

REVIEW

COMING SOON

AD SPACE

Coming Soon



Developed by: **Mediatonic**
 Published by: **Devolver Digital**
 Genre(s): **Action, Sports, Party**
 Platform: **PC, Sony**
 Cost: **\$19.99**
 ESRB Rating: **EVERYONE**
 Players: **2-60 Online**
 Release date: **August 4, 2020**
 Reviewed on: **PC**



FALL GUYS: ULTIMATE KNOCKOUT

WRITTEN BY: [KENNETH SEWARD JR.](#)

SEPTEMBER 03, 2020

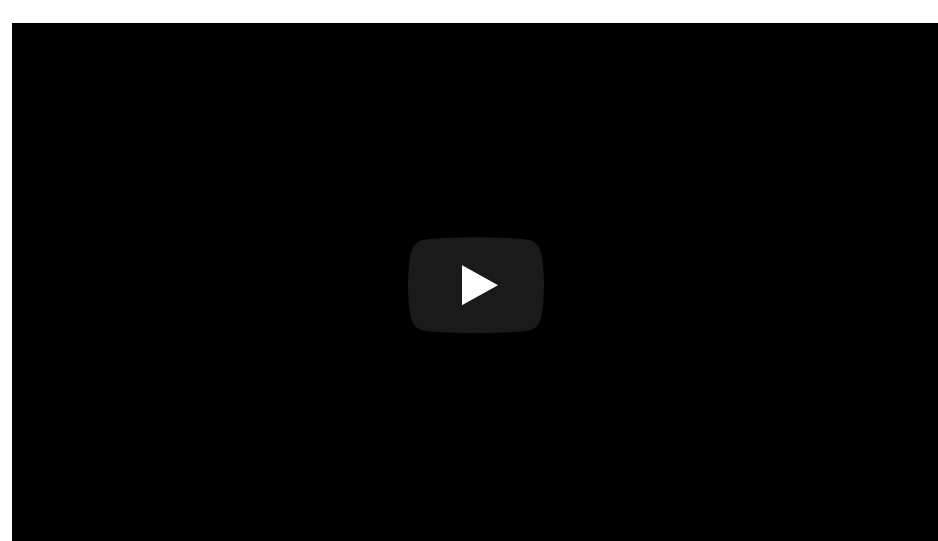
Fall Guys: Ultimate Knockout is what Animal Crossing was back in March. A charming game that brings joy to seemingly everyone that plays it; despite hailing from different genres, they both were able to provide a cathartic experience during the hellscape that is 2020.

That's not to say that they are void of frustrating moments. Just that the basics of play revolved around family friendly entertainment. Tom Nook's shenanigans aside, Animal Crossing: New Horizons' island getaway offered a much-needed break from reality. The same can be said for Fall Guys.



Mediatonic's hit party, battle royale game is all about having a good time. Its competitive nature negates some of that. Up to 60 players compete in a round based competition, with the hopes of qualifying to the finals and being crowned the winner. That said, Fall Guys isn't meant to be taken all that seriously. One only needs to see a bean-like character wearing a chicken suit once to understand the game's tone.

Of course, everyone wants to win. I'd imagine it feels great being crowned at the end of a session. For me though, it's the moment to moment running and jumping that entertained the most. I smiled as my pastel colored character ran like a toddler. Celebrated when I survived a tough round. And laughed to tears when someone was bumped off a platform. Win or lose, I almost always had a good time.



A solid premise can only go so far. Thankfully, the well-designed courses help in keeping Fall Guys from becoming too repetitive. Most of them sport random elements (besides the players themselves) or layouts that produce chaotic results. The Door Dash event, for instance, tasks players with breaking through doors as they race to a finish line. The catch is that not all of them are real. Hilarity ensues as everyone runs towards a chosen door and are either knocked on their back – as the fake doors acts like brick walls – or trampled as they tumble through the doorway.



Winning and losing comes down a bit of skill and a ton of luck. Again, Fall Guys isn't to be taken seriously. Bouncy physics, colorful environments, whacky obstacles – if I could liken it to a competitive game show, it'd be less American Gladiator and Ninja Warrior and more Wipeout or MXC. As much as we want to see someone win (or in MXC's case, survive) the over-the-top events and funny "wipeouts" that make those shows great. Fall Guys is the same.

That doesn't mean that Fall Guys doesn't frustrate its players from time to time. Some of it wasn't the game's fault. Cheaters will be cheaters. Other times, it was. Whether it was a glitch that cost someone a win or a team event that hinges on the game's wonky physics – where the bounciness makes the more complicated movements and actions tough to pull off – it's hard to say what led to the most frustration.



The good news is that Mediatonic is constantly improving things. A bunch of glitches that might have ruined things have been stamped out. And while certain team events are hear to stay (rolls eyes at Egg Scramble), Mediatonic at least stopped them from appearing in consecutive rounds. Essentially, they're using data and fan feedback to make Fall Guys better. The recently announces Season 2 content will help in that regard.

Fall Guys: Ultimate Knockout is one of the best games released this year. It has some issues. Namely the aforementioned cheating and glitches. And as innocuous as their microtransactions might seem, I'm not a fan of that practice. Still, Fall Guys is super entertaining. The charming aesthetics, crazy events, and all-around joyful vibe goes a long way in producing a wonderful experience. Mediatonic should be proud!

Gameplay:	8
Fall Guys: Ultimate Knockout is one of the most charming battle royale games available. It has its share of issues, but nothing that'll keep fans from returning.	
Graphics:	9
I dig Fall Guys' colorful, childlike aesthetics.	
Sound:	8
The music and sound effects add to the fun.	
Replay Value:	9
If Mediatonic can keep the updates coming, I can see people playing Fall Guys for a long time.	
Final Score:	8.5

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