



Transformers in Overdrive

How is Optimus Prime like the Pontiac GTO? Both were retooled for 2004 and can make a fast getaway. For the 20th anniversary of the Transformers, Atari is releasing a turbocharged game for PlayStation 2. "We took the approach that Hollywood might in turning a comic like *Spider-Man* into a CG-driven movie," says Andrew Carter, executive producer of *Transformers Armada: Prelude to Energon*. The tiny plastic action figures were rezed up to 12,000 polygons, with amazingly detailed rust and damage textures. The plodding pace of the Saturday mornin' toon was revved up, too: With the push of a button, players can go vehicular to cover ground fast or pertrate hit-and-runs that scatter the evil Decepticons like bowling pins. The game is sure to transform casual fans into hardcore Autobot lovers. Best of all, no commercial interruptions. — Suzanne Ashe



The Burninator: Hotheaded Strong Bad and Homestar go 8-bit in a role-playing game available only for Atari 2600.

High Concept, Low Resolution

From the retro-cool files comes a brand-new game that runs only on the 26-year-old Atari 2600 console. Homebrew developer Paul Slocum teamed with the creators of the cult webtoon *Homestar Runner* to convert lovably cantankerous characters like Strong Bad into 8-bit form. Yes, the graphics are painfully blocky, but Slocum's ambitious role-playing game chokes more power out of the ancient system than anyone ever dreamed of back in the Carter era. Look for cameos by classic characters such as Pac-Man and the ghosts, the *Berzerk* robots, and the bat and dragon (or is it a duck?) from *Adventure*. Says Slocum, "If it's 8 pixels wide and a single color, it'll be in there." Dig that Atari box out of the closet and buy the \$40 cartridge at www.homestarrunner.com. — Chris Kohler