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It's all white in Kate Walker's Syberia. Point and click adventure games tend to get a bit of a bad reputation nowadays. What was a shining example of games on home computers has gradually turned into a fringe genre that some feel fails to push the boundaries of what puzzle adventure might become. To some extent, Syberia 2 is guilty of this criticism for various reasons. As with the original, the Nintendo Switch version is a re-release of the original game, bringing the same game engine and mechanics as the original with it. I'd even go so far as to say that if you want my opinion on this game, go and read my Syberia review. The style of play, voice acting, art direction and inventory system is identical. Veterans can start the game with a fair idea of what's going on and be able to jump straight without a problem. Syberia 2 picks up exactly where Syberia left off. If you are thinking of jumping right into this I would recommend that you play the original first because you may feel a little more invested in the consequences of Kate Walker's actions and the fate of her traveling companions from the previous game. Among the banal phone calls that plagued the original there was some heart there and you can feel cold towards these people with no background. Puzzle-solving has not changed drastically in this iteration. There are still many to go and find the key to start the machine or open the door type puzzles that are a bit of a chore. There are also those where you are confronted with an unknown machine and need to find out how it works. Visuals, art and places are as high a standard as in Syberia. Changing camera angles do start to get confusing in some of the more expansive areas though. This multiplies one of my main complaints about Syberia 2. You know, when a sequel to the game is released, you expect two things: improving the game and dropping things that don't work so well. Unfortunately, the game remains almost identical to new works of art. A new work of art means more walking. Larger areas bring more puzzles into play, but then suffer frustration from the constant journey the original game suffered. Go to one end of the place, talk to the person who says the person you just spoke to has what you need, so go and walk all the way back and talk to another person. I just want to enjoy the story and the puzzles, okay? Oddly enough, some puzzles can't be solved until you've spoken to specific characters, while in other cases you'll find Kate asking about things you didn't know and shouldn't know. The scripting is a bit off and it's upsetting when you're playing. The need to revisit the characters and talk to them means that you are constantly checking on every person you pass, just in case you suddenly say something new. Syberia 2 is less of a sequel and more of a new chapter in the same story. There's a little bit more depth to what's going on and the story allows for more as the original. It's just a shame that the original game problems are still present along with some new one. Summary It's not a groundbreaking stretch of the imagination. Syberia 2 has a Syberia template and continues Kate Walker's adventures. Puzzles swing from overly simplistic to ridiculously puzzling, with very little to make sense of. It's also pricey, but if you've invested in the story and absolutely must have it on the Switch then that's the right place. A great way to play this game if, like me, you haven't played it before. Graphics is a little better for this port (character models and a very way to play this game if, like me, you have not played it before. The graphics are a little better for this port (character models and shadows) and get the job done, but the backgrounds are ugly to look at while docked on TV. In portable mode, the game looks much better and the touch screen controls great. Story and sound (even voice acting) remains top notch, though not as interesting as the first play. Worst thing? it's a price. GRAB it if you find it cheap though... Expand While the first Syberia game may come on the Nintendo Switch a full fourteen (ish) years after its initial PC release, its location and click link has undoubtedly been felt ever since, and there have been some decent modern examples – like Thimbleweed Park and Violet – on Nintendo's hybrid system. Not to be outdone, the second installment was released in time for the winter season, and is both familiar but also a slightly different beast. Despite showing your age in some areas, Syberia is considered a classic item and click adventure genre, and with good reason. It stands out as a fantastic but very human story of loss, family and personal conflict with a set of interesting characters, a charming environment and an increasingly mysterious story to decipher. Syberia 2 arrives at switch just months after the original, with the third installment due in early 2018. If you're not familiar with the first game, there is a brief recap outlining the events surrounding Kate Walker and her struggle to deal with her professional life, as well as her craze with the quaint, secluded city of Valdeliène and the solemn fall of the family's mechanical ay business. After the mystery begins to unravag and she achieves her main goal of tracking down the factory's sole heir, Kate opts for all but abandon her increasingly stressful urban lifestyle and continues to become familiar with the eccentric and reclusive Hans Voralberg. The focus is now shifting to Kate helping Hans achieve her dream of reaching the mysterious island of Syberia, which has been obsessing over him for decades and - wouldn't you just know - being inhabited by giant mammoths. Accompanied by Hans' automatic Oscar creation, Kate attempts to travel from Romansberg by train to a monastery on top of a cliff to help the delicate Hans, which is proving an increasingly difficult task. indigenous locals, thieves and even the huge beasts themselves. With an emphasis on helping the NPC rather than the player pursuing his own goal and discovering more about himself, there is another dynamic way in which the game of storytelling is played out this time. Locals - known as 'Youko!' - were hinted at in the first game, but they play a more prominent role here, with the story touching on ideas such as occult and alternative medicine. The plot is not as immediately resonant as it was in the first game, because it focuses mainly on the relationship between Kate and Hans, left behind by the mystery and family-centric story of the first game. As a result of her decision to escape professional pressures, the use of Kate's phone - which was the last key fence - is largely ignored. Phone calls are sparse, short in length, or just completely ignored. It's also clear that Kate has adapted to her new group of friends as well as the setting, with a dry wit voiced in excellent voice work that adds spice and creates a meaningful bond between the main characters. Technically, Syberia 2 is noticeably better-looking at first sight, despite some of the more remote locations lacking much diversity. For the provided background and scenery are magnificent, sharp and bright. Remote, unique and organic architecture - especially the indoor environment - is beautifully lit and realized. Structures made of bones and natural materials are rustic and complex. There is also an increase in detail to the character models themselves, but they are a little stiff in motion. Unfortunately, display options from the first game return, providing either black edges or blurry effect on both sides to accommodate for aspect ratio; it unfortunately affects performance, and niggling problems with collisions and glitches between shots remain. Moving in one direction from scene to scene will result in some frustrating transitions, with the possibility of using touch controls preventing the experience even more. As an alternative, you can opt for the game to make a full screen and deal with everything slightly stretched, but it runs smoother. While puzzles have been tweaked to make them more accessible - such as removing several stages and adding hints or visual cues - some items that can be found are frustratingly easy to miss due to some mostly decent but sometimes odd camera angles. The familiar point-and-click adventure load of 'finding the right object for the task' or 'talking to the right person to get a hint' is not deviated from, but the flow of the game may be affected by inconsistent scenarios that flip the flop between offensively obvious and beyond puzzling, sometimes boiling down to a systematic process of elimination, trial and error or backtracking through logic. Still, the experience is relaxing and serves as a welcome change of pace from the usual Switch. The tone and subject of Syberia's plays so far felt like looking through a keyhole into a bygone era, almost reminiscent of the CS Lewis novel. Admittedly, the degree of mystery that made the first game so savvy is in the back seat here in favor of a more personal quest-like journey. It also feels like you've slightly distanced itself as a facilitator this time round, despite the strange heartfelt moment. Syberia 2 is a curious animal as it improves further, but is also lower than the original in several ways. It is shorter (about seven hours compared to the original ten), and the players of the new series will have the classic first installment reduced to a short prologue, so ideally you should experience that in full first. The environment looks great, despite their age, and the flow is helped by more effective puzzles, although the fluctuating difficulty of the odd one or two boundaries on the incomprehensible. Syberia 2 is a shift in narrative focus and the ultimate goal may not meet the fan's exact expectations, but that's mainly due to the strength of the first outing. This is a relatively straightforward but still interesting second part of the series, which still has a charming setting, pleasant characters and a surprisingly layered story. Despite its ongoing technical hiccups, along with a game that has done the rounds for more than a decade, it's still a worthy sequel and a good addition to the genre on The Switch. Good 7/10 Scoring Policy Review copies provided by Microids Microids

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