

Sprite Fight 2002

Reviewed by: Brett Howard

There is no new story for the second Sprite Fight game. The original story consisted of a nuclear war that had just broken out. After the war strange effects occurs due to all of the left over radiation. The freaks in this game are direct results of that . An evil guy called Muhammad Jihaz (a playable character) wants to take control of Earth in its newly founded chaotic state. But, there are good guys who won't let him and this tournament is the only way to save the planet from his tyranny. Good luck!

Fast. Very fast. Sprite Fight 2002 is a clear step up from its predecessor . Although many features were kept the same in this new version, significant changes were made that make this game outstanding. First, the game has speed. Just like in the first one , and they both have tons of it. That's one of the features that makes this game unique when compared to other fighting games. The graphics are so fast that the untrained fighter sees only a blur of movement across the screen. Not only is this game fast, but the animation of the characters is smooth. I did not encounter any problems during combat except when I was trying to do the fatalities. Overall though the graphics and smooth game play make this game stand out from the crowd, and in a big way.

Although speed is a huge plus for the game , it was not with out problems. One thing I noticed was that you needed over six megs of RAM to even be able to play the game. While virtual memory (or RAM Doubler) will allow you to run the game, it takes quite a bit of time to load a round; in fact you'll probably think that you've encountered a screen freeze. However once loaded, the game runs flawlessly and smoothly with virtual memory on.

The backgrounds for the rounds are also well done. Overviews of different cities and Hell are some of the places you can choose to fight. The backgrounds are usually real pictures that provide some really cool places to fight. If you have ever played the first game you would know that the people who programmed this game are cool. They have a sense of humor that I can relate to. The aliens quote when you quit the original Sprite Fight was really fun even though it took forever. I also like the hidden menu. Despite it's rather uselessness, it is different, nobody else has done it, and that's very cool. I'm not going to tell you where it is, but it has several different sound options like "Blow your speakers!!!".

Scaled 50%

A wealth of characters and combat zones. Sprite Fight 2002 also users to create their own characters and combat zones, along with their accomanying quicktime movies. These characters are avabile on America Online and similar online services. Currently the number of avabile characters is around 50, unfortuantely each requires a 5-10 minutes download (14,400) because of the quicktime movies. The combat zones also require a considerable time to download, about 5 minutes. While all these characters and zones gives Sprite Fight 2002 a higher replay value, they also make the game, which already takes near to 2 hours to download (mega install version) require more of your time and money (commerical service).

The bottom line. Sprite Fight 2002 is simply the best shareware fighting game out there. While it's hard to comapre to Mortal Kombat III, which is also avabile for the Mac, Sprite Fight is a solid game, not exceptional, just solid. A few things need to be improved, namely possible quicktime compression to lower the download time, but Sprite Fight 2002 is worth test driving.

raphics
music

sound effects

hallenge
fun factor

addictiveness

oncept
story line

game play

overall

prite Fight 2002's System Requirements:

- 9 megabytes of hard drive space
- 6 megabytes of RAM

- 13" monitor capable of displaying 256 colors
- Mac II or better

Download Time: ~110 minutes