Call of Juarez demo

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Running around with loaded guns frequently pointed at my brother's back makes me nervous. Or the first person view makes me nervous. Or the barriers that make the Juarez world illogical make me nervous.

It all looks great and the characters are fit for a real story but with this game – and a lot of others – I get the impression there are to many art directors involved creating a cinematic look and feel and because that part of the game is important for marketing purposes, that's the part the investors focus on. I can imagine someone printing out the artwork for some decision maker that decides based on that how the game is progressing. The gameplay is something they seem to have added just before the deadline and nobody had time to complain about it. And if it sucks, there's always the online multiplayer as an excuse. For example, I don't want to have a dozen doors in a game where I can only open the one that the developers have selected for continuing their story, and there is nothing logical out what door that is. And while it might look heroic just two guys keep on killing all the bad–asses in some town, without them wearing capes that isn't very believable. It's not possible to make a smart plan, you just have to follow the route and pretend to be a good shooter by using concentration mode. They have given up on triggering a real out–of–game concentration mode with captivating gameplay, and that is a failure.

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