

## Worst Cities for Bike Theft\*

1. New York, NY
2. Chicago, IL (includes Evanston)
3. Tempe, AZ
4. San Francisco, CA
5. Boston, MA (includes Brookline, Somerville, Cambridge)
6. Austin, TX
7. Washington, DC
8. Philadelphia, PA
9. Tie: Denver, CO, Miami, FL and San Diego, CA

\* Results based solely on proprietary data gathered by Kryptonite Corporation during 1999

## Top 15 Job Interview Questions

- Tell me about yourself.
- What do you know about our company?
- Why do you want to work for us?
- What unique qualities or abilities would you bring to this job?
- What are your major strengths and weaknesses?
- Where do you see yourself in five years?
- Tell me about a time that you failed at something, and what you did afterwards.
- Describe a time when you worked on a team project. How could it have been better?
- Why did you choose your school and course of study?
- Think back to a situation in which there was a conflict you had to resolve. Tell me how you resolved that conflict.
- Tell me about a project that you had either at work or school. Describe in detail how you managed it and what was the outcome.
- What do you do in your spare time?
- What salary are you expecting?
- What other types of jobs or companies are you considering?
- Do you have any questions for us?

Source: JobTrak.com

## GAMES

# Killer Clowns & '60s Babes

## FPS fans finally have something to get fired up about.

By Karen Zierler

First person shooter (FPS) fans may have been feeling neglected of late, as role-playing games (RPGs) like *Diablo 2* and *Icewind Dale*



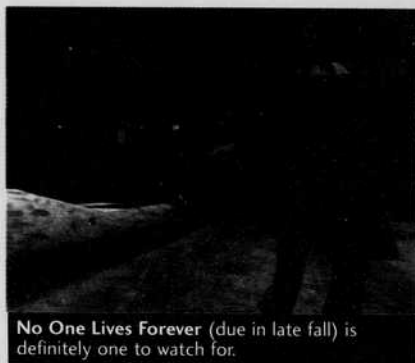
No One Lives Forever's heroine Cate Archer.

have been stealing the show. But a few new exciting FPS titles are recently available. Of note is **Deus Ex**, a crossbreed FPS with strong adventure and RPG themes created by the well-known producer Warren Spector (**Ultima Underworld** and **System Shock**). Spector produced *Deus Ex* for John Romero's (**Doom** and **Daikatana**) ailing development house, Ion Storm, and the lackluster performance of Romero's *Daikatana* puts the pressure on Spector to deliver the goods. *Deus Ex* has received mixed reviews thus far: its appeal lies in addictive conspiracy theory game play (a new recruit to UNATO finds himself in a futuristic equivalent of the *X-Files* crossed with *The Matrix*). It has a strong story line, but somewhat bizarre AI (artificial intelligence). Gamers' opinions are split—some love it, some hate it. (**Deusex.com**, \$42.49.)

Strange as it sounds, killer clowns are on the 3D shooter rampage in Third Law's homage to Todd McFarlane comic books and a '70s glam-rock band—**KISS: Psycho Circus-The Nightmare Child**. A deep story line is not to be had here, but macabre gloomy level designs sprinkled with an intermittent Kiss song create a good shoot-'em-up atmosphere. Featuring modified version of Monolith's licensed LithTech engine (originally debuted in Monolith's own titles—**Shogo: Mobile Armor Division** and **Blood 2**), *Kiss: Psycho Circus* has shown that there's life in the LithTech yet. The game is hardly a classic, but this first issue from the Gathering of Developers (GoD) publishing house will tide gamers over until the next big title. (**3rdlaw.com/psycho**, \$31.49.)

More good news for FPS fans: Monolith remains afloat. The company was hit hard by its poor handling of a buggy *Blood 2* release, which they abandoned without proper support. Monolith is on the way back, with a new FPS title that looks drop-dead gorgeous on the LithTech 2 engine. In collaboration with FOX Entertainment, Monolith is in the finishing stages of **No One Lives Forever**, a '60s spy story complete with classy heroine, operative Cate Archer. Her background story reads more like *Nikita*, but the atmosphere, gameplay and level designs are true Austin Powers (or James Bond if you prefer). Having viewed a demonstration of the title this spring, I can tell you it's one of the games I'm most excited about.

From mechanical poodles to poisonous lipsticks to skydiving battles in midair, *No One Lives Forever* is definitely one to watch for. Due in late fall. (**noonelivesforever.com**.) •



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