Resume

For people who have long been playing video games, it is clear our approach to games we chose to play now is very different than it was when we started, let it be many years ago. As we play more and more games, start to create expectancies about what to expect about a game and even what a game contain. This is what guides us toward the choice of a game over another when choice has to be made. In fact, these game prototypes might even be present amongst developers. More subtle things might be affected by those preconceptions, such as roles characters play, their appearance and even their gender.

Revolution 60 is a game that defies what we could predict to be the normative game idea when it comes to those aspects; the definition of roles, genders and any preconception attached have been crushed and rewritten. In this game, every important character is a women, which greatly contrasts with it usual, and deplorable, accessory role.

The action role playing game flavor of the game made it possible to work roundly on those characters to make them feel real and living. The main character, Holiday, is an assassin. Infiltrating and combat are here primary skills and when it comes to arguing, she surely is not scared to confront questionable orders given to her. While she certainly needed a homologue to verbally fight with, the developers still worked on a larger spectrum, giving other characters complementary personalities; when time comes to make a choice between a friend or another, the player has a range of attitudes to deal with.

Decisions are probably the game’s most involving challenges. As conflict erupts amongst the crew members, you will eventually have to side on a side or the other. Actions will modify your professional profile, ranging from professional to rogue, and people you chose to side with in conversations will also affect your affinity with characters. It is in this realm of choices and decisions that the game roots its appeal. While short, the game manages to tell a story in a vivid way that keeps you on the edge of your couch.

Aforementioned were strong points by themselves, but being an action game, they only are flesh around a bone, and sadly, that bone is shaky. The parts that serve as tool of interaction in the game are not necessarily broken when taken apart, but it feels like they have been assembled in an inappropriate way.

On several occasions, Holiday needs to perform special actions that will require you to perform a series of gestures so she can properly act them. Sliding your finger along tracks and pressing buttons on the screen will get you entertained for the first couple of times you encounter them; the game will repeatedly throw action sequences at you so your character can shoot, kick and jump, but repeating the same gestures rapidly becomes routine.

The same could be said about the combat system which is entertaining the first time you encounter it. You fight on a fight on a grid where you and your enemies are convicted to move from square to square, shooting at each other and trying to anticipate the adversary’s manoeuvers. Again, this good idea faces the obstacle of long fights and repetitive enemy encounters. At times, I only fought to hope to level up to make combat shorter with my new powers. Another point that could have been nice is the conjunction of all those aspects. As mentioned, you gain levels over fights and manage to obtain new abilities to better dispose of you enemies; it just is a pity that this effort, whose result could have been appreciable, got lost amongst the less enjoyable parts.

On a general note, the battle system, which was a good concept but ended up as too slow and the action sequences, which were entertaining but ended up being repetitive, affected the pace at which progression and development was made through the story and held back the payoffs from a potentially captivating story with great characters. It may have been the game’s greatest problem: some of the content feels like it has been put there as a filler, or that it could have simply been removed or replaced by something more pertinent.

Despite all of this, a good deal of effort was put into bringing the game to an accessible level; instructions and progressive difficulty of challenges widens the extent to which people would be able to put their hands on it without any prior video game experience. It rarely feels so and this is an achievement considering the action rpg genre. If there is something else we can hope from the planned trilogy is a bit more of variety and balance in content.

Pros

Complex, interesting characters

Cons

Uneven, generally slow pace

Repetitive content

Revolution 60 does not step too far away from what you would expect from a tablet game: it is accessible and provides gameplay that is somewhat comparable to other platforms. However, the game lacks variety in its content and will get you tired of repeating the same action over and over. Fortunately, great work was done on the narrative side and manages to cover some of the game’s flaws. Revolution 60 certainly will not be your favorite game of the year, but you could still find something entertaining in it.