

HEALTH & Mana

IT'S DANGEROUS TO GO
ALONE! TAKE THIS.



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A YeahDude Gamers Production

GREETINGS FROM THE GAME HUB

Greetings Dudes and Lady Dudes!

This month, the YDG team takes a look at ADVENTURE! Every day is its own great new adventure and the story is driven by your actions and choices. Sometimes I lay in bed and wonder how different so many peoples lives would be if they made life decisions the same way they make game decisions (excluding GTA, of course, for everyone's safety). Some days I think about how cool it would be if I could just go about on quests all the time, always new and challenging adventures, especially with a cast of lovable characters! But I digress...

We hope that you enjoy our look at the world of Adventure games this month! Don't forget to see the last page for our social media links so you can tell us all about your favorite adventure games as well!

Game on

~ProxyFox

Knee Injuries Hurt

By ElatedSacrifice (The Xboxpert)



When we think about adventure in video games we all have a game, or franchise that comes to mind that without a doubt was an adventurous masterpiece in our minds. When we turn on that console and sit down to play we immerse ourselves in that world and prepare to start a new adventure, or continue the epic we have already been devoting so much of our time and lives too. We long to be adventuring in those worlds when we are not able to, we dream about them in our sleep. You reminisce about them when common everyday occurrences happen; nothing like pouring a bowl of cereal in the morning to remind you of that one time you got a perfect headshot from such a distance you didn't believe it happened at first. New games that come out are like the arrow that poor guard took to the knee in Skyrim, but in our world they are only a temporary wound, you are only waylaid briefly. I lost count of the amount of times over the years that I popped one of the Elder Scrolls games back into my system or my PC after I had beaten a newly released game and had nothing else to play. It was never a compromise either, you're excited to pop that game back in and run head first into the gates of Oblivion or into the gaping maw of a dragon.

Back when I was on the Sony side of the fence there was a lot of time devoted to being Jak. I couldn't get enough of listening to Dexter make an ass of himself. I wanted to ride that hoverboard one more time across the open wasteland. I had just one more precursor egg to attain and I knew this time would be the time I was going to find it! Or Spyro, just writing that down makes me miss those first two games and all the sheep chasing. There was a period of time where each and every game I played,

Samus was in the back of my mind. I longed to return to play as possibly one of the most badass bounty hunters of video game history in the Prime series. I knew somewhere there was a ball sized tunnel I had missed, some sort of magnetic rail system I had overlooked. There had to be another missile expansion because you can never have enough of those.

You didn't just jump back into those worlds in order to burn time playing something, you jumped back in with both feet at full speed ready and willing to lose yourself again. It's those games with a great story, a beautifully rendered world, or a compelling cast of characters that just keep pulling you back in. Eventually it slows down, the adventure, the excitement, the anticipation. You realize then that there is a need for another great escapade into the unknown. The quest starts over to find a game so captivating that you think about it while playing other games. A game so immersive that you daydream about it while you're at work. A world so perfect in your eyes that you literally lose yourself within it, distractions around you no longer matter because you're in love with the idea of that universe being real. I know personally for me, games like that have always been an escape from the pressures we are all under in our daily existence. There is nothing quite like setting your mind free of worries and stress to spend some time in a place of your choosing.

Stay safe out there friends, and game on

Top Ten Adventure Games

10. Journey

When it comes to high adventure, there's nothing like the euphoric experience that is Journey on PS3 (or PS4). Even without dialogue, it's easy to get lost in the beautiful landscapes and cryptic mysteries throughout the game. If you're into adventures that really grip the soul and leave you feeling a little melancholic, this is a great place to start!



9. Spyro

There's nothing like charging around, horns first, barely able to steer, until you knock your head on the world's most solid shrub... or was that just me? Either way, back in the "good 'ol days" of the PlayStation One, this gem had plenty to offer, including some flying levels that really blew our tiny child minds! Even the demo version of this game that came on Crash Bandicoot 3: Warped, seemed like you could play for hours just exploring the different areas.

8. Tomb Raider

Admit it, we all locked that creepy butler in the freezer in Tomb Raider 2 back in the day. The original graphics may have been pretty terrible, even making it nearly impossible to tell one surface from another and causing many a plummet to death town (or at least a tiger mauling), but it's a series that has survived decades, with its latest release just last year. The older games really brought out some interesting level design, causing players to do all sorts of strange moves to get where they were going, and with some pretty interesting creatures to fight as well.





7. Uncharted

The Uncharted series is a third-person platformer that follows main character (and possibly the unluckiest man we know) Nathan Drake on many adventures with a nice blend of mystery, puzzle solving, and edge-of-your-seat action! If you're not jumping from cliff to cliff or building to building (somehow not breaking your fingers) you're taking out all sorts of different military factions and pirates with various weapons, tactics, stealth, and Nathan's witty humor in order to stop them from going after the treasures you seek. From the icy mountains of Asia, to the blistering heat of the Rub Al' Khali Desert, and the beautiful landscape of Madagascar, you search long and hard for Sir Francis Drake's lost treasure of El Dorado and many other treasures along your journey. Joining Nathan are his faithful companions Victor Sullivan, Elena Fisher, and his brother Samuel Drake in a story you will likely never forget. The interactions between characters are fun and sometimes hilarious, and Naughty Dog really outdid themselves with the level of detail and characterization that went into each and every game. It's a series I have no problem replaying over and over

6. Baldurs Gate

The Baldurs Gate series, along with games like Champions: Return to Arms and Gauntlet Dark Legacy, were part of an epic string of top down, multiplayer, adventure games on the PS2 (also on PC). They had fantasy classes, individual characters for each player, quick and simple combat with level and equipment upgrades and certainly made for one heck of a game night with friends!



5. Final Fantasy Series

Ah Final Fantasy I, a game good both new and old. Whether you like the original, FF6, FF7, FFX, or even FFXIII, there's always a mutual love for the series. The amazing music by Nobuo Uematsu, the great battle system, the killer creatures, and absolutely amazing story lines all come together to make Final Fantasy what it is: An adventure and experience to remember and look back on with fondness. Never has killing a clown with godlike powers or a one-winged angel-of-doom with perfect hair ever been so satisfying and memorable. Kupo!

4. Organ Trail

This entry has died of dysentery. Gather your friends (and probably one person you don't care much for, they can be zombie fodder) and prepare for a cross country road trip straight out of the apocalypse. Based on the classic Oregon Trail, this game will have you planning and laughing your way across the continental United States with its moral choices and frequent pop culture references. I'm pretty sure one of our friends still hasn't forgiven us for nearly selling him to the Nazi party for fuel...



3. Legend of Zelda Series

The Legend of Zelda series came to be all due to exploration so of course it is an iconic exploration game. The first Zelda game was said to be less difficult before release but Miyamoto had decided to have link lose the sword and find an old man just because he was told the game was too difficult. It is too dangerous to go alone when you don't want to deal with Nintendo hard games.

2. Elder Scrolls Series

If you're looking for a massive open world in a fantasy medieval setting, the Elder Scrolls series has you covered. In his first attempt at the game, Proxy accidentally stole everything upon a desk containing a paper he was supposed to be signing (ES3: Morrowind). The incredibly rich story, seemingly endless side quests, zany and complex AI, and wide open spaces really makes the Elder Scrolls games a world to lose yourself in.



1. Fallout Series

After much debate, and just barely winning out over the Elder Scrolls series, the YeahDude crew decided that Fallout is our top pick for best adventure game that we've played! Fallout 3 may seem a bit dated now, but for many of us it was our first venture into the post-apocalyptic retro-future 1950's 2270's world of Washington DC. It's incredible when a game is so vast, nearly ten years after its release, not only are we still playing it, but we're still discovering new things. The Fallout games really provide the end-of-the-world survival future that so many of us have been preparing so long for, and now you can plant gardens too!



Unplugged: Welcome To My World

By: DarkWave



There are plenty of sandbox games out there that give the player immense levels of creative freedom but sometimes that just isn't enough. Sometimes with that need to create comes a need to tell a story. If that sounds like you then you might have what it takes to run a table top role playing game. The individual running the game can be called many different things depending on the game you are playing. For the sake of simplicity we will be using the term GM which is short for Game Master.

The first thing to do as a GM is decide what kind of story you want to tell. Do you want to tell a classic story of fantasy where your heroes battle dragons? How about a story about adventuring into the far reaches of space? Or maybe something more modern with a dark government conspiracy to take over the world? These are only a few of the limitless possibilities at your disposal. Once you know what kind of story you want to tell you can choose the table top RPG that best fits that story. A few recommendations are Dungeons & Dragons and Pathfinder for fantasy games, and any game put out by White Wolf if you are into the supernatural or science fiction games.

Now that you have decided on your story and picked

your game you can begin building your world. If you are not comfortable building a world from scratch many games have pre-written adventures you can purchase. These games can be just as fun as one you come up with on your own and many new GMs choose to use them for their first time. If you have chosen to create your own adventure there are many different methods you can use to help you do this.

My personal favorite is the 'Small town, Big problem' approach. In this scenario a town or some other relatively small group of people have a problem outside their capabilities to handle so they call in outside aid. This set up is simple but very effective but is best used if you are comfortable with improvisation as it tends to come up more than in other methods. For example you could have a small town hire the party to investigate a strange series of disappearances at the edge of town. Nothing is stopping your players from exploring the town before embarking on their adventure and it is up to you to role play the people in that town and decide the town's layout. This method is also popular among new GMs due to it being less labor intensive. A lot of hard but rewarding work goes into planning a game so making a smaller adventure with room to improvise can make the process a lot

easier.

Some GMs, including some close friends of mine, prefer to take a much more detail-oriented approach building their world from the ground up. Sometimes even starting with the creation of the universe. This 'God View' method gives you greater control over your world and allows you to know exactly what effect your players' actions will have on a grander scale. Of course, the cost of this method is an increased work load. I would only recommend this method to those aspiring GMs who can dedicate the time to planning their game. That said, if you can dedicate the time and energy to that level of planning it can be extremely rewarding for both you and the players who get to experience the world you built.

The methods I have mentioned are only two extremes on the spectrum. There are countless methods in between and every GM develops their own style as they go. Another important aspect of your GMing style is how you tell your story and how much freedom you give your players. Some GMs create elaborate dungeons and send their players on a decided path, while others build massive cities and leave their players to explore at will. Whatever you decide to do it's important to maintain control while still allowing your players the freedom to play their characters as they like. After all, no one wants to play a game that isn't fun.

Now, we have talked about building your world and telling your story, but what is a world without its inhabitants? The characters you will fill your world with are called Non-Player Characters or NPCs. NPCs come in all shapes and sizes, from the goblins you kill in a fantasy game to the shady business man in a modern one. How much detail you give them ahead of time is largely based on your method of planning, but it is usually a good idea to figure out who will be important and flesh them out more than others. When confronted with a situation you have not planned for, such as players talking to an NPC you didn't flesh out, it can be helpful to have lists of names and random personality traits at your disposal. Suddenly the nameless shop owner becomes Tim the disgruntled halfling. Keeping simple tools like this at your disposal can make working on the fly a lot less stressful.

At this point I can only hope I piqued your interest in starting your own table top adventure. If you want to learn more I recommend the D&D Dungeon Master's Guide. It contains great story telling tips that are useful for any game. If you want to see great GMing in action, I recommend online shows such as Titan's Grave and Critical Role. You can also contact me, DarkWave, through YeahDudeGamers.com if you want to hear more on the topic. Now grab those dice and roll on!



Dark Souls 3 Survival Guide

By: M. Spider



Dark Souls 3 like both games before it can be a brutal mistress if not given the respect she deserves. This game has no trouble tearing even series veterans apart. So I'm here to give you the reader some tips and tricks on how to survive the treacherous journey you have embarked upon. (These tips work just as well for Dark Souls 1 and 2 as well)

Don't panic

Dark Souls 3 is as much a test of skill as it is patience, and because of this combination that is exceedingly rare in the video games of today staying calm and collected is paramount to your survival. If you let yourself get flustered and panicky you will die 9 times out of 10 for a simple mistake that as a calm player may not have happened.

No, seriously, don't fucking panic

I can't stress this enough! You panic you will die. Get mad you will die. Get cocky you will die. The biggest secret to this series is to stay calm! I have played and beaten all 3 Dark Souls games and Bloodborne and I am aware of just how difficult it is to keep your cool with these titles, and you will panic and make mistakes just don't let that be the end. Shut off the game take a brake and come back with a calmness and clarity you can not hope to maintain or achieve during long gameplay sessions. For as much as I love this series I can't spend more than a couple hours with it on my first play through without some kind of break from them.

Dark Souls 3 is a merciless mistress and will fuck you, given half a chance

Dark Souls 3 will punish every mistake you make. For every mistimed dodge or greedy attack odds are you will be at a

disadvantage either leaving you open for an attack, lacking stamina or just outright resulting in your death. Take the time to learn your opponent and their moves set whenever you come across something new and never be afraid to retreat sometimes running is your best bet.

Patience

Patience is a virtue and more importantly it will help you get out of a number of sticky situations in Dark Souls 3. Always remember that rushing is asking for death be it by ambush or drawing agro on too many enemies to handle rushing will get you killed. Slow and steady does amazing things to increase your survivability in the souls series.

Dark Souls games are hard

Dark Souls 3 is a hard game and don't let any of the elitists that say "Dark Souls games are easy" fool you into thinking you won't find it difficult. These games do get easier the more you play, nothing Dark Souls 3 could throw at me gave me nearly as much trouble as some of the enemies and concepts of the original Dark Souls. I attribute this to the way the games encourage the player to learn from each mistake they make and each defeat they suffer. Through every lesson learned, every defeat, every mistake, and every victory you achieve you are getting better, smarter, and more adaptable to the challenge that are still to come.

Never give up

These games only win when the player admits their own defeat either by never playing again or getting rid of the game entirely. Until that moment you are victorious. Always remember that everything you do brings you closer to victory maybe you lost those souls or used all your items but I am willing to bet you learned something even if you don't understand what you learned yet. Maybe you got stuck on a boss or can't get through an area but until you give up you still have a chance. I know these games are rage enduring and infuriating at times but I honestly believe that everyone who has ever picked up a controller can be successful in these titles. It all comes down to whether you as the player give up and admit that the dark souls games have beaten you.

Good luck

One last tip before I go. Never be ashamed to enjoy some jolly cooperation if you can't seem to beat a particular boss or area. I used to be very stubborn on my first play through of a Souls game and not utilize the amazing coop tools at your disposal. I have since realized just how useful, informative, and rewarding being summoned to help my fellow undead/unkindled can be. So good luck to all my fellow undead/unkindled and don't forget to Praise the sun!

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