



Looking for a video game as good as the movie from which it's spun? This isn't it.

Spider-Man 2

BITELESS VIDEO GAME

Among Spider-Man's powers is his extrasensory ability—a Spidey-sense that tells him when something bad is going to happen. For example, if Peter Parker (Spider-Man's true identity) were game-shopping and picked up a copy of Spider-Man 2, his Spidey-sense would tingle and he'd put the box back on the shelf. Whew—bad thing avoided.

When it comes to avoiding disappointing games, you're in luck, because your Spidey-sense comes in the form of this review.

This game has the same problems as most video games based on movies—they're frequently uninspired and run-of-the-mill. Spider-Man 2 is simply a cookie-cutter action-adventure game in which you run the gauntlet to get through a level, beating people up and achieving your goals until you get to the boss at the end of the level. Then there's a button-mashing rumble until you're successful, then it's on to the next level. And so on. And so on. And so yawn.

As in the movie, Doctor Octopus is a meanie with too many evil-minded appendages. You're Spider-Man and you have to stop him—eventually. Unlike Spidey in the movie, you don't spend time battling teenage angst, pining over the girl you can't bring yourself to love, nor do you temporarily give up the

superhero act. In fact, you're a superhero all the time, journeying through a series of levels where you battle other baddies: Mysterio, Puma, Rhino, plus your everyday thugs. Battling the baddies could've been fun, if it weren't for the simplistic nature of the fights.

The controls for the game are easy to learn—the mouse controls your point of view, while you use the keyboard buttons to go forward, go backward, jump, and strafe. You direct your action using the crosshair that sits in the middle of the screen. For example, if you want to do some web swinging, point the crosshair at the point where you want your web to go, and press the mouse button. When you want to bash a thug's head in, point at the guy with the crosshair, and press the mouse button.

When it's time to battle a boss, the action stops for a cut scene that introduces the boss. Then a minitutorial appears, telling you what moves you need to do to win—and thus removing any reason to continue the game.

Starting to get that tingly feeling? That's your sense of awareness about the Spider-Man 2 game. If you're a hardcore fan who has to have everything red and blue, get the game. If you demand a worthwhile gaming experience, this one'll disappoint you.—*Roman Loyola*

COMPANY: Aspyr

CONTACT: 512-708-8100, www.aspyr.com

PRICE: \$29.99

REQUIREMENTS: 700MHz G3; Mac OS 10.2.8 or later; 32MB ATI Radeon 7500, nVidia GeForce 2, or better; 1GB disk space



GOOD NEWS: Variety of baddies to beat up. Easy-to-learn controls.

BAD NEWS: Uninspired. Simplistic fighting.

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LOUSY