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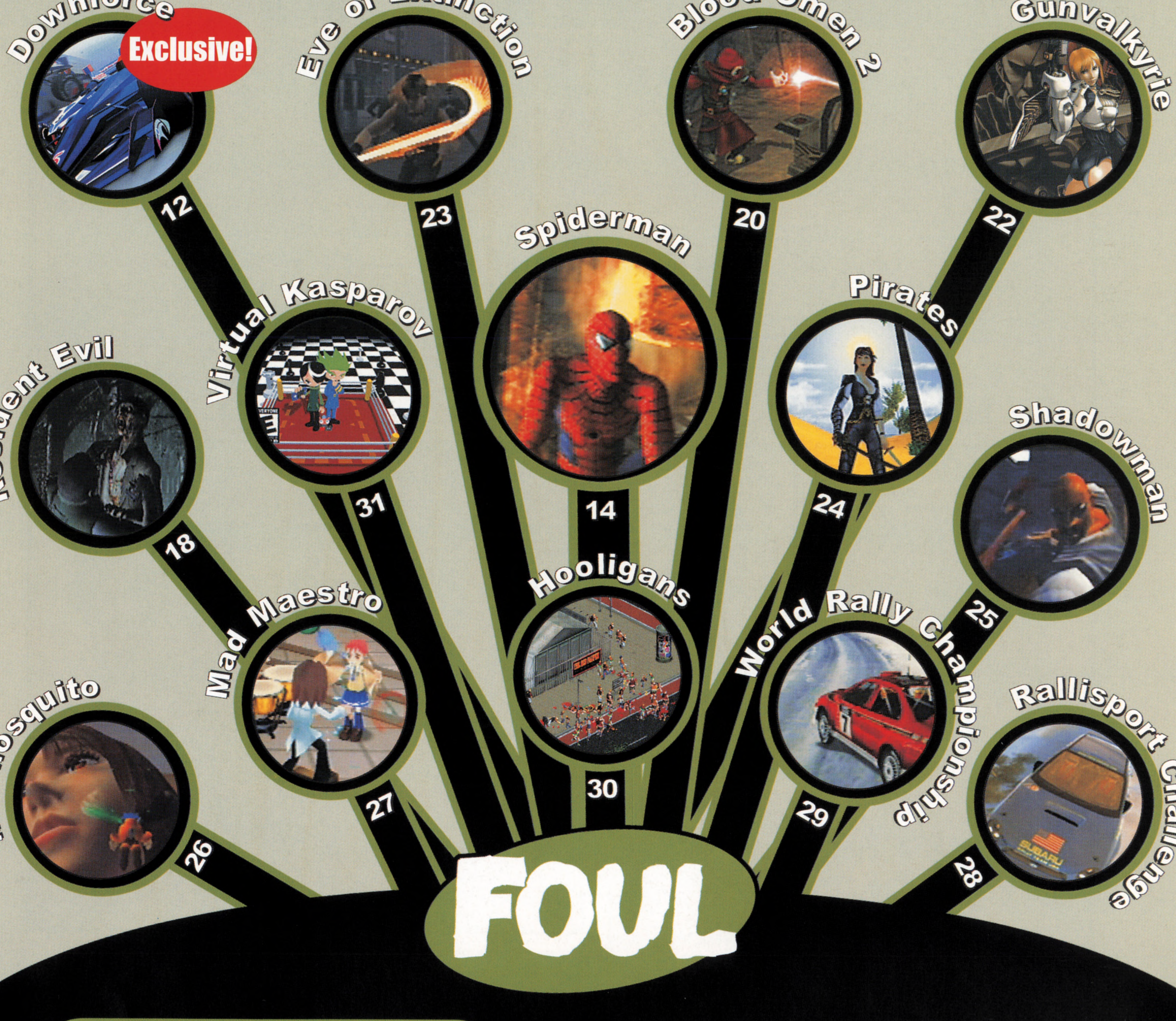

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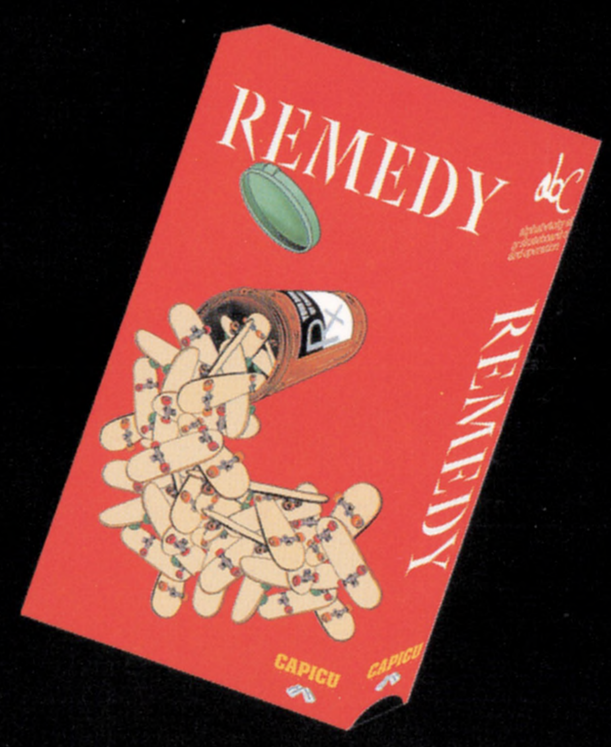

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Jesse LaBrocca

Editor in Chief
defender@foulmag.net

My hope is that you are sitting somewhere at the E3 convention reading this. For the past two months the Foul staff has worked extra hard to make this magazine and I would like to thank them very much for their contributions and continued efforts. Over the past sixty days we have had amazing success on many fronts. Recently Mark has re-launched our site that has generated many visits. At the site we have a forums, a hot chick gallery, quizzes, polls, and sign up for subscriptions. I encourage all our readers to check it out. We have also seen a few new contracts with distribution such as Diamond Comics, Borders, and Tower Records. I would like to especially thank Barcode's Cheryl who has become a Foulette and written the 7Dust interview as well as do her best to showcase us. So thank you Cheryl for your support and anything you need from me just let me know. Another success was with a few key interviews that Foul was asked to do. We received write-ups from Playstation 2 Official UK Magazine and Time Out New York just because they thought us cool.

Boy, I was not thinking about writing a thank you in this editorial, but hey…I just write from the heart and what comes out, comes out.

Back to you and E3, though. Hopefully you are having a great time and this might be your first glimpse of Foul Magazine. I wonder what you think. Do we look too edgy, are we too small, does our design suck, or are we the new shit? Our mission is a simple one. We want the gaming industry to grow up and realize that games are for adults and that we, as gamers, command it. No longer are we satisfied with being told what can and can't be in our games. No longer do we need to have our parents refuse to buy us a game due to a rating. We want blood, sex, gore, drugs, Satanism, and every sin imaginable in our games. Why? Because we can! That's why! We are not the twelve-year-old virgin geeks we once were. Now we are the elite mass of hardcore, rich and influential geeks. We lobby congress, we make movies and, best of all, we control your information through the Internet. That rant felt great.

What is E3 about anyway? Is it the gathering of fools to see who has the best booth? I think not. I look at E3 as a triumphant celebration. It is a giant cathedral of geeks looking for the next game to worship. E3 happens to be where you are now. In the center of the universe, is where we are. From here, we only get stronger, wiser, older and more powerful.

Jesse LaBrocca

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Letters

Alien Love!? Why'd You Say Alien Love?!

From: "David Azariah Leslie"
To: info@foulmag.com
Subject: please help me!
Date: Tue, 26 Mar 2002 10:18:12 +0000

I am a British gamer, and I have recently heard about your magazine through the Net. I want to read it every month. Is there anyway that I can get a subscription from the UK? I really want to read your shit. It looks brilliant and non-biased. I have 3 consoles to satisfy with games and all the Net reviews are biased and mostly shit. So when can I subscribe? Or will you be releasing the mag here in the UK, considering we are the third biggest consumers of games in the world. **Please I really, really want your mag, man. It's like the Valium for my heroin addiction that is gaming.**

Check out our site as we have just updated it for subscribers. ***You can now order from around the world.*** *If the Taliban catches you though, you could end up having a wall thrown on you. Goodluck. -Ed.*

Homos, homos, homos

Dear Roger,

Please take me off your comp list. This magazine is just **too offensive** for me.

Thanks,
Rick Reynolds

Director of Marketing, North America
Empire Interactive
http://us.empireinteractive.com

WE REPLIED: *Ok... but can I ask what you find offensive? This will help us determine how we might want to change the magazine. Your feedback is appreciated.*

HIS REPLY BACK:
The one thing I find offensive is the homophobic comments. Everything else can be ignored, but that crosses an important line.

Thanks for asking,
Rick Reynolds

We say: *Striving to offend and refusing to care is our motto!*
We are not homophobic, just ass-sensitive.
So have a nice day and don't let the door hit you in the ass.

Camel Toe Fever

Dear Foul,
How stupid can you be? Not only is your "centerfold" not in the center but half your photos are blurry.

Who the hell takes them shots anyways? Your fuckin grandma? I checked out the site and you seem to have better shots there. I am a huge camel toe fan and I see that she has an excellent one so I give ya props on that. In the future try to include shots with the camel toe.

We love the toe as well but we keep the good shots to ourselves. If you ever look in our bathroom you will see all the nasty shots stuck to the wall. -Ed.

Got something you want to get off your chest?
Mail: Foul Magazine/ 18 Saint Marks Place/ New York, NY 10003
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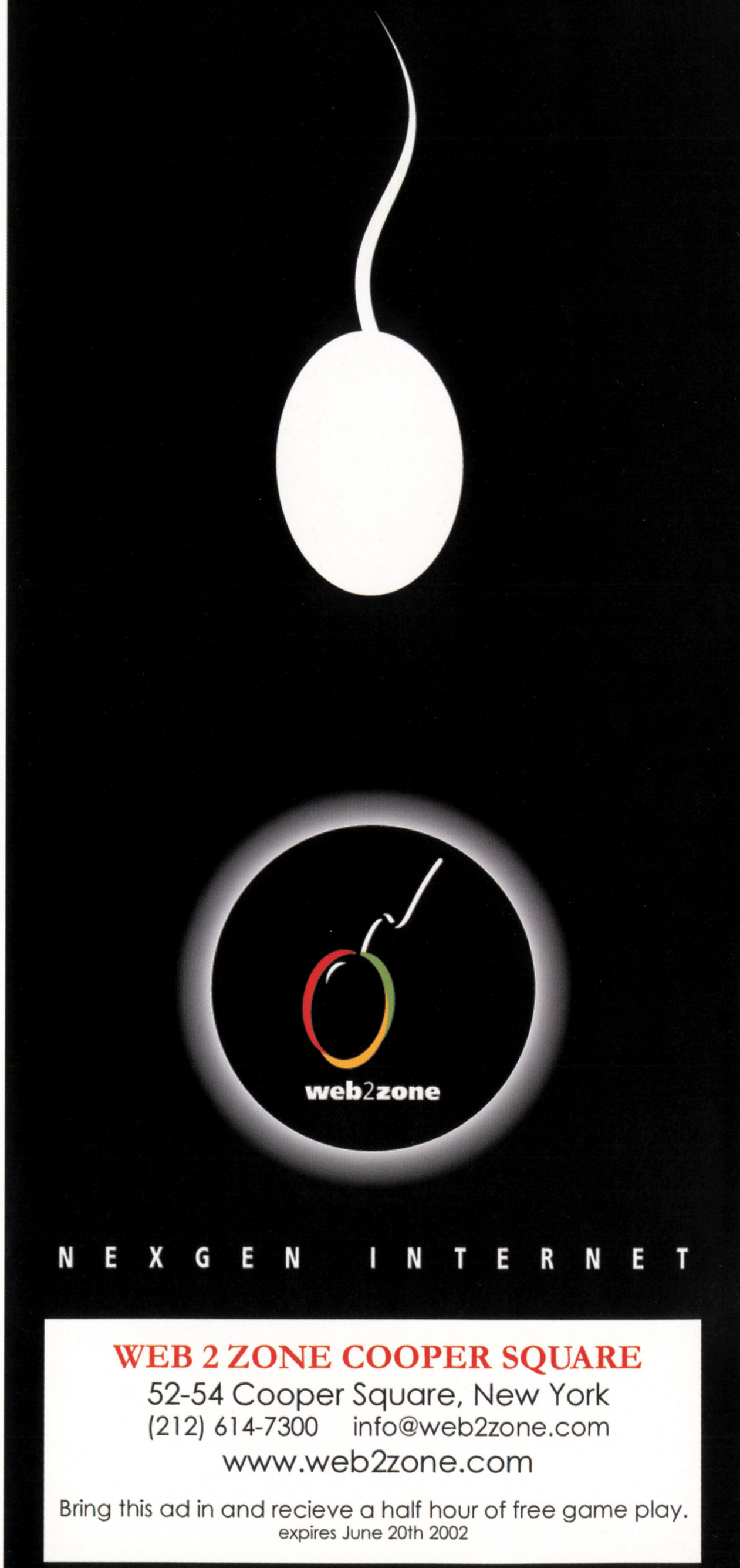

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Lesson #8: Trash Talk

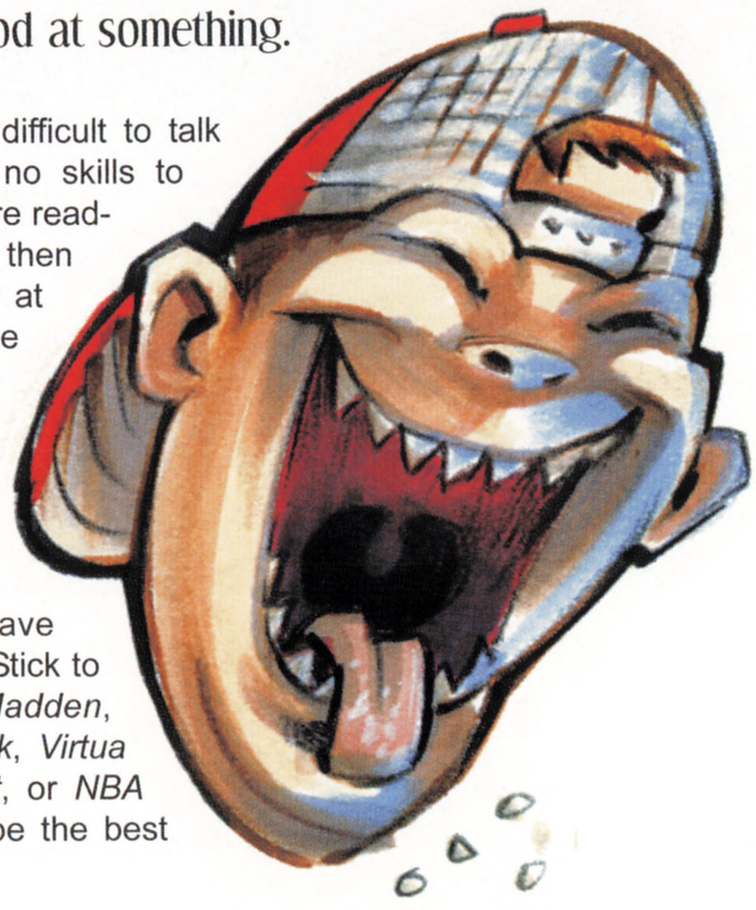
As any hardcore gamer knows, merely being good at games is not enough. Unless you want to be a pathetic loser who sits at home all day, you have to get out there and show everyone how good you really are. But you cannot just walk into a game playing situation resting solely on your skills to get you through; you have to use the secret art of intimidation. And that is where Trash Talkin' comes in.

Many of you may be thinking that this is unnecessary and just plain mean, and you would be right, but that still does not diminish its importance in the video game playing environment. Without strong vocalization about the level of your skills and how they completely surpass those of your opponents, the room would become eerily silent. What else are you going to talk about? The weather? Sports? Self-help books? Porno? No, you have to talk about how you are completely wiping the floor with your buddy's mutilated ass (and maybe porno).

So since you all are wannabe hardcore gamers with a pussified view of what it means to Talk Trash, I your Hardcore Extraordinaire, am here to help.

Step 1: Get good at something.

It's extremely difficult to talk trash if you have no skills to back it up. If you are reading this magazine, then chances are you're at least decent at one game. Try to be an expert at that game.



It also helps if you are good at games people have actually heard of. Stick to the basics: *Madden*, *Tekken*, *Tony Hawk*, *Virtua Fighter*, *Mario Kart*, or *NBA Street*. You may be the best

Super Bombad racer anyone has ever seen but who is really going to care?

Step 2: The two types of Trash Talk

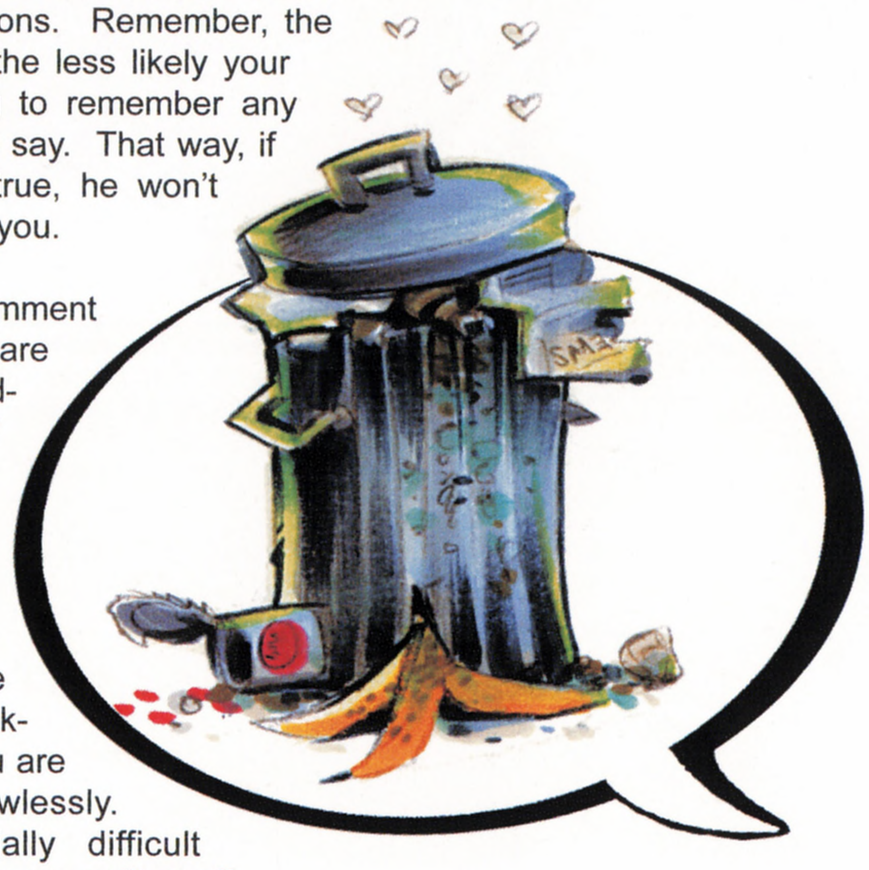
Trash Talk can be divided into:

A. *Talking yourself up and*
B. *Putting you opponent down.*

Pretty easy when it's all laid out like that huh? You can choose to focus on either type but Talkin' Trash works best if you have a healthy balance between the two.

Step 3: Know the three stages of Trash Talk

Pre-Game: This is the time to boast and make predictions. Remember, the more you speak, the less likely your opponent is going to remember any specific things you say. That way, if they don't come true, he won't hold them against you.



In-Game: Comment on how well you are doing and the shoddy performance of your opponent. Be sure to point out even the smallest mistake your opponent is making, while simultaneously making it clear that you are performing flawlessly. Note the especially difficult maneuvers that you are pulling off.

Post-Game: Make grand declarations about how your win has made you even more god-like than you already were. Be sure to point out that this was not a fluke and that it will happen over and over again. If your opponent wants a rematch, then you can easily transition back into the Pre-Game stage by predicting the next match will be exactly like the last one.

Step 4: Putting together a good abuse phrase

It is easy to talk about how great you are and the skills that you possess, but coming up with good put-downs is much tougher. This is the most subjective part of the lesson. Trying to tell someone how to put together a good insult is like telling a sculptor how to shape an armless woman with big titties. It just has to come naturally, but I can give you some pointers.

Pointer 1: If you have to be reading this, then you really are pathetic.

Pointer 2: You see what I just did there? I capitalized on your insecurity and turned it around on you. That's what you've got to do. Find out what your opponent's vulnerable spots are and then blow them up in his face.

Pointer 3: A good metaphor is always a sure winner. For those of you that slept through English, "metaphor" is just fancy talk for comparing someone to a horse's ass.

Pointer 4: Piss them off. If all else fails, just find something that is annoying and repeat it over and over again. Calling someone a mindless jerk-off or asshole works pretty good but it can put a damper on the whole "gaming is for fun" atmosphere.

Step 5: Keep at it

Once you start Talkin' Trash, you may be surprised to learn that most all gamers are already well versed in the language of garbage. This may begin to throw you as they are spewing out predictions and metaphors left and right, leaving you stunted and without a comeback. **DON'T GIVE UP!** Stick to your guns, remember the best lines for future reference and try to relax. Remember, Trash Talkin' only works if you let them intimidate you. So try to focus on the task at hand. You remember what that is, right? Winning the fucking game. Nothing will shut someone up faster than getting the crap kicked out of him. Then, afterward, you can use all that flappy mouth-junk back at him.

EMERGENCY!

Oh no! All my trash talking has totally backfired!

There can be two very dangerous results that that can transpire from too much trash talk.

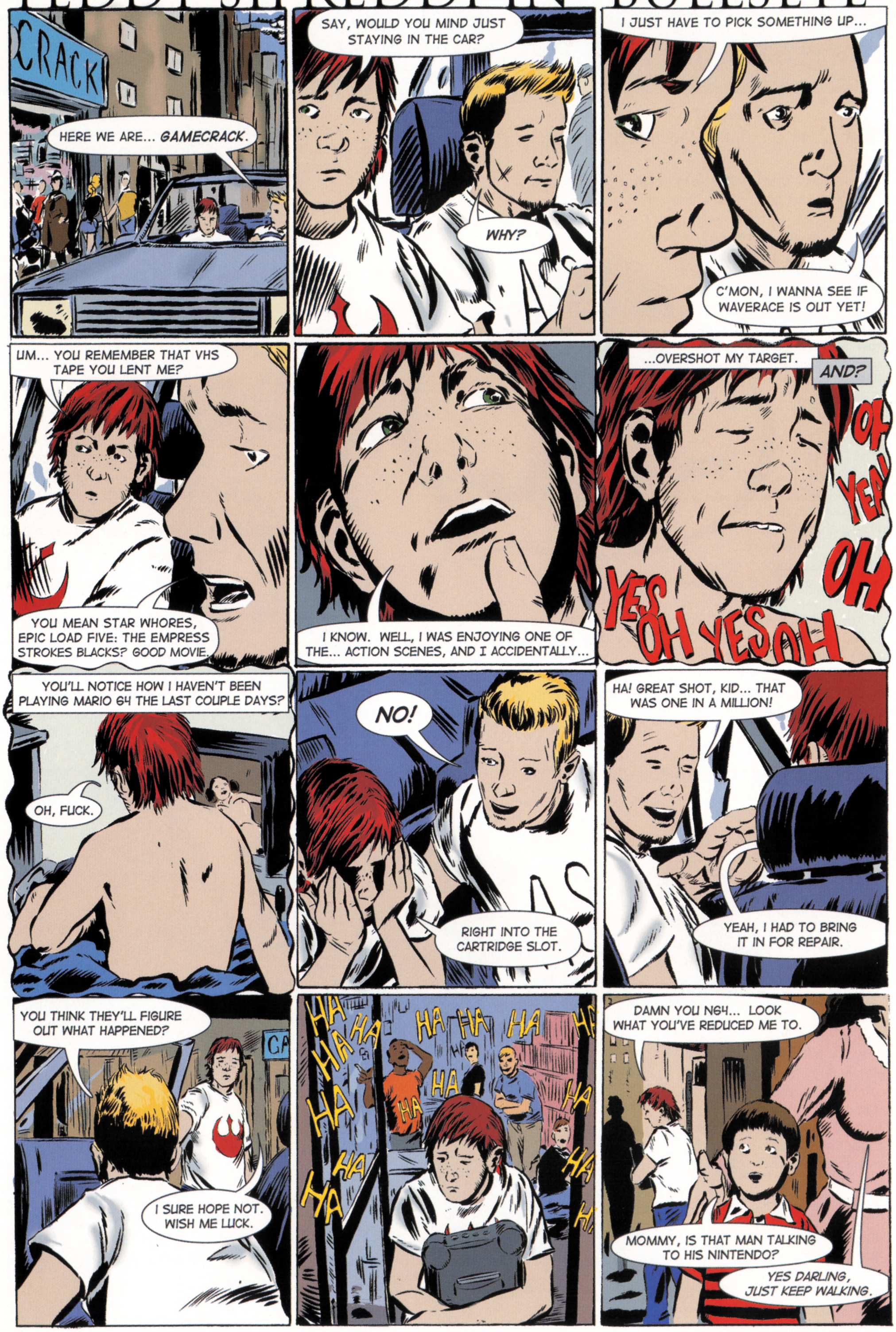
1. You beat your opponent and totally humiliated him in front of all his friends and the hot chick that was going to give him a handjob in back of the arcade just wants to leave.

2. You lost and now you are the target of complete and total humiliation as all of your predictions and boasting are now being shoved down your throat along with your foot.

Fortunately there is one easy way to get out of both of these dire situations and that is with the following phrase:
"Hey man, take it easy. It's just a game. C'mon let's play again. On me."

If this doesn't work, head for the hills.

TEDDY SIFREDDI IN "BULLSEYE"



BY SETH BERKOWITZ

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DOWNFORCE

OF PLAYERS: 1-2 PLAYERS

DEVELOPER: SMARTDOG

PUBLISHER: TITUS SOFTWARE

INFORMATION: WWW.TITUSGAMES.COM

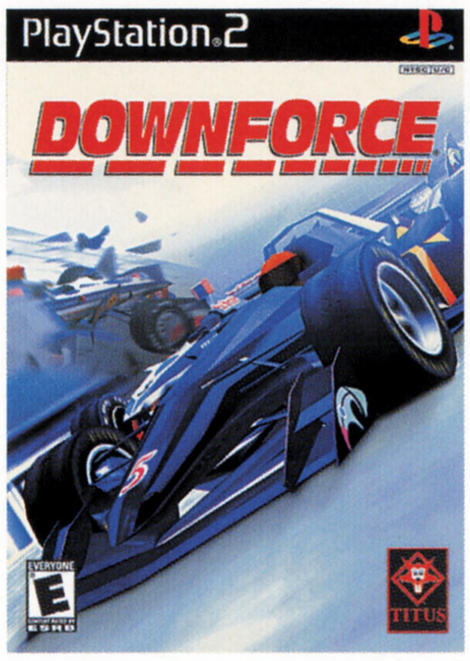
FEATURES: A SMASHING GOOD TIME

PlayStation.2

TOTAL SCORE
879

EVERYONE
CONTENT RATED BY ESRB

BY JESSE LABROCCA



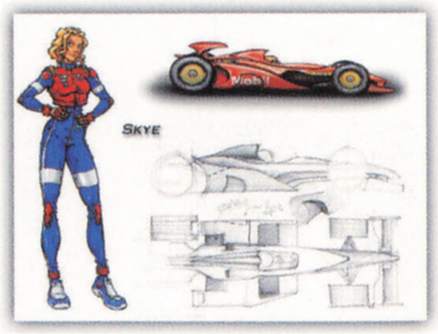
When Titus told me that I was getting a package of games to review, I was very excited to hear about the new *Barbarian* game they have been touting. I also received the *Virtual Kasparov*, which is reviewed elsewhere in this issue. What **I wasn't too thrilled about was the game *Downforce*.** It has been a hit in the UK, but has had little notice stateside. Immediately, I had to give *Barbarian* a try and I will only say that the game is a work in progress with a lot of potential. In other words, it sucked, but it might be better once completed. So out of pure boredom I popped in the *DF*.

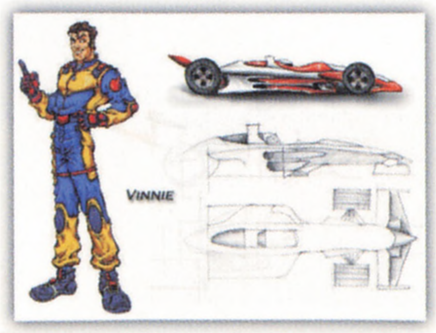
After about two weeks of rocking this gem for hours on end, I have come to love it like no other formula racing game. Not since *Pole Position* has a title like this been worth even a small notice. While EA's *F1* series is very sim-oriented, ***Downforce* has all the arcade action elements that make your nipples hard.**

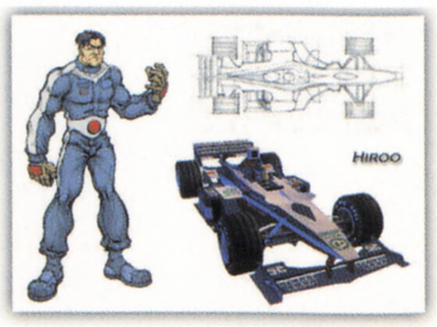
To start, the game is fast, very fast. The control is tight, very tight. The graphics are superb, very superb. Are you getting the picture yet? Ok…so you need a little more detail than this and I understand. Why should you believe me? Hell, at first I didn't believe it. To prove to myself that I was not a delusional idiot, I

recruited a fellow reviewer, Canaan. Canaan loves racing games even more than I do and has two other rally games reviewed in this issue. He immediately got hooked with me and we became arch enemies in the battle for first place. I think it's time to make clear what makes this jewel sooo-sooo-sooo sweet.

What makes this so special is an **excellent two-player game.** You have about **fourteen cars to choose from and twenty-one tracks.** Not a huge selection in my book, but they get the job done. The tracks are laid out well and some have really tricky areas like thin tunnels, where being side-by-side is impossible, or a sudden turn without a railing and a huge cliff to steer into oblivion. The attention to track detail reminds me of a *Need For Speed* game or even the recent *Vanishing Point* from Acclaim, which I loved. While there are no grandstands with people on the wayside, you do get a great feeling of background that







does not distract you from your task at hand. **Your task is simple, to destroy your opponent.** Maybe destroy is not the right word.

Let me explain further: You have a few modes such as **championship, trophy, two-player tag battle, two-player race and time attack.** Hidden in the game is a crash mode where you are in an arena scoring points for spectacular crashes. All these modes are obvious except the tag battle, which I will put in plainer words. You are your opponent race for points in a three lap battle. You score a point by either outdistancing yourself from your opponent for ten seconds or by forcing your evil rival to crash. Once the point is scored, the cars begin at the point where the losers' car was. Crashing your friend is very fun and can be achieved through many means, the least of which is a tap from behind to force them into the wall. Canaan and I go ape-shit for this mode. Some cars seem heavier or faster and, depending on the track, it can get very intense. **You really have to play this to fully appreciate it.**

Have I mentioned the crashing and collision yet? Yes, you do get car damage. Most gamers hate it when cars don't get fucked up, but this bad boy has full damage. All the tires can fall off, sparks fly and there are slow motion crashes, smoking tires and insane flips. These are the eye candy that helps push this game into the great category.

Downforce has all the arcade and action elements that make your nipples hard.

Control is never an issue. It is tight and maneuvering the turns is as it should be. **The only complaint I have is that there are no car tune-ups or upgrades.** You just pick from the variety that they give you. The selection is acceptable, but customizing a car is way cooler.

In the regular trophy mode, you race tracks to get gold, silver or bronze to open other tracks. You start as a beginner, then work to intermediate and finally finish with expert. **The AI is not to be dismissed.** They will knock you off the track and outpace you if you're not on top of your game. The music is uninspired but who cares. Popup does not exist but in the beta I was sent and there was a very small amount of slow-down at certain points in the track, but it is so irregular that I am not making it a fault.

Normally, I save the last paragraph to summarize what was said. However, this time I want you to actually **read the entire thing so you have the full picture of why I love this game.** |||

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SPIDER-MAN: THE MOVIE

OF PLAYERS: 1 PLAYER

DEVELOPER: TREYARCH

PUBLISHER: ACTIVISION

INFORMATION: WWW.ACTIVISION.COM

FEATURES: DIGITAL/ANALOG CONTROL, VIBRATION

BY GREG WILCOX

XBOX GAMECUBE PS2 PlayStation.2

TOTAL SCORE
850

MATURE M CONTENT RATED BY ESRB

When Activision released NeverSoft's excellent Spider-Man game two years ago on the Playstation, it was the best super-hero game created to date. It drew in gamers young and old with the **near-perfect blend of action, drama and humor** that made the comics so popular. The game ended up on both the N64 and Sega Dreamcast over the next few months — the DC version being the definitive version, in terms of visuals, while the PS original had the better control. A Playstation-only sequel followed in late 2001 by Vicarious Visions, and while it wasn't as fun as the first game, it still had enough elements of the first game to make it worth a play-through.

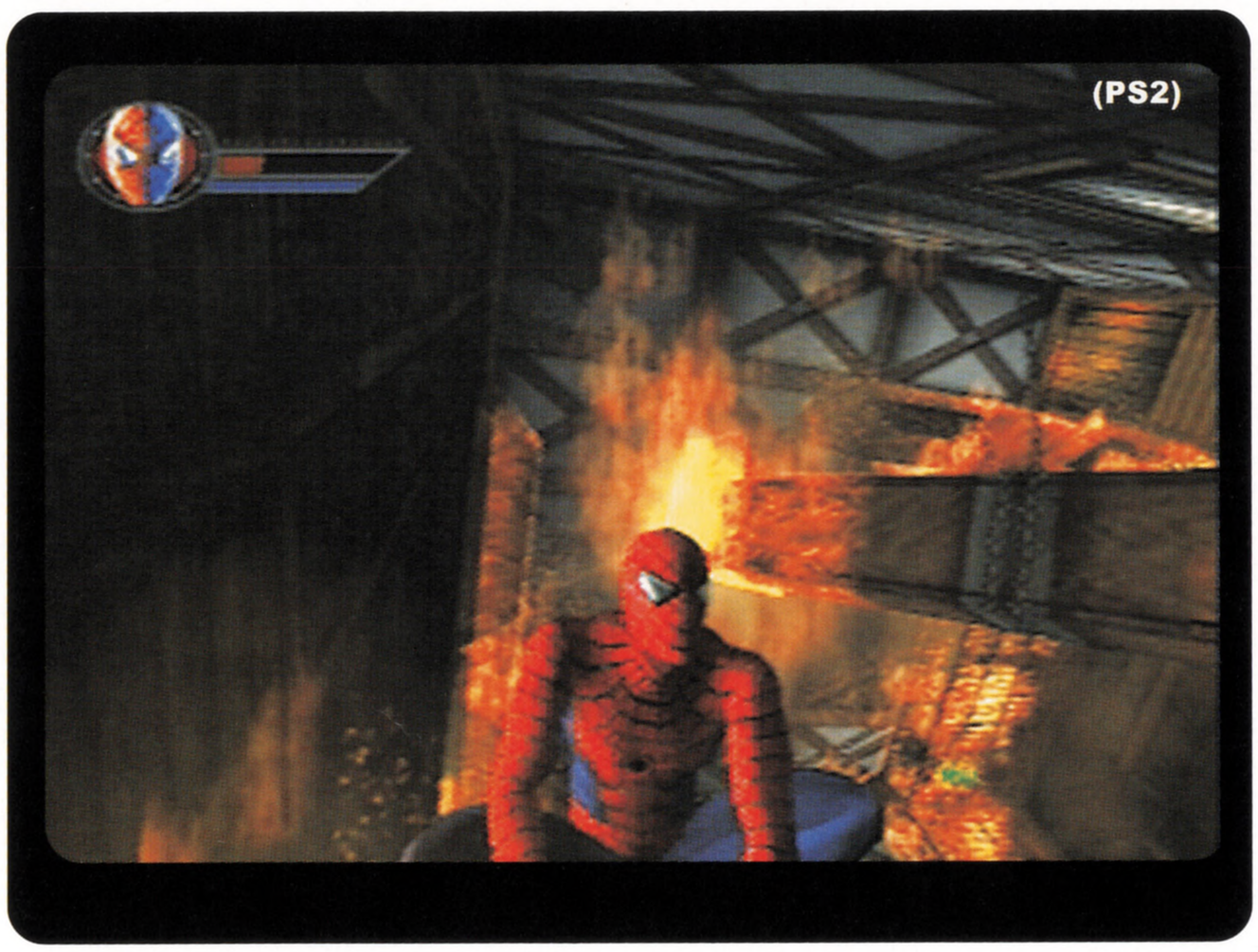
Last year, when incredible screenshots popped up on the Internet from the Spider-Man game based on Sam Raimi's soon-to be released movie, the true believers who bought the first two games were set drooling again. NeverSoft was nowhere to be found, however (Tony Hawk is their specialty these days, it seems). This time, Treyarch (Draconus: Cult of the Wyrm, and Max Steel on the DC) was handling the programming chores. Could they pull off the impossible task of creating a top-notch game from scratch based on a movie that wasn't even completed? Well, all three home console versions (PS2, X-Box, GameCube) have hit store shelves in advance of the film's release and **gold has been struck again.** Spider-Man is, across the board, an exhilarating rollercoaster of a game from start to end, packed with **a dizzying amount of bonuses that give the game a ridiculous amount of replay value.** You'll get about 15 hours out of your first play-through and each difficulty setting presents its own unique set of challenges, mostly in enemy AI and timed sequences, which become more both more precise and frantic.

While the game has the same main problem that plagued the first two (an occasionally erratic camera), when you consider all the things Spidey can do, it's actually an amazing piece of software. Like the first two games, **this isn't a walk in the park,** not by any stretch of the imagination. You'll be seeing the Game Over screen a lot if you don't do the tutorial and some of the other training modes to acclimate yourself to the controls. Each console has a slightly different controller layout, and I found the **PS2 version the easiest to work with,** followed by the Game Cube and X-Box. In fact, the only holdover from the earlier games is the "Classic" control scheme, which works most of the time. Fortunately, Treyarch added an "Enhanced" button scheme, which makes pulling off some of the more advanced web moves a lot easier. There are more attacks and an improved combat system from the other two games and you'll discover hidden moves in the form of gold spider icons if you explore carefully.

The two earlier Spider-Man games had the look and feel directly from the comics. In these games, Peter Parker was already established as Spider-Man and many of the elements fans of the books love, such as cameos by other Marvel heroes and villains, made each level a blast to play. **The new game sticks closely to the plot and realistic visuals of the film** (and adds to the former, in the case of the X-Box version), yet has an even fresher feeling, as it begins from the start of Spidey's career. You initially play Peter Parker in his masked wrestler get-up and don't get your actual costume until after you defeat the first boss of the game. By then, you'll have had your first tastes of the vast, well-rendered outdoor areas and the maze-like indoor sections with their focus on close-quarters combat, stealth and locating key items. On one hand, you can say that the PS One game was more original but, when you consider that Treyarch was creating their vision of the character based on Raimi's update, the new game takes on a life of its own and surpasses the older game in every aspect.

Following the basic plot of the film, you'll go up against a few bosses, starting with Uncle Ben's killer, then the Shocker, followed up by the Vulture and the Green Goblin himself. **The X-Box version has a nice battle with Kraven the Hunter added to it,** which is fun,

but doesn't add anything to the actual game other than an area that the other two versions don't have. It's bragging rights if you own an X-Box, nothing more. Each of the bosses present a bit of a challenge, not only in the actual battles, but also on the way to them. For example, you'll have to race through Grand Central Station, rescuing security guards and the occasional commuter from the Shocker and his goons before going after the Quilted One himself. The subway tunnel sequence before the big battle with the Shocker is well thought out and fun to play through. In it, you have to web-zip your way up to him while avoiding his electric blasts. Meanwhile, he's darting back and forth from tunnel to tunnel and he always seems to be a step ahead. Get close enough and he blasts his way through a wall, escaping to the next area, forcing you to look around for a way to catch up to him. Other areas, like the air-based battles with the Vulture and, later, the Green Goblin are full of thrills, especially with the threat of Spidey falling to his death added to the mix.



In a way, **it's almost like there are two games here** and the outdoor levels fare somewhat better, if only because they show off what each system can really do. The first time you leap off of a building and dive down multiple stories before web-shooting and swinging away from certain death is simply breathtaking. In fact, each time you're outdoors, you'll find yourself leaping and flipping off buildings just to take in the experience all over again and **it never gets old.** The little details, like the sun shimmering off the water, casting an orange glow on buildings and blinding you a bit if you swing toward it, are just as impressive as the New York that Spidey swings around in. The **constantly moving traffic, complete with news and police helicopters** that buzz around as you navigate from rooftop to rooftop or engage in the spectacular aerial combat sequences, gives the game a "you are there" feeling that's only possible with the more powerful systems. The indoor areas vary from excellent to so-so, with the realistic-looking landmarks like Grand Central Station faring better than the warehouses, offices and generic bad-guy hideouts a lot of the indoor sections take place in.

The costumes, specifically Spider-Man's and the Green Goblin's, look just as they do in the film, and coincidentally, both **Tobey Maguire and Willem Dafoe are onboard as voice actors for their respective characters.** Dafoe does a far better job here as Norman Osbourne/The Green Goblin than Maguire does as Spidey, and that's to be expected. Dafoe is the more experienced actor and has played a much wider range of characters, while Maguire is not quite a newcomer, but far from what I'd call a "serious" actor. Age before beauty, I guess... The Vulture and Shocker also look great, and the assorted gang members, thugs and supporting cast manage to get the job done without offending. Yes, you'll notice that six or seven baddies in a room all look and sound pretty much alike, but given the scope of the game, it's not a big deal. Overall, the **X-Box version is the best-looking of the three,** followed by the Game Cube, and the PS2. Note to the Sony-hating "A-Ha!" crowd: It's not that the PS2 version is awful-looking at all; **you'll simply notice the difference instantly if you compare it to the X-Box game.** Some smoother textures, better reflection effects, no noticeable slowdown in the really frantic areas, and that's all. I couldn't even imagine how bad a regular PS One port would look, full of jaggies, warping textures and possibly more pop-up than the toaster working the breakfast shift at the Stage Restaurant.

In the music and sound department, **the game has a rousing score** that adds bombast to even the smallest task, yet never feels obtrusive. The Xbox version supports Dolby Digital, The PS2 has Dolby Surround Pro Logic II, and the GameCube uses Dolby Surround, if you're the discerning audiophile type of gamer

→

SPIDERMAN 2 THE MOVIE

(those folks always scare me). The effects are great, striking **the perfect balance between movie and game sounds,** and the production is near flawless. Only the repeating comments of the minor baddies is noticeable, but as I said above, no big deal. However, adding **Bruce Campbell as tutorial guru/narrator** was a stroke of genius. It's worth a laugh or two just to hear his variation on the opening tutorial in all three games. If only the Evil Dead game could have been this much fun...

The short list of problems with the game starts with the game camera. It's been, and is always going to be an issue in 3D games, and Treyarch did a **mostly bang-up job with the camera here.** In the indoor areas, or on foot, it's controllable with the right stick on any of the consoles, and you press down on it to lock onto enemies or re-orient it behind Spidey. Occasionally, you'll be fighting a group of enemies or a boss, and the camera will become more of a hindrance, as it swings around in front of you, leaving you open to an attack or two. **Some areas become ridiculous deathtraps,** such as the Vulture's Tower stage, which is a total pain in the ass even when you figure out what you have to do, thanks to the default viewpoint. Sometimes you'll jump away from a bomb or mine, only to stick to a wall or ceiling right in range of the coming explosion- not a good thing, especially when Spidey's health is low.

There's a lot more freedom in the outdoor areas, although you can't go from a sky battle or rooftop to ground level like in Drakan: The Ancients' Gates or Grand Theft Auto III on the PS2. Then again, I doubt any current game console could handle a Manhattan teeming with thousands of pedestrians and cars one time, and that's not the focus of the game.

The compass/height meter device is great, but a map for the outdoor areas would have been a welcome addition, especially in areas that you'll have to search rooftops for stuff. It's entirely possible to swing around in circles if you don't have a good sense of direction. The CG movies are nicely done, but I'd have preferred footage from the movie instead, just to give the game a more solid continuity with the film. But since the movie wasn't out when the game was released, I guess that's asking a bit too much. Finally, **the lack of a mid-level save system makes the game a bit annoying** in areas where you have to either fight a horde of enemies or cross a number of deadly hazards, and that's pretty much every level. There's nothing worse than making it up to the room before a boss, dying, and having to start all over from the beginning of a stage, especially in areas where timing is key.

Some die-hard (read: ultra-anal) fans will find quibbles between this and the original Steve Ditko-Stan Lee origin story, like the organic web-shooters and introduction of a few more modern elements earlier in Spidey's timeline, but if that's the case, I say stick to your old musty comics and stay home when the movie arrives at a theater near you. I usually avoid movies based on games and vice versa, but **having played all three versions of Spider-Man makes me want to actually drop the ten bucks on a ticket,** just to see if the movie is as much fun as the game was. If you loved the first Spider-Man game, and you own any next generation system, you'll definitely enjoy the hell out of what's here, and you'll want to keep this one, simply to use as a benchmark against any other super-hero game that arrives, and believe you me, they're coming, faster than a speeding bullet! No matter which console you have, **don't miss Spider-Man, you won't regret it one bit.** III

GRAPHICS 95

CONTROL 82

SOUND FX 91

MUSIC 90

REPLAY 89

DESIGN 93

ORIGINALITY 86

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COUNTER-STRIKE

Event Title: Web2Zone CS Tournament
(Pre-CPL Regional)
Game: 5x5 Half-Life Counter-Strike
Date: Saturday, May 18
Time: 10am - Midnight

Grand Prize: TBA, Cash + 3 All Day Passes +
Reserved Invitation in Web2Zone /
iGames / CPL Regional Event

Event Field: Up to 16 Clan CS Ladder
Fee: $150 Per Clan ($30 Per Member)

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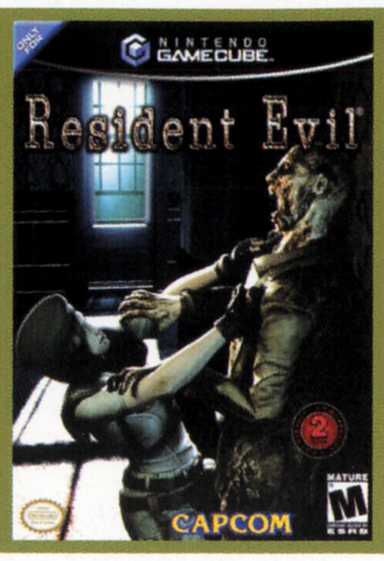


OF PLAYERS: 1 PLAYER

DEVELOPER: CAPCOM

PUBLISHER: CAPCOM

INFORMATION: WWW.CAPCOM.COM/JP

FEATURES: LOTS-O-ZOMBIES AND OTHER BEASTIES

BY GREG WILCOX

GAMECUBE

TOTAL SCORE
886

MATURE M CONTENT RATED BY ESRB

When Capcom released the original Biohazard/Resident Evil on the Sony

Playstation back in 1996 (1997 in the U.S.), gamers worldwide responded by making it (and all of its assorted sequels and spin-offs) one of the best-selling video game franchises ever. When news got out of their decision to bring the series exclusively to Nintendo's Game Cube, millions of heads exploded all over the world and major system bias reared its ugly head as message boards lit up with complaint after complaint, and a few choice compliments. Was Capcom going to dilute the content for the so-called "Kiddy Cube?" Was the remake a "desperate move" by Nintendo to gain some sort of momentum in the so-called "console wars?" Would people ever just knock it off and actually wait for the game to come out and PLAY IT before they made unfair judgments?

Creepiness abounds in the classic mansion

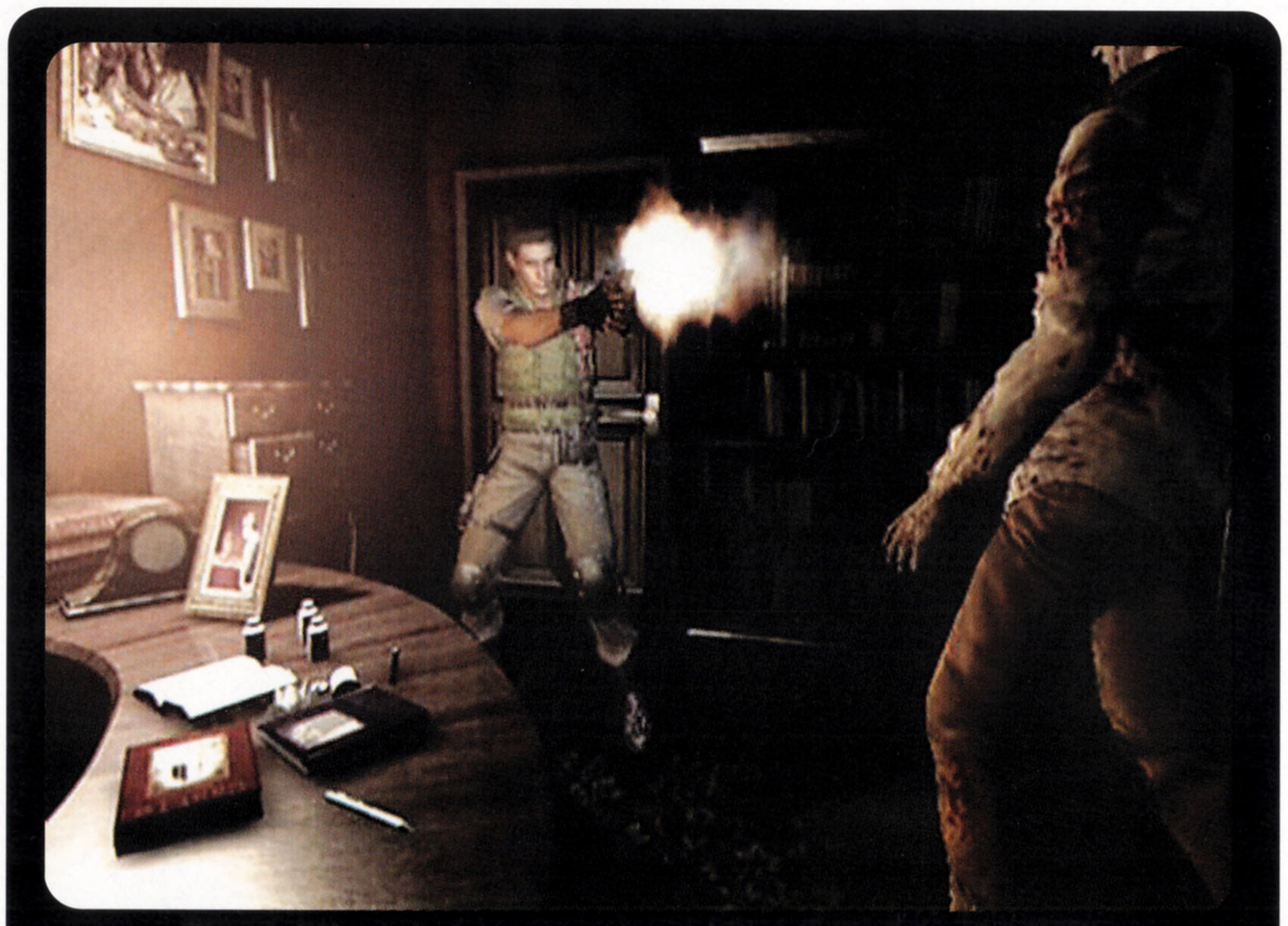
I don't know about the latter question, but I've just played through *Biohazard* for the Game Cube and let me safely put your fears to rest (well, a few of them). This game is **simply put, the best new GameCube title to date**. Shinji Mikami and company have breathed new life into a tired game, and the changes are many and more than welcome. This is the true director's cut in my eyes, and those Nintendo-hating fanboys with chips (and dandruff) on their shoulders are going to be missing out on an incredible game, thanks to something as silly as system bias — more for me, I say. Now, back to the review:

Much, much more than a straight port, **Capcom has wisely remade *Biohazard* from the ground up**, and even those fans who've played any version of the first game to death will want to check this out. The series makes a rousing debut with this "updated remake," thanks to some truly stunning visuals and surprising new areas and puzzles. With a few exceptions, it all looks as if it's done with the in-game engine, and the transition to the gameplay is nearly seamless. I'll get to that "nearly" part in a bit, folks. **This game is definitely NOT for young kids, the faint of heart, or folks who think it'll be less gory than the PS version for some insane reason**. If you have a Japanese GameCube (and want to brave the text), you'll be kissing your system if you pick this one up.

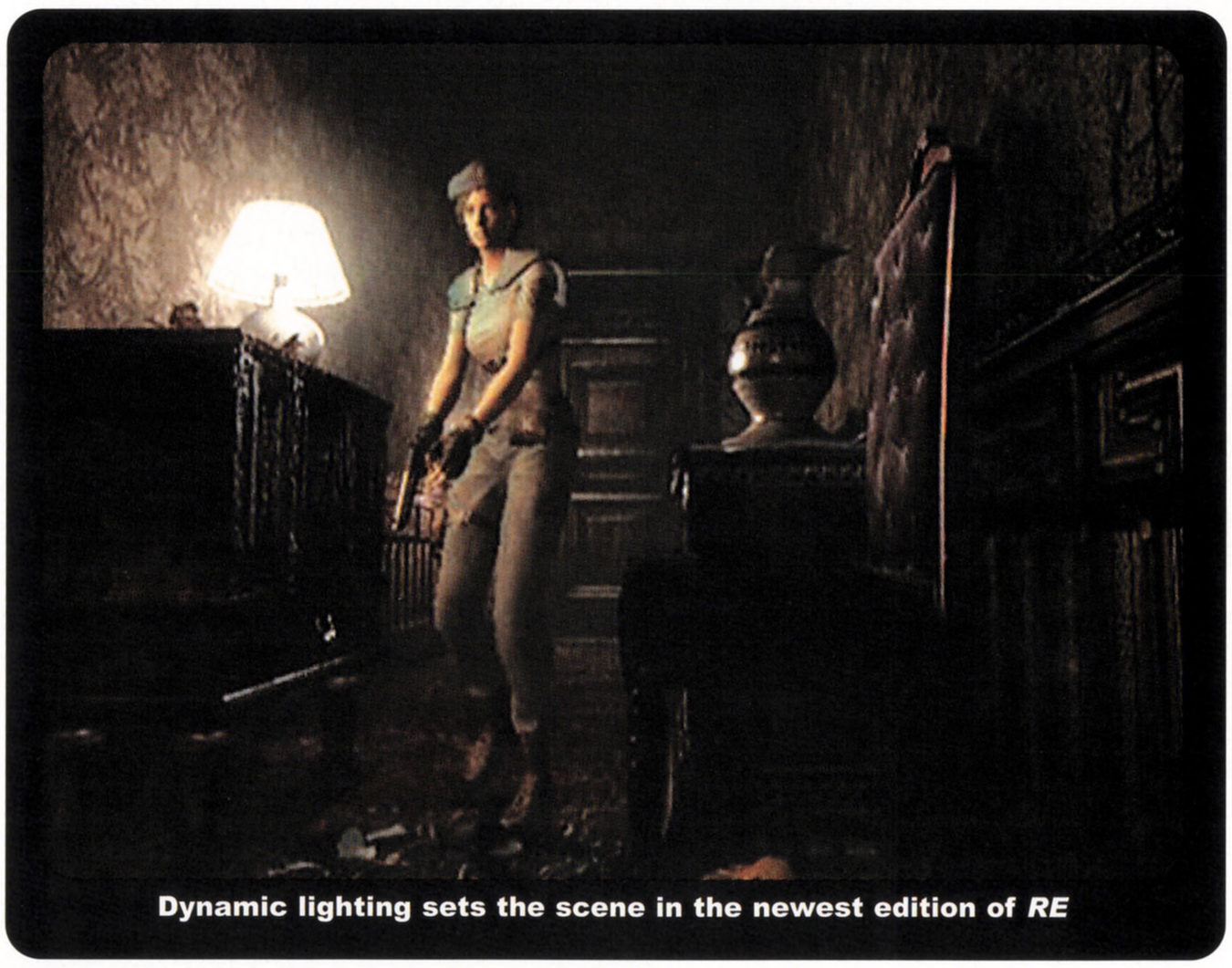
If you've played (or have heard of) the Playstation game (and really now, what gamer since 1997 hasn't?) you know the story by heart, so I won't go over that particular ground again. However, Capcom has seen fit to retell the tale in a way that, if you compare the two versions point by point, sort of recalls the structure of the Akira Kurosawa film "Rashomon," in which the film's main story is told by three different people at the same location with three different outcomes (how's that for an obscure reference?). *Biohazard's* basic plot is the same here as the PS version, but again, most of the old items and weapons are in different locations and a load of new areas that were left uncharted in the first game are now brought to vivid, gory life. **The characters are much more lifelike, and thanks to the excellent animation and voice acting** (no more camp classic Barry Burton dialogue here). You actually care more for them and their circumstances.

The first game's "B" movie feeling has been totally crushed from this re-version. There's practically nothing funny here at all. The only times I actually laughed, it was due to nerves or because I survived a particularly brutal encounter by inches. There are prime moments of pure fear added in familiar areas, and the game has more and smaller cinematic breaks in the new areas where you least expect them. **The game feels more like a playable horror film than any other *RE* game** (and it's miles ahead of the Hollywood movie), and sometimes when a cut scene ends and the game begins you'll be caught up in the moment and maybe take a bite or two (or three, sometimes — ouch!).

Speaking of bite, the zombies here have gotten a major work over in the AI department. For a bunch of dead guys and gals, they sure know how to ruin a party — and no, it's not the smell. One of the first improvements you'll notice in the game is that the stairway sequences no longer load that familiar animation. If a monster can see you, there's a darn good possibility that it's going to come after you, and you'll probably squeal like a pig the first time it happens. I guess that "improvement" was made in favor of the new AI, and I know a lot


Three different characters must blast their way to safety

of diehards will die hard many times because of this, and the fact that **the zombies are a bit faster and deadlier**. Make that much deadlier. On Easy, they take at least six shots to put down, and another few to stay down. Ammo is scarcer than in the original, and the game actually encourages you to use the knife (or knives, I should say… you'll see). If you even think of stupidly emptying clip after clip into a mere three zombies thinking that there's going to be bullets just around the next corner, you'll be loading saves like moving day at the Enron offices. And that's just the zombies! Sure, they're a constant threat as you make your way through the mansion. But **compared to the other beasties you'll have to deal with in the game, the zombies are the least of your worries.**



Dynamic lighting sets the scene in the newest edition of *RE*

Hunters exceed the ones in the first game, big time. They're all set on "Must… Rip… Off... Head… NOW!" and go all the way to "Must… Rip... Off… Head... REALFAST-NOW!" And Lordy, they can cross a room like linebackers with strapped-on rocket packs. And the dogs, ah, the dogs."Please keep your hands and head IN the mansion, ladies and gentlemen, you'll need them later," is all I'll say. They have a rather impressive habit of showing off Capcom's total dedication to making you poop in your pants in certain areas in the game (No spoilers here, folks). As for the other members of the menagerie, trust me, you'll want to see for yourself. **When you finish some areas, you'll probably need to take a shower — it's guaranteed that your armpits will be fused to your torso from all the sweat**. You will die in this game (frequently, if you're careless, less often if you're patient). The character death scenes really push the game over the edge, especially when you get caught off guard and mangled by the unexpected. **The game is harder than the original, but not frustrating.** Think of it as Capcom thumbing its nose at those skeptics who think it's the same old *RE* with prettier graphics.

Visually, the game is a beautiful thing to behold. Almost nothing of the original mansion remains, except for the way some of the rooms are laid out. The game shows of the power of the 'Cube with a combination of some fantastic polygon and pre-rendered backgrounds with real time lighting and shadow effects. Candles are almost everywhere, casting their glow and, just like in real life, their light is much different than the light given off by a roaring fire or fluorescent lights. Lightning flashes, briefly lighting dim areas (often giving a glimpse of something lurking about) and making you wish you weren't playing alone, if you chose to do so. You'll definitely play through this game twice or more- the first time to survive 'til the end, the second and third times to see the environments (and take advantage of one of the completion bonuses). **The music and sounds are PERFECT**, especially if you have a surround sound setup. New tunes were scored, and the soundtrack is a must-buy, if you're into that. The sound effects and voices are, again, re-recorded and there's never any time that you feel like something doesn't sound "right." In terms of the genre, only the *Silent Hill* games come close.

Now for that "nearly" part: The game IS nearly perfect, except for three areas one major, one minor and one very nit-picky, but I just had to find something for the ultra hardcore naysayers. The big gripe is **the control is just as funky as ever**, despite the comfy GC pad, snappy controls, and the addition of control elements from *Last Escape*/*Nemesis* and *Code Veronica*. After *Devil May Cry*, I was hoping that Capcom would refine that particular control scheme and make this a smoother, faster *Biohazard*. No such luck in that particular department and it's still possible to die once or twice because you start running from a monster, hit an obstacle or wall as you're rounding a corner, and get whacked before you can do that neat quick turnaround shoot move. You can use either the D-pad or Left stick to move the character, which is nice, but you still need to press a button to run, which isn't so cool. I'd have preferred an "always run" option but then again, the game is set so that if you try to do a speed run through its two discs, you'll end up dying terribly quite a few times. Mikami wants you to see all that he and his team have labored

- continued on page 58

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CAPTIVATION 89

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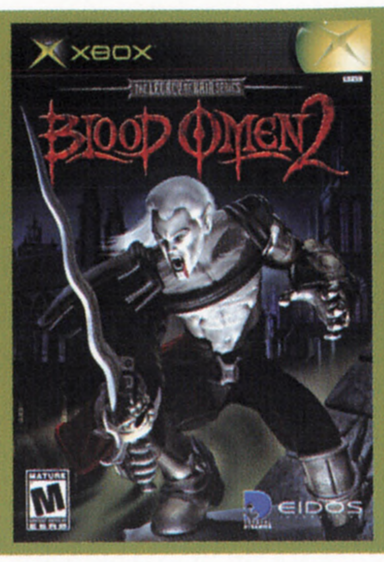
BLOOD OMEN 2



OF PLAYERS: 1 PLAYER

DEVELOPER: CRYSTAL DYNAMICS

PUBLISHER: EIDOS

INFORMATION: WWW.LEGACYOFKAIN.COM

FEATURES: ANALOG CONTROL

BY GREG WILCOX

XBOX

TOTAL SCORE
813

MATURE M CONTENT RATED BY ESRB

Blood Omen: Legacy of Kain was a somewhat of a sleeper hit on the Playstation when it was released back in 1996. Magazines reviewed it more or less favorably (those that DID review it), but many newer gamers were less than pleased with the graphics, top-down viewpoint, and long loading times present in the finished product. Still, those that picked it up and looked beyond the latter point found an engrossing, well-written story with some shocking twists, some extremely violent action-based gameplay, and some RPG elements that set it apart from most, if not all PS games released that year.

Use vampire powers or an arsenal of weapons

There's a long history about the creators of the first *Blood Omen* game and the creators of the *Soul Reaver* series that's too complex a tale to weave here, so I'll avoid it, and flash forward six years to now: *Blood Omen 2* picks up 600 years after the original game's events, and if you've only played the *Soul Reaver* games, you'll be confused somewhat to the timeline of events, and even more confused if you try to figure Raziel into the picture. My suggestion in this case is to simply play through this one and groove on its good points, and if there's a PS or PS2 in the household, track down a copy of the original *Blood Omen*, just to see where it all began. The sequel is a really good game with some depth and at times, **even more violence than the original**, however, the move to 3D has taken away some of the uniqueness of the first game, in my opinion. Still, there's a lot here to warrant an immediate purchase — there are very few GOOD action-based adventure games on the Xbox (*Azurik*? feh. *Nightcaster*? uh, no). Capcom's *Genma Onimusha* comes close, but it's not as long, and **the dark delight of playing a truly EVIL character is the big draw here for most folks.**

***Blood Omen 2* will suck you in (heh, a little vampire joke) the moment you fire it up** all the way to the smashing conclusion, and you'll most likely be checking your mouth for fangs a few hours after you plunge in. Like *Soul Reaver*, *BO2* assumes that you've chosen a particular ending from the first *BO*, and the opening cinema sets things up quite nicely with a pretty impressive CG movie as a dreaming Kain finds out what happened to his army of darkness. He awakens, only to meet a female vampire, Umah, who fills him in on what's been going down since his forced Rip Van Winkle impersonation. Nosgoth has basically gone to Hell in a hand basket, thanks to the Sarafan, the guys Kain assembled an army against 200 years before his big sleep. She's a member of the Cabal, a group of rogue vampires who are determined to take back Nosgoth from the Sarafan with help from humans. This particular alliance is sketchy at best, because with the Sarafan destroyed, the world's balance will be back to the vampires ruling, and using humans as cattle. 'Now, that's a hell of a bunch of badness the Sarafan are up to, if the human race prefers vampires over their current masters,' I thought after hearing this plot point. Then again, when you see what they've done to Nosgoth during the game, after 400 years of Kain, I guess they sort of prefer the "good old days" with him and his bunch in control.

That sort of complex, twisty political logic runs throughout the game as you play through, and it's where *BO2* makes its best impression. Compared to the first game, **the tale of revenge and death spelled out here is a bit too simple and linear at times**, and the combat can be tedious after a few hours. That said, *BO2* is very well-done, but sometimes you can telegraph what's coming next. The first game was the tale of a normal man changed into a monster by fate, and his descent into unholy powers and events, which more or less turned him into the ruler of the world by game's end. Here, you're just quite literally out for blood, and there's a whole lot that's going to be spilled before you're done. It's an almost complete change from the first *BO*, and even the RPG elements from that game are gone now, except for the double vials that extend BLANKHERE (as you find Lore Chests hidden throughout the game, and rack up kills), simulating an experience meter of sorts.

The game has a remarkably easy to use control setup, and the addition of a training mode right at the outset is a blessing for those new to the series. Kain has a small range of attacks at first, but he gains new weapons, armor, and skills as he goes through the game. Especially fun to use are the "Dark Gifts", special powers he can acquire and activate via defeating tougher enemies. He starts the game with Mist, fun to use for stealth kills (*Tenchu*, anyone?), and Fury, which enables some powerful weapon and claw strikes. Charm, Telekinesis and Jump are necessary to acquire items, defeat bosses and occasionally bypass trouble, while Berserk and Immolate are great battle skills acquired later on in the game. Some of these Gifts require Kain's Rage Meter to be filled up, accomplished by a nicely added Block feature, which makes for some strategic battles and breaks up the occasional tedium of hacking and slashing some of the enemies (and the occasional unfortunate and innocent bystander).

If you like blood, you'll like *Blood Omen 2*

Take on both man...

... and beast

The game has a lock-on feature when you draw a weapon or go into a battle stance without one — this works about 90 percent of the time. But sometimes you'll spin to face an enemy behind or to the side of you when you're sneaking up on another, leading to a cheap shot. No big deal, unless you're a hit or two away from a reload and you need some blood to guzzle.

Speaking of blood, this is definitely NOT a game for the squeamish — like the original, **the red stuff flows freely and frequently.** Some heads are gonna roll and some of Kain's antics will literally rip a foe's heart out. Also, there's **some really disturbing imagery** all throughout the game, but who am I kidding? The people who are going to pick up this game KNOW what they want to see and do. If anyone's shocked at the content, well, that's what ratings are for. There's a neat trailer on the disc for *Mad Dash Racing* — pick that one up for the wife (or husband) — and keep the young ones away if they're easily spooked.

Unlock ancient treasures

The graphics are very good, cleaner than the PS2 version, and the frame rate is a lot more stable here.. **The environments are very well designed and laid out,** populated with villagers, the occasional cat and LOADS of rats. There are a few secret areas and items hidden about, and the game has a few block-moving puzzles to mix things up, but it's **nowhere near as frustrating as in the *Soul Reaver* games.** You DO notice the near total lack of garbage and filth in areas from the outset, though. Most of the early levels look too much like a studio back-lot set for one of those old Universal Studios horror films. I half expected Abbott & Costello to pop up somewhere in the game until I reached the grim Industrial and Canyon areas later on. ***BO2* definitely needed more of *Silent Hill 2* nastiness to the levels,** but overall, the developers did a solid job. Compared to the Dreamcast version of *Soul Reaver* and the PS2's *Soul Reaver 2* the game suffers quite a bit- the character models here are a lot blockier, and Kain has got to have the worst manicure (and hands) in recent memory — it looks like he has #2 pencils for fingers.

The dark delight of playing a truly EVIL character is the big draw here.

Looking at the character art in the credits made me sort of dislike the in-game character models a bit, I'm afraid. There's a power to some of the artwork that doesn't quite come through in the final product (I'm hoping a sequel will go for the more painterly look of some of the concept art, but that's not for me to decide). The character animations during the game are mostly solid, but in some of the movies and a few times during gameplay, it's awkward to look at. Umah looks like she's doing a slow moving Go-Go dance half the time and everyone has weird necks. Also, too many times an in-game cinema will take over, teleporting characters a few feet over from where they were standing a second ago. Still, the costume designs and style of the game make each new area a treat — there's a number of influences present, and for the most part, it works well. I HATED the shoulder pad things that Kain, Umah, and some of the other characters wore. It looks like he's got a Huffy seat, and she's got a miniature horse saddle on. I thought of all those god-awful Image comics with the terribly drawn characters, all pouches and belts and bike seats all over their badly proportioned bodies the first few hours I was playing. Good thing Kain changes armor during the game (his ninja-hoodie getup is priceless).

The music and sounds are great, and **some of the voice actors will be well recognized by fans of both *Legacy of Kain* and the *Soul Reaver* games.** The lip-synching is mostly spot on, even though the faces are sometimes too rubbery-looking when characters speak. There's a LOT of exposition during the game, especially during the early parts, and you may be tempted to mash buttons to skip stuff, but don't. You'll be scratching your head later in the game with all the new and old characters and events being thrown at you. There's not as much mind-numbing verbiage as *Soul Reaver 2* has, so just be patient (go order a pizza or take a bathroom break, if you're one of those impatient folks), and deal with it — you can't skip them, anyway...

My big complaints are few, mostly stuff about a few plot points that don't quite ring true from the first game, and the occasional hit the frame rate takes, but **the PS2 version is even jumpier, with a stuttery frame rate that lessens its impact somewhat.** Finally, the annoying sound glitch from the PS2 version isn't here, but the sound mix in this version seems incredibly low in some stages. You'll be reaching for the volume button on the remote during some important cut scenes, then go partially deaf when you quit out of a game and let the demo run.

In any event, **fans of the first game will be more than pleased with *Blood Omen 2*,** and those Xbox owners new to the series, and who loved *Onimusha* (or horror/action themed games in general) will find a great and bloody game with a darker than usual tale to tell, in a different vein than what they're used to (pun intended). Hopefully any sequel will improve upon and enhance things even more. |||

GRAPHICS 82

CONTROL 86

SOUND FX 83

MUSIC 84

REPLAY 71

DESIGN 80

ORIGINALITY 77

DIFFICULTY 84

CAPTIVATION 76

FOULNESS 90

GUNVALKYRIE

OF PLAYERS: 1 PLAYER

DEVELOPER: SMILEBIT

PUBLISHER: SEGA

INFORMATION: WWW.SEGA.COM

FEATURES: ANALOG CONTROL

BY GREG WILCOX

XBOX

TOTAL SCORE
803

TEEN T CONTENT RATED BY ESRB

Somehow, now matter how powerful game systems get, one thing remains constant — there are gonna be games made that'll smack you all over the room but have you begging for more. *Guvalkyrie* for the Xbox falls squarely into this category, and if you have gripes about games being too easy these days, *GV* will make you eat your big controller and probably take a few bites out of your Xbox as well. Smilebit has gone and created a gorgeous-looking game that will challenge the hardest of the hardcore, thanks to a control scheme that demands complete mastery of its intricacies. **It's a kick-ass title that definitely shows off the power of the system**, but it'll be your ass getting kicked for a bit, before you do some of your own.

Outdoor levels are chock-full of eye-candy

There's a rather wordy intro and loads of files to read between missions, which is unnecessary to actually enjoy the game, but it's a nice touch that shows potential for future games, if they're to be made. In 1835, one Dr. Hebble Gates harnesses energies from Halley's Comet, and helps the world expand through new technological wonders, including the ability to travel into space. In 1906 Dr. Hebble vanishes, and massive alien insects overrun Tir Na Nog, one of the British Empire's colonized planets. Two tough super soldiers using Gearskin suits developed with the good doctor's technology are dispatched to the planet to check out the situation there, and they have to **crush the bugs, rescue colonists, and find out just what happened** to Hebble. You can choose either Kelly, the quicker, cute one with the better weapon selection (normal mode), or Saburota, the buff, tough guy with the shorter range, but more powerful guns (hard mode).

If you watch the demo mode, you'll see how the game SHOULD be played — most gamers will no doubt try to play the game like it's a "normal" third person action game with first person controls, and that's where the bulk of the frustration sets in. A quick glance at the manual reveals that the basic controls aren't really that complicated — the left stick moves and turns your character, while the right stick moves the camera. The Left trigger is operates your Gearskin's boost pack, and the Right trigger fires your weapon, which is selected with 3 of the 4 face buttons. The complex part comes in combining the left trigger with the left stick to dash forward and back, strafe and keep yourself more or less in motion without touching the ground. This last part is so important, as there are areas where instant death awaits if you so much as dip your big toe into an acid pool. ***GV* plays sort of like a first-person shooter** and those ace keyboard/mouse jocks will most likely blow through the game and discover it's bonuses much faster than newbies, who will flop around like tuna in a net the first few tries.

Blast the aliens in your Gearskin suit

There are **10 levels here**, and some are timed nightmares of dodging and shooting, and others are tunnel drops straight out of Sony's underrated *Omega Boost*. The game also references bits of *Space Harrier* and the *Panzer Dragoon* games, and methinks Smilebit has plans for this game engine in the near future. The game proper is fairly short once you get the controls down, but the biggest draw is the replay value. You'll be constantly trying to beat your previous ranking and old scores will fall as you become more familiar with the game's levels. You can buy upgrades to your Gearskin's armor and weapons systems, but the better ones cost a lot of *GV* points, which goes back to you getting better at playing.

Visually, there's a whole lot going on, from the heat wash effect your Gearskin's jetpack gives off, to the reflective sheen off some of the rocks and ridges in the game. *GV* was supposed to be a Dreamcast title somewhere along the road, and the move to the Xbox was a great idea, as it shows of some of the nicer capabilities of the console. There's loads of neat graphic tricks and eye candy, another reason to go through the game multiple times. You'll miss a lot of stuff the first few times because you'll be too busy shootin' stuff up and trying not to get hit or bit. Sound-wise, the effects are excellent and you'll definitely appreciate the way **rumble effects on the control pad** fit the appropriate jolts and bumps you take while playing. The **music is the only real disappointment** to me — I found it to be a bit too bland in spots, especially considering all the blasting going on. I was expecting a more classical approach to the music (keeping in step with the whole British Empire thing), but it's there as is, so that's what you'll be hearing.

The main drawback to the game is there's **no way to remap the controller buttons** and again, many will moan about this, but again, that's just like the good old days of gaming. The longer you've been around the more you'll appreciate what *Gunvalkyrie* brings to the table. It's definitely worth a rental to see if you can hang with the best of them.

GRAPHICS 95

CONTROL 70

SOUND FX 78

MUSIC 80

REPLAY 94

DESIGN 91

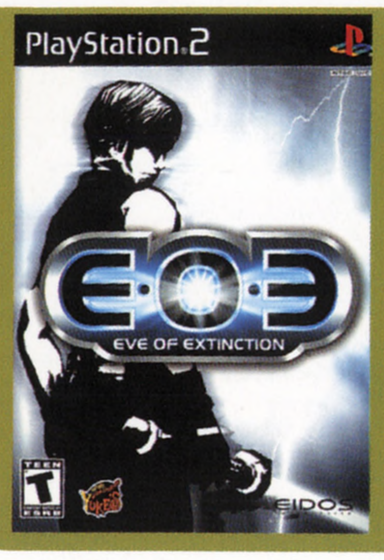
ORIGINALITY 76

DIFFICULTY 96

CAPTIVATION 81

FOULNESS 42

EVE OF EXTINCTION



OF PLAYERS: 1 PLAYER

DEVELOPER: YUKE'S

PUBLISHER: EIDOS

INFORMATION: WWW.EIDOS.COM

FEATURES: ANALOG CONTROL, VIBRATION

BY GREG WILCOX

PlayStation.2

TOTAL SCORE
727

TEEN
CONTENT RATED BY ESRB

The first time Japanese developer Yuke's teamed up with Eidos, they brought U.S. gamers a port of *Sword of the Berserk* for the Sega Dreamcast — a hack and slash action game based on a popular Japanese comic and anime series. The game was solid in nearly every aspect and, despite some occasionally repetitive gameplay, fun to play and challenging. Their second game together, *Eve of Extinction*, recycles some gameplay elements from *Berserk*, and borrows a number of features from a few other games, but doesn't quite capture the constant intensity of the DC game. It's a good game that should have been much better, and *EOE* has the annoying tendency to trip itself up just when you're getting to like it, which is too bad.

String together combos for maximum damage

The storyline is fresh out of an anime: in the near future, a large company called Wisdom discovers a new process that fuses human souls and a rare metal to create assorted weapons and they want to use these devices to basically take over the world ("Mwah ha ha haaa!"). Josh Calloway, Wisom employee, discovers the plan and his girlfriend, Ellie, has her soul fused to a light-sword fresh out of a "Star Wars" movie. Poor Josh gets kidnapped as well, and a rather unsuccessful attempt is made to make him a brainwashed weapons-master. Josh escapes, and is dead set on finding and freeing Ellie's body for some of that happily ever after doo-dah. Unfortunately for Josh-n-Ellie, Wisdom doesn't want them back together kissing in a tree, and sends loads of armed lackeys to try and stop the reunion. What follows are seven levels of weapons-based combat action, tricky jumping and the occasional boss fight to liven things up a bit.

Yes, the story is full of clichés, and the gameplay happily follows suit like a hungry puppy, but the game appealed to the old-school gamer in me, thanks to the way the levels are structured. Josh starts off with the sword mentioned above, a glowing blue staff, and his fists and feet. In true retro fashion, he'll acquire 8 more weapons to use against the Wisdom goons. One cool aspect of the game is the ability to switch weapons and do some rather fun combo attacks, but if you don't read the manual, you'll be fumbling about like a blind man on a skateboard with 3 wheels. The game helps you out a bit too much with enemies that sometimes wait for you to beat up on them, but balances that with **a crippling camera that makes it impossible to see what's around a corner**, leaving you constantly running into enemies. You have to keep manually rotating the camera (R2) to the best angle, and/or press L3 down to go into a first-person view, which pauses any enemies or moving objects onscreen. This has the tendency to break the action up a little too much, but it's a minor annoyance.

More of an annoyance is the targeting feature, which requires pressing and holding the L2 button to keep the lock on your chosen enemy. This works fine when you're facing some of the bosses or single enemies early on in the game, but when you're in an area with three or more enemies leaping, sliding and shooting cannonballs at you from far away, **the whole targeting thing gets sort of inconvenient.** There are ways around this, but you'll have to discover them on your own. Each weapon you find has a special attack called a "legacy drive," which requires you to trace out a pattern with the R3 button. It's a gimmick that almost doesn't work because of the precise motions necessary to pull off the assorted drives. Again, **read the manual first and read it carefully if you buy the game.** That Yuke's has you using every button on the control pad and yet *EOE* still feels unrefined is another big no-no. It's almost impossible to suspend your disbelief at the goings on, but you do sort of get used to it after falling to cheap, needless deaths or getting beat down a few times.

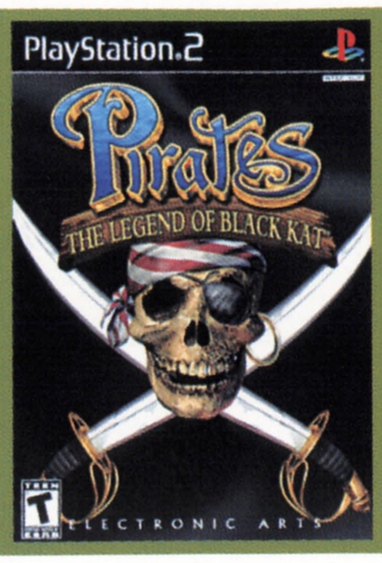
Paradoxically, while the game has some **sharp-looking environments**, they're also **completely bland and unpopulated**, except for your enemies. There's a bit too much polygon clipping going on, if you're the picky type, but I got over this pretty quickly. The only vehicles you'll see happen to belong to Wisdom, and your interaction with them is minimal at best. For weapons that can help take over the world, the fact that you still can't blow up a door or wall instead of ganking around levels looking for keycards and switches is another sticking point, if you pay any attention to the game's plot. The character animations are good, but again, **the AI is lacking**. The weapons and some of Josh's moves are "borrowed" from *Soul Caliber*, but Yuke's should have borrowed more from a Japanese PSOne game called *Blade Arts*, by Enix, as well as it's own *Soukaigi*, An action/RPG

- continued on page 59

Slice up the corporation to save your girl

GRAPHICS 78
CONTROL 75
SOUND FX 69
MUSIC 71
REPLAY 74
DESIGN 77
ORIGINALITY 79
DIFFICULTY 81
CAPTIVATION 68
FOULNESS 55

PIRATES: THE LEGEND OF THE BLACK KAT



OF PLAYERS: 1-2 PLAYERS

DEVELOPER: WESTWOOD STUDIOS

PUBLISHER: ELECTRONIC ARTS

INFORMATION: WWW.WESTWOOD.COM

FEATURES: ANALOG CONTROL, VIBRATION

BY CHRIS SPANK

PS2 PlayStation.2

TOTAL SCORE
816

TEEN
CONTENT RATED BY ESRB

GRAPHICS 81

CONTROL 90

SOUND FX 40

MUSIC 40

REPLAY 85

DESIGN 87

ORIGINALITY 80

DIFFICULTY 95

CAPTIVATION 94

FOULNESS 79

Finally, after all my prayers and secret unspoken wishes, they have finally made a game where you get to star as a hot pirate-wench. In fact "Pirate-Wench" pretty much sums up the appeal of *Black Kat*. If this concept is about as appealing to you as bellybutton lint then you will probably tire of this game quickly. ***Black Kat* relies heavily on repetitive battles and fruitless exploration that can get boring very quickly** unless you are sitting in a chair with a pint of grog muttering to yourself, "Yarr, where be me treasure?" (Which I was.)

Battles take place on land and sea

The Game Description, as told to me by the back of the Blockbuster Rental Box, (You think *Foul* has the dough to actually get me the game?) goes like this: "You assume the role of Katarina de Leon, a fledgling pirate on a quest to avenge her father's death by tracking down and punishing her father's murderer, the despicable Captain Hawke, who bears a striking resemblance to Tim Curry in 'Muppet's Treasure Island.'" Got all that? Well that last part about the Muppets I made up. **The plot is not really all that important.** All that you have to know is that you are out for gold, lots of it, and you will slice any stupid motherfucker that gets in your way, so in essence it is like "Scarface" ... 'cept different.

The game features two different types of gameplay, **sea exploration and land exploration.** Each aspect is very different and very extensive, making for a really developed duality. The ground time is spent looking for treasure and sword fighting with local bad guys. After taking out a camp of stupid pirates, you can then proceed to steal their treasure from under their rotting corpses in true pirate fashion. However, some treasure is harder to find since it is buried underground. Thankfully Katrina has some kind of freaky pirate intuition (which makes the Dual Sock rumble) that allows her to sense when gold is underneath her feet. (I have this too but it just warns me when I am about to step in dog shit. Usually.) All of the running around may seem boring, but you haven't seen her ass wiggle as she runs. **I got sucker-punched by gorillas a couple of times due to ass-distraction.**

If you do get tired of combing the desert in search of gold and jewels, then you can get on your ship, The Wind Dancer (leave it up to a wench to give her ship a totally gay name) and take to the open seas. In the turbulent waters, you never know what you are going to find but chances are that it will shoot at you — so you better be prepared. **Stock your ship with plenty on cannons, firepots and stink bombs** (a personal fave), as well as wood and sails to make repairs. Other ships are pretty easy to take out as long as you don't get ganged-up on. The real challenge is in defeating the enemy forts that are peppered around each level. If you manage to bring one down, you will be handsomely rewarded with gold and a place where you can buy various items, including bigger, better boats.

After hearing this, you may think that a pirate's life is all about getting gold and blowing shit up, and you'd be right for the most part. But do not forget that we are on a mission to find the man that slaughtered Katrina's father and put him through pain. But finding him is not all that easy. You will have to complete **a number of other mini-missions** first,

- continued on page 59

Destroy forts from off-shore

OF PLAYERS: 1 PLAYER

DEVELOPER: ACCLAIM

PUBLISHER: ACCLAIM

INFORMATION: WWW.ACCLAIM.COM

FEATURES: ANALOG CONTROL, VIBRATION

BY GREG WILCOX

PS2 PlayStation.2

TOTAL SCORE
796

MATURE M CONTENT RATED BY ESRB

SHADOWMAN 2ECOND COMING

PS2

The first Shadowman game made a bit of an impression on me with its dark imagery, excellent score, and well crafted, adult story. Like many gamers, I found the sprawling level designs, occasionally awkward controls, and constant need to backtrack made the game somewhat of a chore to sit down with. I still ended up playing all three home console versions (N64, Dreamcast, Playstation), just to see what changes were made from platform to platform, and I found the PS version to be horribly lacking visually, but still just as captivating as the others. Flash forward a few years, and the sequel, *Shadowman 2econd Coming*, finally claws its way onto the PS2 after a few delays. Acclaim's Tesside crew has done the honors once again, and the game manages to improve on some aspects of the first title, while retaining others both good and bad.

Play as a voodoo-powered zombie

This time out, Mike Le Roi has to stop a group of demons called the Grigori from bringing the demon, Asmodeus, back to the Earth. There's more, and the game again, has **a well written and generously paced plot** that covers a number of locations around the world, and under it, in the case of Deadside. This is brutal stuff, **full of expletives, blood and gore and definitely not for the younger kids**. The game starts you off weaponless in Deadside and you simply have to make it to another section of the level, collect the Teddy Bear (used to travel to and from the real world), and teleport to Louisiana. This tutorial, as it were, not only shows you how to navigate Mike, it also shows off the main flaw of the engine — you're basically controlling the camera angles around Shadowman as you move him, with the exception of up ladders and over ropes. You get used to it when you're further into the game, but it's really an issue that should have been better addressed.

The game has an updated version of the odd control scheme from the previous installment, where weapons are bound to separate buttons. This time out, you use the shoulder buttons for you left and right hand weapons, and yes, it's awkward at first, but you learn to like the setup within a few minutes. It's not perfect (melee combat is a more of a who hits who the most first contest) and you'll find yourself reloading many a save if you carelessly dive into a horde of baddies with an axe in one hand and a machete in another. The auto-targeting guns are where it's at, though they eat ammo faster than a hungry man at a free buffet.

Mike/Shadowman has a ton of moves that he can do, but some are useless and can actually speed up his death in some cases. The silly-looking strafe move (it looks like he should be playing basketball — check out the footwork), and the roll can send you off ledges or into alligator infested swamps and he's not so good a wader or swimmer this time out. For some odd reason, even ankle-deep water causes Shadowman to slog like he's got cement in his cuffs and, when swimming, the controls don't seem to respond too well. I drowned a few times because Mike just wouldn't surface when I was hitting the buttons.

Like the first game, you'll spend most of your time scouring levels killing badguys, and looking for ways to overcome obstacles that block your progress. The manual is pretty vague about a few aspects of the gameplay, but pointing certain weapons at certain items seems to work in many cases (stand back from the oil drums — way back). There are **so many hidden rooms** and areas that you probably won't find the first time out unless you're really dedicated to looking for them from the outset. This isn't the type of game where you can play for 20 or 30 minutes at a time, put down, and come back to later in the week. It's easy to get sidetracked by smashing crates and picking up ammo reserves, but when you find yourself lost for the 5th time in a level and all you hear every few seconds is "It's got to be over here, SOMEWHERE." That's not a good sign...

Mike/ Shadowman has gotten a Body By Jake makeover but **I actually prefer the first game's character model**. He just seems too "comic-booky" this time out. In fact, all of the characters in the game have received new looks, and not all for the better. Jeanty is the Lucky Charms leprechaun on a mad bender, Nettie is an ex- porn star, and the Grigori goons look like out of work clowns. I'll say one thing, whoever did the con-

- continued on page 58

Shadowman **features ranged and hand-to-hand combat**

GRAPHICS 78

CONTROL 72

SOUND FX 89

MUSIC 84

REPLAY 70

DESIGN 77

ORIGINALITY 80

DIFFICULTY 79

CAPTIVATION 76

FOULNESS 91

MIND MAESTRO

OF PLAYERS: 1 PLAYER

DEVELOPER: DESERT PRODUCTIONS

PUBLISHER: FRESH GAMES/EIDOS

INFORMATION: WWW.PLAYFRESH.COM

FEATURES: ANALOG CONTROL

BY RAINY COLON

PS2 PlayStation.2

TOTAL SCORE
765

EVERYONE
E
CONTENT RATED BY ESRB

GRAPHICS 79

CONTROL 85

SOUND FX 90

MUSIC 92

REPLAY 87

DESIGN 70

ORIGINALITY 92

DIFFICULTY 69

CAPTIVATION 81

FOULNESS 20

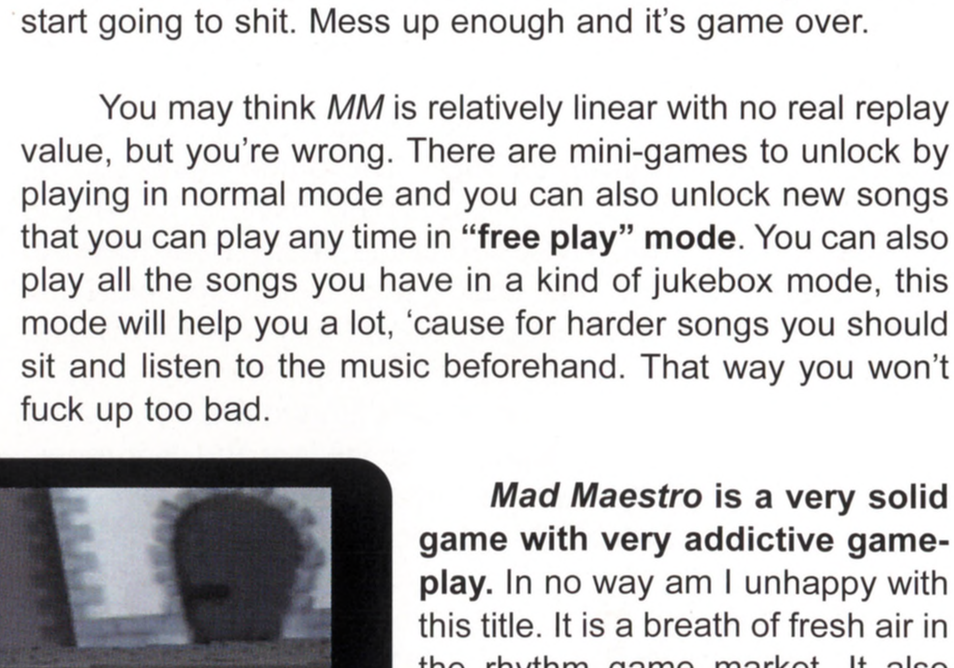
***Ah, another rhythm-based game comes along. That game is* Mad Maestro.**

I know what your thinking, "What the hell kind of music game is this? Does it have blazin' hip-hop tracks? Does it have cool techno songs?" The answer to both of those questions is nope. This game is refreshingly different in many ways, but its music is what sets it apart from other rhythm games. The music in *Mad Maestro* is all and nothing but classical music, hence the name *Mad Maestro*. Now before you write this game off because of its music, you no-class-havin' bum, let me explain.

You **play as the conductor of a small orchestra** made up of students. One day while chillin' in your office, a fairy flies in and tells you that people are planning on demolishing the town's concert hall. She tells you that you must use your "musical powers" (I'm just quoting what that little annoying fairy-ho calls your talent) to gather other musicians from the town to play in your orchestra and ultimately put on a huge performance to deter the destruction of the concert hall. So throughout the game you are going places to help people and convince them to join your cause by putting on a small concerts to help out their situations. Different story, huh?

Mad Maestro is a **breath of fresh air** in the rhythm game market.

Besides the sappy story line, which at times can be pretty funny, **the gameplay in *MM* is very addictive.** I suggest you go trough the tutorial a couple times 'cause if you don't, you will have no clue as to what's going on. The way you play is relatively simple. There are either three or four circles (depending on the song) on the screen. There's a little blue ball that passes through each circle and you must hit whichever button you feel comfortable using whenever the little ball passes through the center. Sounds simple, huh? Well there's more: The color of the circle tells you how hard you must hit the button. Blue means light, green means medium and red means hard. You also must hit certain directions on the D pad at



Mad Maestro will reward you when you conduct well...

times. And that's pretty much it, just keep the tempo going and you will perform beautiful music.

The better you play, the more you fill up a meter on the left side of the screen. If you manage to fill up the bar, you are then playing in **"angel mode"** and cool things start happening in the background. But if you keep fucking up, you will then start to play in **"devil mode"** and the background will start going to shit. Mess up enough and it's game over.

You may think *MM* is relatively linear with no real replay value, but you're wrong. There are mini-games to unlock by playing in normal mode and you can also unlock new songs that you can play any time in **"free play" mode**. You can also play all the songs you have in a kind of jukebox mode, this mode will help you a lot, 'cause for harder songs you should sit and listen to the music beforehand. That way you won't fuck up too bad.

... and punish when you do it wrong

***Mad Maestro* is a very solid game with very addictive gameplay.** In no way am I unhappy with this title. It is a breath of fresh air in the rhythm game market. It also made me realize how much I enjoy classical music. So if you're looking for a different type of game or if you're a veteran rhythm gamer who can appreciate good music when it slaps you in the face, then *Mad Maestro* is for you. III

OF PLAYERS: 1 PLAYER

DEVELOPER: DESERT PRODUCTIONS

PUBLISHER: FRESH GAMES/EIDOS

INFORMATION: WWW.PLAYFRESH.COM

FEATURES: ANALOG CONTROL

BY RAINY COLON

PlayStation.2

TOTAL SCORE
684

TEEN T CONTENT RATED BY ESRB

Mr. Mosquito

Mr. Mosquito buzzes its way to the U.S. after being released in Japan a very long time ago. Now before you expect this game to be a great graphical adventure, I must tell you that this little bug was a first-generation game in Japan. It resembles a Dreamcast game but graphics aren't really that important to this title. **The gameplay is so simple that overdoing the graphics would have made no sense.** But don't let these little facts keep you away from this very unique and strange game.

Stock up for the winter by feasting on an unsuspecting family

The story here is simple: You are a **little mosquito** who must store up blood for the long winter ahead.

The story here is simple: You are a little mosquito who must store up blood for the long winter ahead. Your victims are the members of the Yamada household, who you must attack in various locations ranging from the living room to bathroom, and manage not to get squashed in the process. And that's pretty much the story. It is very different but it is not very deep. Now what sets this game in it's own genre is how you play.

The gameplay is basically a flight sim. You fly around the stage and look for places to bite your victims. Luckily they don't let you bite wherever you want, (you perverts would probably abuse that power) you must lock on to certain areas. While sucking your victims (blood that is), you must make sure not to stress them out by rotating the analog stick. If you do stress them out, they squash you and it's game over. A cool little twist is the fact that you can **fuck with your prey's head.** By this I mean you can **turn lights off and on turn on radios, TV's** and the like. All while trying to find the best spot to nail your victim. But if you get spotted, a hilarious battle takes place between you and your lunch and you must hit them in certain spots to calm them down and proceed with your mission. To add a little bit of depth to the game, they added items that you can find in each stage. These items range from extra blood tanks to hearts to build up your life gauge. The items are very well hidden, so you can spend a great amount of time searching for them.

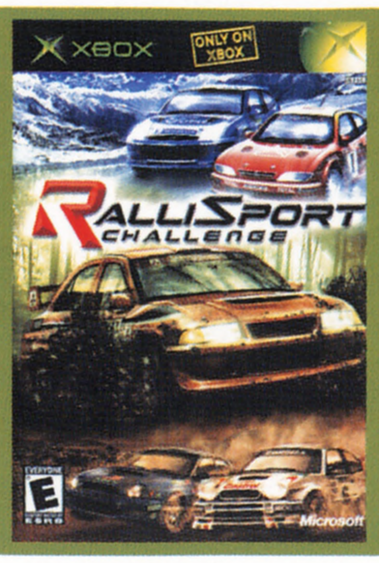
Now while this game is very different and very funny, **it is not a game you will want to spend hours playing.** While it is fun at first, that's about it. There is no change in gameplay, you do the same thing in each stage and eventually you become very bored. I'm not saying that this a bad game. I enjoyed it to a certain extent but, like I said, **there is a bit of monotony that hits you as you continue to play.** It was fun to fly around and bite people but sooner or later you will want more. There is a stage that you perverts will enjoy that involves a bathtub and a chick but that's all I'm gonna say about that. If you're looking for a deep meaningful game, then go look some where else. But if you're looking for a funny little game to play occasionally than *Mr. M* is for you. It will be fun if only for a few minutes but, hey, that's better than nothing. |||

Try not to get squashed

Take your fill of blood but don't let them get annoyed!

GRAPHICS 72
CONTROL 69
SOUND FX 67
MUSIC 60
REPLAY 59
DESIGN 61
ORIGINALITY 89
DIFFICULTY 68
CAPTIVATION 69
FOULNESS 70

RALLISPORT CHALLENGE



OF PLAYERS: 1-4 PLAYERS

DEVELOPER: DICE

PUBLISHER: MICROSOFT

INFORMATION: WWW.RALLISPORTCHALLENGE.COM

FEATURES: WHEEL SUPPORT

BY CANAAN MCKOY

XBOX

TOTAL SCORE
719

EVERYONE
CONTENT RATED BY ESRB

GRAPHICS 94

CONTROL 90

SOUND FX 50

MUSIC 90

REPLAY 75

DESIGN 77

ORIGINALITY 50

DIFFICULTY 88

CAPTIVATION 75

FOULNESS 30

Microsoft brings Rally Sport Challenge to you for your Xbox. The people at Dice developed the game and Microsoft did the rest. The game can be played 1-4 players or one person can race with the wheel. The cover of the box shows these hooked up rally cars and then you start to get psyched. But something happens along the way. It kind of feels like every other game with a wiff of something new and innovative. In the past the rally games I played leaned toward an arcade type of play like *Sega Rally*. *RSC* takes rally to a new level.

Ice adds another dimension to the racing

The game boasts of the **hill climb, rally race, rally cross and ice racing**. The game also has **48 tracks and 29 fully licensed cars**. Oh yes, there is a **multi-player mode**. All the events are pretty traditional and true to rally racing. There is nothing really shocking here. The game has an influence from *Project Gotham* in the sense that in order to progress the user must accumulate a certain amount of points. I have mixed emotions about this style of gameplay. I feel if you win an event you should be able to go to the next event with no hassle. It gets kind of boring if you have to replay a certain series simply because your short 100 points or you get two 1st place positions and one 2nd place position and there are only three races. Also you cannot race a single event if you won the series in order to get extra points. These guys should have looked more at *Grand Turismo* or *Colin McRae* for some pointers. This game does have an event that is new to me and that is the ice racing. Life is kind of fun when you get to drive on a lake. I have seen this event a couple of times on TV and thought it was a bit odd, so it was a pleasant surprise to find it in a game.

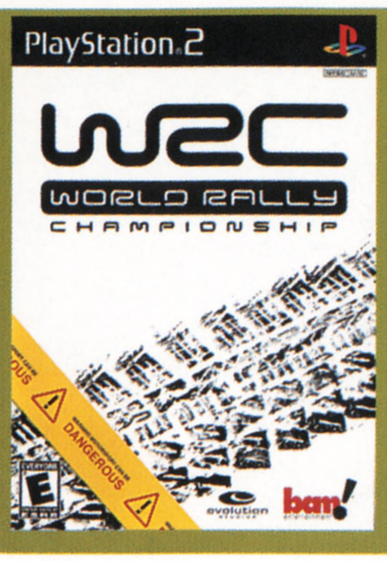
Watch your spectacular crashes again and again

The tracks start off to be a little easy but soon that is over with. To progress in this game you definitely have to sit down and get ready to get busy. Mistakes are costly as well as frustrating; **this game is for rally fans first, driving gamers second**. The stages are pretty run of the mill and your co-pilot is hard to understand at first, this game was not made for us Yanks in mind. It could be that most Americans learn how to drag race before they can parallel park. A way this game would have taught U.S. gamers about rally racing is by having a license mode. Maybe not as hardcore as *Turismo* in the sense you could not enter certain events, but maybe for a bonus car or something. The tracks are not free roaming like in a *Smugglers Run*, for example. They are too constricted and there is little going on within the environment. If you get a medium sized distance off of the road, you will automatically be respawned, fuckin' lame. The licensed cars are very cool and do exist somewhere in the world. Where they are parked I cannot say but if someone out there knows please tell me. My favorites are the Pike's Peak cars, as well as the Ford Escort.

The car damage is alright. I wasn't amazed or awed in any sense of the word, maybe that is due to *Project Gotham* and I'm a bit of a spoiled brat. They could have learned more from this game in that regard. The sound is a bit strange. I like the rumble of the controller but **the sound of the car rolling over gravel is missing and this really took away from the game for me.** The looseness of the controller is my favorite thing about the game as well as the easy to tune features in which you do not have to go to Apex Technical School to figure out. I feel a steering wheel is what is needed in order to let this game really open up.

Now would I recommend this game to a friend? Sure on one condition, that they are a driving fiend, the type of person who knows the names of the drivers for each vehicle. If they own an Xbox and have played through all the hot titles that are out now and they want something to pass the time, I'll say pick this up. The multi-player is definitely fun. So if people who are Xbox owners who want that *Grand Turismo* two player ruckus *Rally Sport Challenge* will definitely have that for you. III

WORLD RALLY CHAMPIONSHIP



OF PLAYERS: 1-2 PLAYERS

DEVELOPER: EVOLUTIONS STUDIOS

PUBLISHER: BAM! ENTERTAINMENT

INFORMATION: WWW.WRC.COM

FEATURES: ANALOG CONTROL, VIBRATION

BY CANNAN MCKOY

PlayStation 2

TOTAL SCORE
862

TEEN
CONTENT RATED BY ESRB

The folks at Evolution Studios have made the best next-gen rally game to date! I think this game can even rival the grandfather of all rally games *Colin Mcrae* — but not quite fully, simply because there is no license mode. You go straight into the race, which I'm not too mad at either. This will, I believe make people get into the game much quicker. The guy's at Bam Entertainment did the right thing by picking this title up and bringing it to the states. The game has been out for sometime overseas and is quite popular amongst the PS2 owners in the United Kingdom.

A little snow never stopped a rally

The game has an immense points season race, which is true to the actual event. A pleasant surprise to this game is the entire **in-race view modes**. The in-car view is definitely the best, but is also the most difficult. There are **six views in all.** The classic third person view, driver's side, as well as the hood view. I stick to the hood view. The car models are supreme! Given the fact that the cars get dirty and you do ding them up if you make a driving error, I have no complaints here. Also when you are selecting your car, you can go so far as to pick which driver and navigator (or co-driver if you prefer) for that manufacture's car. Now that's tech! Speaking of tech you can also customize your car before each race. Gear ratios, brake strength, steering, tires and suspension. If you know a little bit about racing on treacherous terrain and how to prepare for it well, you can put your expertise to the test here. As for yours truly, the default settings are just fine.

World Rally Championship kicks the shit out of RalliSport Challenge.

There are **81 tracks and 14 rallies** located throughout the world — Sweden, Great Britain, France, Greece, Italy, Australia, Argentina and Morocco to name just a few. The roads are pretty tricky and there is a touch of arcade racing but, overall, **the game is closer to a simulation.** For example, when you select the driver's side view you have to be very careful. If you crash hard, your windows are ruined and it becomes extremely difficult to see. Also the collision details are true to life, things such as head and tail lights are the first to go, as well as all your usual dents to the side panels and so forth. The braking/acceleration tricks that are used in real racing can be practiced here. Hell, you might even learn the real meaning of hitting the E-brake. Naturally, the more you progress, the harder it gets. I love the live footage that is displayed before the beginning of each race. I find them to be very informative. They actually **gave me a newfound respect and interest in this kind of motor sport.**

I really like this game. Now I'm not a super big rally fan. I can't tell you who won what race in whatever car and stuff like that but I can damn sure tell you a good driving game and this is one for sure. I recommend the game for anyone who has played *Grand Turismo 3*, *Extreme Racer Zero*, *Test Drive Le-Mans, Ridge Racer*, and *Driving Emotion Type-S*, to name a few. The learning curve is not as hard as some of the games mentioned, but it is just as much fun, if not more, in its own special way.

Well now the moment of truth. **How does *WRC* compare to *RSC* for the Xbox? It kicks the shit out of *RSC***, despite all the pretty graphics, bits, or megahertz's or whatever you want to compare systems with. In terms of game versus game strictly I have to give it to the PS2 and *WRC*. Also *WRC* hits *Grand Turismo 3* in the nuts when I compare the rally modes. Does *WRC* beat out *GT3*? No because all rally and no endurance races makes jack a dull boy.

Well, *WRC* has landed first on the PS2 rally scene and I think those that are smart enough to **get it now** before it vanishes will not be disappointed. For those who find out about it later, good luck at finding a copy. As for me, hopefully, I'll have my copy soon. III

***WRC* has a number of camera angles, including a view from the passenger seat**

GRAPHICS 97
CONTROL 98
SOUND FX 99
MUSIC 90
REPLAY 90
DESIGN 95
ORIGINALITY 80
DIFFICULTY 92
CAPTIVATION 91
FOULNESS 30

HOOLIGANS

OF PLAYERS: 1 PLAYER

DEVELOPER: DARKXABRE

PUBLISHER: DARKXABRE

INFORMATION: WWW.HOOLIGANS-THEGAME.COM

FEATURES: MULTIPLAYER, PISSED WANKERS

BY SETH WOEHRLE

PC

TOTAL SCORE
670

TEEN
T
CONTENT RATED BY ESRB

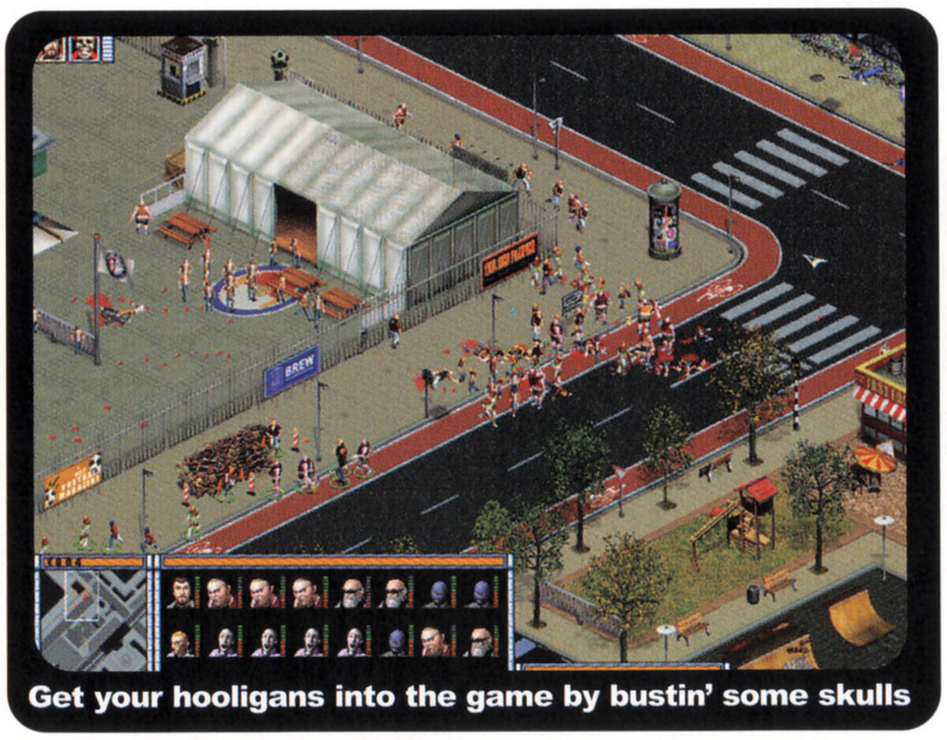
If you ever play Hooligans: *Storm Over Europe*, try and spot the game it could be. Like *State of Emergency*, the concept is great but the gameplay fails to deliver. Leading a rioting gang of soccer-lunatics through Europe should be fun, instead you'll end up screaming at your units to fall back while they nonchalantly stand around being beaten to death.

In the tutorial, a limey narrator with the serial-killer voice does a decent job of teaching you the ropes. It all starts to go downhill from there. In the fist mission, you have to get your "firm" (apparently in Europe, murderous gangs of soccer-fans get the same amount of respect as lawyers) to the stadium so you can be first in line at the Icee Stand. Before you do, you'll have to shepherd them into a pub.

The last level lets you duke it out on the soccer-field

Pubs are the most important part of every map, serving as a barracks for troops. There are two ways to get reinforcements from a pub. In the first, you can just buy a round of beer for everyone in the place. If you need something a little more substantial and have the extra cash, you can hire "hardcore" units.

The roster of hardcore units is filled by pudgy fighters, sickly thieves, ski-masked villains with bombs, boom box equipped ravers and bikers capable of driving cars. The boozy, fair-weather followers are just generic citizens who you can't control and will desert you at the drop of a pint. In order to get money for beer and hardcore units, you need to loot storefronts and homes. The Euros can also be spent on drugs to keep your units alert or on weapons and weapon-upgrades.


Get your hooligans into the game by bustin' some skulls

With all this looting and killing, you'll probably meet some police. The street-cops carry pistols and batons and their riot-squad cousins have sticks and incapacitating gas-grenades. Both can haul you off to the slammer and they're equally tough, one bullet will kill and a whiff of gas will knock you on your ass.

With all this complexity and strategy, what's there not to like, right? Well, for one there's the pathing. God forbid your unit should come into contact with an angled surface 'cause the retarded, little bastard will just bounce off of it, walk a few steps away and then take another running start with the exact same result.

If you ever meet an opposing team's firm or the po-po, it's likely a battle will break out. I wish you the best of luck trying to figure out what the fuck is going on. Since the camera is doesn't zoom, you'll be squinting at your monitor, trying to tell your guys from the rest.

Trying to micro-manage your battles is made even more hellish by the specific menus for each character. Only your squad leaders can fire guns and before you can pop a cap in anyone you first need to find your tiny little leader on-screen. Once you do, you need to try and pin him down with the mouse cursor — if he's moving, you can fucking forget about it. Once you do have him selected, you need to spot an enemy unit from the seething mass of shapes. They all look like ants from your perspective (1,000 miles in orbit above the action), so you just right-click anywhere. But not only do you have to click; you have HOLD right-click down until the shoot button appears. Only then can you fire your gat and, when the smoke clears, chances are you just wasted your own guy.

Even outside of a battle, you'll have to baby-sit all of your units, all of the time, which is made impossible by the tiny characters and unintuitive interface. The A.I. is craptacular even compared to Blizzard's first-generation Warcraft game. The police tend to ignore you or shoot without warning, seemingly based on the phases of the moon. You can break into a shop or blow away their buddies right in front of them but try just moseying past one and you'll get clubbed to death.

With dozens of enemy goons and police trying to kill you, the game can be quite challenging. What makes it needlessly annoying is the limited number of hardcore units on each map. After you hire (and lose) all of controllable characters from the two or three pubs, that's it. Even if you have the money, you can't hire any more.

As positives, the game does have nicely designed maps and there is a fair amount of thinking involved when monitoring your unit's health, stamina and drunkenness. The objectives on each level are diverse and creative — smashing drug-labs in Denmark and robbing Italian banks. If the interface, A.I. and point-of-view were refined, I could even forgive the dated graphics but, as is, the game is a frustrating mess. III

GRAPHICS 60

CONTROL 35

SOUND FX 75

MUSIC 65

REPLAY 60

DESIGN 75

ORIGINALITY 85

DIFFICULTY 65

CAPTIVATION 60

FOULNESS 95

OF PLAYERS: 1 PLAYER

DEVELOPER: TITUS SOFTWARE

PUBLISHER: TITUS SOFTWARE

INFORMATION: WWW.TITUSGAMES.COM

FEATURES: CHESS

BY JESSE LABROCCA

GAME BOY ADVANCE

TOTAL SCORE
769

TEEN
T
CONTENT RATED BY ESRB

VIRTUAL KASPAROV

Before video games the best you could do was play D&D or a game of chess with a friend. This is what I did with my youth until pong was released. Gradually I was able to mix into my videogame life D&D style games which are now known as RPG's. Not long after that chess programs were released that could actually beat me. Having bought one of those chess computers at Radio Shack really improved my game. When the Internet took over my life chess was there for me again. I spent a ridiculous amount of time playing at playsite.com and yahoo games. My current rating is still very high but I actually have to work at work now not like in 1998 when gaming was part of work somehow.

Along comes the GBA and Titus sends me a copy of the new *Virtual Kasparov* they just released and again the old draw of knights, queens, and pawns. Being a better than average player who has tried every chess engine **I was skeptical about how much good the GBA version could be.** The other portable chess games I have played always seem too slow to be any fun. **This version however packs a wallop of perfect balance between fun, difficulty, and speed.**

To start the game you have a couple modes: **quick and story.** With quick you set your parameters and launch into a game. With the story mode you are given a world map and bios of opponents for you to beat. This adds to the game since **you get a feeling of playing an adversary instead of a computer.** After easily beating the first ten fools I was stopped cold by some Russian chick. Luckily I can easily select another person to take on. I came back to her after I cooled off and beat some dude in India.

The interface is simple enough pick a piece and move it, duh. What I found great about the game was the speed. Normally the more complex your enemy is slower the computer is to move. Not in this case though, as it is fast and quick to move you along, yet tough enough to actually beat me.

I was also very shocked to see the little extras like board and piece changes. I did not have to use the tutorial but I checked it out for this review. It was fascinating to see some great openers and strategies laid out for anyone to use. **It did teach me at least two new things** that help me destroy that Russian chick. I guess you are never too old to learn.

Yeah, it's a chess game.

In my final analysis I conclude that the game was great with little negatives given that chess is chess and you know what to expect and if it is well done then that is all it takes. **If you like chess then you need look no farther.** Forget the crappy computer sim from Radio Shack and check out this GBA gem. III

GRAPHICS 86

CONTROL 80

SOUND FX 80

MUSIC 80

REPLAY 93

DESIGN 90

ORIGINALITY 60

DIFFICULTY 84

CAPTIVATION 86

FOULNESS 30

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HOT CHICK CENTERFOLD

THIS IS LUNDEN DE'LEON

photography by Cynthia Lawes

We love hot chicks very much. So much so we want all you hot ladies to mail us or email us your photos for inclusion in Foul Magazine. You never know cuz you might get picked to be a Hot Chick Centerfold.

These pictures are of Lunden DeLeon from California. She has a great body and her site has more pictures of her. She has a great resume full of acting/modeling jobs she has landed. We thought her pics were great and decided to put them here for everyone to enjoy. We like the cigar and cowboy hat. We think they add a touch of class.

http://www.lundendeleon.com

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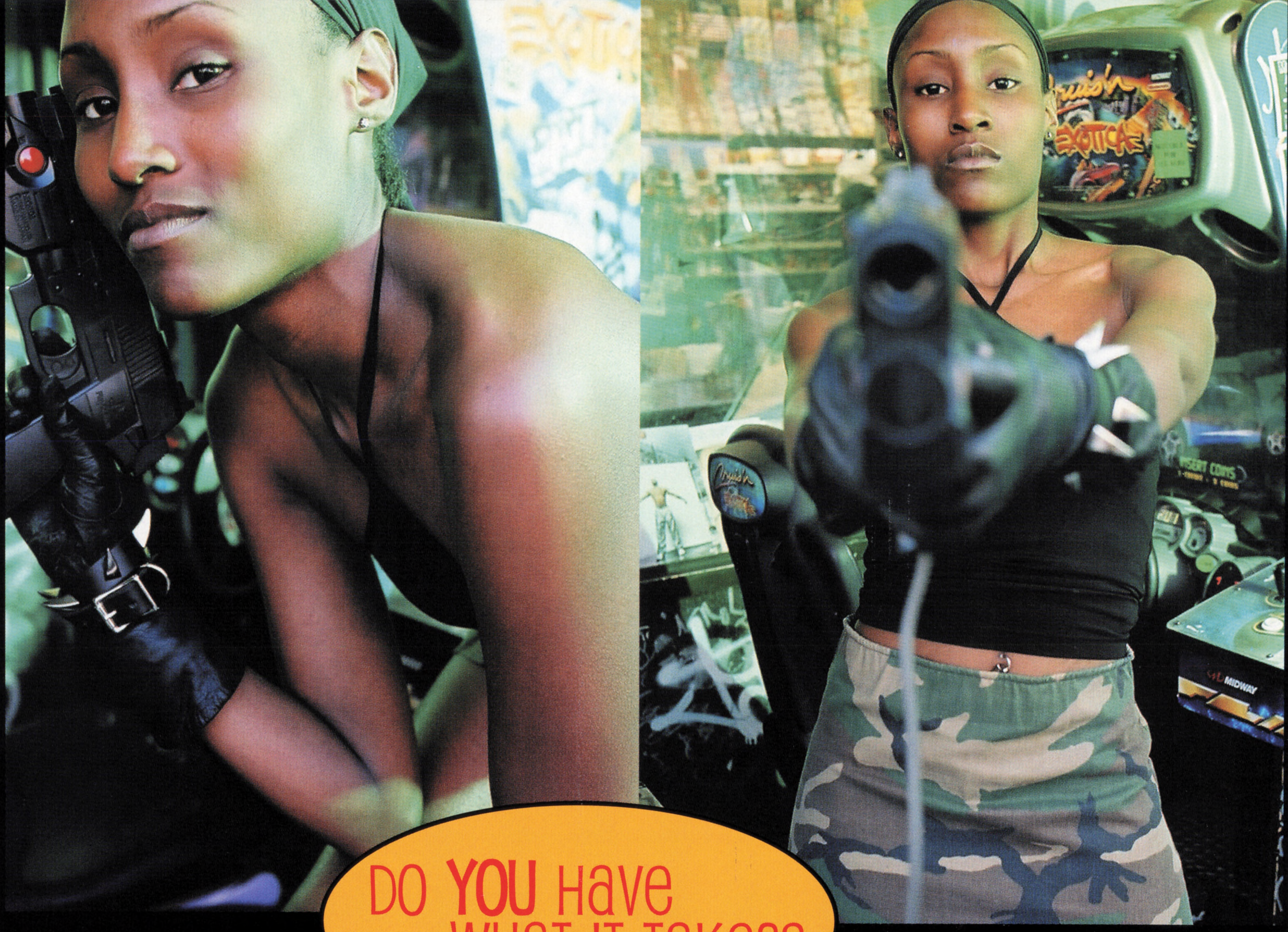

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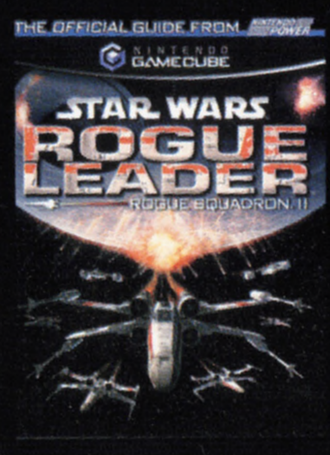

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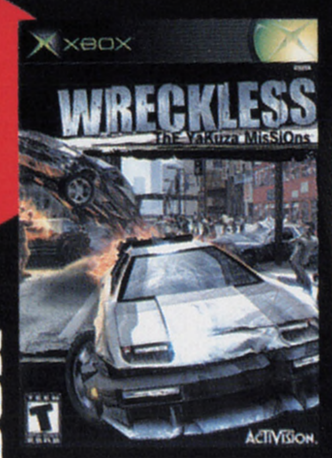
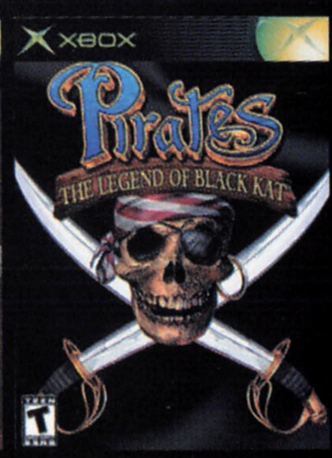




Multimedia 1.0

Where the Games Are

Hybrid simplex

a fresh look at creativity in video games

BY CHRIS SPANK

Originality is dead. I have just taken a look at the games coming out for the next year and I have to say that we should all get ready to play the same damn games with played last year only with different characters. Not only are we going to get fed rehashed updates of *Resident Evil 1-3, Metroid, Mario Kart, Spiderman* and others, but there are no games being released that are going to even attempt at stretching boundaries and paving new ground.

So I am here to plead to the game companies to get their heads out of their big bags of money and put them back into designing games. Yes, I know that this is a business and games have to sell, but can you really be happy with yourself knowing that your pay-check is tainted with shit? I am talking to you, Acclaim.

But I am not here today to piss on everybody's past, I am here to talk about the future and the future is in the concept of "genre-mixing." Yes genre-mixing is the sure fire way to get a hit game without having to do all the thinking that it takes to be creative. Just take two different genres, figure out what makes them great, mix the concepts, and viola, you have got yourself a 100 million-unit seller.

Take the original *Twisted Metal* as a perfect example. Ingenious designers took the fun of car racing and the great feeling one gets from blowing something up in a shooter and melded them together to create a fun and original game. *Half Life* is another great example of how designers can take the feeling of control one gets from a first person shooter and add the complex story and character development of an intense adventure game.

See it is easy to do. I will give you some examples to get started:

Take : City demolition provided by Godzilla
Add : Vehicle demolition by Grave Digger
And You Get : ***Monster Trucks Vs. Monster Island***

Plot: Godzilla and his cronies from *Monster Island* are terrorizing cities all over our beloved planet and it is up to the big boys of *Monster Truck* to put an end to it all in destructive combat unlike any other.

Features:

- Choose to fight as either a monster or as a truck in devastating com bat
- 10 different Monsters including Mothra, Goremon, and 3 different Godzillas including Mecha-Godzilla.
- 10 Different Monster Trucks including Bigfoot, Grave Digger, and Goldberg.
- 8 cities to destroy including New York, Paris, and of course Tokyo.

Take : The horrific gameplay of *Resident Evil*
Add : The enormous appeal of Kart games
And You Get : ***Resident Evil Team Racing***

Plot: All of your favorite *Resident Evil* characters are back in this display of survival horror on the race track. (Do Kart games really need a plot?)

Features:

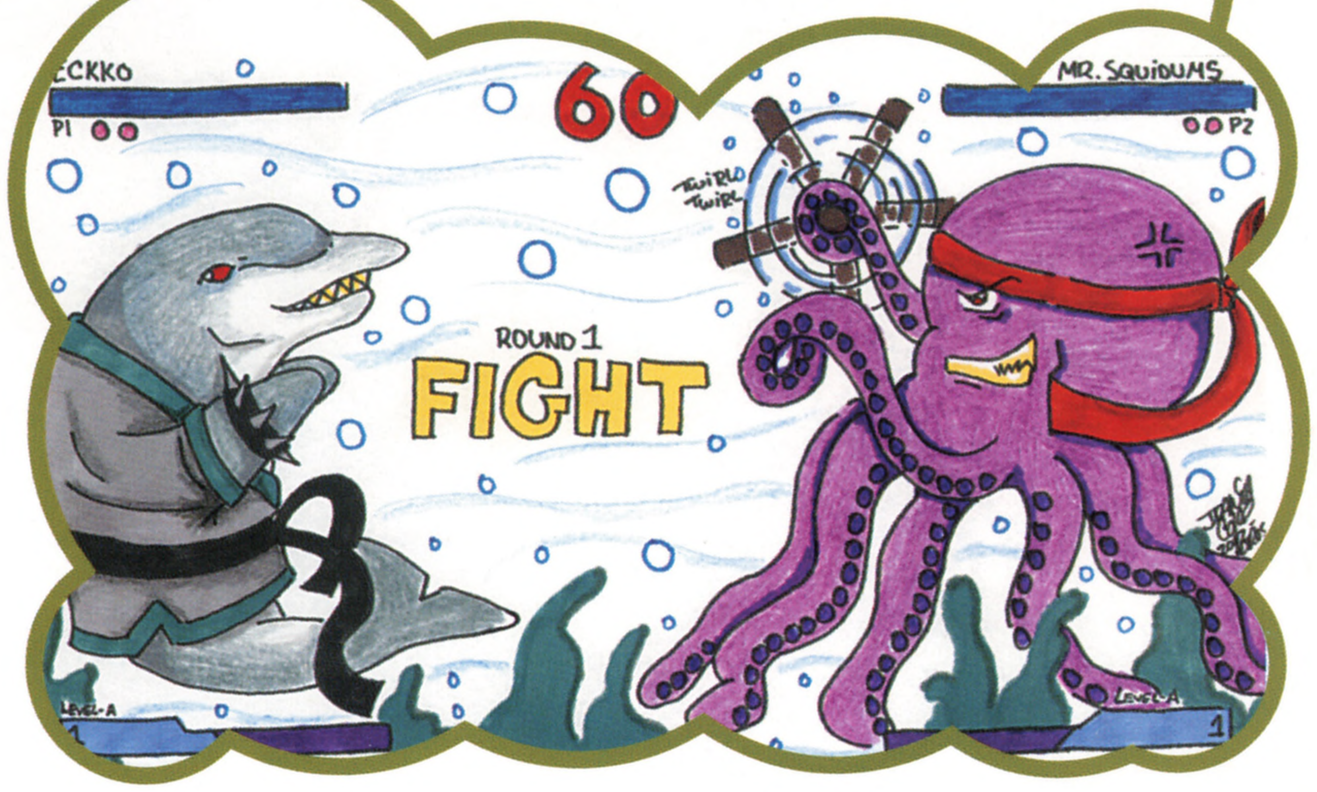
- Heroes include Chris in his police van, Barry in a SUV and Wesker in his Trans Am.
- Villains are also available. Race as a nameless zombie in a beat up Datsun that has been brought back to life, as a zombie Doberman in a doghouse with wheels, or as the evil Nemesis in his genetically altered Camaro
- Pick up Herbs and First-Aid Spray for that extra boost of speed.
- To win you will have to take out your opponents with shotgun blasts, grenades, and flamethrower blasts.

Take : All the underwater splendor or *Ecco*
Add : All the hardcore fighting action of *VF4*
And You Get : **Fish Fight**

Plot: Beware when the fish get pissed. A big bad Great White Shark simply named "Teeth" has organized an Aqua Kombat Tournament to find out who is the real king of the ocean.

Features:

- Over 20 combatants from Dolphins to Octopuses to Manta Rays duke it out in this underwater slugfest.
- Authentic underwater gravity makes this fight truly 3D as fighters can swim anywhere in the vast underwater arenas.
- Devastating special attacks including the Blowfish's Balloon, and the Electric Eel's Shocker.



Take : The rhythm of *Parappa the Rapper*
Add : The frantic beer pouring of *Tapper*
And You Get : ***Parappa the Tapper*** or ***Tapper the Rapper***

Plot: After Parappa's last less than successful tour, his record label dropped him like a bad habit. Since his dumb doggy ass spent all of money on times and loose bitches he is flat broke and he has no choice but to take up a job a professional mixologist (that is a bartender to all of you classless folk).

Features:

- "Tap, Pour, Its All in the Mind!" Timing and accuracy is essential to mix the drinks correctly and keep the customers happy.
- 10 different levels put Parappa in some of the zaniest bars on the planet including Hooters! (Blatant sponsorship tie-in)
- Classic Parappa rapping style is mixed with great bar music including Irish Drinking Songs, Cowboy Line Dancing, Biker Bar Metal, and Disco.
- Did we mention Hooters?!?

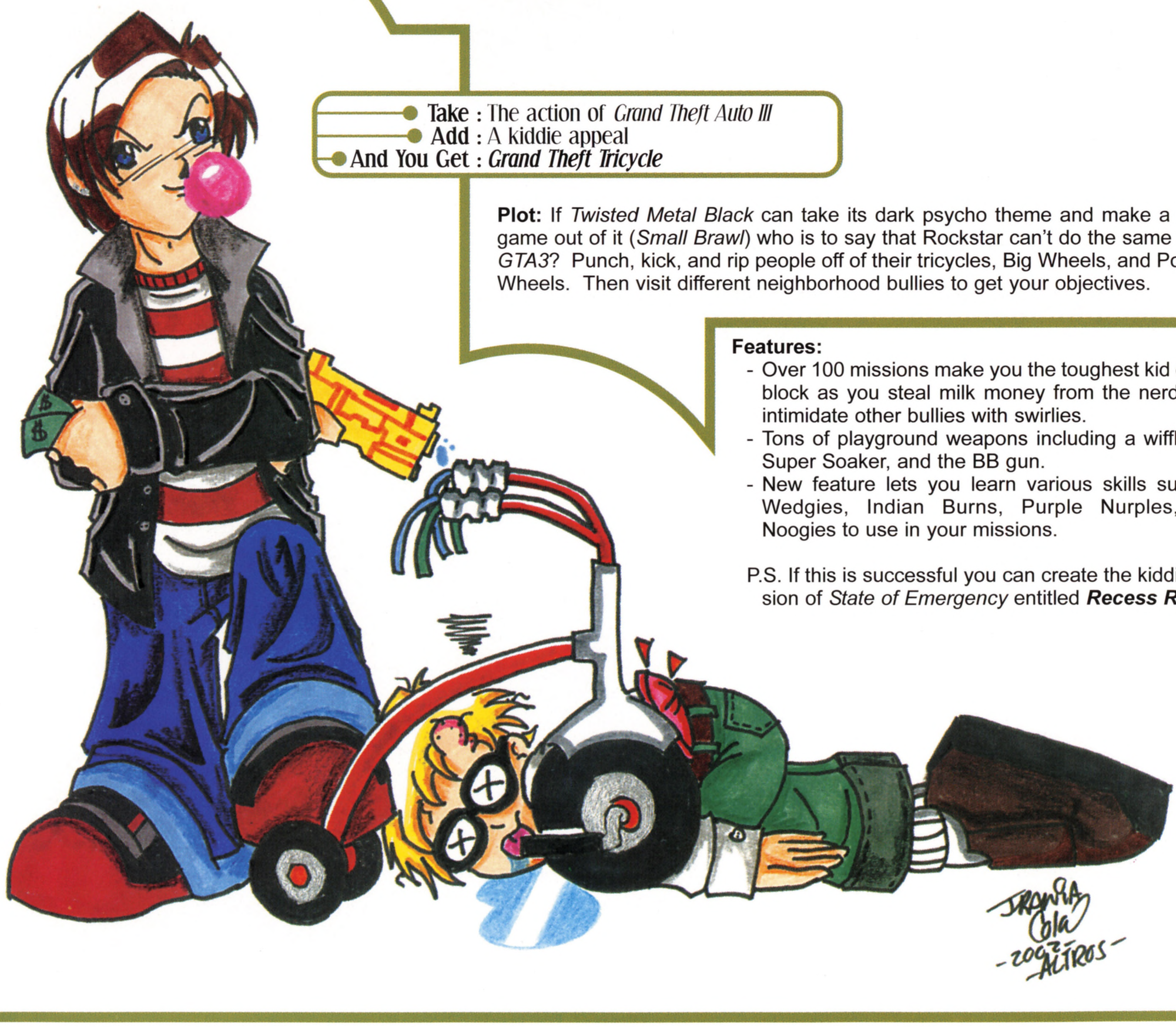
Take : The action of *Grand Theft Auto III*
Add : A kiddie appeal
And You Get : ***Grand Theft Tricycle***

Plot: If *Twisted Metal Black* can take its dark psycho theme and make a kids game out of it (*Small Brawl*) who is to say that Rockstar can't do the same with *GTA3*? Punch, kick, and rip people off of their tricycles, Big Wheels, and Power Wheels. Then visit different neighborhood bullies to get your objectives.

Features:

- Over 100 missions make you the toughest kid on the block as you steal milk money from the nerds and intimidate other bullies with swirlies.
- Tons of playground weapons including a wiffle bat, Super Soaker, and the BB gun.
- New feature lets you learn various skills such as Wedgies, Indian Burns, Purple Nurples, and Noogies to use in your missions.

P.S. If this is successful you can create the kiddie version of *State of Emergency* entitled ***Recess Riots.***



YO, SONY!

We Want Our Games Back, God Damn It!

BY Greg WILCOX AND Jesse LaBrocca

One day out of pure boredom we decided to make a list of games we wish Sony could repress. That was two years ago and while rummaging through some paperwork we found the old list. Immediately we had a vision. Now that we have Foul we could spread the gospel and ask you, the foul reader, to start a grassroots letter campaign. The letter is all typed out and ready to go. Just fill in the blank, cut it out, throw into an envelope, stamp it, address it, and off to the mailbox. We hope that at least two-thousand can get to Sony and maybe more. If you see a game not on the list add it. You can visit our web site to add other games, ask questions, and discuss topics in our forums.

Dragon Ball Z Final Bout (U.S) — The only 32-bit DBZ game released in the U.S., made popular by the millions of fans of the long-running Cartoon Network series. Not the best fighting game out there, but well in demand for years.

Elemental Gearbolt — The best fantasy-themed lightgun game on the system, in my opinion. This is one of those games that works because it has a solid storyline to back up the frantic gameplay, and it has a two player option so you can show you friends just what the fuss is all about.

Warhawk — Still one of the most exhilarating games on the console and one of a very few great PS One games that didn't get a sequel made. There never were enough decent flying games released for the system in the States, and once you play this, you'll never want to lend it out.

Poy Poy/Poiter's Point 2 (Poy Poy 2) — Without a doubt two of the most perfect and fun party games ever. There's no story whatsoever — just pick up stuff and throw it at the other players in a winner take-all crunch-fest. Grab three other friends for a maximum carnage free-for-all.

Parappa the Rapper — The granddaddy of all modern music games, this one has possibly the most infectious and catchy soundtrack ever. Of course, the sweet plot, cute characters, and simple, fun gameplay make this a keeper as well, but you already knew that...

Raystorm — Another genre underrepresented on the PS One, this vertical shooter is one of the more frantic arcade ports, especially with two players going at it. Great graphics and music round out yet another game that's a keeper.

Intelligent Qube — Highly unusual and highly addictive, this puzzle game is one of those that you can finish in a few hours, but will always go back to just to hear the announcer say "PERRRRRRRFECT!" when you clear a stage without a mistake.

* denotes Japanese-only release

Rakugaki Showtime — Japanese developer Treasure creates probably the wackiest fighter ever; featuring 2D paper cutouts going at it in assorted 3D arenas. Wild graphics with some crazy special effects, and a really bizarre storyline (a Treasure trademark) give this game the edge most fighters have needed for years. AND, it's 1-4 players, making it one of those perfect party games!

Vib-Ribbon — One of the oddest games on any console, ever. Vib-Ribbon not only defies a proper description, it's one of those games that you can play multiple times and not play the same way twice. Featuring morphing vector graphics, catchy theme music, and the ability to pop in and play the game to your own CDs gives new meaning to the term "replay value".

Kitty the Kool! — More proof that Japanese gamers get the coolest games, this uber-cute rhythm game is somewhat short, but would be a good kids' game or for the hardcore Kitty fanatics out there. A neat companion piece to Hello Kitty Cube Frenzy, I say...

Gunnm Martian Memory (Battle Angel Alita) — Surprisingly well-done action/role-playing game based on the popular anime and manga series. It's long, challenging, and very true to its source material. The gameplay changes up every few hours to totally throw you off guard and keep things fresh.

Zero Pilot — Even worse than the dearth of flight sims on the PS One was the lack of any WWII flying games, and this one is one of the more unique games for the system. ZP is a flying game where you play as a Japanese pilot as he works his way up in the ranks. The Dreamcast version got reworked and released here as Iron Aces, but the control was lacking somewhat.

Tobal 2 — The best 3D fighter on the system, in this writer's opinion. While the first game didn't sell all that well, it's sequel was such a huge improvement in every aspect that it boggles the mind that Squaresoft didn't see fit to release it here. Amazingly smooth and fast graphics, 200+ playable characters, a great RPG mode, and loads of options make this an instant classic.

Macross VF-X 2 — There hasn't been a Macross/Robotech game released stateside — for some reason, they all get announced, then canceled left and right. This one's not all that good of a game, but it's a hell of an improvement over the first one. Like Dragon Ball Z Final Bout, it's one of those games that the true fans will buy despite its flaws.

Bust A Groove 2 — Proving that the first one wasn't a fluke hit, BAG2 is just as addictive and funky as the first game. Even if you don't think you'll like it, after five minutes, your ass will be shaking like jello during an earthquake, and you'll be hooked.

Ace Combat 3 — Namco squeezes the PS One hardware to the max here, and gives the series a great send-off in its 32-bit farewell. Why this one didn't get released in its original form is beyond me (the Japanese version had a deeper story mode spread over two discs), but it's still the best flight combat game on the system.

Bushido Blade/Bushido Blade 2 — Two of the more innovative weapons-based fighters on the system, and one of those games that you'll always discover something new about if you keep playing. Not a simple button masher, nor are they're any fireballs, mile high jumping moves or even a lifebar or timer. Any game that can have two players dueling for a good half-hour or so is a keeper in my book.

R-Types/R-Type Delta — One disc has two of the toughest horizontal shooters ever, and the other is an equally tough, prettier 3D update. All someone needs to do is add R-Type III, and the collection would be perfect.

Raiden Project — Two of the best, most loved (and feared) vertical shooters, and also one of the best early arcade ports on the system. You'll want to break down and buy an older model TV, just so you can turn it on its side and play with the actual arcade screen dimensions- it's that exact.

Guilty Gear — Probably the only 2D fighter that can hold a candle to any of the Street Fighter games, and defy the hardware it was made for. Excellent animation, a straight out of the 80's metal soundtrack, and a rather odd cast of characters with some powerful one-hit kills makes this one of the better button mashers released on the console.

Ghost in the Shell — Fun vehicle-based shooter by the makers of the Jumping Flash series. One of a few anime/manga-based games that not only stays true to the original source, it's also full of new scenes created specifically for the game, which is always a good thing. Has one of the best opening movies of any PS game, and is a total blast to play as well.

Street Fighter Collection/Street Fighter Collection 2 — One of Capcom's major cash cow licences, and, if you're a fan of the games, one of the better fighting game series out there. The 3D updates for both the PS One and PS2 are missing the point by concentrating too much on polygon graphics rather than the real meat of pure kinetic gameplay. Stick Alpha 3 on this set as a bonus disc, and that's all you'll need for that desert island trip.

Castlevania: Symphony of the Night — The best 2D action/adventure game on the console, without a doubt, and much better than many 3D games to this day. Konami should actually consider releasing all the games on a compilation disc, which would make millions of fans all kinds of happy.

Blood Omen: Legacy of Kain — Dark, disturbingly violent, and challenging, this is one of those games that looks stiff in screenshots, but pick up the controller, and hours will go by each time you play. It's entirely possible to put 50 or 60 hours into this game and still not see everything or find all its secrets.

Arcade's Greatest Hits: Midway Collection 1/Arcade's Greatest Hits: Midway Collection 2 — More classic arcade games than you can shake a roll of quarters at, these long out of print classic collections round up some of the better gems from the 80's. All you need is a coin drop installed on your TV, and you can make back the money you spent on the disc in a few days…

Tomba! — A cross between Namco's Klonoa and an Action/RPG, this cute adventure game featuring a pink-haired, pig-grabbing caveman is also a game you'll find hard to put down. Hours upon hours of stuff to do, including dozens of sub-quests that are a game's worth of stuff on their own, and just what is he doing to those pigs, anyway?

Namco Museum 2/Namco Museum 5 — Long out of print, these two collections have some obscure gems, and some undeniable classics, like Mappy, Dragon Spirit, and The Legend of Valkyrie. Oh yeah, Pac-Man makes an appearance on both discs, if you're only into the big yellow ghost-gobbler.

Treasures of the Deep — Black Ops Studios last great game before they went off the deep end with the crappy Tomorrow Never Dies. Namco wisely published this great, short deep-sea action/adventure game, and like Singletrac's Warhawk, once you play it, you'll wonder why a sequel was never made.

Devil Dice — Ridiculously addictive puzzle game that you never ever want to make the mistake of lending out. Quick reflexes and a sharp memory are key ingredients necessary in order to fully enjoy this one, and you'll be dreaming of those little devils running all over your house if you play for more than an hour at a time.

D — Kenji Eno's short, creepy masterpiece is the perfect game to whip out on a dark, rainy night when you're too lazy to go rent a horror flick. Despite the game's languid pacing, you'll be completely caught up in it from start to finish, and want to play it all over again once you're done with it.

Klonoa: Doorway to Phantomile — Namco's excellent "2.5D" platformer is perfect for those parents looking for a non-violent cute game for the kids, as well as a solid and engaging game they can play themselves. Great, colorful graphics, an excellent score, and simple, yet challenging gameplay make this one a game you'll want to keep forever.

Super Puzzle Fighter 2 Turbo — One of those spin-off games that takes on a life of its own, and has people who never played Street Fighter before as some of its biggest fans. A fast paced cross between Columns, Tetris, and yes, Street Fighter, this game is so addictive that you'll be kicking friends out of your house left and right should you pop this into your system.

Tactics Ogre — As good as Ogre Battle was, this sequel crushes it like a grape. Larger, more intense battles, characters you actually care about, and a deep, well-written story will keep you enthralled for hours and the gameplay and character customization has only been bettered slightly in Final Fantasy Tactics. Which, by the way, was done AFTER this game by much of the same development team.

NOW get to the letter! →

Instructions

Step 1: Wipe your ass and get off the toilet.

Step 2: Read this article. (Don't be a bitch.)

Step 3: Cut this page out along dotted line. Please use scissors.

Step 4: Fill in the titles of games you'd like to see repressings of.

Step 5: Sign letter and put it in an envelope.

Step 6: Address envelope to Sony. Use the address at the top of the letter.

Step 7: Put letter in the mailbox for the mailman.

Step 8: Go ask your mommy if you can play outside.

open Letter to sony

Sony Corporation of America
550 Madison Avenue
New York, NY
10022-3211

I have been a long time Playstation fan and have collected some great games. Recently I have run into Foul Magazine issue #8, which published a list of rare out-of-print games that were great games. I would love to get a few of these titles to play and I hope you can repress them as part of your "Greatest Hits" series. The games I am most interested in are:

_____

_____

_____

_____

_____.

I would also like to take this time to address the fact that Sony has not advertised in Foul Magazine. I think you should since it is such an edgy adult gaming mag meant for gamers like me. I would love to have Foul forever but I know they need your support just as much as they need mine.

Sincerely,

cut along dotted line

How to... get LAID at E3!

FOUL Probes Sex at E3

BY Jesse LaBrocca

So here you are, all ready for E3. You have your game t-shirts, game hats, game buttons, toothbrush, and of course some porn. You have five days to kill in the City of Angels, the city where drug dealers are at every phone booth and hookers are at all the corners. You also brought CASH! At home you may or may not have a girl, but alas she is at home and not with you this week. So what do you do? You try to get laid. When I say laid I mean you get the nasty on, get sexed up, revert to a monkey, polish the knob, eat the tortoise, and generally have lots of fun. The problem is, of course, is that you are a game geek. You're fresh out of Nebraska or Kansas or some other state with a K in it. You're mamma-never-allowed-you-past-the-barn. You're daddy only showed you how to get the sheep to whine, not to dine the ladies. Lucky for you that Foul has come up with this little set of simple instructions that, if followed correctly, can get you some fine, L.A. ass.

1 When arriving at your hotels look for babes with giant, unrealistic breasts. These are known as hookers. While not cheap they are extremely valuable to the average-looking geek. She won't care how bad your hair looks if your cash is green. The first thing to know about hotel hooker is that they will try to steal your money. Keep about one hundred in your wallet and the rest in a safe place like your shoes. After she gives you a spit shine, tip her and send her on her marry way. Never use the same hooker twice. What fun would that be?

2 On the first morning of E3, you must do your best to get there early as possible. I am hoping you scored a media badge for that first free morning breakfast. If you are there just for the exhibits, fine but the best is to just create some crappy Website and send them your credentials early for a media pass. With a media badge, you will have an easier time getting invited to parties.

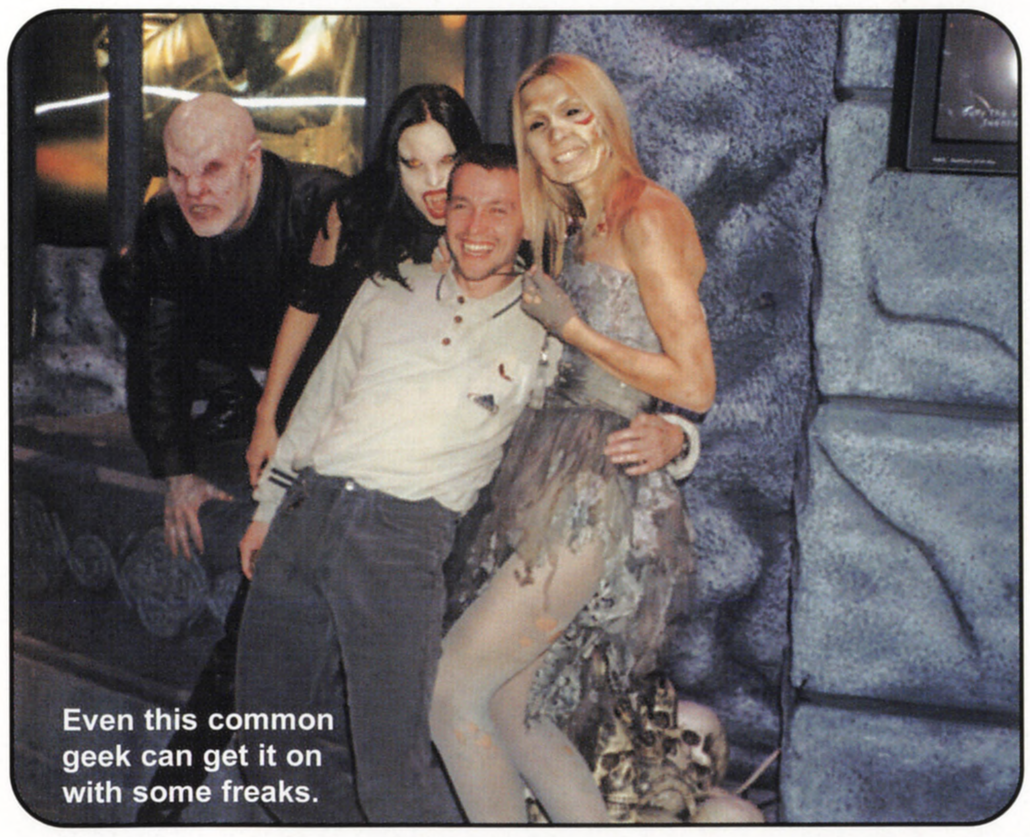
3 Scope out the E3 map and guide book. They are your new encyclopedias. With the map, you need to figure out the babe spots. Normally in the main hall is where all the titties are. Tecmo is always known for its splendid display of buxom bitches. Konami, Sony and Microsoft also do a fine job of hiring talented young ladies. I would love to have that recruiter's job. Knowing where the biggest breasts are is the key to your day.

4 While most of you are not aware that the "models" at E3 are just temp help, you have to wonder what they do for a night job. My guess and fantasy would be that they're all slutty hos. Realistically, only a small percentage of them are probably slutty. Finding out which ones are the sluts is instrumental to success. The first rule of slut finding is skin. How much is she barring? Is it a bikini? When you stare does she look embarrassed or not? Is she willing to touch you, like a simple handshake? Try it. Just walk up and say, "Wow, you are doing a fantastic job!" Put your arm out and see if she shakes. If she does it with a real smile, then you have a slut. Hard part is over.

5 You may have to search the entire E3 floor just to get yourself one ho. Remember that you are not the only Foul reader. Once you have found one, then you are off. Ask her name, get her number, tell her where your hotel is and ask if she would like to stop by after she is through. Give her a wink. She might wink back.

6 E3, luckily, is a dark and loud place where your zits won't be as noticeable and your whiny voice will not be heard. This is your chance to pretend you are much cooler than you really are. Lie, yeah I said it, lie all you can and lie about everything. Lie about where you are from. Saying you're from NYC or Miami is good. Tell the lady that you're a president of your own company. Lies are one of the best ways a geek can get some snatch. Especially lie about how much money you make. Buy a fake Rolex if you can.

7 Getting the showgirls to play with you is not as difficult as one might think. Just tell them you need a demo and want to see the two-player features. This is what I refer to as "the



Even this common geek can get it on with some freaks.

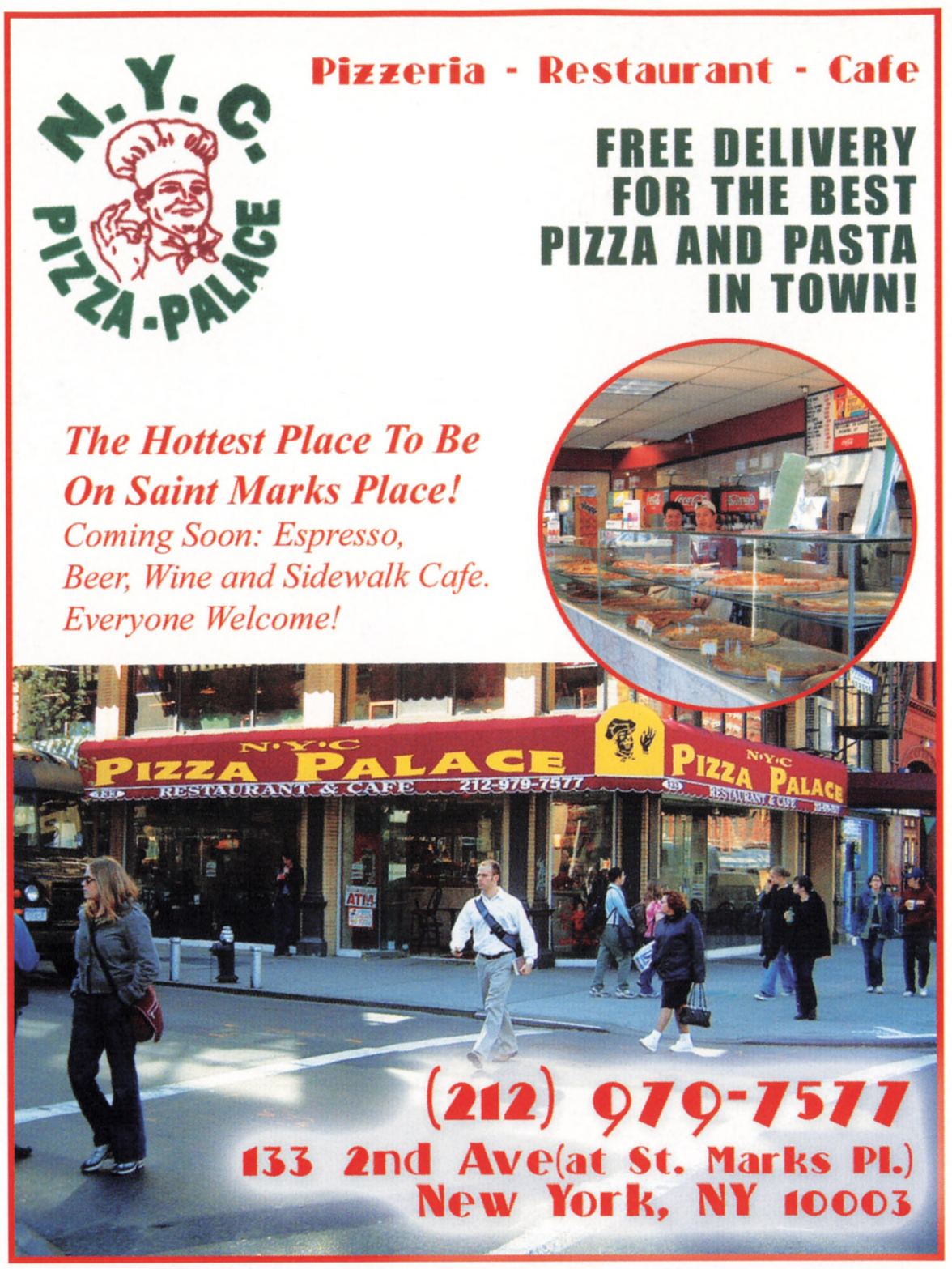
opening line". Another is asking if they know the way to the bathroom. You should ask her if she could show you the way. You could also ask her for an autograph and pretend that you have seen her in all her work. More than likely she has nude shots on the web. Tell her you are a fan. These lines are good, but try to think of others so your game won't get stale.

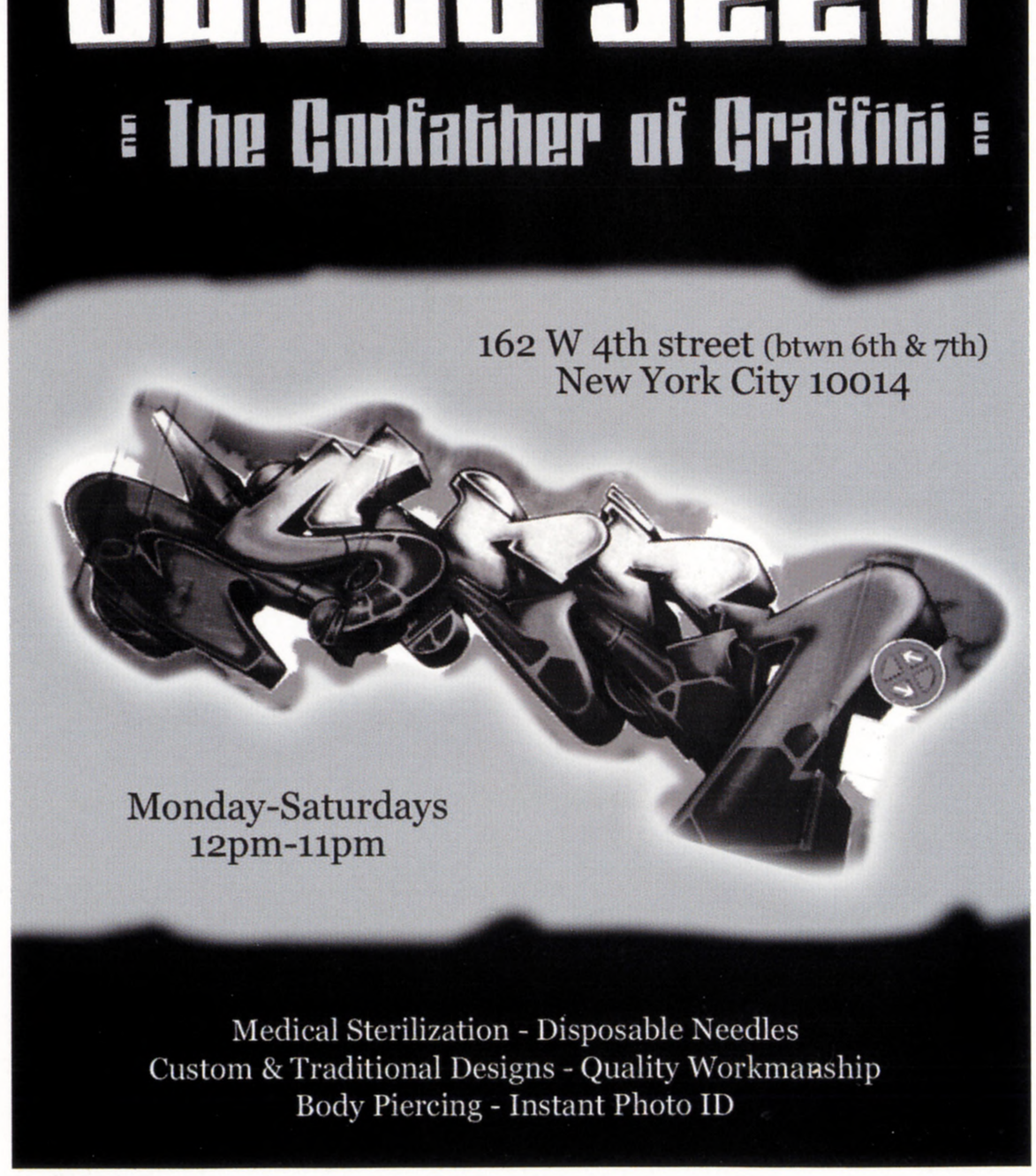
8 Outside of the E3 center there is plenty of pu-tang to search out. The strip clubs are the best in the nation. Try looking in the phone book for one closest to your hotel. When attending a strip-club, prepare to spend lots of money because lap dances are not cheap. Also, stroll around at night to see if any good-looking hookers are around. Not sure if I have to really say this, but I will anyway: Wear a condom at all sexual encounters unless you are by yourself, then it's safe.

9 Try to schmooze into parties. Most the large companies have giant parties with paid chicks at your disposal. While these girls are not technically whores, they can service you with a little enticement. Be nice to them. Listen to their boring conversation about how they do this or that. If you start falling asleep while she is talking, just think about what her nipples might look like.

See, plenty of babes to be had at E3...

10 Looking for love can be very tiring work. So be ready to lose lots of sleep at E3. Every day you will need to wake up early to get to the show and all night you should be up partying. Rest before you go and rest after you get home. What happens in-between should be the best time of the year. III





left in the dust

Foul Exclusive Interview with SEVENDUST

with Cheryl R

Here we go again, round two of my interviews with the greatest of the great and baddest of the bad. This issue I bring you Sevendust, one kick ass band from the South, Atlanta and Kentucky to be exact. I was lucky enough to have the guys take time off of filming Letterman and Carson's Last Call to stop by Bar Code for our ritual of drinking ourselves to oblivion and I introduced them to a drink I created called the 'Sevendust Bowl'. I mixed some Southern Comfort, ginger ale, lime juice, grenadine and threw it in a glass fishbowl garnished with a few gummi worms for texture, and viola a slamming drink that sneaks up on ya and whoops your ass. The band is currently on tour promoting their new album, 'Animosity', the third in the series. They also have a new video coming out for 'Live Again', maybe Carson will get the name right and play it on TRL, duh.....

So after a few bowls (take your pick) I get down to the questions at hand, only Clint and John are occupied, racing on Daytona USA.....

Cheryl R: What games do you play on the bus?

Morgan: Madden 2002, mostly sports games

Vinnie: I play this game, it's called 'hide the fuckin' pony'

LaJohn: The back lounge area is sometimes dedicated to fuckin' the Atari stuff, shows you how much I am into it, but the other guys aren't.

Cherly R: Who's better?

Morgan: I am the best, I play them more, everyone else is at the gym and I keep playing.

Vinnie: He's an idiot! He's the goddamn best 'cause he's playing them games all the time.

John: I play Madden 2002 and Tony Hawk's skateboardin' game and I kill it every time.

Cheryl R: Sounds like you're pretty good; do I sense a challenge comin' on?

J: Hell yea, I challenge Tony Hawk any time,

Morgan at the racetrack...

Morgan and our Rockstar Cheryl

any place, I'll kick his ass…….

Morgan's phone rings…..

V: 10,4 what's your 20?

M: (To Vinny:) Man, you're fuckin' the interview up!

CR: What's your favorite song on this album?

M: Trust

LJ: 'Trust & Shine,' basically every song on the album

CR: Why?

M: It captures all I think of us, it's got the melody in it.

LJ: 'Trust' is something serious…

V: All the bass parts, the bass parts kick it

(Vinny yelling in the background…)

CR: We are trying to do an interview here, I'll get to you Vinny, you be quiet!

V: I apologize on this recorder, I'm sorry, I'm just kidding around. I'll tell anyone anything they want to know, shit.

CR: We'll get to you.

V: I cannot sit here and listen to this interview and without being involved.

CR: Ok you can be involved…

CR: Morgan, what is the thing about you and the Aliens?

V: Well the whole thing with the aliens is that Morgan saw one one time

M: Vinny is the Mike Shinoda or whatever his name is from Linkin Park when they are trying to interview Chester and he says, "Well what Chester is trying to say."

V: Well, what Morgan is trying to say… Fuck it, I don't know.

M: You know that guy I am talking about? You know that guy?

CR: Yes I do

M: Good rapper, terrible f uckin' interviewer

M: Ok, the alien thing…

V: The aliens…

M: You're not going to let me answer this are you?

CR: Vinny, this is important!

V: If you told me it was important, I wouldn't say nothing. I'm sorry

M: I am kinda blown away by the fact that people don't think there are other life forms. So, when I play live I have this jerk that I use to do with my head and people said that I look like a mechanical person or from another place or something like that and with my hair looking like antennas at one time and like that, I took over this thing of the aliens.

> "I shit like 16 times in one day, John threw up 16 times the same day and Clint had to actually stop playing because he was throwing up so violently."

Plus people use to say it was Me, Shannon Larkin, and Jaime Miller, the drummer from Snot they called us, the alien conspiracy type of people, because we all kinda play the same way and have these long arms and are really animated, a few people named us the aliens so we took it over.

CR: Do you ever feel famous? Or get treated different?

M: I get treated different but I don't feel different, the fact that there is a drink here named after us just blows me away. I use to watch Letterman and Leno when I was little and now I am on the show and I remember trying to meet Eddie Van Halen and he was a dick and I hated him for it. I think that is why we are the way we are, southern boys, good boys.

LJ: I never think about it like that, I don't know what fame is. I feel successful and happy.

CR: What's life like on tour? Is it all sex, drugs and rock and roll?

LJ: With anything, you don't have to indulge yourself in all that, with Sevendust, we're older. I've never really experienced anything like that — it's not like the Motley Crue days. But if you want to get some you can, but you can do that at any bar.

CR: Do you guys have 'Groupies?' Do girls throw themselves at you?

LJ: I don't think we have groupies.

M: With girls throwing themselves at me, it's weird; I almost get offended you think I would be flattered by it. Unless they let me know they didn't know I was married, but if they know, then I don't respect that.

CR: Lajon, there was a rumor that you were going to do something with Playgirl, what happened?

LJ: Actually, I didn't do anything with Playgirl. I don't know whatever happened with that, I wasn't going to pose completely naked if that was the case. I don't think that is sexy, a man's penis dangling from his mid-section is not something everyone wants to see. But if the call comes, I would love to work with them.

CR: Morgan?

M: Hell no!

CR: How about an interview?

M: With Playgirl? I would do an interview but no way naked!

CR: How does it feel to be up in front of the fans?

M: The kids are the best thing about being on tour.

LJ: It's my serenity, I don't worry about problems. It's my therapy.

CR: What about dealing with the fans after a show? I've noticed no matter how tired you guys are, you always make time for the fans, signing CDs, etc.

M: I don't like signing my name because I don't feel like I am worth having to do that. But if it makes someone happy, then I get blown away and that makes me feel good. It gets overwhelming sometimes and then I just eat it up even more and say 'Jesus, I can't believe these people actually want me to sign something.'

CR: What's the 'foulest' that has ever happened on tour?

M: I've got one, Oh my God, me, Clint and John had stomach viruses at the same time at the beginning of the 'Tattoo of the Earth' Tour. I think I shit like 16 times in one day, John threw up 16 times the same day and Clint had to actually stop playing because he couldn't hold his guitar because he was throwing up so violently. It happened all on the same day and we were in Kansas. It was the very beginning of the tour and we were like, 'Oh my God this sucks!'

CR: You guys are on the bus together all the time. Do you push each other's buttons?

M: Constantly, we know where the buttons are, where to go to the next level but nobody does that. We are like older brothers.

CR: Is anyone really messy?

LJ: I'm weird. I have a small case of fuckin' obsessive-compulsive disorder. I love to have things neat and all the guys laugh at me. I pick things up and put them neatly away, I like things neat I'm not at my house or at home. I don't like to see sneakers or underwear in the hallway. Sometimes we room together and they love it because I have the incense, candles and lava lamps.

M: Clint's messy but Clint cleans up a lot too. He destroys the bus and then he cleans it up and then he sometimes like to tell everyone that they didn't help him clean up. Kinda like me too but I don't clean up, I just wreck it.

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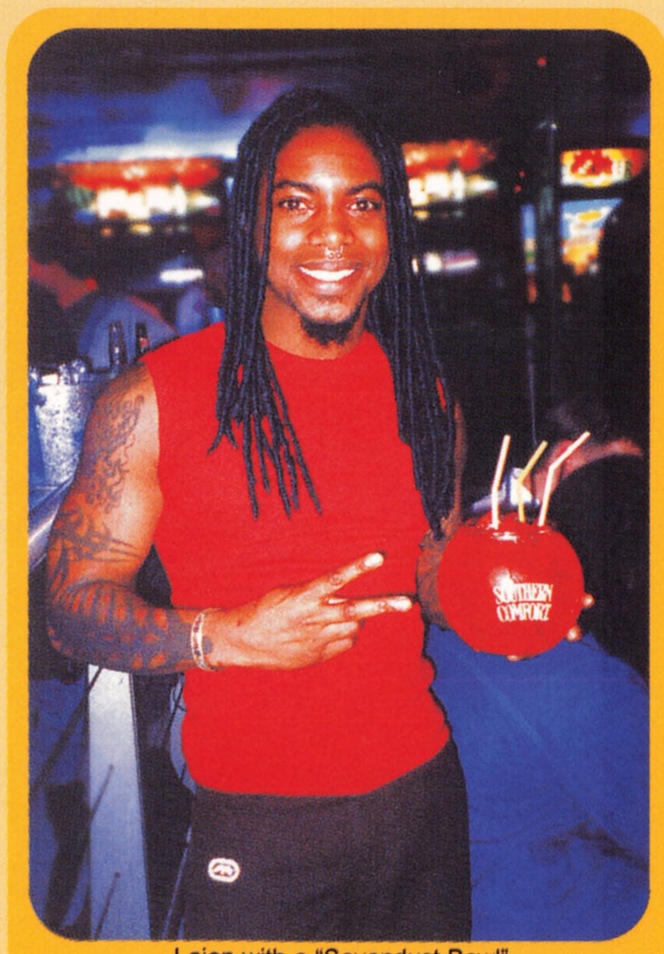


Lajon with a "Sevendust Bowl"

CR: If you could meet anyone alive or dead, who would it be and why?

LJ: Prince, I've always loved him. I think he is cool as shit, a genius.

M: Thurman Munson, NY Yankees. I was completely devastated when he died. To me he was the first family member I'd ever lost 'cause it was a birth right to be a Yankees' fan where I was born, where we were from. You knew the Yankees line up the same way you would know plus and minus in school, he was my favorite.

CR: You're a big Yankees fan, right?

M: I was born in New Brunswick and grew up in Metuchen, NJ and my Nana lived in Staten Island and my Father was born in the Brooklyn. I grew up with Roy White, Reggie and Thurman. He was my hero and I cried when he died, I was like 7 years old and my Nana knew. I saw that he died on TV and I went into the other room. My Mom came in and said, 'Is it me?' And I said, 'No.' She said, 'Is it your father?' and I said 'No.' My Nana said, 'Is it Thurman Munson?' And I said, 'Yes'. She knew I was a fanatic from the day I was born.

CR: Morgan, how do you get amped up before a show?

M: The band used to leave me alone and I would almost put myself in a panic mode. I would beat my head against the wall, scratch my face or punch myself. After awhile, it got to be like I could just turn it on, be someone else. The weirdest part about it is doing videos. We just did a few videos and the director was like give me this, give me that. If you're an actor then it is easy to do that stuff but I don't act. The way I act on stage, that's like an extension of my personality.

CR: It's the way you are?

M: Yeah, and then when you are sitting there, not really playing and dealing with playback and people are looking at you that don't give a shit about you really. I mean, they're great people but it's their job to do videos and most of the time they don't even know who we are. So, I mean I sit there and think this is so weird, I realize it is tough and I am lucky enough that I have a subconscious mind that kinda takes over. I usually give a quick prayer. Pray to God that I am not going to fall apart and everybody is gonna be cool, healthy and safe. I do that nightly and then the intro goes and I start pouncing allover it.

CR: Lajon, what's the craziest thing a fan did to meet you?

LJ: This guy ate 7 different types of dust to win a ticket. He ate powered egg dust, all kinds of shit.

CR: Now that's a devoted fan!

LJ: Yeah, I wouldn't have done it. I would have walked up to you and said, 'What's up? Want to smoke a joint?'

CR: What's you favorite way to smoke?

LJ: I like to smoke a joint, it's a ritual for me. It gives me time to think. I collect nice glass bowls, blue is my favorite color, and I have this company called Chronic in Denver, Colorado that makes my pieces.

CR: I want to get one thing straight for the fans… What's the relationship between Creed and Sevendust?

M: Yeah, I'm sorry about that…

CR: There seriously seems like there is a lot of animosity between Creed fans and Sevendust fans, you guys have toured together right?

M: Yeah, their fans are really good to us and treated us really good. I am almost nervous of how they are going to act when we go out with them next because they might look at it like they're at war with the Sevendust fans, and 'Now we're gotta treat Sevendust like shit.' But we are a pretty versatile band, people that like us, our friends, our fans and the people that dig us think we are this heavy, heavy band, but we play different types of songs.

CR: You guys are friends with them as well, right?

M: Great friends… and to have a band that sells 20,000 tickets a night and would have you out if you were absolutely nobody and dead in the water not selling any records. If we didn't even have a record deal, they would take us out and they love us like that and we love them back. They've done everything on their own. They never really opened for anybody. I think that's why people in other bands have a thing against them. They look at it like you never had to open for anyone, but they had to eat shit like anyone else, they just headlined eating shit. They're great guys, though. And we are managed by the same people. I mean, they hooked us up with our management.

CR: Bands like U2, Aerosmith and The Rolling Stones have had really long careers, where do you see yourself in 10 years?

M: Hmmm, I don't know, I think the way we have built our following we could play for awhile, but the physical abuse that we do to ourselves on stage. I mean I don't think people understand the pain we feel after we get done.

CR: 'Cause you get injured?

M: Oh yeah, bad… Just me alone, we rehearsed after taking off 3 weeks and, after 2 songs of rehearsal, I had to take a break because I was just aching and it usually takes about a week to be able to get going. Every time we take a little bit of time off, it hurts worse getting started again.

CR: It's almost like an athlete?

M: Oh definitely… It's a full contact sport.

CR: Who would you like to tour with that you haven't yet?

M: Korn

CR: Is that one of your favorite bands?

M: Yeah, and they're great guys. Pantera, you know we'd love to tour with them but, Jesus, the alcohol abuse. I mean, between the two of us, it would be ugly.

CR: What is your favorite alcoholic beverage, Morgan?

M: Dewars

CR: Lajon, the term 'Rock star' is used to describe artists in the music business, how would you describe yourself?

LJ: You never take this for granted because you are right there and it could be gone the next day. I make sure to make a point that no one ever says that I have a rock star attitude. I am just a country boy.

CR: What does that mean exactly?

LJ: I mean COUNTRY, cowboy boots, horses, the whole works.

CR: Very cool, that wraps up our interview, get along little doggie.

LJ, M: Thanks a lot…..

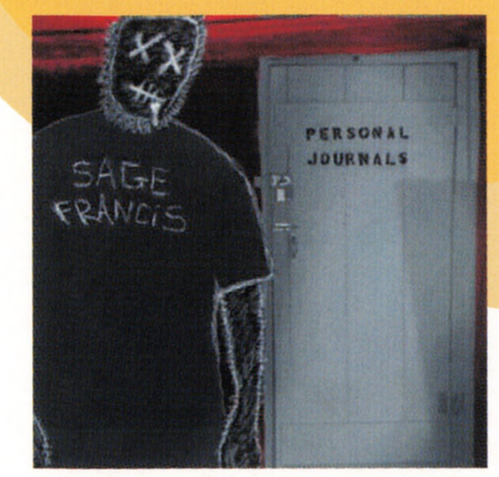
CR: My pleasure!

This band is one of the hardest working bands in the biz, kickin' ass at every show and giving their fans what they came for, they make you bang your head, thrash in the pit and sometimes move you to tears. If you haven't seen the 'Dust live, you don't know what you're missing and you need to catch a show NOW! To the boys from Sevendust, thanks for being such great guys and thanks for being great friends, I could not ask for more!

music

Personal Journals
Sage Francis
anticon.

BY SETH WOEHRLE



Sage Francis "is different but in a different way," as he tells us this on the second track of his debut album. OK, yeah, the guy's a white, vegetarian rapper but that ain't it. Francis' uniqueness comes from his dynamic flow which doubles and triples over itself, slowing down and speeding up to chase after his beats. In the space of 30 seconds, he'll slowly croon and then ram through a rippling delivery of aggression.

The Rhode Island hip-hopper-by-way-of-poetry-slam loves his double-meanings and wordplay, clearly having fun in the studio as he scampers around the tempo of his beats. His themes follow what, so far, has been indie hip-hop's trademark, bleating out melancholy couplets on love and family, tinged with self-depreciating humor.

It might be tempting to compare Francis to that other great white hope, Eminem, but don't do it. Francis lies closer to Blackalicious' Gift of Gab, both sharing subtle humor and impressively limber tongues. But where Gab tends to get a little preachy, Francis usually keeps his tongue firmly in cheek.

"Different in a Different Way" showcases the best of the Sage's abilities with multiple phrasing changes, a smirking, inward gaze and lines like: "Lady Luck is a greedy bitch / with itchy palms and a case of the gimmies / but I've gotta outtie if she's gotta innie / I'll clean her pipes and then sweep her chimney."

While production and scratching takes a back-seat to the rhymes, it still manages to impress, mining a mid-70s sound of pianos, horns and jazz drums. But on "Strange Famous Mullet Remover," it grabs the wheel and crashes through a snip-fest of beatboxing and dialogue ripped from "Stripes." The mix serves as a nice respite from some of the crushing introspection in some of the tracks.

"Eviction Notice," for one, is only three and a half minutes long but it feels like twice that. Francis seems to have just read his diary of past relationships into the mike, as-is, with no editing or flow, tempting the listener to skip to a track like "Inherited Scars." The subject matter there, his sister's self-mutilation, isn't any sunnier but it manages to fold the angst into four dimensions of scolding, regret, guilt and self-loathing. "Eviction" seems flat in comparison.

It's a great debut for Francis and while sometimes spotty on subject matter, he's never too short on technique. The only other complaint would be that *Personal Journals* fails to capture the manic neuroticism this bearded whirlwind can chuck out on-stage. Still, a gifted white rapper (there, I said it) who can do a verbal flip-out and not sling it to the lowest common denominator is truly as different, like Francis claims, as "black hockey-players" and "afro-mullets."

Jinx
Quarashi
Sony

BY SETH WOEHRLE

As far as Icelandic music imports go, the supply so far (Bjork, Sigur Ros) has been purely high-class, dripping with meaning and string-sections and evoking a picture of the country as a ice-blue land of hipsters stroking whisper-thin goatees.

Quarashi will quickly smash that fantasy with "Stick 'Em Up," the first track on their U.S. debut Jinx. That nasal, crunchy guitar-riff, looped to infinity, proves beyond a doubt that Icelanders can be profoundly retarded. The keen of Quarashi's high-pitched peeps may invite claims of a Beastie Boy rip-off but that's not entirely the case.

Quarashi takes the Beastie-formula (embracing the whiteness of the white voice, rhyme pass-offs galore and a fondness for heavy guitars) and runs light-years, in terms of catchiness, beyond anything the B-Boys would have dared to do — even circa Licensed to Ill. The production is so shameless it transcends the adjective "slick," the whole record glistens. The rhythm-tracks, guitar licks and samples are all focus-group appealing.

If you do anything more than casual listening, you'll eventually have trouble forgiving the Beastie-clone vocals and smooth music. The first few listens will be satisfying but only because of your Jew-rap hunger. (Where is that new Beastie Boys album anyway?) Quarashi make rap you can head-bang to and that's commendable, but they just doesn't get far enough away from Ad-Rock, Mike D and MCA to stand up very well on their own.

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Electric Sweat
The Mooney Suzuki
Gammon Records

BY GIRTH GILBERT

These guys are the fucking bomb. I tried to check at their show at Warsaw in Brooklyn. But when I heard they weren't the headliner, I convinced myself to wait until they play again in June, 'cause I wanted the six-course meal instead of the appetizer. Electric sweat? Sheeit — electric *all* of the bodily fluids! These cats combine bluesy garage rock a la Animals or early Rolling Stones, fuzzed-out guitars and sappy lyrics about love and waking up in the morning – alive. Hey, could you at least wait until I see you perform before you do the Jimi Hendrix-choke-on-your-own-vomit-thing?

Sing Sing Death House
The Distillers
Hellcat Records/Epitaph

BY GIRTH GILBERT

As lead singer of the Distillers, Brody Armstrong takes a chapter from a Wendy O. Williams book: all the bravado without the circus freak show. Courtney Love? Forget it. This Aussie ex-patriot could definitely tear Courtney a new hole. Brody sounds like she's been guzzling Everclear with her melodic wails, like a vixen seducing you before she ties you up and dismembers you. The band: seething guitar mayhem and an on-point rhythm section that ties it all up in a nice little soiled, tattered bow that you found in the sewer drain. The Rancid comparisons abound — especially since Tim Armstrong's her hubby and labelmate — but the Distillers can hold their own. It ain't nepotism if you got the cojones.

The More the Merrier (12 inch")
Rok One
Swindle Entertainment

BY GIRTH GILBERT

The hottest thing out of the LES since Rosario Dawson, Rok One is not for the ghetto fabulous, poppin' Crys with iced-out wrists, whippin' 22's on they six-set. Yeah, you could label him a backpacker but you would be missing the point. Rok One is more of a throw back to the Golden Age of hip-hop where everybody could battle, had a signature style, and rapped about everything from social empowerment to chicken. On "The More the Merrier," Rok showcases his lyrical prowess and a penchant for puchlines, reminiscent of the late, great Big L. The B-side track "911" displays Rok's versatility, giving his listeners the real scoop, instead of CNN's politics as usual re: the Sept. 11 Attacks. Production-wise DJ Swindle gets busy with his, featuring strings and snares for an ominous feel – the yang to Rok's yin of verbal calisthenics. Go to your favorite underground record store to cop this joint, 'cause Goody don't got it.

Drakan: The Ancients' Gates PS2

Increase Character's Level

- To increase your level by one, press and hold these buttons in order: L1, R2, L2, R1. Then while still holding the shoulder buttons press these buttons: SQUARE, TRIANGLE, CIRCLE, X, RIGHT, DOWN, LEFT, UP. Now your level will keep on increasing by one each time the code is entered.

Invincibility

- To become invincible, press and hold these buttons in order: L1, R2, L2, R1. Then while still holding the shoulder buttons press these buttons: X, DOWN, TRIANGLE, UP, CIRCLE, RIGHT, SQUARE, LEFT. Text will apear that says "The Gods Favor You."

Smashing Drive GameCube

Unlock Shifts

- **Rush Hour shift:** Successfully complete the Early Bird shift. **Night Owl shift:** Successfully complete the Rush Hour shift. **Dusk And Wired shift:** Successfully complete the Night Owl shift.

Jet Set Radio Future Xbox

Unlock A.KU.MU

- Achieve a Jet ranking in Fortified Residential Zone.

Unlock Doom Riders

- Achieve a Jet ranking in Dogenzaka Hill.

Unlock Gouji

- Achieve a Jet ranking in Rokkaku-Dai Heights.

Unlock Jazz

- Defeat Jazz at City Rush in the Future Site of Rokkaku Expo Stadium.

Unlock Poison Jam

- Achieve a Jet ranking in Test Run mode at the Tokyo Underground Sewage Facility as well as the Bottom Point of Sewage Facility.

Unlock Rhyth

- After finding Rhyth on top of the Poison Jam warehouse in Rokkaku-dai Heights, follow her around. After following and finding her two more times, she'll join you.

Unlock Test Run

- After beating the game, talk to RoBoy. The last option, Test Run, will now be available. Here is where you need to obtain Jet rankings to unlock characters.

Wreckless Xbox

Unlock Cars

- Unlocking "Big-4WD": Find a green question mark on Mission A-4 map. Go to construction area and use the ramps to jump over a small wall. Behind it lies a road ramping up. Drive up the road, looking for a hole on the left. Follow the nav point to the vehicle parked within the sewer, ram it and finish the level.

- Unlocking "Big-Truck": Find a blue question mark on the Mission B-3 map. The truck is in a room above street level. Jump the ramp about a block away with theYakuza-Car. Then ram into the Big-Truck vehicle and then complete the level.

WWF Raw Xbox

Unlock Hidden Characters

- Vince McMahon - Win the WWF Championship
- Stephanie McMahon-Helmsley - Win the WWF Women's Title
- Shane McMahon - Win the Hardcore Title
- Fred Durst - Win every title in the game (WWF Champ, Intercontinental, European, Hardcore, Lightheavyweight, Women's)

Unlocking Weapons

- To unlock weapons change the rules to hardcore and keep smashing the boxes to unlock weapons. If it said new on the small picture, you just unlocked a new weapon.

Tekken Advance GBA

All Modes

- Hold A + B and press L, R(2), L(2), Up(2), R at the main menu. Note: You may need to repeat this two or three times before it activates.

Fight as Heihachi

- Successfully complete the game with all nine characters.

Alternate costumes

- Press L, R, or Start at the character selection screen.

If you would like to submit your favorite codes or some other great tips email them to us at tips@foulmag.com.

STARFOX ADVENTURES

GAMECUBE

GENRE: Action
DEVELOPER: Rare
PUBLISHER: Nintendo
RELEASE DATE: September 2002

Star Fox Adventures has been on Nintendo-loving gamers' wish-lists for a long time. The game was originally supposed to appear on the N64 and have nothing to do with the space-dog. But now it's got the GameCube powering its engine and an anthropormorphic fox in the driver's seat. Of course, it is from Rare and, for many, that is enough.

Remnants remain of the N64 code — the game doesn't quite look as slick as other GC releases — but Rare has always been able to bank on their stellar gameplay. Adventures looks like another title to add to the company's dynasty. The story involves Fox landing on a dinosaur planet and helping out friendly four-legged dino-buddies while fighting evil, two-legged dino-baddies. Along the way, there will undoubtedly be clever puzzles, prehistoric teamwork and maybe even some Star Fox dogfights.

That teamwork will factor in heavily as you direct your dinosaur peers to attack, protect and even dig to help you in your quest to rescue a pterodactyl princess. You will be able to take control of Fox, a triceratops and some sort of cat-thing that follows Fox around. Some of the old-school SNES and N64 friends will watch Fox's back on his journey again, but they will not be available as playable characters.

TOXIC GRIND

XBOX

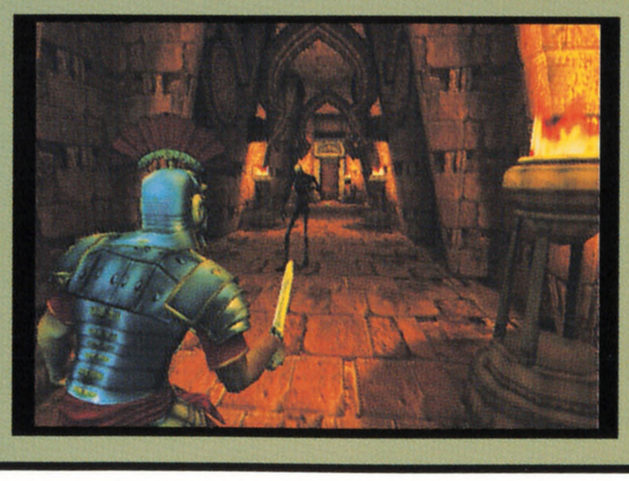
GENRE: Sports
DEVELOPER: THQ
PUBLISHER: THQ
RELEASE DATE: June 2002

If you like your Tony Hawk and your Dave Mirra but want a little more story, THQ's Toxic Grind may be right up your alley. For reasons as yet unclear, BMX prodigy Jayson Hayes has been injected with poison and forced to ride his little bike through Roman coliseums, across the decks of battleships and around haunted houses. Graphic novel-style cut scenes ala Max Payne will hopefully explain who would poison action-sports stars, make them do tricks in fantasy-land locales and consider the whole thing a cracker-jack master-plan but don't hold your breath.

Of course, if anybody can take a crazy BMX idea and run with it, it's THQ. Nobody needs to be reminded about their expertise in making this kind of game. If the "story" and linear gameplay matches up to the rest of the grind-and-jump-off-everything that previous titles have excelled at, the company may breathe fresh life into slightly stale genre.

Now that THQ has freed itself from the restrictions of reality, they can let Hayes perform feats of daring-do while a destroyer's 20-inch guns fire in the background or lighting arcs from the eaves of an Adam's Family-esque mansion to a half-pipe in the backyard. The resulting wackiness in level design may set Toxic Grind apart from the other XXX-Treme-Razor-Scooter-Deathmatch games that are currently stinking up the shelves.

ETERNAL DARKNESS



GAMECUBE

GENRE: Survival/Horror
DEVELOPER: Silicon Knights
PUBLISHER: Nintendo
RELEASE DATE: June 2002

Eternal Darkness is a title that has meant different things over the past couple years. In its first incarnation, the game was going to be a N64 third-person adventure spanning hundreds of years and allowing the player to control a number of heroes from medieval times to present day fighting aliens through history. It has since become a GameCube title and lost the aliens but it still spans three separate eras in the history of a haunted house/crypt.

The first section plays as a sword and shield soldier, the second as a classic, spell-throwing wizard and the third as a present-day, gun-toting woman. The game will also feature a sanity meter, something first proposed for the upcoming *Call of Cthulu* for PC. Your sanity will degrade as you travel through the mansion or tomb and eventually you will start having delusions and hearing voices. The atmosphere of the game and survival/horror plot twist should make this game a decent addition to *Resident Evil* as part of the thriller library on the GameCube.

BUFFY THE VAMPIRE SLAYER

XBOX

GENRE: Action
DEVELOPER: The Collective
PUBLISHER: Electronic Arts
RELEASE DATE: May 2002

Buffy fanatics will get carpal-tunnel while they force a virtual version of Sarah Michel Geller through endless high-kicks in the hopes of a pixilated panty-shot. Sorry guys, in all the screenshots so far, Buffy's sporting slacks. I know, it's sad but there's still time for Fox to put in a mini-skirt. Write your Congressman now!

Moving beyond soft-core thrills for a second, the actual game looks like it will rock. I don't even like Buffy but the thought of driving a pool cue through the skull of an undead minion is almost too cool for my mind to take. Buffy will stab her way through numerous monsters and creepy locales ripped from the show and interact with other characters. So if that lesbian girl Willow is the one that does it for you, call Fox and have them put in a code that will make her suck face with Geller. They won't laugh at you, promise.

So far, the graphics seem to be very strong and the gameplay sounds like it will be a fast-paced, zombie-kicking good time, with a variety of weapons and strategic fisticuffs. If you've never watched Buffy and want to start watching shows now to bone up on plot, don't. Word on the street reports that Buffy has sucked hard ever since it jumped to UPN. So keep your TV tuned to "Blind Date" and you'll just have to pick up the story from the manual.

STUNTMAN

PS2 PlayStation 2

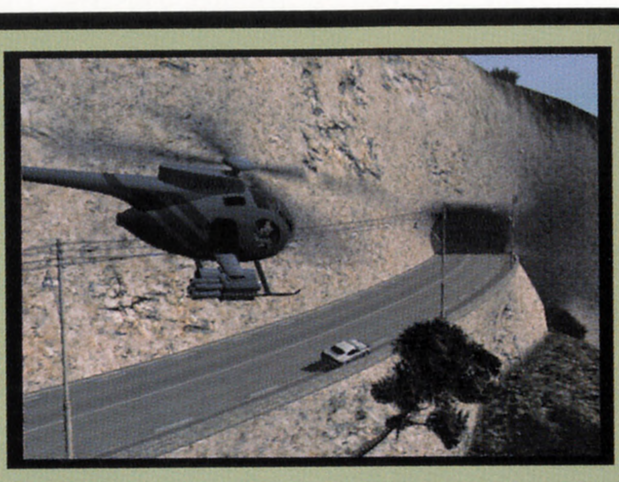
GENRE: Driving
DEVELOPER: Reflections
PUBLISHER: Infogames
RELEASE DATE: June 2002

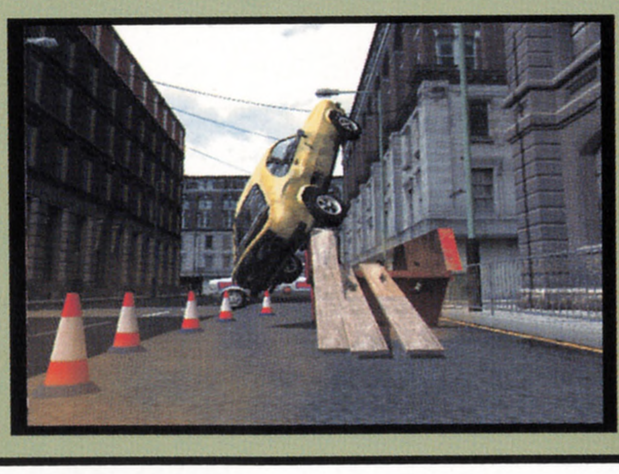
Stuntman for the PS2 may shape up into an innovative driving simulator and no, by innovative I don't mean "cars with guns." The game puts you in the shoes of a stuntman, of course, doing tricks on film for different directors of a number of films. The premise allows the developer, Reflections, to mash a number of games into one as you will pilot vehicles through political conspiracies, action films and Indiana Jones-style adventures.

To complete a job in career mode, you have to perform all of the stunts the particular director needs. Once successful, you will have a chance to watch a trailer of the movie you helped create, complete with your stunt scenes — a new twist on the traditional replay mode. Screenshots depict pick-ups, muscle cars and even a motorized rickshaw (jumping over a helicopter, no less).

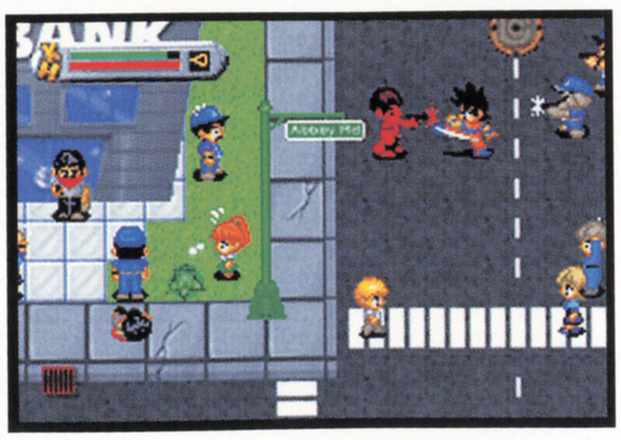
The replay value should be high because after you finish a "film," you unlock a stunt arena where a particular trick can be tried over and over, just smashing cars together in mid-air or jumping for distance. If the physics engine turns out decent, you may just sit there and giggle while you destroy your car over and over. Along with the arena mode, there will be a stunt editor, training tests to pass and a chance to run through previous levels to improve your score, unlocking more cars.

With the right controls, graphics and story, this could be one of those rare games that stand out in a genre. Plus, it'll satisfy your secret dream to be a stunt driver in a James Bond movie.





DRAGON BALL Z



GAME BOY ADVANCE

GENRE: RPG/Action
DEVELOPER: Webfoot Technologies
PUBLISHER: Infogrames
RELEASE DATE: May 2002

Even people who aren't raving "Dragon Ball Z" anime fans may want to try out this new GBA title. Rather than a fighter, Webfoot Technologies decided to make a RPG/action game with a God's-eye-view, ala Zelda. The opening movie itself is an impressive montage of different animation clips from the anime.

Once inside the game as the character Goku, the story involves his son Gohan being kidnapped and a lot of running around and fireballs are needed to get him back. With hands-off, non-linear gameplay, you wander around searching for the kid and completing side-quests. In addition to punching and flinging fire, Goku can fly around for a short period of time, adding some environmental puzzles to the game.

The graphics are the game's major selling point, as the big-headed, cartoony characters work well on the GBA. The maps you'll explore are nicely done as well and the bright color palette won't strain your eyes like Castlevania.

The storyline, characters and backgrounds are all consistent with the show (if Webfoot had strayed, you can be sure that insane DBZ fans would fire-bomb their HQ). As for the rest of us, we can marvel at the wonderfully rendered backgrounds and characters while we satisfy our Zelda nostalgia.

CONTINUATIONS

Resident Evil Biohazard

continued from page 19

hard for years on (yes, the game is much longer). Do yourself a favor and honor his request.

The minor gripe is the occasional tiny hiccup the game does sometimes between the quick cinematic scenes and gameplay. It's not a game killer but a few early dramatic moments were made slightly less dramatic, as the game stuttered for a fraction of a second between cuts. It may be because I have a modded system, but I'll see what other folks say. Finally, for the nitpickers out there: Yes, the game is slightly sacrilegious in its depiction of the events of the PS game. If you use that as the original benchmark to base your plot points on but it's kinda like when George Lucas cut in the scene of Greedo shooting first in Episode Six — it doesn't affect the whole picture much, and the new goodies more than make up for whatever you feel is "off." Deal with it, discuss, and move on.

As I said above, **this is now THE definitive version of *Biohazard/Resident Evil*** and hopefully Parts 2 and 3 won't be straight ports, as we've all heard. I'd personally wait for new, updated versions of these games — simply because of the above and beyond the call, bang-up job that's on show here. I'm keeping this, AND buying the U.S. version, just so I can compare the two, but I seriously doubt that Nintendo or Capcom will make any changes at all.

My final analysis is this: if you're a GameCube owner, and of age, **you NEED to play this game**, U.S. or import, period. If you're still undecided about the system, remember, this is only the beginning and Nintendo and Capcom are full of surprises for YOU, the fan of survival horror (sorry, I couldn't resist paraphrasing the "old" Barry Burton). If you're a hardcore *RE* fan thinking of buying an imported GameCube just for this game and you don't mind wading through a bit of text… Well, think of it this way: There are five other games in the series coming out ONLY for the system and you'll get to play them first, if that's your thing. As long as they're all this good, I'll be first in line until they stop making them. III

Shadowman 2

continued from page 25

cept art is probably smiling like a Cheshire Cat. The developers managed to make the character models and environments "feel" as if they're from a comic and some areas are really impressive when the camera is at the right angle. Maybe they left that feeling that you're controlling a camera in for a reason. Still, it's almost as if the literate writing style suffers for the graphics, like having a homeless beggar speaking fluent Latin.

The sequel definitely looks better than the first game in most areas — the environments are massive, and have a fair amount of detail in them. Some of the outdoor areas fare better than the indoor scenes, especially in terms of organic objects. The game has some **minor frame rate issues**, but overall, it's not bad. Musically, the score is just as good as the first game's and, with the exception of Nettie, the voices are as good as they were in the first installment. The visuals don't hold a candle to *Soul Reaver 2*, *Devil May Cry*, or *Silent Hill 2*, but what's here is nothing to sneeze at, once you get past the first few areas and see the big picture.

Despite its flaws, *Shadowman 2econd Coming* manages to stand tall, thanks more to its writing and overall atmosphere of dread, than its loose controls and occasional graphic goofiness. If you're looking for a game that'll take some degree of patience to complete (and one that rewards that patience with a decent payoff), make a 2econd coming of your own to your favorite game shop, and pick up a copy. III

FOUL news

Taliban Ass-Kicking Comes To Your PC

If you're still fuming about 9/11 (like who isn't?) and missed your chance to smoke some Al-Quaida troops (they didn't even put up a real fight), then NovaLogic must have your number. The developer let it slide that they've been working on a special, stand-alone mission pack for the Delta-Force PC first-person-shooter series. Called Delta-Force: Task Force Dagger, the game will take place in Afghanistan during real-life Operation: Enduring Freedom.

Task Force Dagger allegedly pits international Special Forces troops against terrorist cells in ripped-from-the-headlines locals — like cave-clearing in Tora Bora and house-to-house fighting in Kandahar. The game will have updated weapons and characters in addition to the new missions.

More Movie-to-Game/Game-to-Movie Ports: Alice, Max Payne and The Sum of All Fears

Hollywood just can't stop adapting video-games to film — but maybe they should. Milla Jovovich has been hinting that she may take a part in the new movie based on American McGee's Alice. (Presumably as Alice.) Jovovich recently starred in the astronomically mediocre Resident Evil movie. As of this writing, there's no word as to whether she'll spend most of her screen time drop-kicking Dobermans in slow-mo. Also, the creator of the bad-cop drama, "The Shield," will be adapting Max Payne for the big-screen.

From the Opposite News desk here at Foul: The new Tom Clancy film "The Sum of All Fears" will be adapted to the PC and console. You may know the developer, Red Storm Entertainment, from such games as Rainbow Six and Ghost Recon. Like those games, The Sum of All Fears will be a tactical team-based shooter.

Sega On Your Cell

Sega recently started a new spin-off, Sega Mobile, where games like Monkey Ball will be made for PDAs, cell-phones and other wireless devices. While Sega has been doing this for years in Japan, this will be its first step into the U.S. wireless market. Expect games debuting sometime this summer.

U.S. developer, THQ has also announced a new wireless division, THQ Wireless, which is currently working on bringing Red Faction and some variant of Tetris to your Nokia. Games will be available this fall.

Sega Settles With Nike Over TV Ad

In other Sega news, the game company agreed to settle with Nike after the shoe maker sued Sega over a TV ad for NBA 2K2, claiming it was a rip-off of a 1996 Nike ad called "Frozen Moment." Nike's ad had Jordan going for a dunk in slow-mo and the company alleged Sega used the same concept with only minor changes.

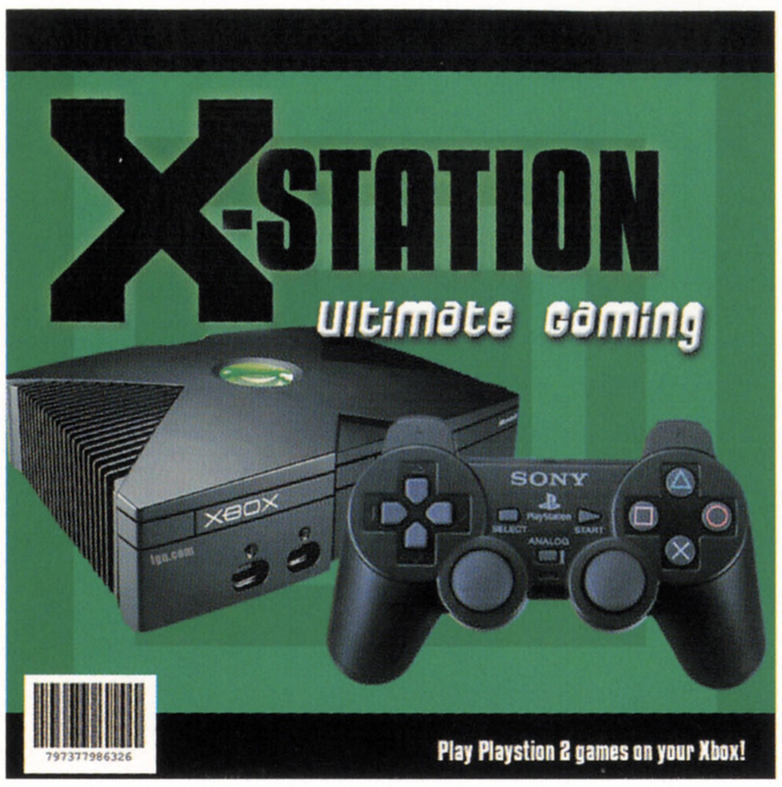
Sega agreed to pay for Nike's legal fees and donate $100,000 to the Boy's & Girls Club charity, in addition to issuing a written apology to Nike from both Sega and the agency that created the offending ad.

Wrestling Star/Governor Ventura To Release Video Game

The New York Times has reported that Minnesota Governor Jessie Ventura has his re-election campaign staff working on a video game. The game is expected to be downloadable and staffers will be handing out copies during the campaign. If the game is released — which isn't for certain due to Minnesota laws restricting gifts to voters — it would be one of, if not the, first video game to be used in political campaign. Ventura's campaign previously made about $35,000 selling 'The Body' in the form of bobble-head dolls.

X-Station

Ever since Bleem was able to make your Dreamcast play Playstation games, you had to wonder what other emulators could be made. It would be nice not have to buy multiple systems. You can already run DVD's on most gaming platforms. With this in mind a new company called Disis Alye Software has reverse-engineered the Playstation 2 against their lawyers' advice and created a **PS2 emulator for the Xbox.** At first I was very skeptical, since the Bleem games were not that great and had many technical problems. Sony sued the hell out of Bleem and eventually they went out of business. The weird thing is; I think Sony helped DAS make the emulator to begin with. Why you ask? Well, the answer is simple. It costs Sony a lot of money to produce the PS2 and it's considered a "loss leader." Sony can't cut a deal with Microsoft to make games on the Xbox, so this is the next best thing.



DAS flew me out to their New Orleans HQ to beta-test the new product. I was stunned to see how well it worked. You pop in the X-Station CD and you are then prompted to change to whatever PS2 game you want. All PS2 games work to perfection and while none of the games are enhanced for Xbox capabilities, it is none the less very quick and cool. You also do not need a memory card as the X-Station takes a few megs off the hard drive for its own use. **No more memory cards!** The first game I tried was Gran Turismo 3 in Hi-Res Mode and it was brilliant. The Xbox supports HDTV and it allows all PS2 games to be converted to a higher resolution. They did not have any VGA compatibility at test time but said there was a small chance that they could offer this in final release. Sound was perfect to my ears with the 5:1 surround-sound on full blast.

The question remains whether Microsoft will sue DAS. Because the company is so new, that coverage is slim and we were one of the first to get to the story. I assume that by the time you read this the whole industry will be in an uproar. Microsoft will sue DAS and DAS will be sued by Sony and Sony will sue Microsoft. Who knows how the justice department will look at this? New legislation banning reverse-engineering was passed in the last couple years, but the laws haven't been tested vigorously by the courts. One can only hope that, if the X-Station does get banned like Napster and Bleem, the source code will "leak" onto the net for everyone to download. Imagine that. |||

CONTINUATIONS

Eve of Extinction continued from page 23

they did for Squaresoft. These games had many of the same elements found in *EOE*, but were a lot more fun to play overall.

The voice acting is pretty good, although I grew to hate Josh's trademark "Gimme A Break!" whenever he got hit upside the head in the cutscenes, and **the music and sound effects are sort of blah**. Nothing jumps out as offensive or annoying though — just like some of the blander environments, they're part of the game. Good players will find the bonus games hidden in secret areas in the early levels, but I sort of wish that there was a two-player mode added somewhere along the line to extend the game's value. *Eve of Extinction* ends up being too short in the end, and replaying it more than once for most gamers will probably take a more superhuman effort than even the Wisdom Corporation could come up with. Hopefully, the third time will be the charm for any future Yuke's/Eidos get-togethers, and personally, I'm looking forward to whatever they come up with next. |||

Pirates continued from page 24

which include **knocking over forts, finding keys and defeating 6 foot crab bosses.** You know, typical pirate shit. One nice aspect of the game is that you are given a good amount of freedom to do what you like, which is to say the levels do not revolve around the missions. You just do what you like and along the way complete a task and then a new one will open up for you to complete whenever you feel like it. This is realistic because, as you know, a pirate cannot be tied down. Free like the wind, them pirates are. Yarrr!

After a good few hours of hacking, slashing and sailing **you may get tired of this game.** That is because you are a lily-livered, scum-sucker and have no appreciation for the pirate-wench lifestyle. And while the game may not provide constant edge-of-you-seat excitement, it does posses enough growth to keep it from getting stale. Upgrades to the ship, Katrina and her weapons are frequent enough to keep you playing, and the levels are varied so you never have to stare at the same plush green islands for very long.

Black Kat makes no bones about the fact that it portrays a stereotypical pirate atmosphere. I must say that **the cinemas are laughable** and are taken right out of the Disney "Pirates of the Caribbean" ride complete with roaring fire tales and peg-legs. You can almost hear someone singing, "Yo-Ho-Yo-Ho, A pirate's life for me." (Oh yeah, that's me singing) But what else would you want from a pirate game, a case of scurvy? Actually the only thing that I wish there was more of in the game was more pirates. Katrina rides solo the entire time; I was hoping to get to play as a different character or at least have a crew for me boat.

Since the niche for pirate games seems to be a bit open since *Pirates Gold* for SNES, *Black Kat* (there were a couple of others but they sucked so bad they are not even worth mentioning) is a **welcome addition to the PS2 lineup.** Though the gameplay may be basic it did instill in me a feeling of being out on the open seas trying to make me fortune by finding buried treasure and chopping up scum-sucking varmints. And the hot-ass wench be nice to. Yarrr. |||

	Title	Date
GameBoy Advanced	Aegis: The Awakening	3rd Qtr. 2002
	Backyard Baseball	June-02
	Barbarians	September-02
	Boulder Dash EX	TBA
	Castlevania: White Night Concerto	TBA
	Colin McRae 2.0	June-02
	CT Special Forces	June-02
	Dragon Ball Z Collectible Card Game	June-02
	Driver 2	3rd Qtr. 2002
	Droopy's Tennis Open	3rd Qtr. 2002
	Medabots	3rd Qtr. 2002
	Monster Force	3rd Qtr. 2002
	Mortal Kombat: Deadly Alliance	3rd Qtr. 2002
	Nicktoons Racing	June-02
	Road Rash Jailbreak	3rd Qtr. 2002
	Robocop	June-02
	Robotech: The Macross Saga	September-02
	Street Fighter Alpha 3	3rd Qtr. 2002
	Stuart Little 2	July-02
	Ultimate Brain Games	July-02
	Wizardry Summoner	June-02
	World Tour Tennis	3rd Qtr. 2002
	ZooCube	TBA
GameCube	Aggressive Inline	August-02
	Batman: Dark Tomorrow	June-02
	BattleBots	TBA
	Crash Bandicoot: The Wrath of Cortex	2nd Qtr. 2002
	Dave Mirra Freestyle BMX 3	3rd Qtr. 2002
	Dragon's Lair 3D	3rd Qtr. 2002
	Eternal Darkness: Sanity's Requiem	June-02
	Evolution Worlds	2nd Qtr. 2002
	Race of Champions	2nd Qtr. 2002
	Sgt. Cruise	2nd Qtr. 2002
	Smuggler's Run 2: Hostile Territory	3rd Qtr. 2002
	Star Fox Adventures	September-02
	Super Mario Sunshine	August-02
	Top Gun Combat Zones	June-02

	Title	Date
GameCube	Sgt. Cruise	GBA
	Spider-Man: The Movie	April-02
	Star Fox Adventures	June-02
	Virtua Striker 2002	TBA
	Wrestlemania X8	June-02
PlayStation 2	.hack	TBA
	2002 FIFA World Cup	TBA
	Akira Psychoball	TBA
	Army Men: RTS	March-02
	Barbarians	TBA
	Battlebots	TBA
	Blood Omen 2	March-02
	Chris Edwards Aggressive Inline	May-02
	Commandos 2	May-02
	Downforce	June-02
	Duke Nukem Forever	TBA
	Evil Twin	TBA
	Freekstyle	May-02
	Galerians: Ash	TBA
	Gravity Games	May-02
	Hitman 2: Silent Assassin	2nd Qtr. 2002
	Legion: Legend of Excalibur	June-02
	Lethal Skies	2nd Qtr. 2002
	Lilo and Stitch	2nd Qtr. 2002
	Mad Maestro	2nd Qtr. 2002
	Medal of Honor Frontline	June-02
	Mike Tyson Heavyweight Boxing	TBA
	Mister Mosquito	2nd Qtr. 2002
	Need for Speed: Hot Pursuit 2	May-02
	Rayman Arena	May-02
	Red Card 20-03	March-02
	Return to Castle Wolfenstein	TBA
	Riding Spirits	2nd Qtr. 2002
	Scooby-Doo	June-02
	Shifters	March-02
	Smash Court Pro Tournament	2nd Qtr. 2002
	SOCOM: U.S. Navy Seals	June-02

Release Dates FOUL

	Title	Date
PS 2	Toxic Grind	June-02
	Turok Evolution	September-02
	Ultimate Fighting Championship: Throwdown	3rd Qtr. 2002
	WWF Wrestlemania X8	June-02
	X-Men: Next Dimension	September-02
X BOX	Aggressive Inline	August-02
	Armada 2: Star Command	July-02
	Bruce Lee: Quest of the Dragon	July-02
	Buffy the Vampire Slayer	June-02
	Conflict: Desert Storm	TBA
	Crazy Taxi 3: High Roller	July-02
	Dave Mirra Freestyle BMX 3	3rd Qtr. 2002
	Dead to Rights	July-02
	Gunmetal	TBA
	International Superstar Soccer 2	TBA
	Kelly Slater's Pro Surfer	July-02
	Mace Griffin Bounty Hunter	August-02
	NFL 2K3	August-02
	NFL Fever 2003	3rd Qtr. 2002
	Phantom Crash	TBA
	Pro Race Driver	August-02
	Race of Champions	TBA
	Return to Castle Wolfenstein	3rd Qtr. 2002
	Race of Champions	TBA
	Sega GT 2002	June-02
	Shayde: Monsters vs. Humans	June-02
	Splashdown	3rd Qtr. 2002
	Street Hoops	June-02
	Terminator: Dawn of Fate	August-02
	The House of the Dead 3	June-02
	The Matrix	TBA
	Total Immersion Racing	3rd Qtr. 2002
	Totaled!	TBA
	Toxic Grind	June-02
	Turok Evolution	September-02
	X-Men: Next Dimension	September-02
	Yager	TBA

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Lesson 04:
How to do a fill-in.

Do your first out-line in the color you want your fill-in to be.

Your first outline should be done quickly.

You will be able to clean it up with your second outline.

Start filling in your outline with the same cololr.

Make sure that you fill-in evenly in a side to side motion.

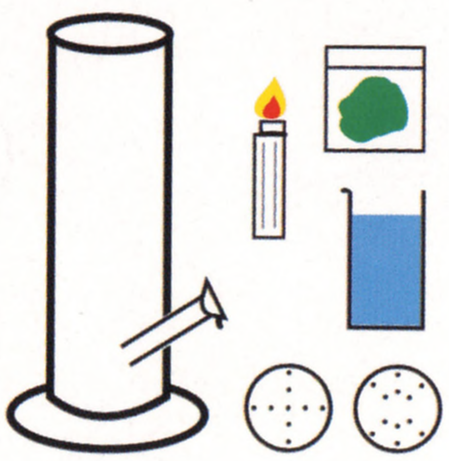
Once you have finished your fill-in, you'll have one solid shape. Now start your outline.

Outline in a color that compliments your fill-in. Black works well with most light colors.

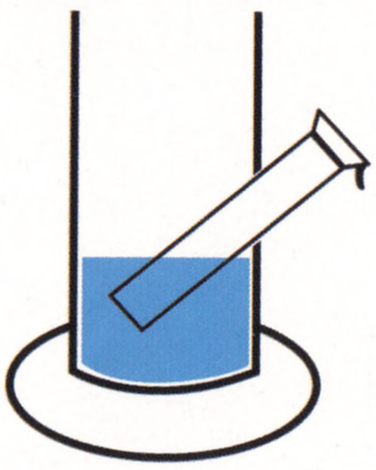
Add a drop shadow to make it pop. Use the same color as your outline.

Lesson 37:
How to do a proper bong hit

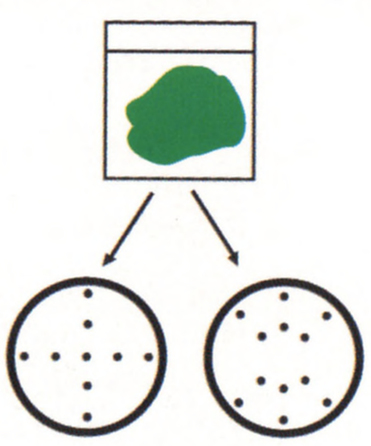
Things you will need:



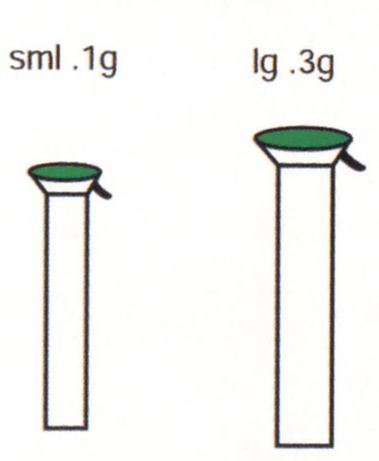
Pour proper amount of water, make sure female stem is submerged



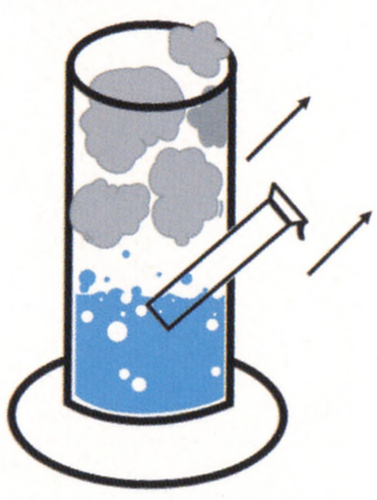
Place legal herbs in grinder, close and twist.



Pack contents of bowl accordingly.

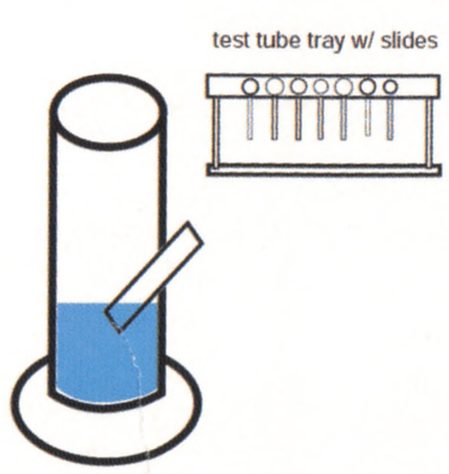


Inhale. When water begins to perculate add flame and light contents of bowl.



When chamber appears full remove the slide

Compleatly inhale contents of chamber and then quickly exhale.



Make sure there is no smoke in chamber, remove slide and repack.

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