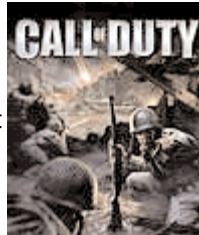


Sandra Knowles, *Founding Editor*

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Multi-Player Game- Call Of Duty

One of the things I like about LAN parties, where groups of gamers get together with their computers to play and socialize, is that when you're not playing a game, it can be a great game showcase. The last one I went to had a lot of games being played that I've seen and played to death, but a few of my friends were playing Infinity Ward's Call of Duty on the PC. Just watching the game, I knew it was full of action and suspense... it wasn't just another first-person shooter.



Reviewed!

WWII games are all over the place these days, but many of them just seem to be first-person shooters with the usual puzzles, corridors full of enemies, and pretty graphics. That's what I thought Call of Duty was going to be like, but I was quickly told, "No, in this game it actually feels like you're in the war!" If you're wondering how it's able to do this, I played the game asking myself the same question to find that not only is it a rock solid, well-rounded game, but also very well designed to feel incredibly epic and realistic.

You play through three campaigns, American, British, and Russian, as a grunt doing your role in war. The huge battles are where the game feels most epic, fighting together in a swarming army. You also play alone in some missions, but you still get countless moments of extreme thrill and action. Controlling tanks, shooting in car chases, taking out enemy planes, sneaking onto enemy ships-there's enough of these alone to make you want to play the game over again.

One thing about WWII games is that they all have their take at the classic WWII battles and scenes, just like many WWII movies. Call of Duty seems to have looked back and everything done so far and improved. One of my favorites is "Stalingrad," which is the first mission in the Russian campaign. Call of Duty is inches away from reaching movie quality suspense, like that of Enemy at the Gates.

Technologically, the game isn't pushing anything new, but the artists make the best use of this technology, putting life into your enemies and allies. The artificial intelligence [AI] isn't even that great, but this game shows that you don't need great AI to make a good game. They also did a great job with sound and even have voice acting from stars like Giovanni Ribisi and Jason Statham.

-by [Jeff Lindsay](#),
Digital Times® staff writer and
founder of Progrium Software.

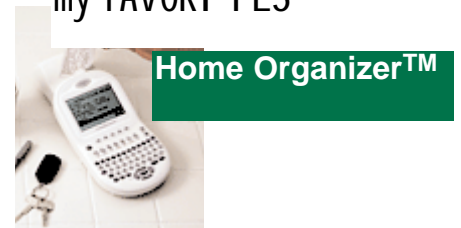
[Continued --Scroll Down](#)

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CES 2004, Las Vegas, NV

my FAVORI TES



We checked out the **International Consumer Electronics Show** in Las Vegas, Nevada again this year. It is my pleasure to inform you of some of the c-o-o-lest things there...like this product by Simplicity, Inc. featured on the **Online Organizing** website at: http://www.onlineorganizing.com/Product_Computerized_Home_Organizer.htm.

Easy-to-use, this PDA (personal digital assistant) is a useful addition to the household because it is designed for up to five multiple users, for keeping track of schedules, appointments, phone numbers, shopping and to-do lists. A master schedule can be updated by all users and conflicts can be quickly noted. This gizmo even includes 500 built-in recipes and doubles as a timer. You can print out your grocery or to-do list, also! \$129.95; 800-732-8091.

-editor

Multi-Player Game- Call of Duty

Continued...

The single player campaigns together add up to about 6-8 hours of gameplay, but like Max Payne 2 showed us, you don't need hours and hours to have an exceptionally enjoyable gaming experience. Unlike Max Payne 2, there is multiplayer, which is the usual cause for replayability. I haven't even tried multiplayer yet, but single player alone is enough for me to play the game once more.

The game is showing up for around \$50, which is the going price for most AAA game titles these days. I haven't even experienced all of the game, and I'm satisfied with my purchase!

-by [Jeff Lindsay](#),
Game Developer
Progrum Software

kiloWatt - - by Powergrid. "intensity gaming" for fitness fun! Is it a video game controller or a treadmill!

Making their debut at International CES 2004, Powergrid Fitness introduced a game controller that provides an *aggressive isometric workout*. The **kiloWatt** works by replacing thumb controls with a single shoulder height joystick. As users exert themselves, a microprocessor driven system of sensors detects the level of microscopic flex taking place in a special resistance rod. In short, the more flex, the harder the workout. Resistance levels can be changed according to personal preference.



Powergrid has coined the phrase "**intensity gaming**" to describe its take on making fitness fun to combat a growing obesity epidemic in the United States.

Muscles respond by being challenged by an immovable object in what is referred to as static contraction training, otherwise known as isometrics. The kiloWatt controller is available for PlayStation 2, Xbox, PSOne®, and Windows based PCs.

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

Digitally UnCool

Do you know what **SPIM** is? SPIM is instant-messaging spam annoying AOL Instant Messenger and MSN Messenger users with missives like, "buy our software and you won't get this any longer". It is presumed that marketers are turning to SPIM because email filtering and anti-spam software is making SPAM less effective. MSN is effectively battling this problem by not allowing messages from people who are not on a user's buddy list. Refrain from posting your IM handle on the Web or in public directories. -editor

In Our March Issue:



. Review of
KOTOR
(Star Wars)
Knights of the
Republic.

. SEO or Search Engine
Optimization, by Naseem Javed

. Digitally C-o-o-l Product,
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