



**Battlefield 2: Modern Combat**  
**Publisher: EA**  
**Developer: Digital Illusions**  
**Platforms: Xbox, Xbox360, PS2**



Reviewed by Kaustav Acharya

FINALLY! A game where I don't have to leave the house and spend 4 bucks and wait in line behind a bunch of adolescents to play a military game! The game was pretty fun, had a fabulous soundtrack, and graphics you would expect from a ported version from the PC game.

The story is cliché, but I've always been a sucker for those. In a nutshell, unrest in Kazakhstan leads to an US-led United Nations peacekeeping team arriving at the site to enforce authority. The Chinese don't seem to like this show of force and send in their own force to for their own intentions. You switch back and forth between the two forces in the 20 mission campaigns. A cool little feature is that while you do this, you get a chance to kind of take a break and listen to what the media makes of both sides of the war. It's pretty interesting seeing that they both seem to contradict the other. Is this an underlying hint that no one tells the entire story during wartime? On a lighter note, the lady voicing the Chinese version of the newscast definitely tried a little TOO hard to sound the part. Think Trisha Takinawa from the *Family Guy* series. This, while kind



of irrelevant to the game, gave it just the right humorous edge needed to make up for the couple of negative aspects of the game.

The one downside that I personally experienced was the fact that while the learning curve was pretty average, the fact that enemies re-spawn on an area you just made secure makes the game a little frustrating. An example would be to go into let's say a building, take out a few sentries to your left, and then going to your right, only to find out that you're being shot at by baddies you just took down. Granted in multiplayer that's sort of expected, but in story mode, that's a no-go. I just got to the point of where I tossed the controller to the other side of the room. The vehicles in this game also are a little frustrating to deal with because the controls were a little weird. With that said however, the in-game swap feature with other members of the current task force instantaneously gives the feel of real speed and urgency to get your mission done. Good stuff.

So, bring on the baddies, bring on the weapons. This game will keep you up for a while, sweating as you get into the soundtrack, get sucked in by the cheesy reports that seem to contradict each other, and the fact that you always want to replay the mission to get better points. Definitely worth a buy and I give it a nice 4 out of 5 thumbs.



**FIFA Soccer 06**  
**Publisher: EA**  
**Developer: EA Canada**  
**Platforms: Xbox, Xbox360, PS2, GC, PC, GBA, DS, PSP, Mobile Phone**



Reviewed by Kaustav Acharya

Hands down the BEST soccer game I have EVER played! No question about it, this game has it all: Scottish commentators, phenomenal graphics, excellent attention to detail. I'll try not to sound biased, but in my opinion, this game has little, if anything wrong with it.

Once you've started the game up you'll have to choose your favorite league. Being a Ranger's fan myself, the Scottish Premier League sprung to mind and hence began my adventure into the soccer mania that is FIFA.

Best way to play the game solo is go into Manager Mode, which allows you control a team of your choice anywhere in the world assuming they're looking for a new manager. If, of course you want to manage a team that is already happy with one, there really is not much you can do about that at the moment. The next best thing to do is probably sign with their competition, or at least a team within the same league to ensure that your progress is noted by the team that you want to sign with. While in this mode, you'll have to play through a career of at least 15 years (virtual years),

and start off with choosing your eight staff members working under you: scout, negotiator, coaches who are aficionados in fitness, goalkeeping, strikers, midfielders, and defenders. Set up in scale of 1-10, each member of the staff can be upgraded so that their effectiveness with the team increases simply by putting more money into them. This, however, is pretty hard to come by, so you'll have to work for it. An easy way to do this is to sign a sponsorship deal and then charge the fans for coming to the game. Being that the fans expect results, make sure that you don't disappoint them, so attend practice sessions!

Game-play is very solid, and being an actual soccer player, it's nice to see that the ball moves as it should. When playing, the commentaries are very solid, almost exactly like you would expect when watching a match. Each line is delivered with virtually no pause. You almost can't tell it's a game except for the fact that you're actually controlling the characters. The graphics are mind-blowing: rain, sunshine, damp, foggy, etc. The game will go on, no matter what the weather. As it should! Stadiums are extremely well detailed and individual players are carefully drawn out to almost the finest facial hair. I was extremely impressed! Bravo EA on an excellent game, bravo!



**Ultimate Spider-Man**  
**Publisher: Activision**  
**Developer: Treyarch, Vicarious Visions, Beenox Studios**  
**Platforms: Xbox, PS2, GC, PC, GBA, DS, Mobile Phone**



Reviewed by Kaustav Acharya

From the get-go, the game just didn't seem to grab me right off the bat. I'm a big fan of the movies, but something about a cell-shaded game, just turned me off. I've played my share, but this one just wasn't doing it for me.

While some may argue that the comic-book aspect of the game is the most integral part of it, I personally found it annoying. This game focuses basically on the earlier years of the famous web-slinger, where Peter Parker and his best friend Eddie Brock stumble across a secret bioengineered suit. This suit is apparently the work of

both their deceased fathers. Of course, you know that Peter turns into Spidey, while Eddie turns into the ravaging monster known as Venom. The plot leaves little to be desired, and I got the feeling that they just tossed in other branded characters to make up for the lack thereof.

The game is very repetitive, the learning curve is not high, and it has pretty standard controls. The camera is the part that really gets annoying at times. The feeling I got was that you can't really angle it right in tight spaces, a common problem in games like this where 360-degree environments are the norm. I was rather disappointed. Seeing that they'd already brought out two games ahead of this one, I had hoped they would have fixed it by now. Aside from that, the constant racing from one side of New York to the other really got boring and annoying, as did the adolescent one liners delivered by the voiceovers.

Despite its faults, I think this game is good in the aspect of the action scenes. You get to change sides every so often, playing as the blood-thirsty Venom unleashing havoc on the city. The graphics are really impressive for what they are, but not being a fan of the whole cell-shading, I found that to be a turn off. Keep it as realistic as possible, and leave the cell-shading for the systems incapable of handling the graphical load. With all that said and from my perspective, the game had more lows than highs, but I would suggest it if you're looking for straight-out-the-comic-book action. If this is what you seek, then pick it up, otherwise rent it.