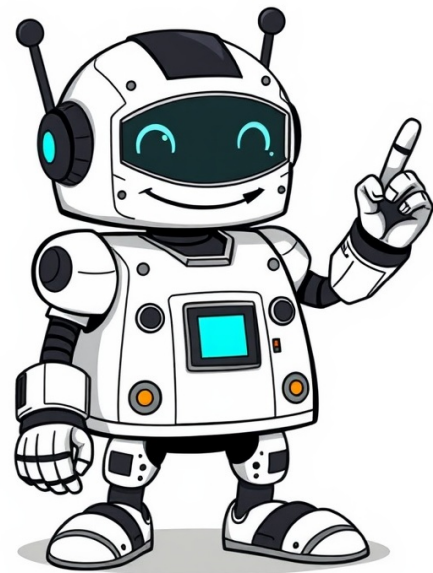


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[illegible]

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characters in the first game who will ask for money if you want something out of them. This is a valid point to make and something I was waiting to see if its truly an anti semitic portrayal when the game comes out or just its unfortunate coincidence. If there's stuff in that review to also criticize it properly. I don't understand why its so unfathomable for two people already who came into this thread to rate the game a 5/10 but then don't address any of the points in the review. I read it, and it feels like most of the issue for the guy are overdesigned game systems. And the guy has a degree in game design, so no wonder that specifically might rub him the wrong way and dock a lot of points. Just read through this thread, and every other thread ostensibly about this game. To the other comments, I'm not interested in having a fight or trying to win what is a patently unwinnable argument on this site. I'll just say this: the "culture war" is bilateral, and it's disingenuous to claim otherwise. Hey folks. First time posting, long-time lurking. I wrote GamesHub's KC:D2 review & just wanted to set straight a few things that have been bugging me tonight. Firstly, I had zero agenda coming into it & to suggest that I or any critic would approach the job that way is not only absurd but pretty offensive. I WANTED to enjoy the game. Why the Hell would I or anyone else sign up for the abysmally low-paying job of spending dozens upon dozens of hours reviewing a video game if they actively wanted/expected to hate it? Believe me, the roughly AUD\$3 an hour this review broke down to ain't worth that kind of pain. Get real for Christ's sake. Secondly, I didn't lock down my Twitter in response to the review. I locked it down & stopped paying attention to it entirely in November when the place turned fully into the Hellscape home of humanity's worst. The only reason I even became aware of Vavra's Tweet was because I saw the screencap in this thread. Thirdly, Vavra posted about my review a couple of hours after he posted that the Metacritic average was 90. He heavily implied in doing so that my review was responsible for dipping the average downward from there. My review went up precisely at the global embargo time. It wasn't posted late as a deliberate act of sabotage or anything but the assholes blowing up my social media sure seem to think it was. On that last note also, I didn't review Veilguard for GamesHub or anywhere else. Equating the textless review scores of two entirely different writers just because the outlet is the same is ridiculous. Oh & also I've loved Mafia 1 & 2 for years. I actually LIKE Vavra's prior work. Anyway, thanks heaps to the many supportive people in here. I do appreciate it Hey folks. First time posting, long-time lurking. 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Do you actually believe that reviewer would have given the game a FIVE out of ten if it had hailed from a different game director? I'd need to look at their other reviews. They may score harshly. Hey folks. First time posting, long-time lurking. I wrote GamesHub's KC:D2 review & just wanted to set straight a few things that have been bugging me tonight. Firstly, I had zero agenda coming into it & to suggest that I or any critic would approach the job that way is not only absurd but pretty offensive. I WANTED to enjoy the game. Why the Hell would I or anyone else sign up for the abysmally low-paying job of spending dozens upon dozens of hours reviewing a video game if they actively wanted/expected to hate it? Believe me, the roughly AUD\$3 an hour this review broke down to ain't worth that kind of pain. Get real for Christ's sake. Secondly, I didn't lock down my Twitter in response to the review. 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I do appreciate it I feel bad that the director of a game you reviewed and some other people online are targeting you for no reason and can't understand that not everyone has to rate every game highly. Hope this dies down soon. Hey folks. First time posting, long-time lurking. I wrote GamesHub's KC:D2 review & just wanted to set straight a few things that have been bugging me tonight. Firstly, I had zero agenda coming into it & to suggest that I or any critic would approach the job that way is not only absurd but pretty offensive. I WANTED to enjoy the game. Why the Hell would I or anyone else sign up for the abysmally low-paying job of spending dozens upon dozens of hours reviewing a video game if they actively wanted/expected to hate it? Believe me, the roughly AUD\$3 an hour this review broke down to ain't worth that kind of pain. Get real for Christ's sake. Secondly, I didn't lock down my Twitter in response to the review. 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Nothing wrong with that. Don't let the trolls and weirdos weigh you down friend, hope you're doing well.