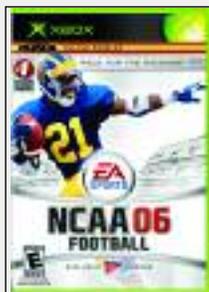


The Sore Thumb



NCAA Football 2006
Platforms: Xbox, PS2, GameCube, GBA
Publisher: EA
Developer: EA Tiburon

Thumbs: 4.5

Reviewed By: Kaustav Acharya

Call me lazy, call me a sloth, but whatever it is, pick this game up if you're a football fan. It was a pretty fun time watching grown men smack into each other without really having to do any of the work. You get to choose from a few different modes, but the new thing this year is the *Race for the Heisman*. When you first boot up the game it's mostly about creating the jock you want to work with to earn it. While you play seasons of football and score points which are pretty easily displayed in a pretty simple fashion of bar graphs, you build up stats to try and snag the votes of the Heisman voters. During this journey you'll have access to seeing your victorious games in the way of trophies. You get fan mail and you can even see a picture of your girlfriend on your dorm PC. And to add to the cliché, the more successful you become, your girlfriend becomes more and more attractive. Unsportsmanlike conduct indeed! 5 yard penalty!



For another aspect of the game, In-Season Recruiting, the developers decided to go and implement recruiting pipelines of a sort. If you've got a good number of players from one state, later on, should you decide to bring some on board your team, it'll be easier for you to do so. Advance in your school, and this pipeline supposedly increases, although I personally didn't really get far with it. You of course get to dish all this to the side and decide to just play with your favorite team (go USC! Ahem..) against another team of your choice. Game play was pretty fun. The learning takes a few but once you get right down to it, it's pretty fun! So go pick it up and enjoy playing coach making the poor fellahs run down the field because you can! Enjoy it 4.5 thumbs!



Batman Begins – Stealth 3
Platforms: Xbox, PS2, GameCube, GBA
Publisher: EA
Developer: Warner Bros. Interactive

Thumbs: 3.5

Reviewed by: Kaustav Acharya

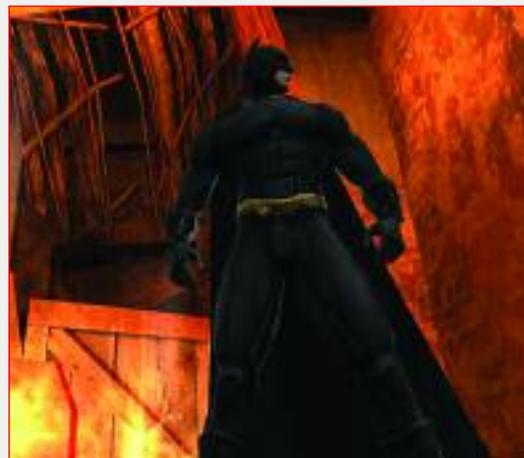
Okay I admit it: when I first held the game box I got very giddy, somewhat like a 5-year old kid screaming "Oooh, Mommy look! Batman!!!"

"I shall show them the meaning of fear...I shall show them MY nightmare"

Indeed probably one of the best lines in the game. Delivered forcefully by someone that sounds like he smokes 10 packs of Marlboro's a day, it sets the mood for the storyline.

As most know, Bruce Wayne's parents were murdered in front of him in Gotham City when he was young, leaving him an orphan. Can you say payback time? The main theme for this game is fear.

The game starts off in the Himalayas where you learn from a mentor figure the ancient art of Ninja. Your mentor, Ducard, puts you to the test at the end of the training session, and it is then and there that you (Bruce Wayne) decide to not join in the cult's thirst to basically 'cleanse the city of its impurities,'... Hmm someone else tried that in the 1940's and that didn't end up so well. You then shift gears to uncover parts of a plot to plague Gotham City with a hallucinogen that causes widespread panic. So there you are, back in Gotham, seeking enlightenment of your own while getting revenge for the death of your parents then shifting gears to the extra task of trying to find out who is causing this insane panic in the city. Now it's time to show the baddies why you're called the Dark Knight.



While we're on the topic of shifting gears, for you race fans out there, let me introduce you to the Batmobile. Take a tank, add a jet engine and Nitrous Oxide (N₂O) add lots of traffic for you to run over and you've got a Batman edition of the Burnout® series. Not as spectacular crash-wise, but definitely more fun. If stealth is not something you're good at, then you can always rely on this mobile to cheer you up as you wreak havoc on the streets of Gotham. It is rather disappointing though, that there are only two missions where you get to drive this machine.

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