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The walking dead season two soundtrack

One of the best games in years, period. Exceptional storytelling Choices matter in unpredictable ways completely complementing For a game to earn a score of 10, it doesn't have to be perfect. It doesn't have to dominate with technical aspects or present mind-blowing graphics. It doesn't even necessarily have to offer gameplay that smoothly and responsively. All game needs in order to receive a perfect 10 is to fundamentally change the nature of the game. So, no pressure. In all the years we've achieved our game reviews, we haven't yet give any title a perfect 10. It should not be seen anyway as a charge of the games released over the past few years - far from it, there have been some exceptional games out recently - but when developing our scoring system we deliberately set very specific rigs for what marks a 10 out of 10 score. For us to give a game a 10, it has to be a title we'll look back on and see it as a crucial game that has affected all the games that came after that. You can find mistakes in games like Call of Duty 4: Modern Warfare and Ill-Fated 2: Among thevs, but those titles have both shaped the way we look at games. They are important and significant, as are GoldenEye, Mario Kart, and dozens of others through the years that will stay with us forever. You can add to that list Telltale Games' The Walking Dead, Season 1. Over the past five months, gamers have been given the chance to experience something old with a deep new twist. If you assess The Walking Dead's five episodes at play alone, it will be so absolutely lacking. The controls are simple and often prone to inerbility. If you mark it only on technical aspects, the occasional glitch mars the package, and the graphics - while perfectly adapted to encompass the comic-inspired world - are not groundbreaking by any stretch of the imagination. And yet no one who has played these games should be utterly surprised to see the massive amounts of praise this game has earned. Over the course of the five individual reviews we've written (feel free to catch up if you like: Episode 1: A New Day, Episode 2: Hungry for Help, Episode 3: Long Road Ahead, Episode 4:Around Every Corner, and Episode 5: No Time Left), all of us who played the game chatted a little bit about the story. We all made different choices, which personified each of our games, and yet we all came to the same conclusions. From the debut of Episode 1: A New Day, we knew we were playing something special. The mechanic of making choices to change the way the story played out was well done, but more than that, the game takes a toll on players. Storyline consequences aside, the narrative was so well built that when asked to hard choices that could very well affect who lived and died, those choices couldn't taken. There was no right or wrong selection, just shades of horror and sadness sticking with you. Whether it's in games, games, TV, film, or any other entertainer, The Walking Dead does something very trying, but few are able to achieve: It requires an emotional response from you. If you play the game in full, talk to everyone and explore everything, the interactions are so well designed that you can't help but form an attachment to those with you. This makes it all the more emotional when you see your current scenario shattered and one of the characters suddenly dies. It's shocking, horrific and utterly brilliant. You can attribute a great deal of the success of the game to the writing - and you won't be wrong - but there's more than that. The mechanic of choosing the outcomes of certain events is simple. You just hit a button and your destiny is sealed. But the weight of each decision makes those moments emit with importance, although you may not always know immediately what the consequences of your choices are. This is not a game where you choose to go right and you are safe or left and you are in a fight; it's a culmination of everything you've done, good and bad. It's interactive storytelling with a central story arc and dozens of ways to get there, but after you finish it, seeing where your characters were at the beginning, and where they are, and who they are by the finish is an immersive and remarkable feat of storytelling. You'll grieve characters and often be left shocked by what you just saw. You'll think you know where the story is going, then realize you have no idea. It challenges you by creating tense and moody atmospheres where no one is safe, and happy endings are the province of fairy tales. And just when you think you've seen it all, the game pulls the rug out from underneath you and you're forced to pick up the pieces and move on. It's hard to go too much detail on such a story-driven game without spoiling that makes it so amazing. Needless to say, there are moments you just don't want to make a choice because there's no good option and you know that. You may also find yourself backtracking through your memory, wondering if the choices you made earlier might have prevented an emotionally draining result that still haunts you. You'll search and search and try to think of a way to make everything better, but you'll never find that solution. But just the simple act of your investigation it all, the emotional response you will have, and the intense anxiety generated by something as simple as selecting which button to press is evidence of the transcendence of the game. It's an experience, and one that all gamers should try. Conclusion The point-and-click adventure genre has been on its death bed for years. With new, and increasingly more powerful systems at developers' disposal, abandoning the possibilities of technically impressive play generally feels like a step back. The Walking Dead Take the Conventions the point-and-click genre and mature them. You won't just choose to examine anything, you will who lives and dies, then deals with the fallout. It can make you physically anxious and force you to question your actions, while you fear those to come. It's a brilliant piece of gamesmanship, one that will stick with us for years, and probably be remembered as one of the quintessential games of this generation. But the reason The Walking Dead earned a perfect 10 of us isn't just that it's a great story, or because it could truly make an emotional response from you — as all great art does. No, it received a perfect score because this game could change everything. With game development budgets on the rise and technical sophistication becoming almost synonymous with the quality of a game, Telltale Games managed to sneak and remind everyone that you don't need all that needs to have an unforgettable gameplay experience. You just need to challenge what we know and except, then we take in a new direction that's honest. The Walking Dead is definitely not a fun game. You won't walk away laughing. It's dark and often disturbing, and beautiful and heartbreaking. This is an important match, and will be remembered for what it is: a masterpiece. Score: 10 out of 10 (the five episodes of the game were reviewed on both PC and the Xbox 360 via copies provided by the publisher) Editors' Recommendations Just like the damage from zombies, known as hikers in the show, who literally consumed humanity at large in AMC's apocalyptic drama, the Walking Dead doesn't seem to be dying any time soon. After 10 years of fighting zombies, struggling to survive against rival groups, and mourning the loss of humanity as a whole, the story of our favorite band of survivors is nowhere near its last chapter. The show's tenth season will soon premiere on AMC and the series was recently renewed for an eleventh season. Buckle up, Walking Dead fans because Season 10 looks like it's going to be a wild ride. Lauren Cohan as Maggie | AMC Here's everything you need to know before watching The Walking Dead Season 10. What happened in Season 9? In The Walking Dead Season 9, things are heating up quickly for our group of apocalypse survivors. The season begins after Negan was defeated and imprisoned by Rick's group. Meanwhile, The Saviors struggle to read without someone in charge and try to revolt against Rick's group. Maggie assumed leadership of Hilltop, but the sanctuary's former leader Gregory is trying to have Maggie assassinated. As punishment, Maggie executes Gregory. In Season 9, we are introduced to The Whisperers, a group of people who disguise themselves by wearing the skin of walkers. The group is led by a woman named Alpha. In the season finale, Alpha and her followers committed a massive massacre of all remaining in Alexandria, including Enid, Tara, and Carol's adopted son, Henry. Much of the season's conflict revolves around the group's decision on what to do with Negan Do. Rick, who wants to honor his son's final wishes for peace, honors, keeping Negan in jail, while Maggie and Daryl want to kill Negan. Maggie attempts to execute Negan herself, but her plan is thwarted by Rick, who is seriously harmed in his attempt to stop her. To save the group from an approaching shed of hikers, Rick blows up a bridge with dynamite, leading the group to assume he died. However, Rick was actually saved by Jadis, who reveals her real name is Anne. Rick is taken away in a helicopter to an undisclosed location. Six-year pass and Michonne is now raising a child named R.J. Grimes, named after his father. Who Will Return for The Walking Dead? Season 10? Many of The Walking Dead's original cast members were either killed or simply moved on to other projects. Andrew Lincoln, who plays Rick Grimes, recently left the show but will return in the series' spin-off film trilogy. Danai Gurira will return to reprise her role as Michonne, but it will be her last season. The Walking Dead producers hinted that this might not be the last time we see Michonne, as she might be making an appearance in the upcoming film trilogy. I just want to say that it was one of the purest joys of my life to play this role, and to be among these people, and those who aren't here right now, and among you all, she said at Comic-Con, I'm very, very grateful for the experience I've had in ways I can't express right now. I will say my heart does not go away in any way, shape or form. Norman Reedus, who plays Daryl Dixon, and Melissa McBride, who plays Carol Peletier, will make a comeback and are the only remaining cast members to be part of the show since his first season. Jeffrey Dean Morgan, Christian Serratos, Josh McDermitt and Seth Gilliam will also return to their roles. What is the plot of 'The Walking Dead' Season 10? Besides a brief synopsis released by AMC, not many details about the plot of Season 10 have been released, but one thing is certain: war is on the horizon. When the season kicks off, it will be spring and the characters are still dealing with the horrific act of violence committed by The Whisperers, a threat that is contrary to anything the band has faced before. AMC's The Walking Dead will premiere on Oct. 6, 2019. 2019.

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