



Legendary guitarist Carlos Santana performs 09 June 2000 during the "Rock in the park" festival in Nuremberg.



Review by Shampad Mutakabbir Rahmatullah

I heard a lot about this game in the Internet, and so I was very excited when I heard that it had been released.

STORYLINE

After the invasion was stopped by Dr. Hawkins (Yes, the hero was a janitor), in MDK, all was well until the aliens decided to conquer Planet Earth again (talk about stubbornness). So it's up to Kurt to stop the alien menace once again. Then some unexpected turns take place (I won't reveal it to you).

GAMEPLAY

The game play in MDK2 is absolutely EXCELLENT! You can even play with the six-legged-gun toting-cigar smoking robotic dog Max and the funny eccentric Man o' Science, Dr. Fluke Hawkins (ain't it great). The

game doesn't let you choose characters (tough luck), which is great for the story to flow well.

Each character offers a different style of game play, for instance, when playing with Kurt, you have to use stealth by using the sniper mode to take out enemies from a distance. Along the way, Kurt will find the cloaking device, the super chain gun, grenades, a black hole bomb and more.

Max on the other hand is not used to being subtle. This is the Gung-Ho style segment that people might find most enjoyable. With his six legs, Max can hold up to four weapons at a time, which can equal to some heavy firepower. Along the way, Max will find Uzis, shotguns and a handy jetpack to aid in his carnage. And remember, conserve fuel for the jetpack because if you're too high up and running out of fuel you might not survive the fall.

The good doctor, Dr. Hawkins, has the most unique portion. When playing as him the gamer must solve various in-level puzzles that require both the objects he finds and using the enemies to bypass certain situations. He must combine various items to make either deadly weapons such as the Atomic Toaster or the Leaf Blower; otherwise the items are used to make tools to help him get out of tricky situations. One particular moment is when the player must build a ladder from pipes and tape. When doing so he may find something to anchor it on to and proceed with the level.

The characters keep the story moving along nicely and make things interesting. While the major aspect of MDK2 is enjoyable there are still some small nagging faults. The controls are very touchy and the game is extremely difficult, which manages to only increase over time. Can this be enough to bring down what would appear to be a solid title?

ARTIFICIAL INTELLIGENCE

While MDK2 offers a large variety of enemies; they never seem to display a sense of individual thought. Aside from the bosses, there is little challenge brought about by the enemies. The average alien warrior tends to stand in the same area and fire. They rarely change their tactics or attempt to put up a serious challenge. While they do shoot when you are in sight, none would chase when you try to run away. There are times when the combination of the environment and the enemies can get a bit tense. These moments rely more on jumping from various platforms while dodging alien fire rather than a true fight. The few moments that display the alien's bloodlust comes when the bosses enter combat. This leaves the player looking

forward to the boss from the serious gunplay, while the foot soldiers serve as target practice.

LEVEL DESIGN

The levels are extremely well built and also very, very difficult. The levels themselves start off as corridors that eventually lead into huge rooms with luscious visuals or even into outside areas where players can stare out at the vast space. Within the corridors is where the game introduces the third-person shooting portion. When not in the corridors a player can find themselves anywhere from standing on a floating platform trying to snipe their way onto the next platform or walking outside a spaceship evading incoming fire. Later on you will even find yourself on Dr. Hawkins' ship, The Jim Dandy. These locations, along with the others, offer great anticipation to see what is next.

GRAPHICS

Without a doubt MDK2 is a gorgeous game. The surroundings, while dark, are also beautiful at the same time. Throughout the player is treated to spectacular light shows in the form of glowing balls, transparent walls, and enemy fire. When outside, the players get to see vast space with enemy aircraft whizzing by in semi-formations and spectacular structures. The levels themselves look fairly well, aside from the overkill of corridors, which look like filler portions. They are fairly dull and more of a nuisance than a necessity. MDK2 also has an overly dark tone to it, I know this is for atmosphere, but when it interferes with game play then there is a problem. There were various times when I fell off ledges thinking they continued but due to how dark it was I could not tell. Unfortunately, there is some slight slowdown when approaching doorways. This could be contributed to loading due to the fact that in large outside areas with many characters on screen nothing occurred.

The characters themselves are modeled well and are a delight to look at. The only qualm about them is the Doctor; his lab coat does not seem to flow very well and appears quite jagged. Kurt and Max, on the other hand, are smooth and interesting to view in action. The enemies also look unique but there could have been a more variety. Aside from the bosses a majority of the enemies look the same. Despite what is said the game uses shadows spectacularly to give the characters a real sense of dimension, and MDK2 has an overall polished look that is pleasing to the eye.

SYSTEM REQUIREMENTS

Minimum requirements-200 MHZ Pentium with 32 MB RAM, 250 MB free hard disk space (for full install), a 4x CD-ROM drive and hardware video acceleration.

Recommended requirements-500 MHZ

Pentium with 128 MB RAM, 250 MB free HD space, a 50x CD-ROM drive and video acceleration (Ge-Force 256 which I am the proud owner off).

OVERALL

MDK2 is, without a doubt, one of the best games I have played in a very long time. The levels, while lengthy, are implemented fairly well. MDK2's frustrating moments and slick controls can be handled smoothly; the overall package includes great graphics, unique characters, fantastic humor, and excellent game play...exactly what a winner needs.

GREEN DAY

Time of Your Life

G Csus2 D (x2)

G Csus2 D

Another turning point a fork stuck in the road

G Csus2 D

Time grabs you by the wrist, directs you where to go

Em(add7) D Csus2 G

So make the best of this test and don't ask why

Em(add7) D Csus2 G

It's not a question but a lesson learned in time

Em(add7) D Em(add7) G

It's something unpredictable, but in the end is right

Em(add7) D G Csus2 D G Csus2 D

I hope you have the time of your life

So take the photographs and still frames in your mind Hang it on a shelf in good health and good time

Tattoos and memories and asking on trial

For what it's worth it was worth all the while

It's something unpredictable, but in the end is right

I hope you have the time of your life

Interlude (intro, verse & chorus)

It's something unpredictable, but in the end is right

I hope you have the time of your life

It's something unpredictable, but in the end is right

I hope you have the time of your life

It's something unpredictable, but in the end is right

I hope you have the time of your life