

VIDEO GAME REVIEW

By: Xilera

TITLE: Prototype 2

When the first Prototype released in 2009, it did a lot of things right: traversing the towering skyscrapers of New York City, stealing the identity of anyone you see, and forming weapons out of a character's appendages. It fell short in many ways as well, but Prototype 2 feels like a well-heard response to gamer's feedback, addressing nearly every issue from the original.

Over a year after the events of Prototype, New York is overrun yet again by the Blacklight virus. New hero James Heller is out for revenge against former protagonist Alex Mercer for causing the outbreak that killed his family. Before long, Mercer grants his viral powers to Heller, seeing potential in the experienced soldier and hoping to win him as an ally.

Mercer slides easily into the antagonist role, since he was always more of an anti-hero. Heller reminds me of God of War's Kratos, focused entirely on revenge with his emotions set constantly on anger. With him, radical essentially traded in one story for another.

Bouncing through the city and pounding the hell out of everything is Prototype 2's main focus. The city traversal is some of the best I've seen. Like Mercer before him, Heller can sprint up a skyscraper in seconds, dash and glide through the air, and commandeer tanks and helicopters. But now, the controls feel more natural; I like how I can zoom across the entire city to a mission in no time flat and still stop on a dime.

The difficulty remain somewhat mild, with a challenging flare-up here and there, but, it never gets cheap. Players track targets to consume, put down infected creatures, bust or sneak into bases, and pose as a soldier. Some Stretches feel repetitive, but things always pick back up soon enough—especially at the end. The final boss puts all of your powers to the test, and is much more significant than the previous one.

If you are as much of a fan of the First Prototype as I am you will not be disappointed with the sequel! This game gets 3 and a half Stars .