



### Marvel Nemesis: Rise of the Imperfects

**Publisher:** EA

**Developer:** Nihilistic Software/EA Canada

**Platforms:** Xbox, PS2, GC, DS, PSP



**Thumbs**

Reviewed by Orionx

Marvel fans rejoice! This sweet compilation of many of Marvel's brightest stars is pure comic enjoyment. You get to battle as each superhero utilizing their unique powers such as Spider-Man, Dare Devil, Wolverine, The Thing, Iron Man, Storm, Venom and many more. I think the best part of the game is clearly exploring and mastering

each superheroes abilities. Another great aspect of the game is the interactivity with the scene environments. The environment is your weapon. For example, use that spear the knight's suit of armor is holding, as a nice bat and when you're done with that, pick up the armor and throw it at your enemies. Or, better yet, if you play a strong character like The Thing or Iron Man you could employ the same strategy but tear off a light post as a bat and a car or tank for that "soft" pitch. The story line is ok, and some of the new "imperfects" are fairly cool. In the case of Wink; however, hot is a



more appropriate word. In order to guarantee its authenticity, EA brought in a team including Hollywood and comic book industry stars such as renowned illustrator Jae Lee (Spider-Man, Uncanny X-men, Captain America) and movie character designer Paul Catling (Spider-Man, The Punisher, Harry Potter and the Chamber of Secrets). Also EA's new Super Heroes will be unveiled in a Marvel six-issue miniseries titled, Marvel Nemesis: The Imperfects™ from May to October.

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You can choose single player story mode or multi-player including online multiplayer with Xbox Live or PS2. The PSP version also includes some exclusive levels and characters such as Captain America. I hope a future edition is in the works to bring the Captain to the console. All in all, this 3D fighter is a must for anyone who loves comic superheroes.



### NBA Live 2006

**Publisher:** EA

**Developer:** EA Canada

**Platforms:** Xbox, Xbox360, PS2, GC, PSP, PC



**Thumbs**

Reviewed by Kaustuv Acharya

All in all this was actually a pretty decent game. The biggest feature of the game, at least according to my opinion, was the freestyle superstar control capability. Basically, these athletes, already renowned for their superior physical capabilities, have the chance to bestow their talents on the court. This, as in the actual NBA,

sets them aside from the average players on the court, giving you the chance to make

the players shine. From playing the game, I figured you get your usual set of play-makers, scorers, defenders, power players, high jumpers, and precise shooters. The downside however, is that you can only control one superstar at a time. To make up for it, you can basically change the 'class' to something completely different should you choose to do so.

Game functions are familiar to the ones that have played the series before. The usual freestyle dribbling, dunk, shoot, etc, are all still there. Graphics were; however, a little disappointing, as it seems like the engine hasn't been remapped at all from the previous versions. On the PS2 version, players seem to be floating through the court (especially when the turbo button is engaged) rather than actually running. I suppose the Xbox and in particular Xbox360 version have taken care of this.

I had expected a little more, than what seemed to be basically the cleaned up version of NBA Street. As I said earlier, not too shabby at all, but the final word would probably be to rent it before going out and buying it unless you're a die hard Live fan.



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