

PlayStation2

NHL FaceOff 2001 989 Sports

The PlayStation2 was blessed right from the very start with some killer sports games - titles like *Madden 2001* and *SSX* both shot right to the top of the charts and set the standards for the system. And while most of the titles did manage to maintain the high quality, there were a few horrid games that seemed to slip through the cracks. 989 Sports was probably the most guilty party out there.

NHL FaceOff 2001 is 989 Sports' best attempt at a sports game for the PlayStation2 to date. Not that that's saying much considering some of the 'stiff' competition it's up against (like the atrocious *NFL GameDay 2001*), but it really isn't a bad game at all. The problem is the timing - it was released quite some time after EA Sports' *NHL 2001* and it is really rather hard to convince hockey fans to buy another game within a short period of time unless it offers a huge improvement. And *NHL FaceOff 2001* doesn't do that.

Sure it does look just fine (but what PlayStation2 game doesn't...) and it plays just fine but it doesn't have a single feature which makes it an essential buy. It's just another hockey game and that's about it. Not that there's anything wrong with that, but seeing they had a few more months to flesh things out, I expected something extra.

I still have the same complaint that I have always had with the *FaceOff* series - the control feels far too floaty, as if the players are skating a few inches above the ice instead of actually on it. Still, that's probably down to individual preference more than anything else and anyone who picks up this game won't be horribly disappointed. But the tip of the hat still goes to *NHL 2001* because of better animation, better control and just a better general feel. Still, maybe the future isn't as bleak for 989 Sports as we all thought a few months ago.



PlayStation2

Knockout Kings 2001 EA Sports

Most people have been suitably impressed with what EA Sports have done with the PlayStation2. They've yet to produce anything that could be described as mediocre, and most of their games have been nothing short of spectacular. And it doesn't look like that is changing with the latest installment of their boxing series, *Knockout Kings 2001*.

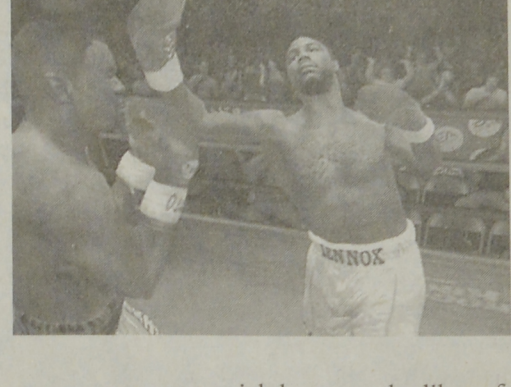
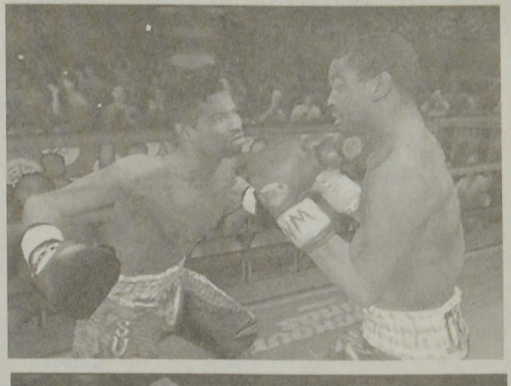
The more successful boxing games of late have tended to be of the silly, arcade style - ridiculous boxers throwing even more ridiculous punches in equally ridiculous combinations. And then there's *Knockout Kings*. It continues to follow the simulation route, with a few small concessions to make the game more attractive to those who don't have the patience required for something slower paced than *Ready 2 Rumble*.

The thing about *Knockout Kings* is that you won't have any success if you try to follow the button-mashing route that works so well in many other fighting games. If you don't learn to dodge incoming punches and conserve your energy for a few well-placed attacks, you won't get anywhere. Realism is the name of the game and that makes for a more unusual fighting game - you need more brains than brawn.

The roster of boxers is packed with all kinds of big names - you get to pick between the likes of Muhammad Ali, Lennox Lewis and Rocky Marciano which is kind of cool. The Fantasy Fights option lets you pit present fighters against the best champions from days gone by; this part of the game will keep you coming back for more if you are a big boxing fan. There are female boxers featured too - there aren't a whole bunch of them and you can't use them in Career Mode, but they are there. Call it progress, I suppose.

The graphics are really nice - *Knockout Kings 2001* has wonderfully realistic boxers which have been motion-captured to ensure smooth animation. The control is more complicated than you'd expect, but it does allow for more subtleties than other boxing games. And just to help speed up the learning curve, there are some easier ways to string together combos.

Knockout Kings 2001, like its predecessors, is an acquired taste. Don't pick it up if you are expecting fast-paced action because like boxing itself, it is a slow, methodical style which will really pay dividends. If you are a boxing fan, on the other hand, you won't find a more realistic game on the market.



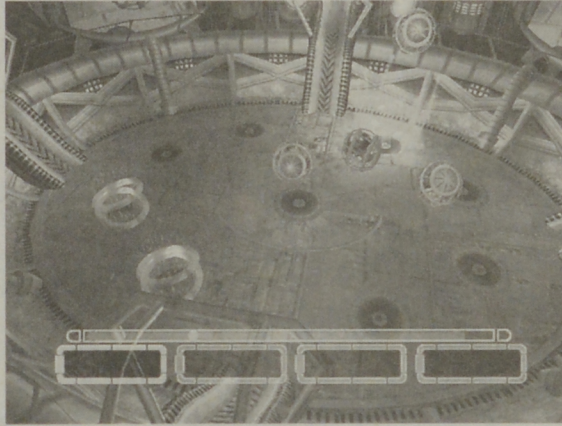
Some Xbox screenshots to get you salivating



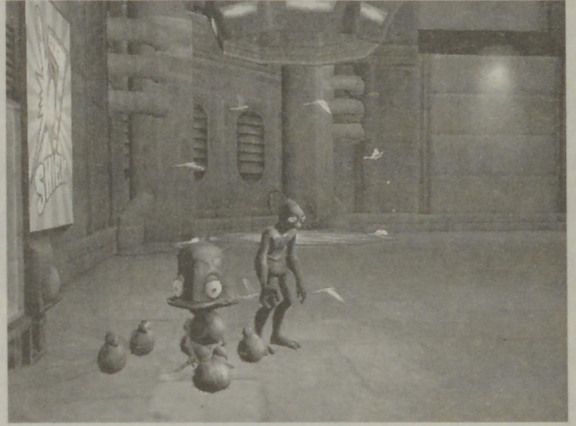
Halo



Shrek



Fuzion Frenzy



Oddworld: Munch's Oddysee

THE CELLAR

EST. 1994

Pub & Grill

Have you checked out our
new patio & BBQ Pit.
Now would be the time

Kitchen & BBQ Pit

Open daily

11:00a.m. - 8:00p.m.

Upcoming Bands

Thur Sept 20 Hayden
Fri Sept 21
Moses Mayes &
The Funk Family Orchestra
Sat Sept 22 Dalai Lamas

WHAT ARE YOUR REASONS FOR JOINING?

- * MEET THAT SOMEONE SPECIAL *
(OR NOT SO SPECIAL)
- * BOOST UP THAT RESUME *
- * THE BACHANALIAN BRUNS BASHES *
- * USE THAT TALENT
- ONLY YOUR MOTHER KNEW YOU HAD *
- * AN EXCUSE TO GET OFF OF THE COUCH AND PARTICIPATE *
- * ITS IN YOUR AGENDA TO TAKE OVER THE WORLD *

WHATEVER YOUR REASONS...

COME IN AND JOIN

the brunswickan

CREW!

FRIDAY 12:30 PM, SUB BLDG ROOM 35

Canada's Oldest Official Student Publication