

#1

The Monthly Silly

Chaos Legion:

An obscure PS2 hack-and-slash that deserves more credit than it gets

Kill your friends
in Wii Sports
Resort!



This one's shit!
Don't play it!



Table of Contents

1 – Silly Spotlight

Review of any game of my choice.

3 – Kill Your Friends

Section where I recommend a good multiplayer game.

5 – Easy Emulation

Game review focusing on anything from before the PS1/N64, guaranteeing that if you see something interesting here and have a computer, even a bad one, you can play it for free via emulation.

7 – Shame Corner

A review of a really bad game, typically so bad I need to rant about how bad it is just to get it off my chest. If your game is here, consider yourself a complete and utter failure.

9 – The Yap Trap

Just me rambling about whatever I feel like. Always something gaming-related, but generally not about a specific individual game.

10 – What's Next?

I give my thoughts on trailers and pre-release footage for a game that isn't out yet.

Silly Spotlight

CHAOS LEGION

Chaos Legion, developed by Capcom and released in 2003 for the PS2, is a 3D action game akin to the Devil May Cry series where you play as Siegfried Wahrheit, a... well, to be quite honest, I'm not sure what his role in the story is, or anyone else's for that matter, but that's not really the focus of this game. More importantly, Siegfried has the power to summon the Chaos Legion, ghostly warriors the player can fight alongside that form the main backbone of the game's combat.

The game has six main Legions that are unlocked over the course of the game. Guilt, a decent all-around Legion that attacks with swords, Malice, a crossbow Legion that decimates mechanical enemies, Blasphemy, a bomb Legion that's extra strong but drains resources quickly, Arrogance, a shield Legion focused more on defence, Flawed, a claw Legion with high agility, and Hatred, a



close-range physical attacker that forgoes fancy weapons and simply beats the enemy to death with its fists. Additionally, there's also Thanatos, an extremely powerful seventh Legion the player starts the game with but loses at the end of the first level. The other six Legions are unlocked simply by progressing through the game, but for Thanatos, you need to obtain all nine of its Fragments, scattered throughout the game's various levels.

The reason I've spent so much time explaining what each Legion does is because learning each one's unique set of skills and choosing which to use in which situations is crucial to the game's combat. At the start of each level, the player can choose two Legions to bring with them, and although you can switch between these two mid-level at any time, the restriction of only bringing two in still forces you to carefully decide on which ones are best suited for the challenges posed by each particular level.

While summoning the Legions is nice, you don't always want to have them out; for one, if Sieg is fighting by himself, not only do his attacks deal more damage, the player can also use



special Assist moves, where in exchange for a bar of Soul, this game's MP equivalent, you can briefly summon your selected Legion to use some kind of special attack, from kicking the bomb Legion at enemies like a football (my personal favourite attack in the game), to a charging slash attack with the sword Legion, to an exceptionally shit parry with the shield Legion that can only be activated after

you've already taken damage. As you might be able to tell, the Legions in this game aren't exactly well-balanced... I don't know what I expected from a Legion called Flawed, but I wish it was stronger.

Additionally, while your Legions are summoned, you lose Soul if they're attacked; run out of Soul, and you're unable to summon Legions or use Assists for a long time. The game's combat is heavily strategic, focusing on the balance between summoning Legions for greater area coverage, and fighting by yourself for less risk of Soul loss and greater single-target damage. It's



impossible to go anywhere without seeing it compared to Devil May Cry, I'm guilty of it myself in this review, but beyond surface-level gameplay similarities, they're both fairly different games. DMC is much more focused on flashy, over-the-top action and absurd combos, while Chaos Legion takes a generally slower, more strategic approach to its combat; which one you prefer is largely up to you, but calling Chaos Legion a "Devil May Cry ripoff" is absurd, especially given that it came out two years before DMC 3, the first actually good game in that series.

Overall, Chaos Legion is a great 3D action game with a thoroughly unique appeal, and even within its genre, I don't think there's anything quite like it. The level design can be annoying at times, and the boss fights range from boring but tolerable to utterly insufferable, but the core gameplay is still excellent, and the soundtrack and unique visual aesthetic both help to elevate the game further. The story is bizarre, somehow too simple and completely incomprehensible at the same time, but even still, Chaos Legion is definitely worth playing, even more than 20 years later.

Final Score

Gameplay - 8

Story - 5

Look/Sound - 10



Kill Your Friends!

Wii Sports Resort

Wii Sports Resort, released for the Wii in 2009, is Nintendo's official sequel to Wii Sports, and is better than the original in effectively every way imaginable. The game comes with 12 unique sports, each of which contain multiple gamemodes, and was made to demonstrate the capabilities of the Wii Motion Plus accessory. I'm not really sure how that thing works, but basically, it lets the Wii console read the remote's movements more accurately, allowing for a greater range of motion control options. Resort takes full advantage of this opportunity, with each of its sports requiring much more precise control of the Wii Remote than what would have been possible in the original Wii Sports.



The sports in this game range from entirely new ones, such as Basketball, Wakeboarding, and Canoeing, to returning sports Golf and Bowling, as well as Table Tennis, which is effectively what Tennis from the original Wii Sports would be if it was fun and required more effort than wagging the remote around like a deranged serial killer. Admittedly, I do prefer Golf in the original Wii Sports, as the added level of precision

required means I'm honestly quite bad at it in Resort, but this is less of an issue with the game and more of just a skill issue on my end.

My personal favorite sport in the game is easily Swordplay; the fast, frantic gameplay of the versus mode is perfect for if you have a friend over, and the singleplayer Showdown mode where you face off against increasingly difficult Mii armies is essentially a child-friendly version of Metal Gear Rising. Both modes allow



the player to block with the B button, and if you want to attack a blocking player, you have to slash in the direction they're blocking, which is one of many examples of how the Wii Motion Plus allows the game to reach heights not seen in the original.

The real star of Wii Sports Resort though, surprisingly, is the worldbuilding. Wuhu Island, the game's setting, is surprisingly fleshed out, with each sport having a defined location on the map, and multiple, such as Cycling and Archery, being largely dedicated to fleshing out Wuhu Island as a location, and showing off a variety of different spots on the island. The real star in this regard, though, is definitely Island Flyover.



In this sport, you simply fly a plane around the island, with no set goal other than to collect 128 "i-points" scattered throughout the map. Each i-point, once you fly over it, will display a small bit of information about the area you flew through, ranging from simple facts like where specific sports take place to ancient ruins that confirm that the Miis are in fact colonizers, and not the native ethnic group of Wuhu Island.



When people talk about Wii Sports Resort, the Island Flyover game is generally one of the first things that gets brought up, but it wouldn't work nearly as well if it didn't have all the other sports backing it up. A large part of what makes it work is how it contextualizes things you would never really have expected there to be context for; Nintendo didn't need to show exactly where the table you play Table Tennis at is located in relation to where the bowling alley is, or where the lake you can go canoeing at is, but they did anyway, and this attention to detail forms a large part of the game's appeal.

Of course, there are other games that utilize the setting to great effect, Cycling being a race through various different parts of the island and Swordplay Showdown ending with a final showdown against the all-powerful Matt inside the volcano, but Island Flyover is by far the best use of Wuhu Island as a setting, even if it does tend to be somewhat over-emphasized when people talk about Wii Sports Resort in hindsight.

Overall, Wii Sports Resort is an amazing game that's not just a great collection of intricate, well-designed minigames, but also a clear passion project, with a level of attention to detail that was entirely unnecessary and yet fully welcomed nonetheless. I really have nothing negative to say about this game, it's just that great.

Final Score	
Gameplay - 8	8
Story - 10	
Look/Sound - 6	

Easy Emulation

SUPER METROID

Super Metroid was released in 1994 for the SNES, and is often referred to as one of the best games on the console (I agree), and even as one of the best games ever made (probably an exaggeration). In the game, you play as bounty hunter Samus Aran, and have to explore the desolate alien planet Zebes to find a baby Metroid stolen by space pirate Ridley.

The story, provided you know what any of what I just said means, is fairly straightforward, but this works in the game's favour; Super Metroid's main strength is its ability to use its setting to create a harsh, desolate atmosphere, the music adding a great sense of ambience that works to amplify the sense of isolation that stretches through the entire game. As you can imagine, having a little robot man inside your suit telling you about the



latest plot developments in the intergalactic politics of the game's world would probably diminish that effect somewhat, so the story is kept to a minimum, and none of that last sentence is in the game. This is a good thing, as if there was a Super Metroid remake featuring anything I just suggested, I would most likely kill everyone involved.

Anyway, Super Metroid belongs to a subgenre of 2D platformer known as a Metroidvania, where instead of being focused on specific, linearly designed levels, the game simply plonks you into its world and tells you to go find the objective yourself. At various points, you'll be greeted with multiple obstacles you can't get past, only to unlock something later on that allows you to get past some of those obstacles, such as the Missiles, which can be used to open pink doors such as the one in the above image. This style of gameplay works well with the setting, the requirement to find your own way instead of just being told where to go next further enhancing the sense of isolation the game goes for. You might get lost at some points, but really, that's part of the appeal.

Generally speaking, I love this game's refusal to hold your hand, and how it simply does not tell you where to go, but there is one part where I think it gets a tiny bit silly, so I'll be explaining it here; once you get the Power Bomb, head to the glass tube shown on the right and use it from inside there. This will destroy the tube, allowing you to explore the area around it and progress through the game. I'm sure there are plenty of people who figured this out for themselves, but personally, this is the only point in the game where I had to use a guide, so I might as well explain it here. Who knows, maybe I'm just a bit stupid (highly likely).

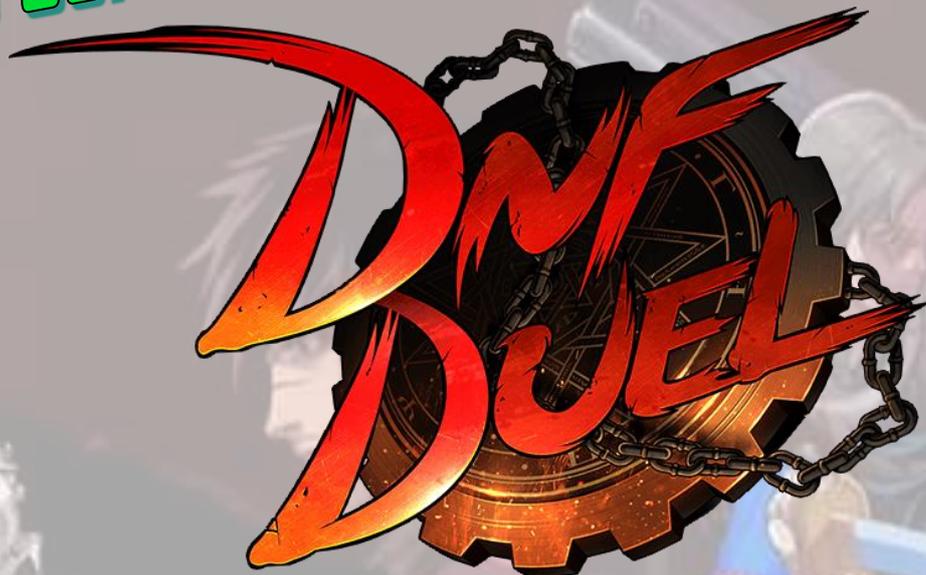


Overall, Super Metroid is an excellent game; if you like the sound of a game where exploration is a large part of the appeal, and you're largely left to figure things out for yourself, or think the idea of an isolated, atmospheric alien planet as a setting sounds interesting, I'd highly recommend giving it a look. It's a decently compact game, too, only taking around 8 hours to beat, so it's much shorter than many other games like it.

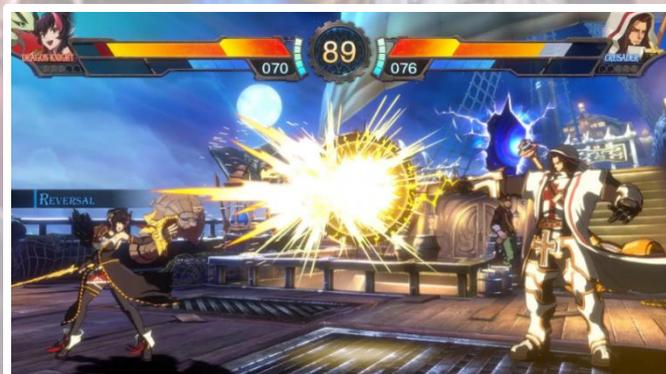
Although I personally don't think it qualifies as one of the "best games of all time" as so many other people who've played it do, I can certainly see how they would come to that conclusion, and there's no doubt that it still stands the test of time even 30 years after its release.

Final Score	
Gameplay - 9	9
Story - 8	
Look/Sound - 10	

Shame Corner



DNF Duel is everything wrong with modern fighting games. Released in 2022 by Arc System Works (oh how the mighty have fallen), it's a spinoff of a Korean MMO called Dungeon and Fighter, and while I've never played that game, I know that if Duel's quality is anything to go by, I feel deeply sorry for the Koreans. The immediate first red flag is that the game features no dedicated motion inputs for special moves, instead simply having a "special move button" like in Smash, which I was already against by default, but I was willing to see where the game went with it. Unfortunately, this attitude of simplifying and dumbing down fighting games as a genre in the name of "accessibility" permeates through every aspect of DNF Duel's design; the game's movement is insufferably sluggish, and unlike most of Arcsys' previous games, there's no airdash,



presumably because Arcsys thinks fast, engaging movement options are scary to new players.

Additionally, the game also features an MP bar, which drains when you use special moves, and briefly locks you out of using them entirely if you run out. My only guess for why Arcsys would



choose to add such a bizarre system to their game is that it's here to reduce combo length, so new players don't feel like they have to memorize long combos, even though in games with long combos you can largely ignore the longer ones and still do well against most players. In practice, all the MP system accomplishes is making it so that on the rare occasion where you find a genuinely fun character, everything that makes them fun costs MP to use, meaning you're left not being able to adequately use the few fun things the game has to offer.

Additionally, another big issue I have with this game is that everyone just feels the exact same to play as. Ok, well, not everyone; Ranger feels fairly unique with how his guns work, and Swift Master has a fun mechanic where he can set a ball of wind on the stage that drags the player in, and that he can do various other things off (well, in theory, anyway, in practice you usually run out of MP before you can do anything fun with him), but those two are the exceptions. For the vast majority of the cast, their objective is the same; land a knockdown, use the specific dedicated move you're supposed to use for knockdown pressure, and then keep attacking from there. Hitman, Troubleshooter, Inquisitor, and so many more characters all function exactly like this; in fact, I'd guess it's around half the playable cast who all have this exact same gameplan. An extra aggravating example, Dragon Knight, feels like she should be more unique, with her pet dragon she can control, but eventually, she ends up falling into this same playstyle as well.



Admittedly, the one good thing I can say about this game is that it looks nice; the character designs are all interesting and creative (even if their movesets are nearly all disappointingly simple), and the game's visual style and animations are both generally quite pleasing to look at. However, it also does this bizarre thing where if you're on the left end of the

stage, the sound effects are barely audible, but if you're on the right, you can hear them just fine; maybe it's something to do with my TV, or maybe it's an issue with the PS4 version specifically, but it's the only game I've ever had this issue with, so I felt it was worth noting.

Overall, DNF Duel is a sad, shallow excuse of a fighting game, too slow and watered down to be enjoyable by anyone but the newest of beginners, and with a guard break system too punishing for even those same beginners to be able to enjoy. The only positive the game has aside from the visuals is the admittedly hilarious fact that it was released with the tagline of "who's next?", only for the developers to wait a full year before adding any new characters to the game, but this is less of a genuine positive and more of just something I find really funny. On any sincere level, this game should be seen as an act of war against the Koreans by the Japanese, and I believe the Korean government should respond in kind by making a Mario game in which you do nothing but clean people's toilets for 30 hours.

Final Score	
Gameplay - 1	2
Story - 2	
Look/Sound - 5	

The Yap Trap

Do we really need the PS5?

It's no secret that the PS5 and Xbox Series X, in spite of both being multiple years old now, don't have many exclusives to their names, or even games that can't be played on a PS4 or an Xbox One (PS5 only has 16 exclusives after 4 years).

Granted, this is slowly changing, but both still kind of feel like "nothing consoles" in comparison to every previous generational upgrade. I don't think that this is much of a surprise either, given that with the PS3, and certainly PS4, you could basically make anything; in fact, I'd go so far as to argue that everything since the Gamecube and PS2 era has been largely unnecessary, a nice technological upgrade to be sure, but nothing we couldn't have done without.

Pages in category "PlayStation 5-only games"	
The following 16 pages are in this category, out of 16 total. This list may not reflect recent changes.	
A	L
<ul style="list-style-type: none">Astro BotAstro's Playroom	<ul style="list-style-type: none">The Last of Us Part II Remastered
D	M
<ul style="list-style-type: none">The Dark Pictures: Switchback VRDeath Stranding 2: On The BeachDemon's Souls (2020 video game)Destruction AllStars	<ul style="list-style-type: none">Marvel's Wolverine
F	Q
<ul style="list-style-type: none">Final Fantasy XVIFinal Fantasy VII Rebirth	<ul style="list-style-type: none">Quantum Error
H	R
<ul style="list-style-type: none">Horizon Call of the Mountain	<ul style="list-style-type: none">Rise of the Rōnin
	S
	<ul style="list-style-type: none">Silent Hill: The Short MessageSpider-Man 2 (2023 video game)Stellar Blade

And, to be completely honest, I think that to an extent, increasing technological capabilities for games might actually be a bad thing. Unfortunately, as room for what's possible increases, so too do people's expectations; games that could have been critically acclaimed 10 or 15 years ago would likely now be seen as "lazy" or "outdated" if they were to be released today. All that this increasing demand for higher fidelity really leads to, in the end, is less games being made, and the ones that are made becoming much more expensive, needing to either resort to higher price points or predatory monetization tactics to stay afloat, and generally also being much safer and needing to appeal to as wide of a demographic as possible.

What exactly is this being done for? Higher polygon counts? Better reflections in mirrors? Technological progress is nice up to a point, I won't lie and say games like Final Fantasy 16,



with their extreme levels of graphical detail and fidelity, aren't impressive, but acting as if this is the "new standard" and anything less than it is "outdated" only serves to contribute to the growing need for AAA games to be as safe and bland as possible. When Final Fantasy 16's development time was the same as Final Fantasy 7, 8, 9

AND 10's all put together, all of which (except 8) are extremely well-regarded games in their own right, is it any wonder that modern games are increasingly trending towards just being boring movie-games in order to appeal to as broad a market as possible?

What's Next?

HUNTER HUNTER

Nen Impact

Hunter X Hunter: Nen Impact is an upcoming fighting game based on the Hunter X Hunter anime and manga series, set to be released some time this year, and I think everyone needs to stop whining about it. Most discussion about the game online has effectively boiled down to “waaahhh, why does it look so old and outdated”; see the previous page for why this is a complete and utter non-issue. People will go on about how their favourite anime needs to get a fighting game, but then when they get what they want, they complain about it not looking how they wanted; face it, HxH was never going to get a game as flashy-looking as Dragon Ball FighterZ, and really, it doesn't need to. The game looks perfectly fine, you're all just a bunch of spoiled babies.



There are some other, more legitimate concerns about the game, though; for one, it's releasing with only 16 playable characters. I have no doubt there'll be further added DLC characters later on, but this is still a small selection for a series with as diverse and varied of a cast as

HxH, so I can see why some people are concerned. Personally, every character I wanted to see is here, though, so I'm not that fussed about roster size.

Another potential issue is the characters' movesets; the core gameplay looks fun and fast paced, exactly what you'd want out of a HxH game, but some characters seem a tad basic for who they are. Chrollo, for example, a character who steals other people's powers, only really seems to use one of the powers he's shown having stolen in the series, and although it makes sense given it's not in the anime, it's a shame to see he won't be using any of the powers he used in his fight against Hisoka. Hisoka himself also seems a little straightforward, given his role in the series as a weirdo trickster type. Overall, though, the game looks like it'll be good, and aside from a select few movesets, I see no reason to be concerned.