

# HURRY UP AND DIE SO I CAN PLAY

 video  
game  
reviews

## Xbox

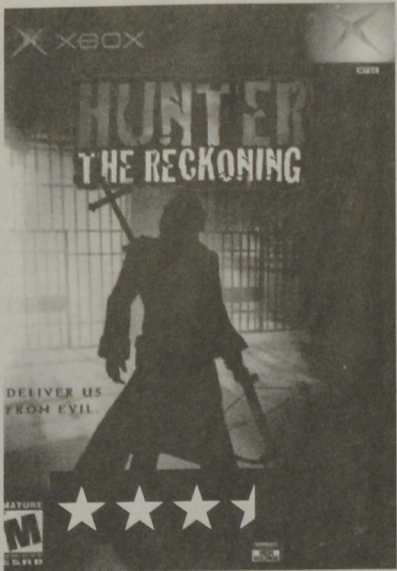
### Hunter: The Reckoning Interplay

These days, so much care and attention is put into making games look as good as they possibly can. The irony is while you are playing an action game like *Hunter: The Reckoning*, you don't really have much of a chance to enjoy the amazing graphics because you have to keep an eye on the swarms of enemies rather than the detailed backgrounds. Nevertheless, there's no denying this is a very good looking game indeed.

The gameplay is like a mix between *Smash TV* and *Gauntlet* - you get to kill just about everything that inhabits the screen, plus four players can take part in the carnage simultaneously. The focus is most definitely on the action though, with 20 different types of undead denizens to take care of, ranging from zombies to vampires, and they all need to be dispatched using one of the 20 weapons at your disposal.

The surprising thing about *Hunter* is that despite all the blood, gore and killing, you won't get very far in the game if you simply run around blasting everything that moves because you will leave yourself far too open to account. Instead, you have to use a certain amount of restraint to allow time to reload weapons and avoid hand-to-hand combat - where you usually take a sizeable amount of damage. That's why the multi-player game is so much fun - with three other people to watch your back, you can fly through the levels at a faster pace.

The only complaint about *Hunter* is that it is a little on the one-dimensional side - you run around and kill things and that's about it, as the inevitable blaster on your finger will remind you. Now, if that is what you are looking for in a game this will definitely fit the bill, but if you want more depth, *Hunter* might leave you feeling unfulfilled.



## GameCube

### Pac-Man Fever Namco

Ever since *Mario Party* was released in 1999, party games have become more and more popular. Mario and his friend got together to play some games and have some fun. They were soon followed by Crash Bandicoot in *Crash Bash*, and Rayman in *Rayman Arena*. Now it's Pac-Man's turn.

Though *Pac-Man Fever* may be inspired by *Mario Party*, there are some notable differences. The main game is still played on a board and every turn a mini-game is played. The difference however, is that the winner of the mini-games advances furthest on the board, which is great because your success isn't completely left up to the roll of a dice.

Each player's name is also recorded before the game. This is a nice touch, not only because you can avoid the confusion of who is in first but also because your name is entered into a high score table if you do well. Each player can even buy mini-games to be played outside the main game. The flaw in this system is that the games purchased by a player are only available to that player. This means you can share the mini-games you've bought with your friend, but if you're not around you're out of luck.

The cast of characters is small with six characters from various Namco games, including *Ridge Racer* and *Tekken Tag Tournament* - if you are fans of the games, there will be some familiar faces to choose from. The number of boards is quite small as well. As you play through these boards, it becomes obvious there aren't that many mini-games. (It's true there are over 30 mini-games, but most of these games are very similar.) On the plus side, the lack of mini-games makes it easier for new players to jump into the game.

You should definitely check out *Pac-Man Fever* if you are looking for a good time with some friends. Even the most inexperienced player can pick up a controller and have a good time. The game is fast, fun, and will keep you coming back for days.



## PlayStation2

### Star Wars Racer Revenge LucasArts

*Star Wars Racer Revenge* is the followup to the successful game that accompanied *Episode One*. Not much has changed really - you can choose from your favourite movie characters and a few new folks too, and then race in familiar settings. The racing itself is still vicious, with plenty of shortcuts to locate and exploit.

Players can race through the tournaments (which leads to the big championship) or have single sessions. Players win money by winning races or destroying the other podracers (Watto gives you money for each racer you crash, while he sells the scrap for profit). The money goes towards improving your podracer's acceleration, speed handling, repairs, and such.

This game is a big improvement over the forgettable first pod racing game released on the N64. The tracks are designed quite well and are different enough in each level monotony won't set in too soon. The two racers look neat too, including Ocho, a racer who must live completely submerged in water, so he pilots his racer in a glass sphere of water.

The announcer (Daz Garray) is perfectly voiced by Tom Kane (*The Powerpuff Girls* Professor Utonium), and it's good to know he's still providing voices for the other *Star Wars* games. There are also cool extras a player can win if you win enough races. This certainly isn't the best race of the year but it deserves special mention for being a darn fun *Star Wars* racing game.

The game is fun but it ends quickly - the fun factor can only last for so long before players will grow tired with it. It's not a problem with quality as such a lasting appeal. While the game is an improvement over the first one, I would have preferred they kept the ability to turn on your side to get through tight spots.

Overall, the future of *Star Wars* games looks rather bright and this game is a sign of good things to come. While it only appeals for a limited time, it is a lot of fun at first. It makes a good rental over the weekend for anyone who's in a *Star Wars* kind of mood. And while there are things that could be worked on and it could be longer, it still does a decent job.



#### Coming Soon:

Reviews of *Turok: Evolution*, *Enclave*, *Pinball Of The Dead*, *Prisoner Of War* and more...

- Justin McNeil

- Stefan Robak

## ANGLICAN CHAPLAINCY UNB and STU

SERVICE SCHEDULE  
EDWIN JACOB CHAPEL  
SIR HOWARD DOUGLAS HALL

Friday, October 4 - 12:30 p.m. - Holy Eucharist (BAS)  
All are welcome to join us for this weekly service of 25 minutes - a nice quiet time in the middle of a busy day in our beautiful little chapel.

Sunday, October 6 - 4:45 p.m. - Holy Eucharist (BCP)  
This service is designed to let you go to church if you have missed "Sunday morning church" - and give you time to attend church on Sunday afternoon - and then get to the dining hall or home in lots of time for supper!

All are welcome to attend these services - regardless of your denomination - or your degree of church involvement. Feel free to come, and invite your friends.

THE REV. WILFRED LANGMAID  
ANGLICAN CHAPLAIN, UNB AND STU,  
ALUMNI MEMORIAL BUILDING, ROOM 10, UNB  
506-453-5089  
langmaid@unb.ca



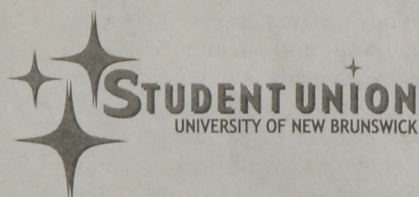
## Student Advocacy Centre

**Office Hours:** Mon/Wed/Fri 11:30-3:30pm  
Tuesday and Thursday 10-2pm  
**Phone Number:** 447-3068  
**Location:** SUB Room # 31  
(Across from the Brunswickan office)

The Advocacy Centre, run by UNB law students, will assist students with:

Landlord tenant issues,  
Small claims,  
Employment matters and  
Academic appeals.

In addition to the above, the Advocacy Centre will assist UNB students with any legal problem they might have. If the Advocacy Centre cannot assist or if the matter is too complex, Patterson Palmer, one of Atlantic Canada's largest and most experienced law firms, will provide special rates for students referred through the Advocacy Centre.



## Xbox

### Legends Of Wrestling Acclaim

At one time, *Test Drive* games were one of the top-selling driving titles on the market. Then something went horribly wrong and people stopped buying the series - the epitome of blandness - and for all essential purposes, the franchise died.

Sometimes miracles do happen and this latest incarnation of *Test Drive* has more than revitalized the series by making the game fun again. All the previous attempts to feature realistic simulations of how exotic cars drive have gone right out the window because this time around, the game focuses on arcade action with speed, jumps, and over-the-top crashes where your car, thankfully, never gets damaged.

The storyline is nothing more than filler between races and its kind of annoying - be prepared to fast-forward through it whenever the chance arises. Even worse though is the inane chatter of your opposition during the races but again, it can be ignored.

The races take place on street tracks in San Francisco, Tokyo, London, and Moscow, with multiple pathways and checkpoints along the way. Because there are other cars on the road, collisions are inevitable but the way the other cars bounce out of your way will come as a surprise. You can simply knock everyone else out of the way (apart from pursuing police cars) so there's not much point in them being there at all.

*Test Drive* is a fun little game for at least a while, and there are some nice little touches (such as being able to play *Pong* while the game loads) that make it worth a look. In the time it took to get the series back on track, however, there are so many new pretenders to the throne that it is no longer the best driving game around.



## Xbox

### Legends Of Wrestling Acclaim

These days, when it comes to wrestling games, it is just a two horse race. There is the THQ juggernaut which seems unstoppable despite the fact their last few efforts have been a little below par. There is also *Legends Of Wrestling*, the Acclaim title that brings together a roster of wrestlers from days gone by (such as Jimmy Snuka, George Steele and Don Muraco) and throws in a few more familiar names (like Hulk Hogan and Rob Van Dam) for good measure.

The main thing that puts the Xbox version of *Legends* above all the others is the way the grappling system allows you to manipulate your opponent. Instead of simply hooking up and then performing a move, you can push or pull him back into the corner or into the center of the ring, depending on whatever strategy demands.

The other features that made *Legends Of Wrestling* a breath of fresh air in the first place are still here - the styled graphics which made the game look more like a cartoon have been upgraded just a little, and up to four players can each take part with their own tag team partner. The control system suits the Xbox controller surprisingly well, and is still very easy to utilize the reversal system to keep the action moving at a hectic pace.

The choice of wrestling games might be limited but for sheer originality, *Legends Of Wrestling* deserves at least a look. It might lack some of the polish and modes some other titles have but it is a strong enough game that it could very well be the start of a very successful franchise.



## Hey! Starvin' Students of UNB!

Greco has the cure...



- Pizza
- Donairs
- Garlic Fingers
- Salads
- Wings
- More!



529 Dundonald Street • 452-0033

### Ask for the Starvin' Student Special!



Call the Pizzanumber®

310.30.30

\*Delivery charge may apply. Prices do not include tax. Trademark of Greco Food Systems Limited, used under license.