

# G NEW AGE G

## GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

# LAUNCH ISSUE

R 11.95

### PC Reviews :

*TOCA Touring Car Champs, Longbow 2, Jack Nicklaus 5, Black Dahlia, + much more.*

### Playstation Reviews :

*Abe's Odeesse, Final Fantasy VII, Grand Theft Auto, Riven, Skull Monkeys.*

### Hardware Hype :

*Preview: Creative Voodoo 2 Smith's Formula 1 Steering Wheel, Canopus Pure 3D.*

### Quake 2 Competition :

*Registration entry forms for SA's biggest Quake 2 competition.*

### Clueless :

*Total Annihilation strategized, Plus Cheats, hints and tips.*

**+ much more**

## COMPETITION

*Win a Creative S/Blaster Awe 64*

## EXCLUSIVE PREVIEW

# GT

## GRAN TURISMO

THE REAL DRIVING SIMULATOR

*Could this be the greatest racing simulator yet to grace our screens?*

*Check out the EXCLUSIVE PREVIEW inside.*

ISSN 1028-0537



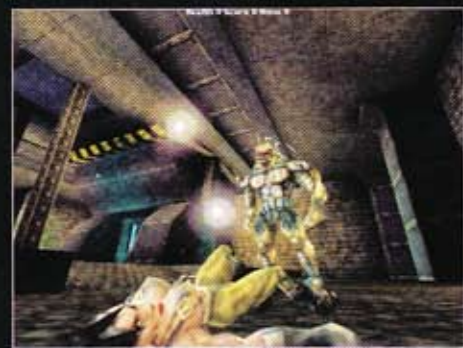
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"The future of gaming." PC Gamer  a completely original 3D engine  ruthless AI  hyper-realistic environmental effects 



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
"The world may never be the same after Unreal is released." boot  a revolutionary easy-to-use level editor 

<http://www.unreal.com>



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

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 portals  welcome to the Bermuda Triangle of the Galaxy  "The best looking game of all time." Next Generation



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# ED's Note

Welcome to the first edition of New Age Gaming put together by gamers, for gamers. We are striving to become South Africa's first successful independent Gaming magazine and are positive that with your help and feedback we can achieve this objective. We also pledge to promote and support the competitiveness of multiplayer gaming by working towards a common goal of the Professional Gaming League in the good old South Africa. We have already started by co-sponsoring the largest Quake 2 competition to be held on South African soil. Check out page 14 for further details. Now you ask yourself why a South African magazine when I can buy an overseas mag? Well guys and gals I have all the answers but I'm just too exhausted to come up with them. Just kidding, I don't want to insult your intelligence by giving you the answers to the questions you already know. I will answer one big question that comes across most of the time and that concerns the Cover CD. We have prioritized it in the Weaponry class and are working full out to bring you the best Cover CD on a the best South African gaming magazine. You can tell by now that we cover PC's and Playstation games at this point in time. I can luckily say that I am a 'draad sitter' and consider them both to have their own special brand of entertaining. In my opinion the gaps are closing rapidly in both directions and soon both platforms will support each other. We are blessed with the best of both worlds in this issue by giving away 6 coveted Merit Awards and 2 extremely rare Excellence Awards. We pride ourselves in being totally objective in giving the best possible reviews and if a game receives an award it definitely deserves it. We understand how difficult it can be to afford games in today's economic recession. Therefore we are working hard to bring you an affordable magazine that will help you in your choice for the best gaming buys. Value for money is the motto behind New Age Gaming and we mean that from the review right down to your purchase. I hope you enjoy reading NAG and hope to get a response concerning your suggestions and opinions. We look forward to hearing from you, until then GAME AWAY.

## The Ed

Warren Steven



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# The Web

[www.diablo2.org](http://www.diablo2.org)

With the success of Diablo and the Hellfire Add On, the news of Diablo 2 has reverberated throughout the world. There are a number of dedicated Diablo 2 sites but Diablo2.org is the site I prefer. This site leaves no stone unturned and has updated information and downloads available. I enjoyed the breakdown of the new classes to be in Diablo 2 and recommend this site to all Diablo junkies.

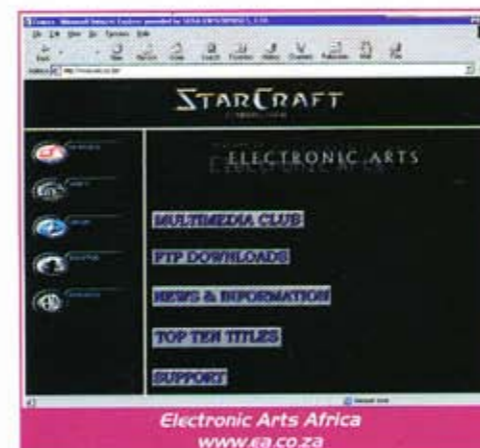


[www.station17.com](http://www.station17.com)

The STARCRAFT fraternity have welcomed an outstanding site that has captured the strategy gamers eye. This site is packed with everything you want to know about Starcraft and is updated continually. Due to the completion of the Beta Testing there is an abundance of strategy guides and tips to get you started on the right track. If you are a Starcraft fan don't miss this one.



## A LOOK AT THE SOUTH AFRICAN GAMES DISTRIBUTORS WEB SITES.



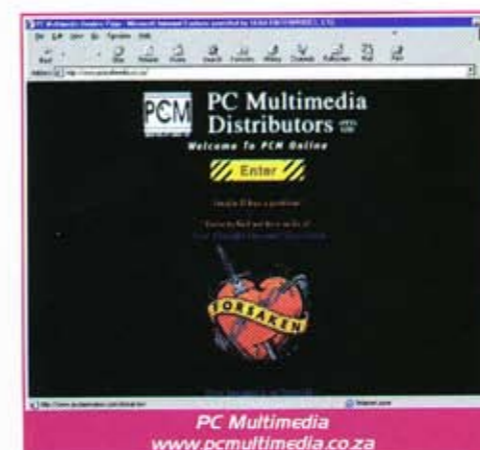
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[www.mmw.co.za](http://www.mmw.co.za)  
[www.playstation.co.za](http://www.playstation.co.za)

South African have had a rough time in terms of supplying of games in the past. The sanctions curbed the importing of quality products and created havoc with the die-hard gamer. Since then we have been lucky to have a number of games distributors support the market. Due to this we are able to have a constant price level and timeous release dates putting South Africa on par with the rest of the world. Most gamers are aware of the distributors by now but what about the added benefit of their local web sites. If information is required about a certain product who better to ask than the guys who distribute it. Take advantage of the added benefit of the support and information available on these sites. The more we support our local distributors the better it gets for us as gamers. Check out these sites they can only get better with feedback from you.



Multimedia Warehouse  
[www.mmw.co.za](http://www.mmw.co.za)



PC Multimedia  
[www.pcmultimedia.co.za](http://www.pcmultimedia.co.za)



Ster Kinekor Sony Playstation  
[www.playstation.co.za](http://www.playstation.co.za)

The Web : EA Africa - PC Multimedia - Multimedia Warehouse - Ster Kinekor Playstation

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Top of the news this month is the Creative Labs Carnival to be held in Johannesburg at the Sandton City Fountain Square from the 22-26th of April.

During this period Creative Labs will be demonstrating their latest and greatest entertainment hardware.

The big news is the Quake 2 competition to be held during this event. The competition will be sponsored by Creative Labs, Mustek, Super Diamond, New Age Gaming, Software Connection and Datalec Distribution.

Imagine a competition with 16-32 Pentium II 233 Mhz. machines, each with its very own 3D Blaster: Voodoo2 cards. All machines will have 2 monitors, one for the player and one for spectators.... no worrying about spectators crowding around you and cramping your style. On to what everyone wants to know, PRIZES.

First prize will be a Pentium II 300 Mhz gamers dream machine, worth of R25 000.00, definitely an opportunity to grab a machine that will keep all your games running for the next year or two.

Second & Third prizes will consist of Creative Labs bundles eg. for example a Dxr2 DVD Kit + AWE 64 + Couple of games. These prizes haven't been finalized at our time of printing but Creative assures us they will be worth R3000.00 +.

Besides all the Quake 2 competition prizes, Creative Labs

will be giving away spot prizes as well.

The competition will be open to everyone except to employees of the sponsors and their immediate family. (Dammit! that includes me.)

Everyone participating will have to pay a entry fee of R15, all money collected for entries will be donated to the Avril Elizabeth Home for Children.

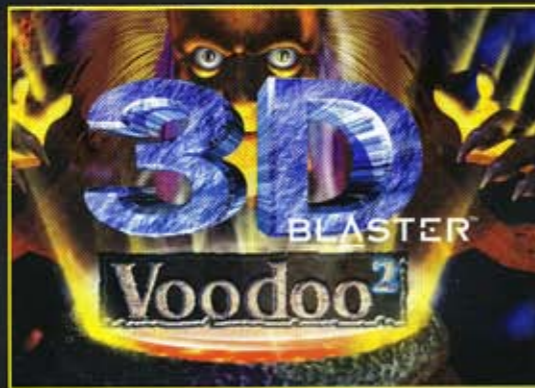
Competitors will be able to pre-register using our entry form on page 14. Online registration forms will also be available at [www.quake2.co.za](http://www.quake2.co.za) - thanks to CU for helping us in that respect. Entries will also be accepted during and up to the end of the first knockout round, so people that don't have the Internet or haven't bought this magazine will still be able to enter.

The Quake 2 competition will be structured around a Knockout basis until the Quarter finals. This means 16 players jump into a Deatmatch and only the 8 top

fraggers get to continue to the next round. The first knockout round will be on the 24th a Friday.

From the Quarter finals competitors will start going at each other on a 1-on-1 basis, winners going on to the next round until they reach the Final.

The Final will be a 1-on-1 best out of 3 match. The winner will walk away with that awesome machine worth R25,000.00.



## 3D Market Booming With New Companies Developing Their Own Voodoo 2 Killers

Lots of graphics accelerator news this month. Everyone is jumping on the bandwagon and developing their own Voodoo 2 killers. Whether they are going to succeed remains to be seen.

First off Matrox is developing the MGA-G200 which will reportedly be available in late June '98. You can expect to see the card available here about 1 month afterwards. The MGA-G200 will be an AGP 3D accelerator and 2D card combined. This scorcher is AGP 2x compliant and will offer almost twice the 2D performance of a Millennium II. Test on the 3D-side show 93 FPS in

Forsaken, although still in development the MGA-G200 comes close to Voodoo 2 based cards performance and will



definitely be something to look out for in the future, especially if you are PCI slot conscious.

Secondly nVidia made some noise about their upcoming 3D-accelerator chip the TNT4 which should be in production by the 3rd Quarter of

1998. The TNT4 is reported to be the first single-chip to process two pixels per clock cycle (the Voodoo 2 uses two chips to achieve this) enabling true multi-texturing. TNT4 based cards will feature up to 16 MB of frame buffer and use AGP 2x for texture storage. Makers of the Riva opted to use anisotropic filtering for the TNT4. That is like the next thing up from Tri-Linear filtering which the Voodoo 2 uses. For more information check out [www.nvidia.com](http://www.nvidia.com).

Intel, yea you heard me

right Intel, is delving into the graphics market as well these days with their i740 chip. Scheduled for release in the 2nd Quarter of this year is Intel's own graphics card called the Intel Express 3D. I almost cracked when they showed us a picture of the card. The first ever graphics card that I have seen with a fan and heatsink on it. Like most of the other cards the 3D Express will also be AGP 2x compliant. I have serious doubts about this card coming close to Voodoo 2 performance. Hopefully we can get a copy from Intel South Africa for testing and put my fears to rest.

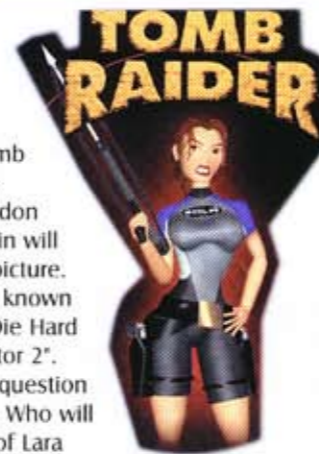


Also due this year is the next generation PowerVR chip which will also feature anisotropic filtering.

With so many 3D-acclerators coming out this year it makes me wonder which 3D accelerator will be my next card.

## Tomb Raider Movie In The Works

Eidos has signed a deal with Paramount pictures to produce a Tomb Raider movie. Lawrence Gordon and Lloyd Levin will produce the picture. They are best known for hits like "Die Hard 2" and "Predator 2". The only real question remaining is : Who will play the role of Lara Croft. \* grin \*



## Westwood Remakes Dune 2 The Granddaddy of RTS

Dune 2000, the remake of Dune 2 which is the granddaddy of all modern real time strategy games, is due for release later this year. This remake will feature all new graphics and sound but stay true to Dune 2's classic gameplay. Dune 2000 takes place on the desert planet Arrakis, also known as Dune. As in the original you will be able to play as the House of Atreides, Harkonnen or Ordos. Everyone that has DSTV will know that huge worms, who attack anything that moves, populate Dune's deserts. Trying to do battle with environmental hazards like these will find Dune 2000 a space in most RTS enthusiast's cupboards.



## Microsoft Announce DirectX 6 Shipping Date

Microsoft announced that DirectX 6 will be shipping in July '98. The new version will have support for the new Voodoo 2 chipset and will offer developers access to a host of texture manipulation routines for Direct3D. Microsoft is also continuing development on DirectMusic which they hope to ship later this year with DirectX 6.x.



## Sega Pulls The Saturn In America

Making a whopping \$309 million loss in America, Sega recently announced the discontinuation of the Sega Saturn In America, and you were wondering why we don't feature any Sega Saturn articles. Although we fall under the European division where the Saturn is still supported, you can hardly find a Sega Saturn in stores here in South Africa these days. Now you can look forward to Sega's next generation machine dubbed "Katana".



## Vampires and Babies in Gabriel Knight III

Sierra's is releasing Gabriel Knight III later this year. You will return as the American hero Gabriel In Blood of the Sacred, Blood of the Damned. This installment in the Gabriel Knight series will immerse you into a European environment on the trail of a Vampire who kidnaps an aristocrat's infant son.



## Thrustmaster To Enter Playstation Arena

Thrustmaster Inc. best known for their PC joysticks will enter the Playstation hardware market. They will be producing controller products for the Playstation, first in line will be a racing wheel and some innovative controllers. Now Playstation owners will be able to get the same standard of quality products PC gamers have been using for years.



## Editor-In-Chief Going To E3 The Biggest Gaming Expo In The World

Our Editor-In-Chief, Warren Steven, will be going to the E3 in Atlanta come May. So expect one lengthy article about the biggest gaming expo in the world in our July issue. This being his first ever plane ride and first time out of good old South Africa he is nervous and giddy as a schoolboy at the same time. While there he will be chatting to some of the developers about sending us beta copies so we can preview the games in development. A lot of the distributors are also going to E3 and will try to arrange some interviews for us with the big boys in companies like Origin. (Assistant Editor - You better bring me some stuff back or there will be hell to pay :-).



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## Sony To Bring Out New DVD-ROM

Sony announced the first 5x DVD-ROM drive bundle. The DVD drive is fully backward compatible with all of current CD-ROM formats, reading them at a steady 32x speed. The bundle will include a REALmagic Thriller PCI MPEG 2 decoder card, driver software, an audio cable as well as two DVD-ROM titles. Using ATAPI/EIDE the DVD-ROM drive allows access times of 75ms for CD-ROM and 100ms for DVD.



## Records Tumble With Resident Evil 2

Resident Evil 2 sold 3 million copies in the first 6 weeks after its release claiming a new record. The game sold 2 million copies since its release on the 21st of January in the USA. In Japan where it is known as Biohazard 2 it sold more than 1.9 million copies since it debut there on the 29th of January.



Hmmm..... and I thought the PC market had huge sales figures.

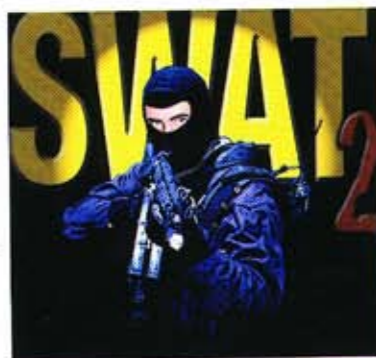
## Oscar Winner For Wing Commander

Peter Lamont, winner of an Academy Award for his art direction on Titanic, will join Chris Robert, who is directing, on the Wing Commander movie currently being produced in Luxembourg.



## Sierra's SWAT2 On Its Way

SWAT 2 the sequel to Sierra's strategy game SWAT is on its way. With an improved interface and RTS type gameplay I hope SWAT 2 will find a bigger audience than SWAT did. The game is currently being tested by SWAT officers at Sierra to make certain gameplay is as realistic as possible.



## Psygnosis Announces Global Domination

Psygnosis announced Global Domination on the 16th of March. This game will be available for the PC and Playstation by the end of the year. The game sounds very similar to BattleZone and Uprising, being a 3D strategy game combined with arcade style action. "It's a game of strategy, speed and skill mixed with non-stop action; and it's real-time gameplay that offers decisive victory. It's you versus the computer in single player mode or you versus 15 other power hungry recruits over a network." - press release

## X-Men Coming To a Playstation Near You



Coming soon to the Playstation is Xmen: Children Of The Atom. Already available for the PC, this 3D shooter will be welcomed by Playstation owners looking for action up close and personal. This game features all your favourite characters from the Comic series.

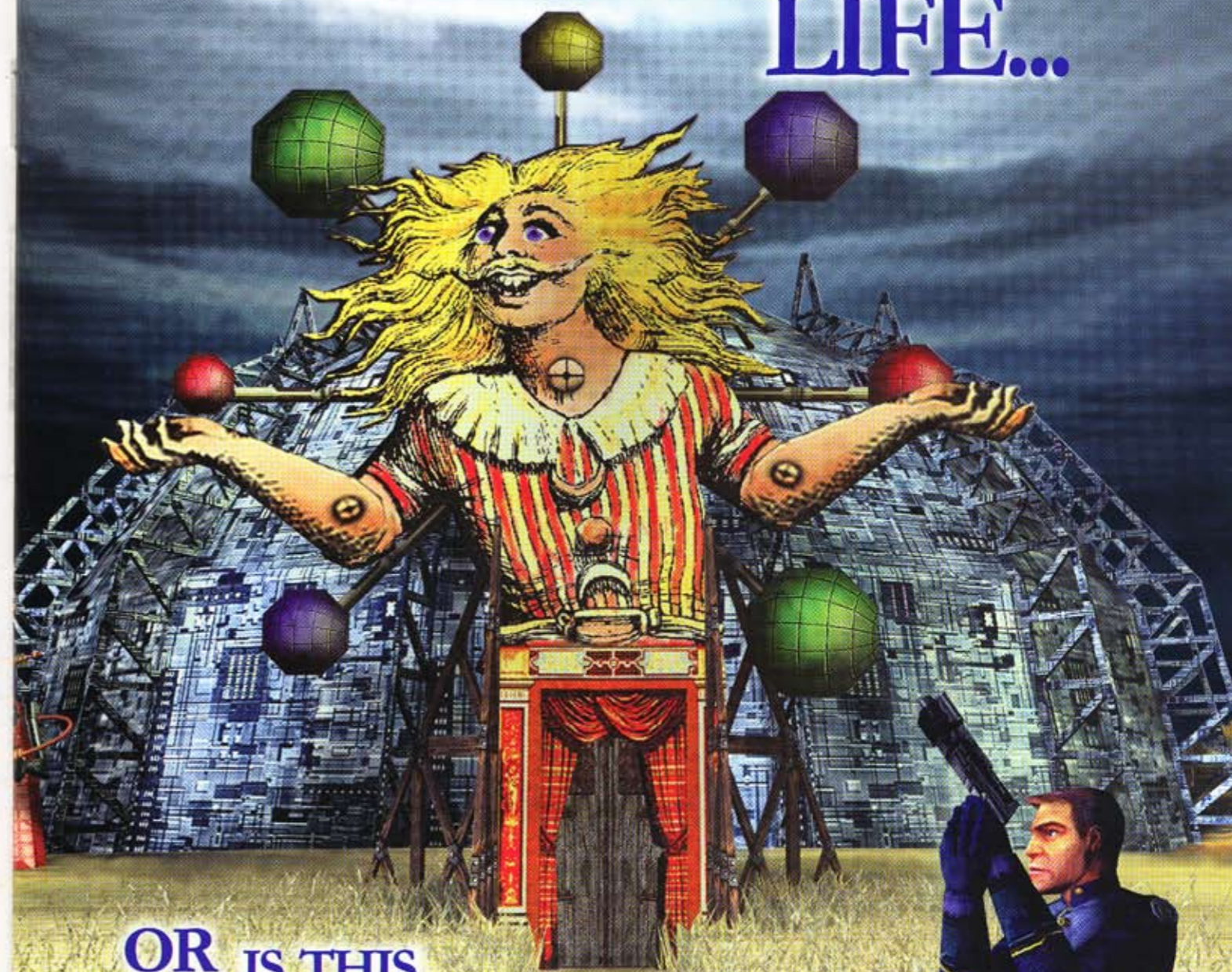
## Raven Software Plans for Heretic 2

Raven Software have announced plans to revive Heretic, the predecessor of Hexen, and separate its story line from the Hexen series. The game will use the Quake II engine and will feature a third person perspective view. It looks like the game will feature Tomb Raider style gamplay such as climbing up ledges and ropes, and leaping across ledges. Heretic II will be shown for the first time at E3.



I HOPE YOU HAVE ENJOYED THE FIRST EDITION OF BITS & BYTES. WE HOPE TO HEAR YOUR OPINIONS AND SUGGESTIONS ABOUT HOW TO IMPROVE THIS SECTION. IF YOU HAVE ANY COMMENTS PLEASE E-MAIL ME AT BB@NAG.CO.ZA  
LEONARD DIAMOND - ASSISTANT EDITOR

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# BACKCHAT



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Please write to us at the address on the envelope letting us know what your hypes and gripes are about the magazine and other related gaming topics. With constant feedback from you we can bring out a quality magazine

worthy of the S.A. gaming public. All letters will be read with the best of the crop being published in the corresponding monthly issue. This is your opportunity to let your feelings out about those subjects that have been plaguing you, which seem to be left unheard. Put pen to paper and fingers to keyboard and send that damn mail.

**The Letter of the Month will receive the Game of the Month as a prize.**

Please include your name and postal address with your letter so we can forward your prize should you win. Any winners without the above shall forfeit the prize and the Editor's cupboard will collect another game. The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.

*This is New Age Gaming's preliminary Top Tens put together by the staff and reviewers. Our main objective is to have you the public send us your Top Ten's in order to let us collate the best possible South African charts. The more feedback we receive the better we can identify with South African gaming trends. Please send your Top Ten's to:*

**Postal:**  
 Top Ten  
 PO Box 2749  
 Alberton, 1449.

**E-Mail:**  
 topten@nag.co.za

LM = Position Last Month TM = Total Months on chart

# 10 TOP GAMES

RC	NAME	LM	TM
1.	Quake 2 <small>id Software - PC Multimedia</small>	1	1
2.	Total Annihilation <small>Gas Powered Games - PC Multimedia</small>	2	2
3.	Wing Commander 5 <small>Origin - EA Africa</small>	3	3
4.	TOCA Touring Car <small>Compendium Multimedia Warehouse</small>	4	4
5.	Tomb Raider 2 <small>Telltale Interactive - EA Africa</small>	5	5
6.	Monkey Island 3 <small>LucasArts - Multimedia Warehouse</small>	6	6
7.	Longbow 2 <small>Joost - EA Africa</small>	7	7
8.	FIFA 98: RIWC <small>EA Sports - EA Africa</small>	8	8
9.	Blade Runner <small>Westwood - Multimedia Warehouse</small>	9	9
10.	Jack Nicklaus 5 <small>Accolade - EA Africa</small>	10	10

PLAYSTATION	NAME	LM	TM
1.	Final Fantasy 7 <small>SquareSoft - Star Kinkor Interactive</small>	1	1
2.	Abe's Oddysee <small>Blizzard - EA Africa</small>	2	2
3.	Tomb Raider 2 <small>EA Sports - EA Africa</small>	3	3
4.	Crash Bandicoot 2 <small>Naughty Dog - Star Kinkor Interactive</small>	4	4
5.	FIFA 98: RIWC <small>EA Sports - EA Africa</small>	5	5
6.	Ace Combat 2 <small>Bandai - Star Kinkor Interactive</small>	6	6
7.	Formula 197 <small>Progenus - Star Kinkor Interactive</small>	7	7
8.	SoulBlade <small>Bandai - Star Kinkor Interactive</small>	8	8
9.	Grand Theft Auto <small>DMA - EA Africa</small>	9	9
10.	Riven <small>Accolade - PC Multimedia</small>	10	10

# ACTIVISION®

There's a crime wave in the city of Freeport and it's linked to the unholy drug named U-4. People are disappearing, and mutants are taking over the streets. Sources say that SinTEK Industries and its lethally gorgeous CEO, Elexis Sinclair, are connected to the madness. As a top security professional, it's up to you, Colonel John Blade, to discover who or what is behind



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# COMPETITION

WIN WIN  
WIN WIN

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WWW.SOUNDBLASTER.COM



WIN WIN  
WIN WIN

**NEW AGE GAMING**  
SOUTH AFRICA

## Sound Blaster Awe 64 Value

All you have to do to win this magnificent prize from Creative and New Age Gaming is to answer 2 easy questions.

- 1) What is the frame rate of the Creative 3D Blaster Voodoo 2 reference board during the Quake 2 Timedemo (Tweaked)?
  - 2) What sizes RAM do the Creative 3D Blaster Voodoo 2 get released in?
- Send your answer on a postcard to Creative/NAG Competition, PO Box 2749, Alberton, 1449 or E-Mail the answer to comp@nag.co.za

The Editor's decision is final. Staff members of New Age Gaming and Creative Labs, along with their families, are prohibited from entering. All multiple entries will be discarded.

# CREATIVE CARNIVAL

Come and visit the Creative Carnival at Sandton City's Fountain Court from 22-26 April, 9am-5pm, Wednesday to Saturday, 9am-2pm Sunday.

COME TAKE PART IN OUR

## Quake 2 Round Robin KNOCKOUT COMPETITION

This competition will take place at the Creative Carnival. A R15 entry fee will be charged and donated in full to the Avril Elizabeth Home for Children.

There will be 3 prizes, the first being worth **R25 000!**  
**P2 300 PC System**

WATCH THIS SPACE FOR FURTHER DETAILS !!

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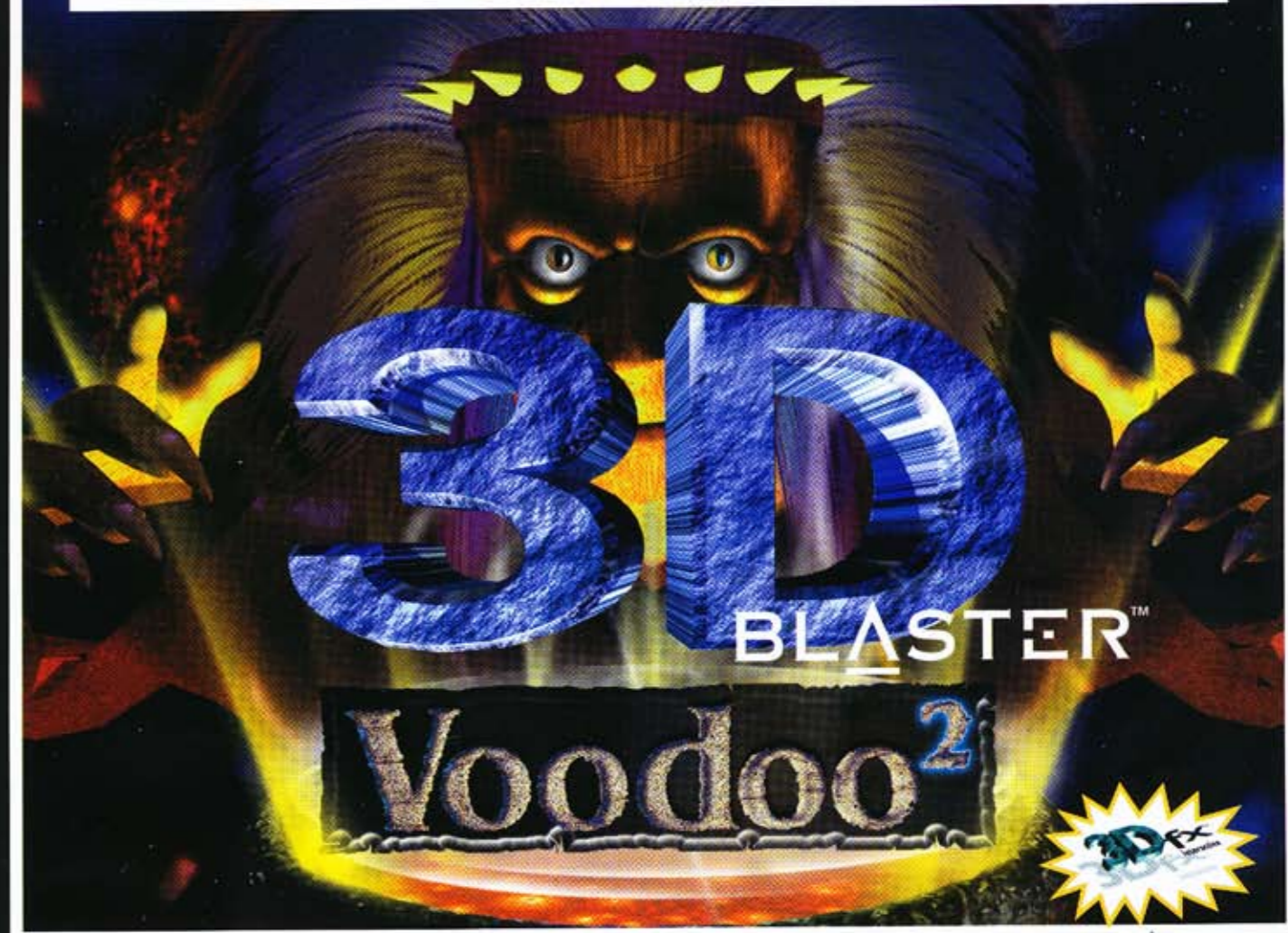
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# Preview Under Construction



## RACING SIMULATION

Developer: Sony Computer Entertainment



is a potential caffeine siphon.

The first thing I noticed was the amount of options and vehicles you have at your disposal. Sony have managed to secure ten manufacturers which are Toyota, Honda (the best :Ed), Chrysler, TVR, Aston Martin, Chevrolet, Mazda, Nissan, Mitsubishi, and Hyundai. This

puts an astounding 40 different sports cars at your finger tips, each with computer assisted steering and braking options for beginners. Once coming up with the formidable task of choosing my vehicle I noticed the costs involved. Realizing this Beta copy is from Japan I eventually worked out I was working in Yen (Japanese currency), even though with all those noughts I would have preferred Rands. The Ster Kinekor guys have assured me that the final product will work with a more knowledgeable currency, most probably Dollars.

There isn't much in the game that doesn't involve the use of money. Gran Turismo will revolutionize the way we look at consoles today.

There isn't much in the game that doesn't involve the use of money.

Gran Turismo will revolutionize the way we look at consoles today.



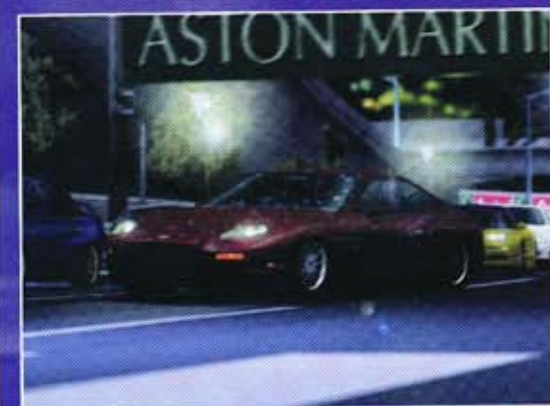
Luckily you start with a considerable amount of it due to the costs of the newer vehicles. An interesting addition is the use of second hand vehicles which are less expensive but more



unreliable. The garage options are plentiful covering all facets of the vehicle, all there to improve the performance and handling of your car. Brakes, tyres, suspension, engine, transmission, exhausts, turbo's, colour and body kits are performance boosting and costly upgrades. You however are not given certain upgrades until you have ventured onto the track and burnt some rubber.

Before heading out to race you are invited to test the performance of your vehicle in the Machine Test, a welcome addition once you get into the upgrading department. You are able to judge by the 400m, 800m and 1000m time test what speeds and handling differences there are between all the vehicles and upgrades. It must be said that each vehicle comes with a full breakdown of specs and performance figures according to the manufacturers and its interesting to see how accurate they are in the Machine Test.

Throughout the existence of man there has been a craving for speed and more speed. The never-ending search for the ultimate motor vehicle to hurl you closer to sound barrier. I doubt I've found the vehicle but Sony International and Ster Kinekor Interactive have come close to digitizing it.



The Playstation and PC for that matter have been inundated with repetitive and mediocre racing games. We buy the games in the hope of better graphics and realism but in truth this genre of game lacks depth. Racing Sims with the ability to keep us entertained are few and far between with the Formula 1 and Indy productions holding up the deck. Is there any light for us down this lonely pit lane?

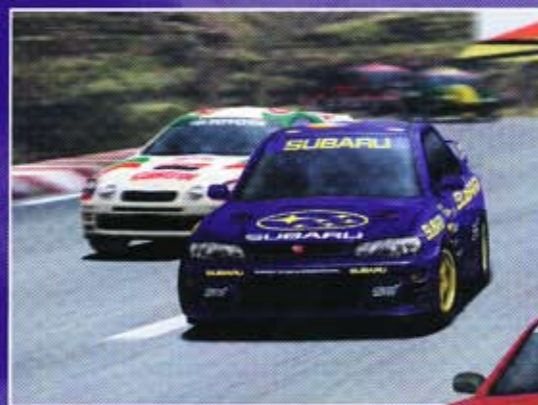
Hold on to your panties I think we've hit the throttle. Gran Turismo has hit me with a socket wrench (there is something else I would like to hit you with :Ed), unleashing the old feelings of being pulled over by the cops in Test Drive and receiving the fastest lap in Indy Car Racing. Without sounding to enthusiastic, this

# Gran Turismo (cont)

Nothing special has come out of the different views but then the inside and third person option are pretty much standard. A fully detailed screen keeps you updated on your progress at all times and impressed me with its ability not to clutter up the TV screen. The graphics are clear and precise with no texture splitting occurring, which is very impressive with this beta copy. The screen moves along rapidly at 30 fps during daytime races and 50+ fps during night races. The difference due to the extra processing power needed

average track with a Honda Prelude is a nightmare without suspension and tyre adjustments. The vehicle screeches and sways as the suspension stutters under the pressure of the cornering. The car lurches as each gear is passed and oversteer is common place behind an average car. The racing is tight and intense depending on your vehicle's ability. A money bonus is given for the top

*'Sony Computer Entertainment Europe announced that it would be releasing Gran Turismo™, the biggest, most realistic and detailed car racing simulation ever seen on Playstation.'*



three spots in each race and for lap records giving the player extra incentive to perform. You never know when you will need that suspension lowered.

There are two modes of play, 'Quick Arcade Mode' which is for the get in and go kind of

to update each screen with more intense graphics during day and less at night. Excellent lighting effects fill the screen continuously with great attention given to smaller detail. The brake lights lighten to warn you of dangers ahead and the metallic paint reflects in the sunlight. The effects are wonderful and are said to improve with the final release.

Once in the hot seat you discover that every make and model has a feel of its own. Trying to whip around an



player, and then the 'Gran Turismo Mode', which is the ultimate test of driving skills. As with any high end racing you have to earn your entry into the Gran Turismo, in this case it's getting your license. Not any average license because it consists of a 'B' and two 'A' grade license's, each with a different number of stages. Unfortunately I was only able to reach the 'B' grade, which has seven stages, but I was accepted into the Gran Turismo. These are extremely challenging stages and will give even the Ayrton

*'Gran Turismo reaches unprecedented levels of detail, precision and realism, in a racing car simulation.'*

Senna's of this world a run for their money.

The Gran Turismo is roughly the supreme test of driving skills with 10 different championships and eleven different tracks. The objective is to have upgraded your vehicle sufficiently to compete in this arena. It must be said that even though you have a quicker and more controllable vehicle you have to race increased AI of the other drivers, which is deceptively intelligent at his level.

A noticeable exclusion of vehicle and object damage is apparent but is dithered by the intense depth of GT. This minor hiccup can only be put down to CD space and I'm sure would have been included if permitted. A special mention must be said of the Replay Mode and its inspiring playbacks that seem considerably enhanced graphically to the normal racing mode. You would be easily fooled into believing you were watching a video of the real deal.

Multiplayer Modes support 1 - 2

# Preview Under Construction

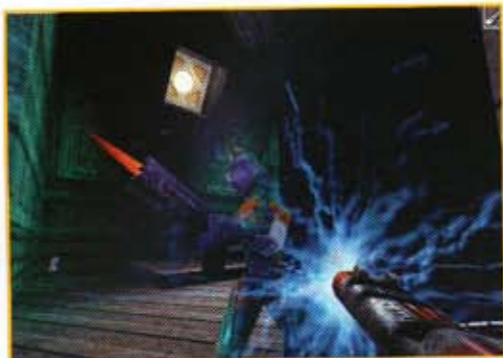


Racing Simulation : Gran Turismo

Racing Simulation : Gran Turismo

# Preview Under Construction

Just over the gaming horizon is a game called Unreal from Epic Megagames due for release in June (We hope: Ed). If there is currently any game in development that could oust Quake as king of the hill it would be Unreal.



Razorjack shoots out circular saw blades, which can be controlled after firing i.e. move them around corners and do 360s in the air. From the sounds of it this could possibly become my favorite weapon in deathmatches.

Unreal is based on the Unreal engine, a totally new 3D engine from Epic which will be the first 3D from Epic actually use Intel's MMX instruction set. This will give gamers with MMX machines a decent frame rate without 3D accelerators. Riding on the forefront of current technology the Unreal engine will also feature native support for all commercial 3D accelerators using 3Dfx and PowerVR chipsets.

By not making use of existing engines and coding their own, Epic will be able to add any special effects deemed necessary to enhance gameplay.

So far no one except Epic knows the full potential of the Unreal engine since they have kept most of its features a mystery and only given a glimpse of some special effects. In the demo tape we received we saw dynamic lighting, lens flares, realistic fire, force fields, steam and lava, but you can be certain there will be even more in the final product.

I have to say that the monster animation is awe-inspiring due to realistic movement and their reactions to the current situation not to mention that Steve Polge of Reaperbot fame is working on the monster's AI.

If you're sick and tired of shotguns and rocket launchers popping up in all 3D shooters, Unreal will come as a welcome relief featuring unique sci-fi weapons. If only to mention one, the

*If there is currently any game in development that could oust Quake as king of the hill it would be Unreal.*

## UNREAL



*'Ion Storm was so impressed with the Unreal engine that they recently licensed it for Daikatana II.'*

The editor that will be included as a unsupported product with Unreal has to be the feature I am most looking forward to. No more half-baked editors that we have seen in past 3D shooters like the build engine in Duke Nukem. Now we have a full-blown program the equivalent of a R1000.00 CAD product. The UnrealEditor will use brushes to build levels like in Quake but instead of adding brushes you will be subtracting them from one huge brush to create your level. Gone are the days of hunting for leaks in custom levels. Shortly after Unreal's release Epic plans to release a fully supported version of the

### First Person Shooter

Min Required	Recommended
Pentium 133 16 MB RAM PCI SVGA CDrom 250 MB Est. H/D space Win 95 or Win NT TCP/IP Network	Pentium 166 MMX 32 MB RAM PCI SVGA CDrom 250 MB Est. H/D space Win 95 or Win NT TCP/IP Network

Developer: Epic MegaGames

Publisher: GT Interactive

Supplier: Multimedia Warehouse  
Tel: (011) 315-1000

International Web Site  
[www.unreal.com](http://www.unreal.com)

UnrealEditor, which will ship with a big manual and extra utilities.

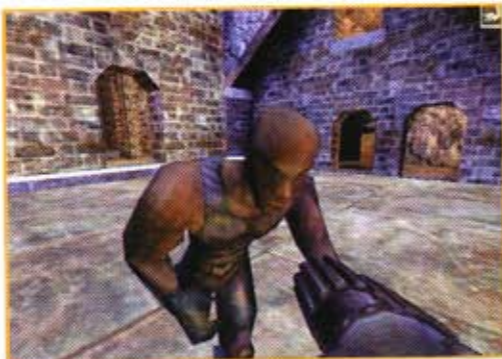
Epic promises that UnrealEditor

will be easy to use for both beginners and pro's alike. Combine the editor with UnrealScript, a scripting language with VC++ style programming, and Unreal could be the

biggest breakthrough for mod makers since Quake C. With UnrealScript you have direct access to character attributes and can write your own script for things like moving brushes (e.g. trains and the like). If it is truly as easy to use as Epic suggest even I might find some time to write a mod and produce a couple of levels. For more information on Unreal please check out the games site at <http://www.unreal.com>.

All we can do know is wait for the release of Unreal when you can expect one lengthy review of what will probably be this years best 3D shooter.

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Pitting two of the latest golf games against each other is the best way to judge which is worth our hard earned money. Was there actually any contest?

## PC REVIEW

### Sports Sim (Golf)

Min Required	Recommended
Pentium 90 Mhz 16 MB RAM 1 mg VGA 2 X CDrom 145 MB hard-drive space Win 95 (DirectX 5)	Pentium 166 MMX 32 MB RAM 2 mg VGA 4 X CDrom 145 MB hard-drive space Win 95 (DirectX 5)

Developer: Accolade

Publisher: Electronic Arts

Supplier: EA Africa  
Tel: (011) 792-7019  
RRP: R 299.00

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# JACK NICKLAUS 5

confidence in all its departments. Let it be said that impressing me can be difficult because of my close relationship with Links LS 98. It is the closest representation of the sport in a game. I now finally have two such titles with this distinction.

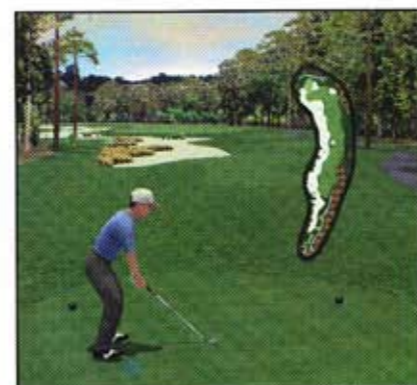
Take in mind that JN5 is mostly computer imagery, with resolutions being reached of 1600 x 1200 if hardware allows, it creates some awesome scenery. Graphically JN5 takes my number one spot under the golfing banner. With golfer animations swings you couldn't buy, I'm sure you could probably buy the game as a learning tool. The normal graphical problems are encountered with certain areas in the game. Such as the walking on water effect that seems to plague most of the golfing simulations. I wonder when somebody will pick up on this and correct it. This being minor oversights to the true glory of this graphic engine which stands out and says eat me.

Looking at the internal workings of JN5 made me aware that Jack Nicklaus himself did some intense work on this product. Jack is a lover of nature and a perfectionist of note. Leaving the player with sounds of some of the strangest creatures can only be his doing. You will hear sounds from the Black-throated Green Warbler to the cry of the Ruddy Turnstone. Immersing you in a world that only the real golfer can explain. Being close to nature seems to bring out the calm and serene side of man and JN5 simulates this incredibly well.

Realism plays an important role of the impression of the game and JN5 hits the spot. With correct ball flight and reaction to surfaces you have a clear understanding of what type of shot to play. Club selection comes with graphical changes which look and play like the iron or wood selected. The golfer swings with precision and takes

manual mouse swing that simulates the left to right pattern of the swing. There have been a few mouse swings that have come and gone such as Sierra's FPS golf, which didn't take off too well. Somehow the Mousemeter found a place in my game because of its ease of use. It allows you a lot more control on those power drives, therefore creating easier approaches to the greens. I have changed my dull pattern by introducing the Mousemeter to the tee box and then changing back to the 3 click for approaching and putting. It has certainly shaved shots off my score and could work for you too.

CBS's Gary McCord adds his special brand of commentary to JN5 but irritates most of the time with his one liners. An example being 'hit the brakes, hit a wall, hit



Lining up the drive on a narrow fairway.

my fat caddie' on an overhit putt, could certainly create anxiety especially if it was an important putt. Nevertheless it's humorous and well timed, as is the spontaneous applause from the gallery for a good shot.

There are multiple camera angles and landing shots. Unfortunately the TV style landing camera are only available for gamers with 20MB ram or more, taking the hardware requirements further into



recklessness. I recommend you go out and get the extra RAM because this feature helps create the game.

Multiplayer capabilities are available and work well

Coming off a dismal round of golf on the weekend, it was a joy to be able to get to work on Accolade's Jack Nicklaus 5. It certainly made a change from mudding it through the fairways and hacking through the rough.

This being Jack Nicklaus's fifth attempt, and creating little impression with its previous versions, had me doubting anything



Tough Par 3 creates a challenging shot.

special coming from this updated copy. With JN4 being released not so long ago, it would take something heroic to create a stand out golf game.

Well Accolade has come closer than most to perfecting a game that can be tough to emulate. JN5 reeks of

the odd divot in the fairway as well as the sand splash from that difficult bunker shot. A special mention must be said of the flag that has the Bear imprint on it to represent the Jack Nicklaus logo, which moves in the wind to give an understanding of the conditions.

The control interface is the standard 3 click and 2 click choices as well as a very intuitive Mousemeter. The Mousemeter is a

## Sports Simulation Golf (cont)

on all standard modes of connections. One gripe I have with JN5 and Accolade is the exclusion of internet play. With PGA Tour Pro and Links 98

having Internet tournaments that are growing in stature it will take JN6 a while to catch up with its competitors. Hopefully we could see a patch or add on for Internet play in the near future.

JN5 has true TV style atmosphere with twelve courses included on the CD. Two are fantasy courses and the rest are some of Jack's greatest creations simulated to extreme accuracy. With hundreds of courses available from JN5's web site, you can save a lot of money in add on courses.

Accolade has again added the Course Designer onto the CD, which gives JN5 an edge over most of its competitors. This superior add-on has all the features necessary for building your own course and could easily be packaged on it's own. Check out the Challenge course on the CD that is the culmination of the top 18 fantasy holes made by gamers with the JN4 designer, to see the real power of this package.

As a sports sim JN5 is great for the beginner and challenging for the Pro. No matter what your handicap you will enjoy this golfing game. All in all JN5 is a quality product that I recommend to all you avid golf players and gamers.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A wonder to look at in every way. Such graphical delights that it rivals the great Links 98. Excellent control mechanism makes the game a joy to play and helpful for beginners. A wonderful course designer allows the gamer to design his own courses for extra lifespan. Highly playable for the golfing fan.	92	85	95	88	86	90	89
INTERNET	www.accolade.com						Hi End PC Needed -
MULTIPLAYER	COMPARITIVES	PRO'S and CON'S					
IPX - TCP/IP (2-8) Modem (2) Serial Connection (2)	Links LS 98 Actua Golf 2	+ Superb Graphics + Excellent Control + Accurate Realism					

### Sports Sim (Golf)

Min Required	Recommended
Pentium 75 Mhz 16 MB RAM 1 mg VGA 2 X CDrom 87 MB hard-drive space Win 95 (DirectX 5)	Pentium 166 MMX 32 MB RAM 2 mg VGA 4 X CDrom 219 MB hard-drive space Win 95 (DirectX 5) 3Dfx, Power VR

Developer: Gremlin Interactive

Publisher: Gremlin Interactive

Supplier: Multimedia Warehouse  
Tel: (011) 315-1000  
RRP: R 299.00

International Demo Download  
No download sites available  
S.A. Demo Download  
No download sites available

Gremlin has been doing exceptionally well with their Actua range of sports titles. Their superior knowledge of motion capture and animation made Actua Soccer 2 top of its class. So I eagerly opened the Actua Golf 2 package with the greatest of interest.

With golfing games being a really tough market it was necessary for a top quality product to be introduced. This certainly wasn't the case with Actua Golf 2. Having played the original Actua Golf on the Playstation I was expecting greater things

## actua GOLF 2 PC REVIEW

for the PC. Gremlin it seems opted for the more arcade feel than the simulation approach.

Gremlin has taken the option of running the 3DFX format and hasn't impressed graphically. I can go so far as to say they failed miserably. Somehow 3DFX doesn't work with golf games and if it is to create an impression in the market it must then support much higher resolutions than 640 x 480. Even without the 3D card I had problems finding any good things about the graphics, except the motion capture on the animations. Everything about the look and feel is blocky and alignment problems

arise with the textures.

Sound effects and scenery were unconvincing to say the least, with top quality games out in the market it seemed as if we were back in the early 90's. Certain features that caught my eye were the water, which reflected and glistened realistically, the movement of the trees and the different weather conditions.

Realism is not the order of the day with AG2. The conversion to PC seems direct and without change, not taking advantage of the PC's ability to simulate. Ball flight and control are average, with a large degree of shot selections available. AG2 seems to be missing that punch that normally grabs the gamer and keeps him up to all hours of the morning.

Even though AG2 comes with eight different courses, all of championship status, the buck stops there. No announcements of extra courses have been made, leaving me with no confidence in future developments for this version. It must be said that the recreations of the courses are hardly up to scratch but do the trick for arcade style play.

The so-called superb sound effects had



Trust me to forget my umbrella in weather like this.

# Sports Simulation Actua Golf (cont)

## REVIEWS UNDER FIRE



Lining up the drive on a narrow fairway.

some promise until the commentators started rattling on. Repetition and mispronunciation was my first impression. At least the dull tones of their voices were close to the real commentators.

An interesting feature is the use of most of the worlds top golfing Pro's in the actual game. All the great golfers are available such as Ernie Els, Greg Norman, Nick Price and even Tiger Woods. But lets get serious, since when does Mark McNulty wear a purple striped shirt and pants and Ernie have a beard, come on get with it.



AG2 comes with all the camera angles and some. 14 static camera's and 12 ball camera's to be exact. This does help create the TV style impression and it pans and scrolls intelligently. The most useful of the camera's being the free cam, which helps in choosing the correct shot selection. Direction and aiming are direct copies of EA's PGA Tour with the arrow and overhead selections.

The most important feature of any golf game will always be the playability and AG2 seemed destined for the back seat once again. An example of the ease of playing

this game, which is supposed to simulate one of the hardest sports in the world, are my 24 under par and 12 shot victory in my first pro tournament. Not to mention that I finished all four rounds in under an hour and a half. Too easy and simple to hit those great

shots and a putting mechanism that is laughable. Dropping a 60ft putt is no problem for eagle that racks up on your scorecard.

Some of the better features that Gremlin has produced are the multiplayer functions

and the practice driving range, which helps the beginners. As well as the multiple swing mechanism, which includes the tricky Actua Swing, that uses the mouse as the control. Not a bad attempt at simulating the swing but the backward to forward motion of the mouse detracts from the actual left to right action.

With due respect to Gremlin something must be said about the interesting

progression you follow to enter into the Pro ranks. You begin as an amateur golfer with a handicap of -28. For anybody who doesn't understand what a handicap is it's the amount of extra shots you get above the better players and Pro's. A equalizer in terms of ability and finally gremlin have taken advantage of how most people begin their golfing careers. Now before you can join the Pro's in the big money tourney's you have to play in the amateur ranks until you playing off a scratch handicap. Once you have reached this milestone you will be given Pro status and be allowed on the Gremlin Pro Tour. This addition to the golfing game does add extra challenges especially for single player games and we should see other games following on Gremlin's heels.

Somehow negativity flows through me with AG2 making me wonder how quality developers like Gremlin could go backwards in time. Not everything about this game is bad but it's truly difficult to find anything good about it. Lets just say that with the availability of higher quality golfing games this wouldn't be on my PC shopping list.



18 on the stimpmeter and rising with this putt.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
The first in the 3D acceleration golfing games. No graphical improvements because of this. Handicap system adds a different dimension to the gameplay. Weak commentary and easy controls disappoint the final verdict. Overall a weak attempt at capturing the PC golfing game market.	56	62	48	78	83	32	59
<p>www.gremlin.co.uk</p> <p>MULTIPLAYER: IPX - TCP/IP (2-4), 28.800 Modem (2), Serial Connection (2)</p> <p>COMPRATIVES: Links LS 98, Jack Nicklaus 5</p> <p>PRO'S and CON'S: + 30fx Support, + Tournament Play, + Multiple Camera's, Repetitive Commentary, Bad Graphics, Way to Easy</p>							

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VISION  
SOFTWARE

# REVIEWS UNDER FIRE

## Add On XW vs TIE

**Developer:** LucasArts Ent

**Publisher:** LucasArts Ent

**Supplier:** Multimedia Warehouse  
Tel: (011) 315-1000  
**RRP:** R 179.00

your cause and put an end to the Empire's tyranny. If you are inclined towards the dark side and play as the Empire, your objective is to stop Atram from joining the Rebel forces and make them pay dearly if they try.

Unfortunately no new ships were added to the Empire's arsenal, although as a Rebel you get to fly their newest ship, the B-Wing. One awesome piece of technology if I do say so myself. The B-Wing might not be as maneuverable as an X-Wing but packs some serious firepower. A couple of new ships and a Super Star Destroyer have been added for you to engage during mission. The Super Star

have always considered Jedi Knight's single player mode the most immersive of all the 3D shooter games, and now with Mysteries Of The Sith, players that feel likewise can enjoy the experience all over again.

Set 5 years after the saga in Jedi Knight, Kyle Katarn makes a return with his pupil Mara Jade. Although you can play as Kyle Katarn for a

## Add On Jedi Knight

**Developer:** LucasArts Ent

**Publisher:** LucasArts Ent

**Supplier:** Multimedia Warehouse  
Tel: (011) 315-1000  
**RRP:** R 199.00

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## STAR WARS JEDI KNIGHT MYSTERIES OF THE SITH

short while in the early missions, most of MoS center around Mara Jade as she help the rebels and becomes entangled with the ancient Sith.

In this add-on LucasArts have gone the extra mile and added much more than required of an add-on. Not only are there 14 new huge levels with over 2 dozen new enemies, but they have also implemented dynamic lighting. Add to this four new weapons, five new force powers and it becomes hard to think of MoS as just another add-on. In my opinion it's a whole new game.

In the multiplayer department MoS have added classes. What weapons and which force powers you start with in multiplayer is decided by which class you play. Unfortunately this means you

have to create new multiplayer characters. Jedi Knight characters just won't work. The only thing I found disappointing were the cut scenes. LucasArts opted to only use the 3D engine to tell the story. Lets face it, characters whose lips don't even move just doesn't make the grade, actors and special effects adds so much more to the enjoyment. Other than the cut scenes MoS is an excellent add-on and well worth the money spent on it, especially if you are a Star Wars fan.



LucasArts brings us Balance of Power, an action packed add-on for X-Wing vs Tie Fighter. So get out your original XVT from the bottom of the cupboard and get ready to be submerged into the rich Star Wars universe again. X-Wing vs Tie Fighter is considered by many still the best multiplayer space flight sim available to date, and it just got better.

Balance of Power support

## BALANCE OF POWER

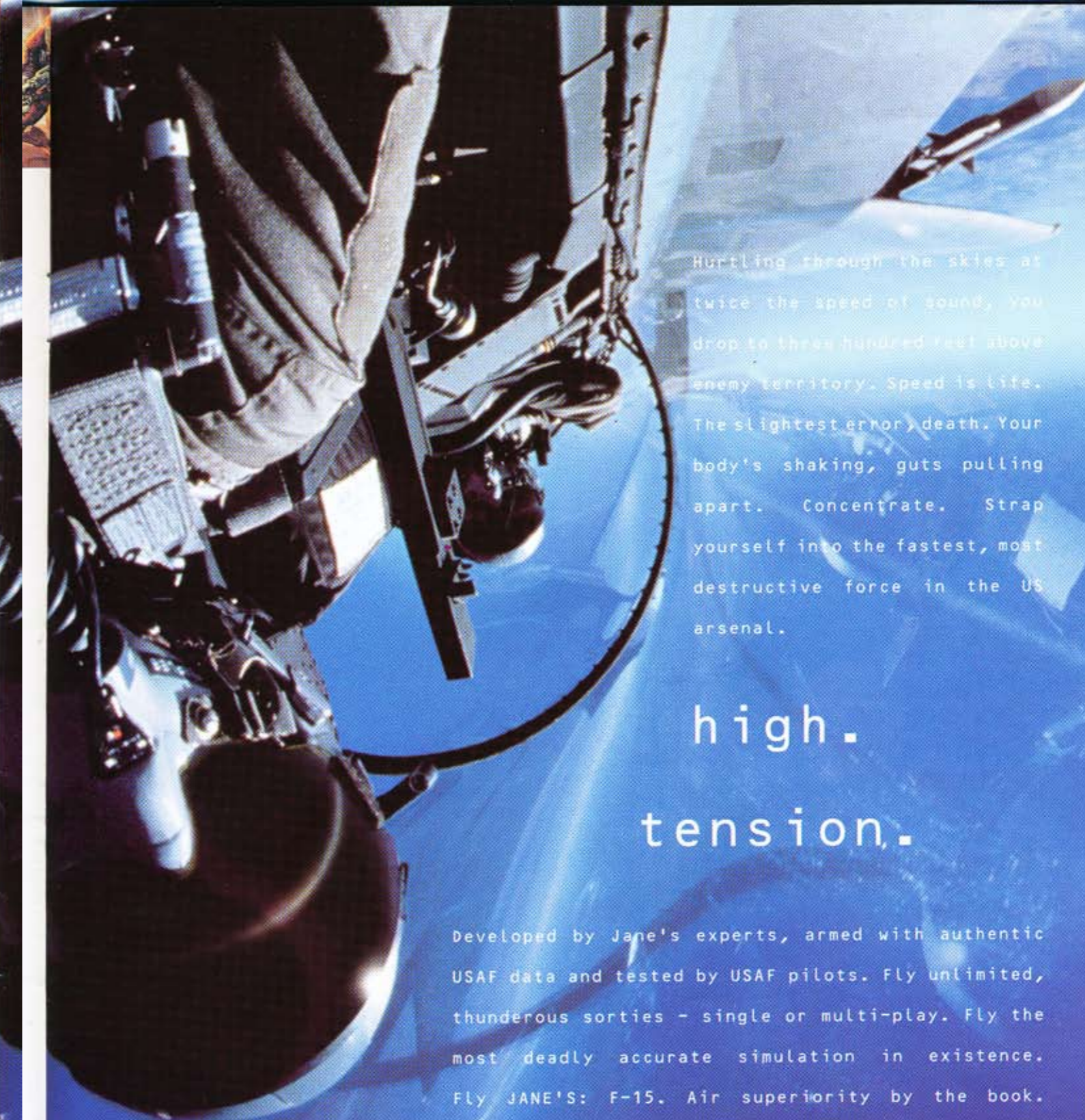
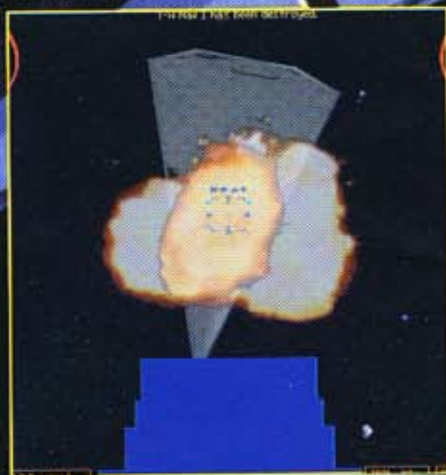
3DX acceleration cards using the previous patch for XVT that came out in 1997. The accelerated version is a bit disappointing. LucasArts didn't add special effect like smoke, lens flares or particle explosions. Not quite as visually stunning as Wing Commander: Prophecy, but then Prophecy hadn't delved into the multiplayer arena.

LucasArts added 10 new mission and 2 new campaigns to Balance of Power. The Atram sector of space is where the story takes place and changes depending on which of the two campaigns you play. As the Rebels you have to convince the Atram to join

Destroyer is HUGE, with a total length of 8 Kilometers. It takes a lot of skill and patience to take this baby out.

The greatest feature of Balance of Power is it's 8 multiplayer capabilities. Now 8 players can join forces and fly side by side through a whole campaign. This feature will probably be the games biggest selling point. Although you could play battles this way in XVT, LucasArts only included an automatic save feature for multiplayer games in Balance of Power.

For all owners of the original XVT this is a great buy. Balance of power is an excellent add-on and will keep you and 7 friends entertained for countless hours. If you decide to buy, enjoy and "May the force be with you!" - just couldn't resist.



Hurting through the skies at twice the speed of sound, you drop to three hundred feet above enemy territory. Speed is life. The slightest error, death. Your body's shaking, guts pulling apart. Concentrate. Strap yourself into the fastest, most destructive force in the US arsenal.

# high. tension.

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# F-15

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[www.ea.co.za](http://www.ea.co.za)

Add On's : Balance of Power (X-wing vs Tie Fighter) - Mysteries of the Sith (Jedi Knight)

The culmination of 3Dfx graphics and Janes's detail and design produces the ultimate chopper flight simulator.

Longbow 2 is the sequel to Longbow, which won "Simulation of the year" from about every gaming publication that matters. Whether Longbow 2 will be as successful only time will tell, but it's got my



## PC REVIEW

game also features two new helicopters for your flight and killing enjoyment, the Kiowa a scout helicopter, and the Blackhawk which is a utility/troop transport. As we have come to expect from Janes, a comprehensive manual is

# LONGBOW 2

vote. Sponsored by Janes and developed by Skunkworks, it is taking helicopter simulations to the next level.

To the uninitiated the Longbow



Return of the familiar interface from the original Longbow

series is a simulation of the American Apache Longbow AH-64D. The Longbow is arguably the best and most advanced combat helicopter in the world, being at its best when performing as a tank killer. Andy Hollis and his team at Skunkworks have gone through painstaking research to ensure a simulation that operates as true to life as current technology will allow. The developers used actual Longbow pilots to test and comment on the game.

Longbow 2 has a myriad of new and improved features. I am happy to say they implemented multiplayer capabilities and added a couple of new twists to the experience. The

included with the game. It covers all the fundamentals and dynamics of helicopter flight and then some. Although reading the manual isn't necessary I would highly recommend it to new comers. Players of Longbow will find a familiar interface and will only have to skim through the manual, as most of the keyboard commands have remained the same. If you're one for jumping right into cockpit, a tutorial section is included. It will take you through all the basics of the flight and combat systems, with your instructor yelling instructions and giving short explanations to you.

The introduction animation for Longbow 2 features as one of my highlights in the game. Choppers cruising around and wrecking havoc on the battlefield always get me in the mood for kicking some butt. Only thing that was disappointing about the intro is the low resolution. Hopefully game developers will start including a higher resolution introduction for the people with high-end systems.

Once in the cockpit



Has anybody seen my nightvision glasses (oops! : Ed).

## FLIGHT SIMULATION

Min Required	Recommended
Pentium 90 with 30fx Pentium 133 without 30fx 16 MB RAM DirectX5 Sound & Video 4 X CDrom 170 MB hard-drive space 30 MB Win 95 Swap File	Pentium 200 MMX + 32 MB RAM 2 mg PCI VGA 6 X CDrom 30fx Voodoo Card 420 MB hard-drive space Win 95

Developer: Skunkworks (Janes)

Publisher: Electronic Arts

Supplier: EA Africa  
Tel: (011) 792-7019  
R 299.00

International Demo Download  
www.janes.ea.com  
S.A. Download  
www.gamesdomain.is.co.za

and cruising around the landscape, the feature that impressed me most was the accelerated graphics. For those that have a 3Dfx card expect to be amazed. The new graphics engine offers a smooth frame rate and excellent special effect to boot.

From realistic smoke trails, dynamic lighting, to lens flares, I found myself mostly flying at night, if only to watch the lens flares that missiles and rockets produce as they come zooming out from the side of the helicopter. Another eye candy feature I was amazed at was the smoke trails. Realistic smoke trails marks your rocket as it goes flying through the air. I could even see my Hellfire missile make its final run on a tank 5 miles away just by watching the smoke trail. No more firing a missile and wondering where the hell it went. For those of you that absolutely have to see the kill up close, a function key is there to show you the action from

## Longbow 2 (cont)

your missile's point of view. Dynamic lighting really adds a new element to the game in realism. Watching your guns light up the belly of your chopper as it shreds tanks to pieces and missiles light up the night sky as you engage enemy air support really gets the blood pumping.

I could only find one thing wrong with graphics as far as landscape is concerned. No rocks or trees, the landscape is completely featureless. "Dammmit I want trees!" Although there was some discussion of putting trees into Longbow 2, it seems to have fallen by the wayside, hopefully it will be in the next release.

A lot of work has gone into sound effects for Longbow 2. From guns firing to helicopters crashing into the ground, each and every one of them sounds realistic. One feature I especially liked in the sound department was the in-flight radio updates from your wingman and other pilots in your unit. Even ground units sent in a couple of messages. Once they spot the enemy or enemy installation they inform you of its grid position on the map, making avoiding



Multiple views available including the object viewer.

and finding enemy units that much easier. Even your co-pilot keeps you informed of the combat situation around you, and tells you when he spots hostile units. I had a couple of raised eyebrows from people around me as my co-pilot yelled, "SHIT! WERE HIT!"

Longbow 2 caters for adventitious and hard-core players, featuring a casual and expert flight models. The expert flight mode simulates all of the helicopters controls and can take a great deal of time to master. I usually found myself crashing into the ground more often than not. For playing in this mode I would highly recommend a throttle control and some rudder pedals. I eventually started playing in casual mode, what a joy. Any player can have full control of their helicopter in half an hour, doing the most advanced maneuvers possible to get an edge on opponents. The flight model is highly configurable, and advanced players can set up a custom configuration to find a balance between casual and expert play.

Another exciting new feature in Longbow 2 is the dynamic campaign generator. This means there is no set amount of missions in a campaign. The generator will create new missions based on your past success, available targets and the current situation of the conflict. Additionally each mission has four sub-



Weapon selection is easy within the campaign editor.

missions. By default you are assigned the first but can choose any of the four, while the others are assigned to the rest of your unit. Now die-hard campaigners like me can play to their hearts content.

As if this isn't enough, Longbow 2 has multiplayer capabilities, featuring support for IPX, TCP/IP, serial, and modem games. A couple of pilot wannabe's can play either in deathmatch or campaign mode. Co-operative play in campaign mode is incredible. This is the first flight sim I have seen where two players can co-operatively fly one helicopter. One player as the pilot the other as a co-pilot/gunner. Talk about versatility in multiplayer. Imagine the possibilities in an 8-player game. Solo flight is always an option if everyone wants their own killing machine.

I would highly recommend Longbow 2 to the serious flight sim enthusiast. The game is sure to be a winner, and with the new multiplayer capabilities, it will keep you entertained for hours on end.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Longbow2 takes you one step further than Longbow offering you the promised multiplayer support. The graphics utilize 3D acceleration with smooth frame rates and awesome special effects. Support for the flight rookie as well as the seasoned veteran. Endless hours of play with the new campaign manager.	91	88	82	82	87	82	85
INTERNET	www.janes.ea.com						
MULTIPLAYER	COMPARATIVES	PRO'S and CON'S					
IPX/SPX Lan (2-4) TCP/IP Internet (2) 28.800 Modem (2) Serial Connection (2)	Longbow Comanche 3	+ 3Dfx Graphics + Casual & Expert Flight + Dynamic Campaign	Featureless Landscape -				

## RACING SIMULATION

Min Required	Recommended
Pentium 90 16 MB RAM 1 mg VGA 4 X CDrom 35 MB hard-drive space Win 95	Pentium 166 MMX 32 MB RAM 2 mg VGA 6 X CDrom 30fx Card 150 MB hard-drive space Win 95

Developer: Codemasters

Publisher: Codemasters

Supplier: Multimedia Warehouse  
Tel: (011) 315-1000  
RRP: R 299.00

International Demo Download  
[www.codemasters.com](http://www.codemasters.com)  
S.A. Download  
[www.gamesdomainjs.co.za](http://www.gamesdomainjs.co.za)

### An excellent attempt at reproducing the adrenaline and realism of true racing.

It wouldn't be wrong in saying that it's been a dream of every person to sit behind a motor car pumping out 300 horsepower. Putting your foot down and feeling the power and control of this beast of a machine has the blood pressure rising to the limit of the adrenaline rush. All motor enthusiasts with a computer have been waiting for a game that could simulate these white-knuckle driving sensations, until now. Codemasters have come to the party and released one of the best driving simulations of the decade.

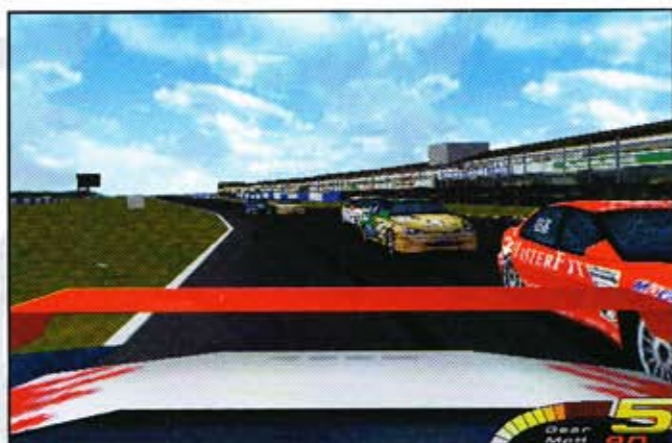
TOCA Touring Car Championship is the official racing game of the Auto Trader/RAC British Touring Car with all the excitement and fast action racing included in the package. No other racing game to date can compete with the competence and realism of this true racing simulation. If any product springs to mind it would be Grand Prix 2 by Microprose which out raced all of its competitors in its class. Leaving us with a year and a half to wait for something that resembled racing. Well fellow racer's it's been worth the wait because TOCA has risen to the top of the podium.

TOCA has all the trimmings of a true winner with its exceptional

# TOCA TOURING CAR championship

graphics leading the way. It supports all the 3D accelerators and graphic cards giving superb special effects to the exciting gameplay. It's always a good idea to have a 3Dfx card handy due to the extra benefit it gives to the lower end machines which tend to battle with hi-res. and frame rates.

Codemasters have capitalized on the license they obtained from the BTCC, which is arguably the most exciting racing you will yet see, and have not left a stone unturned in their quest for superior playability. All the respective vehicles are available to race including a few other surprises if



Oh! No! where the heck is the front view

you happen to pick up a cheat or two. The dominance of the Renault team over the last two years has been added to the games AI with Honda and Audi close on their tails. With the Renaults extra horsepower and the Audi's traction followed by the Honda's all-round ability it leaves the game with some fast close contact racing.

All the exciting action including spectacular spin-outs and heart stopping collisions with authentic car controls, mechanics and crash damage. It's spectacular to watch

the hood of your car disappear from a front end smash and the back windscreen pop out because of an over enthusiastic driver who forgot where his breaks were.

The vehicles react to different surfaces with great accuracy demanding concentration of the highest calibre. There is nothing more frustrating than leading a race on the last lap and your rear tyre happens to catch the grass resulting in a spin into the devastating sand, relegating you into third spot. All this can be overcome by keeping on the road, that is easier said than done.

The gameplay is as real as I have been privileged to see with podium places going to drivers who have tactically out-braked and outmaneuvered their opposition. Codemasters have added an interesting AI to the drivers whose personalities have been programmed into the game and react to certain situations the same as they would in the real deal. This gives you a clear understanding of how each driver's tactics and techniques will be in each race. Giving Alan Menu a little nudge from behind will almost certainly be politely returned if the opportunity arises.

The control of the vehicle is judged by the difficulty setting, with the hard option giving the ultimate test of taming these beasts. It must be said that using a gamepad or the keyboard is extremely difficult and

PC REVIEW



## TOCA Touring Car Championships (cont)

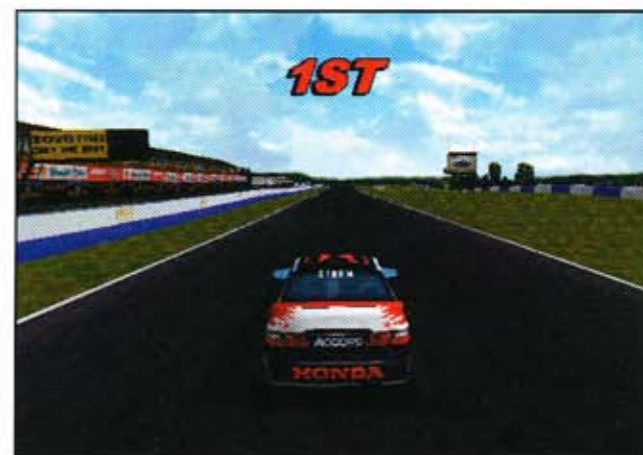
needs a little extra practice but then we are all use to these control mechanisms. If you are lucky enough to have a steering wheel then TOCA supports any analog or digital controller and is highly recommended for added realism and control.

The sound in TOCA is excellent, from the purr of the motor to the crack of the fire spouting exhaust backfire. Tiff Needell who adds his special brand of comments and voice to the beginning and ending of all championship races gives commentary. He does not however give any race commentary and I feel this would have really been a welcome addition but was somehow dismissed for certain reasons.

TOCA has full multiplayer support with 8 player LAN that runs very well on a standard 10Base\T network and only needs one CD to run all the

players. If you are not lucky enough to have a network installed then a 1 - 4 player split screen mode is available with very little performance break down if this option is used. One of the more disappointing features happened to be in the multiplayer mode because of the exclusion of the other computer drivers when racing against human opponents. Luckily Codemasters have addressed this problem in the 1.1a patch upgrade which is available now.

What makes TOCA really stand out is Codemasters obsession for true detail. The 9 real tracks available are almost exact replicas of the actual tracks with details taken from the Ordinance Survey Solution Centre. There is multiple weather condition all with special effects and traction differences. Full championship (full laps) and short championship (shortened amount of laps) modes are



Cannot touch the master in full flight (Ed: easy mode)

options that pit your ability to the full. A three lap qualifying sessions determines grid positions for the 2 race meetings per track and save games are only available once the track meetings have been completed.

With all of mediocre racing simulations out there TOCA is a welcome relief for the racing lover. All of TOCA's features combine into one fantastic product with few flaws and many advances in this genre. Due to its all round playability and graphics TOCA won't find its way into my recycle bin until somebody comes up with a racing sim to rival it. True value for money is hard to come by and Codemasters have given us racing buffs just that. This simulation comes highly recommended and will truly be a welcome addition to anybody's collection.



Don't you ever wash your ceiling (hmmml)



SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
<p>Superb realism creates dynamic racing with exciting racing duels. High speed action via multiple view points. Crash and spin your way around all TOCA's official tracks including bonus track. Support for all Graphics Accelerators. Full season option allows for lengthy lifespan.</p>	98	90	87	89	90	92	90
<p>INTERNET MULTIPLAYER</p>	<p><a href="http://www.codemasters.com">www.codemasters.com</a></p>					<p>PRO'S and CON'S</p>	
<p>IPX - TCP/IP (1 - 8)</p>	<p>Sega Touring Car Grand Prix 2</p>	<p>+ Superb Realism + Touring Car Specs + Damage</p>	<p>Renault - Ford</p>				

# REVIEWS UNDER FIRE

## Space Flight Sim

Min Required	Recommended
Pentium 90 Mhz 16 MB RAM 1 mg PCI SVGA 4 X CDrom 50 MB hard-drive space Win 95 (DirectX 5)	Pentium 166 MMX 32 MB RAM 2 mg PCI SVGA 4 X CDrom 50 MB hard-drive space Win 95 (DirectX 5) Joystick Recommended

Developer: Particle Systems

Publisher: Ocean Software

Supplier: PC Multimedia  
Tel: (011) 792-8542  
RRP: R 299.00

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S.A. Download  
[www.gamesdomain.is.co.za](http://www.gamesdomain.is.co.za)

It's pretty difficult to tear me away from Wing Commander Prophecy at the best of times, so when I was ordered to review a game in the same genre I politely declined the offer. Trying my best to explain my bias towards Prophecy fell on deaf ears and I was threatened with my job. That seemed to do the trick for me and I proceeded to bore myself with a title that seemed destined to slip into the market unnoticed.

Still reveling in the glory of Wing 5 and realizing that no 3D acceleration was offered for I-War, there seemed little hope for this title by Infogrames. Plain and simple European packaging had me wondering if it was possible to immigrate



How about the paint job on that Indy ship, funky.

to Greenland in search of the bored-to-death-gaming-snowman.

Fortunately for me the immigration officials have their eye on me because they are worried about the brain drain (You have a BRAIN :Ed).

Please spank me, can this be a game that rivals Prophecy? It

## PC REVIEW

certainly tries hard and all this without the dazzle of 3Dfx. The graphics are some of the best I have ever seen unaccelerated with excellent frame rates. You miss nothing in the special effects department, which include nebular, lense flare and explosive effects of the highest standards. If you only buy this game for the intro it would not be a waste of money. A whopping 14 minutes and fully rendered cut scene awaits you

as you power up the game. I sat stary eyed and totally bewildered at the story that unfolded.

The original story is based around mans endeavor to expand the frontier because the resources on earth have dwindled to nothing. The Commonwealth

# I-War

has expanded its control of the earth by space exploration, to the colonies that were formed over a century ago. The colonies were used to keep the earth flourishing and this didn't stand well with the colonials. A rebel force was formed called the Indies resisting the military by thieving and destroying military ships. This is where you step in to save the day for the Commonwealth. Unfortunately you cannot play as the Indies which had me wondering if I was fighting on the right side.

The missions are story driven and need to be handled diplomatically at times instead of the rapid-fire finger. The performances obtained in missions also determine which branch in the story you follow allowing for multiple endings.

You take control of a Dreadnought-



Anybody seen my sun glasses, this glare is killing me.

class Corvette with full control of all functions of the craft via the onboard display. You also receive help from your crewmember who keep you updated and informed about tactical changes.

The controls are similar to most games of this nature with full use being made of the keyboard. In flight the ships are difficult to control at first, this is due to the close similarity to the physics of space. You craft reacts realistically to the vacuum, so much so that it can be considered difficult to control. Luckily there are many facets of the flight mechanism that helps the beginners such as the multiple autopilots. For those who consider themselves seasoned pilots this may be the opportunity to test your skills.

I-War performed well in all departments making me wonder how this well packaged and conceptualized game slipped into the market almost unnoticed. Wake up people this game is potentially a chart topper if only for its courageous attempt at competing in

this tough genre. This is one of those games that will stir those awards and surprise the big boys. I decided to give I-War a well-deserved Merit Award and to give Prophecy a rest. I just hope I can complete I-War with the right ending this time.

STOM

This game is potentially a chart topper if only for its courageous attempt at competing in this tough genre.



SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
You are welcomed with a spectacular 14 Min cut scene that sets the story on fire. Impressive unaccelerated graphics has all the special effects usually seen with accelerated games. Control mechanism difficult to master but tutorials help to handle them. Strong element of true space physics adds to realistic craft control.	88	87	73	89	86	86	85
INTERACT MULTIPLAYER	www.infogrames.com			COMPARATIVES	PRO'S and CON'S		
NONE	Wing Commander 5 X-Wing vs Tie Fighter	+ Awesome Cut Scenes + Realistic Physics + Creative Storyline		No 3D Support - Too Few Cut Scenes -			

# ACTION ON THE EDGE OF YOUR SEAT

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Battle it out against tactically aggressive drivers and as the soundtrack and fx thunder, switch to in-car view as you tear up the finishing straight.

Crash Out

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TOCA TOURING CAR Championship

PlayStation

Thrash It Out

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## ADVENTURE

Min Required	Recommended
Pentium 90 16 MB RAM DirectX Compatible SVGA DirectX Sound Card 4 X CDrom 85 MB hard-drive space Win 95	Pentium 166 MMX 32 MB RAM DirectX 2 MB SVGA DirectX Sound Card 6 X CDrom 85 MB hard-drive space Win 95
<b>Developer:</b> Take 2 Interactive	
<b>Publisher:</b> Interplay	
<b>Supplier:</b> EA Africa Tel: (011) 792-7019	
<b>RRP:</b> R 299.00	
<b>International Internet Site</b> <a href="http://www.bdahlia.com">www.bdahlia.com</a>	
<b>International Download</b> <a href="http://www.take2games.com/products.html">www.take2games.com/products.html</a>	

**Black Dahlia's difficult puzzles and detailed plot unervingly produces an excellent occult mystery.**

## PC REVIEW



Dahlia would have been an excellent candidate for DVD because of the size and amount of cutscenes in it, unfortunately Take 2 made a decision to stick to the larger installed base of CD-ROM.

Black Dahlia uses three historical events and combines them into a story line filled with intrigue and puzzles. Firstly there is America's first modern serial killer dubbed "The Torso Killer",

secondly a sad part of American history where a promising young actress named Elizabeth

Short was found tortured and dismembered in a parking lot, she was immortalized with the nickname "Black Dahlia".

Thirdly but by no means least is the Nazi's fascination with the occult. The occult element forms the main bases for Black Dahlia. Personally I find games based around the occult very fascinating, probably because it is something better left untouched.

Taking place in Cleveland you play the part of COI (Coordinator of Information, a predecessor of today's CIA) agent named Jim Pearson. Here you are assigned your first case, which involves tracking down a suspect distributing Nazi propaganda pamphlets with occult runes on it. From there on in

you are immersed into a world that involves the gruesome and mysterious. The occult aspect of Black Dahlia revolves around Norse Mythology and one of their gods called Odin and a gem with rune carvings called the "Black Dahlia" which is rumored to have power to enable the user to enter other people's dreams. Immersing you into the time period of World War II, Take 2 Interactive has research each and every visual element in Black Dahlia to be historically accurate.

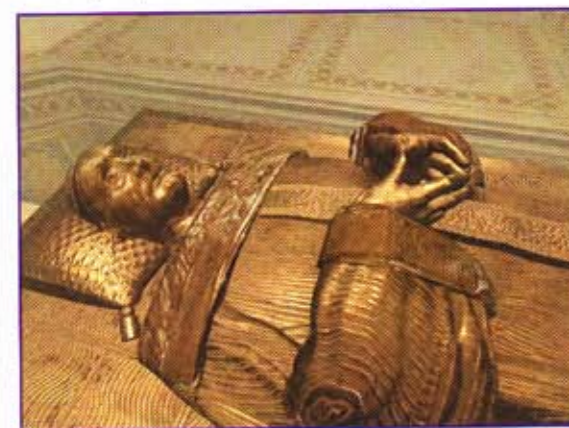
Everything from posters to lampshades looks authentic. The story reeks of originality and I thoroughly enjoyed playing the game



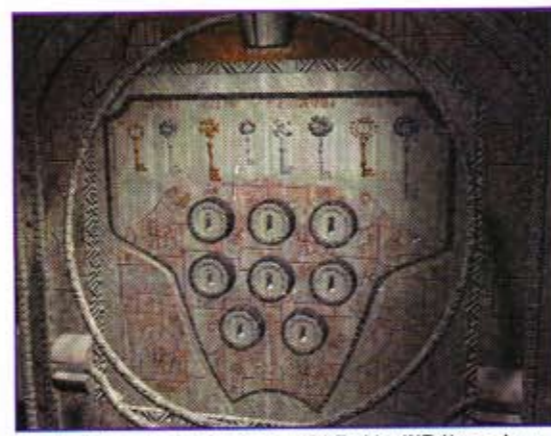
Rarely does a game cross my desk that I enjoyed as much as Black Dahlia. This new adventure game from Take 2 Interactive delves into the occult of Nazi Germany during the World War II period. Using the familiar interface of Ripper, Take 2 have created a world full of mystery and riddled with puzzles. Spanning over 8 CD-ROM's Black



*I've just picked the lock, now to find my feet again.*



*Talk about a stiff neck, could someone call my Chiropractor.*



*Looks like a doorlock you would find in JHB these days.*



## Black Dahlia (cont)



*Reminds me of kindergarten but don't be fooled this is tough.*

with over 60 highly detailed locations to visit. Unfortunately Black Dahlia doesn't seem to have multiple endings or a branched story line, making it a play and forget game, not a big deal when you consider the depth of the story and most games in this genre follow a similar formula. Some superb actors were hired for the production including Dennis Hopper, one of Hollywood's top actors. With actors of his calibre you don't have to be bothered with scenes where you are just not convinced by character's sincerity. An excellent job has been done by Take 2



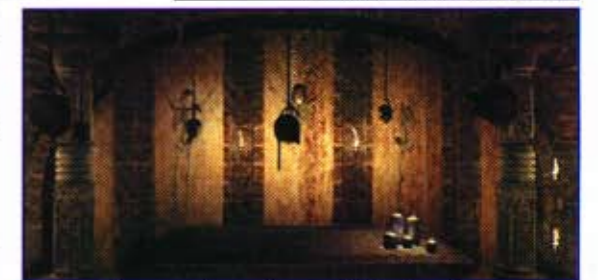
*Is there an airport nearby or is that my heart taking off.*

Interactive of compositing the actors into their environments. There is no evidence of the key colour used on the blue stage, which results in a faint blue line around composite images. Barely seen by the naked eye, but certain gamers pick up quick on flaws of this type. Graphically Black Dahlia stands out in my mind as one of the best-rendered games available today. At first glance the game looks very similar to Ripper but features many advancements in the engine. I would like to move my



*This is a subconscious vision of paradise. (ye, right .Ed)*

character more freely but it seems the developers didn't agree with me. The game uses the same semi-360 style movement engine as Ripper. The only restrictions being that you cannot look up or down all the way and your character can only stand within certain hotspots at locations. Not only does the



*These occult guys have weird eating places.*

Black Dahlia offer exceptional graphics but also delivers premium sound to the player. Every location has its style of music, adding ambience to your surroundings and creating a realistic feeling of the World War II period.

This game has puzzles galore and none are for the timid, these puzzles are challenging to say the least. All of the puzzles either have direct clues in the game or are logical puzzles, meaning if you fiddle long enough with it you'll figure out what to do. I must say some of these puzzles are very difficult and Black Dahlia is definitely not for players beginning adventure/puzzle games, not unless you're a member of the Mensa Society or an aspiring Sherlock Holmes. Overall Black Dahlia is one of the best detective type adventure games I played in a long while, offering depth that is rarely seen in games today. A definite buy if your forte is detective work and logic puzzles.



*\*Runes seen on the stone tablets when they are placed in the god in the Scriber's Crypt. 1341*  
*\*Runes inscribed on the hilt of the sword in the Sergeant At Arms crypt. 5111K*  
*\*Runes found in the lid of Landolph's sarcophagus. 1111K*

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Take 2 brings us an occult mystery with a strong storyline and pure playability. Taking place during World War 2 we encounter an environment filled with intrigue and mystery. The graphics supports well with sound of the highest quality. The puzzles are difficult and challenging without being unplayable. Black Dahlia is the best in its genre.	86	93	78	95	84	90	86
INTERNET	<a href="http://www.bdahlia.com">www.bdahlia.com</a>						
MULTIPLAYER	None						
COMPARATIVES	Tex Murphy Ripper						
PRO'S and CON'S	+ Excellent Story + Challenging Puzzles						Linear Progression - Disappointing Ending -

# REVIEWS UNDER FIRE

## Underwater Trading Sim

Min Required	Recommended
Pentium 90 Mhz 16 MB RAM 1 mg SVGA 4 X CDrom 80 MB hard-drive space Win 95 (DirectX 5)	Pentium 166 MMX 32 MB RAM 2 mg PCI SVGA 4 X CDrom 100 MB hard-drive space Win 95 (DirectX 5) 3Dfx - PowerVR

**Developer:** Criterion  
**Publisher:** Ubisoft Entertainment  
**Supplier:** Multimedia Warehouse  
Tel: (011) 315-1000  
**RRP:** R 299.00

**International Demo Download**  
[www.ubisoft.com](http://www.ubisoft.com)  
**SA. Download**  
[www.gamesdomain.is.co.za](http://www.gamesdomain.is.co.za)

Taking place on the bottom of the ocean where you play as Bubba Kosh, one man in a race of tiny people. Most of the inhabitants of this micro world make a living from scavenging metal and ore from the ocean floor, the metal coming from what us humans dump in the ocean as scrap. Unfortunately for Bubba an overhead trawler just dumped a soup can into the ocean, crushing his house. Almost out of credits and homeless he has to go into the deep blue yonder and make a living. This is where you come in and take

## PC REVIEW

commodities at cities and selling them at another for a profit builds up your credits, and like anybody that has ever played a trading game knows, profit is king. Using your extra credits you can then purchase missiles, magnets and other useful tools. Having the right tools enables Bubba to take on mission for different cities. Offering a host of different types of missions makes sure you don't get too bored during gameplay, although this can be hard when your maneuvering around such a beautiful setting.



CITY RELAY BERCON: Welcome To Bohine City TOUKA REEF.

How about a complaint about the chlorine levels down here? polluted the seas have become. I found several things missing from Sub Culture that affect gameplay. Criterions should have added some cinematic scenes

# SUB CULTURE



I wonder what currencies you pay in, the gill. (Boo!! :Ed)

on the part as a freelance sub-captain. Think of Sub Culture as mainly a trading game, like Privateer in the ocean. You can either control your Sub from a first person perspective view or using an outside view, making it a snap to cruise around and discover cities. Purchasing different

Graphically Sub Culture is stunning. Criterion Studios have created an amazing underwater world populated with fish and cities with 3Dfx technology. Using a coloured fog like effect they have recreated the murkiness of the deep giving you almost a sense of being in a real sub. Visibility is limited to only a few meters because of this and can turn finding the ever elusive ore and metal into a hunting expedition. Cigarettes, coins and metal scraps are scattered all over the place to show how

for missions to make it more interesting. Speech for all the cities docking ports and the ability to customize the mouse more would have been welcome too. I found it annoying that I couldn't reverse the pitch axis on the mouse, I was always going up when I wanted to go down. Overall Sub Culture is a short game lasting at most four days. Because of this and no multiplayer support the game's life span is fairly short and offers no real value in playing again once you have finished the game.

Experienced players won't find the game challenging, but Sub Culture should appeal to the newer generation of gamers. Not quite as detailed as Privateer, but fun to play.

DarkSkies

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Sub Culture takes the player into the deep blue ocean with 3D accelerated graphics. Unfortunately the games offers mediocre play and subtitles. Little speech sets us back to the dark ages. An unimpressive attempt at the trading genre not giving enough depth to the seasoned gamer. Nice try.	90	70	73	80	72	76	77
<a href="http://www.ubisoft.com">www.ubisoft.com</a>							
INTERACT	MULTIPLAYER	COMPARATIVES	PRO'S and CON'S				
NONE	Privateer 2 Final Frontier	+ 3Dfx Graphics	Mediocre Sound - Difficult Controls - No Cut Scenes -				



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## Critics are losing their heads

- "...one of the deepest, most involving, and most cleverly designed games ever released on PlayStation." Next Generation, November 1997
- "...a rarity in today's sequel-studded market: a completely fresh idea." PSX Magazine, May 1997
- "...manages to enmesh the player in engaging character and fantastical story." GamePro, December 1996
- "...the kind of unique gameplay and killer graphics that will rocket it straight into the PlayStation hall of fame." GamePro, October 1997
- "Best of the bunch 1997" Animation World Magazine
- "Best Director of Animation CD" World Animation Celebration

# ODDWORLD: ABE'S ODDYSEE

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Underwater Trading Sim : Sub Culture

# REVIEWS UNDER FIRE

## First Person / Strategy

Min Required	Recommended
Pentium 90 Mhz 16 MB RAM 1 mg SVGA 2 X Cdrom 50 MB hard-drive space Win 95 (DirectX 5)	Pentium 166 MMX 32 MB RAM 2 mg PCI SVGA 4 X Cdrom 100 MB hard-drive space Win 95 (DirectX 5) 3Dfx

**Developer:** Cyclone Studios (3DO)

**Publisher:** Ubisoft Ent

**Supplier:** Multimedia Warehouse  
Tel: (011) 315-1000  
**RRP:** R 299.00

**International Demo Download**  
[www.ubisoft.com](http://www.ubisoft.com)  
**S.A. Download**  
[www.gamesdomain.is.co.za](http://www.gamesdomain.is.co.za)

There are many games that have attempted to combine two different genres. Not many have succeeded in the quest for multiple gameplay especially in the first person action and strategy mold. I think we have found a close challenger for the crown. Uprising has attracted a lot of attention because the combination of a Quake and Warcraft type game has gelled impressively together. Bringing us a game of pulsating trigger movement and quick thinking.

Forty generations ago, the planet of Albion was attacked and destroyed by an unknown enemy. Banding all of Known Space together, formed a military power of unprecedented power.

You take control of the Wraith, a Command Centre and powerful ground assault vehicle stolen from the Imperium filled with a tremendous arsenal of weaponry. Your objective is to identify Hot Zones (energy filled area) and control them by fortifying the area. If you control all of the Hot Zones you control the planet.

Ubisoft have taken the graphic accelerator route by adding some extremely impressive graphics but with extremely disappointing detail. The terrain is plain and uninteresting, leaving you feeling that the planet is not worth saving anyway. The frame rates are good with textures aligning without fault. In my opinion the sound is the most impressive feature of the game. Units respond with Command and Conquer like chatter and the sound effects are top class.

You have the standard controls of keyboard, joystick or mouse to maneuver your Wraith. The obvious choice being

the mouse a la Quake which gives you maximum speed and control. A very annoying side issue is the amount of keys that need configuring. Being a fan of my own personal settings for first person perspective I needed to configure certain keys. This left me with a great deal of problems allocating keys to the ones I needed especially when you need all of them for functions.

The strategy element of the game requires a great deal of concentration with action freaks having to restrain themselves from neglecting it. A fair amount of building management is required with small amounts of resource management. Your Citadel is the Command Centre for that hot Zone and is needed to upgrade your facility and to protect it. It acts as a 'Town Hall' allowing you to build Barracks (infantry), Tank Factory (yea, yea), AAV

# UPRISING

Production Facility (aerial assault vehicle), Bomber Facility (aerial bombers) and booster facility. These are the only buildings available but can be technologically upgraded improving the tech levels of the units produced. Upgrading the buildings and corresponding units are priority for the dominance of each



One Imperium Citadel hits the dirt.

## PC REVIEW



This Wraith has awesome fire power.

planet. As a lover of strategy I found it to be lacking depth in the game with few options and units. Then on the other side I found it difficult to allocate time because I was too busy blowing things up.

With the combination of the genres the action is fast and furious, giving little time to give attention to one specific detail. The computer AI is incredibly intelligent especially from the third campaign mission onwards. This had me wondering whether I could complete the game without cheating. The computer opponent is just too tough at times not allowing the player any gaps. I felt like I was playing Deep Blue (computer controlled chess champion) and became extremely frustrated that I couldn't choose a difficulty setting. Just in case you have the same problems, I have included the Wraith invulnerability cheat at the end of this review.

All multiplayer facets have been introduced with 4 players IPX/TCP-IP and 2 player Modem Play. The network play is excellent and I suspect that the multiplayer aspect will be used more than the single player will. It's almost like playing Quake Chess with the quick thinker becoming the victorious.

Ubisoft has touched a fine cord on my piano with this enterprising game, although it is difficult in single player and lacks depth. I am confident that this type of game will become more and more apparent in the gaming field, broadening the horizons that seem to be fading about us.

In the Wraith press 'M' to get into chat mode and then enter 'chump'. This will make your Wraith invulnerable.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
The first to combine First Person with Real Time Strategy. Computer controlled AI is extremely strong and is at times difficult to beat. Smooth graphics lacks definition on the scenery. Special effects utilize the 3Dfx capabilities and explode on the screen. Nice try at combining the two most played genre's in the business.	88	75	82	78	76	63	76
LAN-IPX RJ 400bps Modem	MATCHES	MULTIPLAYER	COMPARATIVES	PRO'S and CON'S	Quake 2 and Command & Conquer Combined	+ Duel Genre + 3Dfx + Cool Multiplayer	Difficult AI - Plain Landscapes - Lacks Depth -

[www.3do.com](http://www.3do.com)

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- Actual Non-Hardware Accelerated Screenshot.**
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- Grizzly Tank:** Configure a Grizzly, the key American tank, right on the battlefield.
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## RACING SIMULATION

Min Required	Recommended
Pentium 90 16 MB RAM 1 mg VGA 4 X CDrom 70 MB hard-drive space Win 95 (DirectX)	Pentium 166 MMX 32 MB RAM 2 mg VGA 6 X CDrom 70 MB hard-drive space Win 95 (DirectX)

**Developer:** Presto Studios

**Publisher:** Red Orb Ent

**Supplier:** EA Africa  
Tel: (011) 792-7019  
**RRP:** R 299.00

**International Demo Download**  
[www.journeymanproject3.com](http://www.journeymanproject3.com)

## PC REVIEW

with graphics, sound and information. As with

the previous JP's you are enlisted in the TSA as Agent 5, charged with guarding the sanctity of history. You take the part of Gage Blackwood, a protector and hero of time travel. The story unfolds incredibly well and is the most enjoyable facet of this production. Basically it is the quest for the ancient knowledge of time travel and who will be the guardian of it. Your quest is to travel back in time and find ancient artifacts that will give the



graphical facelift with point and click hanging on to the controls. It follows on the go everywhere, take everything, touch everything and talk to everything mold of adventure.

Another downside to LoT comes from the linear puzzle adventuring that dominates the play. There are no side plots, multiple endings or cross adventuring what so ever. Everything must follow the correct sequence to compete the challenges. This is not uncommon in adventure games but a more open adventure would have raised the eyebrows.

To compliment this thoroughly entertaining story LoT needed to maintain the graphical standards they set and this they do extremely well. All of the cut scenes are cinematics of the highest order

# THE JOURNEYMAN PROJECT 3 LEGACY OF TIME

Following on the successes of the first two Journeyman Project's is a challenge of its own. If we remember back to the inception of the CD-ROM game we are reminded that Journeyman was one of the first to utilize this technology. This release being no exception with four CD's jam-packed



possessor the knowledge. While all this happens a great battle is about to take place between two alien races with mankind in the middle. So Gage and the TSA are once again the only hope of saving the human race.

There are many similarities between Legacy of Time and its predecessors. The interface and movements have not change much at all. Leaving me frustrated with the time it took to get around the time zones. The gaming interface has taken a

and are surprisingly longer than your average adventure game. They simulate the story with perfect precision and are performed by an experienced cast of actors, some of which might ring a bell. At times I became more engrossed in the cut scenes than the playing of the game. The background graphics and



Damn, I forgot to bring my snow ski's.

## Legacy of Time (The Journeyman Project 3) (cont)

cinematic characters gel seamlessly creating extremely detailed environments. A large amount of research has gone into the historical background of the time zones visited and could provide even a history professor with some



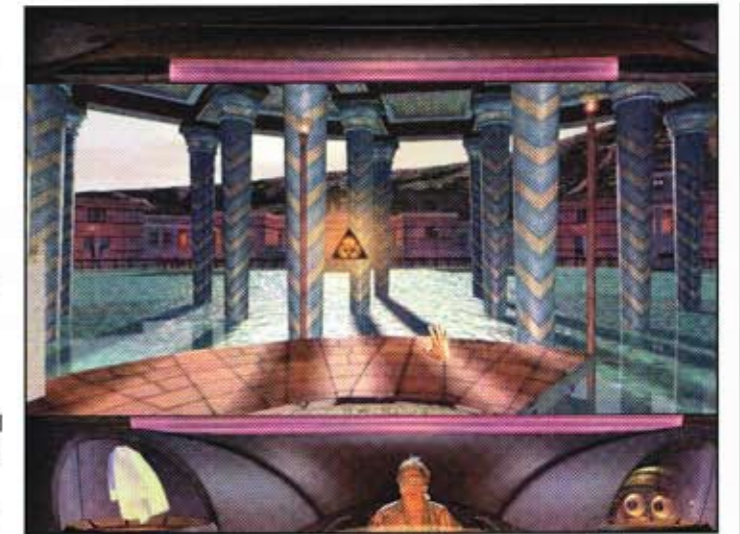
Strange costume for a jukuzzi

welcome insight.

The music and sound effects are above average and well structured. As you move over snow, wooden floors and other areas you are welcomed with the corresponding sounds. This immerses you in the scenes that are

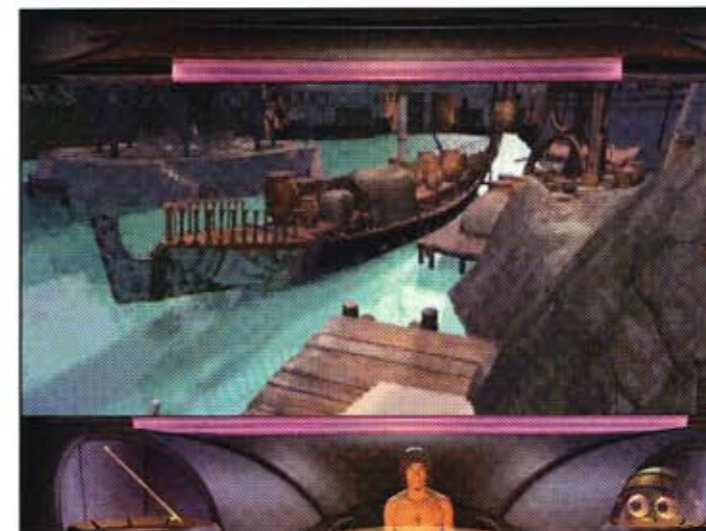
set by combining interactive sounds with the environment. The music is soft, soothing and pretty much standard to this game genre.

The gameplay revolves around interacting with other characters and Arthur. You wondering who the heck is Arthur? He is your right hand



Amazing how these triangular objects can save mankind.

**Original storyline combined with intellectual puzzles make this a must buy for adventure gamers**



Ship ahoy! I should reach Cape Town by 2365 AD.

artificial intelligent computer that hilariously comments on everything to be seen. He could easily find a prime spot on any comedians show because of his side splitting one liners. Arthur not only keeps a smile on your face but

informs you of important information that is needed to complete the game, so listen to him carefully. He is also your only source of help during those difficult puzzles that are strewn across the CD's so don't be afraid to ask him for that tip that might save you weeks in playing time.

Some of the most disappointing features of games now days are the endings, raising you up and dropping you down. Such anti-climaxes are common but finally I can say LoT's ending was worth the frustrating interface and extremely difficult puzzles. I am impressed with the total all round package of The Journeyman Project 3 Legacy of Time. This comes with the highest recommendations to all adventure buffs and other intelligent beings but beware this is not a game for beginners.



STORM

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
The follow on of the Journeyman does a great job of the high standard set by the originals. Interesting and difficult puzzles combined with eye popping graphics back up the strong storyline of saving the world again.... Unpleasant control interface passed down from original. No lifespan if finished with linear ending.	94	88	68	96	76	89	85
INTEREST	www.journeymanproject3.com						
MULTIPLAYER	COMPARATIVES	PRO'S and CON'S					
NONE	Journeyman Project 2 Ripper	+ Good Story + Great Cinematics + Cut Scenes		Difficult Puzzles - Irritating Control - Linear Gameplay -			

# REVIEWS UNDER FIRE

## Top - Down Action

Developer: **BMG Interactive**

Publisher: **Electronic Arts**

Supplier: **EA Africa**  
Tel: (011) 792-7019  
RRP: **R 369.00**

### International Download

www.bmginteractive.com (MSI PC Download)

### S.A. Download

www.gamesdomain.co.za (MSI PC Download)

The criminal intent of this production will pick up its fair share of cult followers. This is due to its intention of using the murder, robbing, assassinating, drugs, swearing and much more, to capture the adult audiences of the gaming market. I don't think any parent will consider allowing any minor under the age of 18 to play this game unless they are extremely lenient.

Luckily I am not a parent and think there is a lack of games that cater for the responsible adult. We are deprived because the market is more age conscious but then that's an area of debate rather left for parliament.



Is that a criminal record or what.

Grand Theft Auto is a no punches pulled game of unethical proportions. You play the role of a gangster who is controlled by mobsters in all uncertain terms. Running around carrying out duties so criminal in scale that the death penalty would be regarded as a lenient sentence. Unerringly you don't seem to consider the unethical nature of the game because it's a fundamental part of the story line and without it the game would have hit the booby prizes.

Your playing perspective is of the top-down nature with a zoom feature for up close detail. Considering the type of game it is a welcome change to the First and Third

# GRAND THEFT AUTO



Person perspective used in typical driving sims. The graphical style takes us back to the EGA era leaving me feeling deprived considering the graphical levels that have been set over the last few months. I have a sneaking suspicion that the outdated graphics stems from the 1970's mobster era that the game is set in but nonetheless is the most disappointing feature.

The game has a wonderful array of music that pumps through your unresponsive speakers. GTA offers gamers 60 minutes of music performed by today's musicians, which adds temperament and charisma to the unpolished graphics. Sound effects are used intelligently throughout and are humorous to listen to, especially the passerby's opinions of your antics.

The scoring revolves around your ability to perform certain criminal offenses in the time allocated. You have total freedom to kill, wreck and reek havoc throughout the cities. Us South Africans will not appreciate the ease of which your character can hijack cars but with the array vehicles at your fingertips it is quite exciting to hijack the quicker Porsche's and sports cars. It is nice to know that the Police do keep tabs on your felonies and you have to try keeping their interest in you to as low as

possible, otherwise you may end up being busted. But then the whole object of the game is to piss them off, and exceeding the speed limit while in a high speed car chase is all in a days work.

Controlling the vehicles and your character seemed tedious to me, irritating me more often than not. You navigate around by using



Hehe, just taking the Cop Car for a joyride.

the yellow arrow pointing you in the right direction, otherwise use the maps supplied to you for the working out the best possible route to get to your destination. I must say that the maps are huge and are said to cover around 6000 Km. This adds to the sheer size of the game, which is almost

never ending with a tremendous amount of missions.

GTA never really amazed me but has a few good points. I recommend it to adults looking for a different approach to gaming. I do think that we will surely have plenty of differences of opinions on the greatness of GTA but I consider it to be an average production in today's difficult gaming world.



Oops. I ran out of bullet. resurrection please.

<b>SUMMARY</b> Cool soundtracks and musical score by some of today's hottest artists. Shocking graphics and interface don't perform well with the PlayStation's capability. 18 age rating stems from controversial adult theme. Multiple missions and huge maps covering 6000km of roads make this game a BIG production.	<b>GRAPHICS</b> 42	<b>SOUND</b> 89	<b>CONTROL</b> 56	<b>STORY</b> 78	<b>CONTINUITY</b> 83	<b>PLAYABILITY</b> 82	<b>OVERALL RATING</b>  72
<b>INTERACT</b> 1 PLAYER	<b>MEMORY</b> Memory Card 2 blocks	<b>PRO'S and CON'S</b> + Funky Soundtracks + Huge Playing Area + Lots of Missions	- Terrible Graphics - - Difficult To Control - - Controversial -				

www.bmginteractive.com

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## RPG / ADVENTURE

Developer: SquareSoft

Publisher: Sony International

Supplier: Ster Kinekor  
Tel: (011) 445 7900  
RRP: R 359.00

International Site  
www.squaresoft.com

(NB!! No download. Only available on Playstation)

# FINAL FANTASY VII

but surely the planet is being drained of all its resources and will cease to exist in a matter of time. In the midst of the suppression a resistance group is born called Avalanche. Objective, to overthrow and destroy the all mighty Shinra Corporation. You are Cloud, an ex-soldier of Shinra, and a new member of Avalanche.

This is where you take control and decide the fate of the planet. The story might sound a bit complex, but Final Fantasy VII target audience isn't

On screen characters appear as slightly blocky models surrounded by vividly painted backdrops. Even though the character might be a bit blocky, you'll be amazed by the sheer amount of emotions they can perform. Everything from laughing to crying.

The highly detailed rendered cut scenes that are shown to you as you progress through the game are some of the best I have ever seen and are used to advance the story and inform you of each characters

background. How SquareSoft got so many cut scenes onto a CD I will never know. Mostly the

cut scenes utilize the gaming interface to tell the story but every now and then a totally rendered cut scene shows up portraying the characters in their full glory.

A note of sadness is added to the game mainly due to tranquil background music playing as your party explores the world. \*

From the main interface you move your party around the world, and communicate with non-player characters using text boxes. I know text boxes are a bit dated and most gamers would consider this tedious, but you are so engrossed in the story that you feel like you are reading a novel. You meet other playable characters as you progress

From SquareSoft comes the game called Final Fantasy VII. Based in a fantasy/sci-fi world spanning over three disks and is the one of the largest and most immersive games I have ever played. I have to admit that I haven't played any of the



previous Final Fantasy games, but from now on I will play each and every one that comes out. Be warned this game will suck up your spare time and your social life will cease to exist.

Taking place in a world where the Shinra Corporation has devised a way to mine energy directly from the planet. Whenever someone dies, their energy is returned to the planet and become one with it. Using this mechanism the Shinra Corporation supplies energy to the inhabitants of the planet. Being the only corporation that supplies energy, they soon become the ruling authority. Slowly



**'If you don't go out and buy this game you will surely be missing out on one of the greatest adventures of modern time.'**

kids. The game is more orientated towards the teenage and adult market. The initial story only lays out the background information and Cloud builds much of the story by making decisions and talking to people.

I have always been a fan of Japanese Animation (Manga) and therefore loved the interface and graphics.

Everything in the game reminds me of the late night Manga series on the sci-fi channel. Using pre-rendered pictures and scrolling backgrounds, SquareSoft has created a world that is full of detail and mystery.



Everybody move. Clouds about to sneeze!

## Final Fantasy VII (cont)



Will somebody please turn off the power switch, sizzle.

through the game and can eventually form a combat party of three. This does not mean you are limited to only three characters in your party, only that three can engage in combat at a time. Since the game has a level structure for characters its imperative that you cycle them so everyone can get experience to advance while in combat. Containing quests within quests, it can become a mission getting everything done, but that is what it's all about. Having so many things to do makes the game interesting and exiting.

Wandering around your party will enter combat at random, or on purpose if you engage one of the bosses. Final Fantasy VII has enemies



An overview of the world map.

galore, every time I think I have seen every single enemy, up pops another one. Combat is achieved using automatic camera views swirling around, zooming in and out, and giving a movie like view of the action. It is

almost a game within a game. Being kind of turn based, you cannot make an attack unless your attack bar is full and empties out after every attack. Taking this into consideration, each fight is considerably fast, lasting only a minute or two. Magic is gained by equipping your characters with different materia, a substance that is manufactured from the planet's energy. The magic system in Final Fantasy VII has endless possibilities, by combining different materia you can change potency, range, duration and more of different spells. In most of the places you visit you will be able to purchase items like weapons, potions, materia etc.

Final Fantasy VII is the most customizable game I have ever seen, from menu colors right down to what you want the characters to carry and use. Characters can be customized to a great degree using an intuitive RPG type interface. Changing weapons, magic, and armor has never been so easy. From here

you can also change your combat party to suit your needs. To place Final Fantasy VII into any gaming genre category would be an injustice to the game, it is in a category of its own. The closest that I can come is to call it a fantasy/sci-fi/adventure/action role-playing game. I only hope the next version has speech, this would be a major advancement in the Final Fantasy series. Just think, a 10 CD game :-). This game is simply the best I have EVER played, be it on PC or Playstation. Coming from a person that thinks the PC is far superior to a Playstation, this is a bold statement. Graphically there are games more advanced but story and depth wise, nothing can touch it. SquareSoft have put their heart and soul into this game and I think it shows. Good news for PC gamers is that SquareSoft is bringing out Final Fantasy VII later this year for the Windows platform. If you don't go out and buy this game you will surely be missing out on one of the greatest adventures of modern time.



This damn service bell never works.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
You are submerged into a world of epic proportions. Role-playing of the highest calibre pits you against enemies galore. Pure gameplay with superb graphics and sound effects to match. No other game in this genre comes close to the depth of Final Fantasy 7. This is a must buy for any PSX owner.	93	90	87	94	90	96	
INTERNET	www.squaresoft.com						92
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 PLAYER	Memory Card 1 block	+ Awesome Cut Scenes + Storyline Depth + 3 CD's No Speech -					

### Platform

Developer: Oddworld Inhabitants

Publisher: GT Interactive

Supplier: EA Africa

Tel: (011) 792-7019

RRP: R 399.00

### International Download

www.gamespot.com (Win/PC Download)

SA. Download

www.gamedomain.co.za (Win/PC Download)

Having landed the ominous task of reviewing a game from South African supplier Multimedia Warehouse with the name such as Oddworlds didn't leave a wonderful taste in my mouth. With the first glance of the packaging it seemed destined for the bottom draw. Wow! Was I wrong?

Everything about Abe's Oddysee has gripped me by the boxer shorts and pulled upwards towards the brain. Leaving me fully aware of the wonder that was put before me. Nothing could have prepared me for the week that was to come.

Intros are one of the main features of any game and Abe's Oddysee certainly doesn't disappoint. Actually it takes its place up in my top ten without a doubt. This animation spectacle informs you as well as it possibly can about the story of Oddworld and its inhabitants that you will happen to meet. I played it through a few times when I powered up the Playstation before I clicked to bypass it.

Nothing about the product makes you aware of the type of game Oddworld is. That's why when you enter the game for the first time you are caught by surprise. A shock reverberates through your body. Oh! No, a platform game. Relax people, this game looks like a platform game but plays like an action adventure. This is the reinvention of a genre of game long past its lifetime. Spectacularly put together to create one of the most enjoyable games of the year.

You play the role of Abe, a Mudokon, trying to get through life with as little bother as possible. It all

**A welcome return to the platform era of old combined with humour and playability produces a quality game.**

begins in Oddworld, a world of poverty and wealth. Inhabited by cruel and extremely vicious creatures. One main objective needs to be adhered to. Ensure the survival of your race the Mudokons. The Mudokons are a

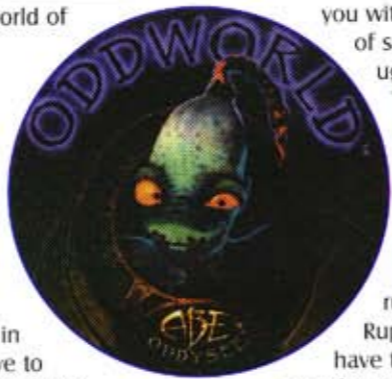


peaceful and spiritual race. But in any world you have to make a living. Most of the Mudokon race have found slavery in the most profitable business in Oddworld, the dangerous slaughterhouse. This food processing plant with the name of Rupture Farm is the root of all food supplies. Abe has one of the better positions in the business; he waxes and cleans the floors. You wonder how this creates an adventure. Well Abe happens to overhear Rupture Farms newest product, the Mudokon Pie (yummy!). Most of the other food resources have dwindled to nothing, therefore leaving Rupture Farms which is run by the ruthless and money hungry Mullock the Glukkon who represents the Magog Cartel, with little choice but to use its slave population of Mudokons. Abe panics and off he goes on the quest of his life to save himself and his race.

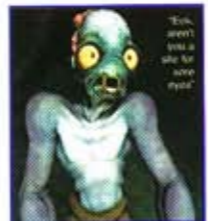


Where is a step ladder when you need one?

The story of Abe's Oddysee is what makes this platform game a lot different than usual. It has fundamental characters each with their own look (and body odour). Leaving



you with firmly set objectives of saving the cute though ugly race of Mudokons. This brings us to the objective of the game. As the manual puts it, 'Suffice is to say that your mission is a lot more complicated than just running away from Rupture Farms. You'll have to brave haunted temples, rescue your buddies, survive weird ritual mutilations at the hands of Bigface (Spiritual leader of Mudokons), learn secret moves, outwit monsters and turn into a monster yourself before your odyssey is complete ... and even then, you'll probably get the bad game ending because you missed so much stuff the first time through.' I can personally vouch that these words are perfectly true. The entire environment is



massive to say the least. This is arguably the longest platform game available. What certainly stands out in Abe's is the tremendous effort that has gone into the character animations. There are no stiff movements from any of the characters and there is plenty of humor added into the animations (watch out for Abe's mounting his pet Elum). Creating true to life maneuvers that are a joy to watch as you control Abe through this graphical environment. Graphically Oddworld is superb. Bringing the best out of the Playstation and using all of its ability in the graphical department.

The setting for Oddworld is dark and moody with an abundance of bird life, which are critical for the rescuing of your friends. Setting the ambiance for this type of setting relies heavily on the sounds and music. Not much can be said of the music but it doesn't play as much of a part in the game as the sound effects do. Full of life and function is the best way to describe the sounds of a truly unique world. Right down to the whistle and fart that

## Oddworld - Abe's Oddysee (cont)

Abe somehow needs during his quest.

Oddworld uses the platform method to great effect by adding a certain element of mind games and puzzles. An example would be the combination of moves and sounds that have to be methodically used in order to pass certain areas within the game. Abe's adds many new and interesting features to this genre of game. The main attribute that stands out for me is the manner in which you don't have to continually save. This helpful tool works by subdividing the game into small sections. Once you successfully succeed in passing a section, it will then save at the beginning of the next section. This sounds odd but works extremely well. The developers are consistent in the area between the save spot, giving you a fair idea of the objective that needs to be passed before you are safe from being returned all the way back, which can be quite annoying.

A memory card is a definite because of the size of the game. You will be punching away at your gamepad for many a long night before you crack Abe's. There are seven different environments each with their own backdrops and graphics creating different challenges that vary in difficulty. Something that seems to happen throughout is the changing of difficulty for passing certain dangers. They tend to get more and more difficult as you go along but not as much as with other games. You need

to think logically to overcome the obstacles that always seem to pop up in front of you. To my amazement one of the most difficult areas is right in the beginning when you have to save one of your fellow employees. No matter what I tried the Slig (a gun toting slug with an itchy trigger finger) always blasts him away. These Sligs are the Glukkons main source of protection and are irritating at the best of times. But overcoming their ruthless nature by slamming them into side order soup seems to ease the frustration.

The gameplay and playability is of the highest order. Interactivity between the characters is simple and easy to use. There are twelve moves each used on a regular basis. The developers have created a few help screens in the beginning to get you used to the different ways of controlling Abe. There are plenty of tips and hints along the way and always keep your eye out for drawings and pointers that



Eenie, meenie, minie, moe which way do I go.

advise you on which is the best direction. Communicating with fellow Mudokons is via nine simple words and body sounds. The easiest way of getting someone's attention is to say 'hello'. Then once a reply is made a simple 'follow me' will get him tucked in behind you. Getting these co-workers to stand in the right place is challenging enough without you having to duck and dive Sligs and



This chanting thing is super cool.

Sligs. There are a lot of good things to say about Oddworld and very few bad things. I have a feeling that the character Abe is going to get as much attention as Sonic the Hedgehog did in its first few games. Oddworld Inhabitants plan to bring out four more challenging additions to Abe's Oddysee. If they are as good as the first, I will be the first to add them to my collection. I regard Oddworld as a must buy for any gamer with a taste for the bizarre and witty. You won't be disappointed by an above average creation that has a fair degree of violence. If you are queasy, this will get the stomach churning. Its not as bad as Quake but comes pretty close.

GT Interactive have taken us back a few years and have brought alive a dying genre. Having added revolutionary graphics and sound with a story line to boot. All the ingredients have been mixed together to bring a dish of superior quality in the area of the gaming market. Abe is sure to awaken the platform games and we can expect a few similar natured games in the near future.

Oddworld may not be everybody's cup of tea, but I am confident that quite a few gamers will be changing to this special flavour.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Humorous story embraces you and gives Abe life. You journey through a world of levels and platforms jumping and sneaking through danger. The Playstation performs the graphics at top levels. A thoroughly entertaining and enjoyable game that will keep you busy for hours on end with its huge size. It re-invents the platform game.	91	83	92	80	87	90	87
INTERNET	www.oddworld.com						
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 or 2 PLAYER	Memory Card 1 block	+ Superb Graphics + Vast Size + Great Cut Scenes					
		- Repetitive Gameplay -					

# REVIEWS UNDER FIRE

## Fighting Action

Developer: Squaresoft

Publisher: Sony Entertainment

Supplier: Ster Kinekor  
Tel: (011) 445-7900

RRP: R 399.00

### International Web Site

www.squaresoft.com

Bushido Blade is a sword slashing, blood draining, and butt kicking action game combined with an element of strategy. If this is your style of game read on.



It is said that deep in the Southern Mountains of Japan a secret Dojo exist called the Meikyokan, a 500 year old Dojo that continues to teach the Narukagami Shinto. Within the Meikyokan a secret society of Assassins called the Kage is rumored to exist. Each Assassin pledges their loyalty and promises to protect the secrecy of the Dojo on penalty of death, this is all myth, as no Kage has ever left the Dojo.....

Breaking the code of silence and trying to escape, your character becomes trapped in an abandoned Castle. Your objective is to survive encounters with all the other Kage and escape through the Castle Tower. Single player is started with a small English introduction with Japanese speech from there on in. Although they have English captions for Bushido Blade, I feel SquareSoft should have made an English dubbed version available as well.

In all modes of play you can choose to play one of six characters with a variety of bladed weapons to choose from. Each weapon has it's pro's and con's, shorter bladed weapons have a fast reaction time while longer blades have prolonged reaction time. This factor makes choosing your weapon a matter of strategy. My favorite is the Broadsword, allowing you a fast reaction time while maintaining a safe distance from an opponent. You might ask why is all of this important? For the simple reason that you can kill an opponent with one good blow (just like in real life). Characters

# ブシドブレイド BUSHIDO BLADE

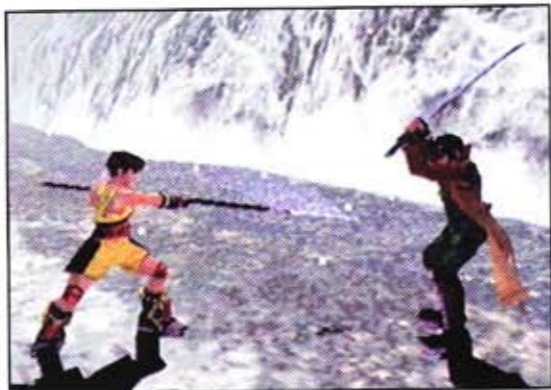
graphics and sound and uses a 3D engine with polygon based graphics, making a rotating camera view possible. An automatic camera is



used to view the action, zooming in and out as it deems necessary, giving the player the best vantage point at all times. The camera does occasionally get stuck behind trees or other object in the world, although this is very rare. The

also have no health bar and there is no time limit imposed on confrontations. I dare say that this will be Bushido Blade's most controversial point for gamers, you will either love it or hate it.

This being said Bushido Blade does offer excellent two player capabilities. Players can opt to play on a single Playstation if they only have one disk, or use a link



*'Bushido Blade is a sword slashing, blood draining, and butt kicking action game.'*

cable to connect two Playstations allowing each his own TV. Unfortunately this means you have to have two copies of Bushido Blade.

Bushido Blade features excellent



characters are extremely well textured adding detail usually reserved for PC's. Bushido Blade offers players the smoothest frame rate of any fighting that I have seen to date, delivering a full 25-FPS on PAL.

Bushido Blade walks a fine line with its new fighting model, it could alienate gamers that love the old style fighting games, and on the other hand it could attract a whole new audience. If you are adventurous and have been looking for a new twist to a fighting game then Bushido Blade will be a welcome relief.

DarkSkies

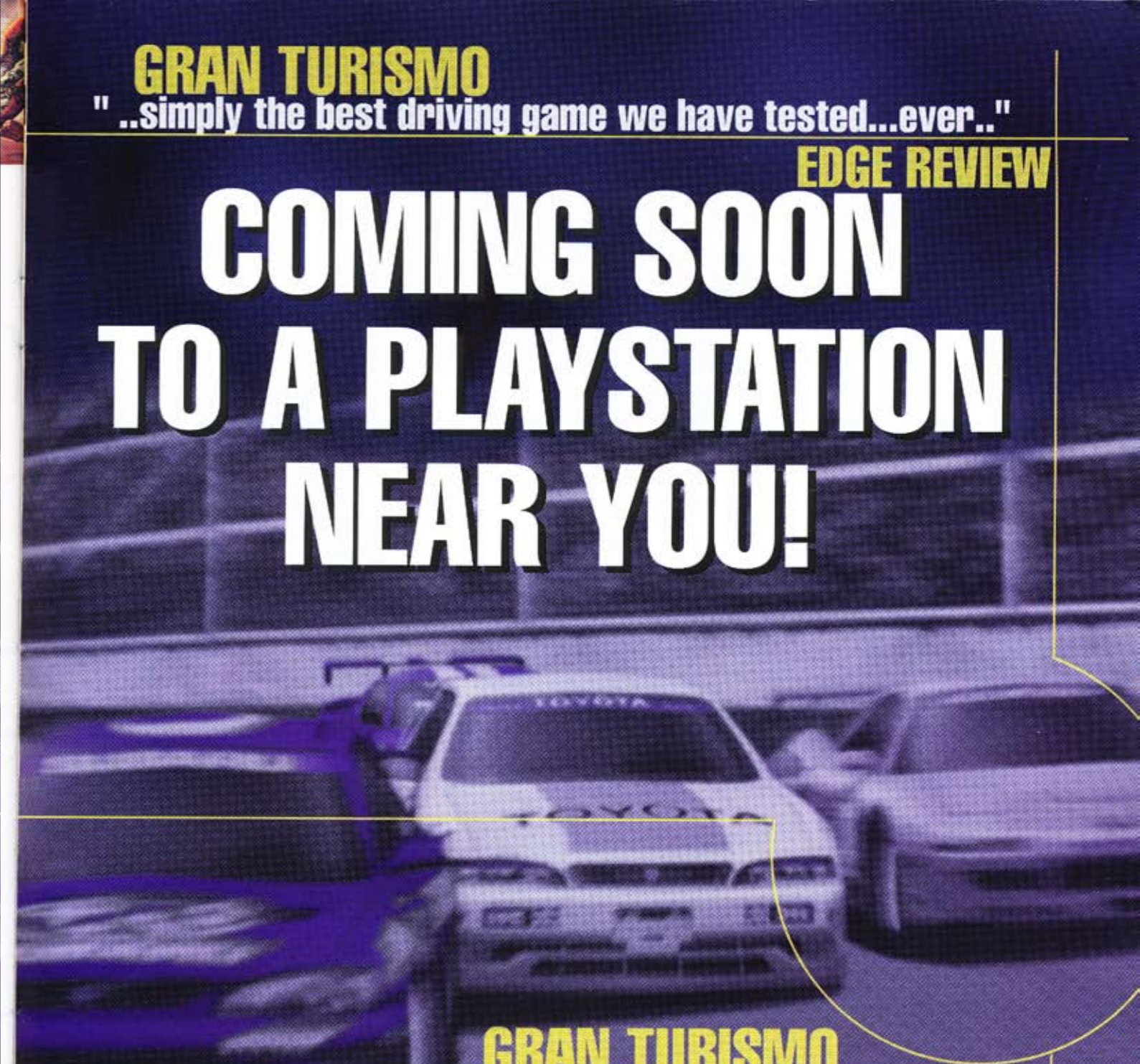
SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A change from the traditional fighting games in terms of one hit kills and no health bars. Top class graphics synchronous with Squaresoft innovative games. Link-up console connection for extra playability. Cool storyline based on Ninja legends with different bladed weaponry. Something different in the fighting genre.	90	88	72	78	74	79	79
INTERACT	www.squaresoft.com						
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 or 2 PLAYER	Memory Card 1 block	+ Excellent Frame Rate + Stunning Graphics + 2 Player Link Up					Japanese Speech Controversial Gameplay

# GRAN TURISMO

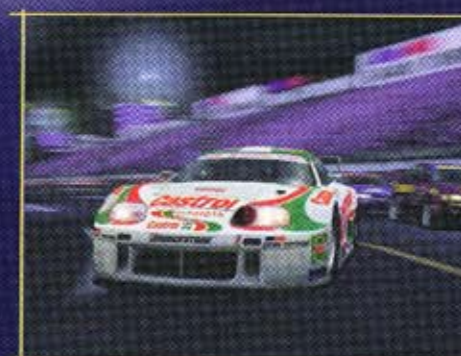
"..simply the best driving game we have tested...ever.."

EDGE REVIEW

# COMING SOON TO A PLAYSTATION NEAR YOU!



## GRAN TURISMO



IT'S BEYOND A GAME!





# REVIEWS UNDER FIRE

## Platform

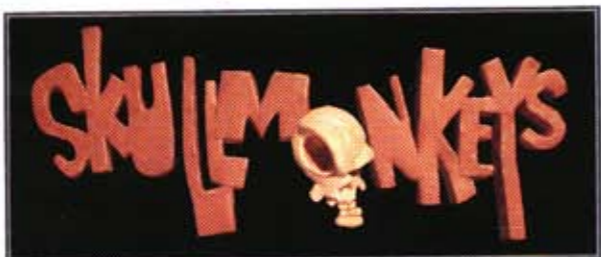
**Developer:** The Neverhood  
Dreamworks Interactive

**Publisher:** Electronic Arts

**Supplier:** EA Africa  
Tel: (011) 792-7019  
**RRP:** R 289.00

### International Site

[www.ea.com/eastudios/smonkeys/index.html](http://www.ea.com/eastudios/smonkeys/index.html)  
(NB!! No download. Only available on Playstation)



entertain. The objectives are all the same but it's the sheer size and amount of levels that are available, that will keep you trying over and over again to complete the game. I was happy to see that you don't only go left to right but in any direction if the level permits.

Skull Monkeys certainly has a definite animation and graphical outlook synonymous with The Neverhood. These talented groups of guys have a knack for Clay modeling and creating extremely impressive looking computer titles. I'm sure a lot of gamers remember The Neverhood and their first award winning title of the same name, which had gamers looking on in awe. Well I am glad to say they carry on their special brand of humour and graphical talents in Skull Monkeys.



The evil Klogg and his Skullmonkeys partying.

I was continually smiling uncontrollably with the humorous antics of the developers. You play Klaymen the last clay action hero still putted together who armed with hilarious weapons must overcome the evil villain Klogg and his hoard of Skullmonkeys. Your objective is as simple as completing all the levels possible. All that stands in your way are the



Behold the power of the farthead.

No surprises come from the graphical elements within the game with smooth and comical characters flawless in their animations. This graphical spectacle is some of the best to be seen on the Playstation and shows the abilities of this console if allowed. Some people might wonder how I come to this assessment because the game is of the platform genre and has nothing new in the playability department but nevertheless looks great.

Yes I heard you moan when I said platform but don't be deceived by the older genre's ability to



Weel This brings back fond memories.

jumping and bouncing doesn't make a classic and is a disappointment to those gamers looking for a touch of depth. Skull Monkeys relies too much on its graphics and humorous nature and not enough on the playable features that makes these types of games a success.



Did somebody turn out the lights.



Here kitty, anybody bring some bananas

I cannot always condone the purchasing of games, which falter in the critical arenas, but Skull Monkeys should be considered for the sheer excellence of the humour, graphics and sound.

skullmonkeys and you can rid them of their lowly clay existence by bouncing, shooting and farting on them. Controlling your character is easy with timing of jumps being the essence of a good player. Unfortunately the game plays a bit easy and is totally linear in the playability area. Running,



Boronimor

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
The Neverhood have produced a graphic spectacle that continues their award winning ways. Hilarious weapons create depth and excitement. Nothing new in the Platform department. Cut scenes don't follow pattern but are hilarious to watch. Gameplay follows repetitive mode with Skull Monkeys the only enemy to overcome.	92	86	81	69	70	75	79
FACTS	www.skullmonkey.com						
TOO PLAYERS	MEMORY	PRO'S and CON'S					
1 PLAYER	Memory Card 1 block	+ Funny + Superior graphics + Clay Animations	Repetitive Gameplay - Platform - Bouncy -				



# FORMULA 1 97



- Real-time light sourcing.
- Dynamic weather effects.
- From the developers of the original Formula 1.
- Hi Resolution graphics.
- 2 player split screen.
- Full 3D collisions.
- Dynamic weather effects.
- Damage mode.

The original game took the world by storm. Now Formula 1 97 is here with even more dazzling graphics, improved speed and performance.

The original was hailed as the greatest racing game ever. Now it's back to take the championship for the second time!



SONY PLAYSTATION PAL

IT'S BEYOND A GAME!



# REVIEWS UNDER FIRE

## Puzzle Adventure

Developer: Cyan Productions

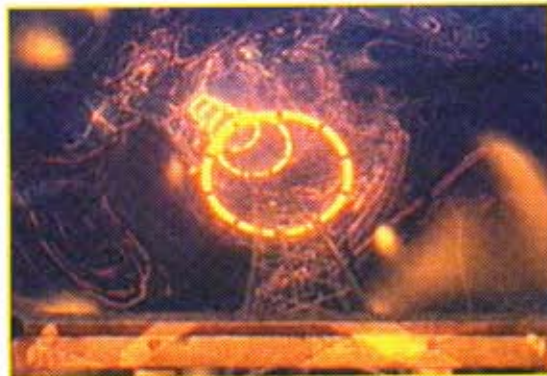
Publisher: Acclaim

Supplier: PC Multimedia  
Tel: (011) 792-8542  
RRP: R 399.00

International Web Site  
[www.riven.com](http://www.riven.com)

Opening your eyes and entering a huge graphical fantasy world of immense beauty and serenity sounds like a pipe dream at the best of times. After four years of developing Riven the boys at CYAN have created just that. A graphic masterpiece unfolds before your eyes immersing you in a world of such beauty that going on holiday is just a power switch away.

Riven the sequel to Myst has added to the list of successful PC games to enter the



This would make a world wide attraction at Disney World.

Playstation market by keeping the same critical gameplay that have made this genre of game a success. Riven by no means disappoints and demonstrates the power of the Playstation's versatility by astounding the gamer with graphics and FMV of genius proportions. You have the opportunity to pass through an artificial world, which is rendered, textured, and animated with such incredible detail that it appears touchable. You transverse through perilous rockways and mountaneous caverns filled with molten lava and frozen ridges. You travel throughout the land on railway carts and theme park style mine carts as well as diving bells submerging you in an underwater paradise. Yes Riven is without a doubt the creme de la creme of graphics, but it has an interesting storyline filled with puzzles and plots.

Riven is not a

# RIVEN

## THE SEQUEL TO MYST



heart pounding action packed adventure. It relies on a serene temperament that slowly moves the game along. Your point and click interface is at times irritatingly slow and the Playstation in my opinion is not designed for this unique interface. Recommending the mouse controller is almost a prerequisite and will help with the enjoyment and speed of the game.

**Superb storyline graphics and intriguing puzzles puts the Playstation through its paces.**

Riven's world is not filled with puzzles that take hours to work out. In actual fact Riven's world is the puzzle, which has

pieces or sub puzzles that have to be solved to complete it. Certain pieces which are made up of switches and buttons, effect your progression and at times you have to return to places already visited. I was amazed at the thought that has gone into combining these elements and I was caught out a number of times by passing over obvious pieces. In order to work out the correct

position of these elements you must read through all the journals and books recovered throughout the game. They will provide you with important clues and solutions to most of the sub puzzles. There is actually a little too much reading for my liking stomping the flow of the game and boring me at times.

Throughout your quest you are followed with tranquil background music and realistic sound effects. I think that a little bit more enthusiasm to this area

were to be totally submerged in the game I would have hoped for more interest in the sound score.

Be warned gamers this is not a fast paced game but a slow and arduous journey that relies on its graphic environment and intriguing puzzles to set the mood. I would have liked to see more people in the world, seeing that it was to be populated with villages, but maybe they will work on that next time. The entire production has but only a few flaws that don't effect the overall gameplay and playability. I recommend Riven to any player that enjoys a slow mind bending adventure, otherwise this will bore the pants off you. I would like to say that the



If I wasn't awake I would think I was dreaming.

Playstation owners must be feeling quite privileged at Acclaim's decision to bring us a change in the normal bang crash boogie kind of game. Thanks and thumbs up to Acclaim and PC Multimedia.



SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A good attempt at following on the success of Myst. Some of the best graphics ever seen on the Playstation. Slow control interface sets the pace of the game. To little interaction with characters involved in the game. Interesting puzzles engulf the entire game. Boring sound unresponsive of the overall production. 5 Cd's full of graphics.	95	67	71	83	81	87	81
INTERACT	www.riven.com						
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 PLAYER	Memory Card 1 block	+ Excellent Graphics + 5 Cd's + Storyline		Linear play - Bland Sound - Slow Interface -			



# THE AWESOME SONY PLAYSTATION WITH ALL THE TOYS



**CONTROLLER**  
12 buttons for specific moves.



**NEGCN**  
This controller's unique rotating construction allows for greater control and smoother game play. Ideal for racing games. Compatible with all PlayStation games.



**MULTI-TAP UNIT**  
This device is an adaptor used to increase the number of control pads and memory cards connected to the PlayStation. One unit allows 4 players to play. Two multi taps to allow 8 players to play.



**LINK CABLE**  
True arcade action is yours! Brace yourself for the hottest me vs. you gameplay going down.



**MEMORY CARD**  
Save your games at any time.



**RF CABLE**  
This is used to connect the PlayStation direct to your TV.



**ASCII PAD**  
360° directional disc for precise movement and control. Features include turbo/auto turbo and slow motion switches with a 7ft cord.



**ASCII JOYSTICK**  
High-tech 8 button layout simulates coin-op arcade play with quick response and power. Directional stick with microswitch technology for true arcade feel and play.



**ANALOGUE JOYSTICK**  
This peripheral adds a 3rd & 4th axis to deliver realistic gameplay that immerses you into an intense experience especially in battle games and flight sims.



**MOUSE**  
When a mouse makes a difference, this specially bred critter makes gameplay easier and way more fun. 2 buttons added for more game play options.



**ANALOGUE CONTROLLER**  
The dual control sticks deliver maximum sensitivity & 360° manipulation. 4 action & 4 top-mounted buttons. Directional buttons & 2 thumb-controlled joysticks.

- ★ Enjoyed by over 17 Million fans
- ★ Plugs straight into your TV
- ★ Processing power of 5 pentiums
- ★ New titles first on PlayStation
- ★ 300 titles currently available
- ★ Plays music CDs
- ★ Real time 3D animation
- ★ 360 degree camera movement
- ★ 16 Million colours simultaneously
- ★ Full screen video as standard
- ★ Dolby surround sound



**SONY PLAYSTATION PAL**  
IT'S BEYOND A GAME!



# CONSOLE & ACCESSORIES

# Bargain Buys

## First Person Action

# SYSTEM SHOCK

Min Required	Recommended
486 DX 33MHz 4 MB RAM 256-Colour SVGA 2 X CDrom 20 MB hard-drive space DOS 5.0 or higher	Pentium 90 8 MB RAM 1 mg PCI SVGA 2 X CDrom 20 MB hard-drive space DOS 5.0 or higher

Developer: Origin

Publisher: Electronic Arts

Supplier: EA Africa  
Tel: (011) 792-7019  
RRP: R 99.00

In the times that texture mapped 3D worlds were enjoying new found fame we were sifting through products worthy of standing up to the great Doom. An encouraging game was to hit the shelves over that period called System Shock released by Origin and Electronic Arts. The First Person Perspective was without a doubt the genre to follow and System Shock was one of the few to survive that period. Surviving in today's market as a first person type game even at budget price is impossible. This is due to the incredible explosion of

exceptional titles using 3D accelerated graphics that has widened the gap between classics and forthcoming. System Shock unfortunately doesn't have anything to offer gamers of today. The graphics is terribly outdated and the gameplay too common to entice gamers. The good side to the game comes from the strategy, action and puzzles that enhance the gameplay. Unfortunately these additions do not broaden the experience enough to sell the game today, even at R 99.00.

The only reason why I would recommend System Shock is because of the low requirements (486 DX33) to run the game but even then I would recommend Doom.



## 3rd Person Action Adv

# BIOFORGE

Min Required	Recommended
486 DX 50MHz 8 MB RAM 256-Colour SVGA 2 X CDrom 5 MB hard-drive space DOS 5.0 or higher	Pentium 90 12 MB RAM 1 mg PCI SVGA 4 X CDrom 29 MB hard-drive space DOS 5.0 or higher

Developer: Origin

Publisher: Electronic Arts

Supplier: EA Africa  
Tel: (011) 792-7019  
RRP: R 129.00

Having been a lover of Bioforge when it was released I was pleasantly surprised to see it arrive on my desk. Controlling my urges to totally flatter the game so that I could give an objective review was extremely difficult. Nevertheless I came up with the same results. Games that revolutionized the market are few and far between and increasingly more difficult to find. I consider this game still to be one of the more challenging titles available. The way it incorporates the

fighting, shooting, and adventure elements into the gameplay has been hard to find in today's games, therefore giving Bioforge the test of time approval.

The graphics unfortunately hasn't weathered the years and disappoints in today's terms but the 3rd person dynamic camera is still used in current productions. The characters different fighting moves are difficult to perform at times due to these camera angle. Because of this Bioforge became a classic more for its adventuring than action. I can highly recommend Bioforge to all those budding detectives out there who are in search of a quality product at an awesome price.



## Isometric Action

Min Required	Recommended
486 DX 66MHz 8 MB RAM 256-Colour SVGA VESA 2 X CDrom 30 MB hard-drive space DOS 5.0 or higher	Pentium 90 12 MB RAM 1 mg PCI SVGA 4 X CDrom 55 MB hard-drive space DOS 5.0 or higher

Developer: Origin

Publisher: Electronic Arts

Supplier: EA Africa  
Tel: (011) 792-7019  
RRP: R 99.00

# CRUSADER

The first release in Origin's Crusader series caused a lot of hype in the temperamental times of the trusty 486. Crusader, No Remorse

welcomed us with new levels of graphics and gameplay settings high standards for the developers. The isometric top-side view scrolling is outdated by today's standards but adds a different dimension to the games we see today. The game is set in the future and contains some impressive graphics with over 3000 frames of bit mapped animations. The game incorporates live action video for mission objectives and has a few quality cut scenes.

Crusader has received great accolades since its release and has been given Classic status by Electronic Arts for its contribution to gaming. I can say that at R 99.00 its a steal and remains a formidable player in the playability department.



# Upgrade To The Winning 2D/3D Overall Graphics Performance Ever

## WARNING

Before you select any graphics card, there are a few things you should know:

1. Graphics cards using technology from the past are either strong in 2D or 3D acceleration, but not both.
2. You should be sure that your new graphics card fully supports and accelerates both Direct3D and OpenGL.
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Graphics Blaster Extreme is DIFFERENT. It is screaming fast in 2D, liquid smooth in 3D and delivers the most complete software support available, with accelerated drivers for OpenGL, DirectX and HEIDI. With 4MB on board and upgradeability to advanced technologies like Creative's Dxr2 PC-DVD, the Graphics Blaster Extreme is equipped to drive the most demanding 2D/3D applications.

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**Lightning Fast 2D, 3D And Enhanced Video Playback For All Your Graphics Applications**  
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**Performance Tuned Drivers For Windows 95 And Windows NT 4.0, Including Full Support For OpenGL, DirectX And HEIDI**

**Modular Connectors Provide Upgradeability To Creative's Dxr2 PC-DVD Playback Or Video And TV Output**

## Full Hardware Acceleration For OpenGL

OpenGL, developed by Silicon Graphics Inc<sup>TM</sup>, is the most widely adopted 3D graphics language in the professional industry. It is used extensively by designers and modelers for everything from Hollywood animation films to automobile design. Now OpenGL is available on Windows 95 and Windows NT 4.0 and it will be an important standard. Graphics Blaster Extreme takes you ahead with dedicated hardware acceleration for OpenGL under both Windows 95 and Windows NT 4.0.

### Applications that benefit from OpenGL acceleration include:

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- AVS/Express from Advanced Visual System
- Lightscape from Lightscape Technologies
- LightWave 3D from NewTek
- N-World from Nichimen Graphics
- OpenGVS from Gemini
- Pro/ENGINEER from Parametric Technology
- Solid Edge from Intergraph
- SolidWorks from IBM
- World Toolkit from Sense8

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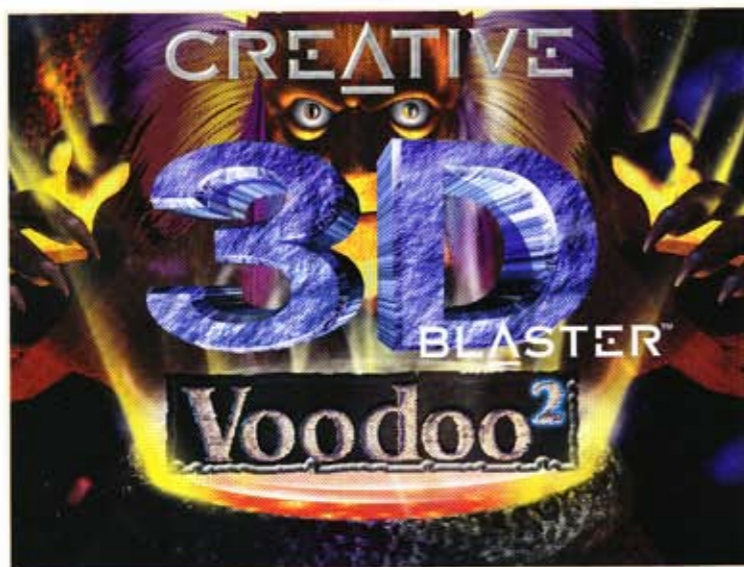
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Ever since the announcement from 3Dfx that they are in the final stages of developing the Voodoo 2 chipset it has been a race between manufacturers to get their cards out first. Up steps Creative Labs and blow their competitors away. On the 20th of February Creative started shipping their 3D Blaster: Voodoo2 with 12 MB of RAM, released an incredible three weeks before anyone else. With most of the gaming developers moving to the 3Dfx platform it won't be long before everyone will need a Voodoo or Voodoo 2 graphics accelerator. Currently the only Voodoo 2 board available in South Africa is Creative Labs 3D Blaster: Voodoo 2. The card is Plug & Play so installation is a snap, plug it in, connect all the cables, install the drivers and your ready to rumble.

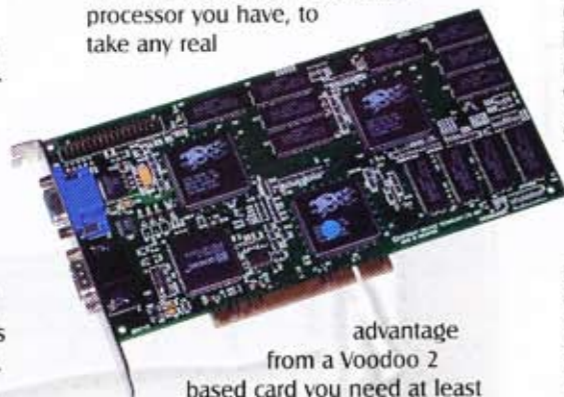
Creative Labs has been kind enough to supply us with a 6 MB Voodoo 2 reference board for testing, and I must admit that I am impressed. Graphic accelerators based on the Voodoo 2 chipset take up one PCI slot and is a add-on card, meaning that it only accelerates 3D and does not provide any 2D capabilities, you will still need your 2D display card to run your PC. Using a pass-thru VGA cable you connect the Voodoo 2 card to your 2D-display card. The monitor is then connected to the Voodoo 2 card, so no worries about swapping cables all the time. Being purely an accelerator made for gaming the Voodoo 2 chipset offer excellent visual quality while at the same time giving you amazingly fast frame rates, twice the FPS of the first generation Voodoo on most games.

Creative Labs have announced 8MB and 12MB version of their graphic accelerators based on the Voodoo 2 chipset. The 8MB version will have a 4 MB frame buffer with two 2MB texture memory chips, one for each texture processors, and the 12MB version will have a 4MB frame buffer with two 4MB memory chips. A 4 MB frame buffer enables gamers to run their favourite 3Dfx games in resolutions of up to 800x600 (with a Z-buffer) and up to 1024x768 (without a Z-buffer). Having no Z-Buffer means some graphical artifacts will show up while



**'Voodoo 2 is set to revolutionize the gaming industry.'**

playing a game, not that serious if speed is a higher priority than beauty. The unfortunate news about Voodoo is that its speed depends on what processor you have, to take any real



advantage from a Voodoo 2 based card you need at least a Pentium 166 Mhz. This is not to say that you can't run it with a lower Pentium processor, just that you won't see any major speed increases in games. The good news is that Voodoo 2 based cards haven't peaked yet, there is currently no processor available that makes the card run at its full potential. Keep this in mind if you're in the market for a Voodoo 2 card.

The feature of Voodoo 2 most people are raving about is SLI (Single Line Interleave). With Voodoo 2 you can plug in two cards to get twice the performance. This works by having one card drawing even numbered lines on the display while the other does uneven numbered lines. In this configuration you have a total frame buffer of 8MB, guess what this means you can get the 1024x768 resolution

with a Z-Buffer and still have high frame rates. Keep in mind that both cards have to be identical, no mixing of 8MB and 12 MB versions and both have to be of the same brand. If this is your style, you will be pleased to know most manufacturers will have a special deal on two cards. The cards can be a bit pricey with an estimated retail price of R1999.00 each, but considering all the benefits, a wise investment.

Voodoo 2 is set to revolutionize the gaming industry the same way Voodoo did. Now developers can

spend more time on game content and less time on tweaking the code for speed. I suspect in the future developers will move to a purely hardware accelerated solution and drop software rendering completely. Voodoo has become the developer's accelerator of choice, offering a host of advanced features even its competitors have found hard to match.

The first time I saw Quake 2 running at on a Voodoo 2 card my jaw dropped to the floor and almost never returned. I couldn't believe the difference the extra frames a second made. The game itself runs much faster and more smoothly. The Voodoo 2 showed no signs of a periodic stutter evident with my first generation Voodoo card as it loaded textures. Be certain that I will be one of the first in line for a Voodoo 2 card, and if my budget allows I might even get two. Thinking of Quake 2 running at 1024x768 with a Z-Buffer at 75 FPS

Test machine was a Pentium II - 266 Mhz machine with 128 MB of RAM, Tyan S1682D Motherboard, Matrox Millennium II 8 MB video card. Driver version for the Voodoo 2 Reference board was the Alpha 6 release.

<b>Wizmark</b>
40275.4
<b>Final Reality</b>
3.31 3D Reality Marks
<b>Quake 2 Timedemo (Un-Tweaked)</b>
50 frames/sec
<b>Quake 2 Timedemo (Tweaked)</b>
61 frames/sec

## CANOPUS PURE 3D



Standards are being set at a rapid rate in the 3D Acceleration market and the race is on to get the biggest slice of the cake. Accelerated cards were unobtainable with us only reading about the extraordinary capabilities that these cards are able of performing. Fortunately we now have a group of local suppliers distributing the 3Dfx trend of cards. One of which is Multimedia Warehouse who have secured the Canopus Pure 3D, which supports the 3Dfx Voodoo 1 brand of chipsets.

The normal Voodoo 1 3Dfx card comes standard with 2 Meg Texture and 2 Meg frame buffer memory with the Canopus coming standard with 4 Meg texture memory and 2 Meg frame buffer. This has extra benefits such as better visual quality and speedier frame rates that are a definitely noticeable.

The card was a breeze to install with excellent support on the Canopus site helping with driver availability. Fitting into an available PCI slot and then linking to your current VGA adapter via a pass-through cable can be construed as an easy installation.

Drivers are supplied but I recommend that you download the current drivers from the Canopus site as they patch up certain problem areas and utilize the card to its full capability. They are easily installed and there were no problems with WIN 95 recognizing the card. The drivers self extract and are installed directly as long as you follow the instruction.



The Pure 3D has some interesting addition to the board one of which being the TV output connection for gamers with smaller monitors wishing to play on their larger TV screens. Cables are supplied for S-Video, Composite TV and sound card connections. The TV output impressed me but I recommend using your monitor if you have a 17in and up.

The card performs admirably with impressive results coming from the 3D tests run. With the extra memory available on the Pure 3D you are able to load higher quality textures giving excellent visuals. You are able to overclock the Pure 3D by upping it to 60MHz but the developers do not recommend you do this for heat reasons. I recommend you have ample chassis cooling before you attempt the overclocking and remember the warranty is void if you do so.

The only real disappointment comes from the software bundle that is missing from the package. Overseas products always ship with games bundled with the card. I can only surmise that the changes were made for affordability reasons but then these cards don't come cheap and will set you back R 1399.00 if not more. I can say from experience that the Canopus Pure 3D is my Voodoo 1 card of choice and I recommend it because of its performance and software support.

Test machine was a Pentium II - 266 Mhz machine with 128 MB of RAM, Tyan S1682D Motherboard, Matrox Millennium II 8 MB video card. All Quake 2 tests tested at 640 x 480 with 16 Bit Stereo 22.1Khz sound

Canopus Pure 3D (6 Meg)	
Final Reality	Wizmark
3.31 3D Reality Marks	39986.6 (35.06 fps)
Quake 2 Timedemo 1.06 Bit Un-Tweaked	Quake 2 Timedemo 1.06 Bit Un-Tweaked
50.2 frames/sec	50.2 frames/sec
Quake 2 Timedemo 1.06 Bit Tweaked	Quake 2 Timedemo 1.06 Bit Tweaked
50.8 frames/sec	50.8 frames/sec
Quake 2 Timedemo 2.06 Bit Un-Tweaked	Quake 2 Timedemo 2.06 Bit Un-Tweaked
54.7 frames/sec	54.7 frames/sec
Quake 2 Timedemo 2.06 Bit Tweaked	Quake 2 Timedemo 2.06 Bit Tweaked
55.3 frames/sec	51.1 frames/sec



## SMITH'S F1 STEERING WHEEL

Have you ever played your favourite racing sim and been frustrated by the control mechanism. That elusive few seconds needed for qualifying seems impossible to breach.

That joystick and keyboard gets a pounding and lets face it they just don't give you the stability that's needed. With the advent of the steering wheel for the PC there are many models vying for the number one title, one of which being the Smith's F1 Steering Wheel.

The device is fastened to a secure tabletop with a lip whereby the clamps can securely tighten. I have had instances where the device just cannot secure which results in movement and eventual collapse. I was happy to see that the Smith's stayed tightened and has rubber bushes that grip the table to add extra resistance to movement.

The steering column is reliant on the height of the table and cannot be adjusted to suite different heights and builds. It was not much of a train smash as my table is the correct height but my posture had to be awkwardly positioned because the steering wheel stands in an upright position.

You are able to lay the pedals at the base of the table without any hassles, as the cable that connects the steering column and the pedals is ample in length. The devices connect via a standard telephone connector, which extends to the gameport. I must say the hardware was easy to install and without fault even though the manuals supplied only give basic



information.

The software supplied, oh ye, what software. No software was supplied but a detailed breakdown of how to utilize the product with all the major racing games was included in the manual. The Smith's was detected by all the games I tested it on and you can use the Microsoft drivers in the Controller Setup. Calibrating the Smith's is uncomplicated as long as you follow the Win 95 instructions.

Smith's have opted for a rigid metal base and high compound plastic for the steering wheel. This is not the most comfortable of grips especially when I hold tightly due to the tension exerted from the longer races. I was impressed with the pedals that responded perfectly because I was able to keep my feet in one position. This was due to the rubber ridges that are positioned at the base of your feet but I recommend that you keep your shoes on if playing for long periods of time to stop blistering.

The steering wheel was responsive but for one irritating problem of the game pulling left when the steering wheel was straight. There was nothing I could do to rectify this problem even after calibrating a few times and trying different racing sims it still persisted. I can only put this down to the age and the extensive battering that these demo units go through, nevertheless an irritating problem.

I can honestly say that I improved my times considerably and even vied for the overall winner of the championship only missing out narrowly. If you have the extra cash and are a racing fan this is a definite buy considering the price.



# CLUELESS

## Tips, Cheats and Tactics

### General Strategies

Welcome to Multiplayer Strategies for Total Annihilation 101. Here are a couple of strategies and cheats for you to try out:

Get to know your units. I know this may be an arduous task when there are so many units, but once you get to know your units you will be better able to assess units strong and weak points.

Learn to build structures with more than one Construction unit at a time, this shortens the build time of structures. Additionally you can use your commander to help in building structures, he is considerably faster than Construction units. When doing this always keep your eye on the energy level, make sure you not using more energy than you are currently producing. A couple of Construction units busy on one building can drain quite a bit of energy and when your energy reaches 0 it will just prolong the building time instead of shortening it.

Protect your resources! Wherever you build a metal extractor place a Light Laser Tower and a Missile Tower.

I have found that a lot of players never protect their resources especially in Single player mode.

Get to know all the keyboard commands, it can make your response to a treat that much faster. Players that know how to use the keyboard and mouse together usually build a lot faster than someone just using the mouse.

Try and capture everything you can. Capturing a unit or building can be a bit time consuming but considering how long it will take for you to build its equivalent its fast. This way you can have extra units and not pay the metal and energy required for it. Remember that your Commander can walk in water as well, while in the water maneuver him under a ship that has no underwater defenses like depth charges and start capturing it. If there are no submarines in the area you should capture it without encountering any resistance.

Don't bunch all your units together especially not inside your base, by doing so you give the computer or an opponent a chance to totally wipe out all of them with one Nuclear missile or heavy artillery attack. This also makes it difficult for other units to maneuver

# TOTAL ANNIHILATION



### Multiplayer Strategies

and decreases their effectiveness.

One of the most useful units (and mostly overlooked) is the Commander. Packing a D-Gun and a cloaking device makes your Commander an excellent

first strike weapon.

Remember to put Hold-Fire on, cloak the commander and sneak into the enemy base.

Once there do a quick uncloak and pop a target with your D-Gun, it will destroy the target and do damage to any nearby units as well. As soon as you have fired make sure to cloak again as quickly as possible. Great for making a hole in your opponents defense. The only down side to this is the immense energy required for such a bold tactic.



Click on Total Annihilation's Single Player Icon. When the Single Player Game page appears type DRDEATH (it is not case sensitive). This will cause a Cavedog Entertainment bone to appear between the Load Game and Previous Menu icons on the right side of the screen. Clicking on the bone will take players to a special Play Any Game screen where they can play any Total Annihilation mission, even if they have not earned their way to that level yet. This can be toggled off by re-entering the code. It is permanent so that you only have to enter it once (when you load TA again it will remember that you used this code and automatically show the Cavedog).

Combined with the ARM's cloakable reactor you don't even have to worry about disruption of power for the cloaking device. Remember this is only

recommended in games with 'continue after commander dies' set to on.

Early in the game find your opponents base using a scout, plane or whatever. As soon as you can afford to send a couple of units his way (not too close though) and start creating a perimeter around his base, sending more units in as soon as they are produced. When you send in units remember to take a

mobile radar jammer along to cloak your units from his radar. The objective here is to block him off from the rest of the map not putting your units within his defense perimeter so the can be slaughtered, by doing so you cut him off from a lot of resources on the map. While doing this remember to claim all the resources your blocking him off from, and also build a good base defense - just in case he breaks through your perimeter.

Since many maps have very few metal patches a good way to increase



metal production is to build metal makers. Although this sounds very easy it is a hard objective to achieve. Metal makers only produce 1 metal and require 60 energy. I usually build 6 metal makers for every Fusion Reactor I have.

If you can get 18 of these babies up you don't have to worry too much about your opponent wiping out all your metal extractors. Of course it does require a HUGE amount of energy and you will need more Reactor's to power something like a Big Bertha or Annihilator.

Build anti-nuclear missiles early on and make sure they cover your whole base.

Set a couple of Kbot's or Brawlers to patrol the map, you don't want your opponent to sneak a Big Bertha onto the map while your not watching.

Make a cease-fire for the first couple of minutes of a game. I suggest 10-15 minutes. This gives players some time to establish a little defense, preventing tank rushes and it also prevents Commander abductions making the game generally more interesting and fun for everyone.

## Playstation Cheats

### Nuclear Strike

**Levels**  
Enter the following codes at the password screen:  
Level Two: CUTTHROATS  
Level Three: COUNTDOWN  
Level Three B: PLUTONIUM  
Level Four: Pusan.....  
Level Five: Armageddon  
Secret Level: Lightning

### Abe's Oddesey

**Level Cheat**  
Enter this code at the main options screen while having the word options highlighted.  
Hold R1 and press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left.  
**Movie Cheat**  
Enter this code at the main options  
Hold R1 and press Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right.

### Skullmonkeys

**Maximum Lifes**  
Press pause then type L1, Triangle, D-pad down, D-pad Left, then O, then select, then Square, then D-pad right  
**Free Halos**  
Pause the game and press R2, Circle, Circle, Down, Left, Circle, Right, Down to get a free halo.  
**Video Clip Passwords**  
1. O, L1, X, Triangle, Square, X, X, X, L1, R1  
2. O, R1, Square, Triangle, L1  
3. X, R2, Square, X  
4. Square, R1, Square, X, X, X, O, O  
5. X, Triangle, X, X, R1, Square, O, X, L1, X

### Bushido Blade

Here is how to get the second ending for the characters:  
First run all the way to the construction area near the well. Then cripple your opponent and without killing him jump into the well. Next without getting hit and still using "Bushido" kill all your opponents. You will then, depending on the character you're using face a different boss and see the characters alternate ending.

## PC Cheats

### Abe's Oddyssee

At the menu screen, hold down the Shift button and press the following combinations:  
down, right, left, right, left, right, left, up: access any level  
up, left, right, left, right, left, right, down: watch any cut scene

### Age of Empires

To activate these codes, go to Chat mode (Enter), and then type in the following codes in all caps:  
DIEDIEDIE: everyone (including you) dies  
RESIGN: you resign  
REVEAL MAP: reveals the entire map  
PEPPERONI PIZZA: give yourself 1,000 food  
COINAGE: give yourself 1,000 gold  
WOODSTOCK: give yourself 1,000 wood  
QUARRY: give yourself 1,000 stone  
GAIN: control animals  
E-MC2: receive trooper with a nuke  
JACK BE NIMBLE: catapults shoot assorted items

### Wing Commander: Prophecy

To enable cheat codes, type DYNAMITE during space flight.  
Cheat Code Result Ctrl-C turns collisions on or off Ctrl-I enables or disables invincible mode Ctrl-F12 destroys target GOODTARGET changes cockpit targeting mode to turret targeting mode MORETUNES enables "radio"  
ALSWANTSMORESHIPS fly enemy ships during simulated missions

### Mysteries of the Sith

During the game, press the T key to enter Talk mode and activate the following cheats:  
IAMAGOD: receive all Force powers  
DIEDIEDIE: receive all weapons  
GIMMESTUE: inventory is full  
GAMEOVER: skip level  
STATUESQUE 1: disable AI  
STATUESQUE 0: enable AI  
TRAINAME: Force level increases  
FREEBIRD: fly mode  
BOINGA 1: invulnerability mode on  
BOINGA 0: invulnerability mode off  
TRIXIE: give mana  
CARTOGRAPH: full map revealed  
GOSPEEDGO 1: enable slow motion  
GOSPEEDGO 0: disable slow motion  
QUICKZAP: teleport to given coordinates

# MULTIPLAYER MAYHEM

Finally Quake 2 has arrived to keep us up until the wee hours of the morning. Nothing could tear me away from fragging Darkskies into oblivion. Except to write this article of course.

ID Software have again triumphed in this ever increasing demand for multiplayer mayhem. Us South Africans are becoming more and more addicted to late nights and pizzas purely because of the undying need to splat something or someone against the nearest wall. Nevertheless we endure hours of fun and excitement second only to driving down the M1 North on the opposite side of the road trying to find the first BMW to wipe out.

Now to our surprise (ye right Ed) we crave for Quake 2 even more than the original because ID Software has improved upon the network ability and balancing of weapons within the game, as well as thrown in 3Dfx to create havoc with our bank balances. We never seem to stop upgrading do we?

This is one of the downfall's created by the demand for more power in the multiplayer arena, with our Internet Cafe's battling with the costly upgrades leaving us little or no place to join in a frag fest. The clan's such as Damage and Rayden seem to spend weekends

at arranged venue's leaving the insignificant people with no place to go socialize with a game of Quake 2. By the way if you would like to join a Quake Clan check out [www.quake2.co.za/clans.htm](http://www.quake2.co.za/clans.htm) for a full listing of clans and members. If you think you any good I'm sure they will indulge you in a little constructive surgery.

Now where does Quake go from here? Graphically there will always be improvements but what about the improvements in the multiplayer-playability? Surely we are reaching the stage of direct communication with team mates to enhance the strategies and intimidation of teams

**Can communication be the answer to ID Software's next multiplayer project?**

and the opposition. I think the overseas market is ready for this addition to gaming with South Africa's network market joining in with price reductions happening all the time.

Talk is already under way of multiplayer games taking advantage of social interaction via communication through microphones. One of which is Fire Team being developed by Multitude (multiplayer-attitude) breaking the stale communication process of hotkeys and

keyboard. Imagine Quake with the ability to bring clans into full on communication to strategise within the level environment against opposing clans. This will close the gap between strategy games and shoot-em-ups in a big way, as well as increase the amount of campers out there waiting for orders from clan leaders to ambush parties roaming around. The ultimate addition would be the communication process over the Internet but that seems quite a long way away for us poor South Africans due to the increasing demand for bandwidth with our ISP's. I must admit they are trying to improve on

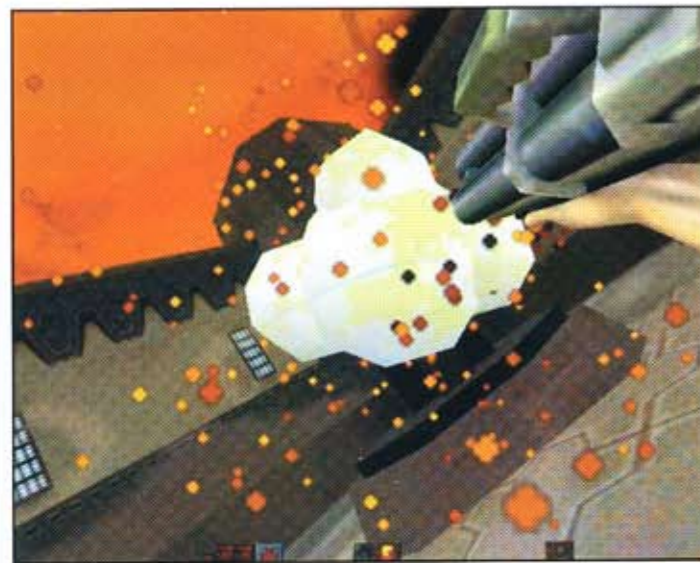
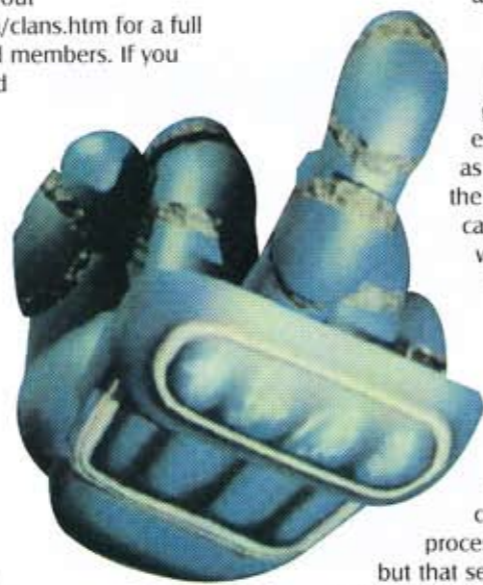
this matter now that the Telkom monopoly has been somewhat

sorted out by increasing international bandwidth. Now what us gamer's would like to see is an increase in local peering and more gaming servers. Yes guys you never can please us gamer's. With the rumor of TEN being interested in South Africa as part of an international spread of the gaming franchise, the South African gamer's are going to be demanding bandwidth like never before.

Finally to round off this first Multiplayer Mayhem section I would ask all you Quakers and multiplayers junkies to support the Creative Carnival Quake Competition not only for the prizes but because all the proceeds go to Avril Elizabeth Home. A worthy charity that can benefit from something that we enjoy. The New Age gang will be there so check it out.

If you have any comments or requests please e-mail me at [multimahem@nag.co.za](mailto:multimahem@nag.co.za).

**Until then FRAG EM!**



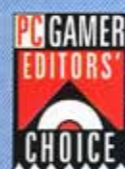
Utilising voice communication in multiplayer games of Quake will enhance the strategy in shoot-em-ups.

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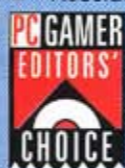
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- Editor's Choice Award - PC Gamer (USA) - Dec 97
- 4 1/2 stars - Computer Gaming World (USA) - Jan 98



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# The Editors' Choice



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The Saitek X36 Combo includes the X36F control stick (detailed above) and the throttle.

## X36 Combo

Joystick and Throttle Flight Controller Stick, throttle, rudder, 2 rotary controls, 14 digital inputs, 2 eight way hat switches, 1 four way hat switch, serial mouse control (4th hat), throttle mode and pinkie status indicators.

- Editor's Choice Award - PC Gamer - Oct 1997
- CG Choice Award 4 1/2 stars - Computer Gaming World (USA) - Oct 1997



# Electronic Hideaways

Internet Cafe's have become more and more popular over the last few years with the Internet booming throughout the country. What I cannot understand is the use of the word Internet when the venues are used mostly for multiplayer games. One such venue happens to have Internet in their name but believe you me the games dominate. Cybernation Games and Internet Cafe at the Randburg Waterfront has built up a reputation of being Johannesburg's



gaming capital. Cybernation was opened in May 95 with a vision of creating a cyber and gaming meeting place. The decor has been set out with games taking a prominent stand in the mural design. The walls are painted with pictures of classics such as Full Throttle and X-Wing. The shop is one of the largest Internet Cafe's in S.A. covering more than 250sqm which includes a large bar, toilets, software (new & second hand), accessories and 12 gaming machines all with Internet access.

The Internet is provided by Unet lafrica via a 64Kb Diginet line that is continuously on with no dial ups needed. The speeds I received were average for shops of this size and considering that there were five other people all accessing the net at the same time. Cybernation caters for all modes of internet use from IRC to downloads. They also have a colour and B&W printing service which is available on request.

The menu is typically designed for quick meals and plenty of JAVA. The prices are reasonable and I recommend the chicken burger for getting

## CYBERNATION GAMES & INTERNET CAFE

RANDBURG WATERFRONT (Johannesburg)

rid of those hunger pains.

The machines are the most disappointing part of the shop with 12 Pentium 120's not standing up to

today's high end games. Luckily for now most of the more popular network games run on lower end machines and Cybernation has one of the largest selections of games available. A close source has revealed plans to me about expanding Cybernation into an even more dynamic venue with P2's being available. I hope to see these plans becoming a reality as up to date Network Gaming

Centre's are sourly lacking.

I was happy to see the list of games including older releases such as doom 1 & 2 as well as the more current titles such as Dark Reign and Ages of Empire. Even though the machines battle slightly especially in WIN 95, the 10

Base/T network strolled along nicely. Games such as Quake were set up efficiently and without trouble giving us more time to frag mad.

If you have multiplayer gaming and Internet in mind then check out the specials available during the week days that allow patrons to play for R 5.00 per half hour. A difficult price to beat in these parts of town and give good value for money. Specials are also available to Damelin and AAA students all receiving 50% discounts except on Fridays and the weekend.

Cybernation also closes later than usual and gives the insomniacs a place to hibernate during the early hours of the morning. I was impressed with the service and unhappy with getting my ass kicked by some of the Damage Clan boys who frequent the place. Nonetheless an enjoyable evening filled with fun and all this without breaking the bank. For all you 'weenie' and experienced gamers this is the ultimate venue for trying out your talents.

## CYBERNATION A WORLD OF IT'S OWN

Contact: Pierre Botha  
Tel: (011) 886-5200

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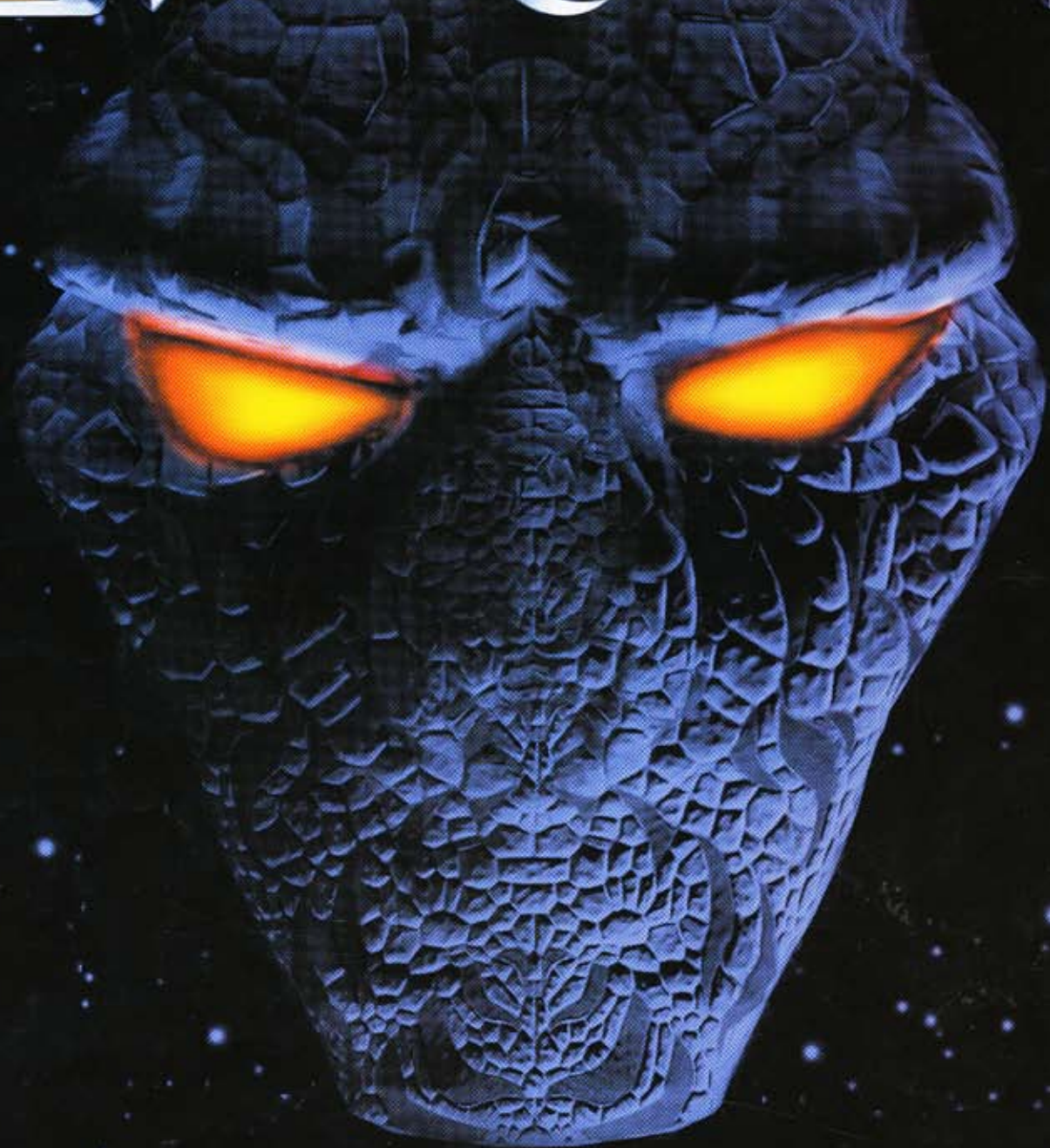
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