

SHOULD YOU BUY THAT GAME?

NONY KHONDAKER

It is payday. You have some cash in your hand and you can't wait to spend some of it on something to play. You visit your favourite game store and your eyes fall on that latest game that your friends have been sort of forcing you to get. Without giving it much thought, you end up buying the game at full price (or even more). What follows is eerily similar to a bad relationship. You can't spend much time with the game and whatever amount of time you do spend ends up feeling less than stellar. If you don't want something like that to happen then ask yourself these questions before picking up a game:

"AM I READY TO MOVE ON?"

Much like a good book or a TV Show, it becomes very hard to get a game out of your head if it is just that good. The soundtrack keeps playing in your head all day. You start having flashbacks of the intense set pieces while sitting in class. The beautiful cinematics flash before your eyes when you try to sleep at night and consequently end up skimming through the subreddit of the game till 2 a.m. in the morning. If the last game you played has you invested on this level, it is a good idea to wait out till the feelings fade away. Otherwise, you will not be able to make the most out of the next game you pick up.

"IS IT MY TYPE?"

Some games are dedicated to gamers with a specific set of play-style and preferences. If you pick up a game that is not really your type, you

are going to have a bad time. So, it is a good idea to watch some gameplay videos on YouTube before deciding to buy a game. Watch out for spoilers though!

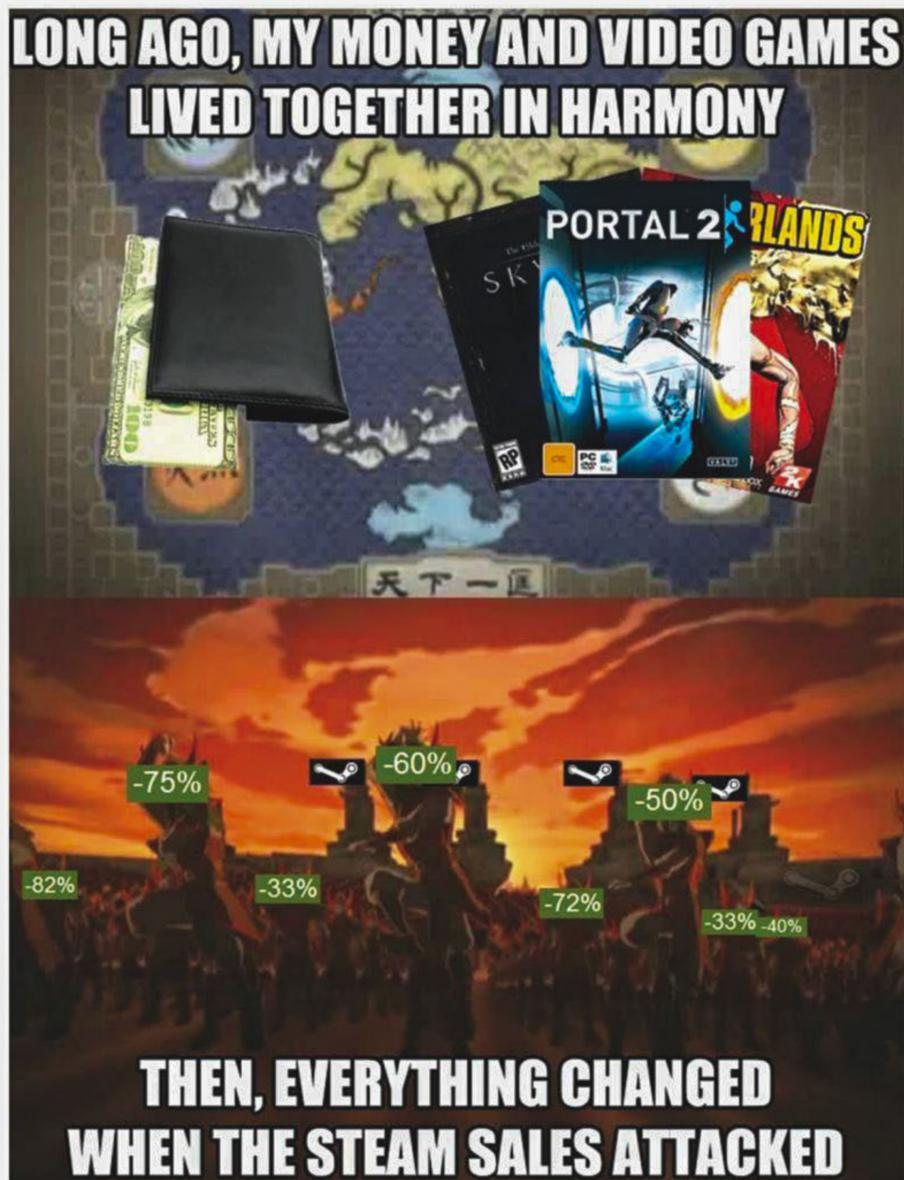
"HOW LONG WILL IT LAST?"

For single-player games, duration is a very important factor to consider. If the duration is too short, then you might not get enough value for money. On the other hand, if it is too long, it might get a little tedious and repetitive. Also, if you have a very busy schedule and can't get enough game time, longer games are not really good picks. HowLongToBeat.com is a great website that lists the campaign lengths for more or less every game there is and shows in-depth data based on the difficulty levels, play-style, minimum, maximum and world average time and also based on each platform.

"AM I IN THE MOOD FOR IT?"

Videogames are really good for tackling stress and depression. However, this can backfire if you pick the wrong game. Fast-paced games like DOOM are the way to go if you are feeling particularly depressed or if you have a lot of repressed anger for whatever reason. Slower games such as Hitman do not have the same effect and might even aggravate your problems.

Nony Khondaker is an introvert with immense passion for tech and music. Feel free to send your constructive feedback at nonykhondaker@live.com or follow him on twitter.com/NonyKhondaker



KING OF FIGHTERS A LEGACY

FARDEEN ZAREEF

The 90s nostalgia kicks in the moment someone mentions Neo Geo to me. And the first game that comes to mind is one of the greatest button-smashers of all time, King of Fighters. KOF is SNK's ultimate love child and throughout the years, it has only gotten better.

At first glance, the roster of characters is diverse ranging from characters from other SNK series like Fatal Fury, Art of Fighting to original fleshed out characters for the series only. KOF provides gamers with a plethora of distinct personalities who stand out on their own terms.

But it's the fast-paced, fluid game play of King of Fighters that has given it all the bragging rights during all these years. It basically redefined the way fighting games worked with its incorporation of a 3v3 system. With improving character sprites with every new entry in the series, KOF managed to sustain its freshness with new story arcs and new characters as each year progressed. With a vast arsenal of moves, the game's gauge system was one of its features that made battles feel seamless with the ultimate defense and ulti-

mate offense features.

One of the game's most memorable aspects is the ever-lasting rivalry between lead characters Kyo Kusanagi and Iori Yagami. While they start off as mortal enemies, they later turn into reluctant comrades and seem to have a genuine amount of respect for each other which was the result of constant fan demands. While KOF and its game play always stood out, the storylines made it even better.

While, the new King Of Fighters XIV has seen a huge change in direction for the series. With a shift from 2D to 3D models but the 2D background still remaining, the series has now a new visual palette to please. With a few in game changes here and there, especially with Hyper Drive being replaced with the new MAX MODE, KOF has managed to maintain its quality as a series as a whole.

You can play any of the previous KOF games until 2003 with a NeoGeo emulator while the latter ones can be found on Xbox Live market or PS Store for consoles. KOF XIV is also available in all markets, so what are you waiting for? Grab your copy and start smashing the buttons.

Fardeen Zareef is an avid believer of the Chandler Bing way of life – sarcasm. He often tries to write fiction but they always end up turning into yet another horrible Wattpad romcom. You can e-mail him your love/hate at fzareef666@gmail.com