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Warning: Crashing Cars Isn't This Fun In Real Life

GAME REVIEW BY DAVID TIERNEY (00760@MICROPLAY.CA)

Title: Burnout Revenge
Platforms: Xbox, PS2, PSP
ESRB Rating: Teen
Age Appropriateness: Lots of car crashes. Recommended ages 14 and up.
Burnout is the latest odd choice to become an annual offering, giving us *Burnout Revenge* a little over 12 months after the awesome *Burnout 3*. Unlike a lot of other annuals, *Revenge* gives us more than cosmetic changes—the whole experience has been refined and improved. The basic gameplay is still there: whether racing or straight crashing, the point of the game is to cause the most vehicular destruction you possibly can. *Burnout 3* did it spectacularly well, and *Revenge* just takes it even further, eliminating some of the minor irritants of its forebear and refining the game modes to near-perfection.

Probably the best thing about the *Revenge* is how it captures the sheer speed of your vehicle through clever use of sound, rumble and screen-edge blurring. My biggest complaint about a lot of racing games is how you just don't feel like you're going all that fast, but *Burnout* doesn't have that problem—the sense of speed is really tangible. Crashing is of course where a lot of the developers' love went, and it's also done in a really satisfying way, with each car you hit exploding and spinning out in spectacular fashion. The crash physics are great, if a bit odd at first; bystander vehicles have the relative

weight of a cardboard box, flying off incredibly far while not impacting your speed at all. However, all this does is reinforce your feeling of speed and invincibility, so I'll let it go.

My biggest complaint about *Burnout 3* was its irritating audio. The punk soundtrack and annoying announcer are gone, replaced by heavier tracks and a (skip-able!) female voiceover. As you progress through the single-player game, you can concentrate on racing or crash modes according to your preference, earning medals, ratings, and cars. New events are unlocked in older locales as you progress in levels, allowing you to go back to your favorite tracks with much better vehicles. Crash mode has been modified a bit, removing the visible powerups and concentrating more on straight property damage, while a new Traffic Attack mode challenges you to take out moving cars at a consistent rate to keep a timer going.

All in all, *Burnout Revenge* is an incredibly fun and breathtakingly exciting racing game (and I hesitate to call it that, as the racing is almost optional) for the casual crowd who can't get into the realism of *Forza* and *GT4*. It's *Burnout 3* with the bad stuff taken out and the good stuff made better; what more could you ask for?

Rating: 4.5/5



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2006 Summer season

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Rep team try-out

Age Group	1st tryout		Field	2nd tryout		Field
	Date	Time		Date	Time	
Boys U10 (1996)	01-Oct	10 - 11:30 am	MDHS	02-Oct	10 - 11:30 am	MDHS
Boys U11 (1995)	01-Oct	2:30 - 4 pm	MDHS	02-Oct	2:30 - 4 pm	MDHS
Boys U13 (1993)	01-Oct	10 - 11:30 am	Boyne	02-Oct	10 - 11:30 pm	Boyne
Boys U14 (1992)	01-Oct	3:30 - 5 pm	Boyne	02-Oct	3:30-5 pm	Boyne
Girls U11 (1995)	01-Oct	11:30 - 1 pm	Boyne	02-Oct	11:30 - 1 pm	Boyne
Girls U14 (1992)	01-Oct	11:30 - 1 pm	MDHS	02-Oct	11:30 - 1 pm	MDHS
Girls U17 (1989)	01-Oct	1 - 2:30 pm	Boyne	02-Oct	1 - 2:30 pm	Boyne
Boys U12 (1994)	08-Oct	10 - 11:30 am	Boyne	09-Oct	10 - 11:30 am	Boyne

Select Team Tryouts

Age Group	Date	Time	Field
Boys U17 (1989)	01-Oct	10 - 11:30 am	Lions4
Girls U12 (1994)	01-Oct	11:30 - 1 pm	Lions4
Boys U16 (1990)	01-Oct	1 - 2:30 pm	Lions4
Girls U15 (1991)	01-Oct	2:30 - 4 pm	Lions4
Boys U17 (1989)	08-Oct	10 - 11:30 am	Lions4

Rep team Coaches

Boys U10 Martin Warner 878-5698
Boys U11 John Mikulic 693-8028
Boys U13 Hardy Jaap 878-4920
Boys U14 Rachele Di Plama 854-1610

Select Team Coaches

Girls U12 Dave Saliba 875-4285
Girls U15 Liane Robertson 876-3225
Boys U16 Mike Cupples 824-8305
Boys U17 Louis Bonnici 878-7719

Girls U11 Liz Herrmann 693-1969
Girls U14 Brian Schroder 876-1588
Girls U17 Louie Di Plama 854-1610
Boys U12 Todd Collet 693-9899

Milton Youth Soccer Club
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