

# Godfather II

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Release Date – April 2009  
 Developer – Electronic Arts  
 Platforms - PS3, X360, PC

EA's second installment in the Godfather franchise is quite memorable for the hype it received during release time and the polarised reviews it accumulated as some found the gameplay fun while others considered it bland.

8 years later, the game hasn't aged that much and its reception has improved with the years that have passed by, and the nostalgia factor remains ever present.

The game starts off with the protagonist Dominic in a New Year's party in Cuba with the important figures of the Corleone family. And players get to meet the previous game's unnamed protagonist, Aldo Trapani. Aldo is shown to be in charge of the Corleone Family in New York, in continuation of the previous title. But the party gets ambushed and Dominic and co. have to get Michael and the others to safety to their private airplane. Midway, Aldo gets shot and upon completion of the mission, Michael announces that Dominic is the new head



of the Corleone Family's criminal empire.

From that point onwards, the game turns into a story of vengeance and betrayals. What makes Godfather II stand out is its frenetic gameplay. The shooting aspects of the game are fun and aren't buggy nor

complicated. The simplicity of it makes the game's shooting system smoother than most sandbox titles. The free roam features of the game consists of a beautiful environment to explore with the sunny visuals of Miami, the big city feel of New York and

a war torn Cuba serving as the perfect 60s setting. The driving elements also feature smooth mechanics and give a very soothing experience considering how many sandbox titles lack a good driving mechanism.

One of the game's most unique aspects is the involvement of pedestrians. If locals see you doing something illegal, they will tell on you to the cops and you can choose to bribe them or downright eliminate them. Another aspect is getting to control a criminal family. As the head, Dominic must take over all the businesses owned by the other families and he has the ability to recruit soldiers for his family. Each character has a different skill set and they can be sent to take over different businesses if you feel like not doing it. Dominic can also use links within the government and police as favours while having to do something for them in exchange. These favours come in handy as the game progresses.

Godfather II is a great title with a lively environment and makes up for a lack of side features with frantic gameplay and an innovative business features that require you to be strategic with your approach. So what are you waiting for? Revisit this amazing title and have a blast.

# Time to try Heroes of the Storm

ZOHEB MASHIUR

Despite having provided the medium for the classic MOBA model as codified in DotA, Blizzard has elected to shy away from imitating this template. The result had been a MOBA unlike anything else that came before, utterly dropping a lot of the genre's key elements and mixing in whole new ones. Blizzard has been accused of imitation before, but they are nothing if masters at distilling what makes an idea work and refining it into a new, polished product.

The process of refinement has produced in Heroes of the Storm a MOBA that is probably the most accessible of the mainstream. When it was launched in 2015, it was under the stigma of being the easiest MOBA and lacking depth; however we are now on the other side of the launch of Overwatch, which has reminded how revolutionary and engaging Blizzard can be while apparently simplifying established products. The success of Overwatch bodes well for the success of Heroes, which Blizzard is capitalizing on by adding cross-product promotion events and aggressively adding Overwatch heroes as playable MOBA characters.

With the addition of Overwatch-style loot chests to Heroes, with sprays and voice taunts and other collectibles, Blizzard has launched Heroes of the Storm 2.0. This is very much the time to jump in (if you haven't already to get your

Overwatch rewards.) For a limited time all players who log in will even be rewarded with enough in-game currency to purchase discounted bundles of 20 heroes, a feat of generosity that Riot Games is unlikely to ever conceived of.

And it's not just the cross-product promotion, the opening up of the cosmetic market and the freebie heroes. Those are reasons to start playing, but it's the gameplay that'll keep you in. If you bounced off of HotS in 2015 you might be pleasantly surprised. The game has had two years to add a ton of interesting content that really fixes the initial monotony of launch. Many more maps and objectives to fight over and heroes to choose from. HotS has always had its objective-oriented, teamfight-favouring style down and the variety is quite simply unmatched. If you are disinterested in hour-long matches in League and Dota 2 and perfecting your understanding of the same map, if you don't like long laning phases and would prefer to just get stuck in, this is the game for you to try.

A beginner should definitely pick some of the more forgiving and generally useful heroes to learn – characters such as Tassadar, Valla, Nazebo and Arthas are straightforward and with very few real weaknesses. These will ease your journey into the game and give you that endorphin rush of victory more frequently. However you should definitely make it a point to try out some of HotS' more

inventive hero designs, because this is also an area that the game pushes the envelope that its predecessors never attempted. Abathur is definitely the poster child in this regard, being able to influence the entire battlefield from afar, never engaging in direct combat. The unique experience and objective mechanics are built into the designs of

Murky and The Lost Vikings. And for a truly unique experience, why not pick the hero Cho'gall, who requires two individual players to control?

There has never been a better time to try out the most inventive mainstream MOBA, and if recent activity is anything to go by the game will only improve.

*Zoheb Mashiur is a prematurely balding man with bad facial hair and so does his best to avoid people. Ruin his efforts by writing to zoheb.mashiur@gmail.com*

