

Sandra Knowles, *Founding Editor*

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HOLIDAY ISSUE



Sensational Gifts for horses and their owners!



TheB aroqueE questrian.com

Handhelds: \$99

Gameboy Advance SP -Jeff Lindsay

Staff Writer, Game Programmer



Right now, Nintendo owns the majority of the handheld game system market, and for a good reason. In fact, they always have, starting with the classic Gameboy released in 1988. Today, nothing can compete with what Gameboy has become, although Sony is planning to give it a shot. Sony, however, doesn't have 15 years of market experience.

Before the SP edition, the Gameboy Advance (GBA) was a giant leap for handhelds. It included a large color display, small size, more power than the classic Super Nintendo game console, and a multiplayer adapter to play with up to 4 other GBA owners. The game library available for the GBA is one of the largest for handheld gaming devices, and includes many revamped versions of classic Super Nintendo games. It seemed like the only disadvantage to the GBA was its un-backlit display, requiring you to buy bulky, battery intensive lights to shine on your screen to play anywhere without enough light.

With the GBA SP, Nintendo has added a backlight to the display, rechargeable batteries, and an even smaller folding design. The GBA SP is nearly perfect. The only disadvantages now are the lack of brightness/contrast controls and a standard headphone jack. Speaking of which, the sound quality is top notch for handheld standards, but for noisy environments, you may wish you had that headphone jack. An adapter is available though.



Weighing 5 oz and small enough to fit into your breast pocket, for \$99 this is arguably the best handheld gaming device on the market. However, if you own a regular GBA, it may not be worth the upgrade. All the GBA games work with the GBA SP and you can play multiplayer games with regular GBA units using the GBA SP, so you won't have to worry about any of that if you do decide to upgrade.
Colors: onyx, platinum, gold, flame, cobalt.



Digital Times
Readers:



Don't be
Fooled by this Ad!

T-MOBILE's failure to provide promised wireless service, lack of customer support and questionable billing practices make it a poor choice. **I recommend that you NOT do business with T-Mobile!**

-editor

**N-Gage Game Deck:
Nokia has a
HIT!**



Using a cellphone connection, two N-Gage owners can remotely play video games against each other. Nokia has announced a new promotion in an effort to make the N-Gage Game Deck more affordable for casual gamers. Now, consumers can pick three game titles to bundle with the N-Gage for **\$299** from GameStop.com. In addition, GameStop is offering an instant rebate of \$100, *making the package's total price \$199*. GameStop is also providing free shipping on all N-Gage products by using the coupon code: *ngage*.

<http://n-gageplanet.com/>

More On Pages 2 & 3:





How About a gift

of **RUSSIAN Chocolates?**

<http://www.korkunov.com/?show=products>

Cool! Nevada recently earned \$16,000 selling 25 items on eBay...

Unclaimed property sold on eBay surpassed Treasurer Brian Krolicki's expectations. **"It was an unqualified success...we will do it again with more items in December,"** Krolicki said.

By state law, the treasurer can sell items found in old bank safety deposit boxes whose owners have vanished for several years. Heirs to the owners of the property may collect the sales prices later. The biggest single item sold was an 1891 \$20 gold piece that went for \$6,100.00 -- approximately it's appraised value.

Video Game Review: Max Payne 2: The Fall of Max Payne

Or better yet, **"The Fall of Every Object That Isn't Bolted Down,"** as the Havok 2 physics engine is the real winner here. Nonetheless, the game has significant merits on its own, and is unquestionably an improvement over the original. Delivering in every way a fan of the original could have asked for, except multiplayer support and length, Max Payne 2 has upgraded bullet-time and brought about wild scenarios of frenzied massacre that Max could have only dreamed about years ago.

In the original Max Payne, the game was fairly easy to beat without making much use of bullet-time at all, it was just fun to look at. No longer is it so. Max Payne 2 throws our favorite detective into inhuman situations against enemies ready to splatter his blood from all directions, requiring the would-be hero to call on some special moves to survive, and the satisfaction one gains from living through these fire fights, even better scratchless, is tough to beat. Also quite satisfying are the camera effects of Max's reloading-while-spinning moves in the midst of the bullet rain.

All this death defying behavior would never be possible without the upgrades to bullet-time that Max Payne 2 received. No longer is bullet-time simply the slowing down of the action. No no no, bullet-time has become an artform. Not only does Max initially has more speed during this time while his soon-to-be pin-cushions are groggy, but with each enemy downed his bullet-time meter increases and he actually speeds up. With these new features, entire rooms full of baddies can be reduced to puree in the most cinematically thrilling manner possible, and you are in complete control of the action during every bullet-riddled step.

But, as I began, the most noticable element of this game is the Havok 2 engine. The heavily gratuitous use of falling objects is nearly comical. Everything in this game that isn't bolted down (and very little seems to be) flies about the room at the sight of a grenade. Walking along a balcony? You better believe you will knock down at least two or three buckets and/or boards. Shooting someone near a window seems to always result in a long slow motion fall for stories on end. The engine, however, isn't all just for effect, it has a strong part in the gameplay. As things are knocked about the room, cover quickly changes and Max is forced to locate new means of stopping bullets quickly. In some cases, a properly placed bullet can destroy an entire room full of enemies; in others, a stray might have the same effect, taking you along for the ride. Book cases may crush you, and cubicle walls may your only way to turn the tide.

All in all, the Havok 2 engine is the prize of Max Payne 2, and well worth the comical sequences for the strategies it provides. The enhanced bullet-time and the necessity for its use really make this game a thrilling sequel for any fans of the original.



NOW AVAILABLE FOR PC



Gameboard EGB-10 ... by Sony Ericsson

One of the limitations of playing games on a cellphone is maneuvering the tiny keypads. Sony Ericsson has solved that problem by creating a video game controller that their cellphone(s) snap into. Estimated price: \$50. Unfortunately, many of the companies most exciting products are not available in the Americas. Those that DO WORK are: TDMA (Time Division Multiple Access), a digital mobile phone network that operates in the US, GSM 1900, a digital network working on a frequency of 1900 MHz. It is used in the US and Canada and CDMA (Code Division Multiple Access), a digital mobile phone network that operates mainly in the US. For more information: <http://www.sonyericsson.com/spg.jsp?p>

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Digitally Cool

CNET's
Digital Living

Well, we started in 1994, but I must say, this new feature is an idea whose time has come! To read editor-in-chief Janice Chen's treatise on what CNET plans to offer, click [HERE](#).

Dell Cancels India
Contract in favor
of U.S. PC SupportUser Complaints Push
Dell to Return PC Support to U.S.

In response to complaints from corporate PC users about the quality of its telephone-based help, Dell is moving technical support operations for some of its product lines from a call center in India back to the U.S. This appears to be "on the heels" of the Indiana Department of Workforce Development's decision to cancel their \$15.2 million outsourcing contract with an Indian outsourcing firm, which planned to bring in programmers from India to help overhaul the agency's unemployment claims processing system. I applaud this decision to give U.S. workers some work in the U.S.!

Canada is one country that embraces U.S. workers, making it easy to relocate without setting the same kinds of visa restrictions that the U.S. applies to its immigrants.

Digital Times®
The online digital newsletterJeweled
HEADSET

These are fabulous, dah--ling....I saw them a year ago, at Comdex.



Colors:

- . lavender
- . light pink
- . hot pink
- . blue
- . red
- . silver

They are an exclusive rhinestone reproduction of Madonna's \$12,500 diamond headset. They fit: Nokia, Motorola, Audiovox, Samsung, Qualcomm and Kyocera Wireless Phones AND cordless phones, too! Get them [HERE](#).

<http://www.digitaltimes.com>

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The information contained in Digital Times is a combination of original editorial content and information pulled from wire services, research and various online

Disposable Cell Phone

Personally, I love this idea. T-Mobile has not delivered the wireless service promised, their rates were too expensive for something I

rarely use, and their contract penalizes the consumer who wishes to cancel, regardless of the reason. It comes with 60 minutes of prepaid calling time. When the minutes are used up, you can add more minutes, return the phone to Hop-on for a \$5 rebate certificate, or simply discard it.



Hop-On pioneered the disposable, prepaid wireless/cellular market with their CDMA phone-- developed by Qualcomm, CDMA is a digital, single mode cellular handset that operates in the 800 MHz frequency band.

Benefits:

- . Recyclable, disposable
- . One-touch emergency call button
- . No contracts
- . No roaming charges
- . No long distance fees
- . No activation fees
- . No credit checks

Motorola licensed Hop-On last summer, under essential cellular patents covering the GSM, GPRS and CDMA standards. Now there are prepaid(s) by Nokia, Virgin, Motorola, etc. At eBay, search for Cell Phones & Plans > pre-paid phones... <http://www.hop-on.com>