



The month of April saw several great releases, including THE WITCHER 2: ASSASSINS OF KINGS ENHANCED EDITION, SKULLGIRLS, PROTOTYPE 2 & THE WALKING DEAD—EPISODE 1: A NEW DAY.

THE WITCHER 2: ASSASSINS OF KINGS ENHANCED EDITION



THE WITCHER 2: ASSASSINS OF KINGS ENHANCED EDITION took developer CDProjektRED's best RPG for PC of 2011, and gave fans even more reasons to pick up the game again when it released for Xbox 360 and PC on April 17, 2012. In the game, you control witcher, Geralt of Rivia, from the original game once again. After the events of the first game, Geralt has been left with a serious case of amnesia, and to make matters worse, he's now imprisoned and being tortured for allegedly assassinating a king that he was trying to protect. He manages to escape his imprisonment, but the outside world has turned corrupt and is on the brink of war, and that doesn't seem much better than the prison he just fled. Still, Geralt must do his best to survive, clear his name and try to reclaim his memories before they are lost forever.

BioGamer Girl: Best Games of April 2012

Written by Amanda Dyar
Monday, 30 April 2012 05:55

THE WITCHER 2: ASSASSINS OF KINGS is an RPG that allows you to do what you want, when you want. Aside from the main plot, Geralt can participate in back alley brawls for cash, hunt down monsters as his witcher clan is known for, or even engage in some extracurricular activities with the ladies down at the local brothel. Of course, your classic RPG elements are here as well: You'll encounter and fight enemies to gain experience points and level up Geralt, only this game is rather difficult, so strategically approaching battles by crafting and utilizing the proper spells, traps and other items is a necessity.

The new editions for the game not only placed it on home consoles for the first time in the history of the WITCHER series, but also added over four hours of bonus missions, 35 minutes of cut scenes and cinematics and so much more. If you've ever wanted to try the game, or are simply a fan of RPGs, you have to pick up THE WITCHER 2: ASSASSINS OF KINGS ENHANCED EDITION.



SKULLGIRLS



Developer Autumn Games released SKULLGIRLS on April 10, 2012 for PlayStation Network and April 11, 2012 for Xbox 360, and it instantly became apparent that this little gem would be a force to be reckoned with, as it oozed unique charisma.

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The game centers on a legendary artifact known as the Skull Heart, which is said will grant the wish of any young woman that possesses the relic, but the cost for the wish turns the chosen woman into the dreaded and deadly powerful Skullgirl. Each of the game's eight female characters have their own reasons for killing the current Skullgirl, and receiving a wish of their own, and each storyline is as interesting as the unique characters themselves.

SKULLGIRLS makes up for any lack of quantity—having only eight playable characters and three primary game modes plus a training mode—but the game more than makes up for it in a superb presentation and incredibly detailed and competitive gameplay. The ease of basic moves allows newcomers to pick up and enjoy the game with their friends, but the game's battle mechanics are complex enough to give even experienced tournament fighter fans something to wrap themselves in for many hours. The ridiculously addictive soundtrack, funky menus and excellent presentation will keep you coming back for more long after you would've tired of other fighting games as well.

Even as a downloadable title, SKULLGIRLS is one of the standout fighting games of the year, so far. No other game can match the beautiful animations, incredible frame rate or the accuracy of the game's battle mechanics. SKULLGIRLS makes getting your brains bashed in fun, and few games have ever been able to say that.

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PROTOTYPE 2



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To follow up their highly successful action game PROTOTYPE, developer Radical Entertainment released PROTOTYPE 2 for PlayStation 3 and Xbox 360 on April 24, 2012 with a new protagonist, Sgt. James Heller.

Heller is a former marine, who returns to his New York home to find his family killed by a second outbreak of the deadly Blackwatch virus. Heller blames PROTOTYPE protagonist Alex Mercer for his family's death, and attacks the man only to be turned into a monster with many of the same powers. Heller decides to use his newfound powers to destroy both Blackwatch and Mercer.

In this epic tale of revenge, you can equip Heller with two customizable attacks to beat down your enemies. Heller will then gain experience points you can spend to make him stronger, or to upgrade existing techniques and abilities. Out of combat, a New York divided into three quarantined levels that coincide with the exposure of the Blackwatch virus in that specific area can be explored, and there are plenty of hidden items and side missions to complete in each expansive location.

If you're looking for a great looking new release that will allow you to kick back and kick some heads in, look no further than PROTOTYPE 2.

THE WALKING DEAD—EPISODE 1: A NEW DAY



Written by Amanda Dyar
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Developer Telltale Games released the first of the five episode-long THE WALKING DEAD game for PlayStation 3, Xbox 360, PC and Mac in the last week of April 2012, and the game did not disappoint at all.

In THE WALKING DEAD—EPISODE 1: A NEW DAY, you are introduced to new protagonist Lee Everett, rather than comic and television hero Rick Grimes. We find Lee on the opposite end of the law, being transported to prison after killing a man, but luck, or perhaps bad luck, is on his side when the squad car wrecks into a zombie, allowing Lee to make his escape. He soon ends up hopping a fence as a horde closes in around him, and finds a little girl named Clementine in a tree house in the same backyard. The two work together to look for help and find the girl's missing parents.

Fans of THE WALKING DEAD, both comic and series, will be delighted to know that characters Glenn, Herschel and Lilly were included in the first episode of the game, actually a prequel to the Rick Grimes led story. Another interesting aspect lies in the fact that it doesn't play like your typical game, and is simplistic enough for nearly anyone to approach without worry of gaming skill. You'll typically search areas for useful items and solve puzzles the game throws at you, but combat isn't overly difficult either, usually only requiring you to press the right buttons to escape death and kill your enemy.

The fantastic story of THE WALKING DEAD is continued in the game, and emphasizing important decisions that can affect the whole game across multiple episodes is the main draw here. If you're looking for a fun time and a great story, you should know that THE WALKING DEAD delivers a one-of-a-kind experience.

