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7 days 2 die game

I went on holiday to the nether region of Adirondacks here in Upstate New York. For those who watch too much TV and think New York is nothing but Manhattan, I can tell you that there are some seriously remote parts where cell phone reception doesn't exist, and broadband has only recently been a dream. Since it was too cold outside for a lot of natural things, I brought my PlayStation Portable to be in close. I can't help it; if I'm not staring at the LCD screen for at least 60% of the day, I'm kind of shaky. I brought a laptop computer to do some work (my father-in-law recently managed to get a wireless router and DSL up in boons), but the poor thing is too weak to play any decent games except DEFCON. Midway through the game Warhammer 40000: Squad Command PSP decided to jump on his sword. In other words, a glorious, radiant death died, acting as if every button had been pressed at once. This turned the volume down, then turned it around, then asked me if I wanted to leave the game and then dumped on the main interface, all in a matter of seconds. When I got home, I called Sony, who informed me that being out of warranty would cost me \$90, plus delivery, to swap the poor PSP for the refurbished factory - which itself would be covered for 90 days. I even took out my press credentials, which didn't impress the tech support guy. SO: I could pay almost 2/3 of the price of a brand new, Slim model PSP, for a refurbished old model, all because Sony only covers its portable game console for a year. I have my own about 18 months. I had to replace it, since I have quite a number of games and - full disclosure here - I really like the little thing, but I'm really disappointed that Sony's warranty is so feey. Compared, say, to Microsoft's. And my Xbox 360 decided to kick the bucket. He's determined that none of my discs are readable, while they're all in perfect condition. Obviously, the optical drive laser isn't in sync with reality, so I had to make another phone call. Yes, I'm told, all Xbox 360s are currently under warranty, and Microsoft would even send me a special box and return shipping tag to send my 360 to the service. So I down two consoles, one of which I had to replace by dropping \$180 on a new one (and waiting for an online station to ship it to me). All I have left to play with is my son's Wii and, of course, a few PC games here and there. Luckily, I'm all about PC games, but when I sit on my PC I feel guilty if I don't work. Overrated? Read about PC games Joel isn't all about. I'm pretty addicted to my consoles. I just got my copy of SOCOM: Tactical Attack for PSP, and I'm staring at Assassin's Creed and Mass Effect, and I can't play any of them. I also use my 360 strongly as a media extender, so now I can't listen to my music in living room without popping the CD into the DVD player. What turns me around the most is that Sony was rough, well, at least one customer. I wrote a book on PSP: I provided PSP games in my columns. I can't imagine how little Sony would care if I was just a standard consumer. Maybe the company would send a representative to laugh at me, like Nelson did on The Simpsons. Sony defended the PSP regarding dead pixels, broken UMD doors and a number of other complaints - through press releases and interviews. Meanwhile, Microsoft has defended the Xbox 360 and its infamous Red Ring of Death in a sleek way: by extending the warranty for all. As I sit here in front of the computer thinking about playing, but I'm really working, I'm going to finish this column with a message for every company. Microsoft: Thank you. I can wait three weeks for repairs, as long as I have my 360 back by Christmas (please?). You've done your clients a good deed. Sony: Bite me. I would cancel a new PSP order for Nintendo DS Lite, but I can't find games for that I want to play. You made me feel like a sucker. Related articles: By jdurham on March 20, 2009 at 5:41 pm This site can earn affiliate commissions from links on this page. Terms of use. Holy moly! Two weeks ago, we launched Plugged In (our new Friday column) at 5 Games that Won't Die. The enthusiasm from you, the reader, was huge - so much so, in fact, that we decided to do it all over again. Five games is, of course, too few to show a whole, massive, galactic run of gracefully aged titles that players don't seem to be able to let go of. We decided to introduce five more and then, of course, open it with forums for you to ring in on your addiction to games long past release. As last time, we each launched on Windows Vista 64-bit to make sure it can still be played on the latest platform. We give you sources to find games, in case they sound interesting enough to lure you into playing them - either for the first time or to rekindle an old relationship. Baldur's Gate (and BG2) Developer: BioWare/Publisher: Interplay/Will it Run on Vista? Yes/Still Available? Yes, from various sellers (e.g. Buy.com) Infinity Engine, the top down RPG engine that was the basis for many games in years past, it remains extremely popular. Forget Neverwinter Nights 2: Some players still feel that Baldur's Gate series is the pinnacle of pc role-playing, period. If you're still in BG or its sequel, Baldur Gate 2, or any of the extensions, or Icewind Dale, or what you have, you owe it to yourself to visit Pocket Plane Group, a site dedicated to keeping the Infinity Engine alive with mods galore. There you will find a huge collection of completed mods, frequently posted data, modding tutorials, forums and a bunch of other things to keep the infinity dream alive. Don't expect mods for every RPG under the sun. Steal Q&A directly from Middle FAQ:Q: Why Don't You Have Modes for Planescape: Torment/Icewind Dale II/BG1 Without Tutu/NWN/Temple of Elemental Evil/Morrowind/KOTOR/Wasteland/Ultima III: Exodus/Ultra-Pong/Backgammon? A: For stories and technical reasons, Baldur's Gate 2 lends it ites it ties it to the modding type of PPG. Creating NDCs for other Infinity Engine games, for example, is significantly less convenient for both modders and gamers. And historically, all PPG modding staff are most interested in creating projects for BG2. The passion at Pocket Plane Group for Baldur's Gate and its sequel is unimaginable. Fans like this are the real reason big games never die. Continued... Continued...

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