Killzone 2 demo

Monday 16 February 2009 21:03

[IMAGE]

After my bad reviews for F.E.A.R. and Resident Evil this time a good one for Killzone 2. I still don't like those military type games in which you and some rednecks (like Republican Space Rangers) are trying to be cool for the 13 year old demographic, but this demo gets into the action pretty fast so there isn't much lame battle chat to be annoyed about. The game is supposed to look good, but I don't care how a wh^harehouse looks when I'm shooting and throwing granades. It did look better than GTA IV though. And being a dedicated shooter, the controls are better too. Maybe the first time I played a shooter with the SIXAXIS and thought somebody had actually put some effort into making it work well. Usually I don't even bother to use granades in a demo because the controls are hiding them somewhere I don't expect them, but Killzone makes it easy. The shooting when in cover and reloading and zooming and everything just works. The weapons pick–up could be a bit more relaxed, but that's about the only complaint I could have. It's not my kind of game (and I still get flashbacks to Half Life when I have to push a button to start an elevator), but it definitely did not annoy me, and that's pretty good.

(And don't say I just give a good review because it's a Dutch Thing, I don't live there anymore ;–)

by Roland van Ipenburg http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/02/16/