VOLUME 1 JUNE 98 ISSUE 2

NEW AGE GAMING SOUTH AFRICA

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

Blizzard and EA Africa capture our hearts - FULL SA REVIEW and IN-DEPTH Terran Strategy Guide Inside ...

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7 Playstation Reviews
Hardware Reviews
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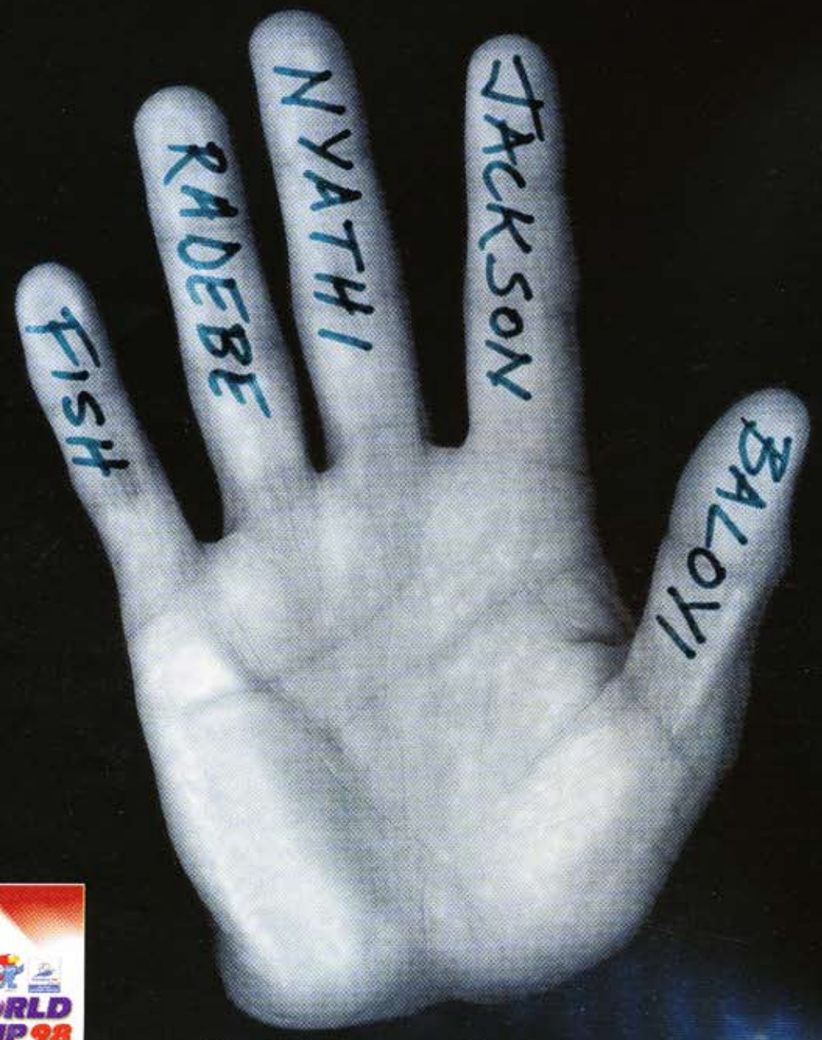

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WORLD CUP 98

Outlore breaks free from his cage to put his paws on the much anticipated World Cup 98. See if Bafana Bafana can bring home this coveted trophy. See PAGE 34 - 36

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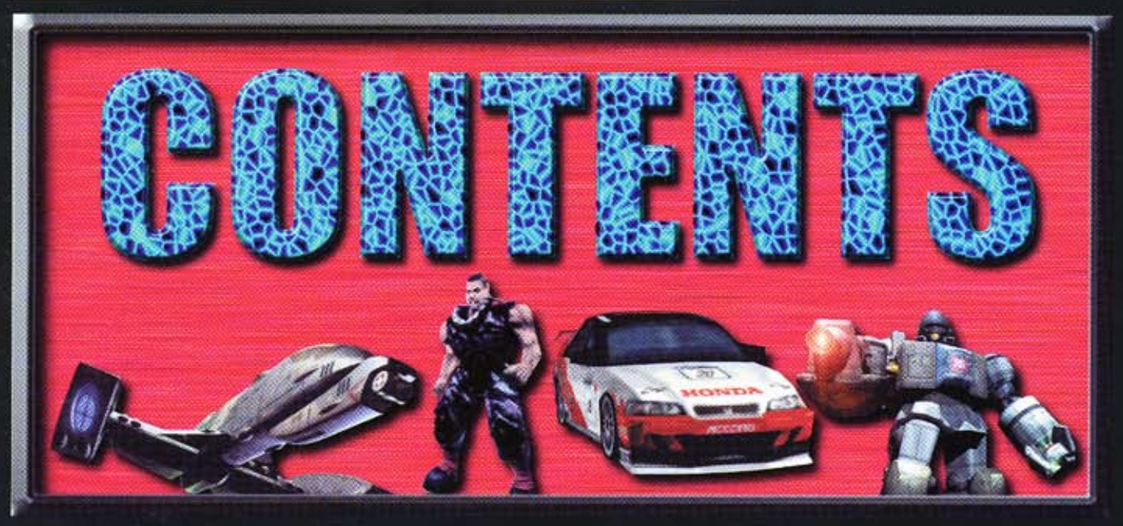
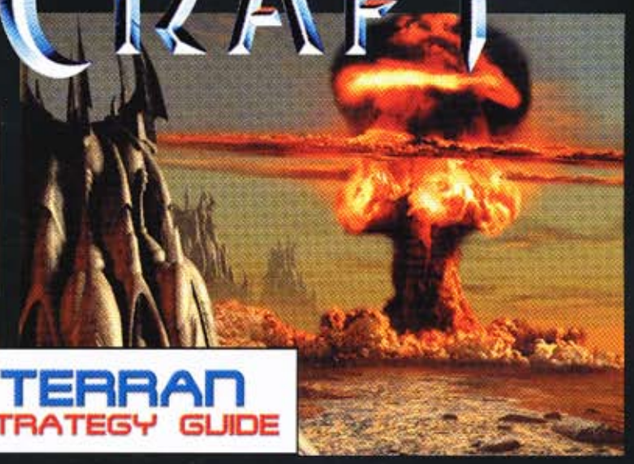


StarCraft



Starcraft explodes onto our pages this issue as RedTide brings you a full scale review. Check out PAGE 24 As well as Soul Assassin's in-depth Strategy Guide into the Terrans. Check out PAGE 60

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ED's Note

Greetings Earthlings.

Now that our first issue has gracefully hit the shelves and created quite a stir in the market, we are happy to say that this issue is bigger and better than the previous. With the enormous amount of letters, comments, praise and constructive criticism that we received, we can only improve. Thanks to all you gamers who are inspiring us to reach greater heights in this demanding field.

We have put together a great bunch of dedicated gamers who will be bringing you the latest news and reviews on all the games to hit South Africa. Thanks to all the budding reviewers who responded to our 'I wanna be a reviewer' request. It is absolutely amazing at the standard of reviews we received over the last month. Two lucky respondents were chosen to join our team and are looking forward to entertaining you next issue.

I must say that this bumper issue is filled with some of the best games to be released this year. Electronic Arts Africa have come up with 2 Awards of Excellence this month, namely World Cup 98 and Starcraft. Just getting to test out either of these two games was almost impossible, that left me with no choice but to pull rank. Even then trying to guard my office from vandals such as Darkskies took all of my Defence Force training.

This issue we have 7 games priveliged enough to receive our rare Merit Award. Somehow I feel that the South African market can only benefit from the standards being set by the Developers and Distributors, leaving us with an exciting feeling for the years ahead.

I will be leaving for E3 soon and will be hob nobbing with all the bigshots and guru's of the gaming community. I intend to bring back a vast amount of knowledge on where we are progressing. Another point of interest is how South Africa shows in the big picture of growing the market. Currently we don't even dent the sales figures and have not even touched the surface of the world market. We can only move forward and hope to see more Developers such as Celestial (local developer), who are currently working on a world beater called The Tainted, pop up in our part of the world.

I am looking forward to the next issue in which we will review one of the most anticipated games of all time, UNREAL. After being involved with the Beta Preview, I can already see the Quake servers being replaced, but I'll leave that up to you.

Piracy has always been a serious problem around the world and no more than in South Africa, due to the sanctions that curbed the influx of entertainment software to our shores. Now we have entered a new era and New Age Gaming are taking a stand against piracy. Let us all support the South African Distributors who are doing a damn fine job in bringing us all quality games. If you are in the market for a product, go out and buy it. You will be supporting the entire industry and insuring future development.

I am now off to find my suitcase and passport. Living on Mac Burgers and Jolt Cola is my only option if I am to afford that Canopus Pure 3D Voodoo 2 which I'll have to slip through customs (if you work in customs please mail me, we'll talk).

Until next month, HAPPY GAMING.

The Ed

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The Web

It is easy to find an Internet site totally dedicated to one game these days. It is hard to find a site that does this well and also get the rest of the gaming community involved. This month we will be having a look at *www.unreal.org* or better know as **"The Org"** by its visitors.

I started visiting this site back in the beginning of '97 and was amazed at how up to date the news was, and even to date **"The Org"** brings breaking news on Unreal and other gaming news to its loyal followers. **"The Org"** is dedicated to Unreal and here you can find general information on the game. It's main function is to bring breaking news on Unreal to the community. Over the last year I have read interviews with Epic's team and seen so much news on them that I actually know the individual persons that are responsible for the making of Unreal. **"The Org"** might not always host the interviews but they always have links to them as soon as someone posts one. Funnily enough all the Unreal sites have an affinity for Myscha (T. Elliot) who is a Unreal level designer and general spokesman for the community on the inside. **"The Org"** even has a box on their front page dedicated to tracking changes to Myscha's .plan file. The site brings all the Unreal news to visitors but go further than that, not only do they offer Unreal news but also bring relevant news snippets with links on gaming in general.

Unlike a lot of gaming sites out there **"The Org"** is clean with no excessive graphics giving even international visitors fast load times. Personally I prefer up-to-date info too funky looking graphics and I know a lot of you will agree with me. Don't get me wrong **"The Org"** isn't just a bunch of HTML pages slapped together with some text. Its designers went to a lot of trouble giving the site a professional look with minimum graphics. The site was recently re-designed to make use of PHP (a server side scripting language) and mySQL (a Linux SQL database server) enabling **"The Org"** visitors to register and post mug shots of themselves on the site with some additional information. Now you know a little more about the people you will run into on the #Unreal channels on various IRC servers, although most of them hangout on *irc.unreal.org*. If you decide to register you will able to participate on their message boards where you can ask question about Unreal and discuss a variety of topics surrounding this game.

Since the re-design they have added a lite-mode to the site. The only difference between lite and non-lite mode when browsing their site is rounded borders on the tables. I prefer the round borders and the extra load time is minimal.

DarkSkies finds true happiness within the witching hour. "The Org is totally non-profit and is a testament to the statement "for gamers, by gamers".

Another feature I have come to appreciate is the lack of advertisements on all their pages. **"The Org"** is totally non-profit and is a testament to the statement "for gamers, by gamers". Most of the sites I visit today have some or other damn commercial ad at the top and a lot of times it has nothing to do with gaming.

"The Org" has a hosting facility in place and allow potential webmasters to host their sites on their hardware making all their facilities available to them. With unlimited disk space and access to PHP and mySQL they must be get a ton of applicants, but they will not host fly by night web sites that will disappear in two weeks time. It is only for dedicated people that have no affiliation to any gaming organization or publication, in other words non-profit.

Currently they a number of sites ready for the launch of Unreal that will cover everything from level editing to partial conversions and have added a site for total conversions as well. There is also another side to **"The Org"** called **"The MacOrg"** which deals with the Macintosh conversion of Unreal. There seems to be a lot of interest in the conversion and I am looking forward to playing against a couple of Mac boys.

For all the night owls here in South Africa **"The Org"** hosts an audio program every once in a while you can listen to with Real Audio, definitely only something to try during the early hours of the morning otherwise it keeps stuttering. On the show you can usually hear the guys chat about Unreal happenings and making prank phone calls to certain unsuspecting people and companies generally making them look like idiots. Every now again they a guest appearance by someone from Epic Megagames or GT Interactive.

The producers and designers of **"The Org"** deserve your support. Pasha "Max" Phares, Hendrik "Morn" Mans and Donald "Sumbry][" Sumbry have put a lot of work into making this one of the top Unreal sites available on the net today. I hope in the future that someone here in South Africa will put some work into a dedicated site for Unreal, but for now it seems like we have to go International.

DarkSkies

WWW.UNREAL.ORG

UNREAL GOES GOLD !!!

After nearly 3 years of development GT Interactive announced that Unreal has finally gone gold. So much has changed over the last month since we received our BETA copy that it will be interesting to see how the final product measures up to current king of the hill Quake II. According to Multimedia Warehouse Unreal will be available in South Africa around the 12th of June. As soon as a Internet server goes up look out for NAG employees joining the killing fest.

Computer Faire and BEXA

While our Editor is drooling at the mouth in the States, we here in good ol' South Africa have the opportunity to visit the Computer Faire & Bexa at Gallagher Estates in Midrand. Unfortunately a lot of our local game distributors will not be attending this year, due to the fact that no under 18 year olds will be allowed during the week. According to Gallagher Estates the event will run more smoothly this year than last. They have new parking space available and will have Traffic Officers helping them out on the day to control traffic flow. If you are in the IT industry make sure to check it out the 27th - 30th of May.

Acclaim Announces Turok 2

Acclaim announced the sequel to one of 1997's most successful games. Turok 2: Seeds of Evil should be available in October.

Turok 2: The Seeds of Evil returns Joshua Fireseed to the Lost Land as Turok to battle the Primagen, an evil force he unwittingly awakened at the end of the first game. The Primagen, imprisoned at the core of the Lost Land, has summoned a massive army of savage creatures to destroy the energy totems that hold him captive. Turok must now end the devastation he has set in motion.

PLayers will be able to choose between quest mode and several different four-player split-screen deathmatch modes, including team play. Turok 2 will feature 16 player LAN and Internet multiplayer support.

Square Annouces Final Fantasy VIII

Square has announced Final Fantasy VIII which will ship in the 4th quarter of 1998 or 1st quarter of 1999. Final Fantasy VIII is hailed to be the 8th wonder of the RPG world and will feature more traditional looking characters as opposed to the Anime looking (I personally like the Anime look) characters of FF7.

You will play the part of 17-year-old gunblade-slinging Leonhart. Although specific details of FF8 is sketchy at this time Square did say that FF8 will be produced with an overseas release in mind. This heralds good news for FF fans and the period between the Japanese and English version should be short, unlike FF7 that took 6 months before it eventually reached foreign shores and even longer for South Africa.

Diamond To Acquire Micronics/Orchid

In surprising news Diamond Multimedia announced that it has entered into an agreement with Micronics to acquire the company. Micronics has recently acquired Orchid, which is known for their Orchid Righteous 3D voodoo, and voodoo2 based boards. The acquisition of Micronics will enable Diamond's entry into the multimedia systems board business and support the consolidation of Voodoo2-based computer gaming boards.

DIAMOND MULTIMEDIA

ORCHID
A Micronics Company

New QuakeWorld 2.2 Released

There is now a new QuakeWorld 2.2 client and server available. The latest update fixes some bugs and checks for alterations to your .pak file, mainly to see if you are playing with watervised (transparent water) maps. Should QuakeWorld 2.2 find any watervised maps it won't allow you to connect to a server that has no watervised maps, you have to have the exact same .pak files as the server.

Zoid has also announced QuakeWorld 2.21 which will allow the above feature to be turned of by servers, he stated that he underestimated how many players (Me being one) were actually using watervised maps.

The alteration check should still come in useful for servers running strict competitions when 2.21 finally arrives.

E3 Expo '98 To Showcase 1,600 New Interactive Entertainment Titles

The E3 Expo '98 will give attendees a first ever look at more than 1,600 new PC games, video games and edutainment titles. Of the 1,600 more than half of the titles will feature a multi-player component and 60% of the new PC games will feature 3D graphics. Interestingly 30% of all the titles will ship on multiple platforms.

Below is a list of games that will be showcased by various companies, our Editor is going to be a very busy man at E3. He has also been invited to the Sony and GT Interactive E3 parties, he will be showing them how we here in South Africa PARTY!!!

(Don't you think our Editor is a lucky bastard! Next year I wanna go! - Ass. Ed)

Westwood
Dune 2000
Command & Conquer : Tiberian Sun
Lands Of Lore 3

GT Interactive
Epic MegaGames' Unreal
Deer Hunter
Singletrac's Rogue Trip and Streak
Duke Nukem: A Time To Kill
Trans-am Racing
Blood II: The Chosen
Duke Nukem Forever
Oddworld: Abe's Exoddus
Prey
Wheel of Time

Electronic Arts
Tiger Woods '99
World Cup '98
Madden NFL '99
NCAA Footbal
NHL '99
Triple Play '99
Moto Racer 2
Need For Speed 3 : Hot Pursuit (PC)
Road Rash 3D
Sid Meier's Alpha Centauri
Sim City 3000

Bullfrog (part of EA)
Populous: The Beginning

Origin (part of EA)
Ultima : Ascension

UbiSoft
Rayman 2
Tonic Trouble
SCARS
F1 Racing The Sequel
Redline Racer
Speed Busters
Chaos
D. Jump
Reel Feel Gold

While at E3 he will try and organise BETA copies of upcoming games so that we can increase our preview section, and make contacts for up to date news on developments in the gaming scene.

The E3 show covers an area equal to 58 rugby fields and is currently the largest gaming show in the world. (OUCH! That is a lot of walking - Ass. Ed). Unfortunately for all the people out there that wish to attend the show, the show is only open to the media and companies involved with the gaming market ie. its a Trade Show.

Second Quake II Add-On Pack Announced.

Activision has announced a second official Quake II mission pack, titled Ground Zero. The mission pack will be created by Rogue Entertainment, the same team that created the highly acclaimed Quake add on pack 'Dissolution of Eternity'.

In this Quake II mission pack the Strogg have developed a new threat to mankind, the gravity well. It will also feature new weapons and powerups along with 15 adrenaline pumping new levels.

GOD To Distribute Max Payne

Gathering of Developers announced that they will be distributing 3D Realms & Remedy Entertainment upcoming game Max Payne. The game is not due to ship until 1999.

"Max Payne, a hardboiled, fugitive undercover cop is being framed for the murder of his boss. A mission to revenge his slaughtered family is taking him on a bridge-burning, rock n' rolling rampage through the criminal underworld of New York City. Max Payne, a lone hero, goes up against a horde of stone-cold murdering mobsters, drug-enhanced killers, bad cops, professional assassins, corrupt politicians, and other diabolical masterminds lurking in the city's heart of darkness in this intense 3D-action shooter. " - Press Release

Creative PC-DVD RAM

Creative announced the availability of their PC-DVD RAM drive. It can store up to 5.2GB of rewritable data on a single double sided disc. The drive offers 20x CD-ROM performance and is compatible with Creative Labs 2nd generation PC-DVD ROM drives. The PC-DVD RAM is currently available for ordering on the Internet.

PC-DVD RAM

Now might just be a good time to upgrade to PC-DVD, with the availability of the Dxr2 decoder board as separate product you can now buy a PC-DVD RAM drive with a Dxr2 board to offer you maximum value for money. With this configuration you can watch DVD titles while still being able to backup 5.2GB on DVD RAM discs.

Sony Revamps Playstation.com

Sony has revamped their Playstation Internet site to be more user friendly and more visually appealing. Playstation owners can get information on games and be informed of the latest gaming news and developments. For the junkies there is the Underground section where you can apply for membership and order the Playstation Underground demo CDs.

Bits & Bytes

Psygnosis Annouces.....

Psygnosis, makers of Formula 1, has paired up with America's favourite racing family and three-time CART champion, the Newman/Haas Racing team. They will be releasing Newman/Haas Racing this August. The game will feature 16 drivers, 11 licensed tracks, 4 hidden tracks, crash and damage debris and professional commentary by ABC/ESPN commentators. Like most games today it will have support for multiplayer action over a LAN(IPX) network. Newman/Haas racing will also offer ultra realistic racing dynamics, motion capture and action cameras that will cover pit stops and crashes.

Psygnosis announced another upcoming title DRAKAN. The game is planned to ship in January '99. Drakan is a 3D action adventure game that aims to combine the best of all worlds. It will feature and intriguing storyline, thrilling adventures, heroic battles and a right-hand dragon to help you cut through the mire - all within seamless 3D environments never before experienced in a game on PC.

Yet another announcement from Psygnosis. This time for an upcoming World War II flight simulation names "Nations – Fighter Command". You will able to choose from twelve different aircraft from US, British and German forces. All aircraft will be realistically modelled and have realistic flight dynamics. Multiple players will be able to fly any of the available aircraft in a huge dogfight either on a LAN or over the Internet, in specially created scenarios.

Tiberian Sun To Be Shown At E3

Westwood Studios will be showcasing Command & Conquer : Tiberian Sun at E3. Tiberian Sun features dynamic lighting, reactive environments and realistic physics. We will be bringing you more information when our Editor return from E3.

S3 Sues nVidia

S3 is suing nVidia for a patent infringement. According to nVidia the suit has no legitimacy and was filled because S3 want to regain its market position. "As Nvidia represents the largest threat to S3's comeback attempt into this market, it's not surprising they are targeting Nvidia. Our RIVA processors were developed lawfully and we are prepared to defend ourselves vigorously," says Jen-Hsun Huang, Nvidia's CEO, in a prepared statement.
Hopefully this will not impact the development of the TNT4 chip from nVidia.

Blizzard Sues Microstar

Blizzard Entertainment is suing Microstar Software in connection with the sale and distribution of an unauthorised Starcraft product. They used the Starcraft level editor to build 50 levels and is now selling them to the public. Blizzard's license agreement states that you may not sell levels created with the editor to anyone.

NAG Internet Gaming Site

New Age Gaming is working on a Internet gaming site for South Africa that will be going live in the coming months. We would like to offer the best features to our reader and would like to hear your opinions on what the site should consist of.
You can also email us suggestions about a name for this site. Send suggestions to bb@nag.co.za.

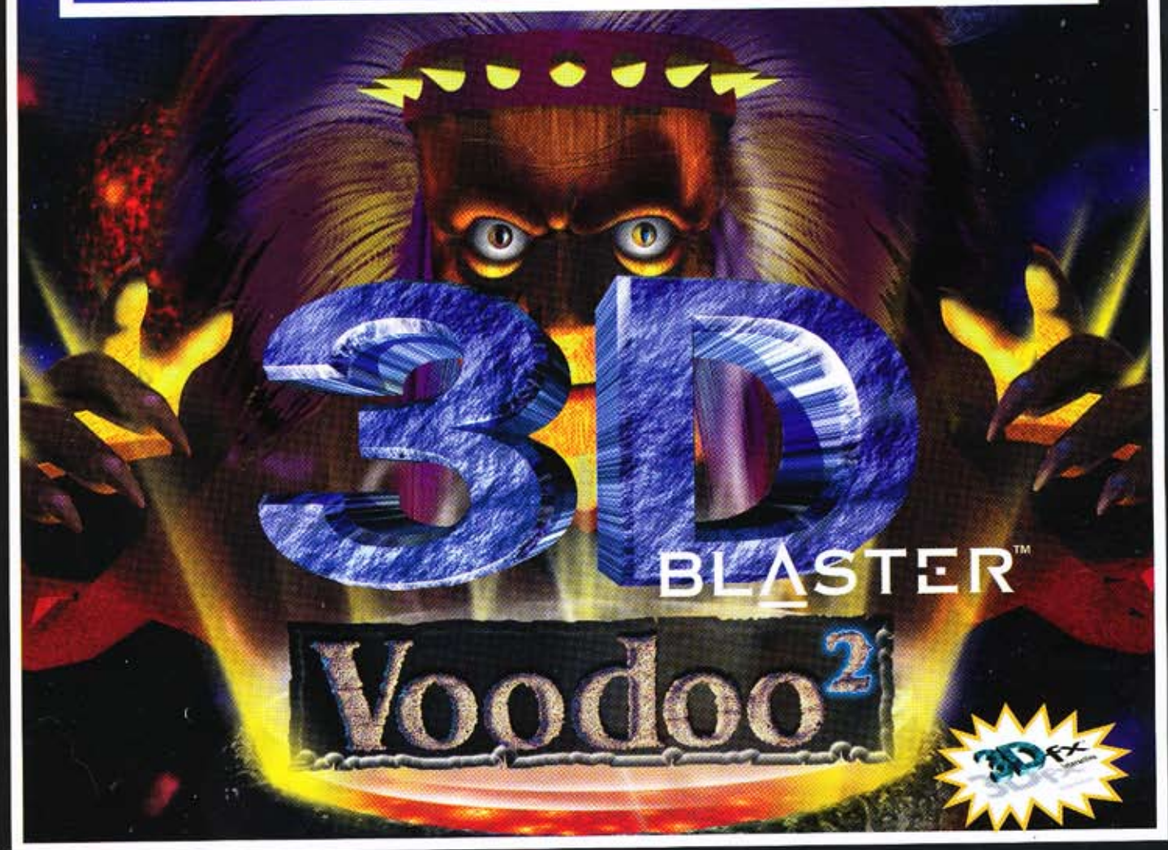
Activision Teams Up With SOF

Activision has teamed up with the Soldiers Of Fortune magazine. The magazine is known for covering armed conflict and firearm issues. Soldier Of Fortune will lend its name and logo to an upcoming 3D shooter from Activision being developed by Raven. The game will use the Quake II engine and allow players to take on the part of mercenaries for hire.

I HOPE YOU HAVE ENJOYED THIS 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

The Fastest 3D Gameplay. Period.



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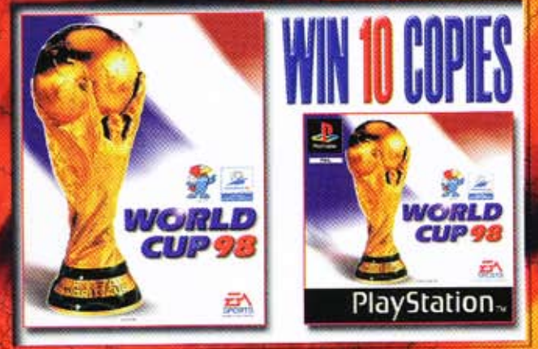
NEW AGE GAMING SOUTH AFRICA

COMPETITION

WIN

ELECTRONIC ARTS Africa

All you have to do to win a copy of our Game of excellence WORLD CUP 98 from Electronic Arts is to answer 2 easy questions.



WIN 10 COPIES

1) **What Overall Score did World Cup 98 receive in this issue of New Age Gaming?**
2) **What gaming platform do you have at home, PC or Playstation?**

Send your answer on a postcard to
World Cup 98/NAG Competition
PO Box 2749, Alberton, 1449
or E-Mail the answer to comp@nag.co.za

E-Mail:
Top Ten
Postal:
PO Box 2749
topten@nag.co.za
Alberton, 1449.

10 TOP GAMES

Carumba, I didn't relies that we had so many gamers out there. I must admit I wasn't expecting so much TOP TEN info and therefore had to have emergency resuscitation when the mail arrived (and you thought you would have it easy : Ed). Thanks to all you gamers who responded, please keep it coming, it's great to see the charts evolve. Together we'll post the best SA Gaming Charts and soon you'll get us on the web for easier voting. More about that next time.
Onto this months listings which have radically changed since last month. Sitting pretty with a whopping amount of votes is Tomb Raider 2 that moves up 5 places on PC and slip into No2 on the Playstation. You people must enjoy playing with Lara (now now : Ed) oops, sorry. Big moves come on the PC side that crumbles under the wake of Starcraft lovers (no big surprise : Ed) as well as another Blizzard stalwart Diablo which shifts into 8th. Grand Theft Auto holds up the PC pack (I thought we were against crime) enduring the column above.
No real changed on the Playstation with most a the entries agreeing with our top slots. Final Fantasy 7 holds on gracefully with no real contenders pushing close this month, but with the release of Resident Evil 2 and Gran Turismo and the show of support things might just change next time we meet. Until we climb the charts next month. Cheers.

LM = Position Last Month TM = Total Months on chart

PC

	NAME	LM	TM
1.	Tomb Raider 2	5	2
2.	Total Annihilation	2	2
3.	Starcraft	new	new
4.	FIFA 98: RtWC	8	2
5.	Dungeon Keeper	new	new
6.	Age of Empire	new	new
7.	Quake 2	1	2
8.	Diablo	new	new
9.	TOCA Touring Car	4	2
10.	Grand Theft Auto	new	new

PLAYSTATION

	NAME	LM	TM
1.	Final Fantasy 7	1	2
2.	Tomb Raider 2	3	2
3.	Abe's Oddysee	2	2
4.	Crash Bandicoot 2	4	2
5.	FIFA 98: RtWC	5	2
6.	SoulBlade	8	2
7.	Gran Turismo	new	new
8.	SoulBlade	8	2
9.	Resident Evil 2	new	new
10.	Bushido Blade	new	new

BACKCHAT

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1449

letters@nag.co.za

Thank you to everybody who wrote in. Unfortunately we cannot reply to all of them, but we do read them all. We now have an e-mail address dedicated to the letters section. The address is stated above. If you utilise the e-mail you are almost guaranteed a reply. Congratulations to Adam Sweeting who wins the copy of Final Fantasy 7 because it was the first ever letter received at NAG. Keep those letters coming Ed.

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 (Damn not this month :Ed). The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.

To NAG
Hi there. I have just read through your awesome mag and well I would really like to congratulate you on a mean mag! The quality of it is good! The articles are very good, the prizes are good! When I walked into CNA I looked through the mags and when I came across NAG I though agghhhh another UK mag that is pointless towards us gamers because the stuff they advertise is always $$&% and well it`s @#%$uped, but then I saw S.A and WOW it kicks ass! All you need now is a cover disk! That would really make it cool! I have filled in the subscription form and it`s on the way! I would just like to say once more! THANKS FOR SUCH A COOL MAG!
keep up the good work!
Many Regards

Adam Sweeting.
Sundra

Hi Adam
Again thanks for the kind words. I would like to inform you that you are the owner of the first letter ever received at NAG. We have printed it out and have had it framed and is above my desk as we speak. You have made history with us therefore won the letter of the month. Your copy of Final Fantasy 7 is in the post. Congrats.
Ed

Dear NAG
The 5th of May I bought a Launch Issue #1 of your magazine, and it was the first time I saw this new amazing magazine, but the issue month printed on the cover was April '98. Can you tell me if the magazine was late?
I like your magazine so much, especially Playstation reviews, because this is the first S.A. computer magazine to include Playstation reviews. I would like to subscribe to NAG for one full year, but I don't have any Cheques, Master or Visa credit cards. How can I subscribe? Can you give me your Bank account number and let me deposit the amount into your account.
I have a suggestion for your magazine:
Can you give two pages from your amazing magazine for second hand classified ads. Let reader's buy/sell their second hand games or systems to other readers like one of the USA gaming magazines.

Duncan Chen
Bloemfontein

Hi Duncan
Thanks for the kind words, we aim to please. Regarding your questions. Firstly we were a little late due to uncontrollable delays brought about by the public holidays, we apologise for the inconvenience but hopefully the mag made up for it. Secondly we don't want you throwing large amounts of cash into our bank account so rather send us postal orders. Regarding you enquiry into a classified section, we have been planning this for a short time and hope to have a free classified up in the August issue.
Ed.

Dear NAG
Thanks for an all South African gaming mag. I was really getting fed up with all the overseas garbage and was looking for something new. You came just in time.
Overall your reviews are very good. Also the layout of the magazine. A cover CD will make the mag perfect. Keep it in mind. Good luck for the future.

Edré Janse van Rensburg
Aberdeen

Hi Edré
We pride ourselves on the layout because we are directly involved with it. We not only want the best content, but the best looking mag as well. As far as the Cover CD is concerned, we are in development as we speak, we are currently negotiating with the CD manufactures in order to get the best possible price as to keep the mag affordable.
Ed.

Dear NAG
Your launch issue was pretty darn impressive, I couldn't put it down until I had read it cover to cover. It made me quite excited and all I wanted to do was grab a pen and paper and write right back. The magazine is also a fair price, most overseas magazines are expensive.
Now, why I wrote to you. I don't suppose you have an opening for a gamer like me to come and work for your mag. I've always wanted to work for a gaming magazine as the tips and cheats guru.

Nicholas Robertson-Muir
Cape Town

Hi Nicholas
As we planned NAG, one of our main objectives was to be cost affective. Therefore allowing more of the under-priveliged gamers the opportunity to purchase a gaming magazine. We will strive to keep the price constant. In respect to the position you are looking for, we are growing rapidly and might have something in the pipeline for dedicated gamers in the future. I'll keep you posted.
Ed

Dear NAG
Finally a South African gaming mag has graced the gaming public. It is truly great that you have added a distinctly South African voice to the gaming forum, and none too soon. I don't know how much longer I could stand codswallop after codswallop of American and British gaming sentiments, which have no bearing on South African gaming.
That said I would like to ask a few questions:
1. Is there a possibility of top ten lists for each gaming category?
2. Could you please review any of the following:
StarCraft, Mageslayer, Diablo or The Games Factory?
Wishing you great success.

Jerome Lythan
Ermelo

Hi Jerome
Yea, I know what you mean by the codswallop. That's the reason why we decided it was time for something local. Regarding your questions, I have some interesting negotiations coming about at E3 and will definitely be expanding the Charts section. We received a tremendous amount of votes for games from our first issue and therefore need to expand this area.
You'll be happy to see Starcraft in this months issue (you read our minds), as well as an in-depth strategy guide for Terrans. As for the others, we will be looking at Diablo for the Playstation in our July issue.
Ed.

To NAG
Finally there is a South African gaming mag. I'm pleased because all the other gaming mags cost so much because of importing. New Age Gaming magazine kicks ass and I have no complaints about the mag. The only thing I don't like is Strategy games and Role Playing games. I'd like to see more Playstation games, especially the games where you beat the shit out of everybody and the Shoot-em-ups like Auto Destruct.

Chris Trim
Cresta (JHB)

Hi Chris
Thanks for the kind words on the mag, it helps us work those late night sessions in order to get the mag out.
In reply to your request for more Playstation and beat-em-ups, we can only review games if they are available and therefore we cannot be picky about the games we review. If the market has more of a specific genre then its just that time of year. We are expanding our Playstation games to the level of the PC, showing you that we are dedicated to both platforms. As for you philosophy on games, keep on kicking butt.
Ed

Dear NAG
This is the best PC / Playstation mag I have ever seen. It rules from front to back and is perfect for young and old. Keep up the excellent work.

Gregory Nikitas
Waterkloof Ridge (PTA)

Hi Gregory
Short and sweet, and a way with words. Thanks for the comments. Hopefully you'll elaborate next time. Our ego's are still under developed, so keep it coming.
Ed

DOMINION
STORM OVER GIFT 3

I just figured out why people like real time strategy games - it's the old toy soldiers fascination we all had as children. But instead of spending hours of quality time in the cold mud playing with lifeless lumps of plastic, we can now do real battle with thousands of moving pixels in the warm glow of our monitors. Some people just never grow up.

PC CD-ROM

Dominion was originally a production under development by 7th Level but last year ION Storm acquired the license to complete the game. They first changed the name to Dominion Storm and finally settled on Dominion: Storm over GIFT 3. ION Storm has a great deal to prove to the world and Dominion: Storm over GIFT 3 is the first real test to see if they can cast a mighty hurricane over the heads of the gaming community - or will they fail with a light downpour, the dreaded monkeys wedding?

Strategy

Developer:	Ion Storm
Publisher:	Eidos Interactive
Supplier:	EA Africa Tel: (011) 807-6551/2
RRP:	TBA

International Web & Demo Site
www.dominion-storm.com
SA Download
www.gamesdomain.is.co.za
Size: 237 Mg Patch: 2.6 Mg

REDTIDE gives us the sniffle's on ION Storm's Dominion

The story so far

After an anxious wait for a hefty 27.3MB to download from the ION Storm site - Dominion: Storm over GIFT 3, the first tangible product from ION Storm was finally mine. Out of the four current projects under development by ION Storm, Dominion: Storm over GIFT 3 is the likely candidate to first see light of day. The other projects, including Daikatana John 'Quake' Romero's new project, Anachronox a science fiction role playing game and Doppelganger, also a real-time strategy game, are all due this year. In September last year the final development rights of Dominion and the first mission pack were acquired from 7th Level by ION Storm. Todd Porter and Jerry O'Flaherty, two of ION Storms founders who originally worked on the conception, design and animation of Dominion will be driving the project to completion. In line with ION Storm's policy of 'design is law', Dominion looks like it could be something special. The public beta and complimentary patch are now available at http://www.dominion-storm.com - if you've got the guts to download it.

The burning question I had was what's with the name anyway? It sounded like the third instalment of something I've never heard of and thus my curiosity was pricked. Naturally shocked to have missed some vital gaming information I proceeded to investigate and dug a shallow little hole in cyberspace and came up with the goods. GIFT is a planetary system somewhere in deep space and GIFT 3 is the third planet in this system - easy when you think about it. The storm in question is the furious space battle between four races to dominate this planet. Now why is everyone fighting over GIFT 3? Well it has to do with a thousand-year-old deep space message telling of a powerful artefact called the GIFT 3 Messiah. Through the mighty battle above the planet the only vehicles that can get through to the planet surface are small drop ships. You command the small force that crash lands on the planet surface, of course other drop ships have also made it through and it's up to you to fight it out on the surface for total planetary dominance. Hence Dominion: Storm over GIFT 3.

Variance is a primary phase of life

There are four different races to command in Dominion - unlike StarCraft the difference in each race is more of a cultural one but they all possess more or less the same structures and units with only a couple of key variations. They all have unique traits that will change the way you play each game.

The Humans are, as always, highly adaptable and will, if left unchecked, eventually colonise the entire universe, leaving a trail of Coke cans wherever they go. The Human campaign relies heavily on the 'Commanders' decisions to be victorious. The next race in the line up are The Bendian Mercenaries (MERCS) who are nomadic by nature due to an unfortunate incident on their home world. These mercenaries will fight for the highest bidder and have a rather unique vehicle called the 'widow maker' which can 'remote' an enemy vehicle thereby taking control of it. The Darken are the third race you can play, they have practised the art of gradual planetary conquest and fair best behind their heavily fortified bases. The fourth race involved are The Scorp, believing any battle should be fought with as many units as possible, they are ruthless and predatory and fight best when grouped - very effective pack hunters.

The real test

After installing and running the public beta version of Dominion, my first impression wasn't a good one - the game instantly reminded me of all the other real time strategy games we've seen a hundred times in the past. Persevering and playing a little longer revealed a few subtle things that effectively changed it from a base building, tank rushing we've-seen-it-all-before real time strategy game into something different - ION Storm have taken the strategic part of real time strategy to heart. There are new options available by right clicking on your units such a crawl, kneel and automatic reconnoitring. The base construction isn't a focus of the game and the whole battle revolves around using what you have in the best way possible. Resources are limited right from the start and there are no annoying harvesters to protect and serve, just place a refinery over any matter well and the resources start flowing in. You can basically construct your base all over the entire map provided everything is linked up with an effective power grid. This energy grid is kept intact

with a network of umbilical power conduits but these structures have a limited range and are always vulnerable to attack. Careful planing and crafty deployment means you can tap all the matter wells on the map before your opponents do.

As far as new technology goes, Dominion features very little (this is now becoming a point to consider when buying any new real time strategy game). There is always a clear question in my mind - does it have all the 3D bells and whistles of the ground breaking Total Annihilation? If the answer is a resounding no then the title needs to be examined a little closer. Graphics, sound and game play must all be looked at. But remember that throwing around new technology does not a good game make, as Yoda might say.

One interesting observation was the cleverness of the artificial intelligence. The computer seemed to be pretty crafty for the duration of each mission and if this point alone gets even slightly tweaked then we might have something very special to look forward to here.

Go faster strips for a computer game

What would any game be without the usual unique selling points? There are a number of interesting features in Dominion, but we've seen them all in the past. Most games promise 'unique' features like improved animation, true digital sound and even the very rare highly sought after artificial intelligence, but few ever deliver. Dominion promises to be different with its modest list of special features. With four different resolutions available, all running at over 30 frames a second and the usual death match and multi-player options, it also includes over 44 different vehicle types and 6 personnel types, as well as 60 missions with new ones appearing at an ION Storm web site near you. Not forgetting of course the four different races, each with their own distinctive abilities, strengths and weaknesses

All in all I enjoyed playing each of the five missions available in the beta version (there is a web site location for any bug reporting and suggestions). If ION Storm includes any player suggestions it might just make the difference in turning this from an already good-looking RTS game into something really special. Dominion might find its own niche in the market - but for now we'll hold judgement until the final product arrives.

RedTide

NEW AGE GAMING SOUTH AFRICA

EXCLUSIVE ION STORM INTERVIEW

NAG's RedTide gets Todd Porter and Chad 'Ogre' Barron too spill a few beans

Todd Porter is CEO of ION Storm and is in charge of Dominion: Storm over GIFT 3 and the upcoming Doppelganger. Todd Porter has been involved in the gaming scene for many years and brings to ION Storm the kind of expertise that will change the face of modern gaming forever. Chad 'Ogre' Barron is one of the producers of Dominion, he's been with the project for almost 2 years (since its inception) and has followed it from 7th Level over to ION Storm. After playing Dominion and trawling the Internet for more information we still had a couple of questions that needed to be asked. We put a couple of these questions to Todd Porter and Chad Barron and this is what they had to say... (You lot better appreciate this, it's costing us a case of whiskey and someone's left arm). ;)

[NAG]:
Have you implemented any suggestions from players - can you give one or two examples (any good ones)?

[Todd Porter]:
Chad answered a few, but no fewer than 45 new features were added as a result of the public beta. [NAG]: So the gods do listen every now and then!
[Chad Barron]:
Yes we have. We are always open to good suggestions that can be implemented in a timely fashion. Some examples are:
- Having units stand their ground while in guard mode.
- Having the enemy structure/unit name displayed while holding the cursor over it.
- Commander thumpers - act like a moving rendezvous point.

[NAG]:
I've seen two different sets of screen shots with a number of small differences in size and interface - i.e. green arrows in the control panel over units in one and not the other, how much will the finished game's look differ from the current demo?

[Todd Porter]:
Obviously screen shots are taken over the life of the project and reflect optimisations that have been done.
[Chad Barron]:
What you have seen in the demo is about 75% of the game. We have added some new features -cursors, lighting effects, etc. - that will enhance the gaming experience.

[NAG]:
Why doesn't Dominion have any of the new age features like 3D-terrain i.e. (Total Annihilation)?

[Todd Porter]:
At over 100,000 frames of animation, Dominion significantly ups the ante for animation in a real time strategy. Like Age of Empires (one of my personal favourites), Dominion was built to be good looking and fast to play. Anyone bogging down in Total Annihilation will appreciate that. I don't think the processor could handle over 2000 units on the field of combat if it were a real 3d game. I have seen over 200 tanks, walkers, and men attacking a similar number at the same time in mulitplayer in Dominion. Try doing that with any real-time 3D game. If you need freedom of movement from a heads up perspective, then real 3d is where it is at. If you want the best looking graphics and acceptable execution speeds you can have, then you'd better stick to pre-rendered, as Dominion, Age of Empires, Diablo, and Starcraft have. In the future we will all be real 3d, but in this genre, I prefer the look and quick play as opposed to a gimmick.
[Chad Barron]:
This game has been in development for almost 2 years. It still contains part of 7th level's proprietary engine - Top Gun - that cannot support 3D terrain. It is a 2D engine that has been modified to handle some 3D aspects.

[NAG]:
You mentioned in a previous interview that a few or one mission(s) would be based on 'South African' Zulu combat tactics (i.e. the Scorp race) - What was your inspiration for this - movie / book?

[Todd Porter]:
The movie (introducing Michael Cain). Still my most favourite. I insisted that all my team watch it in our video room.
[Chad Barron]:
The movie was the main inspiration. It is one of Todd Porter's favourites.

[NAG]:
Quick last question, why was the name changed?

[Todd Porter]:
For trademark reasons. The name is still the same, however, if you consider that hardly anyone calls Warcraft II, Warcraft II - Tides of Darkness...
[Chad Barron]:
When the game was purchased, 7th Level had never bothered to trademark the name Dominion. So to keep it, we had to put a subtitle with it.

Thanks to RedTide for showing us that talent isn't required to be an interviewer :Ed

First Person Shooter

Min Required	Recommended
Pentuim 133 16 MB RAM PCI SVGA CDrom 250 MB Est. H/D space Win 95 or Win NT TCP/IP Network	Pentuim 166 MMX 32 MB RAM PCI SVGA CDrom 250 MB Est. H/D space Win 95 or Win NT TCP/IP Network
Specs according to latest information	Specs according to latest information

Developer: Epic MegaGames

Publisher: GT Interactive

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

International Web Site
www.unreal.com

Finally we have received a fully functional BETA copy of Unreal dated 4/24/98 and let me tell you it kicks ass! Now I know why Unreal has been delayed a couple of times, Mark Rein and his team at Epic Megagames is making sure everything is perfect. The wait will definitely be worth it. In my eyes Unreal will be a Quake killer.

I haven't seen a game as graphically advanced as Unreal yet and I doubt that there will be one released this year that comes even close. The special effects are absolutely awesome and we here at New Age Gaming kept saying things like "WOW! Look at this." and "Shit how did they do that!". The water and lava looks almost like the real thing with ripples running through them, the small lakes even have fish in them. Not only are there fish but also other animals flying and running around while you are on external levels. It is hard to find words that do justice to the way I felt when I saw the effects for the first time. Not even screenshots do justice to them. It is something you just have to see for yourself to appreciate. Epic has used a lot of animated textures in levels, but in such a fashion that they seem to belong. The most amazing one for me would have to be the translucent floors. Looks like your walking on fog. The game looks excellent with just software rendering (better than any other game I have seen to date) but I would suggest that anyone without a 3D accelerator start saving and purchase one before Unreal is released, preferably a Voodoo 2 based card. The game looks stunning with a 3Dfx card with the bonus of running at a higher more playable frame rate.

Have you ever heard of the term 'you ugly and your mother dresses you funny?'

For an all immersive experience in any game there has to be good sound. This is something where Unreal will stand out in my mind for years to come. The reverb and echoing in places like caves were astonishing. As I battled a Skaarj in a cave I could hear my screams echo throughout the cave with that hollow sound to it. While I was progressing through single player mode, at certain sections the music changed to a different beat which is a indication that something is coming or you are going to run into one of the level editors surprises. The music is funky and enjoyable to play to, adding "mood" to the game while not being overbearing like in some other games.

Now that I have seen all the weapons I can finally say that it is hard to choose a favourite. All of them are well balanced with advantages and disadvantages. There is no all-powerful weapon for killing a person with one shot.

The character animations are very realistic

With what has been witnessed with this Beta release there can be no doubt at NAG that Unreal will take control of the 3D Shooter market.

These friendly folk called Nali have a knack of following you around the levels.

If levels can look this good, we can only expect great things for Unreal.

After playing for about 2 hours I was scared to approach monsters because of their AI.

Ok the monsters in single player were intelligent, but nothing could prepare me for the AI of the bots you can play against and all characters have a host of frames for ducking, rolling, running, the odd scratch the head etc. Monsters and players move realistically. I can't exactly put my finger on it but there just something that makes actions seem smooth.

Usually where all the First Person game developers promise you the world and never deliver is the AI. For the first time I can say that Epic delivers on what they promised. Steve Polge is definitely the king of AI programming for me. The monster dodge bullets, hide behind object so you can't get a clear shot, rush your character hit a couple of shots then run for it, hunt you down when you run and generally do things you would only find another human player doing. Unreal is not a game where monsters will idly stand still while you circle strafe around them and take pot shots. They dodge and adapt themselves to counter for specific strategies. In one section I was strafing around a pillar to shoot a Skaarj and was surprised to see him do the same, he actually changed direction every now and again so I couldn't just strafe in one direction. After a couple of shots he actually ran from me. Eventually we ended up in another room where a Brute joined him, the Skaarj all of a sudden turned around and started attacking me again in conjunction with the Brute. Definitely something I wasn't expecting. The monsters kept surprising me and I almost jumped out of my chair a couple of times.

In multiplayer mode. I consider myself to be fairly good against the level 3 Reaper bots in Quake but got my butt thoroughly trounced by a level 0 Bot in Unreal. Take note that I said bot and not bots, Unreal has the ability to add 32 bots in a multiplayer game. Of course all of them don't just come after you but frag each other as well. This will be an excellent feature for training and refining your multiplayer skills. The computer also won't brag about wining]. While bots are fun to play against but nothing beats the real thing. A couple of us spent countless hours trying to get multiplayer to work, being a beta and all, and once we did we played till the early hours of the morning fragging each other. In this beta we could choose from 5 different model, 3 male and 2 female. These models are distinct not just one model with different skins. I heard that all of the models will have extra skins when Unreal finally ships, but for now I have to be satisfied with one for each. The deathmatch levels we saw range from small to huge giving something for everybody. Weapons are spread out evenly in places that are hard to camp near and even if someone camps there is always invisibility to blow them to smithereens. Unlike the invisibility in Quake in Unreal you are TOTALLY invisible, no eye balls or weapons floating mysteriously through the air.

Unfortunately I didn't have too much time to play with the editor and it doesn't come with a help file. Look in the coming months for an in depth review on it.

That will be enough for this article. I want to get back to playing Unreal but before that let me just say that if there is only one game you absolutely must get this year it will be Unreal!

DarkSkies

Smooth animations worked superbly with the 3D designed characters.

Reviews Under Fire

FI Racing Simulation

Min Required	Recommended
Pentuim 133 16 MB RAM 4 X CDrom 25 Mg Hard Drive Space Win 95 (DirectX 5) 3D Accelerator (3Dfx etc)	Pentuim 166 MMX 32 MB RAM 8 X CDrom 60 Mg Hard Drive Space Win 95 (DirectX 5) 3D Accelerator (3Dfx etc)

Developer: Bizarre Creations

Publisher: Psygnosis

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web & Demo Site
www.psygnosis.com
SA Download
www.gamesdomain.co.za
Size: 102 Mg

Now where is that accelerator again?

PC CD-ROM

FORMULA 1 97

'All in all Formula 1 97 has the potential to be top of its class'

Break neck speeds, g-force turns, breathtaking passes and death defying crashes all correspond to one of the most widely watched sports, the Formula 1 racing circuit. Recreating those same feelings in a computer game is difficult enough without creating realism of the same nature. The closest I have come to being engulfed by late night Grand Prix sessions is with the awesome Grand Prix 2, and even then my system just barely plodded along.

Now with the invention of the 3D accelerator we are sure to see many Formula 1 sims breaking into the market, the first of which being Formula 1 97 by Psygnosis. This leaves us with one big problem with this release; you need a 3D accelerator to run F197 (the 3D market would beg to differ). In many ways this cuts out a large portion of the South African market, leaving F1 lovers without cards no choice but to dig into their already torn pockets.

Sleak and quick, but underpowered in FI 97.

If you are privileged enough to own one then you will be amazed at the graphics that steams out of your monitor. Frame rates bolstered along at 30+ fps on my overworked Canopus Pure3D, and you are sucked into a world of high-speed racing. Having this as a basis for simulating Formula 1 is a definite plus for Formula 1 97.

Unfortunately every game has its downfall and this comes from F197's interface and playability. The interface responded terribly and often crashed the O/S, irritating me to no end. Lost clusters are not my idea of good gaming and this really dampened my overall impression of the product. When I had overcome these irritations and finally started racing I also realized the unrealistic manner in which the car reacted to the controls. The normal smoothness and control that is synonymous with the better racing sims was not there, making the game more of a fun ride than an actual challenge.

The gameplay consists of three main subsections consisting of Arcade, Grand Prix and Multiplayer. It must be said that F1 97 in Multiplayer Arcade Mode is great fun to play and had me scampering to bed at 2am (hard luck guys, next time we have it at your place). A difficulty setting comes in handy when you race against the computer as the AI is above average, the drivers follow the same performances as the 95 season stats (be extremely careful when the Ferrari drivers come close, they love to demolish your finely tuned McLaren, I wonder why?). You have the option to drive as any driver in the Formula 1 FIA 95/96 season which leaves you with the likes of Michael Schumacher and Mika Hakkinen and there corresponding teams as prime choices. You not only have to put up with the competition, but with the dynamic weather as well. Thundershowers are not uncommon and make the driving even more difficult.

Multiple views are available with the handy reverse view being defaulted to the control. A little too handy I thought at times because it would automatically look back at the most critical of times. Imagine coming into the last hairpin corner with a chasing pack behind you, only to be unceremoniously shown the reverse view, which created panic and resulted in a double spin off into the sand trap, relegating you to 12th after 72 laps of racing. Yes it happened, and after three Valium I managed to claw myself back to the monitor.

Formula 1 97 has enough bugs to start a insect farm and is in need of a patch to sort out these problems. With that Psygnosis and the F1 97 web site are a little behind. Actually the site still says we are awaiting the PC version, never mind a patch.

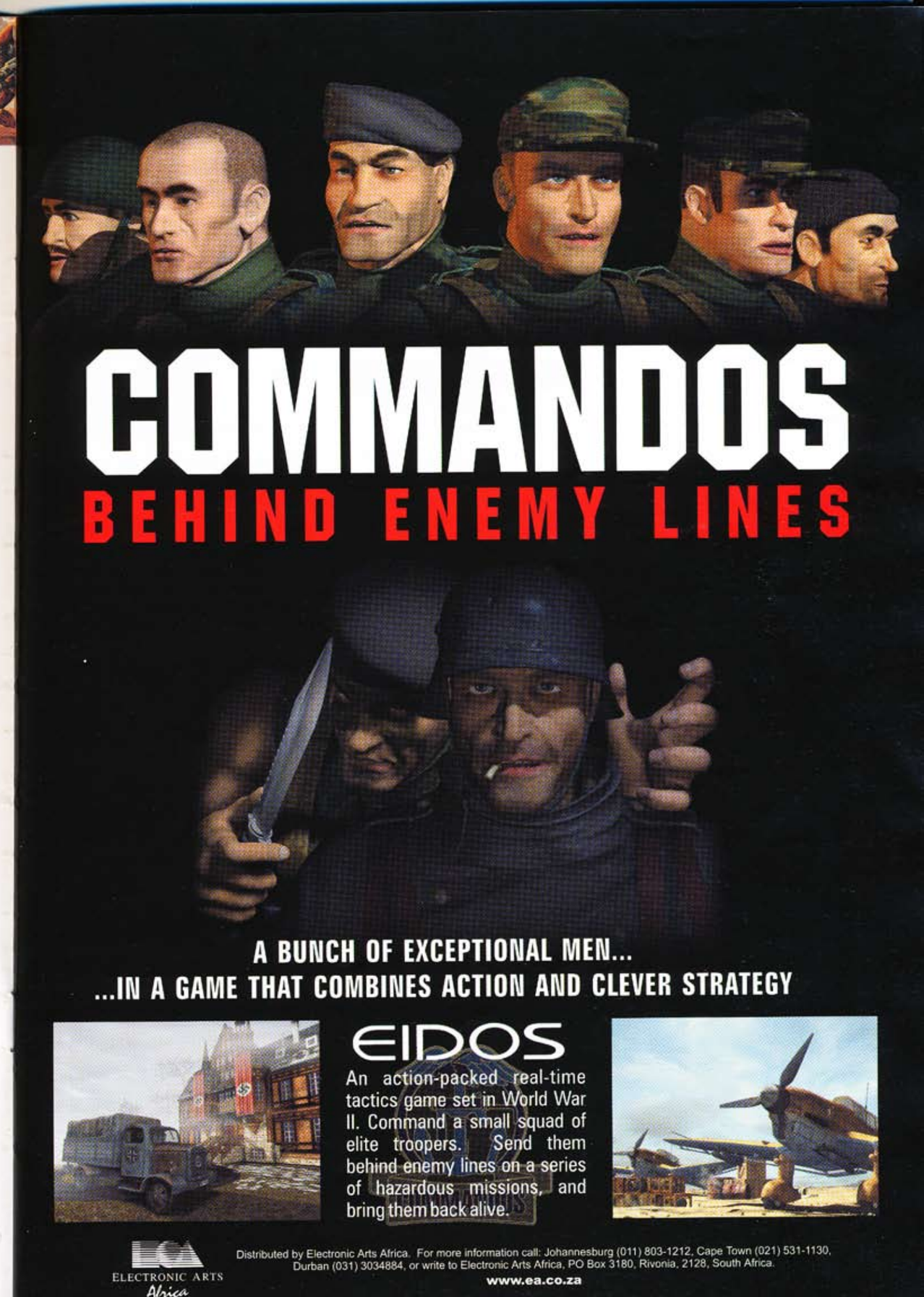
All in all Formula 1 97 has the potential to be top of its class, but with the bugs and faults that infest the final release it will only impress the dye hard racing fan. Leaving me with only one choice but to give it average marks when its should have done better.

StOrM

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A glorified remake of Formula 1 that looks good but plays bad. Graphics and Sound combine to pick up failing playability and interface. Fun arcade mode is easy yet satisfying. A full contingent of FIA tracks, teams and drivers spark life into what should have been a top class product from Psygnosis.	89	83	67	81	74	61	76

INTERNET: www.psygnosis.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
LAN IIPX/SPXI	Gran Prix 2 Power FI	+ FIA Indorsed + Cool Multiplayer + Superb Graphics	Bugs, Bugs and Bugs - Multiplayer problems - Terrible Control -



STAR WARS REBELLION

Star Wars: Rebellion by Lucas Arts was one of the most anticipated space strategy games to be developed. Based on the incredibly popular Star Wars trilogy, we all expected the game to be hugely successful or to be a complete flop, as is often the case when one media form is transposed to another. What in fact turned out, is a game which has huge ambitions, which it does not manage to fully realise. If ever there was a story suited to this style of game, the Star Wars universe with its rich melieu of exotic planets and weird characters, was the ideal template to work from. All the hard work had been done by George Lucas when he created characters such as Yoda, Luke Skywalker and Vader. One of the problems that many new games face, is that while the gameplay is great, the story lacks credibility and depth. Star Wars: Rebellion has no such excuse.

All important to Star Wars - the movie - is the characters that were created: The complete evil of Darth Vader, the naivety of Luke Skywalker and the heroic character of Han Solo. These characterisations have remained as important in Rebellion. In fact some of the missions that you undertake are dependent on the personal skills and abilities of the individuals... you would never consider sending Han Solo on a mission where quiet diplomacy was required, while you'd find that Princess Leia would be perfect for the job. These character attributes play a major part in the game. You start the game with seven characters, the names of which depend on whether you are playing the Alliance or the Empire. Each of these, and the other characters you acquire, come equipped with a full stats sheets so you can check on their strengths and weaknesses, enabling you to use them to your best advantage.

Strategy

Min Required	Recommended
Pentuim 90 Mhz 16 MB RAM 1 Mg DirectDraw 5 SVGA 4 X CDrom 50 MB hard-drive space Win 95 (DirectX 5)	Pentuim 166 MMX 32 MB RAM 2 Mg DirectDraw 5 SVGA 4 X CDrom 150 MB hard-drive space Win 95 (DirectX 5)

Developer: LucasArts

Publisher: LucasArts

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

RRP: R 299.00

International Web Site
www.lucasarts.com

PC CD-ROM

Can LucasArts enter the Strategy arena with its Star Wars theme and survive? Razor finds the force.

Star Wars: Rebellion is a strategy game which is based on the conflict between the Rebel Alliance and the Empire - you choose which side you want to control. In many ways it is similar to Master of Orion and Stars! with the overall goal being to conquer the universe. But before you can do that, you're going to need weapons, spaceships and wealth. Fortunately the universe is a big place and there are plenty of planets for you to exploit. The universe in Rebellion is divided in to two parts, Core sectors and Outer Rim sectors. Core sector planets are mostly inhabited and developed and can be aligned with the Empire or the Alliance, or could even be Neutral. Outer Rim sectors contain mostly uninhabited planets, although you might discover the occasional inhabited planet which hasn't heard or doesn't care about the conflict between the Empire and the Alliance and so is easy to exploit.

The game play is taken up by managing resources, exploring new planets and building a fleet capable of defeating the opposition. The game universe can be set to small, medium or large which will determine the length of the game and the number

I got to get me one of those for travelling to work in the morning.

Rebellion (cont)

Now I hope that isn't Deep Impact coming our way.

of planets. Before you can exploit a planet you will need to explore it by sending a reconnaissance team. Once you have located the ideal planet you will be able to send a military force to occupy the planet and begin to build defences and production facilities. If you have mad a hostile take over of a planet you will need to have a strong military force to keep the inhabitants in check. If you are playing the Empire you will be able to add options like assassination and global destruction to your list. The Empire has the advantage of not coming equipped with a conscience so you will be able to build a Death Star and make use of Darth Vader's considerable skills with the force. The Alliance has much more diplomatic abilities and you should rarely need to make military take overs of planets, your charm should be sufficient.

With all the work C3PO does, surely they could give him a bottle of brasso.

There is only one way to win the game and that is by occupying the head quarters and capturing two important enemy characters. If you are playing the Empire you will need to capture Luke Skywalker and the Alliance leader Mon Mothma as well as seize the hidden Rebel base which can be moved when ever threatened. The Alliance has to hunt Darth Vader and the Emperor down and take control of the Imperial Capital on Coruscant. A shorter version of the game is to start a game where you choose only to capture the head quarters and not the characters. Even this can take quite a while and unfortunately there are no short games based on sub missions. There is a multiplayer games option in which two people can play but even this can take up to five hours to complete.

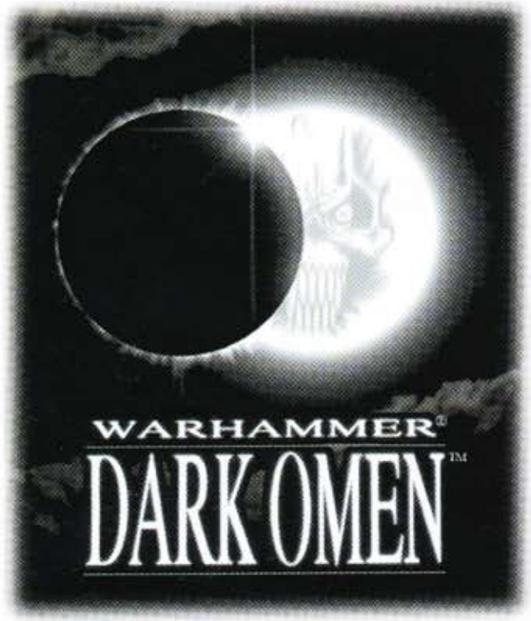
Star Wars: Rebellion is certainly not a great game, it has many flaws the most noticeable and annoying of which is its awkward interface where you will spend many hundreds of mouse clicks hunting for the information you need. Unfortunately there are no summary screens and although you can assign a bot to automate certain functions it is still a tedious exercise. Where the game does score is in its creative use of the characters and you should have plenty of fun sending Han Solo and Princess Leia out on missions and wondering about their success while you have to stay behind to manage the building of your war fleets.

raz()r

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A game that offers great promise but fails to realize them. Lucasarts venture into the strategy genre and finds its feet but battles to walk. The Star Wars theme helps lift the game with good advancements in character developments. This one is for the Star Wars fans only.	79	81	68	88	74	58	74

INTERNET: www.lucasarts.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
Internet (TCP/IP) LAN (IPX/SPX) Modem (28.8) Serial Connect	Deadlock Outpost	+ Star Wars + Character Development	Akward Interface - Too Many Flaws -



PC CD-ROM

Combat Strategy

Min Required	Recommended
Pentuim 120 Mhz 16 MB RAM 2 PCI SVGA 4 X CDrom 21 MB hard-drive space Win 95 (DirectX 5)	Pentuim 166 MMX 32 MB RAM 3D Accelerator (3Dfx etc) 4 X CDrom 250 MB hard-drive space Win 95 (DirectX 5)

Developer: Electronic Arts

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 807-6551/2

RRP: R 299.00

International Web & Demo Site
www.darkomen.com
Size: 10 Mg

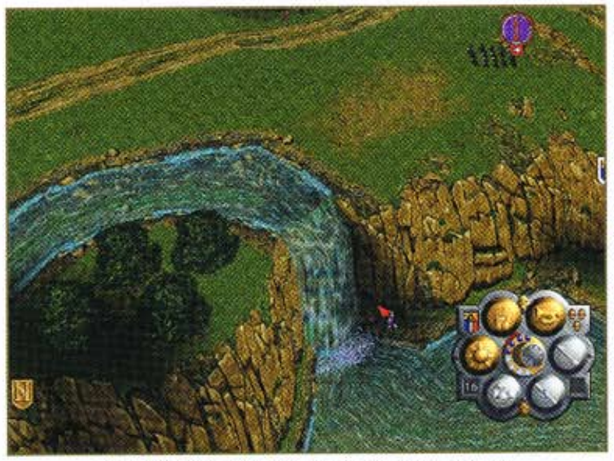
threat to peace. If that's not bad enough, in the South an ancient evil has awoken to raise an army of undead against the lands of men. Rather than a united force to face the new terror, the lands are divided into numerous petty kingdoms each with their own political intrigues making coordinating a defense an almost impossible task. This is where you come in and war is always a good place for a mercenary to make a killing.

Where Dark Omen differs from other combat strategy games is that it is truly three-dimensional. The landscape has hills and valleys which you can use to your advantage by placing you archers on a hill above the enemy you give them better range and clearer line of sight. Often the battlefield will have trees and other natural cover that you can use to hide you troops from the enemy until needed. If the enemy commander can't see you troops you might be able to force him to attack a position which appears undefended but has your troops waiting to ambush them from the flank or from the rear. If you are able to attack an enemy regiment's unprotected flank you will have a great advantage and will often defeat a more powerful troop. Obviously the same applies to you and you should make sure that you don't get caught in the same way.

'What I enjoyed most about Dark Omen was its original approach to a fairly well used genre.'

Although Dark Omen is not entirely a strategy game, it is something like WarCraft II without the resource management and is more focused on the combat. The game is set in the fantasy world of Warhammer, which has been the subject of a role playing board game for many years. In the game you play the role of Commander Bernhardt, the leader of a mercenary army known as the Grudgebringers. It is your task to rid the world of an evil race of undead beings. The story line in Dark Omen is strong and quite complex considering it's a computer game. After each campaign there is usually some sort of dialog between the commander, his mentor, Klaus and various characters that you might come across in your travels through the Warhammer Empire.

The world of Warhammer is inhabited by many races other than Men. There are Dwarfs, Elves and Halflings who are considered friendly and are often there to help out during a battle. There are also more unpleasant creatures such as Orcs, Skaven and hosts of monsters that are a constant



The mexican cliff divers would find joy in this scenario.

The game view is oblique 3D but rather than a static viewpoint you can freely rotate the world and zoom in to an individual regiment. While this a neat feature and allows you to fully appreciate the fantastic graphics it is not that useful during combat where you need to have a view of the entire battlefield. Having said that the interface is very well designed and you will be able to follow you troops every where even if they are hiding under trees or behind a hill.

The game controls are very easy, in fact I found them

Dark Omen (cont)

a little too simple. The only commands you have available are a move command and an attack command. Each regiment has their colours flying above them that you click on to select. To have regiments re-deploy to another part of the battlefield, select their standard and click where you want them and off they'll march. If you want them to attack another regiment click on the enemy standard and the cursor changes to a sword and your regiment will attack or if they are missile troops you can select the arrow from the control panel. The only real problem I found was that sometimes I had the wrong regiment selected and ended up giving order to the wrong soldiers sometimes with catastrophic consequences. When a regiment is selected their standard changes colour from green to white. This is normally quite obvious but often during the heat of a battle you might miss click and not notice or the troop you want to issue order to is busy fleeing or engaged in battle and cannot be disturbed. One ingenious feature is that if a regiment is not in view in the edit window, their standard is still visible along the edge of the screen. This makes it very easy to call up reserves and issue orders to troops without having to scroll around the battlefield trying to find them.

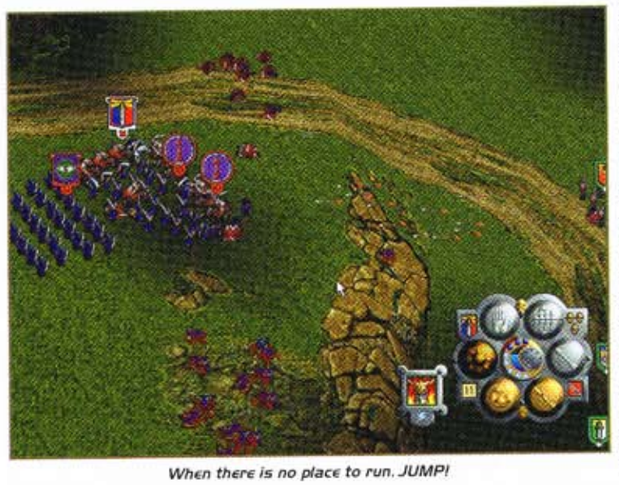
Regiments are complete units and you fight as a whole rather than as individuals. You begin the first campaign with a cavalry regiment, infantry, archers, a cannon crew and a wizard. Part of the battlefield has a marquee where you may place your troops before the battle begins. Once you are joined in battle you will be able to move your regiments freely with the exception of your cannon crew who have to stay in one place for the duration of the battle. You will need to make sure that the location for you cannon crew is elevated, if possible, and what ever you do don't march any troops too close to the front of the cannon if they are firing as you will end up shooting your own soldiers. The same applies to archers and your mage if he uses a fireball spell.

Once you have attacked an enemy regiment there's not much you can do except send additional troops to help although you can encourage them by boosting their moral from the control panel. Cannon, archers and your mage need protection from enemy regiments who will target them whenever possible.

As you progress through the game your troops will gain experience and fight better. If you loose soldiers during a battle you will be able to recruit additional soldiers, for a cost, before the next one. After you have completed a battle you will usually end up finding gold and even magic items such as an enchanted shield or banner of courage. Using these items during a battle can be of great help but if you are short of cash you might need to sell them in order to replenish your troops. Don't be too heroic during the early campaigns as you take your surviving troops into each new encounter. Each battle you face is quite different. There are night attacks in small villages, ambushes in exposed countryside and attacks on castles to keep you occupied. Although there is multiplayer support it only head to head.

What I enjoyed most about Dark Omen was its original approach to a fairly well used genre. War games have been around for many years and I think that with the use of 3D graphics they should become a lot more popular. For those gamers that are sick and tired of having to grow potatoes or dig for gold just in order to have a good scrap but who still want a real challenge with all the action and strategy you could ever want, then I can heartily recommend Dark Omen.

raz()r



When there is no place to run. JUMP!

StarCraft

StarCraft is a classic tale of three alien races that, by means of their individual philosophies and predetermined destinies, end up in the same region of space together, at the wrong time. Three divergent cultures - each as different in their appearance and technology as they are in their reasons for being there. One race is intent on the total annihilation of all life, another is just trying to survive it's own bloody internal civil wars and the third race watches from above as self proclaimed protectors. The stage is set and it's going to get messy (just the way interstellar war was meant to be really).

Finally StarCraft has arrived. Where has it been all this time? Well the official excuse had something to do with play testing and balancing the different aspects of the game so that all races could fight each other fair and square. This 'balancing' concept seems a little thin on the surface though, I suspect that if any alien race actually got from their planet to ours and attacked at midday, we'd be roasted and served as light snacks before dinner. To try and convey the scope of the hype surrounding this game could take another whole article anyway, so we'll just ignore all that and concentrate on the actual game itself.

PC CD-ROM

Humans - The long sad story of primordial soup made with the wrong ingredients.

The manual goes to great lengths to set the scene - considering I hadn't picked up the manual until about half way into the game I missed some of the significance a few of the missions had to the overall story. The tale all begins with a colony of human misfits accidentally abandoned on the other side of the galaxy. This amazingly adaptable race of creatures managed to salvage what was left of their battered space vessels. After some time a few thriving but feudal colonies were established. As normal with the human race no one can ever just get on and their new history became peppered with conflicts, eventually ending in a terrible nuclear strike. While all this was going on another race, the Zerg, were on a crash course with humanity. The human race had something the Zerg wanted and the Zerg go about getting what they want with one strict policy, assimilation followed closely by total eradication. The Protoss, only wanting to do good (and driven by their own fears of the Zerg), decided to remove all traces of Zerg from the universe. So begins the biggest battle this galaxy will see.

Each race is completely unique in every way and the only common denominators are the resources each race needs to plunder to survive. Mineral deposits and Vespene gas are vital to all races for continued survival. All the different contenders in this struggle have little quirks that need to be satisfied in order to grow and each has it's own system of dependencies. We'll have a quick look at each race, highlight their flaws and brush over their strong points.

Strategy

Min Required	Recommended
Pentuim 90 Mhz 16 MB RAM Local Bus SVGA 2 X CDrom 80 MB hard-drive space Micrsoft Comp Mouse Win 95 (DirectX 5)	Pentuim 166 MMX 32 MB RAM 2 PCI SVGA 12 X CDrom 80 MB hard-drive space Micrsoft Comp Mouse Win 95 (DirectX 5.2)

Developer: Blizzard Ent.

Publisher: Blizzard Ent.

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web Site
www.blizzard.com

The Terrans

Deeply in love with their own technology and possessing an uncanny knack for surrounding themselves with mechanised armour, the Terran forces are a formidable foe. Using Space Construction Vehicles to build buildings and gather resources, the Terrans are highly mobile and some of their buildings can actually take-off and land in greener pastures when things heat up. With the Terrans, everything is built using specific buildings. The drawback here is the fact that the troops and vehicles need a constant supply of food, fuel and spare parts so supply depots need to be built to supply the growing army. The sharpest looking unit the Terrans have is the Goliath a.k.a. ED209 from Robocop.

The Zerg

If you've seen any of the Alien movies you'll know what a Zerg looks like - they inspire the same sort of swarming insect terror that had the marines running around in the movie, high on panic. The individual Zerg are collectively controlled by Overlords who are controlled by the Overmind (think bees and ants here). The Zerg can regenerate and heal themselves almost right back from the grave. Another interesting talent of the Zerg is the ability to burrow into the ground - this is useful for providing an uninterrupted period for regeneration, this ability is also good for setting up nasty ambushes. The Zerg's base is restricted by a living carpet of organic matter called 'the creep' - nothing can be created in the Zerg base unless it's on the creep. There is also no building of

'At the end of the day it's down to fun StarCraft is easy to play and hard to put down.'

Normally not a common sight with Zerg attacking Protoss.

The Zerg had me running for the Doom bug spray when first encounted.

anything, the Zerg have larvae which are produced in the hatchery. These larvae are metamorphic and can change into different Zerg species. The most useful Zerg mutation is the Drone. The Drones also 'grow' into the various Zerg structures, effectively there is nothing metallic about these guys. The nastiest Zerg you'll ever see is the Ultralisk, armed with two huge bone-like scythes capable of tearing through almost any substance. If you see one - run screaming.

The Protoss

This 'upper class' alien race consider themselves to be the most powerful race in the known galaxy. They have highly advanced technology and powerful Psionic abilities. The Protoss have energy shields which need to be shattered before any actual harm can be done to them. They have no regenerative capabilities and once a building is damaged, that's the way it stays. The Protoss never construct buildings anywhere - they have them warped in. The Protoss also rely heavily on a Psionic energy matrix emanating from their home world. They need special pylons to tap into this energy and much like the Zerg's creep and the Terran's supply depots this is the dependency the Protoss have to live with. The Protoss is a fun race to play because they have nice toys and other unique abilities. Due to all the quirks of this race it makes them the hardest to master when playing multiplayer games with different races. The Reaver has to be the best toy the Protoss have - a huge mechanical beetle that can produce smaller robotic drones called Scarabs that only understand one concept, kamikaze.

All this and more...

It's really hard to believe what you get from one single game. Based on criticism levelled at the WarCraft games, Blizzard pulled all the creative corks out of this production and let the designers go wild. You get to play roughly ten missions from each race, the recommendation is that you begin with the Terran side and work your way onto the Zerg and finally the Protoss.

'Jacked up and good to go smash my neighbour.'

Following this particular order is important for two reasons: the first being story continuity and secondly the Terran game is more familiar i.e. you need to build a Barracks to get a Marine, aha, instead of using a Hatchery to create a Zergling, huh? Veteran gamers will be able to jump right into any mission and play, but for beginners it's always better to start on familiar ground. In this light the manual seems to skimp a little on how you play a real time strategy game and focuses instead on the different races and the story line.

The game interface feels intuitive right from the start, it's familiar territory from the word go. If you want to group units you draw a box around them like all the other real time strategy games you've ever played. You can set way-points by holding the shift key and issuing orders and you can group units to correspond to number keys (there is, however, a twelve-unit limit to how many you can group at a time). The usual frantic base building and defending elements are, as ever, present. There just doesn't seem to be a way around this build base and attack the enemy formula. Refreshingly enough, every now and then you get to play a mission with an objective and a specific number of units to complete it. These missions add the much-needed variety to this game.

The big question is of course how does it play? Is it fair? Are the different races balanced and the ever important - how's the Artificial Intelligence? To date the game with the best path finding and AI has to be Dungeon Keeper - millions of little imps all running around without once ever bumping heads in those dark caverns - you were on the defence from the word go. StarCraft has its moments with regards to AI - but most of the time it's a case of they'll only attack if you do. There is always a point in these games when the AI goes belly up and clearing out the enemy base becomes a simple task. Blizzard has just released a patch, upgrading StarCraft from version 1.0 to 1.1 - the patch includes a few fixes for cheating on Battle.net and a few artificial intelligence tweaks. I was going to moan about the queuing system but the patch fixes that so we'll just forget about it.

Free Lunch

There are two big 'free' extras included with the game, Battle.net and the campaign editor. Battle.net, besides the usual multiplayer options, is a network of Internet multiplayer servers. You will find, at any point, about a thousand people to play against online. It's a pity these servers are located overseas - the ping does suck but I managed to play three games over a period of three nights without any real problems other than a few slow-downs. The other program inclusion is the campaign editor. This utility allows you to create your own maps and even design introductions to each of your levels. There is a simple, yet effective set of conditions you can set-up on each map that will trigger different events. This should create an interesting campaign building frenzy on the Internet.

Could this be the best Real Time Strategy game ever?

StarCraft is good although there are a few things you need to know before

Starcraft (cont)

If all else fails Nuke them all.

warping over and spending your own personal resources. The first bone of contention is the lackluster Terran forces - the buildings are all the same, they don't have any unique selling points to speak of and there is always a moment of doubt as to which building is the Barracks and which one is the Factory. But it's not that bad, really it just seems as if all the creative energy went into the design of the Zerg and Protoss which more than makes up for this slight nag. The music also needs a little help, compared to Red Alert, and I will make the comparison here, it's very average. Using FM synthesis the music just sounds very insipid compared to the sound effects, but it never detracts from the game and you can always play the Red Alert soundtrack on your sound system instead. For those of you who have played any of the next generation RTS games like the brilliant Total Annihilation, StarCraft has nothing new to offer when it comes to raw technology such as 3D maps and units, the StarCraft engine does allow for one level up terrain height. These all aside, and they aren't really anything to knock, Blizzard has kept a winning formula that should never be messed with. StarCraft is simple to use and fun to play, what more could you ever ask for?

It's only after surviving yet another attack by the unsettling Zerg do you realise just how far games have come. I still remember playing Dune II on the Amiga and thinking this was the greatest thing ever! There is a race on to produce the best real time strategy since Red Alert, few have come close and a couple such as Total Annihilation have even perhaps beaten it with their advanced technology and 3D terrain. End of the day it's down to fun - StarCraft is easy to play and hard to put down, this simple combination scores it a big mark and leaves a trail others will battle to follow.

RedTide

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Blizzard's Starcraft is instantly familiar for anyone who has played a recent real time strategy game. 3 Unique Races to play with an intricate storyline. Battle.net provides hours of endless multiplayer mayhem over the Internet. The races are well balanced for multiplayer games. StarCraft will become a classic in due time..	87	86	90	94	92	91	90

INTERNET	MULTIPLAYER	COMPARITIVES	PRO'S and CON'S
www.blizzard.com	Internet (Battle.Net) LAN (IPX/SPX) Serial Connection	Total Annihilation WarCraft II Red Alert	+ 3 Unique Races + Campaign Editor + Its StarCraft!!! Offers No New Tech -

RESIDENT EVIL 2

IF THE SUSPENSE DOESN'T KILL YOU, SOMETHING ELSE WILL.

NOT FOR SALE TO PERSONS UNDER 18

PlayStation

IT'S ONLY A GAME, ISN'T IT?

www.playstation.co.za

Fallout™

Role Playing Game

Min Required	Recommended
Pentuim 90 Mhz 16 MB RAM PCI SVGA or VESA 2 X CDrom 30 MB hard-drive space Win 95 (DirectX 3)	Pentuim 166 MMX 32 MB RAM 2 mg PCI SVGA 4 X CDrom 30 MB hard-drive space Win 95 (DirectX 5)

Developer: Interplay

Publisher: Interplay

Supplier: EA Africa
Tel: (011) 807-6551/2

RRP: R 299.00

International Web & Demo Site
www.interplay.com
SA Download
www.gamesdomain.is.co.za

'Fallout is probably one of the best RPG games I have played'

Interplay brings gamers the highly acclaimed post-apocalyptic roleplaying game Fallout. I have to say that Fallout definitely deserves all the hype it's getting, being one of the few roleplaying games in the last year. Fallout ranks up top on my list of unique stories, offering gamers something different to the all too familiar Fantasy genre.

World War III ended with all out Nuclear War, killing millions of citizens and leaving the rest to survive the following nuclear winter. Creatures exposed to radiation during the blasts have mutated and grown in size and potency making areas dangerous to those that are ill equipped. A series of nuclear shelters were built by Vault-Tec to house hundreds of people and keep the human race going. Your character is one of the fortunate ones that were able to buy safety in Vault 13 and be saved from Armageddon's aftermath. The period after a nuclear war is called 'Fallout' where irradiated particles keep dropping down from the atmosphere. This process can take days to years depending on how big the nuclear explosion was. The unfortunate news is that the Vault 13 water chip, used to purify water, has broken and the task of replacing it has fallen on your characters shoulders. Supplied with a knife, a run of the mill pistol and your Pip-Boy you venture out into the unknown discovering humanity all over again.

This gives new meaning to brightening up the home.

The average IQ of the local folk can be counted on one hand.

The character system in Fallout is one of the most advanced I have seen to date. When you create your character there are 16 skills, and 16 traits to choose from. There are also the usual attributes like age and sex. The skills range from Lockpicking to Gambling, mostly what you would expect to find in a RPG, but it gets interesting once you get to the traits. Here you get some weird and funny stuff like Jinxed, Chemical Reliance, Bloody Mess and Kamikaze. I chose Jinxed just to see what exactly would happen. My character went from a graceful gunman to a bumbling idiot that misses half the time. Now this may sound bad but any opponents close to you suffer the same fate and it can be quite funny at times.

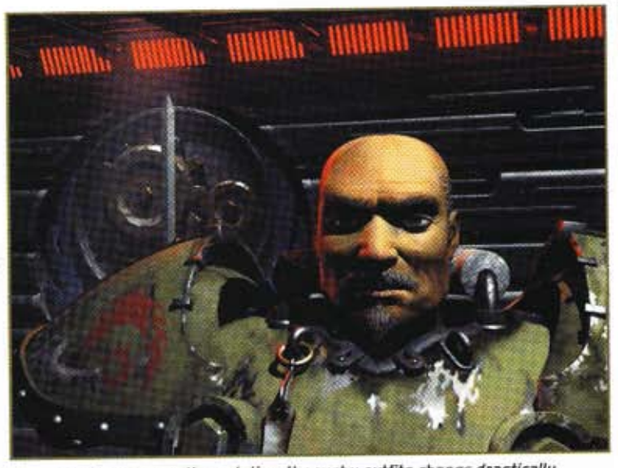
After the character is created you are immersed into a world where water is precious and giant scorpions roam the desert. From here you go gallivanting across your mini map of the world discovering thriving new communities with their own rules and regulations. Unlike an adventure game in an RPG game you can talk to almost anybody making the world more diverse. The only problem is finding the right people who will give you mini Quests to do, so being trigger-happy with everyone you meet is not a good idea. I found that out the hard way, shooting a

Fallout (cont)

person early on that could have been useful near the end of the game. Just to make a point, I eventually ended up in a little town called JunkTown and gave a roaming dog some meat to eat. He actually followed me for the better part of Fallout and assisted me in combat. I found this to be a nice touch to the game and caught me a little of guard.

Once you encounter some hostile men or creatures a turn based fighting system comes in to play. From here you can only shoot so many shots a turn or move a certain distance. I am not a lover of turn based fighting preferring real time, but I have to admit the turn based system works quite well in Fallout. Battles aren't as drawn out as I expected them to be. Even though the turn based system works great, in my humble opinion real-time combat would have been better.

The graphics engine in Fallout reminds me of Diablo and the old DOS game Crusader. Since I played Diablo till early hours of the morning I couldn't help but love Fallout's graphic engine. Players have the same 3rd person isometric view of the environment. The developers used a scrolling pre-rendered backdrop scene to represent the desert world you find yourself in. The animations of main characters in Fallout are some of the most realistic rendered people I have seen in any game, facial muscles move realistically as they speak, unlike some other games where just the mouth moves and the rest of the face stay static. I just wish they did more, only main characters have speech and animations. With the rest of the population you are stuck with reading text boxes and a static portrait display of their looks.



As we progress through time the rugby outfits change drastically.

Uurrgg, excuse me. Just had a pie from the corner shop.

Fallout is far from perfect and the lack of some features can be downright annoying at times. A more user friendly inventory system would have been welcome. Having all your items in one long scrolling list just doesn't sit right with me. In the later stages of the game it can become a mission finding something in your inventory. I would have liked an inventory system with a full screen interface (hint hint for Fallout II). Transferring items to other characters can be a royal pain in the butt. To transfer items you use a spinner (counter with an up and down arrow next to it) which doesn't speed up the longer you hold one of the arrow buttons down. Believe me after transferring 500 items a couple of times you're ready to smash your mouse against a wall, ok it's not that bad.

Fallout is probably one of the best RPG games I have played even if it needs some work on the inventory, speech and animations. Definitely a must buy, especially if you love post apocalyptic stories. If you already played Fallout and enjoyed it, good news, Fallout II is on the way. The sequel will include a vehicle system where you can go racing over half a continent to find clues and pick fights.

DarkSeid

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Post Apocalyptic RPG action. Fallout is arguably the best game released in this genre over the last year. The story is fresh and unique while gameplay is similar to Diablo. The cumbersome inventory system doesn't take too much away from the enjoyment and the gameplay more than makes up for it. Definatly a game for any RPG fan.	86	80	83	88	80	92	85

INTERNET: www.interplay.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S
None	Diablo Ultima Series	+ Unique Storyline + Lots Of Sub-Quests + Excellent Graphics Needs More Speech - Single Row Inventory -

Flight Simulation

Min Required	Recommended
Pentuim 166 MMX 16 MB RAM 2 mg SVGA 4 X CDrom 75 MB hard-drive space Win 95 (DirectX 5)	Pentuim 200 MMX 32 MB RAM 3D Accelerator (3Dfx etc) 4 X CDrom 660 MB hard-drive space Win 95 (DirectX 5) Win 95 Comp Joystick

Developer: Janes

Publisher: Electronic Arts

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

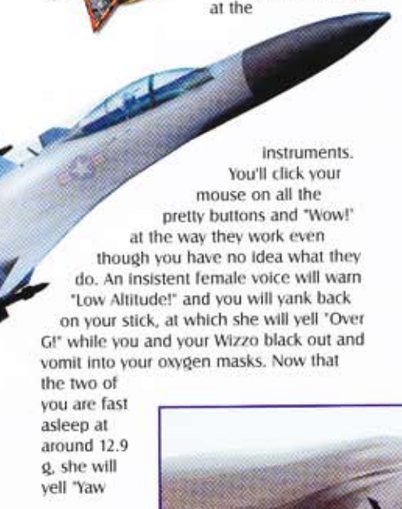
International Site
www.janes.ea.com

F-15

Jane's F-15 simulates the flight dynamics, avionics and weapons systems of the undisputed current world champion of Air Combat. With a confirmed kill rate of 63 - 0 it makes Mike Tyson look like a real loser. Since it became operational in February 1979 it has not lost a fight, and you will fly it on missions into Iraq that really happened during Operation Desert Storm. Feeling lucky?

This is a monster program. At 650 MB I know people who just couldn't fit it on their hard drives.

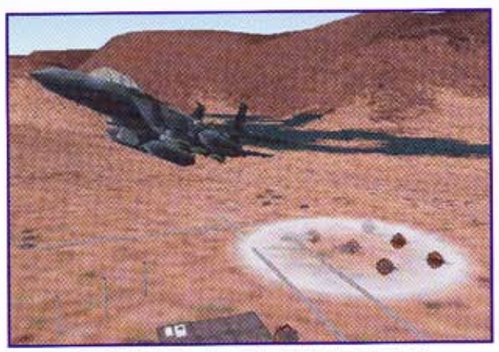
When you open the box you'll find two books. One thin "Casual Play Guide" and one very thick "Expert Flight Manual." Here is the secret of this game's success. I know you will select the Expert mode of play, select a mission you believe to be easy, like straffing parked planes on a runway and blast off into the wild blue yonder. You'll go all gooey about the graphics if you have a P233 plus a Voodoo Two 3D card and then look at the instruments. You'll click your mouse on all the pretty buttons and "Wow!" at the way they work even though you have no idea what they do. An insistent female voice will warn "Low Altitude!" and you will yank back on your stick, at which she will yell "Over G!" while you and your Wizzo black out and vomit into your oxygen masks. Now that the two of you are fast asleep at around 12.9 g, she will yell "Yaw Rate" into your deaf ears and you will die in a beautifully animated explosion. If you are a stupid person you will do this several times.



If you are clever you will do one of two things:-

A) Play in casual mode. Enjoy a great flying experience, an easy to master interface, a great flight model and good Artificial Intelligence.

B) Make coffee, and sit in front of your



Oops! Did I touch that nuke button by mistake?

F-15 offers superb scenery as can be seen with this screenshot.

Flight Simulation Comparison (cont)

computer for a long time learning how to be a good F-15 pilot or back seat Weapons System Officer (WSO, pronounced Wizzo.) and then try again with a very gentle hand. If you get it right you'll be enjoying the best Combat Simulation I have ever spent time on. (Including a real F-16 simulator at McConnel AFB, ANG Kansas USA!)

F-15 also offers plenty of training missions to improve your skill level prior to, and during your campaigns. You have a choice of two. Desert Storm, against Iraq, and a hypothetical action against Iran in 2002. Both these campaigns are very protracted as flying a combat mission in real time can take well over two hours. If you want instant action there is a very detailed mission builder which should extend the life of the game.

Tonto

TONTO 's IN - BET - WEEN - ER

Both DID's F-22 and Jane's F-15 offer reference guides to both allies and adversaries. The former comes in book form and the latter as part of it's interface. Both offer Multiplayer on network, LAN and Internet and both will either make you upgrade, lose your girlfriend, or both.
Do you know the difference between being involved and being committed? It's Bacon and Egg. The chickens involved, but the pig is committed! Before you make the decision about which one of these aircraft will be hangared on your hard drive, you'll have to ask yourself that question.

Flight Simulation

Min Required	Recommended
Pentuim 133 Mhz 16 MB RAM 1 mg SVGA 2 X CDrom 70 MB hard-drive space Win 95 (DirectX 5) MS Comp Mouse	Pentuim 200 MMX 32 MB RAM 3D Accelerator (3Dfx etc) 8 X CDrom 200 MB hard-drive space Win 95 (DirectX 5) MS Comp Mouse

Developer: DID

Publisher: DID

Supplier: PCM / Datatec
Tel: (011) 233-1074
RRP: R 299.00

International Web Site
www.did.com

F22 DID AIR DOMINANCE FIGHTER™

F-22 ADF (Air Dominance Fighter) by DID follows a growing trend to simulate what is not yet here.

Only two YF-22's (Prototype A's) have been built and one was involved in a crash at Edwards AFB in April 1992. Not a great record. The plane is only due to enter service in 2004, unless budget cuts and/or development problems delay its production. Now that we've established that ADF is about as real as X-Wing vs. Tie Fighter, let's talk about the game.

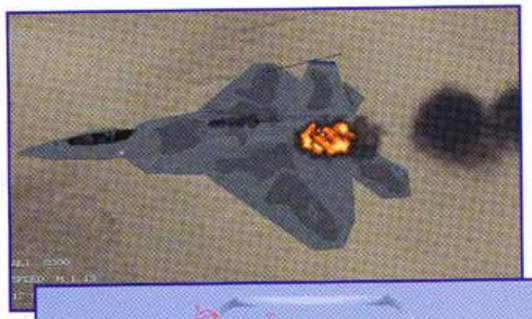
If you're a graphics nut, you will have been impressed by DID's Ef 2000 last year. F-22 continues this tradition with standard support for 3D graphics accelerator cards. All that cool stuff like transparent cloud layers, fog and haze effects and much better explosions are there, with a vastly improved frame rate in SVGA 16-bit colour.

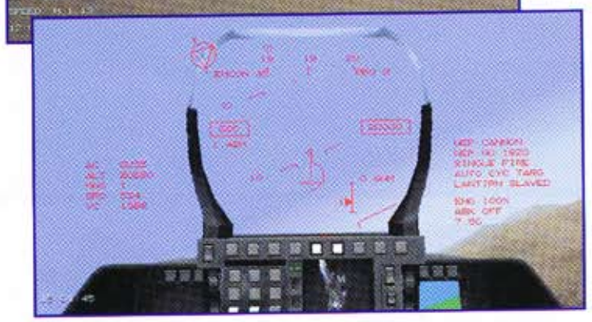
Once into the game interface, go to

Flight Simulation F-15 vs F-22 (cont)

Quick Combat. Here you'll fly your baby for the first time. The flight model is very neutral with almost no poor handling characteristics worth mentioning apart from a tendency to fishtail a bit around 200 KIAS. This seems a bit out of character and may just be there to make it tough on us armchair pilots trying to land in our lounges. (And they think an Aircraft Carrier is small!) Although this is a very arcade-style section, it will introduce you to all the controls and views without you flying for 45 minuites and being shot down by a Mig you never knew was there. After an hour or so (If you're good say goodbye to your friends for five hours plus...) you may want to enter the Simulator. This is your training ground for at least the next fifteen hours unless the idea of being chewed up by SAM's and digested by AI appeals to you.

Here you will learn the basics of combat. How to use radar (AIM 120 AMRAM) guided and heat seeking (AIM 9L Sidewinder) missiles, guns combat, in flight refueling (PRACTICE!) and dealing with engine failure, among others. Spend some time here. It's worth it.





At this point you are ready for 'Tour of duty' Set in the Middle East early in the next century it 'plays upon those countries' real-life aspirations, tensions and fears.' You can guess what that means! Someone's been naughty and you're going to give them a smack! There are three scenarios and while they are not at all linear, they are very short at ten missions each. DID is renowned for releasing add on's however and included in the box is an ad for the 'Red Sea Operations' Official Tour of Duty expansion CD. These missions are tough. Although I question the integrity of this being an F-22 Simulation, I have no doubt that it sticks real close to current military procedure and tactics.

If you're tired of all this yank and bank, I have some good news for you. You're not limited to the F-22. You get to command the action from an E-3 Sentry Airborne Warning And Control System. (AWACS) Up there in your modified Boeing 707 airframe with a Frisbee on the roof, you look after the flight control of all the allied aircraft in your radar view. You'll prioritise threats and redirect Combat Air Patrols (CAP) to intercept them. You can even direct Close Air Support (CAS) based on data received from ground commanders or the joint surveillance targeting and reconnaissance system (JSTARS) aircraft. Now hop into the F-22 of your choice, smoke some under trained and poorly equipped bandit and you're back in your Boeing to watch the news on CNN. If you suffer from megalomania, you'll thrive on this!

Tonto

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
F22 ADF from DID has received awards for being one of the best combat flight sims on the market. It has a steep learning curve, offering only arcade mode for casual players. Players can also control a AWACS and command battle from there, offering variable play.	89	86	85	86	89	89	87

INTERNET: www.did.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
Internet (TCP/IP) LAN (IPX/SPX) Modem (28.8) Serial Connect	EF2000 ATF	+ 3D Accleration + Arcade Mode + Variable Play	No 'Green' Scenery - Steep Learning Curve -

Redline Racer

Fast paced arcade action brings exciting racing with 3D graphics.

PC CD-ROM

Racing Simulation

Min Required	Recommended
Pentuim 133 with 3D Acc 16 MB RAM 4 X CDrom Soundblaster Compatible Win 95 (DirectX 5) 3D Accelerator (3Dfx etc)	Pentuim 200 with 3Dfx 32 MB RAM 4 X CDrom SB16 Win 95 (DirectX 5) 3D Accelerator (3Dfx etc)

Developer: Criterion Studios

Publisher: Ubisoft Ent.

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

RRP: R 299.00

International Web & Demo Site
www.ubisoft.com
SA Download
www.gamesdomain.is.co.za
Size: 9 Mg

Puberty I can remember, a motorcycle racing sim, nope that is not etched in my memory. Forgive me if I sound confused, but how can Developers not love the excitement of recreating speed, control and raw power. What, there is a copy of Redline Racer in the office, give it to me, I want it!!

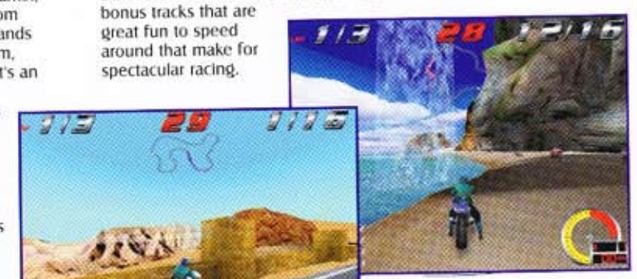
Sounds like the next episode of a soapy and almost is if it comes to the rareness of these scarce racing sims in our office. Somehow Redline Racer has slipped into the market fairly quietly bringing me to the realization that the four wheeler variety dominate the racing genre. I had hoped to prove that statement wrong but from the outset I knew we needed something really special.

The specialty of RR comes in the graphics with support for all the major graphic accelerators currently in the market, with domination and speed coming from the 3Dfx stable. Without a doubt RR stands over any previous motorcycle racing sim, but then if you the only contender that's an easy title. Special lighting effects and scenery litter the 10 challenging tracks (damn challenging) creating demanding driving conditions.

Starting off can be a bit tedious and easy but let me assure you that things get a lot more difficult. You are welcomed with a choice of three bikes each with specs and advantages (and disadvantages). Finding out the main objective of the game was the true adventure though, nowhere does it say what has to be done to progress to other stages of the game. Somehow I managed to stumble upon a pattern and realized that winning each difficulty per track allows you access to more bikes and tracks. This is the basis for Redline Racer.

That leaves you with very little scope and a whole lot of fun. The game thrives on its arcade style play and had me checking for the coin slot at times. Adrenaline somehow grips you and leaves you sweating with concentration in order to keep that 1st place finish. There is 8-player LAN support with good responses even with the full quota. One annoying factor is that you need a CD for each machine, come on guys, can somebody please inform Criterion Studios that spawning does work. I recommend you grab a few friends and you duke it out over the LAN for hours of fun.

This doesn't bode well for the more serious gamer who needs depth and intrigue. This is plain and simple Arcade style gaming. You are welcomed with special bonus bikes for completing certain stages, that include Sub Cultures Sub, Roger the Rocket, Barnaby the Dinosaur and more. You will also receive bonus tracks that are great fun to speed around that make for spectacular racing.



A safer way of getting a speed rush.

Sound effects and mood setting is lacking in RR, with the normal tyre screeches and engine revs being the only ear pinches. Every now and then you'll take out a driver resulting in a women screaming in pain. I did not realize there were so many women superbikers.

I think Criterion could have upped the tempo by adding some hard rock music to get us in the mood. There is average controller support with definable keys and buttons that are easy to complete. The hardware requirement is quite hefty with a minimum of P133 with 3Dfx being a little overboard. 3Dfx card is highly recommended to take advantage of the graphics engine and should be number one on your birthday list.

After stepping back and checking over the full production a question comes to mind. Is Redline Racer worth the R 300 odd bucks? Well that would depend on what you are looking for in a racer title. If you want tons of stats and realistic driving, then a definite NO is in order. If you after pure unadulterated true arcade racing then hail YES from the roof tops. In conclusion I had hoped for more from Redline Racer but it suffices in the fun department.

SlOrM

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Non serious gaming in full glory with true arcade style racing backed up with gorgeous speedy graphics. Depth is not a priority with get in and drive being the only form of gameplay. Redline Racer is only for the light hearted fun junkie.	87	71	73	NA	64	86	76

INTERNET: www.ubisoft.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
Internet (TCP/IP) LAN (IPX/SPX) Modem (28.8) Serial Connection	MotoX	+ Great Fun + Excellent Graphics + Lots Of Extras	Non-Realistic - High Specs - Lacking Depth -

WORLD CUP 98

PC CD-ROM

Sports Simulation

Min Required	Recommended
Pentuim 166 MMX 16 MB RAM 1mg PCI SVGA 4 X CDrom Win Compatible Sound Win 95 (DirectX 5)	Pentuim 200 MMX 32 MB RAM 3Dfx / 3D Accelerator 12 X CDrom 16-Bit Sound Card Win 95 (DirectX 5.2)

Developer: EA Sports

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 807-6551/2

RRP: R 299.00

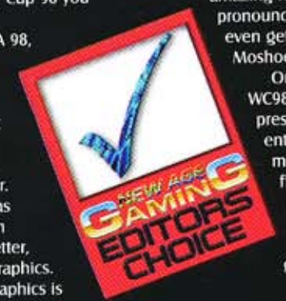
International Web & Demo Site
www.easports.com
SA Download
www.gamesdomain.is.co.za
Size: 16 Mg

After sleeping less than two hours and locking himself in his study for five days, we finally persuade Outlore to give us the low down on World Cup 98.

Radebe with the corner, swings it in to the near post, Masinga heads on, McCarthy shoots, it's a goal. South Africa takes the lead, 2-1 against England in the World Cup final. Are we standing on the verge of a major upset? Will South Africa become the first African country to win the World Cup? "Well it's in your hands" as the ad says. World Cup 98 is set to take the gaming world by storm.

Electronic Arts Africa is releasing World Cup 98, the official World Cup Soccer game. For all those that are not going to the World Cup in France now is your opportunity, with World Cup 98 you can be there.

Being an avid fan of FIFA 98, I was a little skeptical about the closeness of the World Cup 98 release. Incredibly EA have done just what I had hoped for graphically and that was to improve over its predecessor. FIFA 98 was about as good as you could get until now with WC98 offering smoother, better, quicker and more reliable graphics. Taking advantage of the graphics is as usual for 3D accelerator owners, but those without will be pleasantly surprised at the standard of the non-accelerated graphics. Animations of the players are superb and incredibly lifelike, right down to the celebrations and disappointments displayed by the players. The game scrolls across its multiple camera angles with TV like precision and almost has you believing you are sitting in the stands.



All of this action is complimented by some of the best all-round commentary ever produced for a football game. FIFA 98's John Motion entertains us again and is joined by Gary Linekar and Chris Waddle, giving us a wonderful array of well timed commentary. Humourous and educational responses flow out of your speakers with amazing realism. Players' names are pronounced clearly and correctly, even getting names such as Moshoeu right.

One of the best aspects of WC98 comes from the well-presented interface that entertains you with excellent music and cut scenes of the flavour of the World Cup. I did find the selection buttons a little difficult to differentiate from but after a while you get the hang of them.

Now what makes WC98 really special is the wonderful array of extras that polish it off. Winning the World Cup can be considered a bonus but not for EA. Once you accomplish this feat you are rewarded with a classics section offering you 8 games of the World Cup finals of yesteryear, even with the legendary 1966 World Cup commentator Kenneth Wolstenholme. It's amazing at the realism and ambience set by WC98 at reproducing the games such as England's 1966 4 - 2 victory over Germany, and allows you to play

'If only we could only see this in two months time on MNET'

with those characters of the day. History can be repeated or changed at the touch of a controller button. EA have even changed the dress, look and playing style to the era you are playing in to give you the feel of the times.

The biggest disappointment of FIFA 98 was the average AI of the computer and the goalkeepers in general, well not with WC98. The AI has been improved tremendously to step up the playability and continuity of the game. The goalkeepers are the most improved and react to situation with adept intelligence that rivals today's world class keepers. Crosses are snatched out of the air and one on one's are closed down continually having you wondering whether scoring against these keepers is actually possible. What does this do for the game, everything. You are pitted against a computer that has to be beaten rather than it beating itself. You get all the in-game features including own goals, classic overhead kicks, spectacular saves, one touch passing red cards and even the pass back rule.

A thorn in games of this genre's side comes from the control, which can be difficult to get right. WC98 has overcome the problems by applying responsive and simple controls that are complimented by using a 4-button controller, but the keyboard is ample if you lack the hardware. Players turn and dribble

Nigeria, Brazil, Mexico, England come on guys where is the compeition. (hmm :Ed)

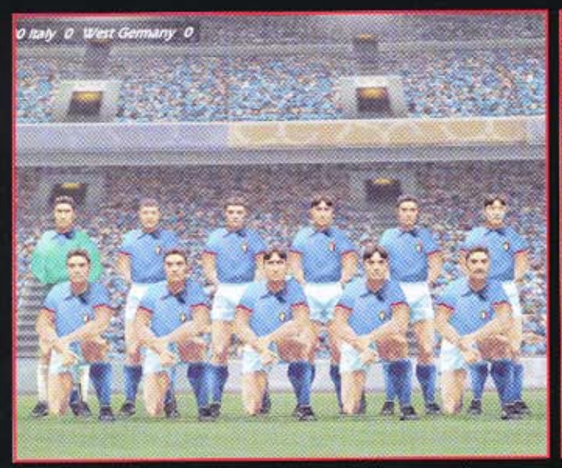
The moment of truth comes when SA plays that first match against France.

at the touch, making those moves easier to perform. If you watch the team players and see a white star around him, you are able to complete a special one-touch move, if you respond to the pass. This allows for less button pushing and more antics on the field, which adds to the overall playability of the game.

The strategic element of WC98 is similar to FIFA 98 but with more selections and options available. You are able to control the full strategic role of the coach or to select the computer as the head honcho. These elements are made up of team selections, starting line-ups, playing formations and substitutions. You are also given a full range of options pertaining to the gameplay such as fatigue, injuries, referee strictness, weather conditions, amount of substitutions and much more. A special mention must be made about the three difficulty settings. Amateur allows you a chance of winning the World Cup, Professional gives you hope of winning the World Cup and World Class lets you dream of winning the World Cup. If you ever win the cup at World Class level give me a buzz, I would like to be your Manager. No stone has been unturned by EA to bring you the ultimate realism and pressure of the World Cup.

As South African's we can be proud of Bafana Bafana's full inclusion of current players, kits and controversial skill rating (hey, I think we are pretty good). One of the more helpful features for South Africa is the Handicap System that gives you an opportunity to play in the World Cup against the favourites without being totally annihilated.

World Cup 98 (cont)



The Italian have a knack of finding their portraits on magazines pages

A superb recreation of the rugby mall.

Being the official game of the World Cup doesn't come easy but EA have done this competition proud. The spectacle of the World Cup has been thoroughly entertained by FMV video clips, mascot antics, historical information and the highly interesting Trivia section that has you looking for the buzzer to shriek your answer. I found that the country that you choose to play the World Cup with would dictate the questions asked. For example, as South Africa, you are asked who South Africa beat in the 1996 African Cup of Nations Final? (Where's that buzzer). The answers are normally given at halftime or after the game within the match stats box, so look out for them.

World Cup 98 can only be described as the best all-round football game ever released. The everlasting Actua Soccer 2 (which I enjoyed tremendously) can only watch in ore of the standards now set by this wonderful production. All future games in this genre must now rethink their strategy because you would have to almost put boots on my feet and position me in the centre of the St Dennis stadium to compete against WC98.

This game is not only for the lovers of football and sports games, but for lovers of computer games. (Am I finally finished this review? Yep, I've run out of space even though I could go on another 2500 or so words) Let me get back to my semi-final berth against Argentina, it should be quite bruising if I remember my last encounter. VIVA Bafana Bafana.

OutLore

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Superb graphics and ultimate realism put together the soccer title of the year so far. EA have justified FIFA's decision by showing the fanatisism and love of the game. Improved AI and commentary raise World Cup 98 to the next level. World Cup 98 is full of surprises which will keep you entertained for a very long time. A great all round performance by EA.	88	91	89	93	86	91	90

INTERNET	MULTIPLAYER	COMPARITIVES	PRO'S and CON'S
www.easports.com	Internet (TCP/IP) LAN (IPX/SPX) Modem (28.8)	FIFA 98 Actua Soccer 2	+ Improved AI + Superb Realism + World Cup / No League Play - Hmmmm..... -

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The Golf PRO

Sports Sim (Golf)	
Min Required	**Recommended**
Pentium 90 Mhz 16 MB RAM 1 mg PCI SVGA 2 X CDrom 40 MB hard-drive space Mouse & Sound Card Win 95	Pentium 133 32 MB RAM 1 mg PCI SVGA 12 X CDrom 270 MB hard-drive space Mouse & 16-Bit Sound Win 95

Developer: Empire Sports

Publisher: Empire Sports

Supplier: EA Africa
Tel: (011) 807-6551/2

RRP: R 299.00

International Web & Demo Site
www.mousedrive.com
SA Download
www.gamesdomain.is.co.za
Size: 57 Mg

PC CD-ROM

Gary Player helps us bash the little ball around this superb golf game.

I am recovering from a long session on the driving range after being hyped into the golfing groove by The Masters. Disappointingly Ernie didn't win but he eclipsed Tiger for number one on the world rankings. Which brings me to the task at hand of reviewing The Golf Pro from EA Africa.

With the large number of golf games hitting our shores of late, it was only a matter of time until Gary Player our own Black Knight would jump into the mould. With all the greats putting (pun :Ed) there names behind some of the better golfing games, it made it all the more important that Gary succeeded in this genre. By now I have realized that succeeding is Gary Player's middle name and the Golf Pro is another added to the long list of victories.

The Golf Pro is not only a golf game but also a tutorial on the physics and depth of the game of golf. The initial start up is filled with tips and hints on how to play with the unique MouseDrive that nowadays is the control mechanism of choice. The in-depth tutorial is the best I have been privileged to witness and Gary the eternal master at helping better the game is superb at defining the usefulness of the Mouse and the swing in this game.

The game itself can be described as the true golf simulation in all aspects of golf. No stone has been left unturned in the quest for creating a simulation true to the physics and wonder of this truly wonderful game. Graphically this game has few competitors except the inspiring Jack Nicklaus 5 and the eternal Links LS. There are few surprises in this department with realistic views and settings a wonder to behold. The only gripe I have with the graphics is the size of the ball in flight, if I remember correctly in other golf sims you had a setting to allow you to control the size of the ball to add to the realism. Not a major train smash though, with the ball dynamics true and realistic to the terrain.

One for the South African's.

I don't normally end up on the fringe, the rough is more my preference.

Setting the mood for a round of golf has never been a priority in these genre of game but special mention must be said of the traditional African sounds that Gary Player must have added for that African feel. The roots of this true master runs deep in South Africa therefore added to the setting are insects and sound effects normally associated with the African landscape.

The actual gameplay of the Golf Pro is excellent which makes the game a true winner. The MouseDrive mechanism is the sole control method and will have the traditional swing meter lovers up in arms. I know I was. I had never used the mouse and was pleasantly surprised at the ease of use and realism of the swing. If you are to simulate the swing then this patented control from Gary Player and Empire is the only way to go. The game is filled with those control and touch shots that only the mouse movement can simulate. Drawing and fading the ball are not a click point and reaction shot anymore but a simulated in to out swing and vice versa. This gives the non-golfer and avid fan the chance to learn the dynamics of the golf swing. I especially enjoy the tempo and feel shot that chips require and this has helped my game outside my bedroom as well. I could write a book on the physics of the MouseDrive but I can only recommend you learn from Gary himself.

The Golf Pro has finally addressed the problem of player positioning and difficult lies. Normally the player would stand in the water or look as if he is standing on a flat surface when positioned on a slope. Not with the Golf Pro which has taken FMV of all the possible scenarios. Now when you have hit the ball up a steep slope the player will stand awkwardly with his feet above or below the ball.

TGP has multiple camera angles and some pretty cool reverse landing cameras that pop up at certain points on the course. I still prefer the reverse window that Links and Jack Nicklaus offer because this offers a spectator view of the game. I have to mention that some odd camera angles are viewed by the camera angles at times and annoy especially on the green. Even though you have the free camera to check out certain lies and breaks, they do not include the grid in this view, which makes viewing greens extremely difficult.

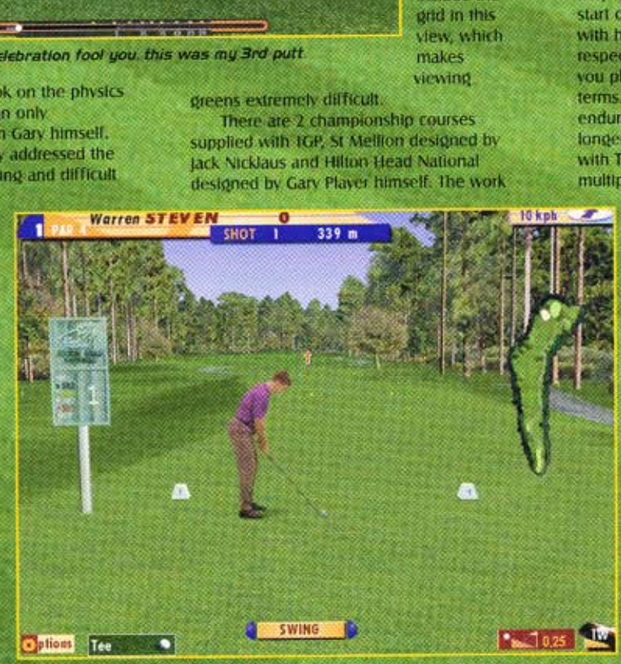
There are 2 championship courses supplied with TGP, St Mellion designed by Jack Nicklaus and Hilton Head National designed by Gary Player himself. The work and detail that went into recreating these courses for the PC is phenomenal. Experienced surveyors were contracted to reproduce the courses and it showed in the game with the exact replication to within 1.5 inches. The reason for only two courses was blamed on this exact fact that Gary and Empire wanted to rather simulate courses correctly than have more courses not true to spec. I personally would have rather have had more courses but then I was extremely happy with the courses supplied. One gripe I have is the CD swap that occurs every time you finish nine holes, which is irritating when you are concentrating on a round.

An interesting addition comes from the Handicap system within TGP that has you returning to the fairways in your quest to drop to as low a handicap as possible. You start off as either as a beginner or amateur with high handicaps of either 28 or 22 respectively. You can only become a Pro if you play off a scratch that is 0 in golfing terms. This creates the depth and endurance that make golf games life span longer than most games and especially with TGP. Unfortunately there are no multiplayer support modes within the release package but it will be available free from their web site within a few months.

All in all The Golf Pro has impressed me tremendously with its realism and true golfing dynamics. The MouseDrive mechanism is a must use for all fans of the game and those just starting out. It comes into the market up against some stiff competition and blows some of them completely away. The true winner can only come from a game that has fine tuned all the problems associated with this genre and The Golf Pro has done just that. Hopefully we will be playing on the Net and against other opponents before long, with more championship courses available this will definitely become king of the golf sims.

StOrM

Don't let the celebration fool you, this was my 3rd putt.



The shape of the shot (snap fade) suites my game perfectly.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Superbly designed and a realistic portrayal of the game of golf makes this a contender for the Sport sim Of The Year. Though lacking in courses and multiplayer features, the Mousedrive control and Handicap system make up for the lack thereof. A must buy for those looking to better their Golf game.	86	82	84	84	87	86	85

INTERACT: www.empire.co.uk

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
None	Links LS Jack Nicklaus 5	+ Gary Player + Excellent Realism + Accurate Courses	- No Multiplayer - No Multiple Controls - Odd Camera Angle

JAZZ JACKRABBIT 2

'Fast non-stop action in Platform Multiplayer with a difference'

Platform	
Min Required	**Recommended**
Pentuim 90 16 MB RAM 2 X CDrom DirectDraw Comp SVGA Soundblaster Compatible Win 95 (DirectX 5)	Pentuim 166 MMX 32 MB RAM 4 X CDrom 2 mg PCi SVGA SB16 Win 95 (DirectX 5)

Developer: Epic Megagames

Publisher: Project 2

Supplier: Gametronix
Tel: (011) 886-1972
RRP: R 289.00

International Web & Demo Site
www.jazzjackrabbit.com
SA Download
www.gamesdomain.js.co.za
Size: 10.5 Mg

I have long been of the opinion that platform games on the PC is a waste of processing power, but since I've seen Jazz Jackrabbit 2 I might have to change my attitude. The game reminds me of the days when Commander Keen and Halloween Harry had a place on every desktop.

PC CD-ROM

Platform with style, kewl dress code.

You play the part of a funky rabbit called Jazz or can opt to play his quirky sidekick Spaz who kinda looks bizarre. The game comes with 30 highly varied levels in size and look. Anyone from six to an adult will enjoy running around collecting treasure and nailing all the evil turtles with the 12 weapons made available to you. 11 of which have powerups for that extra killing power, interestingly enough in multiplayer games players flog to these powerups and it makes a good camping spot. Each character has his own unique moves, while one will reach a secret area on a map the other won't and vice versa, giving JJ2 a re-playability advantage. Even if you have finished the game its still is huge fun to do it all again. Watching Jazz or Spaz run is something to behold, these furry bunnies cruise so fast over the map it makes you wonder how he could have ever lost a race with a turtle. Jazz Jackrabbit 2 is remarkably fast paced and the action is non-stop and reminds me of Sonic The Hedgehog in some respects.

Included with JJ2 is the Jazz Creation Station where you can cook up your own special brand of multiplayer levels. The JCS is amazingly intuitive and very powerful allowing even novices to master editing within a day or two. In the coming weeks I speculate that there will be quite a few Internet sites popping up with levels for download.

The multiplayer option for JJ2 makes it an entertaining family game. A total of 8 machines can network over a LAN or the Internet to form a multiplayer game. include Jazz's 4-player splitscreen mode, where 4 players can play on one PC and you end up with a whopping 32 players max. Just hook up and have a go at each other with Deathmatch or Capture the Flag mode. I have to admit that this is the most fun part of JJ2, we here at the office spent a good couple of hours having a go at one another.

Jazz Jackrabbit 2 actually almost jumps out of the screen so vivid are all the colors, not surprising since the game makes use of MMX where available. With resolutions of up to 640x480 in 16-bit color the game ran amazingly smooth even on a 166 MMX machine with 32 Meg RAM. Epic used an 8-layer parallax-scrolling engine to represent the levels and its creatures. The special effects are mind blowing, I have never seen a platform game with such detail. There are even smoke trails for the rocket launcher, something I definitely didn't expect to find in a platform scroller.

Mean rabbits make for mean gameplay.

The music reminds me of the demo scene, funky arcade like and you can find yourself humming it to yourself while walking down a street.

Jazz Jackrabbit 2 is pure fast scrolling action with no compromise in graphics or sound. Definitely for anyone that enjoyed Epic Pinball, Duke Nukem and the like, or if your just looking for a game that will keep you coming back to play again and again.

DarkSirius

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Jazz Jackrabbit 2 is pure fun. 30 levels of non stop platform action. Play as Jazz or his quirky sidekick Spazz. Jazz2 has support for Internet and LAN multiplayer games. Create your own levels with the Jazz Creation Station level editor. Runs on low Pentium 90 systems. Reminds me of the old shareware days of Epic Pinball and Halloween Harry.	85	80	81	80	82	92	80

INTERNET: www.jazzjackrabbit.com

MULTIPLAYER: Internet (TCP/IP) LAN (IPX/SPX)

COMPARITIVES: Jazz Jackrabbit, Captain Claw

PRO'S and CON'S: + MMX Acceleration, + Fast Non Stop Action, + Level Editor, - No Depth, - Too Easy, - Characters Are Too Small

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Die Hard Trilogy Call
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Exhumed Call
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BATTLE ZONE™

Action Strategy

Min Required	Recommended
Pentuim 166 MMX Mhz 16 MB RAM 16 Bit PCI SVGA 4 X CDrom 160 MB hard-drive space Win 95 (DirectX 5)	Pentuim 200 MMX 32 MB RAM 16 Bit PCI SVGA / 3Dfx 12 X CDrom 160 MB hard-drive space Win 95 (DirectX 5.2)

Developer: Activision

Publisher: Activision

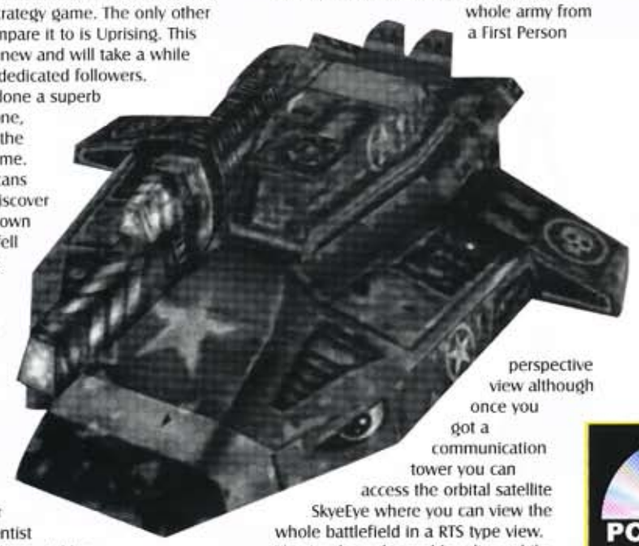
Supplier: PCM / Datatec
Tel: (011) 233-1074

RRP: R 299.00

International Web & Demo Site
www.activision.com
SA Download
www.gamesdomain.is.co.za
Size: 20.4 Mg

Battlezone came as something refreshingly new. The best way to describe Battlezone would be to call it action / strategy game. The only other game I can compare it to is Uprising. This genre is brand new and will take a while before it finds dedicated followers. Activision has done a superb job on Battlezone, which is easily the leader at this time.

The Americans and Russians discover a strange unknown bio-metal that fell to earth during a meteor shower in the Bering Straight in 1952. A research facility is established in the Nevada desert to further study this bio-metal. Later on in 1958 Scientist discovers that the metal has peculiar properties, it seems that it has some sort of memory and will retain its previous shape and is superbly suited for making advanced munitions. Making the assumption that the metal was made by sentient beings, President Eisenhower establishes the National Space Defense Force with NASA as a cover and the race for the moon is on. The scientists believe that there are other deposits on planets within our solar system and whoever finds all this metal will win the Cold War. Eventually the Americans establish a base on the darkside of the moon, unfortunately the Soviets have the same idea and a full out space war begins between the two nations. This is where you come in and save the day for either the Americans or Soviets.



Battlezone offers gamers the strategy element of RTS games while also giving them the thrill of a First Person Shooter. You build and command your whole army from a First Person perspective view although once you got a communication tower you can access the orbital satellite SkyeEye where you can view the whole battlefield in a RTS type view. This is where the problem lies, while you view the map with the satellite your position is revealed to the enemy making you an easy target. I found it best to play with just the First Person view and use the satellite only when absolutely essential.

PC CD-ROM

'If you tired of all the Quake rip-offs or the multitude of RTS games being released and in the mood for something different give Battlezone a try.'

Eye spy with my little eye something beginning with YOU.

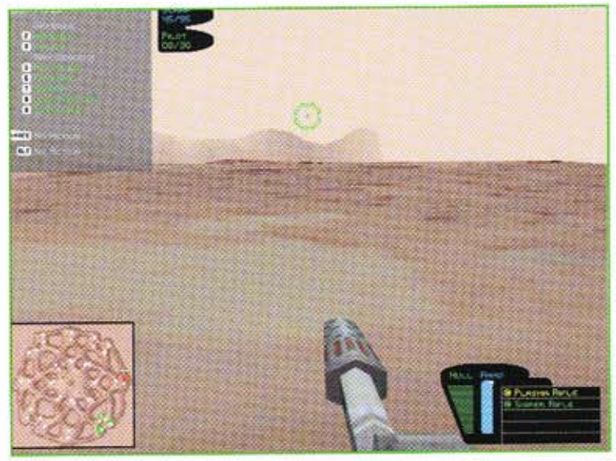
Activision included quite an array of units and buildings for this type of game. Every unit has its strength's and weaknesses usually the more powerful ones are the slowest. Building is done using a command menu that is ever present at the top left of your display, here you build and command all your units and typically spend the most time.

Controlling Battlezone can become a nightmare at times, especially when your own butt is on the line while you have to build units and command others around the battlefield. Almost all control is achieved via the keyboard, although you do use the mouse for controlling your own unit. I only wish they gave the option to change the commands of your mouse buttons. I'm use to my Quake 2 configuration where I walk forward with my right button, in Battlezone you walk forward with the W key, it can be quite confusing at times. Other than the small oversight of mouse button configuration commands are laid out very well, offering the player a clear layout that is not too cluttered. Grouping units can also be difficult. I found the satellite view to be too

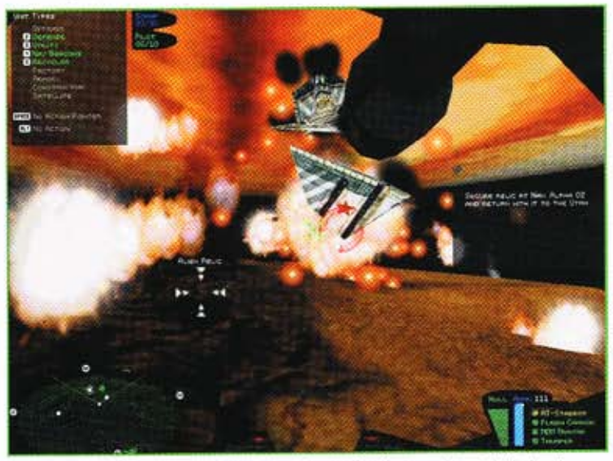
Battlezone (cont)

undefined, selecting individual units for inclusion in a group was cumbersome because of the low resolution.

In single player you are taken throughout a whole campaign where you visit some of our Solar systems planets on a mission to recover bio-metal and keep the enemy at bay. Although single player is fun and entertaining it is pretty much a play and forget feature offering you no re-playability value. Battlezone is squarely aimed at the multiplayer market, offering gamers Internet and Local area network support. Lets face it there is nothing that beats whipping a friends butt and getting to brag about it (I have to admit I was on the receiving end most of the time). The game offers you two modes of play, deathmatch and strategy. Deathmatch pits you against opponents in a game where you respawn if killed, while a strategy game offers you the chance to totally annihilate your opponent similar to RTS games. I do see this genre attracting some followers but nowhere near the number of RTS and First Person shooter games. The reason simply being that most RTS enthusiasts don't like First Person shooters and vice versa. Very few gamers that I have met actually play both.



I guess a few trees would be out of the question.



The upcoming Voodoo 2 patch will upgrade the graphics to this level.

Not being one to stray behind technology Activision included support for most hardware 3D accelerators, the most important being 3Dfx. Activision used highly detailed textures for their models and it gives the game a more realistic feeling. Battlezone's special effects aren't that great, now don't get me wrong they are also not bad but I think a little more work should have been done on effects. At the time of writing this Activision already had an enhanced version of Battlezone in the making. The enhanced version will support resolutions of up to 1024x768 and have support for the recently released Voodoo 2 boards and feature dust trails for vehicles as well as a smoke systems. Currently the highest resolution Battlezone will run in is 640x480 since most gamers still only have first generation Voodoo cards. All that Activision is willing to say is that the patch will be available soon at the time of going to press.

All units give you status reports using a voice communication system. All the voices are clear and easy to hear unlike some games where you struggle to make out a word. As the commander you are informed when units are finished, if they are being attacked and when they are destroyed. Engine and Weapon sounds aren't anything to rave over, from what I have seen they are standard effects that sound realistic and are what I have come to expect from companies like Activision.

If you tired of all the Quake rip-offs or the multitude of RTS games being released and in the mood for something different give Battlezone a try. It will offer you a new experiencing while keeping you entertained.

If you decide to buy Battlezone note that there is a patch for version 1 of Battlezone updating it to version 1.01. A couple of bugs have been fixed generally improving multiplayer matches.

Soul Assassin

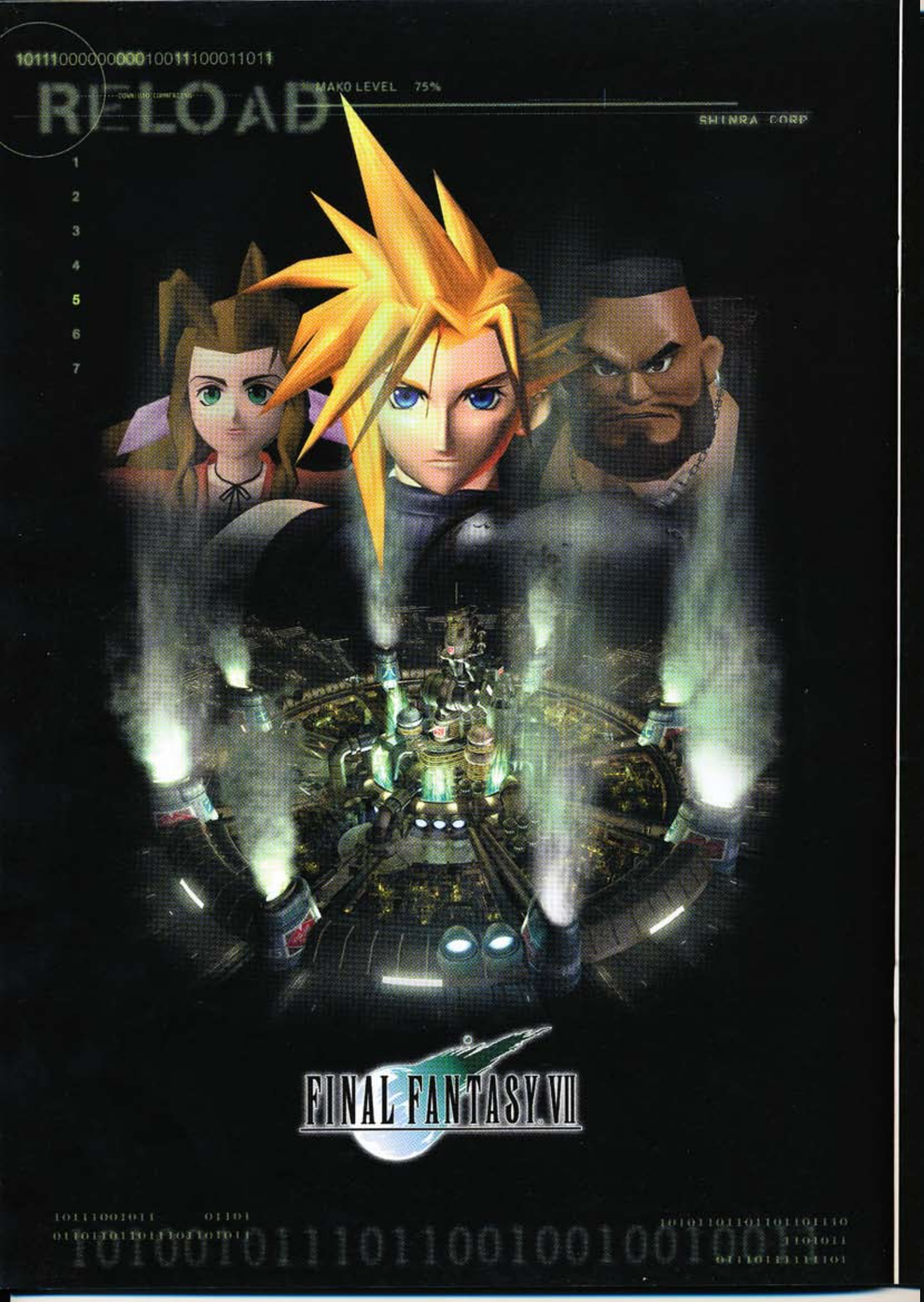
SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
BattleZone is the latest in the new action/strategy genre. Mine and build from a First Person Perspective. Fully aimed at the multiplayer market. Above average 3D graphics complements this new genre, submerging you into a space age 'Cold War'. Control can be too complex effecting overall playability.	86	80	78	79	74	78	80

INTERNET: www.activision.com

MULTIPLAYER: Internet (TCP/IP) LAN (IPX/SPX)

COMPARITIVES: Uprising

PRO'S and CON'S: + 3D Accleration + New Experience | Controlling Units Difficult - No Voodoo2 Support Yet - High System Requirements -



The only line between good and evil is the yellow one running down your back.

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FLIGHT UNLIMITED II

When the first Flight Unlimited appeared three years ago, the computer flight-sim community was stunned. The game boasted stunning visuals, a variety of aircraft with aerobatic capabilities and a flight model based on the real physics of flight rather than a simplistic vector system. The lack of any kind of combat features didn't deter the hundreds of thousands of flying nuts who bought the game to practice their stall turns or throw a Pitts Special around the sky for fun.

Unlimited fun for the flight-sim fan.

Looking Glass Technologies' Flight Unlimited II takes the original further. Quite simply, it's the best civilian flight simulator available today. It may not have the huge maps of MS Flight Simulator 98 or the combat excitement of F22, but it more than makes up for it with an attention to detail that just has to be experienced.

The devil is in the detail

I first realised the game's polish when I switched on the engines of my Baron. From one of the many outside camera views available, I could watch the propellors kicking over and strobing realistically as they reached maximum RPM. The sound simulation is just as flawless: switch to an outside view or a fly-past camera and the engine pitch changes accordingly; switch back inside the cockpit and you're immediately enveloped in the hum of the engine as would hear it in a real cockpit.

And FU II is all about realism. The thousands of square miles that make up the entire San Francisco Bay area are modeled in minute detail - right down to every building over 10 stories high. The terrain is beautifully detailed and as accurate as satellite photography can make it. This huge area is your playground and there's plenty of toys supplied to play with. You can choose from a single-engine trainer, a twin-engined Baron, a Piper, a Beaver seaplane for those maritime takeoffs or a P-51D Mustang if you feel like zooming down a canyon at 300 knots just to get the pulse racing.

I wonder if those helicopter pads can handle this trainer. (Mav runway)

Baron this is San Francisco Tower...

But don't think you can just hop in your plane and buzz the Golden Gate whenever you like. Well, OK you can do that. But that would be missing out on a large part of FU II's highly realistic radio communications environment. The aircraft modeled that do have them for real are equipped with navigational and communications radio. You need to listen in to the weather report before even thinking of taking off. Ground and air traffic controllers do their job in the game, controlling all of the other traffic that's buzzing around this part of California. Takeoff procedures must be followed, including getting clearance from ground controllers who direct you to the runway, and then hand you off to the control towers whose job it is to prevent midair passenger exchanges from occurring. The military airbases are particularly sticky - ignore them and they'll dump all over you for not listening to them. But you can also take off from Uncle Sam's tarmack if you want - just watch out for all the F-16s and SR-71s that seem to stop over there on a regular basis. There's less uniforms but more action at the big international airports where passenger jets queue to take off at the busy runways. Keep an eye out for Ignited Airlines Airbuses - they can be impatient!

Maverick Lands

Looking Glass have approached overall design with the impatient player in mind as well. The menu system is flexible enough to cater for quick flights without the rigmarole of taxiing, taking off and

Flight Simulation

Min Required	Recommended
Pentuim 120 Mhz 16 MB RAM 1 Mb VGA Card 4 X CDrom 190 MB hard-drive space Win 95 (DirectX 5)	Pentuim 200 MMX 32 MB RAM 3D Accelerator (3Dfx etc) 8 X CDrom 219 MB hard-drive space Win 95 (DirectX 5)

Developer: Looking Glass Tech.

Publisher: Eidos Interactive

Supplier: EA Africa
Tel: (011) 807-6551/2

RRP: R 299.00

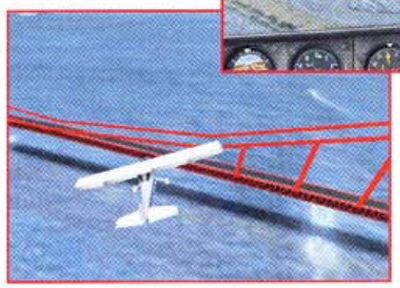
International Web Site
www.lookingglass.com
(No Downloads)

Flight Unlimited 2 (cont)

navigating airspace correctly. Click on the menu's map and you can start off at a range of heights wherever you choose. So flying over Candlestick Park or Apple Computer's main headquarters doesn't require half an hour's flight time from the nearest airport to get there. The menu is also where you choose your plane, select what time of day it is, decide how much fuel you want, and last but not least, play weatherman. Fog is accurately depicted; a mountain looming out of the mist is quite terrifying and provokes almost as much panic as your engine sputtering and dying just after takeoff - another selectable option. But the really impressive effects kick in when you choose bad weather for your next flight. Use the slider bar to crank up the wind, and then say yes to a nice big thunderstorm over your airport.

Talk about getting prime viewing for the World Series. (Strike you out)

While huge flashes of lightning light up the gloom and the rain patters down onto your cockpit roof, your plane sways and creaks in the wind. Start taxiing and the raindrops streak along the windscreen. As I said, attention to detail separates this game from the rest. Night flying is equally accurate - and as difficult as it is in real life.



FU II's graphics are beautiful. The Game Options menu allows all kinds of tweaking tradeoffs between speed and accuracy. Choosing perspective-correct texture mapping, maximum ground detail and maximum model detail is taxing to say the least so your hardware needs be able to cope. The game runs fine without an accelerator on a P-133 but your jaw will hit the floor if you're the proud owner of a P-200 with say, a Pure3D or Monster 3D. DirectX 5.0 is required and needs a bit of fiddling to get working but the results are worth it. The DirectSound support is also required and works in some Dolby surround effects. If you have a Dolby-capable amp then crank it up. I do so I did.

Whoop Whoop - pull up, pull up

Playability is always an issue with any flight sim. Trying to remember the key sequences for Longbow II, Flight Unlimited II and any other flight sim can lead to grey hairs and also Premature Game Over Syndrome if you forget that one key on one game behaves differently to the same key on another - as they invariably do. Flight II is complex but it is easy enough to learn a subset of the controls to get you started. Radio communication - which could potentially have been the most intricate of all the controls - has been simplified by clever use of a menu system and the space bar. Oh, and a joystick is really a must. I pulled out my Sidewinder - fresh from many hours of WipeOut - and found the FU II flight controls fresh and responsive. The game apparently supports force-feedback joysticks so if you have one, enjoy the sickening jolt the first time your Beaver flips over on landing. I must keep my airspeed lower next time...

A little left rudder

So is that all there is to it? Cruising around seeing the sights? Well, no. Prompted by reader feedback after Flight 1's success, Looking Glass have introduced missions into this version of what is, after all, just a vanilla flight sim (even if it's the best). There's forty or fifty of these custom missions. You can transport agent Mox Fulder (sic) to the USS Enterprise moored a few miles off shore so he can deliver his secret package. Or grab a bag of turkeys, fly low over the two baseball stadiums and release them for a publicity event. I crashed the Piper after successfully completing this mission, mainly because I fell off my chair laughing at the sound effects of the turkeys being released.

Flight Unlimited II gets my highest possible recommendation. The manual is superbly detailed and complete down to detailed appendices of flight maps and airport radio frequencies.

If you have the hardware to do it justice and want to know what it's really like having your PPL, then it has many months of playing mileage.

Maverick

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Flight Unlimted 2 bring pilots breath taking scenery combined with exceptional realism. Unfortunately the game is heavy on system requirements and need a 3D accelerator card to view it at its full glory. This flight sim climbs its way straight to the top of its genre and comes highly recommended.	93	90	89	NA	87	85	89

INTERNET	MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
www.lookinglass.com	None	MS Flight Sim 98 Sierra Pro Pilot	+ Unrivalled Graphics + Exceptional Realism + Best Civilian Flight Sim	High Requirements - WOT! No Helicopter -

First Person Action

Developer: 3D Realms

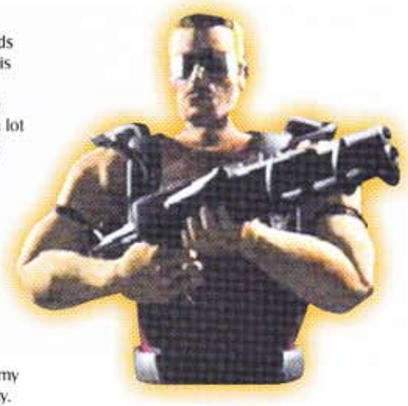
Publisher: GT Interactive

Supplier: PC Multimedia
Tel: (011) 233-1074

RRP: R 339.00

International Web Site
www.3drealms.com

DUKE NUKEM



The king of one-liners has finally come to the Playstation. Chick, bubblegum and non-stop action would be the best way to describe Duke Nukem 3D.

You play the part of Duke Nukem past and would be hero and savior of planet earth. Aliens have landed in Los Angeles, and the humans suddenly find themselves on the top of the endangered species list. The odds are a million to one just the way Duke likes it! You go up against some of the meanest and ugliest monster available on the Playstation today.

> *'If pure non-stop butt kicking action is your thing, then don't miss out on one of the most acclaimed games of yesteryear in the 3D genre.'*

Duke Nukem 3D is a First Person shooter in the same vein as Doom 2. The three original episodes that came out with the PC version are included with a bonus final episode to give that little extra. The game has some of the best-designed levels I have seen to date. They are big but no so big that you'd get lost easy. Most are excellently suited for multiplayer.

One area where Duke Nukem stands out even today is the weapons department. 3D Realms spend a lot of time making sure the weapons were unique and fun to play with. Instead of weapons that just have a increased damage rate they have interesting effects, Weapons like the Shrink Gun, where you shrink the enemy and then squish them with your heel, and Ice Gun where you freeze the enemy make Duke Nukem just plain fun to play. This fun factor that Duke seems to have and other trying to find is the secret behind the game's success. Duke can even fly should you be lucky enough to find one of the many hidden Flight Packs.

Single player mode might be fun and exciting to play but where Duke Nukem 3D excels is in the multiplayer department. The Playstation version has the capability for two players to connect two consoles via a link cable so they can "duke" it out. Unfortunately there is no option for two players to play on one machine, is if you don't own two Playstations you are stuck with single player.

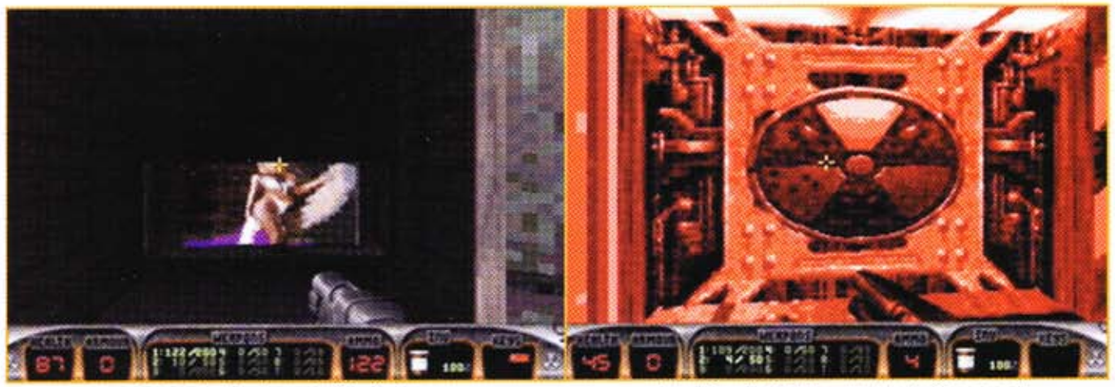
Topless dance chicks have to be the most controversial feature included in Duke Nukem. When the game was initially released in '96 some countries actually banned the game because of this. Luckily the gaming community has matured and I don't see any such troubles for the Playstation.

When Duke Nukem was released way back in '96 it found a huge following and even today there are persistent followers. Now Duke is exposed to a whole new platform with many eager Playstation owners out there, among them there are sure to be some more dedicated followers. Duke immerses the gamer in to a 3D world with movement in all directions, with a first person point of view of your surroundings. The game uses 3D Realms build engine for its 3D world, although its not a TRUE 3D engine it does give an fairly accurate representation of one. Unfortunately the characters are represented with sprites instead of polygon models as is standard today. Not a big train smash and is only noticeable when viewing a character from above. The levels are bright and interesting to play unlike the Quake type games where all the colors are dull and some places so dark you can hardly see the monsters. The down side to Duke Nukem 3D is that most of the textures look pixilated. Duke Nukem's graphics was great for its time but I think developers have moved beyond it and now there are games with better-looking graphics.

Must be some new beauty therapy for woman.

Hey there pretty boy, you forgot to comb you hair this morning.

Duke Nukem (cont)



PG Rating 13, who needs Ster Kinekor.

Now if I push this big red button I will, aaarrggg!

The sounds in Duke might be old but can compare to most games today. The one liners Duke throw your way every now and again are hilarious. With comments like "Nobody messes with our chicks and live." I spent a lot of time dying while I tried to recover from laughing fits. Duke Nukem give gamers stereo sound, which is very important, especially when you go up against your buddy in multiplayer. It is always handy to know where the enemy is.

Now antiquated graphics and good sound doesn't necessarily make a game bad. If a game plays well and has good control and playability I would consider supporting it, but unfortunately Duke Nukem 3D falls short in the control department as well. In the PC version control was easy and very customizable but since there are so many controls for Duke the gamepad can become an awkward control device. Factor into this that there are only three setup configurations and they are not customizable by players and you get a game that will leave many disappointed. I usually found that First Person gamers like to have access to an option where they can customize input to suit their playing style. An inventory system is implemented in Duke Nukem, now this is where the control gets sticky. Having to press L1+L2 and then scroll left and right through inventory with the pad buttons looking for a medical kit, while some punk monster is taking potshots at you can be a nightmare.

Another down side is the requirement of a memory card to save games. Without one you have to restart the game the whole time to get anywhere. As if this isn't bad enough Duke Nukem 3D requires 3-7 memory blocks for every save.

If pure non-stop butt kicking action is your thing don't miss out on one of the most acclaimed games of yesteryear in the 3D genre. If you need more control and expect some of the most advanced graphics from a game give Duke Nukem 3D a miss. The game is not entirely bad and is fun to play but the game will only appeal to lovers of this genre.

DarkSkies

Sit, boy, sit. Good boy. This Barbara Woodhouse video really works.

CHILL

European's version of skateboarding takes to the slopes.

Snowboarding	
Developer:	Silicon dreams
Publisher:	Eidos Interactive
Supplier:	EA Africa Tel: (011) 807-6551/2
RRP:	R 369.00
International Web Site	www.eidos.co.uk

Now that the Winter Games have passed there are quite a number of winter sports games flowing into South Africa, especially of the snow boarding kind. Us snow deprived South African's are therefore interested in this sport for some reason and have visions of flying down death defying slopes, leaping hundreds of feet into the air and hopefully landing as close to the natural gravitational position as possible. Well now you can perform such enterprising stunts in the warmth of your home with Chill from Eidos Interactive and EA Africa.

Was I supposed to bring my darts with?

Chill comes to us from a development team in the United Kingdom called Silicon Dreams, who are trying to become king of the snow boarding pack. Somehow I feel they've fallen a touch short and needed to try improve on the entire package.

Starting with the sound and music which can be compared to listening to the organist at the local church. You are joined in your downhill quests by something that resembles a .mod file from the early days, as well as some very scarce sound effects. Nothing really gives you the impression that you stroking the slopes.

Graphically is the only department that Chill competes in, and is quite impressive if you consider that the texture slipping is very uncommon. The animations are smooth and realistic showing off the superb form that the boarders have during jumps and flight.

Steady frame rates are seen in both single and 2 player modes with small slowdowns coming from the latter.

Unfortunately the entire production has been let down by the playability and control which work hand in hand in games of the nature. You are constantly battling with the Playstation controls that respond almost to sluggishly at one moment, and to quickly at another. Trying to control movement precisely is impossible and has you whacking into barriers, trees and obstacles on a regular basis. On top of this it you are unceremoniously dumped on your backside, which then in turn takes 3 - 4 sec's to get up. This can get extremely annoying and wastes precious time that is already difficult enough to beat. The one plus side to the controls are the ease of performing the jump tricks needed for points for overall stats of each track. The amounts of tricks are minimal but are spectacular to watch especially if you give them some air.

The game itself has two modes of play, single player and 2 player, way to few if you want to keep the interest for at least a day. From there you have a choice of four characters each with abilities and weaknesses, as well as a selection of official Burton boards with there own pro's and con's. In single player you have the choice of three tracks; Winter Sports, Forest and Village that are abnormally long for these types of games. You can win your way to bonus tracks by beating the time and scores of the tracks, but believe you me that is easier said than done. The tracks are well designed with non-linear routes an enjoyable inclusion, leaving you a choice of routes to take for completion. Other touches have been added including avalanches, parachute jumps and police car chases, which don't really help the gameplay at all.

Why wasn't I wearing the parachute?

These woodcutters work strange hours.

Chill has not shown anything new or exciting to leave me coming back for more. I can only imagine the die-hard fanatic of this genre having the patience to master the controls enough to get any form of playability out of Chill. I can say that Chill is not the only snow boarder that sets lower standards. I think this genre needs a kick-start by an individual game to bring the level up to an acceptable standard.

StOrM

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A good looking game that is let down by its intensly irritating controls. With this comes a simple and basic game that lacks depth and gameplay. Being in an uncommon genre helps Chill to keep its head above the snow. Only the multiplayer attribute contributes to this average game from Eidos Interactive.	82	64	60	NA	75	69	70

INTERNET	NO OF PLAYERS	MEMORY	PRO'S and CON'S
www.eidos.co.uk	1 - 2 PLAYER	1 MEMORY BLOCK	+ Cool Graphics Lacking Special Moves - Difficult Controls - Below Average Sound -

Snowboarding Comparison (cont)

Thrilling jumps and high speed stunts brought to a Playstation near you.

Snowboarding	
Developer:	UEP Systems
Publisher:	Sony Entertainment
Supplier:	Ster Kinekor Tel: (011) 445-7900
RRP:	R 369.00
International Web Site	No Site Available

COOL BOARDERS 2

I cannot see myself ever putting on six layers of clothing, climbing on a piece of board, throwing myself over a 55 degree slope and plummeting at speeds of +120Kph, but the idea sure sounds like fun. The amount of cult maniacs that actually do those things is phenomenal, but for one adrenaline junkie, who finds the comfort of his special chair and his Playstation, enough of a rush. Yep, you guessed it, me!

If you are looking for the same enjoyment out of a snowboarding game then Cool Boarders 2 is not a bad pick. CB2 is the sequel to the unimpressive Cool Boarders, which clearly was a joke of a game. CB2 has taken a giant leap from the original and added some exciting gameplay that keeps you riveted for hours at a time.

126 Km/h on a piece of board, where's the seat belt?

Ready, steady, where are my goggles? Sorry.

CB2 has multiple modes of play each with a distinctive goal of beating times and trick scores. This all takes immense amounts of practice and control waggling. I've always found the art of performing aerial tricks in games of this genre difficult to master. A nice feature of CB2 is the Big Air mode that allows you to test out your aerial stunts as well as teaches how to perform them by showing you the button sequences. The further you progress the less information they give, but by then you will be well on your way to performing the 40 spectacular stunts. The individual stunts are easy to perform but the difficulty comes in when you use combination of tricks. I enjoyed and appreciated the way in which CB2 actually coached me, leaving me more time to get on with the fun parts of the game.

One of the main gripes of games of this genre comes from the control but CB2 has a very easy to handle mechanism. The controls are fluent and responsive, allowing you the ease of controlling your character without causing the dreaded hand cramp.

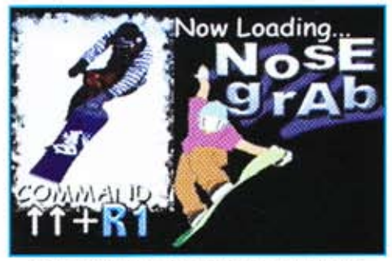
Graphically CB2 is quite disappointing because of the terrible polygon shift that has plagued so many games in the past. I cannot understand why Developers can allow products with these glitches to enter the market without sorting out the problems first. Luckily for CB2 its not a serious problem due to the cool scenery and animations that are enjoyable to watch as well as the cool music that has you tapping feet to the beat.

A pleasing side of CB2 is the amount of options and goodies that are within the package. You have the choice of four boarders each with individual skills, clothing to fit the condition and a large amount of boards to choose from, which range from Freestyle to Alpine. As well as five modes of play that include Big Air, Half-Pipe, Freestyle, Board Park and Competition. The Competition mode is the kingpin of the game and compromises of stages of trick jumps that effectively gives you starting times for downhill races. Everytime you complete a stage it gets more difficult, but if you progress far enough you will be rewarded with extra tracks and boards.

I enjoyed playing CB2 in single player mode as well as the intense two-player mode that had us almost ripping each other's hair out. A nice feature is the cable link option that allows two Playstation to link for better multiplayer enjoyment. The only problem is trying to move the TV from the lounge into the study, which had me walking funny for three days with chronic back pains.

I can recommend Cool Boarders 2 for its depth and fairly true representation of the sport of snowboarding. You will enjoy the pace and skill that is required, as well as the challenges it offers you.

StOrM



These guys have different body parts to us.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Cool Boarders 2 is a game that is fun and challenging to play. The few graphical glitches don't spoil the playability, which is backed up by depth and originality. Not the most inspiring game of all time but incredibly enjoyable nonetheless. A worthy holder of the Snowboarding title.	72	83	81	NA	85	86	81

INTERNET	NO OF PLAYERS	MEMORY	PRO'S and CON'S
None	1 - 2 PLAYER	1 - 7 MEMORY BLOCKS	+ In-Depth Gameplay + Tons Of Tricks + Funky Sounds Some Graphical Bugs -

Reviews Under Fire

Racing Shoot-em-up

Developer: Interplay
Publisher: Interplay
Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 369.00
International Web Site
www.interplay.com

Rock & Roll Racing 2 Red Asphalt

Ever since the competition between the PC and the consoles began, the Playstation has been inundated with remakes of PC games to consoles that somehow just didn't work. What is missing is the typical game that could only be enjoyed on the consoles, namely the Playstation. If you remember not so far back to the Doom on wheels simulation called Twisted Metal 2, which performed dismally on the PC, but was a best seller on the Playstation. Well I consider Rock & Roll Racing 2 (Red Asphalt) to be a similar title in gameplay and playability.

If you consider racing death-defying tracks at break neck speeds armed with weapons of mass destruction your cup of tee, then sit down baby and enjoy the ride.

Based in the future of 2023, after the Draconian destroyed most of what was mother Earth and enslaved all humans to do their bidding. Most of which was to revel in the blood and gore of death racers, which was mostly populated by crippled and monstrous humans hell bent on revenge against the Draenek the leader of the Draconian. The racers who completed all the racers in

These pills are great. heeejjaa!

one piece and with the most experience points would eventually face the dreaded leader. That's where you step in and take on the responsibility of reeking revenge for the atrocities cast on the human race.

The game has many elements that make up the entire production of R&RR2, including a small amount of RPG (your character earns experience points for each race and position obtained), shoot-em-up, strategy and fast hard racing.
Obviously, as the title says, racing is the main element of the gameplay. Before you begin you are given the choice to start as one of six characters, each with distinct RPG characteristics that will eventually determine how they react to certain situations. From there you start off with $150 000 which is barely enough to buy a scrap beetle with sprockets and chains. Upgrading your vehicle is imperative for progressing further into the game and is extremely costly. You can earn extra cash for such upgrades by coming in the top three positions as well as picking up extra cash on the tracks.

There are a number of powerups available while racing including armor, dark matter (hard to shoot at something that's not solid), cash, nitro, shield, super-shot (check your guns on this one) and my personal favourite white dwarf (your car glows white and everything that touches it instantly dies). All these powerups make for interesting racing and have you veering off the road just to pick one up.

The game begins on the first of the four worlds, Earth. LA to be exact and the worst of the bunch according to me. Once you get passed this one you get to the real racing on Varkon with tracks that have massive jumps, lava, split tracks and rip snorting rock 'n roll music. The game runs along nicely at +30 fps and gets a little too quick at times making it difficult to judge the cornering more often than not. I came quickly to realize that R&RR2 is not a driving simulation with pinpoint dynamics. No, just good, fast, adrenaline pumping fun that relies more on its addictive gameplay than its non existent dynamics.

Looks like the Ed when I'm late for deadline.

Graphically it does its bit to make the game playable and up to standard. Colours are bright and comic book in comparison, using a 3D engine that has only a few texture splits at certain places. My only thorough dislike with R&RR2 was the control and handling of the vehicles. I always found difficulty taking corners without bumping the sides because of the uncertainty of the controller or was that the speed at which the corners hit you. Whatever the cause it was irritating as your vehicle slows down rapidly if a barrier is hit and sets you back a place or two because of the tightness of the racing.

R&RR2 had me coming back continually to complete the tracks in positions that would earn me points to continue onto other worlds. You have one other option called trial that allows you to race the current track first to before you get it on. I never used it much because I enjoyed shooting the hell out of everything and learning a track at the same time.

I firmly believe that R&RR2 is the kind of game made for the Playstation. It rock & rolls, speeds and annihilates everything for addictive gameplay that most of the current releases lack. I cannot say it stands out in any one area but combined it deserves a better score than I could provide, and that only because the controls where a bit touchy. I can surely recommend it for its pure gaming fun and all round performance.

SEOnM

Reviews Under Fire

Action Adventure

Developer: Midway

Publisher: GT Interactive

Supplier: PC Multimedia
Tel: (011) 233-1074

RRP: R 339.00

International Web Site
www.midway.com

MORTAL KOMBAT MYTHOLOGIES
SUB ZERO

MK Mythologies adds a new dimension to the Mortal Kombat series by adding a storyline and adventure element.

Midway brings all you Mortal Kombat fans out there Mortal Kombat Mythologies: Sub Zero. Instead of a sequel the game is more of a prequel to the fighting series of Mortal Kombat games. This latest addition goes into depth on the character Sub-Zero's history and why he fights in the Mortal Kombat. Hopefully there will be many more MKM titles for each of the Mortal Kombat character.

MKM is an action/adventure game but all the fighting resembles the Mortal Kombat combat series.

You can only play as Sub Zero (DUH !) and guide him through a series of missions that explains his involvement with Mortal Kombat. The main objective is to destroy the evil forces of Quan-Chi, an evil sorcerer. Unlike previous MK games this one is not just skiet, skop & donder (well not entirely) but adds a plot and the feel of an RPG to it. Sub Zero can pick up items and has an inventory system as his disposal from where he can heal himself with potions or use some of the more scarce items like the Shield Of Invincibility. As your explore the environments where mission take place you fight a variety of different enemies Mortal Kombat style. The controller configuration stayed the same from MK3 with the added buttons for Turn and Use.

Midway has also added the option to custom configure the gamepad for gamers that find the default configuration a bit quirky. I found this to be a great feature and is something rarely seen on Playstation games. All Sub Zero's moves are intact with the exception of his special abilities. These have to be earned through experience gained from fighting a variety of enemies. Not to worry though players usually achieve the Forward Freeze and Slide abilities within the first mission. I was excited to see that there were more special abilities than in the combat series, in MKM Sub-Zero has a total of 9 such abilities. The down side is that they require power to cast and is not unlimited like in the combat series, there is a Ice bar that shows how much energy Sub Zero has and it regenerates over time as you use up some of it in battle. This game is challenging to say the least and will keep gamers entertained for hours on end One thing you will learn in MKM is to jump with precision, there are a LOT of sequences where you have to jump from platform to platform. At times this can become a bit tedious, especially if you keep dying while trying to cross the more difficult ones, but I suppose this is what gaming is all about (*grin*).

The game offers five choices for difficulty from very easy to very hard. On the very hard mode I constantly got my butt kicked by the computer AI, and I though I was a good MK combatant. In later stages of the game your opponents become very tough, but by then you will be a regular gamepad jock with reflexes of a cat.

One handy feature of MKM is that it uses level codes as well as the ability to store to a memory card. This makes it easier for those of us not fortunate enough to have an expensive memory card.

I was impressed to see Full Motion Video sequences with actors and all on the Playstation, this is usually something

Hey, this is no time to fall asleep.

Well constructed cut scenes keep you engrossed in the storyline.

A simple and effective interface helps you get on with the fighting.

Mortal Kombat - Sub Zero (cont)

Reviews Under Fire

Have you ever considered trying another hairstylist?

reserved for PC games. I was even more surprised by the quality of the FMV, almost thought I was watching a videocassette. All the backdrops for the FMV's were rendered images with real actors strutting their stuff in front of the cameras. The acting was surprisingly good making the plot that much more believable. Expect to see a couple of your favorite characters making appearances in the FMV sequences. The graphics while playing are very similar to MK 3 the only difference is that there is a larger scrolling fore & background area. As all Playstation owners know the console delivers in the FPS department and MKM is no exception. The gameplay is smooth delivering top-notch graphics. Some of the special effects in MKM are new to the series. There are some excellent elemental effects (fire, water, air, earth) like the whirlwinds that pick you up and deposit Sub-Zero on platforms that otherwise would be out of reach. A lot of the effects are original and add to gameplay, they are not just there as eye candy with no functional purpose.

Uurrgg! Anybody got a tissue for this nose of mine?

As can be expected from any MK games the sound is always impeccable with a mysterious soundtrack playing in the background. Let's face when you hit someone you want to hear his body take a huge thump.

I only had one pretty big problem with MKM. On some places you aren't shown the next platform to jump to and I kept loosing lives doing these jumps of faith. This type of thing is more suited for an Indiana Jones game. Other than that Midway have done an excellent job in expanding the story behind Mortal Kombat.

I use to play Mortal Kombat 1-3 to death way from back when, so I might be a little biased with my review but I honestly think most gamers that love action with a story line will enjoy Mortal Kombat Mythologies. Since Mortal Kombat 4 has still to be released in South Africa, MKM makes a good interim game while fans wait for the sequel not to mention that MKM will hone your skill with the Playstation gamepad so you can thoroughly give your friends an ass whipping next time you play. The only down side to MKM is that it is only single player. Midway should have included a multiplayer version but I guess that's what MK 3 is for. Check out our cheat section if you already own MKM and are struggling to get to some places.

DarkSkies

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
MKM will apeal to all Mortal Kombat fans. Follow Sub-Zero's early life and find out his involvement with the MK tournament. MKM is a semi RPG game and introduces some new elements into the MK genre. Full Motion Video scenes were captured to advance the story with real actors. Fighting is similar to MK3.	86	80	83	86	82	87	84

INTERNET: www.midway.com

NO OF PLAYERS: 1 PLAYER

MEMORY: 1 MEMORY BLOCKS

PRO'S and CON'S:
+ Excellent Graphics
+ Full Motion Video
+ New Special Powers
Too Much Jumping - Not Enough Role - Playing

NEED FOR SPEED HOT PURSUIT II

Racing Simulation

Developer:	Electronic Arts
Publisher:	Electronic Arts
Supplier:	EA Africa Tel: (011) 807-6551/2
RRP:	R 369.00
International Web Site	www.ea.com

PlayStation

The third in the sequel of EA's Need for Speed restores the faith that was lost over the last release.

Electronic Arts created waves in the market a few years back when the original and awesome Need for Speed hit the shelves. Gamers all over reveled in the graphical advances and exciting gameplay that had few rivals. Obviously with the performance of the sales, EA had little choice but to release a sequel. Need for Speed 2 must rate as one of the biggest disappointments of any sequel, which had gamers wondering if Developers were looking for a better game or the proverbial quick buck. I think the later dominated their decision and did EA more harm than good, until now.

With the release of Need for Speed 3, Electronic Arts has the opportunity to make up for their gross mistake and from what I see they've done a great job. The major enhancements have come from the graphics engine and gameplay. NFS3 must be the best looking racing sim I have seen to date with superb frame rates and texture aligning. The normal 'pop up' background problem has been overcome by some nifty additions that hide this troublesome graphic glitch. The lighting effects are glorious to behold especially in night racing mode. The headlights and police lights are extremely realistic, as well as the smoke and tyre marks that the cars deposit.

As with the previous NFS releases we have been spoiled with cool sound tracks and above average sound effects. NFS3 doesn't let us down here either with the choice of techno or rock soundtracks available for your listening pleasure. There are also plenty of tyre screeching, hooters blowing and of course Police harassing you to pull over. The Police even have different accents for each of the tracks, a nice touch that could easily have been overlooked.

NFS3 has support for the analog controllers and steering wheels on the market and is highly recommended for easier control. The 8 sports cars handle according to stats but seem to accelerate sluggishly and are heavy in the cornering. This is a minor oversight and it doesn't detract from the exciting racing that unfolds once you hit high speeds.

I have seen many racing sims suffer from the 'lifespan syndrome' that seem to find there way into the nearest cupboard after two days. NFS3 doesn't suffer here with five playing modes that will keep you coming back month after month. Single player, tournament, and practice mode are self-explanatory and are not the highlight of the gameplay. The remaining two modes Knockout and Hot Pursuit are definite winners in the playability stakes and are tremendous fun to play. Knockout starts on the first track with eight drivers and the last placed finisher is eliminated after completion of each track. It gets pretty hairy around the last three tracks and is extremely difficult to complete on expert mode. The most fun and playable is without a doubt Hot Pursuit which pits you against another sports car, one on one. Well not exactly one on one, more like twenty on one, with the traffic and punishing long arm of the law always present to slap you in jail. The AI is at times a little too clever, especially when you are chased by four police cars hell bent on stopping you. The Police have all the tricks up their sleeves and are quite adept at high speed chases, roadblocks and my personal favourite the tyre spike roadblock. There is something about breaking the law that just keeps you coming back for more until you finally have them beat. This adds to the continuity of the product and will definitely keep NFS3 around my Playstation for along time.

All the standard features of the NFS range are still within the product, although they are more polished and better presented. The best of these features comes from the showcase on the vehicles within the game and the history that surrounds them as well as helpful hints on how to master the eight tracks supplied. The tracks are well designed and are quite lengthy to say the least giving you ample time to make up for past mistakes. The normal array of sports cars is available with the pick of the bunch coming from the Ferrari and Lamborghini stables.

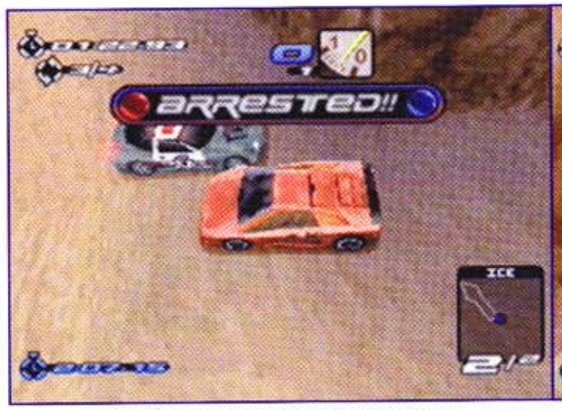
The game has some other nice touches such as day and night racing, multiple weather conditions, multiple difficulty levels, split screen multiplayer, arcade/simulation modes and TV style replays that are well known in the NFS series.

Something that also comes in handy is the option to change between MPH and KPH, helping us South Africans fathom out the correct speeds of these beast at our fingertips.

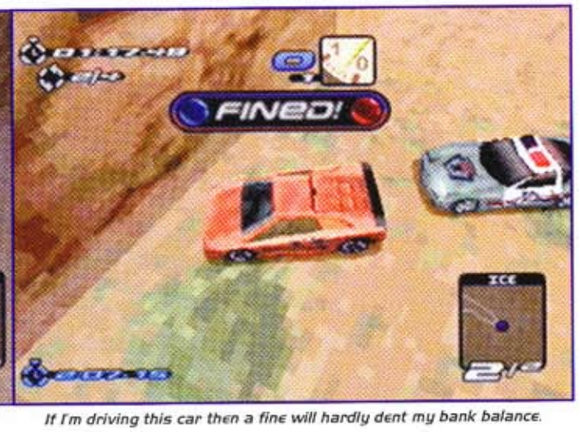
Now all these features deserve something extra and EA have not disappointed with three bonus cars and six hidden tracks available as reward for completing certain stages or the easier route of typing in a cheat code (typical :Ed). I especially enjoyed 'El Nino' the super fast bonus car and the 'Space Race' track that has you racing on a space station with some kewl scenery.

All I can say is well done to Electronic Arts for restoring the faith we had lost in Need for Speed. The title is above average in all the departments and makes for some truly exciting gameplay.

StOrM

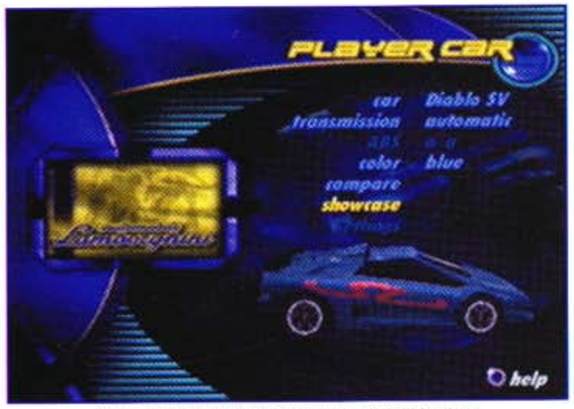


This setting reminds me of the MI Johannesburg.

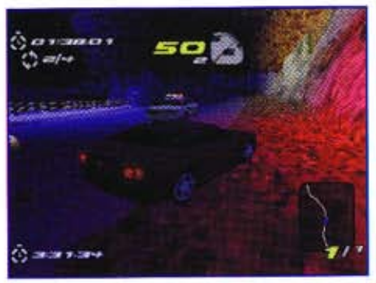


If I'm driving this car then a fine will hardly dent my bank balance.

REVIEWS UNDER FIRE



You need your pilots license for a spin in this plane.



SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Multiple game modes and awesome graphics help make this one of the true leaders in racing simulations. With tons of features that make this a good all-round package that has the ability to keep you playing for a long time.	87	84	81	NA	87	86	85

INTERNET: www.ea.com

NO OF PLAYERS: 1 - 2 PLAYER

MEMORY: 2 MEMORY BLOCKS

PRO'S and CON'S: + Great Fun, + Excellent Graphics, + Lots Of Extras; Non-Realistic - High Specs - Lacking Depth -

Reviews Under Fire

From Interplay Productions comes VR Powerboat Racing which was developed by their VR Sport division. The game tries to simulate the thrill and high-speed water racing of the Powerboat world and fails miserably. This came as a surprise since Interplay usually releases quality products.

Powerboat Racing presents the player with 6 different modes of play. Arcade, Head-To-Head, Challenge, Shoot-Out and Time trial. Championship mode is only available if you finish the Arcade section or enter a cheat code. To make each mode a bit more challenging VR Sport created 3 difficulty settings name Minnow, Pike and Barracuda. For each of these difficulty settings you can choose only the monohull class of powerboats, to get to the Catamarans you need to finish Arcade mode so you can get the Championship mode. Finally for each of these classes there are 8 boats that look similar just with different paint jobs. In Head-To-Head mode you can opt to race against a friend using a vertical or horizontal split screen. This is a lot more fun than racing the computer.

Enough about what you get in Powerboat Racing and on to what you don't get.

First thing that started to irritate me was the CD music which sound like something out of the ZX-Spectrum era, remember those tunes they use to play on that crappy little speaker. Luckily there is an option to turn the CD music off. I eventually decided to turn the CD music back on because the engine sounds were monotonous and putting me to sleep. The boats sounded like the lawnmowers my gardening service uses.

Graphically Powerboat Racing could have been worse and is probably the only good thing going for it. Boats dive into the water after going over ramps and the water appears transparent. Unfortunately the textures used to represent the wake and splashing of the powerboats looks awful and only seem to have a couple of frames worth that keep repeating over and over again. Come on guys a more realistic looking wake is not only possible but wouldn't have delayed the game that long.

The gameplay just plain sucks (can I use that word). The control is very basic and there is no option to customize the boats. When selecting a boat to race with they don't even tell you the differences between the eight. The racing lane is very narrow and I kept bumping into other boats not because I wanted to but because I had no other choice. The main problem I had with the tracks is that you can't see the stretch that lies in front of the next corner or how sharp the next corner is going to be.

VR Powerboat Racing fails to capture the thrill and excitement of the sports and Powerboat fans or Racing enthusiast should give this one a miss and try the multitude of other titles in this genre (racing). Money is hard earned and better spent on something else more entertaining.

DarkSeed

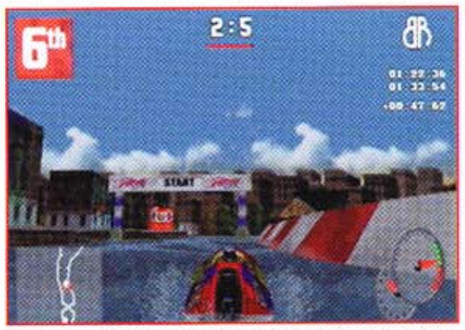
Racing Simulation *(boats)*

Developer: VR Sports

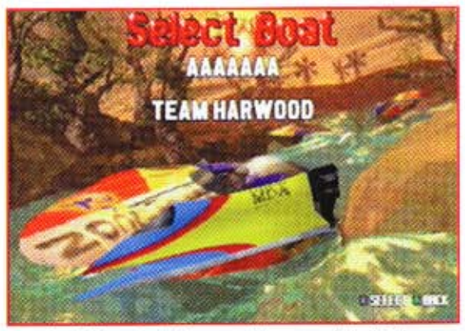
Publisher: Interplay

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 369.00

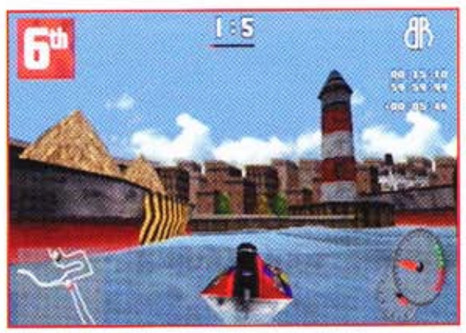
International Download Site
www.vrsports.com
Local Download Site *(PC Demo)*
www.gamesdomain.is.co.za
Size: 29.5 Mg



Trying to reach the finish can be more difficult than you think.



I wish boat selection was this easy at the Vaal.



Trust my engine to cut out now. Caltex please.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
What can I say? VR Powerboat racing has absolutely no depth to the gameplay and offers sound that could have come from a old ZX-Spectrum game. If you decide to buy this game do so with caution, the gameplay gets old FAST! VR Sports should have spent more time to add extra features that would have appealed to Powerboat Fans.	70	42	67	NA	65	56	60

INTERNET: www.vrsports.com

NO OF PLAYERS: 1-2 PLAYER

MEMORY: 1-6 MEMORY BLOCKS

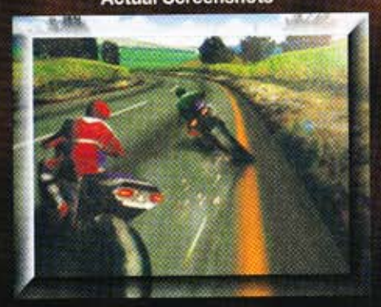
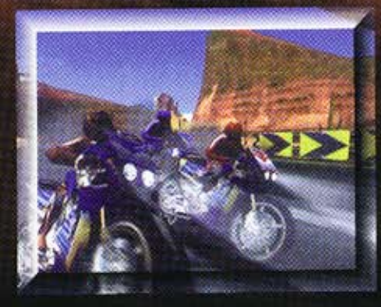
PRO'S and CON'S: + Multi-Player + Still Thinking..... Sounds Are Monotonous - Tracks Too Narrow - Absolutely No Depth -

CRANK iT UP...

- 6 unique racing environments including 10 challenging and detailed tracks
- Choose from 8 superbikes (plus secret bonus bikes) and 16 male and female characters
- Dynamic real world bike physics and a plethora of visual effects
- 8 players via IPX network play, TCP/IP internet play and modem with multi-player via serial connection
- Option to edit your own bikes and tracks

Redline Racer

Actual Screenshots

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CLUELESS

Tips, Cheats and Tactics

StarCraft

TERRAN STRATEGY GUIDE

***Soul Assassin** dons his military outfit and dusts off his R-5 for his first instalment of his three part saga.*

Welcome to the art of warfare Blizzard style. No other game since Warcraft has captured the imagination of the PC strategist like StarCraft, which has set itself as the new de-facto standard for strategy games.

To... All Commanders In Training

Cc...

Subject: CLASSIFIED - Terran Strategy Briefing

Note that the following tactical briefing is CLASSIFIED and all Terran Commanders should known it by heart if they wish to be victorious. Study, learn and conquer.

We Terran's have survived for countless eons exploring and conquering space and since the beginning of time we have not faced a foe that could best us. Now we are thrown into a conflict where not one but two alien races have but one goal, our total destruction. We are not as technologically advanced as the Protoss or genetically engineered for killing like the Zerg, but where we excel is mobile warfare. Hit fast, hit hard and withdraw before the enemy even has a chance to react. Our military units are cheap and pack a decent punch that even the mighty Protoss will cringe from. Over the eons since we left Earth our scientists have had the chance to develop technology that stands on par with even the most advanced races in the universe. Under the Black-Ops research projects we have developed cloaking technology and trained personnel with ESP abilities. All of this will be made available to you to insure the continued existence of our race and no alien must prevail. In this our most desperate hour you must make and break alliances as necessary but at the end of the day you must make sure that we are the victors and the only survivors left standing on the battlefield.

You have undoubtedly read the manual you received once you entered the Commander Training facility, this details all the abilities of different units and structures. Instead of dwelling on information you already have at hand we will be briefing you on different strategies for these units and buildings.

Good Luck!

Chief General Of Military Forces (Presidential Advisor)

Nuclear Silo

If properly used nuclear missiles can be the Terran's most effective offensive weapon. I usually have a minimum of two Command Centers with nukes on them. Having more than that is always better and gives you the ability to send nuke after nuke at the enemy's defenses forcing him to rebuild it all the time.

Hit Points: 600
Cost: 100 crystals/ 100 gas
Special Abilities: Build one nuclear missile (200 crystals 200 gas 8 supply)

Refinery

Never ever put more than 4 SCVs on a Refinery doing so will be a waste. Extra SCVs are better put to use mining crystals.

Hit Points: 750
Cost: 100 crystals/ 0 gas
Special Abilities: None

Command Centre

Build Command Center's everywhere you find minerals, this will enable your SCV's to mine faster while denying your enemy access to these valuable resources. Make sure that all of your Command centers are protected. You don't need to build a whole base around one just some defenses so it will be protected from guerilla type attacks. Be careful not to allow a Zerg Queen near your Command Center, they have the ability to infest them and produce mutated marines.

Hit Points: 1,500
Cost: 400 crystals/ 0 gas
Special Abilities: Supplies provided: 10
Build Comsat Station Requires Academy
Build Nuclear Silo Requires Science Vessel with attached Covert Ops

ComSat Station

ComSat are not only useful to reveal shrouded areas of the map, but also a good way to keep track of enemy progression and force size. Revealing cloaked units is probably its biggest asset. When your units are being attacked by cloaked units use the ComSat to reveal them so your units can attack back not just stand idly by while they are slaughtered.

Hit Points: 500
Cost: 50 crystals/ 50 gas
Special Abilities: Scanner Sweep (detects cloaked units)

Supply Depot

Build lots of them, even more than you require. Although you can only support up to 200 units make sure you have a couple of extra Supply Depots just in case a couple get destroyed, otherwise you have build more when in the heat of battle.

Hit Points: 500
Cost: 100 crystals/ 0 gas
Special Abilities: Provides 8 Supplies

Barracks

Build a Barracks early on and start pumping out Marines to protect your base from rush attacks. Forget about Firebats, Marines cost less and can withstand almost the same amount of damage. Make sure that your Barracks is sufficiently protected especially against rush tactics. It is always a good idea to have more than one Barracks this enables you to train units faster and when one is destroyed you have a backup in operation.

Hit Points: 1000
Cost: 150 crystals/ 0 gas
Requires: Command Center
Special Abilities: Train Marine
Train Firebat Requires Academy
Train Ghost Requires Science Facility with attached Covert Ops

Bunker

The bunker is probably the best defense structure the Terrans have at their fingertips. Build them early on and fill them with marines, Firebats is also an option but I think Marines work better. This is the only way to survive early rush tactics and make your opponent think twice before he attacks again. Bunkers are also useful for protecting SCVs from direct attack, just stash them in Bunkers when they are at risk. Bunkers are also great for protecting Ghosts.

Hit Points: 350
Cost: 100 crystals/ 0 gas
Requires: Barracks
Special Abilities: Protects Marines, Firebats, Ghosts and SCVs

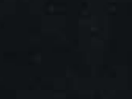
Missile Turret

Build lots and build them close to barracks with a healthy number spread throughout your base. The main advantage of Missile Turrets are not they're ability to defend against air attacks but their ability to sense cloaked units. Have SCV standing nearby to repair them when they take damage in an attack.

Hit Points: 200
Cost: 100 crystals/ 0 gas
Requires: Engineering Bay
Special Abilities: Longbolt Missile, 20 damage. Ability to detect cloaked units with sensor array.

Academy

An Academy has two options for research. The first increases your marines attack range, which is essential for an early defense. You will be able to get the first shot in which could make the difference between life and death. Secondly you can research Stimpacks. They allow your Marines and Firebats to do more damage but at the cost of 10 hit points per use. Stimpacks are definitely only for VERY desperate situations and careless use will do more good than harm. I usually only use Stimpacks when I know my Marines are going to die just to get in that little bit of extra damage.



Hit Points: 600
Cost: 125 crystals/ 0 gas
Requires: Barracks
Special Abilities: Research U-238 Shells (150crystals 150gas)
Research Stim Pack Tech (100crystals 100gas)

Engineering Bay

Engineering Bays research advanced levels of weapons and armour for Marines, Firebats and Ghosts. You should build this structure early on to enable you to build missile turrets which should form a sizeable chunk of your defense perimeter.

Hit Points: 600
Cost: 200 crystals/ 0 gas
Requires: Barracks
Special Abilities: Upgrade Infantry Weapons
level 1 100c 100g
level 2 175c 175g Requires Science Facility
level 3 250c 250g
Upgrade Infantry Armor
level 1 100c 100g
level 2 175c 175g Requires Science Facility
level 3 250c 250g

Factory

Essentially the same as the Barracks but instead of training human units a Factory builds vechiles. This is another structure that must be protected at all times and having more than one is also a good idea just incase one gets destroyed. To build Siege Tanks the Machine Shop add-on will have to be built. To build Goliaths an Armory is required.

Hit Points: 1250
Cost: 200 crystals/ 100 gas
Requires: Barracks
Special Abilities: Build Machine Shop
Build Vulture
Build Goliath Requires Machine Shop, Armory
Build Siege Tank Requires Machine Shop

Machine Shop

Machine Shops enable you to research advanced technology for Vultures and Siege Tanks. The Siege ability is priority you can upgrade the advanced engines and spider mines for vultures as time and resources allow. With the Siege ability you tanks will be able to "plant" themselves. In this mode they can do more damage.

Hit Points: 750
Cost: 50 crystals/5 0 gas
Requires: Factory
Special Abilities: Research Ion Thrusters 100crystal 100g as
Research Spider Mines 150crystal 150gas
Research Siege Tech 150crystal 150gas

Star Port

The Start Port produces air units like the Dropship, Wraith, Battleship and Science Vessel. Build a couple of these to replenish lost air units fast because some of these units can take quite a while to build. If an air attack is one of the major strategies you use I recommend building at least 4, otherwise 2 will be enough.

Hit Points: 1300
Cost: 200 crystals/ 150 gas
Requires: Factory
Special Abilities: Build Control Tower
Build Wraith
Build Dropship Requires attached Control Tower
Build Science Vessel Requires attached Control Tower, Science Facility
Build Battlecruiser Requires attached Control Tower, Science Facility with attached Physics Lab

Control Tower

A Control Tower should be built as soon as you have finished a Star Port, with it you will be able to research the Wraiths cloaking ability. I cannot stress the importance of researching the Wraiths advanced abilities, without them Wraiths are sitting ducks.

Hit Points: 500
Cost: 100 crystals/ 50 gas
Requires: Factory
Special Abilities: Research Cloaking Field 150c 150g
Research Apollo Reactor 150c 150g

Armory

The Armory is the upgrade facility to for all vehicles and air units. These should be research as soon as you have enough resources. With them you will able to do more damage and sustain more damage before dying. The upgrades on the Academy can take a good couple of minutes and it is in your best interest to build two of them. A lot of players will do upgrades on as many as 3 Acadamies at a time. This allows you to achieve fully upgraded units before your opponent.

Hit Points: 750
Cost: 100 crystals/5 0 gas
Requires: Factory
Special Abilities: **Upgrade Vehicle Weapons**
Level 1 100c 100g
Level 2 175c 175g Requires Science Facility
Level 3 250c 250g
Upgrade Vehicle Plating
Level 1 100c 100g
Level 2 175c 175g Requires Science Facility
Level 3 250c 250g
Upgrade Ship Weapons
Level 1 100c 100g
Level 2 150c 150g Requires Science Facility
Level 3 200c 200g
Upgrade Ship Plating
Level 1 150c 150g
Level 2 225c 225g Requires Science Facility
Level 3 300c 300g

Science Facility

Science Facilities are required to research special abilities for your Science Vessels and with the appropriate add-ons to produce Nuclear Silos and Ghosts.

Hit Points: 850
Cost: 150 crystals/ 200 gas
Requires: Starport
Special Abilities: Build Covert Ops — Research EMP Shockwave 200c 200g
Build Physics Lab — Research EMP Shockwave 200c 200g

TERRAN STRATEGY GUIDE

Physics Lab
The Physics Lab is available as an upgrade to the Science Facility allowing the construction of BattleCruisers and its upgrades.

Hit Points: 600
Cost: 50 crystals/50 gas
Requires: Science Facility
Special Abilities: Research Yamato Gun 200c 200g
Research Colossus Reactor 150c 150g

Covert Ops
Covert Ops allows you to build a Nuclear Silo sile and research upgrades for Ghosts.

Hit Points: 750
Cost: crystals/ 50 gas
Requires: Science Facility
Special Abilities: Research Lockdown 200m 200g
Research Personal Cloaking 100m 100g
Research Ocular Implants 100m 100g
Research Moebius Reactor 150m 150g

Military Units

SCV
SCVs are the backbone of your army so make sure to keep a couple spare just in case you lose your Command Centers and can't build anymore. 30 is a good number for doing all your mining and building needs. Whenever some deplete a mining resource send them on to the next.

Hitpoints: 60
Cost: 50 crystals/0 Gas/1 Supply
Weapon Strength: Fusion Cutter/5, +1 per upgrade
Armour Strength: Infantry Armor/0, +1 per upgrade
Special Ability: Repairing Mechanized Units and Buildings

Marines
Marines will be your main defensive units in the beginning of a battle. Build a couple of bunkers at a choke point and fill them with Marines. They are weak and are very cheap, but they can pack a punch when used in numbers. Never use Marines as the main part of attack force, they will die by the numbers and achieve very little. The reason Marines are great for defense is their ability to shoot a ground and air units (even when in Bunkers). Their Stim pack ability should be used with care and only when the odds are against them. Every time you use a Stim pack it will reduce your Marines hit points by 10. Keep Marines away from hostile vehicles and air units when they are not in Bunkers.

Hitpoints: 40
Cost: 50 crystals/0 Gas/1 Supply
Weapon Strength: Gauss Rifle/6, +1 per upgrade
Armour Strength: Infantry Armor/0, +1 per upgrade
Special Ability/Ct: Stim pack/-10 HP

Firebats
Firebats are fairly useless due to their specialized nature. They inflict more damage than Marines but cost more to train. Their only good point is that they inflict splash damage, which can be very useful against rushes from Zerglings and Zealots. Firebats can not fire at air-units and do little damage to vehicles, because of this we recommend that you rather train Marines who are better suited for an all round defense. Only build Firebats if you expect to see a lot of flesh and bone type attackers. Like Marines, Firebats also have the ability to use Stim packs and the same care should be taken as you would with Marines.

Hitpoints: 50
Cost: 50 crystals/25 Gas/1 Supply
Weapon Strength: Flamethrower/16, +2 per upgrade
Armour Strength: Infantry Armor/0, +1 per upgrade
Special Ability/Ct: Stim pack/-10 HP

Ghost
Ghost is our most versatile unit with its cloaking ability. They are good for scouting areas for resources and getting close to an enemy's base without being detected. A Ghosts greatest asset is the ability to deliver Nuclear Missiles right onto the doorstep of your enemy. Send as many Nuclear missiles at them as possible which forces them to rebuild their defense the whole time, thus draining resources away that could have been used for combat units. Ghosts should be weary of defense tower and mobile units with advanced sensor arrays like the Terran Science Vessel, Protoss Observer and the Zerg Overlord. These units will be able to spot a Ghost even when cloaked. When you have a Ghost delivering spotting for a Nuclear missile make sure to keep him out of the blast area, a lot of Commanders lose their Ghosts due to this oversight.

Hitpoints: 45
Cost: 2 5 crystals/75 Gas/1 Supply
Weapon Strength: C-10 Canister Rifle/10, +1 per upgrade
Armour Strength: Infantry Armor/0, +1 per upgrade
Special Ability/Power Cost: Personal Cloaking/25 (+1 a sec while in use)
Lockdown/100
Nuclear Strike

Cloak
Always turn cloaking on when you send a Ghost out of your base. They are weak units and can be killed easily when spotted.
Energy Capacity
This will enable your Ghosts to stay cloaked for longer periods of time. This feature comes in handy on larger maps where you must move your Ghosts undetected for greater distances.
Lockdown
Lockdown is very useful to destroy single units that may be scattered on the map. Use Lockdown on them and then bring in some cloaked Wraiths to destroy the locked down unit. This upgrade is especially useful against the Protoss Battleships and Zerg Ultralisks.
Ocular Implants
Always upgrade to Ocular Implants before you send a Ghost out to deliver a nuke. This will put him well within site range of towers before they spot him.

Vultures
Vultures are fast, do medium damage, and are best suited for scouting and hit & run tactics. Their fragmentation grenades do devastating amounts of damage against personnel but are ineffective against armoured vehicles. The Ion Thruster upgrade make them even faster and with it they can outrun almost any enemy unit should the need arise. If you find an enemy mining resources on part of the battlefield without any defenses send in a couple of these boys to eliminate their workers, get out and be gone before your opponent has a chance to respond.

Hitpoints: 80
Cost: 75 crystals/0 Gas/2 Supply
Weapon Strength: Fragmentation Grenade 20, +2 per upgrade
Armour Strength: Vehicle Plating 0, +1 per upgrade
Special Ability: 3 Spider Mines

Spider Mines
Spider Mines can be useful if placed at strategic choke points on a map. They will provide an early warning system when enemy units approach, in addition the surrounding of the mine will be displayed fulfilling the role of a stationary scout as well. The mines bury themselves into the ground becoming totally invisible to enemy units, but be warned that units with advanced sensor arrays can spot Spider Mines. Unfortunately Spider Mines are not infallible, they will not attack any unit that hovers above ground like SCVs, Zerg Drones, Protoss Probes, Vultures and Archons.
Should you succeed in making your way into an enemy's base place a couple before their production facilities like the Zerg Hive, Protoss Gateway and Robotics Facility. By doings so all new units coming out of these will be attacked.

Hitpoints: 20
Weapon Strength: Spider Mine/125
Special Ability: Undetectable by units without an advanced sensor array

Goliaths
Goliath's are best used for a mobile internal base defense and performing as a support unit. They are very effective against air units and fair against ground units (doing only marginally more damage than a Marine). This makes them the perfect supplement to your Bunkers and Missile Turrets. If the enemy clears a path through your defenses have the Goliath's intercept them and keep them busy while you bring your stronger units to bear. Goliath's make excellent support units for Siege Tanks since they are vulnerable to air attacks and it has Hellfire missiles.

Hitpoints: 125
Cost: 100 crystals/50 Gas/2 Supply
Weapon Strength: Twin Autocannons 10, +1 per upgrade
Hellfire Missiles 20, +2 per upgrade (explosive)
Armour Strength: Vehicle Plating 1, +1 per upgrade
Special Ability: None

Siege Tank
Siege Tanks have one of the most powerful attacks available. In the beginning they do not do a significant amount of damage, but as soon as you research Siege Tech they become killing machines of note. When deployed in Siege Mode they can take out almost any ground unit with two shots. Due to their slow fire rate when in Siege Mode they are best used in groups of 4 or more. Siege Tanks are vulnerable to air attacks and therefore will always need some support units like Wraiths or Goliaths. Throw a Science Vessel into this mix and you can even kill cloaked units. A Science Vessel is also good for spotting enemy units since the Siege Tank can shoot further than it can see.
Another role where Siege Tanks excel is as base defense vehicle, place a them next to bunkers and turret and your enemy will think twice before he will try and breach your defenses.

Hitpoints: 150
Cost: 150 crystals/100 Gas/2 Supply
Weapon Strength: Arclite Cannon 30, +3 per upgrade (explosive)
Arclite Shock Cannon 70, +5 per upgrade (explosive, splash)
Armour Strength: Vehicle Plating 1, +1 per upgrade
Special Ability: Siege Mode/Tank mode

Dropships
Dropships are essential on maps where there are no direct land routes to some resources (eg. A map with lots of islands) and for moving SCVs from resource to resource on other maps. In this manor you can have a limited number of SCVs that mine a resource till it is depleted and then move them onto the next resource rich point. The Dropship is very handy for getting SCVs to those out of reach resource areas that do not have direct land access. We have also found them to be successful in delivering Ghosts close to their intended target for a nuclear strike. Obviously you would have to scout the area first to make sure no anti-air turrets are near the vicinity of the drop point. Dropships have decent armour but lack speed making it only useful for transporting units that are slower like Siege Tanks.

Hitpoints: 150
Cost: 100 crystals/100 Gas/2 Supply
Armour Strength: Ship Plating 1, +1 per upgrade
Special Ability: Pickup/Drop units

Wraiths
Wraiths perform as your all-round air unit, having the capability to fire at air and ground forces. They are expensive but well worth the price considering their cloaking ability once it has been researched, without it they are overpriced and will be annihilated quickly by opposing air-units. A good tatic for Wraiths is to send in ground forces to eliminate all units and structures that have the ability to sense cloaked units and then send in Wraiths to do the real damage while cloaked. First thing you must upgrade after cloaking is the Apollo Reactor which enables the Wraith to cloak for longer periods of time.

Hitpoints: 120
Cost: 200 crystals/100 Gas/2 Supply
Weapon Strength: Gemini Missiles 15, +2 per upgrade (explosive)
Burst Lasers 8, +1 per upgrade
Armour Strength: Ship Plating 1, +1 per upgrade
Special Ability: Personal Cloaking/25 (+1 per second while in use)

Science Vessel
Science Vessels might not form the bulk of your force but you should at least have two. This unit is invaluable for its ability to spot cloaked units. It cannot directly attack any units and therefore should be well within the confines of your base or be escorted by some of your best units. Make sure to keep it out of harms way, replacing it can leave a big gap in your resources.

Hitpoints: 200
Cost: 25 crystals/300 Gas/2 Supply
Armour Strength: Ship Plating 1, +1 per upgrade
Special Ability/Ct: Defensive Matrix 100
EMP Shockwave 100
Irradiate 75
Advanced Sensor Array

Defense Matrix
Instantly put a 250-strength shield on any unit. This ability is best used to protect Ghost as they reckon around an enemy's base, on BattleCruiser due to their slow speed and Siege Tank since they are vulnerable to air attack. Should you find your Science Vessels under fire have them cast it on each other.
EMP Shockwave
EMP Shockwave is best suited for use against other Terran units or the Protoss. It will totally drain all power from any unit in its blast radius. EMP Shockwave will even cancel shield on Archons and Protoss building. A definite must if you will be facing any Protoss opponents.
Irradiate
While EMP Shockwave is good against Terran and Protoss units but essentialy useless against the Zerg, Irradiate is just the opposite. It will "Irradiate" units within its noxious gas cloud. Once these units have been irradiated they will take damage gradually over time up to a maximum of 300. Since the ability is only able to effect flesh & bone type units it is only a necessity against Zerg forces.

BattleCruiser
BattleCruisers are very expensive and have very limited role in warfare. Once the Yamato gun has been researched they become a good option for taking out base defenses, just make sure you have a lot of support units around them. They have good armour but can easily be taken out by a couple of other air units if it goes cruising along the battlefield by its lonesome self. A good tactic is to take them near the outer defenses of an opponent, fire the Yamato gun and move them back to safety while it recharges.

Hitpoints: 500
Cost: 400 crystals/300 Gas/8 Supply
Weapon Strength: ATA Laser Battery 25, +3 per upgrade
ATS Laser Battery 25, +3 per upgrade
Armour Strength: Ship Plating 1, +1 per upgrade
Special Ability/Ct: Yamato Gun, 150 energy

GENERAL STRATEGIES

Information in this section applies to everyone no matter race, creed or colour. If you do not follow these strategies be sure your opponent will. War is after all unfair and ruthless there are no rules and the one with the best strategy will always be the winner in the end.

Every commander should know the battlefield. Open up all of the maps in the editor and study them to find weaknesses and advantages to your style of play. Learn where all the starting points are, this will give you a good estimate of where the enemy and resources are, saving your valuable time.

Mine, mine, mine and mine some more. I can not stress this point enough, the player who has the most resources at the end of a game will most likely win. Someone who mines the most and expands his mining operation beyond his base will control a larger area of the map while at the same time denying his opponent access to these resources. I have seen some 2 player games where one of the players had 30,000 resources in reserve and controlled 80% of the map.

Never keep your eggs in one basket. As in any strategy game EXPAND! Have a couple of bases and more than one of each building. Space the buildings out, building similar structures right next to each other is dangerous. There is nothing worse than when an opponent totally obliterates your main base and you have no structures elsewhere to build units. In the same vain, never group/bunch units together on one spot of the map. I learned

TERRAN STRATEGY GUIDE

this the hard way, one Nuclear missile will wipe out the whole lot which will probably leave you defenseless and very vulnerable to attack. Believe me this can give you gray hairs and I almost had a heart attack when I saw my whole army obliterated in 5 seconds.

The very first thing you should start working on when a game starts is your defense, especially on battle.net. Chances are that the other players will start rushing you as soon as possible. In conjunction to building a defense you should start harassing the other players. Keep a steady attack flow going until you have a big main force to do the serious damage. This way your opponent will have to keep defending and replacing lost units and buildings. Just make sure you have a lot of resources, more than your opponent.

One of the best tactics to use before you send in your main force is to create a diversion, attack on one flank with a small army, wait till your opponent sends the majority of his troops to counter and then bring in your main force from the opposite flank.

One problem I have seen with a lot of players is that they build a main force and attack their opponents. Nothing wrong with that, but what they don't do is replace units as they are lost. A lot of players wait till their whole main force is destroyed before they start to replenish their army. This can leave you very vulnerable if your opponent still has an army left to bring to your base. Start building new units as soon as some are lost.

BEGINNING & DEFENSIVE TACTICS

This is one of the many tactics that can be used by Terran Commanders, it is in no way the best (as there will always be a better way) but the most effective we here at 'New Age Gaming' use.

You start off with 4 SCVs and a Command Center and the first thing you should build is more SCVs till you have about 6 gathering minerals and then put your 7th one on to the task of building a barracks. Use your 8th SCV to build a couple of bunkers and start filling them with Marines. This provides an excellent defense against rush tactics just incase your opponent is an eager beaver and only interested in a quick game. When you have a Refinery going replace one of the Marines in the bunker with a Firebat. This offers the best overall protection.

After this is done you can start expanding to other resource areas by sending SCVs to them and building command centers at the locations. Start

pumping out SCVs to mine there, about 7 should be fine, just have one of them build a bunker and send marines from your main base to fill it. Alternatively you could build a barracks there and start a couple of independent bases (Costly but very effective).

After you have established your initial defense structure you can go back to advancing up the tech tree and building up your army. Just remember to keep expanding your 'base' of resource mining. Your opponent must have little or no chance to mine on the majority of resource areas. A good way to detect if one of your opponents want to mine a certain resource is to put a Marine at all the resource locations. If he gets attacked send in a small force to whoop some butt and deny that resource to your opponent.

OFFENSIVE TACTIC

A good strategy is to camp just outside your enemy's base with a couple of Siege Tanks, Goliaths, Wraiths and Ghosts. 5 Siege Tanks, 3 Goliaths, 3 Wraiths and 1 Ghosts make a good number. It is very important that you bring along a Science Vessel as well, just incase you run into some cloaked units. Once you found a good camping spot bring a SCV to build a couple of turrets and place the whole escorting armada smack bang in the middle. The camping spot should be very close to your opponents but not within firing rang of his defense. Put your Siege Tanks in to siege mode and send out a Ghost to start nuking his outer perimeter. Eventually he will send out forces that will come looking for the Ghost that is nuking his base. Just direct him to your camping spot, his units should be totally obliterated. If he send in some cloaked units your turrets and Science Vessel will sense them. Have your SCV repair any units that get damaged. After the second nuke on his perimeter have your SCV build a corridor straight into his base with turrets and move your units in slowly but surely and keep your tanks in siege mode when they stop. Keep repeating this procedure, nuke, build more turrets closer and move up your vehicles. For this tactic to work you will need at least two Nuclear Silos that build warheads the whole time. Expensive but very effective.

Eventually you will make it into the middle of his base, then start taking out building with the Siege Tanks.

This tactic drains an opponent of resources FAST, he will continually try to rebuild his defenses and attack your camping spot. If done properly he should hardly do any damage to your units.

That's it for the Terrans. Next month we get Soul's infiltration of the Protoss.

STARCRAFT

Single Player Cheats (must all be in lower caps)

staying alive
Typing this in will remove all victory conditions from a game so it can go on forever.
game over man
Use it when you do not want to win a particular scenario, it will end the game immediately with you being defeated.
there is no cow level
Use it to win the mission and continue on to the next. (Good for when you lose your save games).
whats mine is mine
Adds 500 crystals to you supply
breathe deep
Adds 500 Vespene Gas to your reserve
something for nothing
Gives you the upgrades for weapons, armour and more
cheap sheep wall
Reveals the the whole map and removes the fog of war effect
medieval man
All upgrades cost nothing
modify the phase variance
Disables the tech structure allowing you to build any building without meeting its building requirements
war aint what it use to be
Removes the fog of war over areas that have been explored
food for thought
Removes the 200 unit restriction imposed by supply units like Supply Depot, Overlord and Pylons.
ophelia
Skip to any campaign mission using the species name and then the mission number eg. *zerg3*
show me the money
Adds 10,000 crystals and gas to your resource supply
power overwhelming
Gives all your units and structures invulnerability, meaning they can't be killed
operation cwal
Decreases the amount of time required to build units and structures. Upgrades appear immediately when researche.
the gathering
Gives all units that use power an unlimted supply that never drains. Note that enemy units will be given this ability as well
noglues
Disables all your enemies special abilities. Works well with *the gathering*.

CLUELESS

Tips, Cheats and Tactics

PLAYSTATION CHEATS

Ace Combat 2

Music test:
Complete the game with a rank higher than First Lieutenant. A selection for music player mode will appear in the options menu. Any of the 28 music tracks on the game disc may be played. Press L1 or L2 to jump to the next track, R1 or R2 to jump to the previous track, Circle to select a track, Select to toggle the screen, and Square, Triangle, or X to quit.
Free mission mode:
Complete the Kingpin mission. A "Free Mission" option that allows any mission to be played will appear at the opening menu.
View all aircraft:
Complete the game with a rank of General. A new option will allow all aircraft to be viewed.
Lock replay view:
Hold Square during a replay to lock the camera.
Alternate mission map view:
Highlight the "Mission" option on the mission selection screen, and press Select. Three new viewing angles may be selected.
Display rear view of Sony analog controller:
Press Select at the control configuration screen.

Croc: TLoG

Level Select:
Enter the password **Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right** to open up all levels.

Mortal Kombat Mythologies

Mission 2 - THWMSB
Mission 3 - CNSZDG
Mission 4 - ZVRKDM
Mission 5 - JYPPHD
Mission 6 - RGTKCS
Mission 7 - QFTLWN
Mission 8 - XJKNZT
Enter the passwords at the password entry screen in the options menu for the desired effect.
1000 Lives - **GTTBHR**
10 Urns of Vitality - **NXCVSZ**
Credits - **CRVDTS**
Experience and level skip- **ZCHRRY**
Will start you on level eight with 20,000 experience points. Press and hold in either buttons L1 and R1 when dying will warp you to Quan Chi or Shinnock.

Cool Boarders 2

Secret characters and more:
Its easy to unlock secrets in Cool Boarders 2, all you have to do is your best. More specifically execute all of the moves in master mode, finish first in mirror mode, break all of records in freestyle mode. You will be rewarded with secret boards, tracks, and characters. Even an alien named Gray who rides a hover board!
Change into some new cloths:
New uniforms: (at main screen) down, R1, up, R1, down, R2, up, R2, up, up, R1, down, down, R2 then wait tell you hear someone say "hear we go" then press R1, R2

Need For Speed III

El Nino Car: **ROCKET**
All regular cars and tracks: **SPOILT**
The Room track: **PLAYTM**
Caverns track: **XCAV8**
Auto Cross track: **XCNTRY**
Space Station track: **MNBEAM**
Underwater track: **GLDFSH**
Empire City track: **MCITYZ**
Jaguar XJR: **1JAGX**
Mercades Benz: **AMGMRC**

PC CHEATS

Lords of Magic

CNTL \ (Control - backslash)
brings up the cheat dialog -- then type:
jackpot - gives you 200 gold, crystal and ale.
marathon - gives 1000 movement points to the selected party.
puff - gives you a dragon!
hocuspocus - grants you all spell knowledge, and gives 1000 mana to the selected party.

FIFA Soccer '98

In the Player Edit screen, change any player name to these names and a Special Options box should appear:

eat rocks - Big Head Mode
johnny atomic - Take A Dive
dohdohdoh - Crazy Ball
urlofus - Invisible Walls
xplay - Hot Potato
footy - Silly Moves

Myth: The Fallen Lords

To select any level Myth:
Hold the spacebar down while selecting the "new game" option. Press CTRL and "+" (Plus Sign) for instant win!

I-WAR

In the player history screen type **DARKGOAT** to enable cheat mode.
In the player history screen:
Left-Shift B/space Add selected mission to history
Left-Shift = Toggle outcome of selected mission
Left-Shift 0 Access all missions
During gameplay:
Left-Shift P PCX image file to PSG\RESOURCE\ART\SCREENS
Left-Shift M Continuous stream of PCXs (will fill up your hard disk!)
Left-Shift 8 Jump to vicinity of target
Left-Shift 9 Match velocity with target
Left-Shift 0 Explode targeted ship
Left-Shift I Player invulnerable
Left-Shift W Force mission win

Carmageddon (Commercial Version)

On the race/car selection screen type :
KEVWOZEAR - this unlocks all races/all cars/all car upgrades
JOYRIDER - at the network race-type selection screen for all cars for network play. You need to select 'all' cars in the options screen to use them. Works with manual/random car selection.

Interstate '76

To move to Next Scenario:
Type **GETDOWN** while holding down **CTRL and SHIFT**. This will cause all of the cars in the scenario to attack you. You will die. So, make sure you load your car with things you can afford to lose. After you die, you continue to the next scenario, with all the things on your car (except armor and chassis) blown up.

Creative PC-DVD Encore Dxr2

For the better part of the '90's we heard hype about DVD and how it will revolutionize the computer industry with its 17 Gig storage capacity. PC-DVD drives made their appearance in '97 but few consumers actually opted to adopt this new technology and even today very few have adopted the technology. I know the reason I never bought one was because DVD was still in its infancy and had many problems still to work out. I have finally bought a Creative Labs PC-DVD Encore Dxr2 kit and can honestly say that I am impressed with their drive.

If you haven't heard about DVD you probably have been hiding under a rock for the last 5 years but I will explain it all to you. Digital Video Disc is hopefully going to be the next storage standard for the PC and will eventually replace the CD-ROM drives of today. Unlike a CD a DVD disc is double sided and has two data layers on each side and has more condensed data format giving it a total storage capacity of 17 Gigabyte.

Included with almost every DVD kit is a MPEG2 decoder board. It allows you to output the display to a TV and the sound to any AC-3 (Dolby Surround Sound) capable device. MPEG2 is video compression codec used to compress full motion video with almost no loss to the quality and is the standard codec for DVD. Image quality is comparable to that of DSTV that also uses MPEG2. The whole idea behind DVD was to bring high-resolution video to the desktop and replace the antiquated Laserdisc format for professional home entertainment. The DVD 'consortium' has succeeded in that regard and there are now more than 1000 titles available for PC-DVD and stand alone DVD players on the market. The new format makes advanced features available to film enthusiasts, giving them access to soundtracks in different languages as well as subtitles in different languages. A couple of more recent titles even give you the option to change the camera angle and view scenes that were cut from the final production. The Creative Labs PC-DVD Encore kit brings all this to your PC and a lot more.

The new drive reads data faster then the first generation drives giving a stable playback rate for video. Earlier drives had the reputation of not reading fast enough causing the image to stutter and skip frames.

The PC-DVD Dxr2 drive can also read CD-R, which the first generation drives had a problem with. Creative Labs has also bundled the Encore kit with a high quality MPEG2/AC-3 decoder which uses DynamicXtended resolution technology which makes the images sharper and clearer even at high resolutions.

Unfortunately the installation did not go without any hiccups. One thing comes to mind from when I installed this kit, it definitely isn't Plug & Play.

CREATIVE
PC-DVD
ENCORE
Dxr2

'If you are a film fanatic or just want the latest technology I would suggest that you get yourself the Creative Labs PC-DVD Encore kit.'

Firstly if you have Internet Explorer 4 installed you have to download new software to playback DVD titles otherwise the player will crash your system, secondly make sure you have the correct IDE drivers installed for your motherboard. I have 440LX chipset motherboard and the default Windows 95 IDE drivers refused to see the DVD drive, after I downloaded some updated drivers from my manufacturers web site everything worked fine. Windows 98 will take care of all these problems and then the DVD kit will truly be Plug & Play.

Creative Labs offered the movie 'Spawn' to me whilst I reviewed their DVD drive. Being a Sci-Fi fan I accepted and was surprised to see that Spawn would only be starting in our cinemas one week later. Definitely one of the pluses for DVD, you can get it before it comes out in the cinema.

Creative Labs DVD software is very user friendly but requires some fine tuning if you wish to see exceptional quality, it will even play old VCD and MPEG 1 titles from yesteryear.

DVD offers all this and so much more for the PC and the Creative Labs Dxr2 DVD kit is a step in the right direction. Spawn looked absolutely fabulous on my 21" monitor and gave an even sharper image than my Television. Included with the bundle is a DVD version of Wing Commander 4 and the cutscenes were equally impressive and I think gamers can expect to see a new era of full motion cutscenes in the future.

PC-DVD will shift gaming into a new era when more consumers adopt the technology. Just think of the possibilities when PC-DVD becomes a standard and phases out the ol' CD-ROM drive. No more interlaced low-resolution cutscenes and the developers have more space to store information and create games with more complex plot lines and bigger worlds to immerse us into.

Currently DVD-Games are scarce, so far I have only seen about 5 titles but the market will grow as more gamers adopt the technology.

Before DVD can replace the CD-ROM there are some thing that still have to be ironed out. The picture quality of subtitles and the menu system used for movie titles can be improved. I also think that they should build soundcard capabilities into the decoder board so you can have one extra slot for other add-ons.

If you are a film fanatic or just want the latest technology I would suggest that you get yourself the Creative Labs PC-DVD Encore kit. It is the most stable and one of the few second-generation drives on the market currently. If you want a DVD drive purely for gaming I would suggest you keep saving and wait till there are more developers supporting the DVD technology.

OVERALL RATING 85

R 2599.00 (RRP)
Creative Labs Africa
(011) 804-6555
www.sdc.co.za

CREATIVE BLASTER COBRA GAMEPAD (PC)

First Soundcard then CD-ROM drives, then Graphics Cards, then PC-DVD, then Speakers and now finally Gamepads. Creative Labs seem to be putting their hands in all the cookie jars lately. Creative Latest addition is the Blaster Gamepad Cobra. As we have come to expect from Creative Labs the Cobra is a quality product with new innovative features. The Cobra comes with 12 buttons that are fully programmable. Even the D-Pad can be programmed giving a total of 16 controls that can be programmed to emulate different keystrokes using the included keyboard emulation software it. Unlike some joysticks on the market that have confusing software for programming, the Creative Shorthand program is easy to use allowing you to setup configurations in minutes.

The Cobra can be set as a digital or analogue controller with just a flip of a switch on the bottom of the gamepad, due to this feature the Cobra can come in very handy for different types of games.
Usually I buy a controller based on the feel of it and the Cobra feels great in your hands. All the buttons are very accessible even for people with small hands and the rubber grip makes sure you have a solid grip on the controller.
One of the greatest advantages of the Cobra is that you can daisychain up to 4 controllers on one joystick port. Great for when you want to play a platform or racing game against friends or any other game that displays two or more players on the screen at the same time. Remember that a gamepad is not a replacement for the good old joystick but excels in platform and racing games. I am definitely gonna chuck my old (insert brand name here) gamepad and get me one of these.

OVERALL RATING 82

R 229.00 (RRP)
Creative Labs Africa
(011) 804-6555
www.sdc.co.za

PC TRIDENT PAD (PC)

Game controllers normally associated with consoles have recently taken PC by storm. Logic 3, better known for their cheaper range of joysticks, have now released a powerful range of hand controllers, namely the PC Trident Pad.
This controller is one of the best feeling units around with a rubberised material that makes up the entire controller. This gives you a secure grip combined with a good design that is ergonomic and comfortable to hold.
There are quite a few interesting additions to the Trident that catch a gamers fancy. An 8-way digital directional thumb controller that supports CH and Thrustmaster modes for the much needed throttle and rudder, as well as digital and analogue modes. The Trident also has a handy LCD display that keeps you aware of the mode settings, speed and auto button function, throttle and rudder telemetry.
A total of 9 buttons are available with one that fits as a trigger finger for those action games and shoot-em-ups, as well as two buttons in the top positions for extra choices.
I found a two dislikes with the Trident, one of which being the rigidness of the D-pad that almost looks out of place, and secondly the lack of any drivers and driver support. With such a full function controller surely drivers are a priority for ease of use and programmability.
Aside from these few problems I found the Trident to be a reliable and versatile controller. With a RRP of R 269.00 this controller should be considered if you in the market for one.

R 269.00 (RRP)
Gametronix
(011) 886-1792
www.gametronix.co.za

OVERALL RATING 78

PREDATOR LIGHT GUN (Playstation)

Finally got my hands on a Playstation Light-Gun, Logic 3's Predator to be exact. The Predator is the first gun I have used on a Playstation and it surprised me with its abilities. The Predator is a lightweight plastic gun that plugs into the controller port of your Playstation. It kind of looks like the gun from the Judge Dredd movie.
I played Die Hard Trilogy with the Predator trying to emulate John McClane with my two Barettas cocked and ready to shoot anything that moves. I must admit that it was a blast! The gun is fairly accurate and responds well to Die Hard Trilogy. There are only two buttons on the gun for use in a game (besides the trigger). To make up for this the Predator has some advanced features that can be changed using a slide switches. These switches enable a player to select automatic reload, automatic fire and the ability to choose how fast you want the rate of fire to be when in automatic fire mode.
I did have one problem with the Predator and that is the sights, they are HUGE. Next time make them a bit smaller please, so I can aim a little more accurately.
There is one piece of disappointing news, there are currently only 5 titles available that supports Playstation guns. Currently the only games available are Die Hard Trilogy, Crypt Killer, Area 51, Lethal Enforcers 1 & 2 and Project: Horned Owl. I do hope they make some more, but for now we have to be satisfied with what is available.
If you are one of the people that queue at arcade games to play with a gun this definably made for you.

R 289.00 (RRP)
Gametronix
(011) 886-1972
www.gametronix.co.za

OVERALL RATING 79

MULTIPLAYER MAYHEM

Taking time off from his usual routine of black coffee and stale sandwiches to actually be productive is hard enough for Editor Warren Steven but somehow the offer of frag sessions and peanut butter persuaded him to put pen to paper.

Organizing and controlling the biggest computer gaming competition in South Africa seemed at the time to be a nightmare task if ever. So off we went to the task at hand of providing the spectacle of Multiplayer Gaming to the public.

As can be said of any competition, if you surround yourself with the right people with tons of knowledge on ventures such as this, you can only look good. With the financial backing of Creative Labs Africa and Super Diamond Computers there could only be enormous possibilities ahead, and man were they big. The biggest prizes on offer for any such venture were organized through the generosity of Creative Labs Nir Grodzian and Clive Anderson of Super Diamond Computers, who had seen the potential of gaming in this country.

With the bait on the hook we set out on our quest to equip ourselves with the latest and best possible equipment for game fanatics (we know how fussy gamers can be).

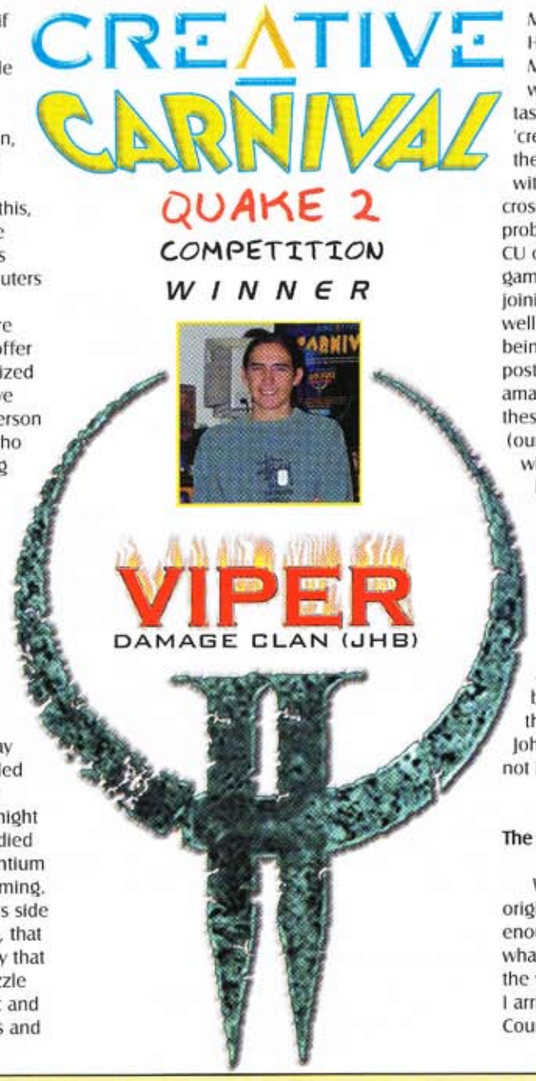
Samantha Bowman of Creative had only one mission in mind and that was the best would just have to do. Hey! Who were we to complain. An amazing array of gaming computers was provided to us by Mustek Electronics, fully installed and ready to rumble I might add. It seemed as though I had died and gone to gaming heaven, Pentium 2's and voodoo cards, keep it coming.

A thorn in the multiplayer gamers side has always been bandwidth. Yep, that eternal packet loss and lag frenzy that happens just as you about to frizzle Klob's ass. So in stepped Datatec and 3 COM with their 'stealable' hubs and switches for us to put through their paces.

Testing was the fun part, and finally we set on the 3 COM Superstack 3000 switch that can only be described as miraculous.

The ultimate network nightmare had been solved in just one hour of seamless Quake 2 gameplay.

Now we had everything, oops my back room is to small (Yea, right : Ass Ed). The perfect venue if there is any, could be described as ID Software's development room, but Sandton City Fountain Court was just as good. Once again Creative rose to the occasion by allowing us floor space on their enormous Creative Carnival stand, surrounding us with a Multimedia event normally only seen at Trade Shows.



SHOT OF THE COMPETITION

Name	Round	Players	Map	Weapon	Frags
Smoker (dc)	2	16	Q2DM6	BFG	11

Now we had what can only described as the ultimate tools for presenting Quake 2 Multiplayer Gaming in full glory. Hey! What about the players? Marketing the campaign was without a doubt the most difficult task. We needed to get those 'creatures' we call gamers, out of their coffins and into daylight without having to stick wooden crosses through their hearts. No problem when you have the likes of CU of Quake2.co.za, Lance of gamecity.co.za, slime.co.za and NAG joining in the registration process, as well as Creative Labs marketing budget being stretched to the limit with poster's and national advertising. An amazing 272 entries came through these channels into our mail accounts (our Service Provider still fuming), all with promises of taking home the biggest prize in South African gaming history.

As you can see from what's been said, there is just cause for us to have hope for a better future of gaming in this country. If we can gather the powerhouse's such as Creative, Super Diamond, Mustek and Datatec together into one boardroom to discuss this venture, then winning that red Ferrari of John Carmack (ID Software) might not be to far off in that distant future.

The Day Arrives.

Waking up and smelling the original coffee blend of Frisco, was enough to set the wheels in motion to what would be the gaming event of the year (drink that coffee : Ass Ed). As I arrived at Sandton City Fountain Court I was blown away at the queue of entrants that spanned the length of a rugby field. Instinctively I new we were in for gaming at its best.

The job of registering all the players was left up to NAG's very own Tracy who did a fantastic job of controlling the oncoming mob. From there they were putty in my hands, as the tension rose and the first game time drew near.

Expressions were serious and warmup sessions were taking place as

Creative Carnival Quake 2 Comp

PRIZES AND WINNERS

1st Prize

Pentium II 300Mhz ATX Tower System
Intel AGP Motherboard
3.4 Gig HardDrive
64 MB RAM
Creative Labs Graphics Blaster-Exxtreme 4 Meg
Dual Creative Labs 3D Blaster Voodoo2 12 meg (running in SLI configuration)
Creative Labs Soundblaster AWE 64 Sound Card
Creative Labs DVD-Dxr2 Kit
17" Mecer Monitor
Cambridge Microworks Speakers
Keyboard
Mouse
Windows 95

Name: Uwe Venter
Age: 19
Nick: Viper
Clan: Damage Clan (JHB)

2nd Prize

Creative Labs 3D Blaster Voodoo2 8 meg
Creative Labs PC 700 kit

Name: Merritt Krakowitzer
Age: 19 **Nick:** Barak
Clan: None

3rd Prize

Creative Labs 3D Blaster Voodoo2 8 meg
Creative Labs PC 520 Kit

Name: Erin Lankwarden
Age: 17 **Nick:** Grunion
Clan: None

4th Prize

Creative Labs 3D Blaster Voodoo2 8 meg

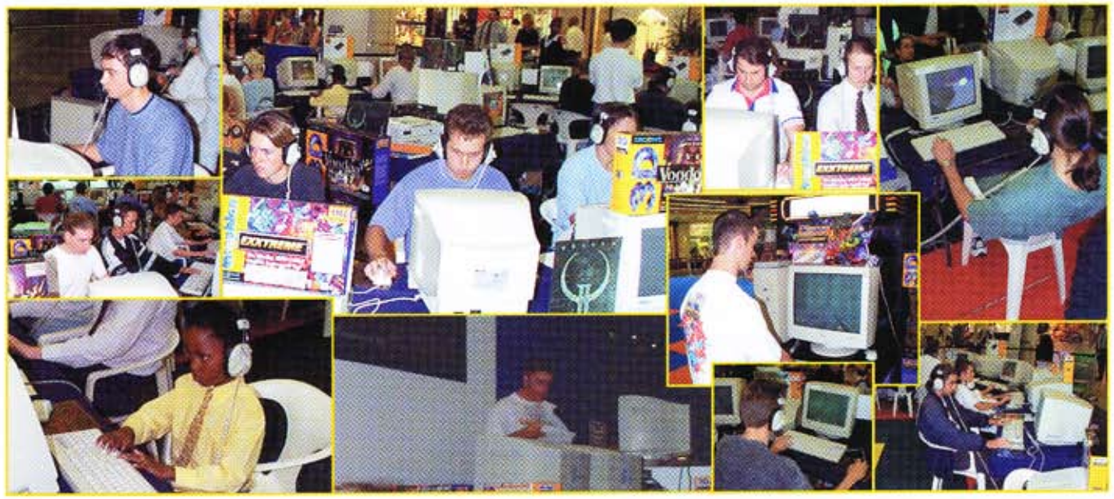
Name: Duncan McNiel
Age: 16 **Nick:** Rustything
Clan: None

All Prizes Sponsored by:

(New Age Gaming and all the Quakers would like to thank all the sponsors for their commitment and support for the Quake competition.)

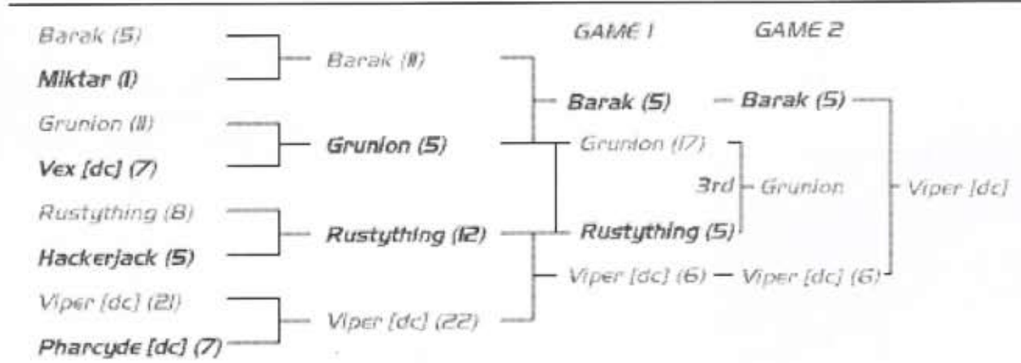
SUPER DIAMOND COMPUTERS

CREATIVE



RESULTS

(Quarterfinals - Finals)



Creative Carnival Quake 2 Comp (cont)

the managers tried to calm the nerves of their gladiators. I briefed and re briefed and re-briefed (get on with it : Ass Ed) until the contestants new the rules, but they seemed only to know one, kick butt! Finally the first of the 16-player sessions, of which there were 16 games for the first knockout, was underway and it was poetry in motion. The crowds jockeyed for position to see the gib hungry players strut their stuff. Unfortunately, as with any competition, there has to be losers and for the first round games only half of the 256 made it through. Clans eyed each other out, laughing at the failures and cheering at their qualifiers.

As the last of the first round games finished, calmness set in. We had accomplished phase one of our task, but not without the few problems such as time delays and the odd complaint about the mouse. Nevertheless we now were set to put on the greatest array of quaking for the public to witness. Somehow we managed to steal the show by effectively stealing Creative Labs big screen, and proceeded to have the crowd laughing and enjoying some of the frags that were to come.

Round 2 came and went as quickly as the 1st as 8 more sessions passed through our turnstiles. Anguish and joy flowed as results were posted. A few surprises came from the non-clan members who somehow grabbed at the occasion and held the lead in the numbers category.

Sunday morning
(one-on-one rounds)

Early night and fresh breakfast served. Who would be crowned the Quake Champ? The moment of truth arrived when the first of the one-on-one sessions started. We had not tested the network with 8 multiple servers running independent games. Was there to be a national disaster?

Now where did I put those GibStats? Darkskies

Were we destined to be outcasts of the gaming fraternity? Unfortunately not, everything ran silky smooth thanks to the knowledge of NAG's Assistant Editor Leonard Diamond. Damn you Leonard, I thought it would be kewl to be an outcast. This set the wheels in motion for some Quake moves that could only be seen at the Comp. Frags were slow but clinical in execution with computer generated body parts the only reminder of gibs gone past.

Down to the last 16, the last of the full station matches, we had finally come to the end of machine peaks. We could sit back and enjoy the show as player's literally cried tears of excitement and frustration. Spectators shouted names of players destined for the crown, time ticked by, just one more frag, where are you?

We had our quarter-finalists, standing proud and victorious, but for how long, there can be only one. As I went through the names it seemed as though it was Damage Clan against the rest. Viper, Pharcyde, Vex were to take on the likes of the cool Barak, gritty Grunion, slippery Miktar , smooth Hackerjack and my personal favourite the sneaky Rustything. Was Damage to have their day?

Not by the call of the cards that dealt a heavy blow as the two Damage Clan favourites found themselves pitted against each. Yep, a Viper-Pharcyde duel. Who was to crumble under the pressure? I had seen these two play many a session and was totally taken back when the scores came in. Pharcyde, I can only say every dog has its day (no offence).

So then we entered the semi-final status and the tension was unbearable. So much on the line, but at least no matter what, they were in the prizes. Was that enough though? It didn't seem so as the mouse gladiators took to their stations to prey on their opponents once again. Time seemed to fly, sweat dripped and anger mounted. Like boxers squaring each other up, we encounted furious meetings as the levels turned and weaved through the map.

Finally there were two. The best of the best, put through the most intense test of gaming known to man. 5 rounds of luck, skill and faith brought these Quake Monks to the forefront of their careers. Viper vs Barak. There could be only one. As they were briefed on the rules, (again : Ass Ed) relief came in the form of a best of 3 final. Somehow I got the impression they just wanted to get it over with. I think the vein pumping on the right cheek of Viper gave it away.

A close and intense first final ensued with Viper just holding on to the single frag advantage that gave him the first of the valuable victories. Then came the turning point for me. The Finalists found the final level that we had chosen out of the three to be a little irritating (perhaps it had something to do with the closeness of the game). A decision had to made quickly as we were already an hour behind schedule (Samantha from Creative Labs had allowed us this small indiscretion). Finally the map used for the quarter-finals was decided upon, somehow I new it was all over. Viper had revelled in that level just three games earlier were he destroyed Pharcyde 21 - 7, and Barak had battled with a 5 - 1 victory over Miktar. Nonetheless it still had to be won and won in style it was. The faultless Viper (dc) displayed some of the best one-on-one gaming ever witnessed and a great champion was crowned. Viper picked up his fantastic prize (with the help of his merry men Damage boys) and can only be described as the closest we can get to the true South African Quake Champ.

With the show of our lives complete, it was back to the dark, smoke filled rooms we call offices. Was that a shriek I heard? Its Samantha, what! We have to pack this stuff up?!

StOrM

DAMAGE CLAN

These Johannesburg misfits (Smoker stop that) started fragging in the days of Doom madness and are destined for greatness in the SA gaming fraternity. Damage is the most feared of the Clans based in SA (arguable) stacking up an impressive array of victories. I will be doing a in-depth editorial on this intriging clan so check it out some time soon.

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Electronic Hideaways

As we progress down the evolutionary path of change, we come to wonder if we are ever going to see new and exciting developments in the retail sector. We have now entered the slowing down process of the Internet Cafe syndrome that held the attention for +-3 years. If we are to follow closely with the global advancements then we need Entrepreneurs with vision and guts to take us into the next millenium.

One such development has caught my attention because of its bright new ideas and support for the gaming industry called Empire. Have you ever wanted a one stop interactive store that caters for all your entertainment needs? Well then Empire is the only store so far trying to, and succeeding in many ways, to do just that.

A welcome attraction to the boring stores we are accustomed too.

What makes Empire unique in the market is its endeavor to keep up with the demanding technological advances that South Africans rarely see, as well as the large choice of sub sections within the store. Empire has an interesting store-in-store concept revolving around movies and games. My obvious attraction to the store comes from the ICON Internet Cafe, DVD movies and Playstation sales and rental sections.

I found the size of this pilot store to be a tad small and its shows in the size of the ICON Internet cafe with a paltry 3 machines available. Hopefully the current developments will give more attention to this problem. The ICON cafe has standard 64Kb Diginet provided by ICON and is more than enough considering the amount of machines. Services provided by the cafe include Internet services such as browsing, e-mail and IRC, as well as a very small amount of game playing.

A full range of Playstation goodies in gamers paradise.

Empire has shown the first steps towards supporting the DVD format of movies by renting and selling a large range of titles. From what I could see the titles on offer are fairly recent releases and affordable to rent or buy.

The main attraction for me at Empire is the incredible selection of Playstation titles available. Over 50 of the latest releases can either be rented or purchased. The rates are a touch on the expensive side but are average considering the costs of purchasing. With the rental option you are able to test out the latest games that are on your shopping list before you actually buy, giving you an opportunity to save money at the same time.

The sections that I have highlighted are just a few of the attractions at Empire and will offer value for money for the computer (Internet) and console gamer. Empires main selling point comes from its large movie section stocked with the latest titles, which can be rented at nominal rates. Computicket is also available for big screen movie and show bookings for those people who hate standing in queues. If that's not enough, Sweets from Heaven is also around for those during movie tidbits.

Work is currently underway to add other technological advances such as a fully interactive web site with full booking facilities and information, which will work in conjunction with a drive-by service for quick and instant service. Now this I got to see!

Soon we'll order our burgers, movies, games, popcorn, sweets and throw in a side order of fun at our corner cafe, just drive by and pick up McDonalds style. Change is about and Empire stands out at the forefront of consumer service with the least hassle as possible. I hope to see many more stores popping up and word is you will probably see an Empire opening up at a complex near you.

STORM

STORE-in-STORE

Box Office - Large selection of latest movie, Playstation and DVD titles for rental or purchase.
Computicket - Countrywide movie and show bookings.
Sweet from Heaven - Large selection of sweets and coldrinks.
ICON Internet Cafe - 64Kb Internet access with 3 machines offering browsing and e-mail.

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DVD Movies:
R16 - 1 title (overnight rental)
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R15 per half-hour
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R5 per 15min
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THE END!

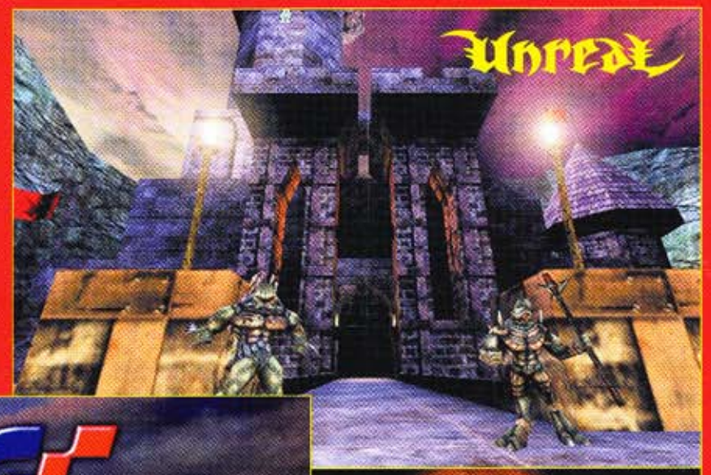
Another issue is done and now we look forward to the next. Besides the next issue we here at New Age Gaming we will be working on an online gaming site. We hope to have this up in the coming months and will keep you posted on the development.

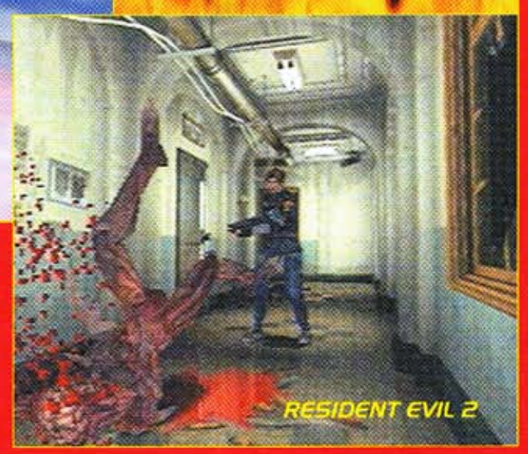
A couple of people have e-mailed is regarding a Cover CD. All I can say at this point is that we are working on this and will announce it to the whole world as soon as we have negotiated a reasonable price. We would like to add the Cover CD without increasing the cost of the magazine too much. Our motto - Value for money!

Well our Editor is off to E3 and will bring back loads of information for our next issue, but besides that we have some spectacular games lined up for review. Since Unreal has gone gold we will be doing a full review in our next issue, it has to be the game that has generated the most hype around our offices the last month. We are looking forward to seeing the final product in action, so much has changed since the BETA version we received. We will also be taking a look at Forsaken and Incoming for the PC, both of these games feature 3Dfx support and pushes the limit to new boundaries. Forsaken is a game in the same vain as Decent and Incoming is pure unadulterated non-stop arcade action. For the Playstation we will be taking a look at Resident Evil 2 which currently tops the best seller list, and Gran Turismo which aims to be the defacto racing simulation for the Playstation console. We will also be adding an editorial on the demo scene. Our guru, Maverick, will be informing you of the latest developments and will include a section on how to go about programming your own demo. He might just inspire someone out there to start his or her own gaming company.

We hope you enjoyed this issue and look forward to receiving any comments you might have about our magazine. Send them to comments@nag.co.za

Till next month, keep fraggin, kickin butt, strategizing, sportsizing and playing games.
CHEERS!





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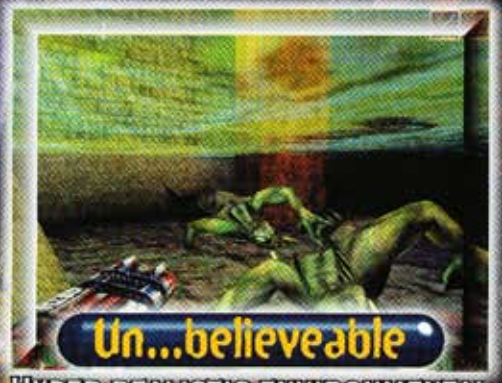

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