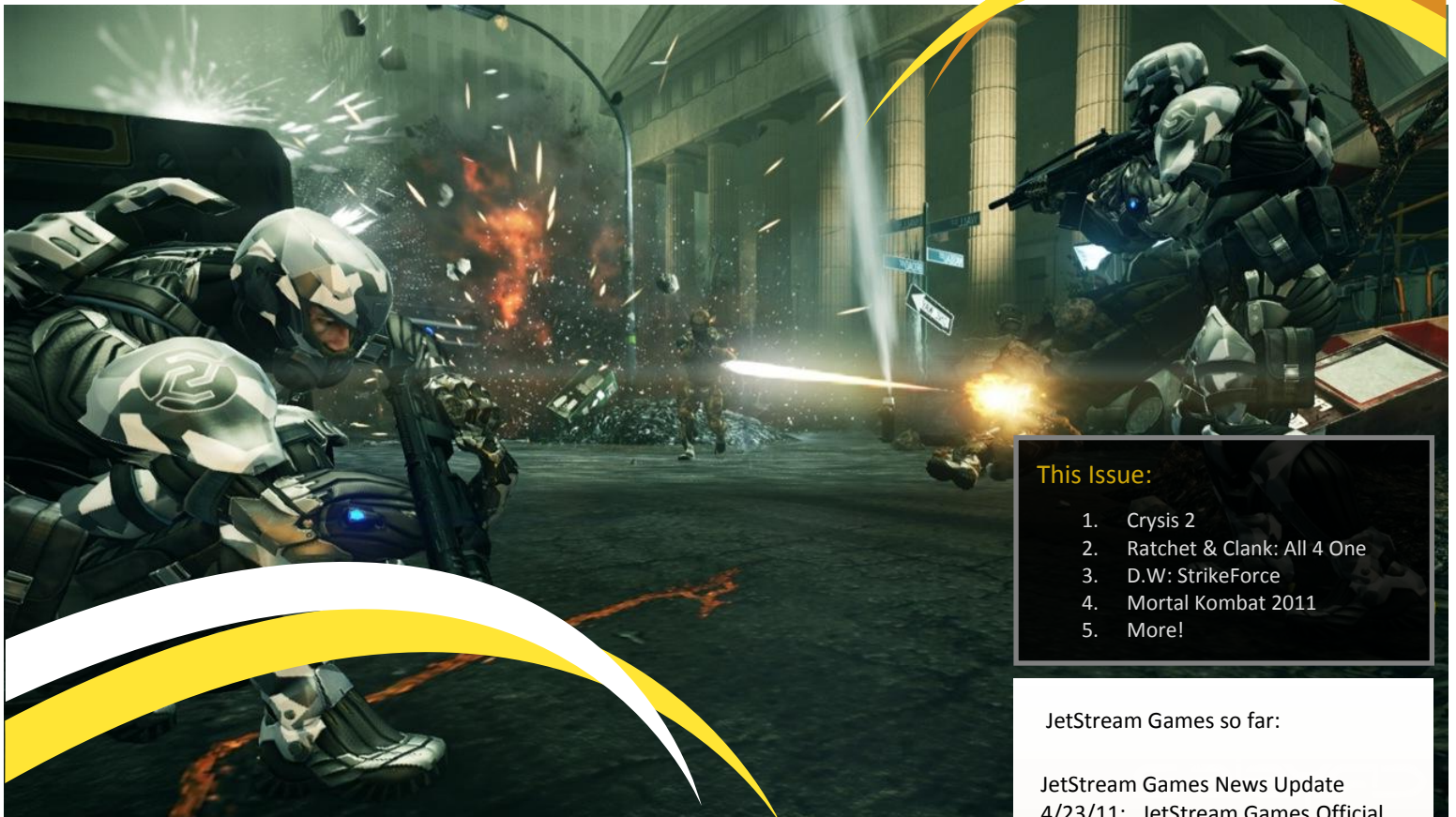


# JetStream Games

JetStream Games Official Website  
Video Game and App News

ISSUE 2 VOLUME 2011



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JetStream Games so far:

JetStream Games News Update  
4/23/11: JetStream Games Official Podcast is now on iTunes, Podomatic.Com, and Youtube. Check them out, as they are free for download! We are also in partnership with The Ultimat3 Website, which you can find at <http://ultimat3-web.webs.com>! We are also working on a JetStream Games MMO, and another MMO which involves taking care of your monster, and fighting with other "trainers". We are still in relationship with Xolbi.com and Gad3tGam3r.com!

About Us:

JetStream Games is a recently developed independent game programming business currently working on several projects such as JetStream the Game and Pantera. If you want to contact JetStream Games, please access either through YoYo Games by sending a message to pspiq3 or drop a message off at the geustbook. Widgets and flash games are all property of their respective owner.

## Feature: Crysis 2

Wow, before I even start this article, lets take a minute of silence for one of the most epic first person shooter of 2011. Crytek makes living through an apocalyptic New York. Plagues, Robot Aliens, Futuristic combat, marines, a disfunctional world defense force, every thing seems to be happening wrong to Alcatraz, who seems to be the only who cares. Instead of fighting in a jungle like Far Cry and the original Crysis, now you're stuck in the easily destructible city. This is good, as first person strategical tactics are now in your hands, where you can now hide up in buildings and stuff to get a better advantage over your opponent. Also changed from the first game are the aliens. Instead of giant stereotypical tentacled aliens, now you are fighting a more... gigantic cyborg type of enemy. When you look close enough, they start to look very much like The Decepticons from Transformers: Revenge of the Fallen.

## Crysis 2 (continued)



Alcatraz moves into this battle with a massively improved version of the Nanosuit called: (Quick Spoiler: Nanosuit 2) The Nanosuit 2! The Nanosuit comes with several somewhat new modes, like the Power Mode (which is pretty much a combination of the Speed and Strength mode from the first *Crysis*). Players, as they level on through the game, can upgrade specific functions of their Nanosuit, fit to their own gameplay choice. As in visual change, well there is none. Sorry fans. Fortunately, the game's background is dark, but not dark enough that you're fighting in *Dark Space* (hehe, get it, that game with the zero gravity and every... nevermind). Graphics are improved by a *Far Cry* from the original version, but not so much that you feel that you're playing a whole different series. As for the first person shooter elements of the game, well there is nothing to say. *Crysis 2* nails it in every way. The game still features more than enough cloaking and covering, with a little more stealth to the mix-up. The feeling of walking up to the battlefield, in a supersuit with (decepticons) aliens in the background is enough to make you turn back around. But it also gives you time to think up a tactic instead of starting the level off getting shot

up already. Battles feel more open as you are fighting in a more sandbox environment. You don't feel as constricted as you would in the forest of *Crysis 1*. Crytek gets an A+.

As for the rating, I give it a 9.5, which is close to perfect, between silver and gold. Crytek has gone and changed a pretty regular sci-fi shooter into at least a game that someone would remember (when they're 82). They'll remember fighting the final alien spires and your rendezvous at Prison Island. While the game has some partial... "similarities" to the *Halo* series, the game still adds its own small twist.



### Ratchet & Clank: All 4 One

Our favorite little third person shooter has just gotten more insanely confusing. Dr. Nefarious is teaming up with Ratchet & Clank, Qwark is... Qwark, and Clank has a really big head. The series itself seems to have made a back flip, and did another 360, followed by a 180. Because everything you have seen from the past games (maybe except for Secret Agent Clank, but that's a whole different story).

The game seems to have shifted away from its platform-shooter roots, for a more... Ultimate Alliance 4-player co-op kinda gameplay. The player will be expected to solve puzzles using all of his team-mates, which can switch in between AI, and regular player at any time. It is the first game since tools of destruction to feature a storyline separate from *The Future Saga*. This means the game will probably be running on its own completely complex side-story. Videos and Screenshots (and not to mention [Wikipedia](#)) have all given hints to as what the story-line is about. From my research, it seems that the game starts with Dr. Nefarious trying another one of his schemes, except this one more fatal, which ends up back-firing. Qwark is mixed into the conflict (probably because he is the one being targeted) and the pretty much everything from there is blank.

The game takes a noticeable graphical change, as major characters like Ratchet and Clank are now changed. Drastically. I am pretty sure Ratchet's ears are not that big. The game is set as more comedic, but still offers up that bit of seriousness that is present in most of their games. Enemies are detailed, giving a brighter distinction between the characters and the parallel world they are sent to. Particles and lasers look masterful as of now, but until a playable demo is out on the PlayStation Network, we have no way of knowing other than from gameplay videos. As for now, you can scourage our video gallery or YouTube for some videos on R&C: All 4 One.



## JetStream Rewind: Dynasty Warriors: StrikeForce

What, Dynasty Warriors Strikeforce came out around 2009 right? Well, its making its own blog appearance today because as of now, it is still my most played game on my PSP. The game in entirety seems leagues away from games such as Dynasty Warriors 6, a member of its own franchise. Its gameplay involves a whole lot more...paranormal activity than what used to make up the series. Past games involved fuedal wars between cough\* DYNASTIES in ancient China. Giant masses of soldiers would line up on the battlefield, and pretty much start getting slaughtered by some other guy. Now, there are more energy beams and what not flying through peoples eye-sockets, more evil emporers with giant fire-breathing statues/tigers, and more... Dragon Ball Z kinda crap. But this formula seemed to mix with me after I played the downloadable demo off of the PlayStation Store. Movement is nice and crisp, perfectly tailored for the miniature controls of the PSP.

When playing the game, you get the choice of several different empires, each with their own special generals, soldiers, and mercenaries. Most characters have specific traits to them, such as speed, power (and moving 1.5 mpr), use of Musou, etc. Each character also has an Awakening Form, a sort of "super-saiyan" form that allows players to pretty much devastate the battlefield. The sad but sort of awesome thing though, is that when you are fighting other characters on the battlefield, they are able to switch in and out of these modes also. Instead of being crowded by enemies, enemies are more carefully laid out on to the battlefield, adding strategy. You can also choose to attack by air or land, as certain characters are able to hover, and use special moves to fling their enemies high up into the air. Ai responds as their generals are taken out. Most of the time, the general will take up most of your attention, pestering you with constant attacks at super-sonic speed, or sneaky side attacks. You can never just focus on one enemy. This tends to be a blessing and a curse, because players can lead themselves into situations where generals meet and double team, or you can decide to transform, and take them out all at one time.

Players can also choose to lead missions with their friends, splitting the battlefield, and/or protecting them when needed. This mode makes earning money easier, and add drama to an already tense battle. The PlayStation store offers up other add-on levels, for players who probably play the game day and night (pointer at me). When choosing a game that will leave you in awe, and games to compete with others like God of War: Chains of Olympus, and Kingdom Hearts: Birth by Sleep, this game should be the game. Graphics are perfect, with nice auras and energy waves, and detailed cutscenes similar to those found in Final Fantasy VII: Crisis Core. The game has been recently ported onto the Xbox 360 and PS3 for those who don't or want to own a PSP, in which the game is almost exactly the same.

Deadline is, play the game, or at least try the demo.

The Game gets a courteous 9.5 from -Jet-, earning itself the title of a PSP Classic.

-Jet- has been Awakened.

## Monster Hunters Freedom 3



This PSP game is a rebirth of a kinda dying system. Coming back from the glory days is the time where you can roam pretty much empty wastelands and hope for a random monster to appear. If you're having no exact luck with this, go search for The Big Kahuna. Amidst your life running around desserts and forest, you get to choose your warrior class, weapon, and special partner to help you. Weapons range from gunblades to just plain machettes. Each one has its own advantages, such as the ability to move faster. Though you may be able to deal more damage to a monster such as the Aoashira, but you are sure to, you know, get smashed or something. The game goes around the lines of a simulation/rpg, as you get to do everything from collecting meet from random lamb-monsters to camping out around a tent to get a quick escape from a tyrannical bug-monster.

This game has had a major redesigned, with an ancient japanese style feel to it. A new village has appeared from the depths of a programmer's mind called Yukomo, which will be a center of new missions. Your partner can now be customized in a couple of different ways, changing the appearance of the character to fit all of your armor-weapon combinations.

As for now, the game is still coming along, and will not come out until who-knows-when 2011. If you are looking for that sequel to Monster Hunters Freedom Unite, well this is not it. This is its own different kinda game, and it should be thought of as so.

Who's hunting you down?

-Jet-

## [YOYOGAMES NEWS UPDATE](#)

In the past few weeks, we've been kinda lazy on our YoYo Games coverage, so I want to fill you all in on what you've been missing by our favorite game maker community. As stated way back when, YoYo Games had recently started exporting their games onto other platforms, such as the iPhone and the PSP. Game Maker's all over the world (including yours truly, pspiq3) go wild, as an array of different games are sent from the PlayStation Store to the Apple Store. Some of the games featured are SkyDiver Mach II (and its sequel, DropZone), Maddening, Teki Teki and Prison Ball. But this doesn't mean that just any game can make it onto their game store. Users have to hope that their games have enough potential to make the cut. Ametuer programmers go wild as they notice their games might never make it onto the app store.

Thankfully, YoYoGames is working on their newest Game Maker, this one rumored to have an exporter for different platforms such as the PSP and HTML 5. This means those who've lost all ambition after being turned down can just make their game, and start playing it on their favorite game system. The HTML 5 exporter is our favorite rumor, as it'll allow you to publish your games directly to the internet.

Now if you're tired of all of the specifications and regulations you just have to follow, be happy to now that you don't have to. Just because there is an exporter, doesn't mean you can't make your own games just like the old days. Game Maker 8.1 was released only on the 15th, so rest assured there will be another 500+ scripts that you'll most likely never use at your disposal. If you want to view what YoYoGames has to say about their newest accomplishments, go to <http://glog.yoyogames.com/>.



## Mortal Kombat 2011

Soon after the success of Mortal Kombat vs. DC Universe, Midway Games, that company you know well enough from their (mortal kombat) Midway Arcade games you find in arcades, announced that it was closing its company due to bankruptcy. For me, this seemed to be the end of one of my pioneer fighters. Not much later though, I found that Midway Games was partnering along with Warner Bros., and along with it the announcement of a **brand new** Mortal Kombat game (labeled: Mortal Kombat). It only takes small rumors like this to start an internet revolution. At first, it was rumored to be a cross-over between Tekken and M.K, and possibly a Capcom vs. M.K. I new very well this would probably never happen, or at least not in 2011. Midway would wait to start milking in money.

Instead, Warner Bros. stated the new game would be a sort of a dedicative game, celebrating the revival of the series we all know (and love). The game returns to its classic linear fighting gameplay, similar to Street Fighter type gameplay, and the gameplay from the original games. Many of your favorite characters, like Sub-Zero and Johnny Cage return along with classical redesigned arenas to bring in one of the best comebacks ever found in gaming history (sort of like how Sonic returned from the grave with Sonic 4: Episode 1, and Sonic Colors DS). Most of the equipment and weapons are back, with newer moves, and a lot more bloodshed. Pretty much every other move comes along with some one else getting sliced into chunks of meat. This has to be Mortal Kombat's most... Mortal Kombatish games so far.

The game makes sure to keep the characters and features moderate (not like the 100+ characters from Dragon Ball Z: Budokai Tenkaichi series), putting only characters and arena's in the game that they feel deserve to be here. The game is said to come out on April 19, along with Portal 2 and The Prince of Persia Trilogy (HD).

## The Nintendo 3DS

Just released by our favorite millionaires in Japan was the 3DS, the newest game that from what i've heard, will make you drop all your DSi games and get you running. I of course sit in my chair at home and ponder on what should I do with a little bit of extra cash. Should I do nothing? No. Should I wait for GameLoft to update their GangStar Miami Vindication app? That'll never happen. Should I get the NPG? Bingo, but first I guess I should give the other system a chance. So I set off to find one of my friends who has a 3DS. Well let me just say, just because the system says **3DS** doesn't means laser beams and random character's will be popping out of your screen. Well that was disappointment #1. What it really is is an optical illusion kind of trick, where as the graphics are changed just enough to cause some things to look closer or farther than usual. This is what I would call "Depth Optimization". So I proceed by chillin' out with Street Fighters IV. As of now, my vision of the 3DS is:

1 DS Lite + 1 original chunky-looking DS + a DSi +A "3D" Button (emphasis on the quotes" = 3DS with an attached stylus pen.

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