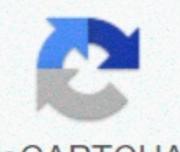


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Beholder 2 ios review

Developer: Alawar Entertainment, Inc Price: \$4.99 Version: 1.2 App Reviewed on: iPad Pro Graphics/Sound Rating: User Interface Rating: Gameplay Rating: Replay Value Rating: Overall Rating: I've got to say I got something wrong in my Beholder review. Although I said it seemed like a game that wouldn't stick with you for long, I still think about the game's interesting moral choices pretty regularly. Beholder 2 tries to up the stakes in the first game in almost every way imaginable, but it stands out the interesting edges that made the first Beholder interesting in the process. Born during battle in the first Beholder, you played as a poor landlord in a totalitarian state. In Container 2, you are the son of a prominent figure in the regime who was suddenly and mysteriously murdered. The game starts with you starting your first day working for the Government (Ministry) shortly after your father's death. You quickly learn that the timing of your hiring is no mystery. There are people in the Ministry who want to look at your father's death, and they implore you to uncover what the government is hiding. As much as you might want to investigate yourself, you also have to make ends meet by actually doing your job as a poor bureaucratic cog in a big, scary, facsimile machine. Check your own time. What follows this setup is an adventure game all about time management. Every day you have eight hours to pursue lots of possible narrative threads. Some may be great and reveal more information about your father's death, while others may be small side stories, like the search line about the baker who is tired of having the nearby vending machine steal her customers. Although Container 2 requires managing your time carefully, it doesn't rush you to do so. In fact, it doesn't take any time to move in the whole world of the game. Instead, actions you can perform in-game can have a certain time value associated with it. It can take 15 minutes to wait in a line to see the boss, while it can take 15 minutes to break into a colleague's office. This provides an experience that basically lets you pursue any threads you want at your own pace, without having to worry much about running out of time. Political cartoon While this move away from a real-time game watch is certainly convenient, I'm not sure it does Beholder 2 any favors. Part of what made Beholder so great was that it forced you to make tough choices in the heat of the moment, at least if threatened. The game clock in the first game was pretty easy to navigate, but it still always imposed a sense of urgency and pressure that felt meaningful. Its presence let you see why anyone can do something ethically questionable if they got backed into a corner and needed to find a way out. The total lack of pressure in Container 2 really flattens the experience and makes it feel like a dystopian playground that has very little to say about oppressive environment. There are also Help the game use the totalitarian mode as a point in ways that are bizarre and unpleasant. Some quest lines end up with executions and suicide bombings with little to no harbinger, but it's all presented with a kind of whimsy, just as the game just expects you to chuckle mindlessly at these brutal scenes. The bottom line Beholder 2 is one of those unfortunate sequels that didn't quite understand what made the first game as well. It's a dystopian adventure game with almost no stakes, and its oppressive attitude feels like a vehicle for bad attempts at dark humor and much more. Instead of playing Beholder 2, you're better off playing Beholder again, or maybe delving into the DLC that came out after its release. Recently we have had the pleasure of playing quite a few games that make you a cog in a totalitarian machine instead of a hero fighting against a ruthless state apparatus. Paper's Please and The Westport Independent played on the delicate balance between being moral and staying alive in an oppressive regime, but with different levels of success. Yet both of them managed to involve the player in what is a game of moral tug of war, where any initial desire to play the game as a moral and just person is slowly shattered under the reality that is survival for you and in many cases your family. Beholder (\$4.99) also manages to make being a hero in a totalitarian regime a much more difficult task than one would initially assume, all the while offering a highly entertaining game with moments of dark humor and lots of gameplay variety. Even though the theme is dark and the characters you meet sour and discouraged, Beholder is still fun to play, even when you meet your death at the end of an angry tenant's knife. Container's concept is simple: You are a state landlord, and your job is to ensure that your tenants comply with state directives by all possible means. Once you start playing the game, though, you start to see that there's much more to your role than just being the state's lackey. As for mechanics, the constant game gives you quests that appear as small bubbles to the left side of the screen that you have to complete. All of them have a - usually quite generous - deadline and range from the simple to the complex. For example, you might have to get some medication for your daughter or you might have to find a way to evict one of your tenants. The missions vary in length and complexity, and it manages to keep you on your toes. The interesting wrinkle of quests is that they often create all kinds of moral tensions that make your landlord a much more complex figure than you originally would have thought. You can try to be a good family man and give your wife the pitiful amount she keeps asking for, but to do that you might have to blackmail one of your tenants. Or you might have to pull out all kinds of shady strings just to get books for your son. Having you try to balance the moral tight rope is quite smart and definitely makes for interesting playthroughs and decisions. Speaking of your tenants, Beholder humanizes each of them, even if they are pulled in broad strokes, making your decisions feel more impactful and the consequences a bit more real. Although all characters are nothing but black carvings, they are fleshed out enough to be interesting. It helps the part of your duty is to profile them, which involves breaking into their apartments when they are away and going through their stuff. As you do so, you record their illegal habits and can either choose to profit from them and get paid from the state or extort them, resulting in a quick financial gain but putting you at personal and professional peril. And have quests like trying to find a bride for one of your tenants or looking for a veil for his wedding help keep the game from becoming a grim monotonous. Although the theme of the game is quite ugly, Beholder still manages to be funny, although humor is definitely on the dark side. Your daughter is especially funny as she says the saddest things in the most innocent way. And you can't help but smile while you're creeping at the same time. It's part of Beholder's charm; It manages to turn a grim, depressing main idea into an entertaining game that you will have fun playing. And then you'll realize that maybe you shouldn't have as much fun being an evil landlord, and you'll try and play nice with everyone, but the external pressure, including the constant need to make money for your family, will once again push your hand to do things you didn't plan to do. Beholder's clever mechanics and the way it represents societal pressures will pinch and prod you all the time. Beholder's art certainly helps with the whole mood as carving figures, which will remind you of Limbo a bit, fit well into the concept of an oppressive bureaucracy treating everyone as an interchangeable number rather than a human being. At the same time, the differences in body shapes and the light decoration - with things like tie or jewelry - bring the characters to life and somehow contradict the views of the state. At the same time, the surroundings are colorful and very well designed, and the contrast between them and the bearings makes both pop out. The music is also lovely, but quite sombre, and perfectly suited to the mood. It's pretty easy to control your character even on smaller phone screens, where the contextual icons help you navigate your surroundings without much trouble. There are some problems when a character is in front of an object, making it impossible to interact with that object. Overall, though, you have no trouble driving around your building and taking care of business, somehow. Beholder is definitely a great addition to games that explore life in oppressive states and I was pleased to see that it manages to be a fun game play despite its bleak theme. With great art and music and lots of choices leading to different endings, Beholder is definitely a game you have to play. Play.

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