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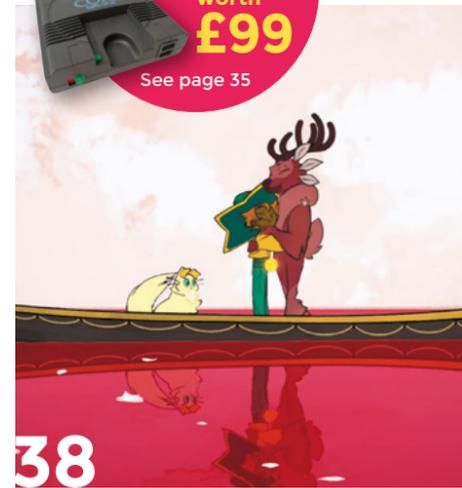


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WELCOME

There's an FPS theme to this issue, which has given me the chance to air out some of my favourite hardened tough-person phrases like "Go away, please", "How dare you", and "No".

Mostly, though, all the talk of such games as our cover star, *GTFO*, somehow got me thinking about a decade-old generation of solid but unheralded shooters – the mid-range games from a decade ago. Games like *Singularity* – a title that couldn't hope to match the quality of the games that inspired it (most obviously *Half-Life 2* and *BioShock*), but still provided a thoroughly pleasant weekend's entertainment.

Singularity's chief draw was its time-manipulation mechanic: you could, say, make an aged object shiny and new or move it forward in time until it was corroded and useless. It was hardly explored to its fullest, since the player could only age and de-age specific objects at specific moments, but flawed as *Singularity* was, there was plenty to like. It was just satisfying to freeze enemies in time and blast away at them.

Singularity's troubled development explains why it was such a mix of great and average. It also meant that *Singularity* quickly, unfairly, faded from view. But I'd argue there's enough in this flawed oddity to make it worth digging out of a bargain bin. What I'm saying is, while the likes of *BioShock* and *Half-Life 2* are the games we talk about with reverence years later, the titles sitting a league below still have ideas worth exploring. Or, to put it even more simply: play *Singularity* – it's pretty good. Now go away. Please.

Ryan Lambie
Editor

