

## Who Wants to Be a Millionaire 2<sup>nd</sup> Edition – Windows

**Developed by:** JellyVision (<http://www.jellyvision.com>)

**Published by:** Buena Vista Interactive (<http://www.buenavistainteractive.com>)

**Reviewed by:** Tim Maxwell

**Official Site:** [N/A](#)

**Genre:** Puzzle

### System Requirements:

- Pentium 133 MHz or faster processor
- Microsoft® Windows 95/98
- 32 MB RAM
- 160 MB free disk space
- 16-bit DirectX-compatible video card supporting 640x480
- 1 MB Video Card Memory
- 16-bit DirectX-compatible sound card
- Quad-speed (4X) CD-ROM drive or faster
- Windows-compatible mouse and keyboard

**Supports:** N/A

**ESRB:** Everyone

**Overall Rating:** 7

**Graphics:** 7/10

**Sound:** 7/10

**Documentation:** 8/10

**Getting Started:** 8/10

**Gameplay:** 7/10

**Value:** 7/10

**The Good Press:** More questions; more Regis (this could be good or bad I suppose); more heart-thumping tension; less frequent question repetition.

**The Bad Press:** Nothing much has changed since the original; the question difficulty isn't well balanced; the game still isn't exactly streaming with replay value.

**Overview:** Regis and friends are back, armed with a whole slew of new questions, but not much else.

### Tips:

If you're looking for a laugh, try entering your name as "Regis Philbin" at the startup screen.

Phone-a-friend lifelines tend to be rather useless on late questions. If possible, use this lifeline early on and save the poll-the-audience until later.

Based on the astounding sales numbers achieved by the original *Who Wants to Be a Millionaire*, there wasn't much doubt that a sequel of some sort would be just around the corner. Sure enough, the 2<sup>nd</sup> Edition was recently released featuring 600 additional questions and even more senseless banter from Reege and his infamous (but thankfully less chatty) phone-a-friend buddies. Package it all together with all the heart-stopping tension and familiar music from the original, slap an affordable \$20 price tag on it, and fans of the TV show will eat it up.

If you're an owner of the original *Millionaire* game, the first thing you'll notice about the 2<sup>nd</sup> Edition is that the gameplay and interface remain unchanged. And aside from a few new voice comments from Regis and new

phone-a-friend lifelines, the only aspect that separates this one from the original are the questions. Since this is the case, I'm not going to delve very deeply into the gameplay mechanics or interface—you can check out the <a href="http://www.happypuppy.com/win/reviews/whowantsto%2Dwin%2D1.html">original review</a> if that's what you're looking for. Instead, I'm going to focus on whether or not *Millionaire 2* is worth your hard-earned cash.

I think just about everyone who played it would agree that the original *Millionaire* game could have been a terrific trivia game if there were more questions and less pointless phone-a-friend conversations. For fans of the show that never got to play the original, Buena Vista Interactive knew it would have a hard time reproducing the popular phone-a-friend lifelines from the show. As an alternative, Regis phones up one of his cyber friends and they give you an answer (which is very often incorrect) and proceed to senselessly yammer on for the duration of the 30-second time limit. Therefore, a large portion of the space available on the CD is devoted to these pointless rap sessions, and this dramatically limits the number of available questions. Personally, I would have preferred it if the developers simulated the phone calls with a simple answer and a certainty percentage. This, among other things, could have opened up the possibility for quick Internet question updates.

The same problems that plagued the first effort are alive and well in *Millionaire 2*, but not to the same degree. Buena Vista Interactive has done a pretty good job of keeping question repetition to a minimum, mainly by mixing the more difficult questions in early on. In the first edition, the same handful of questions would often be repeated, early in games. As a result, players started seeing familiar questions after only around four to five hours of gameplay. This time around, the questions seem more random (i.e. you might see a question at the \$500 level in one game, and again at the \$8,000 level a few games down the line). Now admittedly, I'm not the brightest guy around, but until I started getting repeats, I was having a hard time with some very early questions. This is completely opposite the TV show, where my four-year-old sister could probably answer the first five questions. Having tough questions early on can be frustrating (and make you feel quite stupid), but the variety will let you play the game for many hours before you'll start experiencing repetition.

As you might guess, the biggest downer for the *Millionaire* games is the replay value, and this is indeed a fairly substantial problem. Even though the second edition does a better job of keeping things fresh, the game will still become more of a memory game than anything else in a short period of time. This is one of those games that is insanely entertaining for a few days, but will be collecting dust on your shelf after that. In addition, some sort of multiplayer mode would be nice—it isn't even really that much fun at parties since the winner of the fastest finger contest is the only one that plays.

Based on what you've just read, you might get the impression that *Millionaire 2* is a bad game. In all honesty though, that assumption couldn't be further from the truth and I have no doubt that the second edition will be just as popular as the original. The tension levels are still high, the music is still nerve racking, and the graphics are still as good as can be expected for this type of game. Still, I would have liked to see at least a new feature or two, and perhaps a multiplayer option of some kind. For the price, fans of the show still can't go wrong, but those of you just looking for a fun trivia game, you might be better off looking at one of the games in the *You Don't Know Jack* series. And yes, that's my final answer.