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THQ's DARKSIDERS II and Square Enix's SLEEPING DOGS could quite possibility be two of the best games of 2012. With both out on August 14th, the titles take players into dark universes full of addictive gameplay. Read on for FANGORIA's reviews on these horrifying new titles!

DARKSIDERS II

Publisher THQ and developer Vigil Games' sequel DARKSIDERS II runs parallel to the events from the first game, though you couldn't tell by gauging the two games side by side. DARKSIDERS II goes far beyond the limitations of the first to create something that is completely its own and a major step forward for the franchise. In the game, you play as Death, exploring the different planes of existence including the light and darks worlds and Earth. You'll have a variety of combination attacks and arcane spells to vanquish your foes, get the loot and avenge your brother War for a crime he didn't commit.

Certain of his brother's innocence—War is accused of jumpstarting the apocalypse prematurely—Death begins seeking out those who would aid him in his cause. Your travels will take you on an adventure to different realms of existence and will require a number of favors from those Death has befriended in the past and those he has yet learned to trust. The game's gripping narrative is far superior to the previous entry, with a world that is nearly twice the size of the original and is full of more interactive NPCs that not only give Death additional missions, but assist in battle, as well.

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