs while their allies rain down arrows on you. However, you have ample tools to take care of them. Throwing knives, spears, two handed clubs are just a portion of your arsenal; not to mention the animals.

Did I mention animals in your arsenal? Well that's because you CAN actually have animals as weapons. Takkar has the power to tame and control animals according to his will. Think of him as a *Game of Thrones* Warg. At first you tame an owl who serves

as your aerial reconnaissance. Next you can tame wolves who you can set to attack enemies on sight or any particular enemy you wish. Moving on further we have bears and mammoths, both of whom you can ride around and cause havoc throughout the world. The animals make for extremely good additions and keep the formula from becoming too stale after repeated base raids.

The graphics in the game are like an improved version of *Far Cry 4*. By improvement I actually mean a lot of improvement due to the addition of true volumetric lighting and fog which complement the lush landscapes beautifully. The atmosphere in this game is top notch and at night the engine shows what it's capable of.

The music in the game is the typical cavemen music with heavy emphasis on

tribal themes. It grows on you after you've played the game for a while. The beating of clubs against flesh is always satisfying to hear and the whistling of arrows flying through a meadow as they find their way into the heart of that deer you were hunting just enhances the experience altogether. I'd recommend using a good pair of headphones for this one.

All in all *Far Cry Primal* is not the disappointment that it was stated to be. Rather, it does well regarding a number of aspects and captures the feeling of being in a caveman's world.

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 Facebook: fb.com/FearRedBro and email: shahrukh.ikhtear@yahoo.com

GAMES TO PLAY WHEN YOU ARE ANGRY

NOVO MANZOOR

We've all been there. Under the control of all-consuming anger, wanting to destroy something. People vent anger in different ways. For gamers, it's by playing games like these:

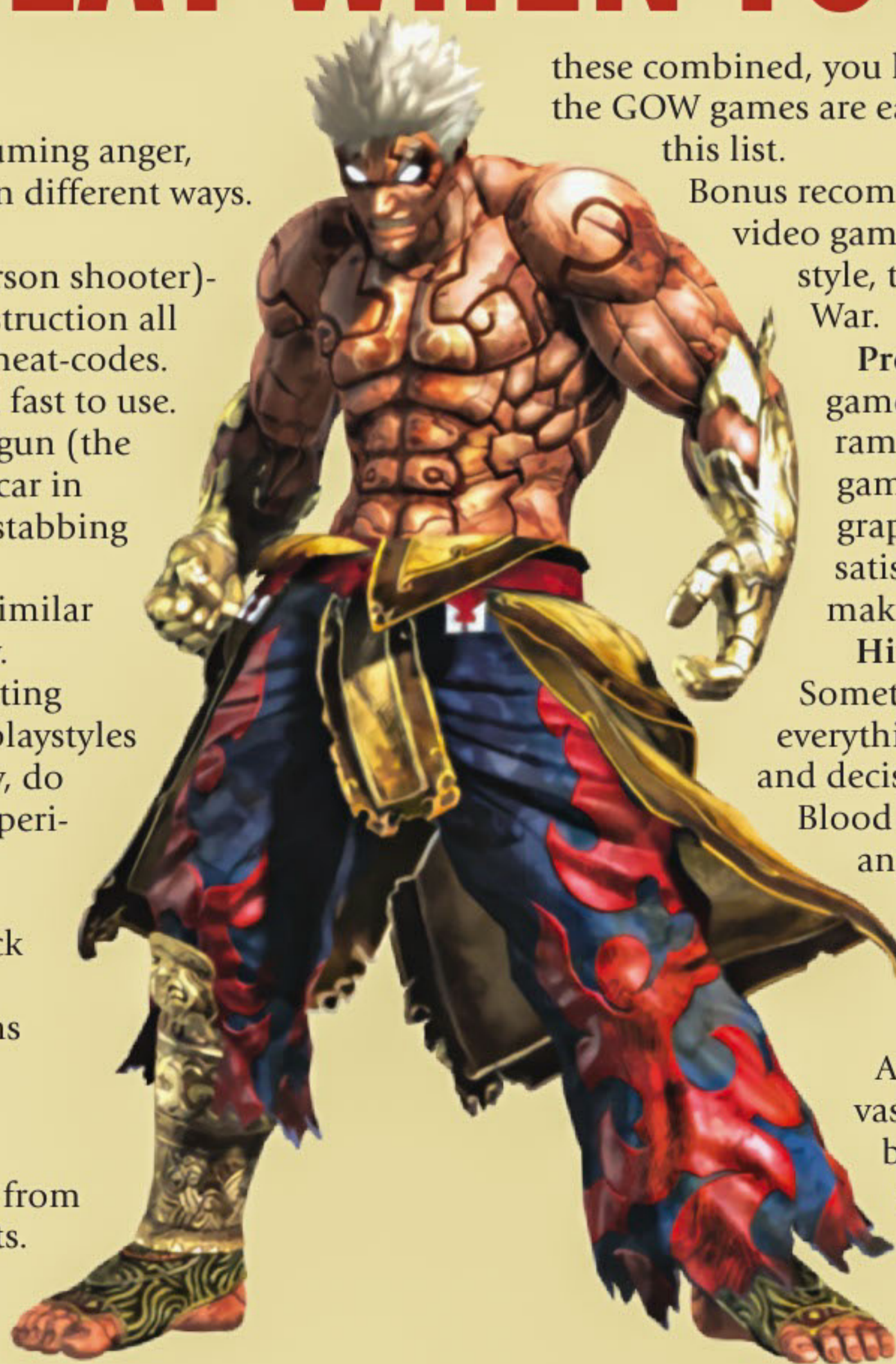
Grand Theft Auto: Vice City (sandbox, third person shooter)- Every GTA game lets the gamer commit wanton destruction all over the city. But GTA: VC holds the advantage in cheat-codes. The cheat-codes in Vice City are extremely easy and fast to use. In no time, you can be spewing bullets with a minigun (the mini part is a serious misnomer), destroying every car in sight with a tank or just running up to people and stabbing them with a katana.

Bonus recommendation: *Saint's Row 2* offers a similar brand of destruction, with an extra dose of insanity.

Burnout Paradise (sandbox, racing)-If you're sitting there mad at the world, *Burnout Paradise* has two playstyles for you. You can cruise through the picturesque city, do stunts and have a blast of a time. It is a soothing experience. Or you can join races where ramming and destroying opponents' cars is not only encouraged, but sometimes mandated. Zipping through the track while ramming opponents left and right (and watching sweet slow-mo instant replays) easily turns your rage into pure joy.

Bonus recommendation: *Twisted Metal* offers WEAPONIZED vehicular combat. Nuff said.

God of War (hack and slash, fantasy)-Any game from the *God of War* franchise has two crucial ingredients. One, Kratos, the second angriest video game protagonist in history. Two, lots and lots of enemies to kill in increasingly brutal ways. With



these combined, you have the perfect game to play when you are angry. Plus, the *GOW* games are easier to button-mash through than the other games on this list.

Bonus recommendation- *Asura's Wrath* features Asura, the angriest video game protagonist in history. Despite different gameplay style, the game is thematically somewhat similar to *God of War*.

Prototype 2 (sandbox, hack and slash)-Both the *Prototype* games feature extremely powerful protagonists running rampant among (usually) weaker enemies; perfect angry gamer fodder. *Prototype 2* gets the nod for its more refined graphics and gameplay. Plus, there is just something satisfying about turning someone into a living bomb and making him explode.

Hitman: Blood Money (stealth, third person shooter)- Sometimes anger doesn't make you want to blindly destroy everything in sight. Sometimes it compels you to methodically and decisively eliminate your problems, one by one. *Hitman: Blood Money* is THE game to play when you are THAT kind of angry. Arguably the best game in the *Hitman* franchise till date, it lets you play as a master assassin. The game gives you the designated targets and lots of ways to take them out. Make it look like an accident, gun them down, use bombs- the world is your oyster.

As obliterating digital characters in a video game causes vastly less personal damage than yelling at people, breaking stuff and punching walls; consider a marathon gaming session the next time you lose it. Happy destruction!

Novo Manzoor is an athlete. He surfs the web all day. You can reach him at: novo_manzoor@yahoo.com