

# GEOMETRY WARS: RETRO EVOLVED

## Chaos field

PUBLISHER: Valve Software DEVELOPER: Bizarre Creations GENRE: Shoot-em-up AVAILABILITY: E-tail ([www.steampowered.com](http://www.steampowered.com)) ESRB RATING: Not Rated  
MINIMUM REQUIREMENTS: 1GHz CPU, 512MB RAM, 150MB hard drive space, 128MB videocard (gamepad recommended) MULTIPLAYER: None VERSION REVIEWED: Final Downloadable

## REVIEW

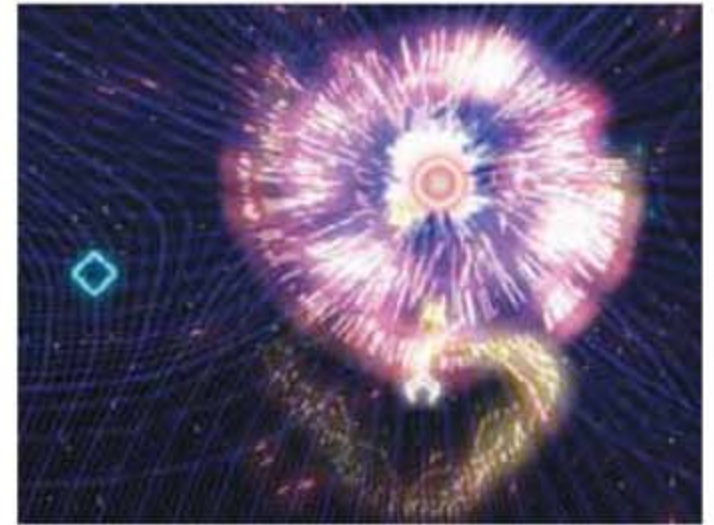


I'm far from the first to sing the praises of 2005's Xbox Live Arcade hit *Geometry Wars: Retro Evolved* (now available on the PC for a mere \$4 via Steam), but it's a game worth talking about. Basically a reimagining of the classic coin-op shoot-em-up *Robotron: 2084*—with shades of “bullet hell” shooters like *Ikaruga* and

*DoDonPachi*—*Geometry Wars* is conceptually simple: Maneuver a ship across a flat playfield, shooting and dodging colorful enemies (in ever-increasing numbers), using either a mouse/keyboard combination or a gamepad (the game's default assumption is the Xbox 360 pad; the left and right analog sticks control movement and fire, while the triggers unleash

screen-clearing bombs), with the straightforward goal of *survival* (and high scores...though we don't get any online leaderboards à la the Xbox 360 version). Three lives, no continues—it's a manic, unfor-giving test of your hand-eye coordination.

Thing is, *Geometry Wars* captures that elusive essence known as *fun*...and reminds us that exhaus-tive prerendered cut-scenes, complex mechanics, and multimillion-dollar engines aren't the only roads to that goal. It's the *Tetris* factor: The minimalist design and the addictive, score-chasing nature keep you mesmerized for hours at a time. It's when you reach hour No. 3 of a marathon session—having entered a Zen state as you attempt to send your high score into seven-digit territory—that you realize the simple truth at work here: In a world of interactive stories and photo-realism, *Geometry Wars: Retro Evolved* is just a *really fun game*. That's all we're looking for, isn't it? **•Ryan Scott**



•Uh-oh—it's the red circles and blue diamonds, the big bruisers of the polygon patrol!

### VERDICT

➤ Simple, addictive, and fun (and cheap).

➤ Lacks the online leaderboards of its Xbox 360 counterpart.

# 9/10

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