Fat4all
Junior Member
(Yesterday, 01:37 AM)
Quote

#101

Having finally played Prune I wasn't exactly blown away by the experience. I might of been over-hyped on it, but it didn't really do much for me in the same way some other indie games did this year.

Skux
Member
(Yesterday, 01:37 AM)
Quote

#102

Volume is a decent game but has no right being on any top 10 list.

Mushroomer25
Member
(Yesterday, 01:41 AM)
Quote

#103

> Originally Posted by **Coffee Dog**
> the only times we talk about stuff like Cibele and Prune are when they get nominated on these lists.
>
> Edit: also, hardline as lowlight is pretty lolworthy considering some of the other games released this year

The point was to contrast Hardline with the larger narrative about police this year, which makes sense given the more socially-minded nature of this list.

Considering most of Hardline's action is based on stealth and encourages non-lethal takedowns, it's a bit of a meaningless dunk on a game that doesn't do a ton wrong.

ShadowOfTheIco
Junior Member
(Yesterday, 01:48 AM)
Quote

#104

> Originally Posted by **kurahador**
> Cibele.....

> Guess the writer cares more about intention than execution.

I NEED to know where this gif comes from. It's just too perfect.

JudgmentJay
Member
(Yesterday, 01:53 AM)
Quote

#105

> Originally Posted by **Tyreese Victoria**
> Playing Prune is the closest I've come to having a religious experience.
>
> I'm not religious.

Assuming you're serious, this might be the first time I literally can't comprehend why someone would praise a game. Even when it comes to games I despise I can still understand the appeal, but Prune is... nothing. It's not bad, it's not good, it's just... nothing.

TheGreatMightyPoo
Mouthpiece of the Holy Truth
(Yesterday, 01:54 AM)
Quote

#106

Finally, Splatoon above Mario Maker as it should always have been but wasn't.

---

charlequin
Loving Husband. Caring Admin. Secret Octopus.
(Yesterday, 01:55 AM)
Quote

#107

> Originally Posted by **JudgmentJay**
> Its aesthetic is nice, but I'm not sure I'd go so far as to call it gorgeous. Ori and the Blind Forest is gorgeous. "Pleasant" is a word I'd use to describe Prune's aesthetic.

I'm a big fan of bold, elegant design. The way the game contrasts simple geometric shapes with the intricate trees you grow is very striking, IMO:

> Originally Posted by **Scott667**
> However, I'm a little confused as to how 'Her Story' has received as much praise as it has, and wanted to know if someone who has enjoyed it could explain the appeal.

It's really about the experience of discovery, I think. A good part of the enjoyment with this game was the process of diving in cold, of figuring out a starting place, of making notes of people and words to dig into, of trying to piece the story of what happened together from the spread-out clues.

I think if you approach the narrative by boiling it down to a "twist" or just looking at it from a plotting perspective it will come off as somewhat shallow, but what's interesting about it are the subtleties of interpretation you can make out of certain details, or the thematic elements woven into the story.

OrbitalBeard
Member
(Yesterday, 01:56 AM)
Quote

#108

I need to check out Volume soon.

Is Her Story coming to consoles by any chance?

ForsakenLotus
Member
(Yesterday, 01:58 AM)
Quote

#109

No Witcher 3? Fair or not, I can't take this list seriously.

OrbitalBeard
Member
(Yesterday, 02:00 AM)
Quote

#110

> Originally Posted by **ForsakenLotus**
> No Witcher 3? Fair or not, I can't take this list seriously.

My favorite game isn't on the list either but I'm able to look past that and respect someone else's opinion. Plus, it's gotten me interested in checking out a couple games I haven't gotten around to yet.

PandaPedinte
Member
(Yesterday, 02:01 AM)
Quote

#111

> Originally Posted by **ForsakenLotus**
> No Witcher 3? Fair or not, I can't take this list seriously.

What if he didn't played it or found that the other games provided a better personal experience to **him**?

Last edited by PandaPedinte; Yesterday at 02:23 AM.

mnz
Member
(Yesterday, 02:01 AM)
Quote

#112

> Originally Posted by **ShadowOfThelco**
> I NEED to know where this gif comes from. It's just too perfect.

music video to blink 182 - first date

ShadowOfThelco
Junior Member
(Yesterday, 02:10 AM)
Quote

#113

> Originally Posted by **mnz**
> music video to blink 182 - first date

LOL. I thought it was a western pastiche of a kung fu movie. Dude looks like a baddie from a 1970's Chinese wushu flick.

Firestorm
Member
(Yesterday, 02:12 AM)
Quote

#114

> Originally Posted by **OrbitalBeard**
> I need to check out Volume soon.
>
> Is Her Story coming to consoles by any chance?

Her Story would be infuriating on a console without a keypad accessory. Given that the interface through which you interact with the clips itself is a computer, I recommend just playing it on a computer. It probably runs on a toaster. I have my doubts on it coming out on console.

timetokill
I call 'em "death hugs"
(Yesterday, 02:13 AM)
Quote

#115

> Originally Posted by **OrbitalBeard**
> I need to check out Volume soon.
>
> Is Her Story coming to consoles by any chance?

I can't imagine it would come to consoles, but it should run on pretty much anything.

The only thing it wouldn't be absolutely maddening on would be Wii U for touch input, btw. Pretty much all your interaction is through typing.

OrbitalBeard
Member
(Yesterday, 02:17 AM)
Quote

#116

Oh ok. Didn't realize it required the use of a keyboard. Sounds like a pretty interesting game I need to check out.

Anno
Member
(Yesterday, 02:19 AM)
Quote

#117

Hey Story works really well on an iPad, if you have one. Especially if you get someone else to kinda crowd around and tease through it with you.

OrbitalBeard
Member
(Yesterday, 02:21 AM)
Quote

#118

> Originally Posted by **Anno**
> Hey Story works really well on an iPad, if you have one. Especially if you get someone else to kinda crowd around and tease through it with you.

Didn't even realize it was on iOS! Thanks, that's probably where I'll play it.

John Kowalski
Charmin San Potato
(Yesterday, 02:21 AM)
Quote

#119

> Originally Posted by **timetokill**
> Oh shit, I missed that, what did she wear?
>
> Nina has ... interesting fashion taste. I don't mean that in a bad way! I like it.

https://twitter.com/hentaiphd/status/662728413438865408

Firestorm
Member
(Yesterday, 02:22 AM)
Quote

#120

> Originally Posted by **Anno**
> Hey Story works really well on an iPad, if you have one. Especially if you get someone else to kinda crowd around and tease through it with you.

Yeah, I played it as a group with the computer hooked up to a TV. We all shouted out search terms to try. It was a fun experience.

The list here in general favours games that aren't just about shooting/violence. Tomb Raider and Splatoon are the only "shooters" on the list.

Dryk
Member
(Yesterday, 02:24 AM)
Quote

#121

> Originally Posted by **Thorakai**
> My god, some of you are some whiny cunts. Who gives a shit if you're favorite game doesn't make the cut? ITS ALWAYS GOING TO HAPPEN. There are too many games for everyone to play, and too many games for all of them to get a spotlight. Just appreciate these lists as a chance to discover new games.

Yeah, seeing the same 10 games on everyone's list doesn't do anything except validate a small group of people's opinions. It's nice to see different people with different tastes giving the spotlight to a diverse range of games.

fade_
Banned
(Yesterday, 02:42 AM)
Quote

#122

> Originally Posted by **PandaPedinte**
> What if he didn't played it or found that the other games provided a better personal experience to **him**?

I would be surprised if he played even half of the list.

Marow
Member
(Yesterday, 02:45 AM)
Quote

#123

> Originally Posted by **fade_**
> I would be surprised if he played even half of the list.

Why do you say that?

joseph
Junior Member
(Yesterday, 03:29 AM)
Quote

#124

> Originally Posted by **charlequin**
> Making it into some ludicrous rant about mainstream publications covering games, however, is not useful.

> Originally Posted by **charlequin**
> Todd Martens has been covering games for years, and assuredly plays more of them than many posters on NeoGAF. Maybe his taste is crappy, but he's certainly not someone without an "understanding of interactive entertainment."

Suzushiiro
Member
(Yesterday, 05:29 AM)
Quote

#125

Yeah, it's weird to see people continuing to praise Sunset and give it awards/nominations after they had a meltdown and said "FUCK GAMES FUCK THE GAME INDUSTRY FUCK GAMERS." If you liked the game then you liked the game, I suppose, but I kinda feel like a developer who responded to their game bombing by throwing a temper tantrum shouldn't be rewarded for it.

I mean, if you want to make an "art" game that has no real mechanics and basically just exists to tell a story/be a place to explore, that's fine. But those games have always been super niche, so you shouldn't be particularly shocked if it doesn't sell well. It's like trying to sell some post-modern avant-

garde paintings you did at an anime convention and then getting angry that you made way less money than the people selling prints of fan art they made of anime and video game characters.

> Originally Posted by **Marow**
> Why do you say that?

Presumably because all of the games on that list hit at least one checkbox that makes them popular with the progressive/"games should be art" school of games criticism (no combat/minimal violence, female/minority protagonist, indie/"artsy," etc.) so the belief is that he's just putting them on the list to gain approval from that crowd, or just to be different from the usual lists that mostly contain the major AAA releases of the year. I wouldn't be surprised if that was at least part of the motivation for what did/didn't make the cut, but I'm going to guess that he has actually played at least a little bit of each game on that list.

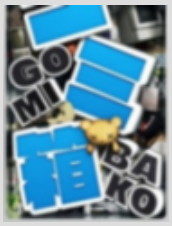
Last edited by Suzushiiro; Yesterday at 05:37 AM.

Hot Coldman
I know more about Mr. Hands than Lewis and Clark
(Yesterday, 05:34 AM)
Quote

#126

Cibele is dope. It may me reconsider the relationships I have with people both offline and online. What did your favourite game teach you?

7DollarHagane
Member
(Yesterday, 06:32 AM)
Quote



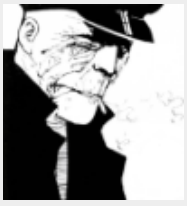
#127

Someone should tell them sunset overdrive released last year

Also congratulations on being super different and unique, list.

---

besada
Playing you like a bassoon
(Yesterday, 06:44 AM)
Quote



#128

> Originally Posted by **ForsakenLotus**
> Right, that's all well and good, but when there is a seminal game like The Witcher III: Wild Hunt, it is very odd that it wouldn't make a top 10 list for a publication. It seems poised to win a lot (and I mean a lot) of GOTY awards in a very strong year - it's omission is just, well, glaring.

In what way is Witcher 3 seminal? It's a well made open world game, but does very little new or interesting. Rather it's a good execution of the genre, but it's not genre defining in any way, nor is it likely to have a profound influence on later games. It was very well executed, and technically impressive, but not seminal. And I think it's perfectly reasonable that it hasn't shown up on some lists, because it's competing in a field where a lot of people are doing new and interesting things. I'd guess, for you, the quality of execution is more important than the originality of the idea, whereas this writer seems to have the opposite view point, scoring poorly executed but interesting games highly. Neither approach is wrong, as "best games" lists are always wildly subjective, and generally being decided on a different set of criteria depending on the publication.

> Originally Posted by **7DollarHagane**
> Someone should tell them sunset overdrive released last year.

I can't tell if you didn't actually read the list or are trying to be funny.

Last edited by besada; Yesterday at 06:50 AM.

Last edited by besada, Yesterday at 06:50 AM.

Zornack #129
Member
(Yesterday, 06:46 AM)
Quote

That's LA Time's top ten for sure.

HamPster PamPster #130
Member
(Yesterday, 06:47 AM)
Quote

Is cheesemeister doing a media picks thread again this year?

I didn't realize volume was so well received. It feels like the game came out and then I never saw a peep about it anywhere

charlequin #131
Loving Husband. Caring Admin. Secret Octopus.
(Yesterday, 07:23 AM)
Quote

> Originally Posted by **HamPster PamPster**
> I didn't realize volume was so well received. It feels like the game came out and then I never saw a peep about it anywhere

I don't think it was particularly? Very few people have bought the game and the reception seems positive but not, like, spectacularly so.

SmoothRunningGun #132
Member
(Yesterday, 07:49 AM)
Quote

> Originally Posted by **Hot Coldman**
> Cibele is dope. It may me reconsider the relationships I have with people both offline and online. What did your favourite game teach you?

I don't need to learn anything from a video game.

tim.mbp #133
Member
(Yesterday, 07:54 AM)
Quote

> Originally Posted by **besada**
> I can't tell if you didn't actually read the list or are trying to be funny.

It actually was on his 2014 list funnily enough.

jabuseika #134
Member
(Yesterday, 07:55 AM)
Quote

Most pretentious list I've ever seen.

Ekai
Member
(Yesterday, 08:28 AM)
Quote

#135

Ewww, Her Story. Why is that garbage game with such horrendous acting/writing getting so much praise? It completely baffles me.

> Originally Posted by **SmoothRunningGun**
> I don't need to learn anything from a video game.

I like when video games impact me in some way, tbh.

timetokill
I call 'em "death hugs"
(Yesterday, 08:55 AM)
Quote

#136

> Originally Posted by **John Kowalski**
> https://twitter.com/hentaiphd/status/662728413438865408

Yeah that's about right haha
Very cool

RespectThySole
Member
(Yesterday, 09:00 AM)
Quote

#137

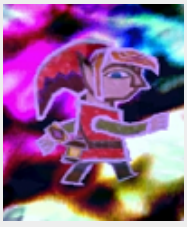
I will never get the praise for Her Story.

> Originally Posted by **HamPster PamPster**
> Is cheesemeister doing a media picks thread again this year?
>
> I didn't realize volume was so well received. It feels like the game came out and then I never saw a peep about it anywhere

This site tracks media GOTYs if you're interested:

http://gotypicks.blogspot.com/?m=1

WrenchNinja
Member
(Yesterday, 09:13 AM)
Quote

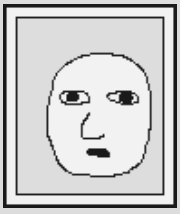


#138

> Originally Posted by **RespectThySole**
> I will never get the praise for Her Story.

What is there to get? People like piecing together mysteries and playing detective. This game let's you do that. It doesn't really matter if you call the reveal or think it's dumb, the meat of the game is trying to figure out the order of the narrative.

Piston Hyundai
Member
(Yesterday, 09:26 AM)
Quote



#139

> Originally Posted by **Hot Coldman**
> Cibele is dope. It may me reconsider the relationships I have with people both offline and online. What did your favourite game teach you?

how to make some dope Mario levels

point goes to Mario Maker, my man

Denton
Junior Member
(Yesterday, 09:34 AM)
Quote

#140

> Originally Posted by **RespectThySole**
> I will never get the praise for Her Story.
>
> This site tracks media GOTYs if you're interested:
>
> http://gotypicks.blogspot.com/?m=1

At the risk of repeating myself, have you read this ?
http://www.theastronauts.com/2015/08...f-video-games/

I haven't played Her Story yet myself, but I can't help but find it fascinating based on this article.

> It's basically one of the best simulations of a Hollywood detective I have ever seen in a video game. That scene in a movie where the detective stands in front of the board filled with the murder timeline, crime scene photos and a map full of pinheads, waiting for the a-ha! moment? That's Her Story. You build the board, and slowly reveal the truth through a series of a-has.

Meowster
Member
(Yesterday, 09:38 AM)
Quote

#141

All this year end love for Life Is Strange makes my heart warm.

---

mnz
Member
(Yesterday, 12:04 PM)
Quote

#142

> Originally Posted by **charlequin**
> I don't think it was particularly? Very few people have bought the game and the reception seems positive but not, like, spectacularly so.

Sales were atrocious. To the point that I'm kinda worried for Mike Bithell, since he apparently put everything he had into it.

http://steamspy.com/app/365770

RespectThySole
Member
(Yesterday, 12:24 PM)
Quote

#143

> Originally Posted by **Denton**
> At the risk of repeating myself, have you read this ?
> http://www.theastronauts.com/2015/08...f-video-games/
>
> I haven't played Her Story yet myself, but I can't help but find it fascinating based on this article.

Good read. I can definitely understand the appreciation of how fresh it feels.

However, I just can't see past the poor writing and acting.

Fantastapotamus
Member
(Yesterday, 12:30 PM)
Quote

#144

I have never heard of "Cibele"

KyanMehwulfe
Member
(Yesterday, 12:53 PM)
Quote

#145

Not particularly fond of the notion of rating a game low because of the current political discourse occurring... Which isn't to say games should be tone deaf, and in fact some games being rather discourse aware can rather brilliant. Probably MGS2's greatest achievement. But shitting on BF Hardlines because of the debate over cops in the U.S. seems a bit... less a comment on the quality of the game and more a political statement. I mean, there are plenty of gameplay reasons to shit on Hardline already ;p

that said, I actually thought it was a decent game and I sort of enjoyed the adrenaline-filled abuse-of-power cop vs robbers gameplay. It's a game... people like heists and cops vs robbers, etc. It's not great but it's far from horrible, too. The list in general feels like less a list of the best games and rather a list of great examples of games in society.

SolidSnakex
Member
(Yesterday, 01:01 PM)
Quote

#146

> Originally Posted by **KyanMehwulfe**
> Not particularly fond of the notion of rating a game low because of the current political discourse occurring... Which isn't to say games should be tone deaf, and in fact some games being rather discourse aware can rather brilliant. Probably MGS2's greatest achievement. But shitting on BF Hardlines because of the debate over cops in the U.S. seems a bit... less a comment on the quality of the game and more a political statement. I mean, there are plenty of gameplay reasons to shit on Hardline already ;p
>
> that said, I actually thought it was a decent game and I sort of enjoyed the adrenaline-filled abuse-of-power cop vs robbers gameplay. It's a game... people like heists and cops vs robbers, etc. It's not great but it's far from horrible, too. The list in general feels like less a list of the best games and rather a list of great examples of games in society.

I thought Hardline's campaign was pretty decent. While it didn't go as far into Bad Company's open design as I would've liked, it was far more open than anything we've seen in DICE's campaigns since the BC games. I also liked that it encouraged and rewarded you for going non-lethal and arresting people instead of just blowing everyone away. But it still had the same problem as DICE's recent BF's in the sense that the characters are worthless. Not a single memorable one in the bunch. But I think this just comes down to the serious tone. I wouldn't mind seeing Visceral get their hands on the BC franchise and make a new entry in that. They're probably do it more justice than DICE would at this point.

KyanMehwulfe
Member
(Yesterday, 01:06 PM)
Quote

#147

> Originally Posted by **SolidSnakex**
> I thought Hardline's campaign was pretty decent. While it didn't go as far into Bad Company's open design as I would've liked, it was far more open than anything we've seen in DICE's campaigns since the BC games. I also liked that it encouraged and rewarded you for going non-lethal and arresting people instead of just blowing everyone away. But it still had the same problem as DICE's recent BF's in the sense that the characters are worthless. Not a single memorable one in the bunch. But I think this just comes down to the serious tone. I wouldn't mind seeing Visceral get their hands on the BC franchise and make a new entry in that. They're probably do it more justice than DICE would at this point.

yeah, actually personally I really like it... and I have a lot of fun with the MP, too... love those moments when you're speeding through a desert town in a Cadillac, bass pumping, with 2 guys standing out the right windows with ARs firing on a helicopter and a fuel truck haha... but I'm pretty biased to the setting, so I was trying to be restrained and objective hehe

Haunted
fucking pineapples. they're useless!
(Yesterday, 01:11 PM)
Quote

#148

I didn't think Volume was very good or interesting, but sometimes things just really resonate with people on an individual or cultural level.

A good example for this last year was that I don't really understand how someone could adore

Kentucky Route Zero, its appeal is completely lost on me. But if someone tells me it was a revelatory experience for them and that they could relate to it like few other games, I respect that completely.

I could easily see Cibele to be that type of game.

Last edited by Haunted; Yesterday at 01:14 PM.

charlequin
Loving Husband. Caring Admin. Secret Octopus.
(Yesterday, 07:06 PM)
Quote

#149

> Originally Posted by **mnz**
> Sales were atrocious. To the point that I'm kinda worried for Mike Bithell, since he apparently put everything he had into it.

Sony's paying him to make an expansion for PSVR and his company is hiring, so at least from an external perspective it doesn't look like he's destitute or anything.

> Originally Posted by **KyanMehwulfe**
> But shitting on BF Hardlines because of the debate over cops in the U.S. seems a bit... less a comment on the quality of the game and more a political statement.

If a game is going to premise itself on a political statement (and make no mistake, Hardline's premise is deeply and fundamentally political) then it only follows that the reaction to the game should be politicized as well.

> Originally Posted by **Haunted**
> I could easily see Cibele to be that type of game.

There really, really isn't anything like it, so to some degree the execution will be less important than the concept as long as it's at least reasonably successful.

Muppet345
Member
(Yesterday, 07:34 PM)
Quote

#150

> Originally Posted by **Turin Turambar**
> The thing with Sunset, from what I know, it's that even the people who usually like these types of games didn't like it a lot.

This is right on. Sunset isn't really respected as a work -- honestly, it isn't daring, ambitious, or even experimental, which is what people sometimes refer to it as when people point out that it's a terrible game. It didn't push independent narrative games forward in any compelling way; it just regurgitated some tropes from the past few years and came off like a shallow commercial attempt to capture Gone Home's success. I'm surprised to see it on this list; it suggests the author cares more about what the list says about their taste than the games themselves. Sunset would have been interesting (but still a failure) if it came out a few years ago, but I'd probably suggest to this author that they look at some other experimental games if they truly believe Sunset was an interesting game in 2015. Hell, The Beginner's Guide was ten times more interesting than Sunset.

I see a few posts in the thread lumping Sunset and Cibele together and I think that's a mistake. People have generally responded well to Cibele, which *is* an intriguing, ambitiously experimental game made by a small group of independent developers. It wasn't personally one of my favorites, but I can understand that one being on some people's best-of lists if they're looking for games that make a respectable attempt at doing something different with the medium.

Last edited by Muppet345; Yesterday at 07:38 PM.

Delusibeta
Junior Member
(Yesterday, 07:53 PM)
Quote

#151

To be very blunt, any top ten list that includes Sunset is a list that I'm going to disregard totally. Sunset is a complete disaster area in every respect,from the terrible technical issues, poor gameplay mechanics slapped on with no care for whether it's even vaguely interesting, to the narrative that would be mistaken for a fifteen year old's diary. The only reason why someone would include Sunset in a top ten is for social justice e-cred, but there's far better games out there (such as Read Only Memories) that would have also given the social justice kudos. As far as I'm concerned, there's literally no reason to credit Sunset for anything.

All times are GMT +1. The time now is 04:35 PM. | You last visited: 09-30-2015 at 11:15 AM

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