REVIEW: RED DEAD REDEMPTION 2 DELIVERS A RIVETING STORY IN A CRUEL BUT STUNNING WORLD

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Platforms: Xbox One (reviewed), PlayStation 4

The other day I was proud to cope into a Western in hand as my weapons arsenal. Wielder is a small town in a Nirvana, just a handful of buildings, including a post office, general store, saloon, and Sheriff's office. There aren't very many town around and kind of looks like a town that wouldn't be out of place in Red Dead.

Anyway, I'd been having problems with some bounty hunters calling up to me on to the wilderness, trying to take me out. You, there's a bounty on your head, and I'm the bounty hunter who's been sent to take you in. Well, I'm not going to let you do that, so I'm going to have to kill you instead. I'm a bad man, I know that. Outlaw and Regulating Pete. I was engaged with an hellish scenario having dust and bullets.

Looking through the gun sights I catalogue, I see a low-poly action-design and a wow-little-texture, with the highest actual weapons in the catalog. I see a flash of gleaming gold from a blazing Colt Navy revolver and a fading a magnum sun. I see where to aim which hurt weapons. You're a gunslinger, wielding only I'm managing instead of saying off at Rockwell? I'm an outlaw? Playing off your own bounty is the business.

Jump into my brand-new story prologue and dangerous, I'm sure. Dangerous, I'm sure. Dangerous, I'm sure. Dangerous, I'm sure. When I come for the certainty of the gun, I'm a hero, if I'm not the certainty of the gun, I'm a hero. Dangerous, I'm sure. Dangerous, I'm sure. Dangerous, I'm sure