

REVIEWS YOU CAN TRUST

finding nemo → aliens vs. predator: extinction → eve online

FINDING NEMO
UNDER THE SEA

EVERYONE | XBOX [REVIEWED] | GC | PS2

➔ When you beat out *The Matrix Reloaded* for total box office receipts, you know you've got a hot property. Pixar's *Finding Nemo* proved to be quite the summertime delight for moviegoers, and its corresponding videogame cash-in is noticeably better than previous Disney film-to-game transfers. The visuals aren't as impressive as the movies, but the underwater aesthetic and various effects (currents, bubbles, steam) are pleasing to the eye. Gameplay consists mostly of basic sidescrolling and swim-through-hoops racing, but as with most Disney games, fans of the film will appreciate it more. **—Andrew Pfister**



PUB DISNEY INTERACTIVE
DEV TRAVELLERS TALES
REL AVAILABLE NOW
PRICE \$39.99
PLAYERS 1
ORIGIN U.K.

GMR 6¹⁰ NOT A FLOATER

BETTER THAN: DISNEY'S TARZAN
NOT AS GOOD AS: DONKEY KONG COUNTRY
WAIT FOR IT: THE INCREDIBLES (THE MOVIE)

ALIENS VS. PREDATOR
WE'RE ALL ALIENS...ON THE INSIDE

TEEN | XBOX [REVIEWED] | PS2

➔ The grass is greener on the other side, but getting there is a bitch. *Aliens Vs. Predator: Extinction* pits humans against aliens against predators—none of whom will be able to move from A to B without first detouring to C, D, and E—in a fine but flawed real-time strategy game based on two film universes.

Players pick a race in one of three multimission campaigns, and *Extinction* does a fine job of balancing its participants. Humans can access powerful weapons and upgrades to make up for their lack of physical strength, predators use cloaking technology to sneak up on foes, and aliens can kill and

impregnate different hosts to create all kinds of units. With the sides properly equalized, management of resources and strategy quite rightly dominates.

Extinction stumbles over some important ground, though, marring what would otherwise be an excellent title. Massed troops can be quickly selected and sent to specific destinations, but invariably, some units get split off from the group and wander aimlessly. Separated targets are easy pickings, and players are forced to frantically attempt to rejoin their forces while simultaneously cursing the poor pathfinding A.I. It's also hard to fathom why *Extinction* so gleefully embraces such RTS staples as fog of war; it might be applicable for the aliens, but surely both the high-technology-employing humans and predators can whip up radar and spy satellites. Uninspired level design rounds out the package, with the designers relying far too much on impassable mountain ranges and forcing players to find roundabout routes to their targets.

—Greg Orlando



PUB ELECTRONICS ARTS
DEV ZOND
REL AVAILABLE NOW
PRICE \$39.99
PLAYERS 1
ORIGIN U.K.

GMR 6¹⁰ TINY MEN

BETTER THAN: PREDATOR 2
WORSE THAN: ALIENS
WAIT FOR IT: STARCRAFT: GHOST

EVE ONLINE
OH, ADAM. WHEREFORE ART THOU?

TEEN | PC

➔ One of the few science-fiction MMORPGs in a market overly saturated with fairies and wizards, *Eve Online* promised a breath of fresh air but ends up being little more than an exercise in monotony. It is the epitome of wasted potential, with beautiful graphics, rich sounds, and some good ideas, all of which come to nothing due to unfocused gameplay, a poor interface, and its tedious nature.

Character generation is probably the most fun you'll have with *Eve*. There are many options available, including dozens of professions and 12 subraces. Your character's look is also highly customizable, endearing the game to you early on.

Unfortunately, the fun factor crashes down like an avalanche once you start playing. The tutorial is bad, the manual is nearly worthless, and the clunky interface requires too many clicks and drags to accomplish anything. And once you figure out how things work, you begin mining. You spend an eternity shooting at big rocks with mining lasers before you

can afford a decent ship or skill upgrade that allows you to survive encounters with anything tougher than training drones.

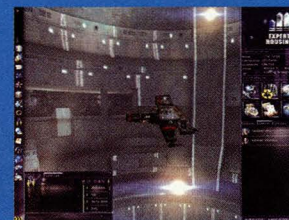
When you finally get into battles, you'll find that the generic click-and-watch combat wasn't worth the effort, and there's no sense of accomplishment or purpose in anything you do. *Eve* has some good ideas, such as player-formed corporations, skill training when you aren't logged on, dynamic economies, and a reputation and bounty system that regulates player killing. None of these makes up for its faults, but at least it doesn't have more elves.

—Di Luo

PUB SIMON & SCHUSTER
DEV CCP GAMES
REL AVAILABLE NOW
PRICE \$38.99
PLAYERS 1-LOTS OF PEOPLE
ORIGIN ICELAND

GMR 5¹⁰ DECOMPRESSION

BETTER THAN: EARTH AND BEYOND
NOT AS GOOD AS: MOST MMORPGs
WAIT FOR IT: ANARCHY ONLINE: SHADOWLANDS



XB

PC

PS2

GBA

GC