

Video Game Review  
Staff Writer

### Section 8

Every match in Section 8 starts with players hurtling down from the sky at terminal velocity. A multiplayer shooter game set in the far future, where two main forces battle for control of the stars. Section 8 is the newly released game by TimeGate Studios, has garnered both praise and criticism from many critics this month.

Section 8 provides moderately fast-paced action balanced with tactical options. The game revolves around the suit of powered armor each player wears, which allows them to (among other things) Engage a jet pack to jump to the high ground or go into 'overdrive' and sprint at remarkable speeds.

In Section 8 there is no re-spawn timer when a player dies he is instantly back in the 'drop-map' and can immediately choose where he wishes to burn-in. This let's a player choose exactly where he falls into combat. In addition, while Burning-in players have the ability to control where they will land via air-brakes.

It is all about versatility in Section 8, go where you wish, do what you will. If there weren't a few major errors in the combat mechanics and presentation then this game would get a perfect score.

Loadouts can be customized before and during the match. Don't like your gun? Change it. Default class settings are provided and are the standard: Assault, Recon, Engineer, ect. It is highly recommended that you go in with the weapons you want/like and change your loadout as the battle progresses.

This is a system that is very well tailored to the pace of the game, as the designers included Dynamic Missions into the game. Dynamic missions are specific objectives that are given to each Team as the battle progresses. This is where the teamwork part comes in. If you're in a good squad, expect to dominate. If everyone's running around doing their own thing, expect to get trounced.

Accomplishing missions nets players 'requisition points'. Requisition points are extremely valuable to any player. You can bring down from the sky: anti-air guns, mini-gun turrets, bipedal mechanized suits, tanks and more.

If this game sounds complicated, it is. This is a hard-core title, and can get extremely hectic and confusing with a full server. Many players will drop the controller and forget the game altogether; however with some perseverance and patience, one would find that Section 8 offers a wealth of choices and options for combat, allowing you to make decisions for yourself instead of forcing you into a rigid class system.

The main downside is the weapons in-game; the weapons are bland and relatively uninteresting. While that alone isn't worth much of a mention, the balance (or lack of it)

does. Should one go online, one would find a horde of players with assault rifles and machineguns, and a handful of players that use a sniper rifle or a pistol. Why? Because the AR and the MG are the easiest to play with and the easiest to get kills with. The shotguns for example, might as well be firing plastic BB's for all the damage they do.

The visuals, while decent, fails to impress even when cranked up to the max. Featuring the generic sci-fi space marine armor and weaponry that has been seen hundreds of times already. While the game-play more than compensates for the inadequacy, I'll just make this clear, while the visuals are okay, one should approach this game for the game play and not the visuals.

For those who prefer single-player then this is not the game for you, while Section 8 does feature a campaign, it is unremarkable and bordering on painful. If you like the features already listed then there is full bot support for on and offline gaming.

**Final Comments:** Section 8's battlefields are massive and action-packed. There are constant firefights over the control points, dynamic missions that suddenly pop up, tanks, walkers and troops dropping from the sky, and a readily available tool to customize your personal load out, no matter what you prefer to do, you can do it all in Section 8.

This game takes the successes of past titles and they all mesh well with the sci-fi element in the game. But it does stumble over combat balancing issues and the bland visuals. If you're willing to devote some time into it, or want to work as a team with a few friends, then it's easy to have a lot of fun with Section 8.