

7 November 2008

By: Andrei Dobra, Games Editor



Weapons are the most important part of this game
Wikipedia

[Gears of War 2 Developer Talks About Weapon Balance](#)

A lot of changes in this regard

Gears of War 2 is going to be a massive game, promising to bring back the mindless fun of the first title with a more intricate and developed story, and it is set to hit the worldwide store shelves today, with a lot of retailers holding midnight launch events to celebrate this [very popular](#) game.

One of the key aspects of the Gears of War series was related to the weapons, with the primary one, the Lancer, having one of the most unique attachments ever conceived in a game, a chainsaw. The absolute gore festival that ensued after you achieved a chainsaw kill was extraordinary, with graphical effects not recommended to the faint of heart.

Recently, [Cliff Bleszinski](#), the lead designer for the Gears of War franchise, talked about the balance of weapons in this sequel. He went on to discuss the stopping power of the weapons, and how the new items, like the shield or flamethrower, would affect the gameplay.

"The smoke grenades having a concussive effect is huge - it prevents these cover standoffs and stalemates from the first game. The concept of "stopping power" is huge in multiplayer. If you try to roadie run at me, and I shoot you, you lose the majority of your forward momentum. You have to learn how to flank enemies, chainsaw from behind, or tag a grenade into the wall now instead. Crawling after getting killed is a huge addition, too, as is the ability to take hostages."

He then talked about the impact of the shield and how the flamethrower added a new fun factor to this very anticipated title. "[The shield is] kind of a heavy weapon, but you can do a little bit of a roadie run while carrying it. It's defensive in nature, and you can plant it in the ground by aiming and pressing A. We've made a really beautiful flamethrower, but I'm not going to lie and say you can set the environment on fire. We're not that kind of game - we don't want players burning down the levels! It's a fun weapon because it's powerful, and messes up your enemy's view."

Some very interesting facts that are sure to make all of the Gears of War fans out there very eager to try them out in the single and multiplayer modes of this upcoming game.