

PS2 RED FACTION II

Publisher: THQ

Players: 1-4

Release: Available Now

Genre: First-Person Shooter



If you were to strand me on a desert island and force me to choose between *Red Faction* and *Red Faction II* as the one game I could take with me, I'd have to pick the original. That's not to say that the sequel is a bad game—it isn't, by any means. It's just that I really enjoyed the slower, more

strategic pacing of the first game a lot more than the superfast, intense action of the sequel.

And "intense" really is the word to describe *Red Faction II*. There's so much going on around you—so much more than in the original—that it can get a little frustrating. And a few major flaws make things worse. The first is that it takes way too long to reload your weapons. Even the smaller, quicker weapons take forever to reload, and you end up dying a lot because of it. The other problem is

that your enemies take way too much damage before they finally go down. I understand that they're bioenhanced...but if the weapons my character carries are half as powerful as they look, these guys should be dropping like flies. Instead, they're dropping me. That's just not right.

The good thing is that the story and visuals help balance out the frustrating death issues. Some areas have beautiful graphics, and the story is nicely complex. The vehicles are fantastic, too—hopping into a mech and blowing up crap just made my day.

If you thought the original *Red Faction* was too slow (or too ugly), this game will probably be just what the doctor ordered. But if you liked the more serious, thoughtful pacing of the original, you might just want to stick with that and save *Red Faction II* for a rental.

—Joe Rybicki



PROS

- Great graphics, deep story, cool vehicles
- Pretty serious level of challenge

CONS

- Too darn hard, for all the wrong reasons

EXTRAS

- Substantial multiplayer mode could still use some work

B+

