

War of the World Quotes

Game Pron: [\[E32011\] The War of the Worlds Preview/Interview](#)

“I don’t like to play favourites, but I’m going to lay my cards on the table, right here. Whenever anybody has asked me for my ‘highlight of E3’, [Other Ocean](#)’s interpretation of [The War of the Worlds](#) has come out on the top of the list.”

XBLA Fans: [Best of XBLA at E3](#)

“So, take a century-old beloved science fiction property. Add writing by a well-known British horror writer and voicing by a master thespian and starship captain. Put it on Xbox Live Arcade with luscious graphics and atmospheric puzzle-platforming gameplay. That’s Other Ocean’s upcoming *War of the Worlds*, starring a script by Chris Fowler, narration by Patrick Stewart, and a whole lot of wonderful. We’re sold.”

Gaming Shogun: [War of the Worlds E3 2011 Preview](#)

“As you roam the decimated landscape, tripods marauding in the background, you will get narrations read to you by the likes of none other than Patrick Stewart. These narrations set the stage of what’s to come in the level and, well, it is just damn fun to hear Stewart narrate anything – he is so good at it! [...] War of the Worlds looks like it is shaping up very well and should prove to be a great play-through this fall (hopefully in time for Halloween season!).”

XXL Gaming: [PREVIEW - War of the Worlds](#)

“Now we only had the opportunity to check out one level, but from what we saw I really enjoyed the game. War of the Worlds seems to have every facet needed for a solid storytelling game that delivers action as well throughout. The game will be released on XBLA by the end of 2011 and while there is no price point at the moment, I really think this title will be worth every penny. [...] War of the worlds is a title you won't want to miss.”

VE3D: [The War of the Worlds](#)

“The new screenshots released for the game have a look I wasn't expecting from a side-scroller that seems to actually carry the feel of the original story, and that's what has my attention.”

Gaming Bits: [War of the Worlds E3 preview \[E3 2011\]](#)

“The combination of sight, sound and high tension definitely make this game one to watch.”

Thunderbolt Games: [E3 2011: The War of the Worlds](#)

“The team at Other Ocean is obviously going to great strides to create an experience that clearly evokes a certain time and they appear to be succeeding. Given the studio’s track record, *The War of the Worlds* appears to be in good hands, look for it later this year on the PlayStation Network and Xbox Live Arcade.”

Nerd Reactor: [E3 2011: War of the Worlds – Now With Less Tom Cruise](#)

“Visually, the game is stunning in its mostly monochromatic color scheme, similar to what *Limbo* was like. For a 2D game, it looks beautiful, especially the background environments. Each character and their animations have been rotoscoped and each level contains anywhere from 40 layers of parallax to a staggering 250 layers. What does that mean for you? Amazing depth of field in your surroundings that help to immerse you into the game.”

Marooners’ Rock: [E3 2011: The War of the Worlds](#)

“*The War of the Worlds* will be a 2D side-scrolling platformer with beautifully stylized graphics and backgrounds. [...] The best move Other Ocean made with *War of the Worlds* was in deciding to keep the narration element alive in their version of the story. [...] The beautiful background mixed with Sir Patrick Stewart’s masterful narration go a long way in making this an excellent homage to a classic story.”

Game Bandits [War of the Worlds: HG Wells’ famous sci-fi novel is coming to console networks](#)

“Fans of this novel along with sci-fi fans in general are in for a treat since Paramount Digital entertainment announced that it will bring *The War of the Worlds* to video game console screens.”

Big Shiny Robot: [Video Game Quick Hits 6/14/11](#)

“Wanna know how to make a geek smile? Here’s the equation: H.G. Wells + Patrick Stewart + XBLA or PSN = 2D sidescrolling **War of the Worlds**. Hell Yes! Stewart will be narrating the game, said to be inspired by *Flashback* and *Out of This World*. It will be published by Paramount and Other Interactive is developing. The game is scheduled for later this year.”

1UP: [War of the Worlds Surprisingly References Classic 2D Adventure Games](#)

“It's great to see Other Ocean do a distinct and unexpected treatment on War of the Worlds, and the developers seem unwavering in their pursuit to do a game that resembles a genre they love.”

VG Revolution [E3 2011: War of the Worlds Impressions](#)

“War of the Worlds is a neat little gem. The choice to go old school with the look of the game makes it very unique, and the use of current system horsepower the 40 layers of 2D graphics actually pop and don't seem flat.”

Diehard Gamefan: [E3 2011 Impressions: The War of the Worlds](#)

“Once they turned the game on the first thing I noticed was just how striking the game was visually. The game is set on a 2D plane, with multiple layers of effects going on. [...]Between the setting shown in the graphics and always great voice work by Stewart, the developers have set up a fantastic atmosphere for the game that really does justice to the Sci-Fi classic. [...] It looks like a great homage to the any incarnation of *The War of the Worlds*.”

Platform Nation: [Patrick Stewart To Narrate The War Of The Worlds Side-Scroller](#)

“The more I hear about the forthcoming side-scroller The War of the Worlds, the more I want to play it. For a downloadable XBLA and PSN title, Other Ocean Interactive appears to be pulling out all the stops.”

Press the Buttons: [E3 2011: Mars Attacks In The War Of The Worlds](#)

“While most publishers with a catalog of films would only pursue subpar video games based on the latest summer blockbuster, Paramount is mining its back catalog for quality films that would make for slamming video gaming experiences. [...] *The War of the Worlds* looks intriguing right now and I'm curious to see where development goes from here. There's plenty of potential in this property and the developers are all admitted fans of the genre and the source material. This may be one worth keeping an eyestalk on.”