Red Faction Guerrilla Demo

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If you, like me, don't know anything about the game, which means you haven't played any of it's predecessors in the previous ten years or so, the demo provides very little information about how to play it. As usual, you start out on your own on some planet and have a mission. But it's totally unclear how to go about doing that mission. Are you supposed to sneak up on enemies using cover, hit them from far away, sabotage their base first, find hidden paths to get somewhere or get in a vehicle to get moving? There are a lot of options in the map, but only after you find out by other means that the USP of Red Faction is that you can break everything on the map it becomes clear that you don't have to look for buttons to open doors, since you can smash your way through any door, wall or building. After dying a lot, you find out the mission has a limited time, so you can't demolish the whole base within that time, and then when you decide to just speed through the level it becomes all very easy. So I see indeed potential for some very different approach to gameplay because you can break everything – imagine GTA IV having that – but I don't like to dash through maps and in the end wonder if I was just lucky I made it or I really made some good strategic and tactical desicions in a way the creators of the game intended. Did I survive because I was lucky or because I was good?

And what's up with all these analog distortion effects in the interface? Killzone 2 has it, Gamekings has it now in their tags, and it looks sooo 2009. At first it might look cool to pretend your screen is on the blink, but after a while it's just annoying.

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http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/05/01/red–faction–guerrilla–demo/