Budget Cuts

Okay so this elevator is taped off but I’m pretty sure I need to get through here, oh here we go so this shouldn’t be a problem at al- FUCKIIT

There are two types of VR games, ones where you put the headset on and it takes a little time for you to believe you are actually in the game world, this will be your Skyrim, Fallout and Elite Dangerous. These games weren’t built from the ground up for VR so the porting of the graphics is a little unconvincing however after 15 minutes or so you still take the headset off and think you’ve been dropped into another dimension

WHERE THE FUCK oh I live here

And then there are the games where after 7 seconds you immediately start trying to put the controllers down on tables that only exist within the game

So I’m just gonna get a drink an- \*drop controller\* and look for a while

Zoom in “what is this sorcery”

This will be your GORN, Beat Saber and budget cuts.

Budget Cuts is a stealth game in VR so convincing it takes me back to when I worked in an office for 3 YEARS. oh report me to HR will you Karen, well I’ll report you to FUCKING….DEATH!

Cut away

No I can do better than that, get up Karen GET UP

Well I can report you to the DEPARTMENT OF OBITURIES \*stab\* … BLEED MORE \*(I’m so glad I am no longer a teacher)

Seriously though I hated that that job so much I start to get veritable flashbacks to ‘nam I SAID ONE PHOTOCOPY NOT TWO \*have them dead\* the horror

ANYWAY The goal of this game is to escape an office block by being really stealthy

“ah human you require help from Khajit?”

You don’t have any thumbs though

“A low blow human”

The opening of the game is a near perfect VR remake of that scene in The Matrix “use audio of him answering phone in line with me in game “Hello Neo, do you know who is this” “Mom, is that you?”

Use music of him escaping with you ducking about, then cut to you in room squatting wide and walking doing “duhduhduhduh” like music does

Seriously though I love stealth games so this one was right up my alley, I’m the guy that spent a thousand hours trial and erroring all of Hitman 2 to complete it without firing a single fucking bullet because I downloaded a walkthrough designed for completing the game without guns as apparently I can’t READ so on the fucking sniper missions I would literally just run into a crowded room with an axe to murder the target hoping no one was looking my way as I thought this was the only way to get the perfect rank which it isn’t by the way and I’m dead fucking serious this walkthrough took months of my life.

SAYING THAT I HEAR HITMAN 2 IS COMING OUT! Hitman 2… Hitman 2… hitman 2… HITMAN 2

There is a term people use when making stuff called “forced creativity” the idea behind this is that the more constraints you have in place the more creative it allows you to be, this is why I write my scripts in the bath “cut to me in bath fully dressed looking angry”

N64 game cartridges for example have so little memory developers had to be super creative to fit everything they wanted in there, as a result the music and sound effects in games like banjo kazooie in many situations are actually just the same sounds you’ve heard before but sped up or slowed down to save space. This constraint ultimately ended up improving the whole game as it gave it a much more interesting and cohesive soundtrack BECAUSE IT WAS ALL JUST THE SAME SHIT

Similarly a million years ago god created humans in his own image “hold picture of dinosaur” “uhhh” god also apparently had a vestibular system in his inner ear which made him motion sick if he spun round too fast or sat on a boat and thought fuck it they can have that too, clearly god wasn’t an engineer, he then created VR which we all tried and subsequently threw up.

“the circle of life music playing” (cut to printout that says GOD -> humans -> VR

What I am trying to say here is walking around in VR games like Skyrim makes most people feel like they’re about to turn inside out, this forced the developers of Budget Cuts to build a new method of locomotion that’s never really been used before, what they’ve done is not only new but undoubtedly ingenious. Just moving around in Budget Cuts has become a game mechanic its own right but wrapped up with it is another brilliant use as the portals you make fire act like a mirror you can use to look round a corner. If you want to know if what is over there for example you can just fire and take a quick look OH FUCK

So you can plan each move you take carefully and never make a mistake OH FUCK-

GAMEPLAY

In the second level you find a bucket and I was a little dubious after the whole skyrim cauldron fiasco “put buket on head” BOOM THIS IS A AMERICA but I risked my life went for it

\*cut to me looking left and right and putting bucket on head intercut with game\*

Okay… Okay… here we go… Angel music “it’s the game we’ve all been waiting for, you can put buckets on your head, it’s the perfect game, ten out of ten, the messiah is here, god as my witness

Hitman 2 NO NOT THAT ONE THIS ONE YOU WHAT ARE YOU DOING IO, more like O I can’t fucking name a game properly

Wait a minute, IO? I’ve heard that before… IO?

They made the first Hitman 2 so the same people are making a completely different game but are just giving it the same fucking name??

WHAT IS THIS SHIT

Tune in next week when I release “Skyrim VR is a nightmare” but I just try again and see what happens

Set jelly on fire

SO HITMAN 2, the real one, this one, not that one, bar a few god awful levels is basically the PERFECT STEALTH GAME, the main thing it did right was allowing you to complete the levels using a dizzying number of options, the first level you could:

shoot everyone, sneak in as a postman with no weapons, sneak in as a delivery boy with weapons in the trays you bring in, kill the guard outside that’s using his finger as a penis which always absolutely killed me as a kid and sneak in dressed as him with all your weapons, or my personal favourite sneak in without a disguise so you watch every single guard till you memorise their exact patrol routes so you can sneak past them and make your way to your target that’s on the top floor room strangle them then sneak out by doing the same thing again without being seen a single time like the ghost you are orrrrr y’no just snipe the target as he plays golf because you’re not a fucking idiot.

Budget Cuts is a far more stripped down stealth game in which your choices are to sneak through the level not being seen or kill every robot of lawsuit similarity to the taller robot in portal 2.

I dunno what it is about these guys but they scare the life out of me, maybe it’s because I am worried someone is gonna get sued, but it’s not like valve have a patent on tall one eyed long limbed robots \*have book and run finger through\* “oh no” NO WAIT it’s because they look like those fucking hydro razor people my God no wonder I’m scared it’s Mr. 5 knives for a face except now the’ve got handguns too,

emma have you seen my razor OH GOD, EMMA GET OUR THE HOUSE, RUN

So you can be sneaky or be offensive by utilising the throwing knives and by the way bullseye I aint FUCKIT

Using the throwing weapons is so fun you honestly need to playthrough the game twice because my first playthrough was an absolute shit show of zero stealth and maximum kill

UHHHH hahah was I meant to sneak through here

SID: Your knowledge of stealth insults me human, Khajit grows tired of being your frien-

I have some treats sid

“All is forgiven human”

The animations when the robots die are heartstoppingly convincing but also oddly satisfying so I just ended up killing everyone you come across

Softly… softly… NEXT TIME FILE YOUR OWN FUCKING TAX RETURNS, LINDA

I can tell you first hand working in an office is tough, sometimes people just come to you with their problems all the time and you gotta put these people in their places

What you found this on the printer? Well, I gotta tell you: I'd be very, very careful who you talk to about this, because the person who wrote that ... is dangerous. And this button-down, Oxford-cloth psycho might. Just. snap, and then stalk from office to office with an Armalite AR-10 carbine gas-powered semi-automatic weapon, pumping round after round into colleagues and co-workers. This might be someone you've known for years. Someone very, very close to you.

Narrator: Or maybe you shouldn't bring me every little piece of trash you happen to pick up.

Answers phone

Compliance and liability?

Would you excuse me, I need to take this

You can also reduce the speed in which you move through portals, this means you make less noise and don’t activate the guards, and this combined with being able to look carefully into every space you enter gives the gameplay just enough complexity that it does start to make you feel a little hitman 2-ey \*play music and kill guard in security room is good\*

The Vive

As I crouch in an air vent, portal gun in one hand, knife in the other primed ready to throw into the face of the unknowing enemy below who could spot me at any moment

Nasily “ive got you now”

I just think my god this would be perfect if I wasn’t tangled in two meters of cable with a fucking flight recorder taped to my face

Wrapped up “I’ve got you now”

Every single physical movement you make in the real world \*could cut Morpheus saying real world\* is mirrored within the game, ducking, crawling, leaning out, shooting, walking, picking things up, using items, selecting items from the menus, there is no action you do that hasn’t been translated to do the exact same thing within in the game. It helps that there is no duck button, it’s all down to you, but after an hour of keeping low in cubicals by doing this while wearing the Vive you start to feel like your knees are about to snap off \*have to trying to break mannequin leg, I SAID YOU KNEES ARE ABOUT TO SNAP OFF, Your, wait a sec, \*have you sawing \*YOUR KNEES ARE ABOUT TO SNAP OFF\*

The technology is now the rate limiting step in this reaction, uh, experiment, uh, GAME. The wires and weight of the Vive ground you in reality, but short of me inventing a time machine

IVE DONE IT

Matt that’s a Xyophone

That’s a lamp

Shit…

It’s all a bit of a mute point isn’t it

And the first time I played I found myself crawling on my hands and kneesalong the ground to escape being seen and went face first into the sofa FUCK and as I kneeled there and cowered in fear I slowly looked up to see a sign saying hang in there like a big middle finger from the developers who somehow knew I’d triggered every fucking enemy in the level.

“Khajit does not have this problem as he has no knees”

Sid I don’t think that’s true, look there here

“I cannot read human”

MENUS and ITEMS

Basically the way in which you move around and interact with the game world has been perfected to a T in Budget Cuts, it’s the best and most polished part of the game by far. In Skyrim and Fallout 4 the menus work but it’s not exactly elegant, it’s all just a huge load of lists of shit and who doesn’t love lists

In budget cuts using the menus has almost become a game mechanic within itself, you bring up your inventory and you yourself select what you want, but you also get to choose the orientation in which you want to hold the object based on where you grab it

Okay, now, this is very important, I can’t get this wrong \*Stabs head\* THAT WAS MY FIDGET SPINNER

The throwing knives are also loads of fun and naturally take a fair bit of skill to master, so having a large number of knives doesn’t exactly make you overpowered especially if you are prone to getting a little panicked OH GOD, AHHHHHHH SHIT

Once you get used to these guys they also then introduce these flying drones that fly over and take pictures of you that activate the guards THE BASTARDS, but I know a way to take care of these fuckers. So we stand a wall, and shhh, wait for it to fly in and… and… GOT YOU YOU FUCKING BITCH DIE DIE DIE

Basically everything about the way you play and interact with the game has ingenuity, it’s progressive, it’s fun, and it’s extremely immersive. However there is one major issue.

LEVEL DESIGN

The problem with the portal mechanic is that you don’t get exactly get a full picture of the space you’re in, you are just teleported from point to point so don’t get much perspective on what is between these points, now this of course isn’t really an issue on its own, but much of the game world you may have noticed is visually very similar,

this may be down to the fact that making large complicated rooms in VR is currently more computationally demanding than even cournel sanders over here could keep up with, so we gotta keep things simple, but there is not enough visual variance for you to memorise whether or not you’ve been somewhere

I mean WHERE THE FUCK AM I SUPPOSED TO GO THIS ALL LOOKS THE SAME AND THERE IS NO MAP I mean there is THIS MAP but excuse me WHAT I’m pretty sure a map of the human circulatory system is less complex than this, THE LUNGS? Just take a left through the right ventricle YOU CAN’T FUCKING MISS IT

The final level, and this message they give you on steam certainly is relevant when you get there, I think is meant to be a little complex. SO we need to learn the layout, but the level is entirely in the dark and there are so few visual clues every part of the level looks the same, and eventually after learning the layout the lights come on and the whole level looks completely different whilst still all looking the fucking same AND most of the level doesn’t actually go anywhere. SERIOUSLY you can feel like you’re making progress, go up here, then through here, go down into here, open this up, go through here and you are back where you fucking started and that room has 3 access points but also has a separate access point hidden away in the corner that let’s just say is VERY FUCKING IMPORTANT YOU DON’T MISS Herhughhghg

At one point I knew I had to get into this locked room but couldn’t find a key or separate way in so I’ll just…lemme…get this...hurgh, urgh, THERE ARE YOU HAPPY GAME

After getting into this room I also retroactively found the proper way in was to find an entrance in an air vent by going up into THERE, THERE? That isn’t puzzle design that’s fucking look in every corner till you spot it design what is this PORTAL 2

Ahem

There are also A LOT of items lying around in the game with no use which can confuse things as the levels mainly require you to look around and find unspecified things, so you aren’t entirely sure what you are looking for and have a lot of useless things to look through, like this an arm \*have arm in real life\* uhhhh, I I bet this arm actually does absolutely nothing DIE oh….oh…. I’m sorry… please stop I better, finish it off….\*hit it to kill it\*IM SO SORRY

Conclusion

This review can basically be summed up by saying that budget cuts mechanics are absolutely amazing, the teleportation, the menus, the immersion, the weapons, the way enemies react, the 3D rendering. And I think this explains why the game kept being delayed so they could get this perfect, not like the launch of Fallout 4 VR

Im sorry sir but the graphics and menu systems just aren’t ready for a public release yet, we need more time to finalis-

\*todd howard\* THE SHIPPED THE GAME YESTURDAY

But outside of this the level design and lack of complex gameplay are what is holding it back, the game is fun to play, but the levels are not nearly as fun to interact with. It’s worth it, and I’m not saying that because I got the game for free again, I mean WHY ARE PEOPLE DOING THIS, DO YOU ALL NOT WATCH THE VIDEOS IM CLEARLY AN ARSEHOL-

it’s just certainly not perfect.

It feels like the game is a little one dimensional, beyond making it to the end there isn’t much more to it, most stealth games usually have challenges or ranks you can get based on how you performed in the level, I think adding specific challenges like “get though level without being seen” or “never use weapons” or “Your behaviour is analogous to that of a serial killer” I ASKED FOR THAT REPORT YESTURDAY with corresponding unlockables would easily breathe new life into the game encouraging multiple playthroughs, in Hitman 2 for example being perfectly stealthy unlocked a few new weapons that made you overpowered as fuck LOOK AT HIM GO hahah

Also the ending credits have the most ridiculous fucking song I’ve ever heard and could easily be in the opening of a James bond movie, enjoy