



I'd be a happier and better person if I never knew that Aerosmith existed. This isn't possible, though, since the band prides itself in being unavoidable in our everyday lives. You can't see a movie about a hairy man-grandma nanny without also hearing Steven Tyler sing about it. When Bruce Willis tragically explodes at the end of *Armageddon*, the Aerosmith song at the credits won't help you hold back the tears. You won't want to watch the Super Bowl for fear of them making a surprise return at halftime, and even the otherwise unimpeachable *Wayne's World 2* suffers the taint of Aerosmith's inoffensive blues rock.

Aerosmith has also extended its reach to the world of video games, in order to ensure that no segment of the population is spared the wrath of America's greatest rock band. Most recently, the band has driven the penultimate nail in the *Guitar Hero* series' coffin with the ineffably terrible *Guitar Hero: Aerosmith*, in which — totally not joking here — you play as an opening act for Aerosmith, and are kicked off the stage by angry, Aerosmith-hungry fans after every second song.

The *Dead or Alive* series suffers the lingering effects of Aerosmith as well, most memorably in *Dead or Alive 2 Ultimate*'s opening cinema sequence. Somehow, a series of quick cuts centered around a purple-haired ninja girl and her lost sister makes even less sense when Steven Tyler is constantly screaming, "DREAM ON! DREAM ON! DREAM ON! AAAAAAAHHH!"

Aerosmith didn't always play such a tastefully understated role in video gaming, however. In the mid-1990s, Aerosmith strived for no less than complete domination of the medium. Two titles stand out as featuring more Aerosmith than any video game thereafter has ever been allowed to contain by law.



Like her? Congratulations; You've seen all there is to see in *Revolution X*.



Revolution X

Revolution X, at its core, is an improbable combination of excess that could only find fertile soil in the untamed, godless world of arcade light gun shooters.

The genre's birthed some amazing, appalling things over the years, too. *Duck Hunt* inspired a generation of dog-hating hipsters,

CarnEvil taught us that prerendered clowns will indeed explode into technicolor chunks when blasted with a shotgun, and the proliferation of *Target: Terror* ensures that bar patrons nationwide will always be able to enjoy an FMV terrorist bloodstain before vomiting all over the *Golden Tee Golf* machine.

Detonative clowns and sunglasses-wearing terrorists be damned, though; *Revolution X* represents the lowest point in the history of the light gun genre. The story: fun-hating Nazi jerks have taken over America. They've banned music, taken away our video games, and worst of all, they've kidnapped Aerosmith. It's up to you, armed only with a machine gun that also shoots razor-sharp compact discs, to liberate our great United States from those who would deny us the music of everyone's favorite band.

Basically, *Revolution X* is ass salad. It's a guided tour of things that make you say, "Oh God, *not this*," whenever they pop up in a video game. One of the bosses is a giant skull made out of snot. The levels are packed with digitized

bikini girls in various states of bondage and distress. You shoot dudes who are sitting on toilets. It's a marvelous embarrassment on just about every level.

And it's got Aerosmith — lots and lots of Aerosmith. A 15-second loop of "Eat the Rich" plays throughout a majority of the game, and

when you're not listening to Aerosmith's music or watching a digitized Aerosmith perform on stage, you're borrowing Steven Tyler's car or rescuing drummer Joey Kramer from a...school bus that's...driving...through the Middle East? That's it, I don't want to talk about this anymore.



Quest for Fame: Aerosmith



Did you enjoy *Guitar Hero* before Aerosmith drove the franchise deep into the Earth's mantle? Do you like point-and-click adventure games without puzzles, dialogue, or plot? Most importantly, are you an idiot? If so, you may enjoy *Quest for Fame*, an evil future creation that was sent back in time to destroy the rhythm gaming genre before its birth.

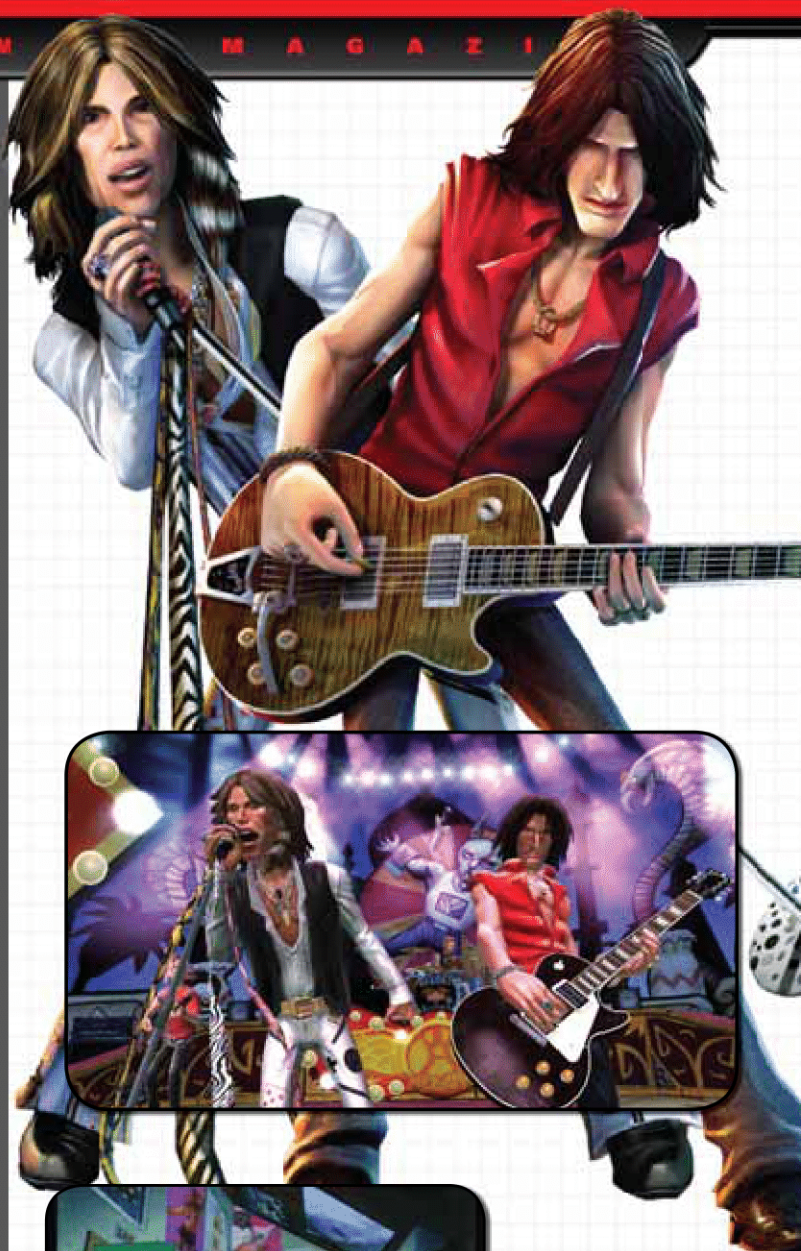
Originally released on PC platforms in 1995 (and followed by a PlayStation port that never saw release outside of Japan), *Quest for Fame* charges you with playing a terrible-sounding MIDI guitar along to terrible-sounding Aerosmith music. Luckily, you won't have to worry about challenge, complexity, or any bothersome fretwork; just jam on the strum buttons (the entire game can be played using only the L1 and R1 buttons on the PlayStation controller) and you're on your way to rocking out to hits like, uh, "Eat the Rich." Great. It's not like I haven't heard enough of that song after capturing 400 screenshots of *Revolution X* or anything.

Reprising your role from *Revolution X*, you again play as World's Biggest Aerosmith Fan. The game begins in your apartment. After strumming along to "Eat the Rich" for a few minutes, you begin to hallucinate animated .gifs appearing on your walls and ceiling — is this the god-like power of Aerosmith at work?

Soon, in a traditional band-forming ritual, a grungy guy bursts into your room and demands that you come to his garage across town so that you can discuss Aerosmith, Aerosmith's music, and what it would be like to meet Aerosmith.

At the garage, you play "Eat the Rich" with a full band, and then perform "Eat the Rich" again when your bandmates request that you practice it to perfection. After that, you're off to your first gig, which features a group of about three FMV actors copied and pasted over and over to simulate a large crowd, a hand-drawn bartender (because hiring animators was cheaper than finding another actor), and yet another stirring performance of "Eat the Rich."

At this point, my aged PlayStation made a clicking noise and refused to load the next scene. Which is a real shame, because maybe after another ten performances of "Eat the Rich," I'd finally understand why Aerosmith is America's greatest rock and roll band. Or maybe I'm supposed to find that out on my own. Aerosmith really does work in mysterious ways.



THE ONLY WAY TO WIN IS TO PRESS EJECT. IT'S RIGHT THERE. I WON'T TELL STEVEN.

