

5 games to look forward to this year

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With this year's E3 leaving a sour taste in the mouth for many, it is now obvious that 2018 isn't as good a year for gaming as it was hyped up to be. With the exception of some stellar entries such as *God of War*, David Cage's masterful *Detroit: Become Human* and the surprising success of *Jurassic World: Evolution*, there hasn't really been much to talk about. However, these are some upcoming games that may just turn it around for folks who are looking for worthwhile games to spend their hard-earned money on.

MEGAMAN 11

Fans of Capcom's legendary *Megaman* franchise poured their money into *Mighty Number 9*'s Kickstarter a couple of years ago. However, that game ended up being little more than a rancid gas in the faces of the *Blue Bomber* faithful. The good news is, *Megaman 11* is finally arriving after eight long years of waiting. If the trailer is something to go by, we are in for the same tough-as-nails, rewarding experience that had made the classics a must-have in the olden days.

RED DEAD REDEMPTION 2

A follow-up for one of the greatest open-world titles of all time, *Red Dead Redemption 2* has colossal level of expectations to live up to. Rockstar hasn't released any gameplay footage yet, leaving the yearning fans with only a trailer, albeit a memorable one. If it is anywhere near as good as the original, we are in for another wild ride through



the wild, wild west.

FIST OF THE NORTH STAR: LOST PARADISE

"Omae wa, Mou shindeiru?" The meme will make its anticipated video game return this year. As of now, it looks to be a post-apocalyptic beat'em up, at a time when there is nothing left but protein shakes and razors. Only play it if you're a real man (or real woman).

ASSASSIN'S CREED ODYSSEY

As much flak as the *Assassin's Creed* series

have received for failing to innovate after *Black Flag* in 2012, Ubisoft has made amends with the fantastic *Origins* last year. The upcoming installment will take you back to ancient Greece, where you will be able to choose between two protagonists: Cassandra and Alexios. The developers have polished all the new mechanics from last year, and even brought back the intense naval battles from *Black Flag*. This may very well be the most polished *Assassin's Creed* game until yet, at least

from the looks of the gameplay leaks.

WE HAPPY FEW

Released as an early-access title in late 2016, *We Happy Few* is a must-play based on the premise alone. The indie survival/adventure game takes us to an alternative version of the aftermath of World War 2, where you play in a world full of dread and paranoia. Even the early access gameplay promised a gameplay experience full of innovation, colour and most importantly, fun.

CHICKEN DINNER GOES MOBILE

WASIQUE HASAN

From the title, you already know what game I'm talking about. *PUBG* is the pioneer of battle royales, and now in a surprising move it's available on Android and iOS as well. Since March 19, 2018, *PUBG Mobile* has graced the smallest screen while retaining much of its original charm.

To begin with, it was a very brave move from Bluehole to expand into the mobile market. It's not often that PC games have mobile counterparts, especially ones as graphically demanding as *PUBG*. Given that most PC's struggled to run the game at a decent frame-rate, you wouldn't think that it would work at all on mobile.

The madmen over at Tencent, however, have figured out a way. They've managed to make an almost-perfect recreation. Maps are the same size, the number of players is still at 100, and you can still hit people with a frying pan. To add to that, most of the weapons and attachments remain, as well as the vehicles. Really, the only aspect where *PUBG Mobile* suffers is through its low textures compared to the PC version. That is to be expected though, since the processing power of mobiles means certain cutbacks have to be made.

Controls shouldn't be an issue here either. There are shoot buttons on both sides of the screen, so you can strafe and shoot or stand still and shoot. Items are picked up automatically, and doors also open automatically. Both these help to streamline the game, and make sure



you don't have to spend five minutes being stuck at a doorway because you can't find the button to open it. Plus, gunshots and footsteps are indicated on the mini-map, so that even people who aren't using stereo headphones stand a chance. With minimal lag on even mobile data, the game is well optimised and a joy to play. Just

like the PC version, you can get in a squad with your mates. Thank God, because we all know you need someone to blame when you invariably get "rekt" at Pochinki. The only problem could be that the on-screen buttons sometimes obscure your view, but they can be made transparent in the controls so it's all good.

Fortnite is no longer the go-to battle royale game because of how well *PUBG* has catered to another market of gamers. The accessibility factor is so high that Tencent has an official emulator to run *PUBG Mobile* on PC's. Yes, the originally-PC game is coming back to the PC as an emulated game. While it sounds silly, it makes sense. Because of the insane requirements of the original, many PC gamers (like yours truly) couldn't experience the joys of battle royale. This is why the increased accessibility of *PUBG Mobile* feels wonderful.

With *PUBG Mobile*, Tencent have done more than making a faithful rendering of *PUBG*. They've given an often-ridiculed mobile gaming market something to be proud of. Heck, they've even brought over more people into gaming since everyone wants to try the new and popular game on the Play Store. On all counts, this has been a masterstroke. Now there's not much left to say, other than- "Where we dropping, boys?"

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