

Treachery in Beatdown City review, a little reminiscent of the old days

Like the B-rated beat em up games in the past, Treachery in Beatdown City got people excited for the first few hours but when adrenaline was exhausted it began to show many weaknesses.

In the olden days when playing NES games, in addition to the shooting games of bells, flies, Natra saved his mother, maybe the beat em 'up games like urban brawlers will make the kids enjoy when controlling a core describe material conflicts in the city to eliminate violence. Basically Treachery in Beatdown City has such a style, but instead of directly punching and fighting, it brings a play where the character selected each action punch, kick or block to create a game this half. the other half just like beat me 'up again just like a turn-based role-playing game. It is probably the creation of Nuchallenger, unfortunately this combination mission is not very successful, especially the later stage after the emotion surges pass, people will feel more tired than excited with the screen. go on scenes like this.



The plot of Treachery in Beatdown City is a bit complicated and irony when the street warriors must rescue President Blake Orama (sound familiar?) From the ninja group led by the evil mayor Mike Moneybags. The plot may be interesting in the flag of origin, where racism rages with blacks being the first victim. But with Vietnamese gamers, the heavy satire and satire story about the deep differentiation between social classes is not very popular. Also because it is a racist lashing game, the majority of the warriors that gamers can control are black, while the villains from the soldiers to the bosses are whites also carry the unmistakable criteria of neo-Nazi grower.



Fight'N Rage, the last love letter of the classic beat-'em-up genre

Today beat-'em-up is no longer the mainstream genre of the gaming industry but there are still repercussions that leave behind, for example, Fight'N Rage.

The conversation in the game is heavy about 'black comedy' because there are so many satirical elements about the Democratic and Republican Party of the United States that makes people feel the content of Treachery in Beatdown City is a bit heavy. At the same time the way to solve the problems of the main characters also proved unconvincing. Catch a Hell's Angel motorbike harassing a black business place? Instead of relying on the law, the hero casually beats them brutally on the pretext of protecting the weak. Although it is still a game, the approach to solving the story of Nuchallenger has something very inappropriate. Recalling the problem of combining real-time and turn-based combat of the game, Nuchallenger may have tried his best, but the problem is that the studio's NSXs did not control the essentials that led to the game being extremely discrete from the start.



The game gives us 3 characters to control with fighting style and different strengths and weaknesses. But after the intro at the beginning of the game, people were immediately thrown into the chaos of headless stories, violent battles, but it's still not clear who we end up punching because of what or if there is really a need for violence in this case. At this point, the people who made beat em 'up games in the past were very aware, that they could not insert a story so deep or too humane into an urban brawlers game, so most of the plot was just a similar thing. To show the background for the whole game. Nuchallenger wants to think differently and do

differently but clearly, a life-stark story of lashing out against racism and social injustice cannot be coherent in a game like Treachery in Beatdown City.



That's not to mention the gameplay was a bit interesting at first, after repeated iterations in the style of each point like World 1-1, World 1-2 in Super Mario World began to make people feel tired. You kill all the monsters and bosses in this level, then you are given a large map, one step ahead to be caught in a conversation (usually to the character we are controlling to broadcast anger with the guys side by side) and then repeat the previous phase until the end of the game. Not only the repetition of the gameplay, even the environmental landscape of many subsequent scenes and a few hip-hop MIDI tracks used from the beginning to the end proves that Nuchallenger is very poor and is very lazy to give. So a game like that. Of course the latter is a bit more feasible. Overall, Treachery in Beatdown City is a creative and ambitious project, but unfortunately, all elements are deployed by NSX to make the final product quite bad. So if you like exploring new things and don't care the price of 188,000 VND, you can try this game.

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