

Red Steel

Contributed by NexGen
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A shooter with Wii controls? Awesome idea. To bad the sound from the Wiimote has to be turned off to keep you from losing control and going into a talespin. This happens SO often they gave you a rebounding health meter. Nice touch but you shouldn't have this problem in the first place. Play Call of Duty if you want shooting. (although the surrender and time stop systems are AWESOME! You can shoot the gun out of an enemies hand and motion he surrender. If it's the leader all his minions surrender.)

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Sword fighting? Awesome idea. But only using 8 directions HORRIBLY ineffective and unoriganel enemy Ai and cheap blocking make this a great idea we will have to play Bleach to see done right.

The plot? okay horrible voice acting, horrible plot, horrible cinemas..... it's horrible.

Ai? nope, none. The enemies are so stupid they will run into walls and sometimes miss their ques so you have to start levels over. The only thing they can't do is miss. they are dead eye aims from a mile away.

The graphics? There are times this looks like a 360 game. a GOOD one. Those times are stretched between awful facial animations and lazy artists. There is a lot of astounding next gen graphics in this game.... but not every inch of it. Oh and turn your brightness up on your TV You'll need to.

Fun? Despite all the problems. I CAN'T PUT IT DOWN! I love it. I want to give it a higher score. It's sad really. How can a game gone so wrong be so fun? Maybe it's the motion sensing controlled grenades or interactive destructible environements. I dunno but it's AWESOME