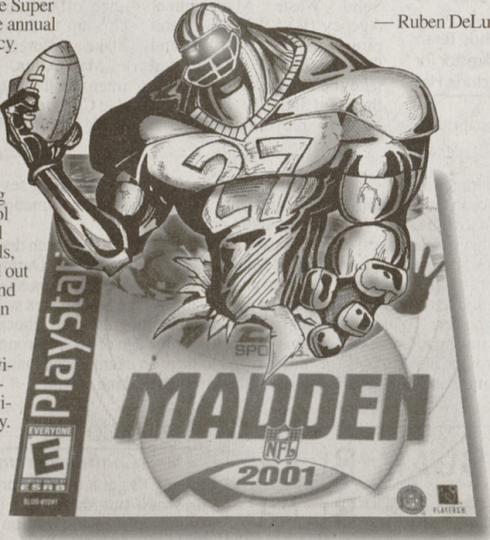


# VIRTUAL DOMAINS

**Madden NFL 2001**  
Genre: Sports  
System: Playstation  
Developer: Electronic Arts

fun for anyone to play. While still entertaining, this game is definitely more geared towards football aficionados who will most likely deem it the best thing since sliced bread. However, people who only watch the Super Bowl for the commercials may want to steer clear of this one. (Grade: B)

—Ruben DeLuna



John Madden football games have been a staple in the great history of virtual sports. Since the days of the Super Nintendo, avid players have looked forward to the annual release of the newest addition to the Madden legacy. Despite all that it has to live up to, EA Sport's Madden NFL 2001 should not disappoint fans. Madden has come a long way since the Super Nintendo, boasting bigger and better features and loads of options. What should appeal most to the standard football junkie is the amount of customization available in this game. Madden 2001 literally has more options than ever, allowing for custom teams, custom players and more control over characters, both on and off the field. Football strategists will be in heaven with the added controls, allowing them to fine tune their plays to be carried out exactly as imagined. Also, new practice features and two-minute drills have been added to the exhibition and season play to enhance the game's variety. The graphics and sound are impressive, both adding to a very effective and realistic football environment. The game play is fast, furious and noticeably smooth, and the menu screens are easy to navigate. Overall, the game is extremely player friendly. While the added features and customization of this game are probably its strong points, video game players who know little to nothing about football strategy may be overwhelmed by the array of options. For those players, Madden definitely has lost some of the simplicity that made it

**Silent Hill**  
Genre: Horror  
System: Playstation  
Developer: Konami

The angles also add to the annoyance with confusing, almost vertical shots of the player. Many of the game arenas are extremely dark, another factor added to enhance the player's fear. This game probably would be scary late at night with the lights off, but after 20 minutes the extraneous aspects of it simply become a nuisance.

On the other hand, the graphics are well done and the game play is sufficiently gory to attract fans of games like Resident Evil and Doom. The style is also true to the horror film genre complete with dark rooms, disembodied noises and candlelight. For hardcore horror-game fans, this game may be worth a look, but for everyone else it is not worth the plastic it is printed on. (Grade: D+)

—Jason Bennyhoff

Could this game be more annoying? The opening sequence of Silent Hill is one of the most obscure ever produced. The player starts in an empty parking lot with snow falling so heavily that the player cannot see where to go. This was obviously intended to add to the suspense of the game, but instead it seems slow. Immediately following the opening run around, there are several short movie scenes that flesh out the storyline behind the game. These are fine in moderation, but there are four within the first five minutes of the game; this is far too much.

**Syphon Filter 2**  
Genre: Action  
System: Playstation  
Developer: 989 Studios

and has cut scenes by the dozens. What happened to the days when video games were meant to fill the time between one's favorite television shows? Now it seems they are supposed to fill the time between freshman orientation and commencement. Still, this game is entertaining, with shoot 'em up scenes and plenty of bad guys to kill.

One of the best aspects of the game is that it has a two-player mode. For once, game lovers are not forced to be completely solitary when playing. This facet alone makes the game more entertaining than it would be for a single player.

—Jason Bennyhoff

The first Syphon Filter was one of the most popular games since Pac-Man, but the second installment in this series does not live up to the first. Syphon Filter 2 has fallen victim to some of the worst trends afflicting the video game industry today — too many cut scenes and too long a game. At least the menus are easy to maneuver through.

Syphon Filter 2 fills two discs

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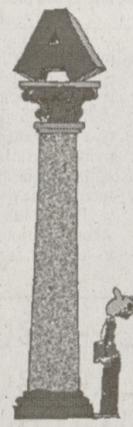
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