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Tim Schafer has made some cult-classic video games over the past decade, with amazing creativity and humor in his catalog: *Grim Fandango* (consisting of a mystery in a society of grim reapers), *The Secret of Monkey Island* (a hilarious pirate-themed adventure), and the award-winning *Psychonauts* (a summer camp involving psychic powers and a plot to take over the world), even though none of those was a big seller upon release. Four years after the hilarious and highly praised *Psychonauts*, fans are treated to Schafer's latest project: *Brutal Legend*, a game set in a fantasy land inspired by heavy metal. Yet despite a vast mythology, a great soundtrack, and hilarious dialogue featuring Jack Black, the overall game delivers more annoyance than enjoyment.

Eddie Riggs (Black), the best roadie in the world working for the worst heavy-metal group, is transported back in time to this "metal" world where humanity is subjugated by the Tainted Coil, a race of demons that has spoiled the essence of heavy metal. Wielding a mystical ax and a guitar that creates lightning and fire when played, Eddie joins a small resistance effort to free humanity and bring down the Tainted Coil.

The shining success of the game is its unique presentation. Every environment in the game is inspired by heavy-metal album covers. The red skies have clouds that ominously flow as you stare upon them, the mountains are littered with bones and skulls, and the highways are in shambles.

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