

SHADOW HARVEST PDF, EPUB, EBOOK



James Buchanan | 224 pages | 30 Dec 2008 | Mlr Press LLC | 9781934531549 | English | Albion, United States

Shadow Harvest: Phantom Ops on Steam

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The number of new curse words we invented was equally incalculable. Which brings us to the next stop on this trip through the many, many circles of game design hell: terrible AI. Now, normally games ask you to endure one of two species of crummy AI: the wall-starer or the robo-genius.

Phantom Ops' AI somehow manages to be both. So it may look pretty silly when enemies gaze at walls like they're going to drop down on one knee and whip out a ring, but there's a reason for that: they can shoot right through them. Sometimes, anyway. It's inconsistent. Meanwhile, shooting enemies usually doesn't produce a noticeable effect until they, you know, stop living, so it's an imprecise system at best. As a production, the game seems utterly effortless - by which we mean we're pretty sure the developers put no effort into it.

Indoor levels look like brown mud. Outdoor levels look like brown mud. Mud looks, well, let's just say it's the high point of the experience. Despite its bland, low-res ugliness, however, the game still manages to be a tremendous resource hog. Sound design, meanwhile, is shamefully amateurish. For instance, gunshots on an allegedly chaotic battlefield reminded us of slow-popping popcorn, the gentle pitter-patter of a summer rainstorm, and childhood. Oh, and let's not forget the bugs. We encountered multiple crashes that required us to reboot our machine altogether. The character models also look cheaply made so much so that they have no facial expressions at all. The gunplay is terrible that feels unfinished. Not helping is the muzzle flash on the guns which is way too big. This is especially bad when trying to take out snipers, which breaks the game as snipers instantly kill you if they manage to land even a single shot.

Very uninteresting story. Bad optimization as the frame rate will tank when they're are a lot of enemies on screen. Awful voice acting. Terrible AI that is both stupid and are like hiveminds when playing the stealth. Contact: , done in 0. Search a Classic Game:. Shadow Harvest: Phantom Ops screenshots:.

Shadow Harvest: Phantom Ops system requirements | Can I Run Shadow Harvest: Phantom Ops

Comments Loading comments Cookies help us deliver our services. By using our services, you agree to our use of cookies. More information OK. Navigation menu Personal tools English Create account Log in. Namespaces Page Discussion. Views Read View source View history. Complaint box Administrators' noticeboard Requests for permissions. So she's a bit of a one-trick pony; it's still a neat trick. The actual stealth mechanics, however, are at best creaky and at worst downright silly. If you played a stealth game between the years of and And if you're spotted? Alvarez, on the other hand, doesn't fare quite so well. Basically, he inherits all of Lee's flaws an overly sticky cover system, linear and repetitive levels, vague objectives and none of her high points.

His levels are metaphorical minefields — although they'd probably be less frustrating if they were real minefields. In most games, this would only be fairly infuriating, but Phantom Ops takes it into keyboard-tossing territory with a terrible health system and annoyingly lengthy load times. Stirred in with absolutely abysmal checkpoints, that's a perfect recipe for slow slogs back to the last place where you bit the dust. Here's the kicker, though: if you checkpointed with low health and thanks to the game's refusal to replenish your medkit supply, it's a very real possibility , you'll probably just end up six feet under again. This perfect storm of poor design choices had us replaying multiple or-so-minute sections more times than we could count.

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The story gets a bit more complicated when gamers begin to run into futuristic attack robots, but developer Black Lion Studios estimates the entire campaign can be completed in approximately ten hours. Contact: , done in 0.

Shadow Harvest: Phantom Ops - Crappy Games Wiki

The two then alternately blast and stealth their way through a series of painfully linear missions en route to bagging fictional Somalian warlord Kimosein. But of course, twists abound, all is not as it seems, the greatest Somalian warlord of all — camera zoom — is man , etc. That character-switching dynamic is literally the only interesting thing in the entire game. Even then, however, there's no strategy or intrigue to it. If a bunch of dudes need shooting, Alvarez is your man. If you need to avoid being seen, well, come on. Burly bald Rambo man or girl in a cat-suit who's actually capable of turning invisible? If you need to think about this, you may want to reconsider your attempt at blending in with human society, because it's becoming pretty obvious that you're a rock.

Depending on who you pick, the game's either one of two things: a bad Metal Gear rip-off or a worse Gears of War clone. Lee's sections, at least, have a few redeeming values. Her arsenal of gadgets ranges from a crossbow that turns its victims invisible and therefore, hidden to Wolverine-style claws So she's a bit of a one-trick pony; it's still a neat trick. The actual stealth mechanics, however, are at best creaky and at worst downright silly. If you played a stealth game between the years of and And if you're spotted?

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Army Special Operation Unit. Together, the duo travel to some of the globe's most dangerous locations, including Somalia, Dubai, and Cuba, in an effort to quell an escalating arms race being driven by piracy and the rapid dwindling of natural resources. To achieve their ultimate goal of assassinating Somali dictator Karim Kimosein, gamers must strategically switch between Myra's measured, clandestine approach to problems, and Aron's more direct and heavily armed tactics.

Shadow Harvest: Phantom Ops for PC Reviews - Metacritic

Negative: 5 out of 7. All I needed was 15 minutes and 3 checkpoints with this "game". It really is so bad and the worst thing was that it did have some potential to All I needed was 15 minutes and 3 checkpoints with this "game". It really is so bad and the worst thing was that it did have some potential to start with and could have been a really good 3d person shooter. But as it seems something went wrong and the final product is so bad that it even makes "Battle Los Angeles" look good! Great idea, poor implementation. Developer support for getting the game working was prompt though when I had some physx issues preventing the Great idea, poor implementation. Developer support for getting the game working was prompt though when I had some physx issues preventing the game from launching. I wanted to like the game, but they designed the sneak aspect of the game very poorly and the engine itself was poorly optimized.

I don't think the game is salvageable. Score is only a 5 because of how simple it was to get a hold of the devs for help. When I got into my first battle in this game I really thought my neighbors lawn mower is stuttering. And the graphics is not really better When I got into my first battle in this game I really thought my neighbors lawn mower is stuttering. And the graphics is not really better than the sound. Latest when you entering a building you will desperately try to enable Nanovision. I truly like the switch-between-two-characters-idea and the different locations in this game, but the implementation lacks tremendously.

Though it might be unfair to compare it with a Crysis the old and the new one and all without DX11! This game seemed to have many things that could have made it great but it stumbles and fails at every turn, which is a shame. The mouse This game seemed to have many things that could have made it great but it stumbles and fails at every turn, which is a shame. The cut scenes are unskippable which is brutal because the checkpoints are so far apart that if you die in the beginning of a level you will have to sit through the boring scene again.

There were lots of times when playing as the guy that your cover would obstruct an enemy and prevent you from hitting him but not him from hitting you! In some sections stealth is literally forced, in that getting caught instantly ends the mission even if you kill the guy who caught you before he calls out. The enemies are literally hive-mind's, the moment you are caught even if the guy who saw you doesn't say anything, all nearby enemies instantly know where you are. The overall HUD layout is quite nice by comparison, looking at objectives brings up detailed information, and the night vision is quite well done, unfortunately the voice actors for both of the lead characters are absolutely horrible. The man's voice is not suited to the roll and he seems to phone in his performance, dragging down the horrible cut scenes even more. The female voice is a little more suited to her role, but still feels like she doesn't care about the part and is just reading lines. The story is slightly interesting the first time you watch it, however the lack of skippable cut scenes means that there is no replay value.

One other strange thing is that playing as the woman, even if you have the weapon, your superior on the headset naturally has to 'unlock' everything, as if she couldn't just fire the bolt, or use the pointy claws on her arm. This is part of the tutorial of course but they had so many better ways to explain things then arbitrarily locking things and not making sense. I would have forgiven this game if the stealth was any good, but it's just laughable. Enemies have don't see you when you're standing in front of them until their surprise meter runs out. You can stab people in the neck after sneaking up on them with your nano claws, but can't use it in any form of meaningful combat if you get caught in the open.

There seems to be all of one line of dialog for enemies you catch off guard. The list of inadequacies is a long one. Read the first line - Don't Do It. Perfect mix of fail. I am so sickened that I've paid something for this steaming pile. Worst shooter ever made. Everything is just so Worst shooter ever made. Everything is just so wrong in that game Play Video. Essential Links. By Metascore By user score. All Current Games ». Disco Elysium: The Final Cut. Psychonauts 2. Chicory: A Colorful Tale. It Takes Two. Streets of Rage 4: Mr. X Nightmare. Depending on who you pick, the game's either one of two things: a bad Metal Gear rip-off or a worse Gears of War clone. Lee's sections, at least, have a few redeeming values. Her arsenal of gadgets ranges from a crossbow that turns its victims invisible and therefore, hidden to Wolverine-style claws So she's a bit of a one-trick pony; it's still a neat trick. The actual stealth mechanics, however, are at best creaky and at worst downright silly.

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