

JetStream Games

JetStream Games Official Website
Video Game and App News

ISSUE 1 VOLUME 2011



This Issue:

1. Shadow the Hedgehog
2. Addicting Game #2: QWOP
3. Super Mega Worm
4. New Final Fantasy
5. More!

[Addicting Game #2: QWOP](#)

What better to be an addicting game than a game on www.addictinggames.com? The game takes the premise of an Olympic runner, strangely named QWOP (his grandma?). Well apparently the guy left all of his talent at home, cause for some reason, he forgot how to run. So you use the two dual pads labeled on the screen to move each of his legs. I will tell you first hand, that you will **NEVER** win the game. Making those cruel 100 meters to the finish line with perfect form just sounds unreal. But what makes it fun is actually when QWOP loses. Rag-doll physics show off QWOP's ability to crash down to the track in a variety of a positions.

When playing the game, you get to chose from a variety of different events, from the 5k walk, to the 100 Meter Hurdles. What would be frustrating in another game surprisingly keeps you up on this one. A genius concept used to wow not so genius players is a formula for I don't know what (couldn't tell you if I wanted to, I hate math). The game only cost \$0.99 last time I checked, so you better hurry and get it before the game cost 100.00. And don't think I am joking, I have seen a 100.00 dollar game on the app store. Anybody who is ready to fall for that might as well not even buy apps at all.

JETSTREAM REWIND: SHADOW THE HEDGEHOG

After great Sonic the Hedgehog games, like Sonic Adventure 2: Battle and such, I was blown away at the aspect of Shadow getting his own game to go kill stuff. I was excited about everything except everything (I don't know where I thought of it!). The only downfall to this massive Xbox/GameCube/PS2 game is its change from speedy platformer to random third person shooter. I can agree that most Sonic fans play the game mainly for the breathtaking speed and deathly leaps of faith. Not to waste time shooting up exactly (500000000+) 60 monsters in 1 level in like 2 minutes! While Shadow is able to go really fast, there are so many turns and bombs just littered across the game, you can't go anywhere. Of course you can ride in a G.U.N take, which goes about 2 miles at max, or on the motorcycle that you will end up crashing (you can run faster than the bike anyway!). Most of your time is spent wondering if you killed that soldier back at the end of the level, or if you sealed up some portal about 50 miles away. Sometimes I get so mad, I just skip the missions and head straight towards the chaos emerald.

But the game did show beginnings of something promising, such as the morality engine, which gives you a certain power based on your deeds (Gun down a soldier, or run past him and let him still shoot at you for ex). On normal circumstances, you will get super speed or the ability to just plain blow up everything close to you, even your allies. The game also contains a split storyline that changes depending on if you killed all of the good guys, all of the bad guys, or decided to go and fetch a chaos emerald as an alternative. The game has pretty good graphics for a PS2 game made in about 2005? A good trait of this Sonic-gone-wrong scenario is the ability to just smash random street objects and use them as weapons (such as a pole, or a car!). Fiddling around with this will usually boost up your evil meter thing, so its a pretty good trade-off.

The story in itself: Pretty stupid. To begin with, a whole bunch of monsters flow out of a hole in the sky and start tossing over cars and junk, and Shadow ignores this and tries to find the secret to his past (which is a gimme if you already played Sonic Adventure 2: Battle). The game, though it has a dark feel to it, it has a whole bunch of characters that you would have never guessed appear (like charmly! I hate that thing!). The game **also** has a multiplayer option, where the two players can shoot each other up in a three different arenas and some vehicles. Some players can choose to be metal shadows (they have a gun already attached so that you don't run out of ammo, but they can't pick up different weapons).

Dissidia 012: Duodecim Final Fantasy Preview

Judging by the name and all, Dissidia 012 Final Fantasy, I can only guess the game will come out this year. Not! No seriously, the game is actually set for this year, not 2012, which kinda leaves fans feeling kinda lame. Dissidia 012 comes packing back as a sequel to one of my favorite fighting games on the entire PSP system (apart from Soul Calibur PSP). This newly recovered PSP title comes packed with a totally revamped gameplay system and story mode, also adding in several extra characters (thank goodness, the first game only had about 26 characters). The new characters include those from Final Fantasy XI, XII, and XIII. Other new characters, such as Tifa from F.F VIII, are bonus characters probably showcased due to frantic whining from the crowd. Instead of walking across a chess board style game, the games story mode runs back home to its Final Fantasy roots, allowing players to walk around a field map. Looking from the screenshot above, you can probably guess what kinda graphics the game is sporting.

Ramped up super moves mixed with added characters blow the entire framework of the game up hill, as anxious users mash their control pad for the correct combo. Like the regular Final Fantasy games, the over-world map will allow players to talk and interact with NPC's and shop

for equipment. Your party can traditionally only hold 3 members, and each one will be next in line to fight the frequent "Manikins" that threaten to destroy your team. Worked into the game is also the story from the first game, adding up with the second story line for possibly 60 hours of gameplay time. An especially new feature is the ability to summon your allies to help you during battles, usually to defend you or counter-act another opponents attack. The game is set to be released in the March of 2011, leaving your readers little time to go pre-order at your local Gametop. Be assured that your favorite villains like Kefka and Sephiroth will make slashing up spiky haired protagonist all the more fun. Read a list of new characters below (source from Wikipedia)

1. Kain from Final Fantasy IV
2. Gilgamesh from Final Fantasy V
3. Tifa from Final Fantasy VII
4. Laguna from Final Fantasy VIII
5. Yuna from Final Fantasy X
6. Prische from Final Fantasy XI
7. Van from Final Fantasy XII
8. Lightning from Final Fantasy XIII

GO GMC,
-JET-



SUPER MEGA WORM

Can anyone give me a guess? Do you think it's about some lizard that's fertilizing the soil? Or maybe the game is about a Super Mutant Robot war! I let you all decide for right now. The game follows the story-line of global warming (global what?), in which mother-of-nature goes and wakes up some random egg in the ground that coincidentally contains a giant man (and cow) eating mega worm, just as some guys are throwing beer bottles across the field. Now you pretty much have a giant worm running around the place and eating anything that just happens to be walking below it. As you eat more and more people, you get larger and larger, so large that you can't even see yourself on the screen. You also get wicked power-ups, such as the Emp and Dragon Spit ability, which makes cleaning up humans easy as wiping up a mess with a Sham-Wow cloth. If you love Dino Run (on the homepage) you will most definitely love this. Also available is **Super Mega Worm vs. Santa Claus**. I've never tried the game, but it has to be hilarious.



Eliminate for the iPhone

I know that for most of those iPod Touch wielders, you have yet to find a decent free first person shooter (not counting OverKill, that seems more 2D). Most developers haven't even found a way to make shooting a bullet out of a gun not complicated (for free). Games such as Archtype, Modern Combat and N.O.V.A work very well, but as in free, only Exo-Planet, which involves more third person combat, matches with Eliminate. Eliminate comes in a variety of different packages, the best I say Co-Op. Most packages have slightly different changes, like new arenas or equipment, but they are all compatible with each other. The game will faintly remind you of Star Wars: Imperial Academy because of its character design and overall layout. Power-ups and upgrades litter the battlefield, so as you are blasting out your friends, the you will notice how easy the game starts to get. Power-ups range from shields to speed boost, to even invisibility (more like almost-invisibility, you can see the outline of the player in clear daylight!)

There are two modes to the game, multi-player and single-player. Single player is for people that don't have the wi-fi to participate in giant hand-held shoot outs over the internet. When in single-player mode, you get the choice of about 10 stadiums, each with its own advantages and hide-outs. After waiting for the game to load up, you then proceed and shoot out ten AI opponents before they shoot you down. After you start playing the game, the game will faintly remind you of Halo. Single-player mode limits you to only your training gear and weapons, even though your opponents get stuff like rocket launchers and so forth.

In multi-player mode, all of those benefits you have been waiting for have now surfaced themselves up, with customizable characters, weapons, and equipment (like jetpacks; remind you of a certain star-wars game?). After making your weapon-of-mass destruction, you are now ready to battle out in awesome fully functional arenas, like the water arena, the rooftop, and the nuclear power-plant. With more diversity than single-player mode, battles get more action packed, and thus give players a reason to keep on shooting.

The Eliminate series I say deserves an 8 out of 10 rating from JetStream Games, for its solid gameplay, and awesome environments. You have to admit it would be fun to go up to the top of the roof-top level, and just start sniping everything below that trying to enter the elevator up to your hideout. The gameplay carries much on from the Star Wars Battlefront series, giving familiarity to this new revolution in iOS portable gaming. The beginning intro (or "training video") comes as a pretty hilarious start, with misleading graphics, humorous moments you will never find on the battlefield, and weapons you have never (and probably never will) see in your life time. If you are looking for that "mini-renegade squadron" kinda game, the Eliminate series is your choice. Of course you still have to figure out **which** Eliminate game you will get.

JetStream Games now on Google!

JetStream Games, after tons and tons of submissions has finally been accepted onto Google.com. For most of the people, most specifically those who don't make websites, you are probably thinking that this is not that big of a deal. Well, it kinda is, as now when people want to check if this site even exist, we can tell them "Google it". Wow, I myself didn't even know you **had** to submit your site to Google.

Another miracle worked today is the absence of ads on this website. I wonder what happened, but I am definitely not begging for them to come back. Webs.com must be giving sympathy for us gamers over here.

This article was just a news update by JetStream Games, expect more game, app, and rewind reviews to be released soon. Other renovations to this site planned are:

- Fix up the navigation bar
- Tidy up the "New Releases Page"
- Change up the Game of the Week page.
- Edit the Wiki.
- Finish up on Pantera
- We are releasing a **NEW** program by JetStream Games, working as a 3D modeling program for Game Maker.

Googleplexin with -Jet-
-Jet-

Gameboy Advance Leaving GameStop

GameStop has announced that our beloved game system for the late 1990's has now been change to a collectors item. This means that GBA games are no longer acceptable by GameStop for trade-in credit. This sudden change has probably been brought on to give room for newer game systems to come, like the Nintendo 3DS. To be honest, I wonder why they hadn't gotten rid of this system before? Game systems such as the PSone have already been removed from the list. But how has the GBA managed to last as long as it has? Maybe it is because of the fact that at this close of a point, game developers were still publishing games to it. Many of the world's best arcade style games were published to it, like the Sonic Advance Series, or the Dragon Ball Z Legacy series (not to mention the Kirby and Mario RPG series). But when you think about it, so does the PSone. The only difference I can see in the two lifespans is that as of now, most PSone games are available on both the Playstation Portable and the Playstation 3. This makes selling PSone games at a store physically very much a waste when many people abandoned for the PS2.



Eternal Final Fantasy Legacy XIII for iPS3

Sounds confusing right? Well, I was confused when I opened up Eternal Legacy by my arch-nemesis GameLoft (I hate you!). The first thing that sprung to mind was **Final Fantasy XIII** with bold formatting and everything! Every square inch of the gui, character base, and landscape screamed out that I was a victim of another GameLoft copy machine scheme. I've been fooled by Gameloft plenty of times, so many that I can just recognize them. I surely didn't want to spend \$6.99 for a game that probably should only cost \$0.99, so I just got the FREE version (which only gets you pretty much 5 **actual** minutes of actual gameplay). After the game takes about five minutes to download, I am met with a cover with a character looking oddly like a mix of Snow from FFXIII and Cloud from FFXVII. Bad sign. While my mind is telling me to delete the app, my passion for random games off the App store kept me going. So press the start button expecting to have to read up about 25 hours worth of back-story in a scrolling credits kinda way, but surprisingly, I was already at the stadium ready to go kill a couple of people.

The story is kinda jumbled, starting with a spikey haired mysterious protagonist named "Every Single RPG Character in the World" (just kidding, its Astrian), trying to get his way into the stadium. After you get past the cocky headed warriors and all, some bad guy ends up flashing in, and stealing some random stone of power while everybody else stares and looks at him. Now you go on some long adventure to go find the stone or something, and set the world of who knows what free from tyranny! Sounds like pretty much every other RPG game on the PS2 doesn't it? Well it kinda is, but most specifically, Final Fantasy XIII. The gameplay looks so similar to the game, that I could almost scream.

For the gameplay, you walk around random terrains until a wild animal wakes up and decides to attack Astrian. Once you've collided, you enter the attack stage, where you and your teammates are lined up in order to attack the monster. But instead of getting as much time as you want to think your way out, you only get like 5 seconds until the enemy attacks you. And it keeps going on until either you've ran out of health-potions or your dead. Your team-mates end up being no help, and the enemies boast abnormally large amounts of HP. And this annoys me, as you leave the battle with virtually no money at all. In almost every boss battle, your team mates will mysteriously pass out after only a couple hits, leaving you alone to take the thing on. Seems fun right? Kinda. Kinda not. But all is well. The games nice graphics and almost epic cutscenes leave you winking at your iPhone every time Astrian uses Double Strike on a wind-wolf.

Oh, and for those people who ask "If you hate GameLoft so much, why do you keep buying their games", its a complicated relationship. Don't test it too hard.:

GBA Leaves GameStop (continued)

Carrying the gameboy advance cards at the store must have seemed really wasteful, when most people don't even look twice at buying the games. The only time I actually would buy a game is if I saw something like Pokemon Leaf-Green for sale or something. Though they are now worth practically nothing, expect to see a comeback, as I am almost certain that the games will be available for digital download. It would most likely resurface on the DSi or the 3DS, which **actually** do have apps for the system like the Wii. Some may possibly end up as Wii Channels on the Wii Store, or as a flash/.exe game on the web. We will just have to wait and see the outcome of this sudden change in gaming history (nah, i'm just being suspensful, this probably won't make the books. You can always find them at Wal-Mart or Target for like twice the price as regular right?)

JetStream Games

Issue 1 Volume 2011

JetStream Games

www.jetstreamgames.webs.com
jetstreamgames@yahoo.com