

VIRTUAL DOMAINS

Tony Hawk's Proskater 2
System: Playstation
Genre: Action
Developer: Neversoft

Overall, though, it is an excellent game, easily worth the money. (Grade: B+)

— Jason Bennyhoff

X-Men: Mutant Academy
System: Playstation
Genre: Fighting
Developer: Paradox Development

Hot off the tail of a hit summer movie comes X-Men: Mutant Academy from fighting-game genre newcomer Paradox Development. While the game developer is new, the rules for a good fighting game have been set in stone since the days of Street Fighter 2, and Mutant Academy sticks to the recipe well.

The game's graphics are great, featuring 3-D versions of everyone's favorite X-Men, such as Wolverine, Cyclops, Gambit and Storm. However, players should not be fooled by the 3-D appearance — the fighting is basically in 2-D format. The 3-D aspects of the game are well saved for performing the thoroughly impressive array of throws available with each character.

The game play is standard, but does feature an obscene amount of super moves, most of which require players to have mutant abilities of their own in order to master the game's. Another drawback can be seen in extremely long normal life meters and pesky mutant healing factor the characters possess. This all leads to extremely long and drawn-out games that go nowhere quick.

Mutant Academy does a good job of staying true to its comic book roots with character's costumes and powers, while still indulging X-Men movie fans with the patented black leather costumes as variants. Players can also use bad guy favorites Magneto, Sabretooth, Mystique and Toad after beating the game with various characters.

X-Men: Mutant Academy is not the greatest fighting game on the market, but it definitely has its entertaining features. Any true fan of the comic book should check this game out (even if only to see Hugh Jackman get the stuffing beat out of him by the "real" Wolverine). (Grade: B+)

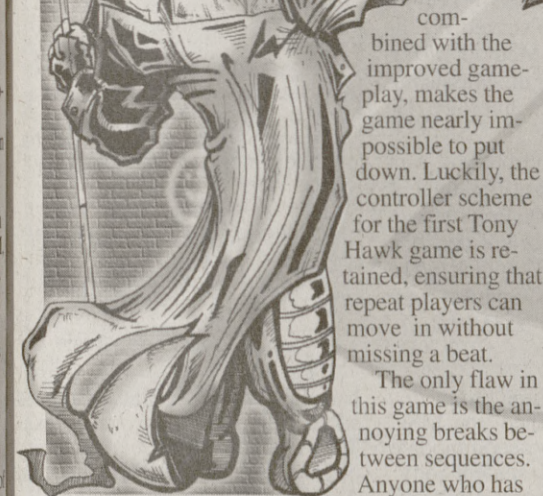
— Ruben DeLuna

The first Tony Hawk skating game defined the genre of extreme games, and its sequel lives up to the hype.

With excellent graphics, a fun soundtrack and addictive game play, this game should go down in the annals of computer game lore. Unlike most sequels, this game improves upon its predecessor — the levels are bigger and there are more characters and more tricks.

The producers have included an interesting feature that allows players to design their own skate park. This factor, when combined with the improved game-play, makes the game nearly impossible to put down. Luckily, the controller scheme for the first Tony Hawk game is retained, ensuring that repeat players can move in without missing a beat.

The only flaw in this game is the annoying breaks between sequences. Anyone who has ever played a Playstation game has encountered this problem, and it is just as irritating here due to a few unnecessary screens.



Playstation game has encountered this problem, and it is just as irritating here due to a few unnecessary screens.

A = instant classic B = a cut above C = average
D = don't buy it F = burn in effigy

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