I first played Beyond Good and Evil way back in 2004 when it first came out. Memories of the game were exciting, remembering a great story told through peculiar characters. Replaying it years later gave me the opportunity to plunge back into the universe that I so vividly recalled, now to see if my thrill was justified.

Diving straight into the action, my Lighthouse, where many orphans were sheltered, was attacked by DomZ. The DomZ are vicious alien creatures that have been, for long now, repeatedly swarming the planet I was living on. Jade is the character I was given for the journey and she seemed to deal way better with this surprising attack than I did. The fight unfolded as I would strike my enemies with the fighting stick Jade had, jumping from an alien to the other quite fluidly, reminding me of contemporary Batman/Assassin’s Creed battle system. Even as an abrupt beginning, it was pleasant to quickly dive into action and have to learn how to get along with the fighting system on the fly.

The DomZ have been repetitively attacking planet Hillys for a long time now but fortunately, a protection force called the Alpha section has been able to contain the threat. As they have not always been the official protection force, the Hillian army was, Alpha section fell under certain criticism when unable to assure omniscient protection to the citizens.

Development in the story is made through the journalistic activities of Jade, activity that will revolve around investigation the Alpha Section’s activities. Standing out from other action games, few objectives aim at destroying something or killing an enemy. Instead those are minor ways of getting to your objective, which you often have to photograph. Generally, there are several types of gameplay types across a single mission, ranging from vehicle racing to sneaky infiltration. This wide range of action are integrated in a way that is fluid and the outcome is a continuous varied gameplay that brings the simple gameplay parts to a next level of enjoy ability.

The main character has original abilities and interests that makes it a believable, authentic one. The mix of Jade’s abilities, photo taking and agility on one side and her fighting ability and assertiveness on the other, is a great compromise between the more commonly accepted female stereotype and a more modern view of it. By times, she will need help from her partner to push an overly-heavy crate and on other instances she will knock an enemy off that same friend. As the result was aforementioned, the character ends up being an accessible one, depicting a strong, beautifully deigned character.

Exploration is probably the most voluminous part of Beyond Good and Evil. Crawling behind ventilation docks, spying from a footbridge or leaping over deadly lasers, you always have to be looking for potential threats in order to deal with or avoid them. Unfortunately, camera control is sometimes taken out of the player’s hands or simply becomes non-functional. While this is not the general case, some clusters of immersion-breaking camera control do come in the way of enjoying the main content.

The universe in which Jade lives in is a colorful one. Despite the apparent precariousness of living on planet Hillys, the characters you cross express hope. This is what the story of the game is about. It is a tale of sacrifices and resilience through which Jade and her friends struggle their way. Resulting is a captivating story that drives the player through the multiple gaming hours, digging in every corner, fully involved in the hidden conflict that is gradually unveiled.

<li>Captivating story</li>

<li>Strong characters</li>

<li>Varied gameplay types</li>

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<li>Camera control sometimes breaks immersion</li>

It is with excitement that I came back to Beyond Good and Evil and it is a pleasant experience that I will remember for years to go. While the game is far from the technical achievements that can be found in modern games, the gameplay still remains relevant compared to other contemporary games. Its story and design and simplicity makes it an accessible game that is worth going back to