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RTTP: GOW:A , It's Beautiful Subscribe

Fezan
Member
(12-31-2014, 12:34 AM)
Quote

RTTP: GOW:A , It's Beautiful #1

Let me start by saying that I am big fan of GOW games or action adventure games generally . I had played this game before but due to some circumstances i played may be twice a month and didn't paid much attention to any thing. So when it was on sale on PSN i bought it at once .

Once thing i noticed as soon as i started the game was how beautiful the game looked. Even tough the game is now last gen it impressed me so much. Character models all look great specially Kratos which looks like its form a current gen game . Lightning ,scale and animation are all superb. There is also tons of variety in environment and thing which i don't see much in other games is how we change all of them to some extent. This continuous motion of environment on such a large scale impressed me a lot.Also it mostly stays above 30fps most of the time . SSM also really did an amazing job with tthe art. Every thing looked great . Also most of the complainants of GOW3 that its too dark or all environment feel the same were rectified

The Combat was also tweaked for this game. No longer can you mash Square square triangle and win every fight . You have to carefully block dodge and hit to fill your meter up to give extra damage, You also had an extra layer of depth with elemental power in your blade. Certain elements were more venerable to certain elements. QTE segments were also improved with very visible prompts so you don't have to focus out of action and a new dodge mechanic . There was also new environmental weapons but beside shield and javelin most of them were useless. The Violence was also amped a bit there was nothing like Head removal from GOW 3 but the creatures showed guts brain and every thing

There were also good puzzles using your powers and some platforming and sliding sections. All of them were good but nothing special.

So the game which did so much right should be the best GOW but sadly the ansower was no.

First there was no motivation or story to push you forward. Even the PSP entries had better stories with emotional punch. There was no such thing here. You could have easily replaced Kratos with any angry guy and it wouldn't matter a bit.It was completly lacking sense of adventure. The art tough great didn't felt Greek. they could have easily used any other setting to freshen up the series but failed to do so. By sticking to Greek time period they were limited with what they could use but even then they failed to portray that time period which was never issue with previous entries.
This entry was also lacking sense of wonder even tough it tried a lot. The moving serpent section which was trying to emulate steeds of time formula failed completely. Similarly repairing Apollo statue should give feeling a sense of achievement but felt pretty bland. The journey although more vertical in nature felt shorter than any other GOW. The entire journey was lacking epic moments. There were no epic boss fights. First and final boss fights were pretty underwhelming and beside that there was no big boss.
Similarly the jumping the green orb section felt unpolished compared to GOW 2. Most of the time you wouldn't even notice it was there .
The combat even tough requiring more strategy felt unsatisfying and week. It was great when you were fighting enemy one on one or in small numbers but as soon as more than 5 enemies appear it was a chore to play.
Most of the problem mentioned above were strangely due to very bad placement of camera which was never an issue in any previous 5 games even PSP ones. The camera not only caused problem in combat but was hurdle during platforming sections and was also responsible for dampening some of the epic moments.
All these problem made me felt that all the different teams at SSM were working separately and joined them later on. Like combat designers didn't knew about number of enemies or they made it solely for multiplayer reasons . Similarly environment modeler were unaware of camera movement . Also this was the least polished GOW with sounds and geometry issues

In the end i would say its not a bad game. Actually its a very fun good action adventure game but compared to previous entry its not that good

This games was solid 8/10

P.s Haven't tried multiplayer yet

Last edited by Fezan; 12-31-2014 at 01:01 AM.

Corpsepyre
Member
(12-31-2014, 12:44 AM)
Quote

#2

I liked it a lot. The game did a number of things better than GoW3, in my books. Puzzles and level variety were just some. Three had some pretty dreary level design save from some key areas, and it was way too dark and drowned out at times even. Ascension remedied that with lush levels and a varied colour palette. Also, Ascension had probably the best final boss design of any of the previous games. It really did feel like the final boss in the game, even though it was a set of QTEs. But damn, was it an epic jaw-dropping encounter.

8.5/10!

Fezan
Member
(12-31-2014, 12:45 AM)
Quote

#3

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Last edited by Fezan; 12-31-2014 at 12:47 AM. Reason: posted in wrong thread

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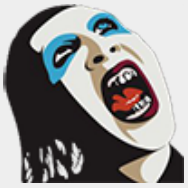
OCDChewie
Member
(12-31-2014, 12:46 AM)
Quote



#4

The first half bored me...a lot. However, it picked up in the second half.

Probably the worst God of War I've played.

Last edited by OCDChewie; 12-31-2014 at 12:50 AM.

Sn4ke_911
If I ever post something in Japanese which I don't understand, please BAN me.
(12-31-2014, 12:48 AM)
Quote

#5

Worst God of War game after Chains of Olympus.

Yes the game looks gorgeous but it doesn't change the fact that the single player is boring as fuck.

Fezan
Member
(12-31-2014, 12:50 AM)
Quote

#6

> Originally Posted by **Corpsepyre**
> I liked it a lot. The game did a number of things better than GoW3, in my books. Puzzles and level variety were just some. Three had some pretty dreary level design save from some key areas, and it was way too dark and drowned out at times even. Ascension remedied that with lush levels and a varied colour palette. Also, Ascension had probably the best final boss design of any of the previous games. It really did feel like the final boss in the game, even though it was a set of QTEs. But damn, was it an epic jaw-dropping encounter.

> 8.5/10!

It was my least favourite GOW. I liked PSP even better. but this does not mean Acension is a bad game. its still a good action adventure game like LOS. This game gets unwarranted hate here on GAF

> Originally Posted by **OCDChewie**
> The first half bored me...a lot. However, it picked up in the second half.

Yeah first half was pretty boring. Which is strange because GOW series entry is associated with most epic opening boss battles

Corpsepyre
Member
(12-31-2014, 12:53 AM)
Quote

#7

> Originally Posted by **Fezan**
> It was my least favourite GOW. I liked PSP even better. but this does not mean Acension is a bad game. its still a good action adventure game like LOS. This game gets unwarranted hate here on GAF
>
> Yeah first half was pretty boring. Which is strange because GOW series entry is associated with most epic opening boss battles

Well, the final form of the first boss, got my blood pumping like anything, and that final kill with Kratos riding the hand and making the beast eat it, and then jumping down to stab Magaera, was crazy!

I need to re-play the game now.

Fezan
Member
(12-31-2014, 12:55 AM)
Quote

#8

> Originally Posted by **Corpsepyre**
> Well, the final form of the first boss, got my blood pumping like anything, and that final kill with Kratos riding the hand and making the beast eat it, and then jumping down to stab Magaera, was crazy!
>
> I need to re-play the game now.

Final boss was epic . But like i said in the op IT was hampered by the camera angles. it was supposed to be one of the biggest boss in GOW but it didnt felt that big at all

Btw how is multiplayer ?

Kodiak
Not an asshole.
(12-31-2014, 12:55 AM)
Quote

#9

I randomly came across a Longplay of this on Youtube, and sat down and watched the whole thing straight. I find the God of War combat a little too stressful for me, but just getting to sit back and appreciate the graphics was some of the most fun "gaming" I've had recently. Reminded me of watching my big bro play as a kid.

kingdoug87
Member
(12-31-2014, 12:57 AM)
Quote

#10

The opening was enough for me. Not the best opener of the entire series but the battle of Heck-A-Donk-Or-Ease was amazing. Just give me a massive zoom out showing a giant creature while I can see Kratos flailing his Chains and I'm happy,

kostacurtas
Member
(12-31-2014, 12:58 AM)
Quote

#11

I like it a lot!

And for sure I will never forget it as I played it at hard difficulty and was really, really hard to finish it.

Wozman23
Member
(12-31-2014, 12:58 AM)
Quote

#12

It looked amazing, added some interesting mechanics, had some interesting boss battles, and upped it's sense of scale. The snake temple section and end boss were jaw-dropping.

It's just a shame the story had nowhere to go. It really got me hyped for what will hopefully be a true sequel (that hopefully takes the franchises lore in a new direction by following Jaffe's plot that included Egyptian and Norse gods, and religious undertones.)

Dragon1893
Banned
(12-31-2014, 12:59 AM)
Quote

#13

Art direction was even better than 3 imo. Unfortunately that's the only thing it has over 3.

Fezan
Member
(12-31-2014, 01:00 AM)
Quote

#14

> Originally Posted by **kostacurtas**
> I like it a lot!
>
> And for sure I will never forget it as I played it at hard difficulty and was really, really hard to finish it.

Oh yeas that annoying part at the end. Literally frustrated me without patch. Also forget to mention least polished GOW game

Massa
Member
(12-31-2014, 01:13 AM)
Quote

#15

> Originally Posted by **Dragon1893**
> Art direction was even better than 3 imo. Unfortunately that's the only thing it has over 3.

I disagree, I think the art in 3 is way better. On another level kind of better.

GOW:A is the only game in the series where Kratos easily blends in the middle of enemies.

Fezan
Member
(12-31-2014, 01:19 AM)
Quote

#16

> Originally Posted by **Massa**
> I disagree, I think the art in 3 is way better. On another level kind of better.
>
> GOW:A is the only game in the series where Kratos easily blends in the middle of enemies.

also it doesn't feel like we are in greece

ironmang
Member
(12-31-2014, 01:23 AM)
Quote

#17

Didn't really click with me very much. Maybe my least favorite in the series which isn't even that telling since the other ones were all fantastic.

Inuhanyou
Believes Dragon Quest is a franchise managed by Sony
(12-31-2014, 01:31 AM)
Quote

#18

The game has better graphics than 3. But that's pretty much all it has going for it. Very mediocre action title.

Its funny how God of War Ascension and Gears of war judgement came out around at the same time, had similar circumstances(were a prequel side game after the climax of the trilogy), and were about as phoned in as each other

lovely ladies
Member
(12-31-2014, 01:36 AM)
Quote

#19

The entry's pretty average but the graphics are pretty mind blowing in its final 20-30 mins.

AwShucks
Member
(12-31-2014, 01:38 AM)
Quote

#20

> Originally Posted by **OCDChewie**
> The first half bored me...a lot. However, it picked up in the second half.
>
> Probably the worst God of War I've played.

Well that's good to hear. I've struggled with the first half and all the sliding parts. Not like hard to pass but struggling to be entertained.

Fezan
Member
(12-31-2014, 01:44 AM)
Quote

#21

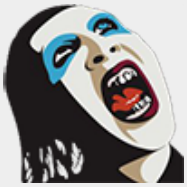
> Originally Posted by **AwShucks**
> Well that's good to hear. I've struggled with the first half and all the sliding parts. Not like hard to pass but struggling to be entertained.

Go for it. Second half is much more enjoyable than first half

OCDChewie
Member
(12-31-2014, 03:50 AM)
Quote

#22

Yeah, I wanted to stop playing it at times during the first half.



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