

= Half @-@ Life 2 : Survivor =

Half @-@ Life 2 : Survivor is an arcade game based on the science fiction first @-@ person shooter video game , Half @-@ Life 2 . It was released on June 28 , 2006 on Taito 's Type X + arcade system , with a 32 " widescreen high definition LCD . The game 's player character is controlled with joysticks and floor pedals , and offers three game modes : Story , Battle , and Mission , each with different objectives . The game was met with a generally positive reception . Reviewers found it interesting to play the game in an arcade environment , and considered the shift to an arcade setting an excellent introduction of the Half @-@ Life series of video games to Japan .

= = Gameplay = =

Players control their movement using two joysticks (one for each hand) and floor pedals . Three gameplay modes are available : Story , which approximates the events of the original game ; Mission , which forces networked players to work cooperatively toward a goal ; and Battle , which parallels the deathmatch content of the original game . Up to eight players ? either local players or individuals in other networked arcades ? can participate in the Battle and Mission modes .

In Story mode , players advance through partial combat scenes from the original game , following neon @-@ lit guiding arrows . Each chapter has several levels with goals such as " Kill the Combine " or " Find your way to the goal " . When goals are completed , the player is taken to next level . When players finish all the levels of the chapter , the game ends . Progress can be saved on a removable card to allow the player to choose a new chapter at the next visit . Aside from the G @-@ Man introductory cut @-@ scene , Half Life 2 : Survivor does not incorporate any of Half @-@ Life 2 's story elements , levels , or physics @-@ based puzzles .

In Mission mode , there are three objective maps with three difficulties : normal , hard , and super hard . Map goals include " Collect gems " , " Destroy Zombie spawning points " , and " Escape " . A Battle mode is also available in the game . It is essentially four @-@ on @-@ four team match . Players can choose between two different factions : the Combine and the Human Resistance . Both factions have four classes of troops : Ranger , Soldier , Sniper , and Engineer .

= = Development = =

The game uses content common to the Xbox and PC releases , although the game focuses on the set pieces that characterized the original game . Half @-@ Life 2 : Survivor was first revealed to the public by Taito in a private exhibition in Tokyo on November 29 , 2005 . It was originally meant to be released in March 2006 but it was pushed back to June 28 , 2006 . The game is only available in Japan .

The game runs on a machine based on Taito 's Type X unit , an arcade system built with PC components , which runs on the Windows XP Embedded operating system . The game machine 's cabinet uses a 32 @-@ inch LCD screen which runs at a resolution of 1360x768 pixels . The machine also has a 5 @. @ 1 @-@ channel surround sound system , and it uses a smart card for storing player data . Because the game is network @-@ enabled , players in different arcades are able to play with each other . A maximum of eight players can play in the same match ; robots are used to fill in empty player slots if there are fewer than eight human players .

= = Reception = =

Reception to the transposition of the Half @-@ Life series to an arcade setting was generally positive . The stylistic shift from the earlier , more traditional gameplay style to the newer , multi @-@ point arcade control scheme was a significant stylistic shift , one reviewer calling the gameplay " weird and disorienting " , but still concluding it to be very enjoyable overall . The video games review website , Video Games Blogger , considered the port to an arcade setting " interesting and totally unexpected " , and concluded its review by commenting that the arcade game could possibly

increase interest in first @-@ person shooter video games in Japan , a country considered to be more interested in arcade @-@ style games .