= Saints Row 2 (mobile) =

 Saints Row 2 is a mobile tie @-@ in action game developed by G5 Entertainment and published by THQ Wireless to accompany the Saints Row 2 console game . It was released in October 2008 . The game follows the story of the series where the player returns from jail and fights to protect and expand his gang 's territory . The player can steal , carjack , mug , shoot , stab , and kill computer players . There are special minigames for robbing , stealing , and carjacking . Completing missions earns money to be spent towards replenished supplies and player upgrades . Reviewers contended that the game was too large for the small screen , which exacerbated difficult driving controls .

 = = Gameplay = =

 The game 's story mimics that of the console game : the player @-@ character returns to the city of Stilwater following a bid in prison and must restore the atrophied influence of their gang , the Saints . The player can kill , threaten , rob , carjack , and otherwise force other gangs out of Saints territory . For example , player objectives in the tutorial mission include hijacking a car , killing a policeman , driving to a " Forgive & Forget " location to lose the police pursuit , and mugging a pedestrian . Locations throughout the city help the player , such as fast food restaurants that restore health , gun stores for firepower , and spray paint shops to decoy the player when pursued by the police . An on @-@ screen minimap displays nearby locations , and there is a larger citywide map on the pause screen that does not show detailed locations . The city is split into zones , and the game 's mission objectives largely consist of driving to locations and shooting things . Mission examples include assassinations , bomb @-@ planting , and robbery .
 The player can fight with a knife received early in the game and later with firearms that feature auto @-@ aim . There are also sequences where the player can snipe enemies with a sniper rifle . Enemies do not hide due to a lack of a cover system . The player can earn money by finishing missions and robbing pedestrians , which can then be used to buy food , weaponry , spray paint , and accessories for the character 's home . The mobile game features minigames for robbing pedestrians , stealing , and hijacking vehicles . While robbing , the player taps happy and angry face icons to terrorize the victim into giving more money . When stealing , a Tetris clone lets the player fit more items into the truck , and the carjacking minigame lets the player earn more money for scaring the captive passenger by driving at high speeds .
 When driving , control options include " directional steering " where " left " and " right " controls the vehicle in that direction (like a steering wheel) and " up " accelerates , and another option where the player presses a button corresponding to the desired direction . The player targets enemies by pressing the pound key and then pressing " 5 " repeatedly , which also leaves the character vulnerable . Players can run faster than the cars can drive .

 = = Development = =

 Saints Row 2 is a mobile tie @-@ in action game modeled after the Saints Row 2 console game . It was developed by G5 Entertainment , where it was known as " Project Sienna " in development , and published by THQ Wireless on the Java 2 Micro Edition (J2ME) platform . The game was built on their proprietary Talisman engine , which G5 Senior Producer Mike Zakharov said in 2008 enabled the game to have a big environment with many things to do as " one of the most complex modern mobile games " . As compared with its preceding mobile tie @-@ in game (associated with the original Saints Row) , the Saints Row 2 mobile game fixed issues of small sprites and too much traffic . Additionally , the developers changed the camera perspective from directly overhead to a slight angle . Saints Row 2 for mobile devices was first announced in June 2008 and released in October . It is compatible with the Nokia N95 and Nokia N81 .

 = = Reception = =

IGN 's Levi Buchanan described the game as somewhere between a traditional tie @-@ in game and a cash grab , and " ambitious " but limited by the confines of the mobile platform . He added the game appeared forced onto the platform despite its inability to support open world gameplay . Keith Andrew of Pocket Gamer felt similarly , and Rob Hearn of the same outlet also complained of how the large sprites restricted screen space and made driving slower . IGN 's Buchanan felt that the screen was too small to fit so much action , especially due to the size of the minimap , and though the city " looks alive " , it became " a painful obstacle course " . He found driving difficult between its controls and his inability to plan for the offscreen unknown . Pocket Gamer 's Andrew also found both driving controls complicated and found himself accidentally killing pedestrians and thus getting into police chases . On the other hand , Andrew Podolsky of 1UP.com enjoyed driving through the destructible environments .

IGN 's Buchanan found the enemy artificial intelligence weak . Since no one takes cover , " they just stand there to be shot . " He added that the game was sufficiently long past the player 's interest to continue , and that the game 's sound was " unimpressive " . 1UP.com 's Podolsky called the game a " worthwhile download " and while noting that violent mobile games were rare , said the game looked " nearly identical " to the 2007 mobile tie @-@ in game for American Gangster , though Saints Row was more violent . He added that the game 's story was not interesting .

Keith Andrew of Pocket Gamer wrote that the mobile game was " like ... no other " since the player could " watch life flow by " without providing input . He added that the game 's primary task was staying alive since almost everyone other than the pedestrians and teammates are against the Saints . Andrew acknowledged the limitations of the top @-@ down view on mobile and thought that the developers did the best job possible considering their platform 's limitations , but asked , " Is a game like Saints Row really made for your mobile ? "