

# ganhaaposta

According to critics and players alike, these seven games fail to deliver despite their potential. Here's why they fall short, and what we can learn from their mistakes.

2. Superman 64 (Nintendo 64, 1999)

4. Aliens: Colonial Marines (PC, PS3, and Xbox 360, 2013)

With a development cycle spanning six years and hyped as the definitive Aliens experience, Aliens: Colonial Marines was a massive letdown. The game was criticized for its poor AI, dull visuals, and a lack of innovation.

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5. Sonic the Hedgehog (Xbox 360 and PS3, 2006)

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div class="hwc kCrYT" style="padding-bottom: 12px; padding-top: 0px; margin-bottom: 10px; margin-top: 10px;">Clearing up a misconception, the Activision/Blizzard deal is not about getting more exclusives. TL;DR: A/B deal is about increasing revenue for Xbox, not getting more exclusives. Games like COD or Diablo are never going to be exclusive because they make too much money on other platforms.

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