

A Unique MOBA Experience

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Developer: Ronimo Games
Genre: Multiplayer Online Battle Arena
Launch Date: May 2012

Even though it's no secret that the MOBA scene is currently oversaturated with uninspired and corny Dota 2 and League of Legends clones, there are still many viable alternatives to those who don't want to spend an entire hour for one match filled with flaming and toxicity. One such gem that I came across was Awesomenauts, a unique 2D platformer MOBA. Even though I was skeptical of how the genre would translate, I was pleasantly surprised.

While Awesomenauts has been around since 2012, the game has entered the "free to play" market with patch 4.0. This has led to a surge in the popularity of the once obscure title. Getting past the tutorial after launching the game for the first time, you are essentially free to queue for online matchmaking. What

makes the game unique is its design aesthetic and simple gameplay. Imagine playing a classic Megaman deathmatch game, except with 29 vibrant characters with their own unique abilities and MOBA-based objectives like destroying turrets to finally vanquish the enemy's "core".

In the character select screen, each character has its own theme song. Not just any generic cookie-cutter theme song, but one that is intricately made to suit their personalities and lore. Deadlift, the heavy-lifting intergalactic bull, has a hardcore rap song while Ayla, the three-eyed demon girl has a cutesy powerpuff girls-ish theme. You can buy any character with "Awesomeweapon", the in-game currency received by leveling up or doing daily objectives. If you don't want to grind out, however, you can always buy the "Awesomenauts all nauts pack" for \$24.99. This promises you all the current as well as upcoming characters that will ever be released for the game and is, in my opinion a great way to say "thank

you" to the developers who have taken a bold step to the highly competitive free to play market. The game is, however, by no means a "pay to win" which so many games as such are notorious for. You can have the complete experience without ever having to pay a dime, thanks to the weekly hero rotation system which lets you play up to four characters for free every week. You can also try every single character out in the armory before buying them.

As I mentioned, the core gameplay is simple but nothing to scoff at, even for diehard fans of the MOBA genre. You earn "solar" by killing enemies or



destroying turrets, which is used to buy upgrades for your character. Each character has a unique set of upgrades. Choose them carefully, as they will heavily impact the way your chosen Awesomenaut plays. The ranged 'nauts will rely more on precision from your mouse, while you can get away with a few misclicks with the melee ones. Each game lasts anywhere from 10-25 minutes in my experience and beyond the cartoonish graphics, it is an extremely satisfying experience. With the community being very newbie friendly and forgiving, I would highly recommend you to hop on for a quick game or two to judge for yourselves.

Struggles of being a gamer with a potato PC

WASIQUE HASAN

Gaming is the ideal pastime for many of us. There's nothing better than losing hours of your day immersed in a fantasy world. However, for those unlucky enough to game with garbage hardware (a potato), the experience varies slightly. Here are some consequences of being one of these unfortunate souls (did I just come up with the title of the new souls game?).

NEVER BEING ABLE TO JOIN THE CONVERSATION

The only thing gamers enjoy more than gaming is talking about games. Whether it is discussions of character classes in the new FPS, side-quests in the new RPG or flaws of the new FIFA, there is always an 'in' topic everyone talks about. That is, everyone who *doesn't* have a potato. We potato people can never relate to the conversation, ever. The best we can do is watch gameplay on YouTube in the hopes of understanding why Blackbeard and Pulse are so hated in R6:S. Or why people are so obsessed about packs and in-forms in FIFA. If you meet a potato gamer, spare a thought for them and don't ask what percentage of Shadow of War they've completed. The answer is always 0.

THE GAMES YOU CAN PLAY HAVE ALL BEEN SPOILED

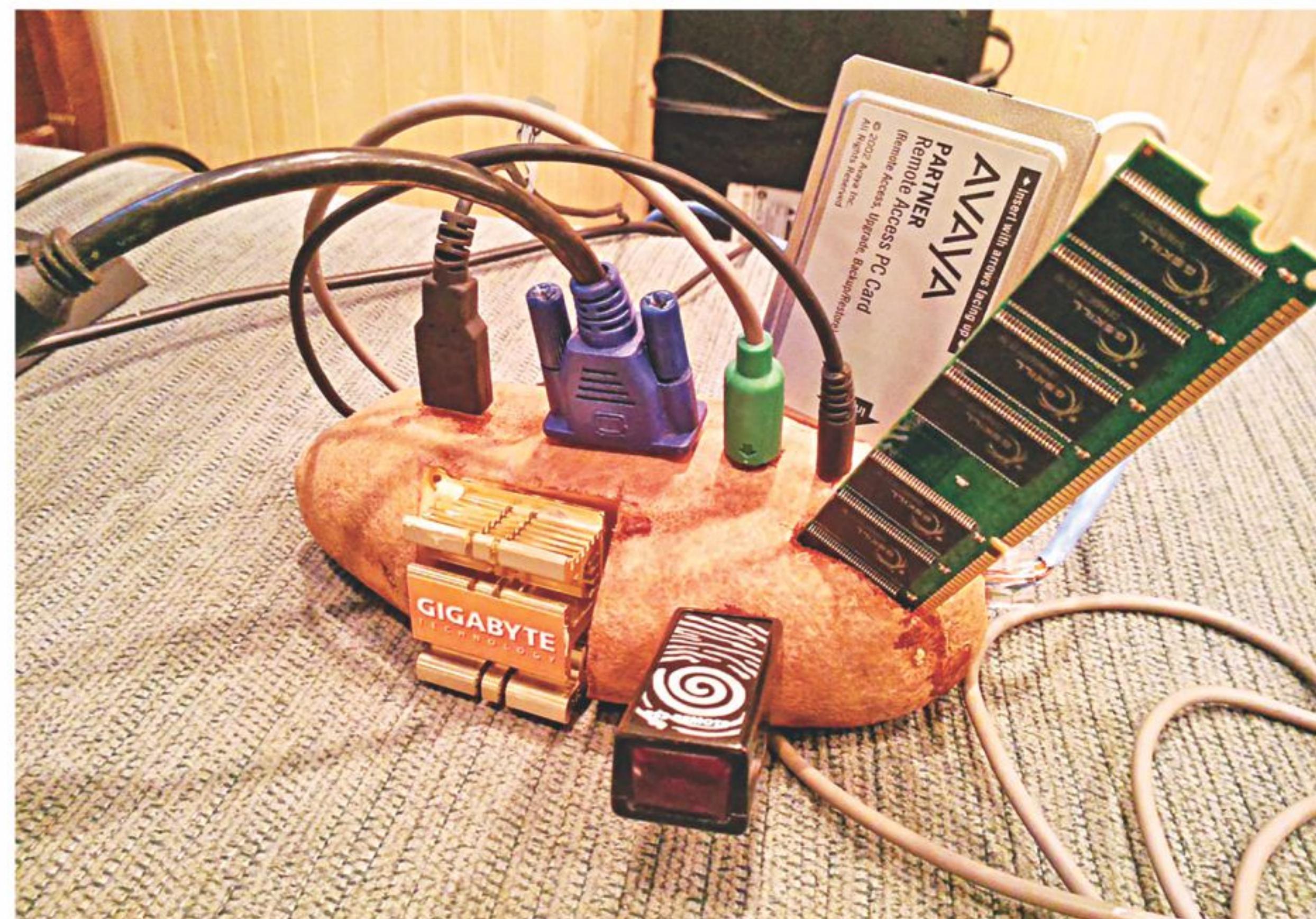
Potato gamers get the most out of their limited specs by playing classics.

Experiencing the best of past eras lets them hide the pain of not being able to keep up with current-gen games. The experience falls a little short, however, when everyone and their *kajer bua* knows the spoilers. This applies to everything — Portal, Read Dead Redemption, Metal Gear Solid, Silent Hill 2, etc. People aren't content with just knowing the spoiler — they'll make sure the spoiler is the first thing out of their mouth when

you mention the game. Avoiding your friends (or circumventing the problem by not having friends to begin with) can only do so much. The most intense spoilers and plot twists have become parts of pop culture, and it's impossible to browse the internet without coming across them. Sedlyf, indeed.

THE SYSTEM REQUIREMENT IS A LIE

Potato gamers are greedy. So greedy that



the most viewed site is canirunit.com. We are obsessed in trying to find out if our potato can handle a game. Mostly it can't. But on rare occasions, they can. In my case it involved Amnesia: The Dark Descent. Having heard so much about this title, I couldn't believe it when my PC met all the system requirements. I spent the next week downloading the game, urging my modem on. When it was finally done and installed, I eagerly started up the game only to find a pop-up box telling me that Amnesia requires OpenGL 3.0 (which I did not have). NOWHERE DID THE SYSTEM REQUIREMENTS MENTION THIS. That was my first heartbreak, and ever since then I've learned to be distrustful of system requirements.

Even though we potato gamers don't get to experience the newest games, there are lots of worthwhile games in the market for people like us. And once in a while titles like Undertale or Cuphead (which aren't graphically intensive) come along and we get to join the conversation, so that's nice. In the meantime, we would gladly appreciate any graphics card donations. Please.

Wasique Hasan is as fond of his potato as he is of his PS2. Send him defunct graphics cards or PS2 games at facebook.com/hasique.wasan