

## HALL CHANGES

DECEMBER 1ST

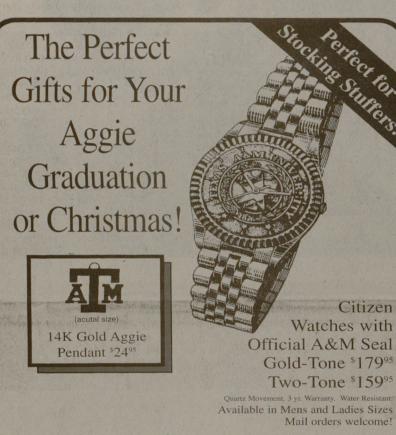
8:00 A.M.- 8:00 P.M.

AT

HTTP://RESLIFE.TAMU.EDU

YOU WILL BE NOTIFIED OF YOUR STATUS NO LATER THAN DECEMBER 8TH @ 5 P.M.

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BREITLING

Just when people thought they had seen the last of Japan's most popular animated export, Pokémon comes back full force with the newest video game release for the N64, Pokémon Puzzle League. After the disappointing Pokémon Stadium, many players may groan at the news of yet another Pikachu-infested game.

Fear not, however, because Pokémon Puzzle League resembles classic puzzle games like Tetris more than anything else. The actual Pokémon in this game are used merely as a theme and not much more.

The basic game in Puzzle League involves a series of different-colored falling blocks. Players must line three of the same color in a row. Once this is done, the blocks disappear and those stacked on top fall down. The twist is that the blocks are manipulated after they land, not while they fall, as in Tetris. The blocks are moved by switching a block with its neighbor.

The game is a little confusing at first, but players will soon be doing all kinds of combos once they get the hang of it. The competitive aspect emerges when more than three blocks of the same color are placed in a row, causing several rows of blocks to be placed on top of the rival's stack. The first player whose blocks reach the top of the screen loses.

There are several types of game play, such as a marathon mode, a time trial and a competitive twoplayer head-to-head mode. All have the Pokémon theme. However, the basic block game is the essence of Pokémon Puzzle League. This game is different enough from Tetris to be new and exciting, and yet it has the addictive qualities that makes puzzle games great. Pokémon Puzzle League should prove entertaining for both Pokémon fans and haters. (Grade: B+)

-Ruben DeLuna

*Ready to Rumble 2* is a game with a lot of potential, but its quirks quickly make it too much to deal with.

Players can choose from 20 fighters, including Shaquille O'Neal, though the reason for his inclusion is a mystery. The graphics are decent and the career mode is detailed enough to keep the most hard-core boxing fan interested.

Training sessions that allow the characters to bulk up take reality of this game to a level not seen in

ly, they can be turned off. That is where the game's significant positive aspects end.

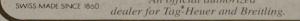
Game control can be sluggish and trouble with dodging and punching is extremely annoying. The computer-controlled characters can get fast enough that the user is forced to frantically hit but tons in order to have any chance of survival. Neither reality fans nor strategy-minded players will appreciate this.

comparable to those fighting games, that two players to battle of fighters or to got dividual tournament. game worth renting, owning. (Grade: C+)

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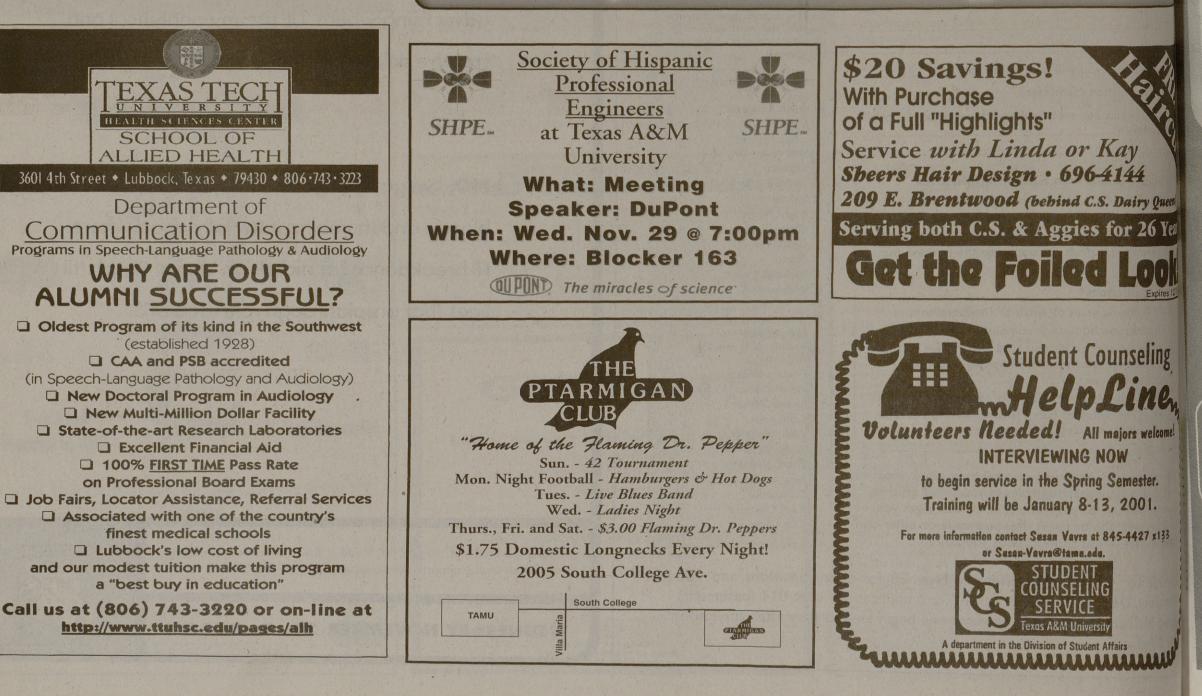


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HELLER

## D = don't buy it

## F = burn in effigy



 $A = instant classic \quad B = a cut above$