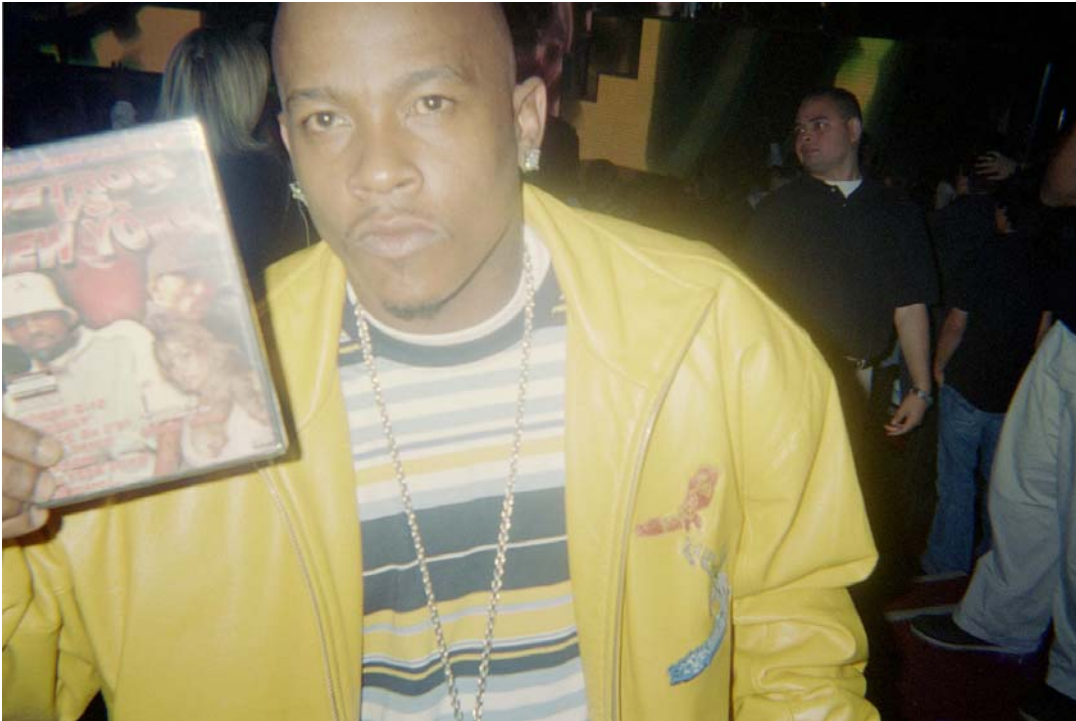


Spike TV 2005 Video Game Awards



I went to Spike TV's 2005 Video Game Awards. I went because a friend of Missy Elliot got me a ticket at the last moment. I know I should take the VGA more seriously because the Video Game Industry is a 20 Billion earning Industry—double what Hollywood makes. Look at the current estimates below:

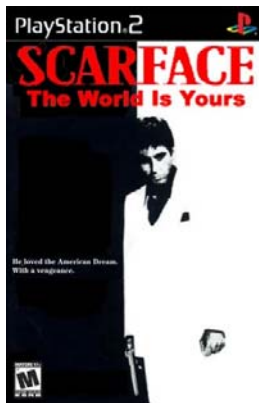
“In spite of the global economic depression, the popularity of video games continues to soar. Since 1995, when the top-selling Sony PlayStation first hit the market, nearly three billion video game and leisure software units have been sold globally. In the year 2002, 30 million Sony PlayStation 2, Microsoft Xbox and Nintendo GameCubes were sold worldwide. The global market for video games is expected to reach a peak of \$35.8 billion in 2003. However, the cyclical nature of the market is expected to drive sales downward to about \$28.3 billion in 2006, at an average annual growth rate (Aagr) of -0.4% from 2001”...RocSearch, Ltd, May 2003.

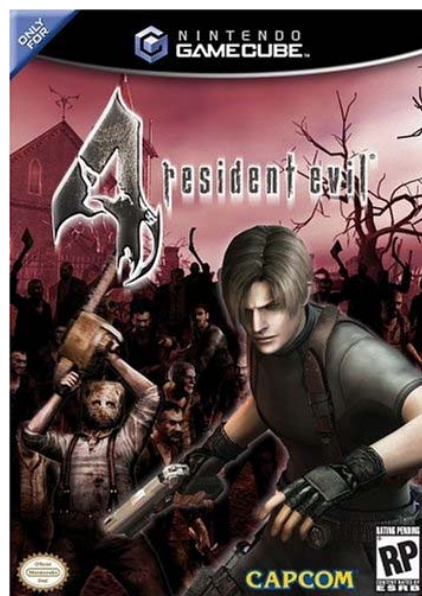
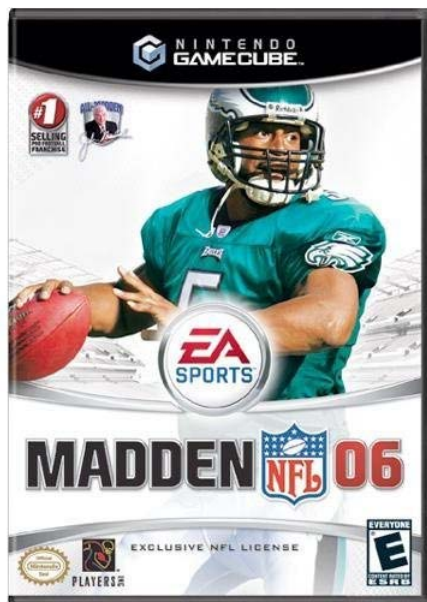
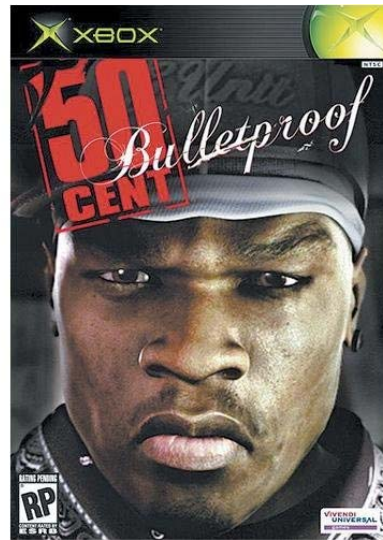
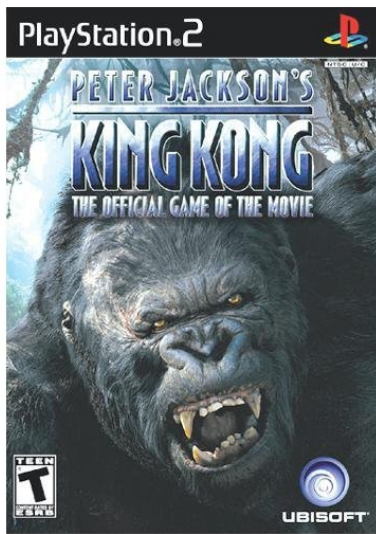
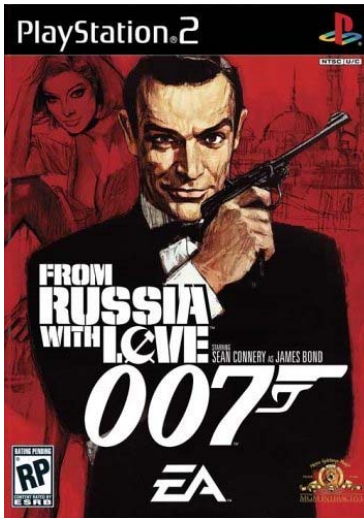
The **Video Game** business is no joke, but you would never feel how serious or competitive it was from being at Spike TV's 2005 VGAs. I saw a lot of Industry camaraderie amongst the world's top programmers, designers and game publishers. That same feeling carried over into the after party. I think the fact that the video game business is so healthy and has more growth ahead with the increase of mobile games, new handsets like PSP, Xbox 360 and the highly anticipated Playstation 3 next year. And expect more hip-hop stars, like Fifty Cent's Bulletproof, to get their own games.

The highlights for me at the show were watching Samuel Jackson hosting the event smooth as he can be. Sam would not seem the ideal choice, but Sam has a unique way of fitting in anywhere he goes. He even did his famous Pulp Fiction bible quote in an impromptu back and forth with the audience. Sam was killing time during one of his sessions to introduce the next presenter. I thought it was corny when the Ubisoft's Michael Ancel came out and pounded his chest and roared like an ape when he accepted the VGA award for Best Game Based On A Movie. It was cool when Michael grabbed hottie and Cbyervixen of The Year Maria Menounos and put her over his shoulder and carried her off backstage. Maria won Cybervixen for playing Eva in EA's From Russia With Love. Maria gives the word ditz and "airhead" new meaning.

I thought the Rock coming out to promote Spy Hunter was brave in light of his movie career tanking. He got a big applause as he showed clips of his new Midway Spy Hunter: Nowhere to Run game. The Rock is also playing in the big theatrical Spy Hunter version as well. The flop of Doom is going to make Spy Hunter an uphill battle. The Rock needs to go back to WWE and rebuild or reinvigorate his loyal young male fan base. The Rock was born a wrestling star and has made great strides becoming an action star, but he needs to go back to WWE just to let folks know he is still a star.

The other highlights at the VGA Awards were Fifty Cent's and Missy Elliot's performances. They did their thing and had folks' heads bopping. Missy was especially good considering that she did half her melody of songs in a wheelchair. The rest of the time she was hopping around on her good foot, Missy sprained her ankle or something. Snoop was laidback and in charge as usual. Spider Loc was getting major props from Fifty for having a hit track on EA's Madden NFL 2006. But overall I liked Spike TV's 2005 Video Game Awards and there is detailed netjak.com recount below.





2005 Spike TV Video Game Awards



Dec 11, 2005

By: Rick "32_footsteps" Healey

This year, 32 had the fun of the Spike TV Video Game Awards ruined. Last year, he got a kick out of predicting which terrible game would win an award because of Spike TV's incessant kiss-up stance towards certain companies. But since the awards were announced on November 18, almost a full month before the show, what little enjoyment 32 had from the awards was spoiled by Spike itself.

This just left the rest of everything 32 loves about video games to be spoiled by Spike.

Anyone interested in disasters past can read about the [2003 awards here](#) and the [2004 awards here](#).

11:27 – You know, I could have forced myself through the first run of the Spike TV Video Game Awards. Or I could have spent my day in the company of my wife, Slusy, and BabyMo, enjoying my life with people I like. Seems like an obvious choice. However, I owe it to everyone to suffer through the Spike TV VGAs, so nobody else has to. So I'm about to watch the rerun, as soon as the crappy blurry ad for Splinter Cell 4 ad gets done. For a sneak preview, it doesn't contain a single thing you couldn't have found on a Google search. As usual, Spike TV brags about something gamers have had access to for a bit now. I'd say that my hopes would be dropping for the awards this year. But given that I haven't had a single hope for this show since the nightmare that was the 2003 Spike TV VGAs was over, I can only say that my fears are being affirmed again.

11:30 – This year, the opening sequence is Samuel L. Jackson, speaking to a digital collection of video game characters in a parody of his work in the game based on The Warriors. We have our blatant Mortal Kombat murder right off the bat, as Jackson tries to encourage everyone to not fight each other. Of course, they decapitate people, Bloodrayne flashes people, and they devolve into a riot. Because video games on Spike are really about nudity and violence (Bloodrayne promises more nudity for more blood). We're in for another classic night, as CG bombs blow up into the show's Soviet-inspired logos. Though given our current global situation, I personally wouldn't make my awards harken back to the amoral and socially-destructive enemy of our nation's past. But I'm funny like that.

11:34 – Samuel L. Jackson is the highest grossing movie star, ever? Is that accounting for inflation? Because I think Godzilla still has the prize over his scale-less behind. That's not even getting into the actors that appear in lots of small roles – because you know that figure is getting inflated by giving Jackson credit for Jurassic Park. It's also probably giving him credit for the Star Wars prequels when he took over for Sir Alec Guinness in the role of “the only respectable actor in this mess who naturally gets almost no screen time and eventually killed” character.

11:35 – Apparently, Spike TV is badass because they give an awards show to something that “rots your brain cells.” As amusing as the idea that Spike is going to do an awards show for booze and tobacco later on, I think, given the current political assault on video games that it might not be best to draw parallels to video gaming's worst aspects. But given that said aspects are all that Spike cares about (well, that and getting ratings from the lowest common denominator), I suppose we should give them credit for being honest about being disgusting idiots. Jackson jokes about making a PGA Tour of Duty, to combine first-person shooters and golf games. Hey Samuel – ever hear of Outlaw Golf? Not as violent as what you're describing, but it's already out there. But what does it say that I realized a bad joke from the VGAs was already out there? Bonus: “Yes, you deserved to die, and I hope you burn in hell” is presented as a laugh line. That pretty much sums up Spike's attitude towards video gamers pretty well, really. I'm tempted to spare my sanity and end this now.

11:37 – Vin Diesel is presenting an award. I really wish, after his recent movies, that was something from the Vin Diesel Fact Generator. He presents the Best Performance by a Human Female award. He keeps the speech mercifully short, apparently needing to add a few more facts to said generator. The prize goes to Charlize Theron for Aeon Flux, proving that Academy Award winners can debase themselves for a paycheck. It also shows that a game that came out four days before the prize was announced (and presumably after the voting ended) can win. Spike TV needs many things, but to play the game isn't one of them.

11:39 – Charlize Theron says that this might be the most “kickass thing I've ever won.” What do the people behind “Monster” think of that? Let's see – which is more likely to end up in the trash, your Vector Monkey or your Oscar? Yeah, I thought so.

11:40 – It’s apparently been too many awards at once – I mean, one before the first ten minutes? We obviously need a 50 Cent song right now. Personally, I like how they find the least ghetto people in the audience to show them barely nodding to the beat. Come on, in the pan-outs, I can see people actually getting into the music. Maybe the cameraman might want to focus on them? It’s nice to know, though, that Spike doesn’t just get incompetent people in supervisory positions, but in every place of their network.

11:44 – Spike runs a generic advertisement for their coming shows. One advertised is Fresh Baked Video Games. Now, I believe, if my email from Rob “Reality” Winn (yes, the one who won Spike TV’s Ultimate Gamer) is a clue, that’s the coming show that he’s going to be involved in for Spike. He said I should look out for it, that it would be worth watching. Rob, on the chance that you find this due to Google search, let’s just say that the short clip shown (in which Owen Potchman kicks a guy in the crotch in front of a Game Boy Advance ad, shown in more detail at 11:56) does not have me very hopeful. But hey, it’s yet another thing for me to review, so I’ll give it that much.

11:47 – Guild Wars wins Best Game World, chosen by the gamers with 37% of the vote. I’m a bit fascinated by it, given that I didn’t realize quite how popular Guild Wars is. I really thought World of Warcraft would have won. I guess the team behind Guild Wars knows how to put a game together.

11:48 – Good Charlotte presents for Best Individual Sports Game. What, they didn’t want to discuss their work with Donkey Konga 2 on the show? Oddly enough, they make me begin to respect them more by claiming chess club entry. Though the pointless and lousy “on steroids” joke at the end quickly eliminates that brief bud of respect. Tony Hawk’s American Wasteland manages to win the award. Not that Tony Hawk is bad at all. In fact, it was the best of the nominees. But are individual sports games really all that different so as to necessitate a category disparate from other sports games?

11:51 – Keifer Sutherland is presenting now. He actually claims to be pleased to be here, and he talks respectfully towards gamers and the industry as he gets ready to debut scenes from the upcoming 24: The Game. Wait, respectful towards the target audience and the industry at large? What a refreshing change. This, consequently, will be the last time we’ll ever see Sutherland on Spike.

11:52 – Two guys from Ultimate Fighting present for Best Action Game. Claiming you want to kill someone if they don’t make a gardening game is lame. And really pointless with two Pikmin games out there, but I wouldn’t expect Spike to recognize without any blood or anything. Anyhow, God of War wins for Best Action Game. Yes, the game that inspired me to coin a new term for a stupid video game cliché. Meanwhile, Resident Evil 4, one of the most solid releases this year, doesn’t win in its genre. Surely, this would indicate that God of War has an upper hand over Resident Evil 4 for Game of the Year, right? I’m not being too sarcastic too early, am I?

11:58 – Wait, since when did Sony do an ad for the PSP featuring barely-animated black-and-white squirrels? Is this a Spike-only ad? And all it talks about are the graphics in the games (well, maybe I don't speak enough mindless gibberish to decipher the rest of the commercial). The most low-res commercial in a decade only talks about graphics. You know, I wonder many things about the video game industry. Why the PSP isn't selling is better is not one of them.

12:00 – Apparently, 50% of the viewers voted the Black Revenge from Burnout Revenge the Best Ride. At this point, I think I truly stopped even understanding how Spike even comes up with these categories. We might as well give Bo Jackson a lifetime achievement award for his incredible moves in Tecmo Bowl.

12:00 – Wait, Jackson is going on about the lack of black characters in games? Wow, actual solid criticism about the video games. They unfortunately decide, instead of going into serious criticism of a serious problem, they do half-baked parodies, doing poor hacks to change race for different characters.

Let me get on a soapbox for just a moment. Samuel, you touched upon one of the greatest issues in video gaming these days. It's one of the subjects I've never written a column on because I could never make it good enough. It's a subject rich with material that you could mine for real social good. And instead of taking a good look at it, you bring it up just to make jokes involving afros and publicly auditioning for the lead in the Halo movie? It's like for a brief, shining moment, you could have single-handedly elevated the VGAs to a moment of watchable television, and you threw it away. I can't even make a joke here; it might be the saddest moment I've witnessed in the short history of this travesty.

12:03 – Carmen Electra is out to present Best Male performance. Carmen tells people that the controller can't dictate her movements – except she changes her mind. Well, at least her dress shows off the one asset that she does have going for her, as her presentation makes little sense. I could go on about how great or not the winner, Jack Black in King Kong, is in his game. But I haven't played the game yet. Given that it came out after the awards show, the folks at Spike also had that little limitation. Of course, since when is a release date such a huge deal to Spike? I'm sure they're dying to give an award to Duke Nukem Forever. Black also thanks the “bull---- academy” that came up with this award. Please note this in the history books – the first time that Spike TV Video Game Awards were at all entertaining, when they're called out for being what they are.

12:06 – A band I couldn't care about just introduced God of War as a nominee for Game of the Year. I personally like how the one band member couldn't keep a straight face when saying that it changed the way we play games. Given that the game didn't introduce a single innovative thing in video gaming, I'll admit that the presenter had a good grasp of what he was dealing with.

12:07 – 50 Cent returns, this time to present the award for Cybervixen of the Year. He talks first about random things, but I started to tune him out when he was mixing up these in-game women with real women. Maria Menounos, playing Eva in *From Russia With Love*, wins the award, as 50 Cent reminds her while leaning into her cleavage. She seems nice enough and genuinely pleased to win, and everyone else seems genuinely pleased to see her dress that has a low cut on both sides. It's nice to see that Spike has a pin-up award for women who couldn't cut it for the Best Performance awards.

12:11 – The stars of *Grandma's Boy* come out to present a salute to Pac-Man. Wait, you let those two act? I could read off a cue card better than they do, as I can tell from their wooden delivery. Interestingly enough, Dane Cook, who put together the "tribute," shows how to control Pac-Man with his butt, and I do believe he is literally putting the joystick in his anus. I think that's the appropriate metaphor for Spike TV on video gaming. Full credit for playing *Pac-Man Fever* in the background, though. I've been trying to find that on CD for ages.

12:18 – The Seven-Headed Hydra from *God of War* wins the viewer's choice for Best Boss. Maybe it's just me, but I usually don't think "repetitive" and "best" are synonyms.

12:19 – Tony Hawk and Charlize Theron, who already took prizes, present an award. Gee, seems like Spike still prefers to get the winners to present the same show in which they've won. Designer of the Year goes to David Jaffe for *God of War*. Given that Miyamoto was nominated for the only innovative game mentioned, *Nintendogs*, I can only conclude that Spike just went for the game that featured the most nudity and violence. Jaffe starts his acceptance speech, which he keeps short by just thanking his family and the general staff helping on the game. He's sweating profusely, perhaps knowing that in a real awards show, Miyamoto would have Jaffe jumped backstage for stealing the award.

12:21 – Xhibit and Josie Merritt present the Player's Choice award from Pontiac for Best Driving Game. They claim that Spike honors people who "sit on their a-- all day." We can't have people feel, you know, proud of the fact of the award show for them. After all, people with any kind of self-esteem wouldn't watch Spike regularly. *Burnout Revenge* wins, despite being nothing more than a rehash of the last *Burnout* game. Listen, people, you just voted to give the award to the second-most derivative game nominated (*Gran Turismo 4* managed to edge out *Burnout* in that regard). I don't think anyone who voted gets to complain about a lack of innovation in the video game industry for at least a whole year.

12:24 – David Banner has come out talking very loudly and briefly about the games that they couldn't be bothered to present, then sending it over to the actual presenters. I'll give them credit for allowing the 46th Infantry in Iraq present. My sincerest wish is that they can come on stage next year in the States, safe and sound. Best Handheld is won by *Lumines*, as Spike does have to reward the one game for the PSP really worth playing. Best Military Game goes to *Call of Duty 2*, said to be the 46th's favorite award. I don't know, how often do soldiers play military based games? And are there enough good military games to even justify that award? Best Wireless Game was voted to be Mark Ecko's *Getting Up: Contents Under Pressure*. This game not only had the ability to annoy me beyond all rationality at E3,

but it's not even out yet. Best Multiplayer ended up going to World of Warcraft, although it's unclear as to whether the game won on its own merits or because there was a dearth of great multiplayer games coming out this year.

12:29 - 46% have said that the Best Tough Guy Moment is anything in God of War. Yes, because walking along thin balance beams, repeatedly, is screaming manliness. I know that nothing makes me respect someone like the balance beam on the Olympics. Okay, I'll admit that Kratos' way with women was pretty manly – but that's about it.

12:30 – Jack Black appears briefly in his tightie whities, playing a PSP to quickly take the award for Best Cast on behalf of the King Kong people. Yep, the game still hadn't come out before the awards were announced. I'll give him full credit for two things. First, he managed to get in the mandatory PSP mention Spike TV had to get in to make sure Sony didn't think there was a chance Spike might remotely like the DS. Second, he calls the voters of the VGAs “The International Academy of Monkey.” Personally, I have my doubts that the people behind these awards are even that far evolved, but hey, it makes more sense than saying humans are behind them.

12:31 – I was too busy with my unrepentant rage to notice the presenters babble on about how Resident Evil 4 was nominated for Game of the Year. They show a lot of clips, but yet somehow little gameplay. How did they pull that off? It's not like the game lacked plenty of gory action sequences, the kind Spike loves.

12:32 – Okay, these two presenters took so long to get out, I think they awarded the rest of the show while waiting to get to the winner for Best Original Song. 50 Cent wins it for “Maybe We Crazy,” but I personally don't know how he managed to win over some of the other nominees in the category. And said category did not even have “Katamari on the Swing,” “Istanbul (Not Constantinople),” or “Spin Spin Sugar” nominated. Of course, the Prince of All Cosmos, They Might Be Giants, or the Sneaker Pimps weren't asked to present, so maybe we should have known better. The voiceover also claims that he wins for Best Newcomer. Um... were there even enough people up for this award to justify giving it out? Or does Spike just like kissing up to certain people that they think are popular to their chosen demographic?

12:35 – You know, when a video game show is claiming they're going to “drop the bomb,” I don't expect Def Leppard, who are practically wearing Depends at this point. I want to see Scott Dolph tell us it's ready to take that fall, so it's up to us to make that call. Not that Def Leppard is bad, mind you. It's just that they haven't done a single thing for video gaming at all. I mean, 50 Cent might not be in my CD player, but at least he did music for a game (and a game himself). Seriously, even Journey would have made more sense. However, my irrational hope for a Buggles reunion on the Video Game Awards is still going strong.

12:44 – Kotaku and Slashdot Games each get 35% for Best Game Blog. I feel bad for Joystiq, who was the only other nominee. However, I have to tell you guys – you lost because you liked us too much. Given how many times, and how often, Netjak has hammered Spike TV for their video game nonsense; any site that gives us regular kudos was bound to lose in Spike's eyes.

12:45 – Jackson goes to “honor” someone in games. He talks about how Arnold Schwarzenegger went to ban games that show bad things to children, all while showing clips of Arnold in the various Terminator movies shooting cops and women, while abusing hospital employees. It’s the same argument that many gamers have made since Schwarzenegger decided to sign a law against violent games. But for once, I’ll give Spike credit for putting it together quite quickly and effectively. I’m almost willing to forgive them for the talk about racism in games that left me angry – almost.

12:47 – Carson Daly blithers on about Call of Duty 2, up for Game of the Year. I can see how he got his gig on MTV – he can make nearly anything sound vapid and vaguely interesting to the target audience.

12:48 – Maria Menounos is back out, now presenting. She isn’t nearly as funny as she thinks, but everyone is too distracted by her impressive breasts to notice. Before I go on, it’s worth noting that she’s hot, she wears skimpy dresses, and she acts like an idiot. She might be Spike’s perfect presenter. I’ll be willing to bet good money that she’ll be involved in next year’s show. She’s presenting the award for Best Game Based on a Movie. Of course, as we all know, no even remotely good game based on a movie came out before the awards were decided; they gave it to King Kong. Somehow, it still didn’t manage to come out before the awards were announced. Well, they could have given it to Michel Ancel, the brilliant mind behind Beyond Good and Evil immediately. But first, they had to get Jack Black, on the toilet and out of good jokes to make about the awards. Hey, I know the feeling. The overwhelming suck of this award show is getting to my snarky impulses too.

12:50 – Michel Ancel does thank everyone, and does the kind of thing only a French guy could get away with – he pounds on his chest, screams a guttural scream, and then picks up Maria and looks right down her dress. To everyone who ever wondered why I majored in French – that, right there. The ability to see more cleavage and act like a lunatic more than perhaps any other major in college outside of anything in the School of Fine Arts. Between doing a Dada performance and getting flashed in class, I can safely say that all that was accomplished.

12:52 – Spike TV decides to show “exclusive clips” of the upcoming Scarface game. They actually manage to capture the young Pacino well. However, given that I recognize all of those clips from either the Internet or the last time Spike showed those clips, I don’t think they count as exclusive.

12:57 – Voted Best Sexy Moment, with 46% of the vote, is the infamous Hot Coffee scene. Look, my scorn of God of War is well-known. But how a game that puts you in a three-way right near the beginning, and features enough breasts to make Playboy look tame, loses out to a scene that shows nothing and requires a hack to access? The only rational explanation I can think of is that the tease of sexuality is the sexiest thing possible.

12:58 – George Lucas gets a kiss-up from Jackson, who apparently forgot that the Star Wars prequels were terrible and it wasn't his fault. Anyhow, they're showing off clips of Star Wars: Empire at War. Wait, this looks like all new footage. And it looks interesting and all based on the original three movies. Did someone somehow sneak this past Lucas and Spike's executives? Or did George finally wake up to the fact that people were really angry at him for how bad things have gone with his pride and joy?

12:59 – Wait, Taking Back Sunday is hard rocking? Um, does loud emo count as rocking hard? They get to talk about World of Warcraft for Game of the Year. Given how little impressive combat they show and how much they show people doing almost nothing, you'd think they were trying to give the impression that World of Warcraft is played by idiots. Oh, right, Spike does act like gamers are idiots, and scum to boot. They only blatantly say it every half hour or so during the show.

1:01 – Most Addictive Game (still sponsored by Mountain Dew) is presented by a wrestler and a model, who are even less funny than past presenters. These guys are really bad at what they do. Now this Viewer's Choice award actually lists five good nominees. All of reality will implode at this occurrence any second now. Given how addicted people get to World of Warcraft, it's no surprise that it wins. However, I really wish my personal favorite time-waster, We Love Katamari, gotten picked.

1:07 – With 67%, 1Up.com gets voted for Best Gaming Website. Not shown, but it's widely believed that Spike's executives voted Netjak the worst gaming site, for constantly refusing to praise their efforts at making gamers embarrassed to be alive.

1:08 – Jared Leto presents the last nominee for Game of the Year, F.E.A.R. He does mention the game's incredible atmosphere, perhaps the best since the early days of Resident Evil 4. As with other nominees, they try to show as little gameplay as possible, under the belief that nobody who would care about game play would watch this presentation, apparently.

1:09 – Spike brings out Snoop Dogg to present for Best Team Sports, but he doesn't get to stay long. He then throws it to Jackson and Donald Plaisant on trash talk. It gets very dirty, and very dull. They even managed to include a gay joke, which effectively admitting that you can't really trash talk. Seriously, give me a controller and two minutes, and I can beat those lines. To little surprise, Madden wins for Best Team Sports Game. Electronic Arts knows that they just have to tweak the graphics, add a couple of things that don't change things much, and they get tons of sales, Spike TV awards, and condemnation for being a sweatshop. All they ever wanted. I'm finding it funny, though, because I've heard more complaints about the features added in this Madden than in any previous edition. I wonder how long EA has to add more features that anger people before they risk losing Spike from their back pockets.

1:13 – The Rock, starring in the upcoming movie loosely based on Spy Hunter, appears. He's actually getting more applause than 50 Cent did, and 50 actually performed for these people. He's presenting clips from the Spy Hunter game he's appearing in. Personally, given that they dress him in a goofy outfit and apparently try to erase his ethnicity in the game, I wouldn't be too pleased about how that all turned out. But he went through the WWE. I guess he's used to swallowing his dignity for a check.

1:16 – The incredibly long commercial breaks serve three purposes. First, they allow me to go back and flesh out my notes as I write about this show. Second, they allow me to recover from the horrors I've witnessed. Finally, the long commercial breaks give me the chance to make sure that the soul-draining stupidity hasn't actually caused any permanent damage. The fact that they give me a chance to mock the television commercial for Dragon Quest VIII is a bonus. I mean, a boundless world? I found the invisible walls keeping you on the map halfway through the game. Come on; come up with a better line than that, Square-Enix.

1:19 – Game Informer is voted Best Magazine with 60%. I have to admit, I probably would have voted that way too. My main concern for a video game magazine, in the day of the Internet, is how well it can substitute for tissues, paper towels, and toilet paper. And the solid stock and the glossy finish of Game Informer always come through in the clutch. No gaming magazine makes better emergency household paper.

1:20 – Missy Elliot comes out to perform. Well, assuming that she doesn't get a seizure from all the strobe lights out there. I swear, I think the point is to hypnotize me from complaining about this show. While I won't promise that, I feel strangely compelled to not write about how I don't remember Missy doing a single thing for video games herself. I certainly won't write about how her presence makes absolutely no sense at this show, and spastic beyond the pale.

1:25 – Samuel L. Jackson finally gets around to announcing the Game of the Year winner, all while getting in a jab about not winning an Academy award. It could be institutional racism – or it could be him taking really crappy roles. Both are huge factors, admittedly. In the end, Resident Evil 4 wins over all, which naturally makes sense since it couldn't even win for the best in its genre, a classic reminder of the first VGA awards. The Japanese producer goes up with his translator, who keeps his lines very rapid and difficult to translate, which leads me to think that the translator actually rehearsed what he would say in translation. I personally hoped he said he was glad to win this travesty of an awards show, but I didn't hear him say anything resembling it in Japanese.

1:28 – Jackson wraps this up, claiming it to be the biggest night in video gaming. Outside of the Tokyo Game Show, E3, every Monday night in December before Christmas, a console launch, and whenever I play We Love Katamari, maybe I'll give it that. However, when you factor in how many nights I've spent being a video gamer and not loathing my existence as one, I'd have to say that this is annually one of my lowest nights as a video gamer.

1:32 – Rather than put myself through Spike TV’s Game Head and get a backstage look at the show that should never have had a stage to begin with, I decide to wrap up my coverage of the VGAs. Wait, they didn’t even get to give the Best Supporting Performance awards to Traci Lords and Christopher Walken, despite their game coming out only four days before the awards were announced. They completely forgot to give the deserving soundtrack and score awards to Guitar Heroes and We Love Katamari – I suppose it would ruin Spike’s image to show them giving awards to worthy games that are more than a little quirky. Heck, they didn’t even have the chance to give the PSP the award for Best Breakthrough Technology. Of course, given the NGage and the DS won the previous two years, this could be renamed “New Portable Award.” Except, of course, the PS3 is already winning for next year even though nobody has played it yet.

The funny thing is, I saw the award winners released back in November and I was briefly pleased, even as I saw tons of winners for games that hadn’t come out before the voting ended. Solid games worth playing and discussing actually won awards. Of course, I had little doubt that they’d get buried under Spike’s usual avalanche of putrid incompetence and rank desire to hype truly mediocre titles, and the network sadly followed through. We had a year in which several solid nominees won awards. Heck, we saw an award in which all five nominees were worthy, which is probably the most surprising moment in the show’s history. However, so long as Spike TV is guided by their three base instincts – violence, sex, and ratings, this show is going to be a fetid joke upon the entire video gaming community.

2005 Spike TV Video Game Awards Award show review on netjak.com

Spike TV 2005 Video Game Award Winners

GAME OF THE YEAR

-- Resident Evil 4 (Capcom)

BEST ACTION GAME

-- God of War (Sony Computer Entertainment America)

BEST INDIVIDUAL SPORTS GAME

-- Tony Hawk's American Wasteland (Activision, Inc.)

BEST TEAM SPORTS GAME

-- Madden NFL 06 (Electronic Arts)

CYBER VIXEN OF THE YEAR

-- Maria Menounos as Eva in James Bond 007: From Russia With Love (Electronic Arts)

BEST GAME BASED ON A MOVIE

-- Peter Jackson's King Kong: The Official Game of the Movie (Ubisoft)

BEST PERFORMANCE BY A HUMAN -- MALE

-- Jack Black in Peter Jackson's King Kong: The Official Game of the Movie (Ubisoft)

BEST SUPPORTING MALE PERFORMANCE

-- Christopher Walken in True Crime: New York City (Activision, Inc.)

BEST PERFORMANCE BY A HUMAN -- FEMALE

-- Charlize Theron in Aeon Flux (Majesco Entertainment)

BEST SUPPORTING FEMALE PERFORMANCE

-- Traci Lords in True Crime: New York City (Activision, Inc.)

BEST CAST

-- Peter Jackson's King Kong: The Official Game of the Movie (Ubisoft)

BEST ORIGINAL SONG

-- "Maybe We Crazy" by 50 Cent in 50 Cent: Bulletproof (Vivendi Universal Games)

BEST SOUNDTRACK

-- Guitar Hero (RedOctane)

BEST ORIGINAL SCORE

-- We Love Katamari (Namco Hometek Inc.)

DESIGNER OF THE YEAR

-- David Jaffe for God of War (Sony Computer Entertainment America)

PONTIAC BEST DRIVING GAME AWARD (Viewer's Choice)

-- Burnout Revenge (Electronic Arts)

MOST ADDICTIVE GAME FUELED BY DEW (Viewer's Choice)

-- World of Warcraft (Blizzard Entertainment)

BEST WIRELESS GAME (Viewer's Choice)

-- Marc Ecko's Getting Up (Atari, Inc. & Glu)

BEST FIGHTING GAME

-- EA Sports Fight Night Round 2 (Electronic Arts)

BEST FIRST PERSON ACTION

-- F.E.A.R. (Vivendi Universal Games)

BEST MILITARY GAME

-- Call of Duty 2 (Activision, Inc.)

BEST GRAPHICS

-- Resident Evil 4 (Capcom)

BEST HANDHELD GAME

-- Lumines (Ubisoft)

BEST MULTI-PLAYER GAME

-- World of Warcraft (Blizzard Entertainment)

BEST BREAKTHROUGH TECHNOLOGY

-- Sony PSP (Sony Computer Entertainment America)

BEST PC GAME

-- World of Warcraft (Blizzard Entertainment)

BEST RPG

-- World of Warcraft (Blizzard Entertainment)