



Sound is one of the best aspects of the game and voiceovers are no exception. While some games tried this (voiceovers) early on, upon arrival of the PS2 and failed, \*cough, cough, Final Fantasy X, cough, cough\*, this game is by far the most

impressive when it comes to voiceovers. The best in the game, in my opinion, is that of Liam Neeson's character, Ducard. "Oh indeed happiness!" The others are Christian Blane, the voice of Batman/Bruce Wayne (aka the Marlboro Guy), Katie Holmes voices for Rachel (oh yeahhhh, another damsel in distress), and Michael Caine for Alfred (gotta have the English humour every so often.) Nice touch bringing in the cast from the movie, as it's their voices you look for. It "sounds" like they finally got it right!

Graphics are quite astonishing. For those that have watched the film, it is clear that the production team at EA worked hand in hand with the directors to create a clone of the movie. While the game places you in control of Batman in the 3<sup>rd</sup> person, you get to see the city of Gotham well portrayed. It establishes a very cliché rotten at the bottom, and spectacular glamor at the top. The seaports are dark and misty, containers stained with dirty oil and city slime. The environments are rich with detail, and the lighting is such that it reminds you that you're supposed to be on the prowl. The music however creates a much defined feel of the imminent fear that is about be bestowed on your enemies, but ties in with the graphics hand-in-hand. Here's the part that is absolutely awesome: you hang from the top, drop down some kind of "fear" gadget and get to witness the thug's reaction first hand. It's definitely something I've never seen done before and I give EA Games a HUGE thumbs up for pulling this off. God knows how many programmers and animation gurus it took to mimic this human emotion. Another nice feature is that there are orchestral hits when you finish off an enemy, just as they would in a movie. Hadn't seen that done before, and was something fresh that caught my eye. Sound effects are spectacular and very clear. If you have a 5.1. you'll be able to witness some pretty awesome sound effects over the multi-channel audio, where you can pretty much hear the direction of your foe or the hum of the power generators.

When I first started playing, I admit there was some

major dying-action going on, and yes it was on my part as I couldn't really figure out what to do, but as the game progressed, I became proficient with the game



controls, mainly the camera. The one thing that was really annoying, was that Batman's armor didn't protect him from bullets. He might as well have been wearing a wet suit. Stealth is great, but please give a little more credit to his inventions, in this case, armor. All in all I'd say the game is sweet. While the story wasn't the strongest point of the game, it definitely had its moments. The game took me

about 7.5 hours total to beat. The game had very impressive qualities, but feel there was something missing about it. 3.5 thumbs up... errr bats.



**Destroy All Humans**  
**Platforms: Xbox, PS2,**  
**Publisher: THQ**  
**Developer: Pandemic Studios**

**Thumbs: 4.5** 👍👍👍👍👍

An original masterpiece. An instant classic. A game collection essential.

You must go buy this game, as it was not only hilariously scripted but a blast to play. You play an Alien name Cryptosporidium#\_\_ where the #\_\_ depends on how many times you've died and respawned. You've been sent to clear the way for an all out assault on mankind by the Furon invasion force. With an arsenal of weapons, innate mental powers, and one killer flying saucer, you're equipped to infiltrate and control the humans paving the way for their ultimate destruction.

The game begins in the 1960's, with lots of historical references to the period and plenty of actual b&w film clips of actual 60's alien movies. They did a great job of tying the game to the mindset of the era, including easily confusing the humans that the invasion is all part of a communist plot. While there are plenty of weapons to annihilate your enemies, it's the strategy, mind control, and chameleon powers to appear as a human, that additionally make the game fun.

The Telekinesis powers of the alien are amazing and the game developers did a brilliant job with the control capabilities as well as physics when cars, trucks, people, cows, etc are thrown. This is what a Jedi's telekinesis should be like. When you earn the highest upgrade level in this power he can even throw tanks. I can't say enough about this; it is simply the best implementation I've ever seen.

That said and without further ado, go buy this game. If it had multiplayer, I would have given it 5 out of 5, but I'm sure there is more coming from this new game franchise. Try the official website: [www.destroyallhumansgame.com](http://www.destroyallhumansgame.com) or the hilarious offshoot website [www.wearetheenemy.net](http://www.wearetheenemy.net) which has amazing Alien home videos.

