

VOLUME 1

JULY 98

ISSUE 3

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Electronic Entertainment Expo
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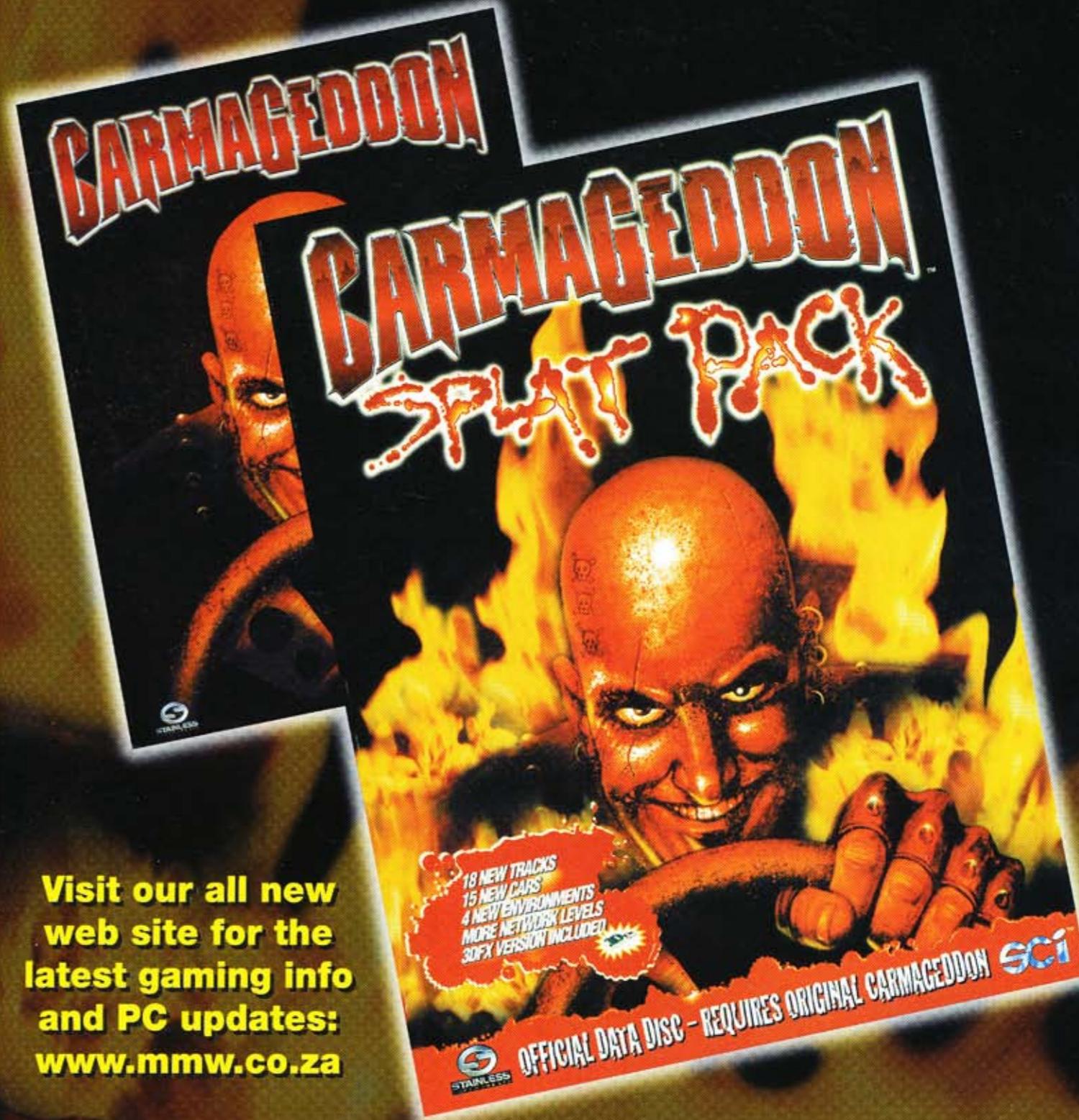
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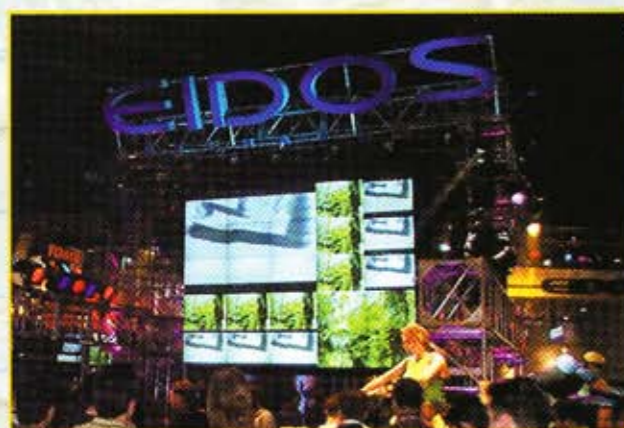
ED's Note

Hello Gamers

This issue is something special with the E3 preview covering an amazing amount of games to be released over the next few months. Unfortunately we could not fit in all of the titles due to limited space, but we will complete it in the next issue.

A good showing from the games released from Star Kinekor Interactive has PlayStation owners revelling at titles such as Gran Turismo and Resident Evil 2, who both walked off with awards. On the PC side there can be only one UNREAL which has taken over the New Age Gaming office and regularly gets the guys in trouble due to their lack of constructive work (I thought playing UNREAL was constructive). A top showing and the highest score ever goes it's way and will take a serious game to get near a score of that again, considering that NAG's 93% compares with other publications 96%. We don't foresee a title dropping that score in the year to come (I guess the boys haven't seen Tiberium Sun yet).

We have also including an interesting section for gamers looking into developing games with the Demo Scene, written by one of South Africa's leading demo junkies, Paul Furber. I'm sure the coming months should inform you of where to start and what is needed to enter the industry. Over the course of this issue I have come to realise the magnitude of the industry we are in. After covering E3 in Atlanta and brushing shoulders with the elite of the gaming world, there are a few lessons to be learned. One of which is the tremendous amount of catch-up we have to cover to even come close to the western world markets. Another, the level of professionalism that is shown far exceeds anything our industry can offer. A large amount of work and effort is to be put in, especially on the publishing and public relations side. Our market is still considered to be a pin-drop in the global factor and from what I could tell it's absolutely right. Nevertheless, after interviews with the larger distributors, a positive feedback was given as they commented on the growth in sales that is steadily climbing to acceptable levels. Before large sums of money can be invested into South Africa, we must impress upon the industry giants that we have the infrastructure to support bigger ventures into local gaming. Such ideas as local servers supporting a larger range of games, Battle.net which has tremendous bandwidth needs, Professional Gaming League's that have the backing of local sponsors. These are just a few of the ideas that must become reality to market and improve the status of gaming in South Africa. The pirates are costing our local distributors a fortune as we rate in the top ten in this category. Everybody's feeling the pinch at this point in time due to the economics lack of control, but if we are to fight for more, we need to give more. This is our only way of raising the levels enough to support a fully functional gaming industry, filled with competitions, give-a-ways, leagues and larger ranges of products. I would like to thank the gamers for supporting our mag, as we are steadily climbing up the sales charts and competing with the big boys (no names). Until next month, GAME AWAY.



The Ed

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The Web



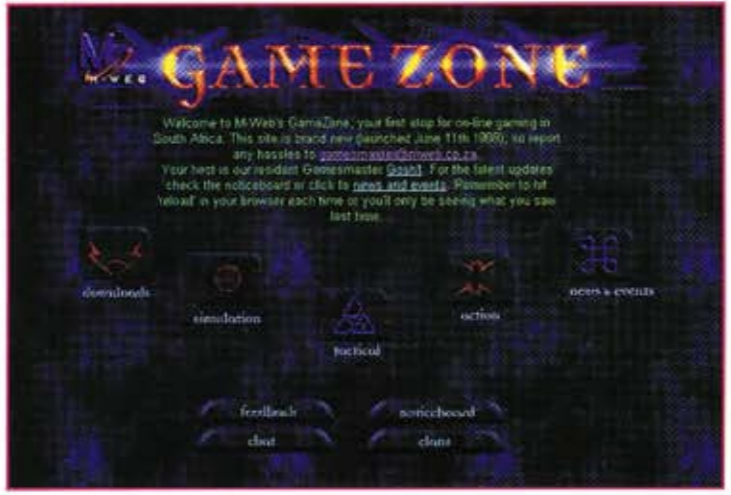
Low and behold! We are finely going places with gaming online, the providers are starting to take notice of our small community.

MWEB has recently launched **Gamezone** at www.gamezone.mweb.co.za, their aim is to cater to the gaming community of South Africa. All of their servers will be open to everyone, even if you are on another Service Provider. There is of course the extra incentive to get an MWEB account to increase your ping times. MWEB will be hosting competitions online for those with accounts, of course you will also get that extra low ping rate and wear the honored title of a LPB (Low Ping Bastard for those who don't know). Prizes for these competitions will consist of hardware and software. Hmm... prizes! The word that beckons like jewelry beckons to a woman and if the prizes are any good, gamers should contemplate getting an account with MWEB, since I'm sure we are all in need of a serious upgrade.

The site is being run by "Gosh" AKA 'Schwann', him being the Gamesmaster. I had a nice long conversation with him and he seems like an honest too goodness game junky. One piece of important info he did give me is that **Gamezone** sits on MWEB's backbone and has 3-Mb of bandwidth. With that kind of speed most gamers will get a decent ping for a change. MWEB is putting a lot of money into this venture and have bought a Pentium II system running dual PII 333 MHz chips with 256 MB of RAM.

Gamezone is currently still in the beta stages of its implementation but things look promising with a Quake II Lithium and a Quake II CTF

server running at the moment. This server is aptly named 'Kalahari' for one or other reason. A frag log is available as well just in case your buddies won't



<http://www.gamezone.mweb.co.za>



believe you kicked some serious butt. **Gamezone** is also looking into putting up a few Quake II mod servers and is evaluating a bunch of popular mods that are available. In my opinion a Jailbreak II and Rocket Arena II mod server would rock.

By the time you read this there will be an Unreal server up and running as well. Yes you heard me right Unreal.

Unreal will be one of the many servers MWEB will run at **Gamezone** and there will be games to cater to everyone's needs. They are planning to put up some simulation and strategy games and could use your feedback. They need to know what all you gamers out there would like to see in these sections so head over to www.gamezone.mweb.co.za and give them some feedback. It's the only way your going to get what you're looking for. If you feel the need to drop us a line at NAG we will gladly see that it gets to them.

Gamezone also have a web board up and running where gamers can chat and help out newbies who might have some problems, as well as a Java chat client. I did mention to 'Schwann' that an IRC server would be more appropriate, but they are trying to keep things

fairly simple for newcomers to the gaming community. He did say that they would look into implementing an IRC server as well if there is enough demand.

Overall the site is very well structured, they are up to date with their patch section, MWEB is dedicated, and the servers have some decent bandwidth. All they need now are some gamers who will support their site and I don't think they will have a problem once the word spreads.

Gaming is looking brighter by the month and I hope some of the other larger ISP's will take note and offer similar services so that online gaming can grow in South Africa. The only way from here is up, with South African gaming having along way to go to catch up to our overseas counterparts.

Expect to see me online fragging away when the Unreal server goes up. I will be using my usual nick 'Soul Assassin' so don't be shy and say hi. If you have any comment or suggestions on this article or would like to see me cover one of your favourite gaming sites just drop me some e-mail at assassin@nag.co.za.

Finally South Africans have a dedicated gaming Service Provider that offers affordable rates and good pings. DarkSkies wades through the surf to give us the low down on MWEB's GAMEZONE.



DarkSkies

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NAG June Competition Winners

Here are the 10 lucky winners for our June Competition. Each one will receive a copy of World Cup '98 sponsored by NAG and Electronic Arts Africa.

Christopher Wheeler from Bryanston
George Vasco from Rietspruit
C. van Wyle from Wellington
Ivor van der Bijl from Brixton
Kobus Jansen van Rensburg Jnr. from Garsfontein
Basil Balkson from Brixton
David Verreyne from Seaview
Daniel Avnon from Greytown
M. Ackerman from Faerle Glen
Adam Liebman from Lyndhurst

Congratulations! Your copy is on its way via our postal system. Don't worry, they are insured just in case some Post Office employee decides he wants it for himself.

Duke Nukem Forever To Use Unreal Engine



In surprising news 3D Realms announced that they have licensed the Unreal engine for Duke Nukem Forever. Up until now 3D Realms has used the Quake II engine to develop DNF. According to 3D Realms the scripting abilities of the Unreal engine is what changed their mind, as well as excellent after sales support provided by Epic MegaGames.

"We don't feel there will be a significant development delay, but there will be a slight one as we move over to the new engine. But this is analogous to people moving from the Quake 1 to the Quake 2 engine. Our game data will convert right over, without a hitch" - George Broussard

He also commented that there are no hard feelings between 3D Realms and Id Software.

Origin Unveils WC Prophecy Add-On



Origin unveiled plans to release an add-on for Wing Commander Prophecy called Secret Ops. The Secret Ops web site is now live with movie trailers, fiction updates and information on the new add-on. The full announcement will take place on the 27th of August, until then Origin will unveil the plot bit by bit.

On the 27th gamers will be able to download a starter kit with all of the files necessary to play together with the first set of missions. Origin will then continue to release new missions week by week until all of the missions have been made available, a whopping total of 48. Check out <http://www.secretops.com>

Empire Contact Information

Oops! We left out the contact number and address for Empire in our last issue. We have had so many calls to find out this information that we have decided to include it in this issue of B&B.

Empire: The Greatest Movie Store
Tel: (011) 467-3879
Address
Shop 6A
Fourways Garden Shopping Centre
Cnr. Uranium and Bushwillow Avenue

Starcraft Competition



We have confirmation on a Starcraft Comp. to be held at ICON the gamers faire, which is situated at the Edenvale Community Centre, on the 1st and 2nd of August. Registration can be made at the faire which opens at 9.00am. Electronic Arts Africa will be sponsoring prizes and organising the Starcraft Comp, so get there early to avoid disappointment.

There will be a Dress-Up Comp. with themes of fantasy, sci-fi and horror. A special guest Sci-Fi author by the name of Iain M. Banks, best known for his culture novels will be present throughout the show. A fun weekend is to be had by all, so check out the ICON faire for all your gaming needs, whether it be computers, cards or board games, there will be something there for everyone.

Sony Makes Dual Shock Standard

Sony Corporation's Dual Shock Analogue controller will become the standard controller for new PlayStation titles in the US. Local distributor of PlayStation, Ster Kinekor Interactive, had 'no comment' when asked when this will become so in South Africa. We personally feel that this might become a reality early next year. For more information on the Dual Shock Controller check out the Hardware Hype Section on page 63



X-File Mania

First the X-Files movie, and now the X-Files game is soon to appear in a computer store near you, but to keep you occupied until the actual release you can go and check out some actual FBI X-Files on the web. The files are published in Adobe Acrobat format so make sure you grab it before going to the FBI site. Some of the files are huge and has hundreds of pages of information. Eventually the archive will consist of 1.3 million documents but currently only have some UFO and Celebrity related documents. Make sure to check out the cattle mutilation file. You can find it all at [HTTP://www.fbi.gov](http://www.fbi.gov)



Sega Shows 'Next Generation' Console Named DreamCast - formerly Katana

The new Sega Dreamcast machine is on the horizon and will be released at the end of the year in Japan and follow to other countries soon afterwards. The Dreamcast is the first 'next generation' console announced so far, and other manufacturers should issue statements on their 'next generation' consoles soon.

Here are the technical specification of the Dreamcast for all the tech junkies out there.

Main Specs

CPU SH4 - RISC CPU with 128-bit graphics engine (200MHz, 360 MIPS/1.4 GFLOPS)
Graphics Engine - Power VR Second-Generation (CG performance of over 3 million polygons per/sec)
Sound Engine - Super intelligent sound processor with 32-bit RISC CPU (64-channel ADPCM)
Main Memory - 16MB (64-megabit SD-RAM x 2)
Modem - V34 (33.6Kbps), V42 and MNP5 full support
OS - Customized Microsoft Windows CE operating system
Media - CD-ROM
CD-ROM Drive - Maximum speed 12x
Color - 16.77 million colors
CG - Bump mapping, fog, alpha-blending, MIP-mapping, trilinear filtering, anti-aliasing, environment mapping, specular effects.
Data Save - VM system (Visual Memory)
Others - Clock, etc.
Size - 190mm (W) x 195mm (H) x 78mm (D)
Weight - 2kg

Visual Memory System Specs

CPU - Energy saving 8-bit
Memory - 128K byte
Display (LCD) - 48 (W) x 32 (H) dot monochrome
Size - 47mm (W) x 80mm (H) x 16mm (D)
Power - Button battery x 2, auto-off function
Sound - PWM 1-channel sound source
Weight - 45g



3Dfx Banshee Card Unveiled

3Dfx recently pulled their upcoming display card chipset out of its vault and released some specs on it. The Banshee is a 2D/3D solution intended for the mainstream market and not as a Voodoo2 killer. It is slower than the Voodoo2 in 3D acceleration, having only one Texel fx2/Pixel fx2 processor, but comes with an integrated 2D display solution that outperforms current market leaders. Gamers will still have to look at the Voodoo2 cards for the fastest performance. The Banshee will support the DirectX/Direct3D and Glide API and ship with a OpenGL ICD.

Expect to see a few Video Card manufacturers announce Banshee based cards soon.



Windows 98 Launches With A Bang

Windows 98 from Microsoft was launched on the 25th of June introducing their newest operating system. CNA and the Connection group hosted a launch party at their stores during the witching hours. The events started at 12:00 midnight and continued for 2 hours until 2:00 am.

There was lots of food and drink for everyone that attended. Specials abounded during the course of these events and prizes were given to lucky holders of tickets at CNA.

Quake 2 In Development For The PlayStation

Activision made it official that they are planning to bring Quake 2 to the PlayStation, about time. Id Software hasn't released a game for the PSX console since FinalDoom. The only question remaining now is how will the graphic behemoth perform on a PlayStation? If it performs anything like the Quake 2 on a PC there will be a lot of addicted PSX Quakers in the near future. Unfortunately Activision didn't announce a date for the release.

"...the PlayStation console is one more arena where our fans can devastate and annihilate everything in their path." - Todd Hollenshead, CEO of Id Software



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

WIN

NEW AGE GAMING SOUTH AFRICA

WIN

COMPETITION

WIN



Ster Kinekor Interactive are giving away 2 bundles of Resident Evil 2 (PSX), caps, t-shirts and PlayStation Watches. To win these fab prizes, you need to answer 2 easy questions.

- 1) In what city does the carnage take place in Resident Evil 2?
- 2) Who is the SA Supplier of Resident Evil 2?

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: topten@nag.co.za
Postal: PO Box 2749 Alberton, 1449.

10 TOP GAMES

A busy month for the charts this month, games are moving and great titles being released are unsettling the leaders. As expected, the PC charts has a new No.1 with Starcraft. The overwhelming number of votes meant Tomb Raider 2 would finally have to relent to the pressure and drop to No.2. With the biggest sporting event on of the year upon us, it's with little surprise you gamers are going mad for World Cup 98, which leapt straight into No.3 in the PC and No.5 in the PSX charts. Another sporting title that has amazed us is the 2 year old Cricket 97 that slips in at No.8, which has a large following in S.A. I'm sure next years Cricket 99 will sell bundles if Cricket 97 is anything to go by. As far as the leader's on the PlayStation go, a

strong challenge was made to Final Fantasy 7 by Gran Turismo and you can see why in our review in this issue. Crash Bandicoot 2 bounces it's way up the charts stepping over strong chart movers such as Resident Evil 2 which whips in at No.4. A strong showing for the Racing Genre is made with new entries from TOCA and F1 97 which come in at No.7 and No.8 respectively. Abe's Oddysee is our biggest faller at No.9 but still featured on most of the entries received and Tomb Raider 2 slipped to No.6. With things starting to hotten up in the stakes for the top spots, I would like to thank all those gamers who sent in their selections. Keep them coming, until we visit the charts again. Cheers.

LM = Position Last Month TM = Total Months on chart

PC			
NAME	LM	TM	
1. Starcraft	3	2	
2. Tomb Raider 2	1	3	
3. World Cup 98	new	new	
4. Age of Empire	6	3	
5. Unreal	new	new	
6. Battlezone	new	new	
7. TOCA Touring Car	9	3	
8. Cricket 97	new	new	
9. Quake 2	7	3	
10. Total Annihilation	2	3	

PLAYSTATION			
NAME	LM	TM	
1. Final Fantasy 7	1	3	
2. Gran Turismo	7	2	
3. Crash Bandicoot 2	4	3	
4. Resident Evil 2	9	2	
5. World Cup 98	new	new	
6. Tomb Raider 2	2	3	
7. TOCA Touring Car	new	new	
8. F1 97	new	new	
9. Abe's Oddysee	3	3	
10. Soulblade	6	3	

This ain't no ordinary fair

- StarCraft Comp
- Electronic Arts
- Creative Labs
- New Age Gaming
- Magic: The Gathering
- AD&D
- Anime
- Laser Games



Special Guest
Scottish Sci-Fi author Iain M Banks

CON 98 GENCON

Edenvale Community Centre
1 & 2 August
9am - 6pm
Entrance: R10

BACKCHAT
 PO Box 2749
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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 utilize the e-mail you are almost guaranteed a reply. Congratulations to Adam Sweetling who wrote 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.

Greetings!
 Just wanted to comment on the article that you wrote in the June 98 issue of NAG about the Creative Carnival Quake 2 competition. You wrote: "We had our quarter-finalists standing proud and victorious, but for how long, there can be only one. As I went through it seemed as though it was Damage Clan against the rest." This isn't true as two of the Quarter Finalists are from Remembrance Clan. BaRaK and Hackerjack form a part of Remembrance. I think this is not your fault but more the fault of the fact that people didn't refer back to the registration forms when filling in what clan they were part of. Could you just add in a note in the next issue of NAG about this little error? Also I have an interesting comment. DC entered about 11 competitors, of which 3 made it to the top 8. RC entered in 3 of their members, of which 2 made it into the top 8. PS I must comment that it is a great magazine and you will receive my subscription shortly.

Cheers
Sascha Mohr aka Hackerjack

*Hi Hackerjack
 Slap, slap. Apologies to all the members of Remembrance Clan for neglecting to note the correct odds. I do feel that the members should be given a little chat with a lightning gun for neglecting to enter their clan names on the registration forms. Nevertheless it seems that the Damage Clan have some serious competition in the depth of the Remembrance boys. I am looking forward to the confrontation at the next Quake Comp. Keep Quaking.
 Ed*

Hello NAG
 Thank you for such a great magazine! I think it is really great. This is the first magazine that's worth buying even without a CD (that doesn't mean we don't want one). When I saw the magazine I bought it straight away. It is so nice to have a cheap magazine

from your own country. Those magazines from the UK are ridiculously expensive. I think your reviews are great. I have a few suggestions for you. (Its still very good without them)

1. I think it needs a bigger cheat section.
2. CD on the cover (I saw the letters in issue 2 about a CD)
3. I was thinking about some game maps (user levels) on the CD eg. Duke Nukem 3D maps, Quake maps and Quake II maps.
4. How about some pictures (gif, bmp, pcx) on the CD (like the pictures you use in the reviews)
5. Why don't you dedicate a page or two on web sites? You could have the top ten web sites or just a list of good web sites I hope to see more of you in the future. Thank you for such a great mag. Keep up the good work.

Adrian Moseley

*Hi Adrian
 Appreciate the comments on the mag and the suggestions. To answer your questions:
 1: We have had a big call for a larger cheat section (naughty) and are going to be giving more space for such needs.
 2: Yes, the CD is currently in production and it seems that we have come to an arrangement with the suppliers, so with finger's crossed you should find a shiny CD on the cover SOON!
 3: We have plenty of friends and colleagues that make maps and levels for fun, they think that your idea is great and will be helping us to put a few special ones on the CD.
 4: The pics are no problem if it will benefit our readers we'll submit them.
 5: Our section The Web is dedicated to specific web sites. We decided to focus on one or two sites a month so we could give in-depth info that would benefit surfers looking for specifics. As for the top ten sites I think it is a great idea and will look into it for upcoming issues. Hope you keep enjoying the mag.
 Ed*

Dear Ed & Company

I'll start with a compliment. NAG IS GREAT! Why? Because it is 100% organic & homegrown (well maybe it's not organic but anyway...). Next I have a number of complaints and suggestions (hey if I don't complain you'll never fix these things, right?).

1. Spelling errors. Your first issue was riddled with them and number 2 isn't much better. Get a spellchecker or a proofreader or something.
2. If you are going to use swear words rather use signs (YOU %\$#@ed-up piece of \$#!^*) than the actual words. While it doesn't offend me, it might be inappropriate for the younger gamers out there.
3. More cheats. The cheat section is really lacking! Maybe ask for

readers to send in some cheats?
 4. In your +/- or likes and dislikes part of the reviews, I think it's a bit unfair to put things like + world cup or + It's StarCraft! Those aren't, in my opinion, valid likes or dislikes.
 5. More PlayStation!
 6. How about an A-List every month with all the merit or excellence award achieving games, the issue they were reviewed in and their rating.
 7. NAG Website! NAG Website! NAG Website! Hurry up with it! Ok, now that I've scolded you, you can give yourselves a few pats on the back.
 1. Nice competitions!
 2. Letters section. Feedback has always been good.
 3. Nice, glossy, easy to turn pages.
 4. Unbiased reviewers (so far!). NAG is great. Keep up the good

Dear NAG

Skeptical as I was about seeing the shiny new issue of NAG, lying prominently on a shelf in CNA, the fact that the roof opened up, allowing a blinding ray of light to fall on the pile of NAG, leaving everything else in utter darkness seemed to convince me that this was the magazine that I had waited my entire life to purchase. My reason for living became clear, my sole purpose for living on this damned earth filled with incompetent game magazines became defined ... and life was good.
 I can't describe in detail what happened after I opened the magazine for the first time. All I remember is loud majestic music filling the air, blinding flashes after every page until the hyperventilation became too much. Darkness. I remember floating down a tunnel towards the first issue of NAG sitting on a throne. There I had to give reasons as to why I had bought other Game magazines in my life. I was forgiven, as this was the first issue I had ever laid my eyes on. So I was not sentenced to an eternity of living in a world without NAG, a world of inferior magazines who can't distinguish between Quake 2 and Pong and PC magazines who think that Voodoo2 is a pagan ritual. Thus I was allowed to enter a world saturated with the goodness and glory of a truly fine magazine. The world of NAG.
 When I awoke I knew what I must do, tell the world about the greatness of NAG, and never ever even lay eyes on any other PC MAG. My only complaint is that my eyebrows were blown off by the brilliance. A small price to pay.
 I cannot die in peace until everyone has witnessed (and purchased) their own issues of NAG, the saviour of Games Magazines. Then I can be laid to rest in a tomb filled with, yup you guessed it NAG. I regret not being able to write more but I see the candles surrounding my NAG shrine are starting to melt a bit, and must be replaced.

An eternal follower
Daniel Avnon

*Hi Daniel
 Your amazing way with words has the crew here at NAG all in stitches, therefore we are humbly giving you letter of the month. Your copy of Unreal will be in the post as soon as we can get hold of you. If you read this before we do then drop us a line, you don't want to lose out. Right now I have to go and change my candles, thanks.
 Ed*

work! Oh yeah, if anyone (including you guys at NAG) are wondering, I'm 12 and I wrote this by myself! I promise!
 P.S. If I win anything, please make sure it's for the Playstation because I can't run much on my un-accelerated 486!

**Adam Liebman
 Lyndhurst, Johannesburg**

*Hi Adam
 Yes, if you don't ask, ye shall not receive, so I hope to answer your questions without making any spelling errors (oops), sorry errors.
 1: We don't think the spelling is going to get much better because the proofreader I hired is dyslexic, a slight oversight from our personnel department.
 2: As much as I agree with you, I try to give my reviewers freedom of speech. You should see how many of the actual swear words I do edit out.
 3: We running out of cheats so please send us a few.
 4: Your opinion is well taken and I have severely rapped the guys over the knuckles, but then Starcraft is STARCRAFT!
 5: More coming.
 6: Patience is a virtue, and so is sleep, which we lack.
 Thank you for a very mature and constructive letter Adam.
 Ed*

To NAG
 I bought Issue 2 of your magazine recently (purely because of price and not because it's South African). I can honestly say that it's not even worth the R11.95 that I paid for it. I will happily continue to pay R49-R65 for "Computer Gaming World", knowing that I am getting a brilliant magazine which is highly regarded in the computer games industry.
 The reasons are as follow:
 1.) Their reviewers are excellent and obviously have some journalistic background, which your reviewers seem to lack.
 2.) The "Unreal" review was full of grammatical errors ("I can't exactly put my finger on it but there just something that makes actions seem smooth.") and I had to laugh at the amateurish writing style (or rather lack of style) of the reviewer.
 3.) Your reviewers use the word "I" way too many times in their reviews. I am not interested in their personal opinions, just the facts about the game. (After all, it's not like they have had a lot of

experience in this field to make their opinions carry any weight.) Do yourselves a favour and pick up a copy of "Computer Gaming World". Read it and see what a REAL games magazine should look like. What's the difference from which country the magazine originates? You don't buy it for the ads, but for the reviews.

**Mario Olivier
 Goodwood**

*Mr Minority
 From what I can tell from your letter is that you were socially mistreated as a child because you were to busy reading CGW. Either that or you were dropped on your head as a baby causing serious social imbalances. Whatever the case, welcome to the minority. Some South Africans don't have mommy to buy our magazines, especially not for R50. I can tell your patriotism for your country is as thick as your intelligence and its pretty aly. It is interesting that professionals like you cannot give the constructive criticism that is needed to get the gaming publications in South Africa off the ground. We don't happen to be owned by large publication firms and do this because of the love of the industry and the lack of it in South Africa.
 If you are an avid reader of CGW then these few lines should be familiar:
 Computer Gaming World - July 98 Pg 152 - Re: Grand Theft Auto Review.
 'ASC Games desperately needs a hit on the PC, but I'm not sure GTA will be it.'
 Pg 144 - Re: Ultimate Race Pro Review.
 'Looking at the things that were either left out of this game or just done cheaply, I'd say that rather than stand behind this product, I'll have to pass.'
 If I'm not mistaken these are the reviewers opinions, seems you don't read CGW as much as we do.
 I will agree that overseas mags do set a very high standard and it's something we are striving to match, but that doesn't make you anymore intelligent than a weed, but then my opinion is merely an expression, not a thought.
 We seem to have your attention so I'm sure you'll buy our mag to see if this letter was published, if not then your support would be better spent at Airheads
 Anonymous.
 Ed*

To NAG
 Shot guys.
 For the second month running I have bought your mag and it is brilliant. You guys cater for what us locals are looking for. At least you guys are totally original and don't borrow your reviews from other countries unlike your competition.
 As for a cover disk that would be great as long as you guys can keep the price down. I have only one minor (I hope) request could you guys if possible please set up a page in your mag where us gamers could get some new gear at some low prices.
 Well guys carry on and keep up the good work and once again you guys got a BITCHIN mag.

**Myles Wells
 Richards Bay**

*Hi Myles
 The amount of letters requesting a section to advertise has been overwhelming. Due to the pressure we are going to launch a Classified section for the gamers out there to display their wares. From games to hardware, clans to frag parties.
 Check out our August issue for further details.
 Ed*

Dear NAG

I'd really like to congratulate you on an excellent mag! When I first heard from my brother that there was a South African gaming mag in CNA, I thought, yeah... It's proly some black and white, stapled together piece of crap, but I must say that your mag surpasses many other leading USA and British mags - I'm definitely going to subscribe! Unfortunately I missed the first issue... is there any way for me to get hold of it?
 Thanx for a great mag and keep up the good work!

**Louis de Jager
 Stellenbosch**

*Hi Louis
 Thanks for the feedback, all the guys at NAG are pleased to hear you are happy with our progress. You missed our first issue, a cardinal sin, let lightning strike before you (Hmm, to much Diablo for me). We will be sending out a copy of the first issue with your subscription copy. If the system lets me down, please drop me a line.
 Ed*

Dear NAG
 Congratulations on hitting the jackpot with this great mag and at such a great price. As soon as I got it NAG I read it from cover to cover. The only problem I could find is in the clueless section where you put the wrong code for Fifa 98. The cheat is not EAT ROCKS, it's EAC ROCKS.
 Thanks for the excellent mag.

**David Verreyne
 Seaview, Durban**

*Thanks for the correction David, I'm sure the FIFA 98 fans appreciate the feedback.
 Ed*

Dear NAG

There is only one thing I can say.... OUTSTANDING!
 If there is one thing in life that I believe in, it's giving credit where it's due... and you guys definitely deserve some.
 When I picked up your magazine for the first time today I truly was astonished. There's not a thing that I don't love about it. By looking at the cover and quality of the printing and graphics I couldn't believe the price tag. I've tried most the magazines out there but there is no comparison. It's like comparing Duke Nukem to Quake II on a Voodoo card. I like the "bits and bytes" section and love the layout of "reviews under fire". The rating block at the end of the review covers all the things us game nuts are interested in. The internet site reference is a nice touch. You immediately know where to go for more info without spending half an hour searching to find the most relevant sites.
 All the PC games magazines on our shelves lack two things, they're usually at least a month behind on the latest news, releases and updates, and secondly they cost half your salary. If you can manage to keep your prices down, maybe include a cover CD and stay up to date, you've got a fan for life. You provide a top quality magazine that's up there with the best of them, and definitely at the top of my list.
 Thanks for taking us into 21st century gaming. Keep 'em games coming!

**Deon
 Pretoria**

*What more can be said gamers, GO AN GET IT! Thanks Deon
 Ed*

Warren Steven previews 100 products in a look at the titles to be released in 1998/1999. (to be cont.)

Winging my way over to the good old U.S.A. to visit the Electronic Expo E3 can be considered as a dream come true for me. Atlanta, the city renowned for holding conferences of astronomical sizes hosted the 1998 E3, at the Georgia World Conference Centre. Not many cities have the infrastructure to contend with 41 300 game addicts and journalists from 80 countries, but Atlanta certainly withstood the masses. Taking up the entire Conference Centre is no small feat, with over 534 000sq. Ft of space being easily used by the entertainment industries leading businesses. Trying to see all of the show can be related to finishing the Comrades in 6 hours. But armed with my digital camera, rucksack and favourite takkies, I proceeded to complete the task of seeing everything on show.

As the 20 metre shutter doors opened before me I had already lost ground. I was so dumbstruck by the sight before me that I was almost trampled by the hordes of visitors. Holding my ground I stood for over 2 minutes taking in the sight that I had dreamed of for years. Then focusing on the task at hand I proceeded to gain as much information on the products as is humanly possible. I hope that my adventure, that seemed almost as if I was taking part in a game, informs you of what there is to come over the coming months. Enjoy!

Electronic Entertainment Expo E3 REPORT BACK

ACTIVISION

Apocalypse

Release: Q4 98
Genre: 3rd person action shooter



A game starring Bruce Willis as Trey Kincade is set in a dark violent future where science and religion have become competing pillars of society, each offering their own version of salvation. Featuring explosive action-shooter style gameplay, Apocalypse incorporates seamless 3D character movement within a cinematic action environment.



Tenchu

Release: Q4 98
Genre: 3rd person ninja warfare



A game that challenges players to use stealth, strategy and fighting skills in order to defeat the mysterious Prince of Darkness. Taking on the character of the male ninja Rikimaru or the female Ayame, gamers must confront and survive the myriad of samurai, shoguns, ninjas and fire breathing demons that block the path to success.

Players command an arsenal of 16 weapons, including knives, throwing stars, smoke bombs and grabbing hooks, to help them penetrate their environments, escape detection and devastate their enemies. Stunning motion capture animations replicate human movements as players creep, soft-step, jump and wall climb on their way to their ultimate objectives.



Asteroids

Release: Q4 98
Genre: 3D Action



Based on the classic coin-op and console game of the same name. When it was released in 1981 for the Atari 2600 game system it became the fastest selling video game in the United States and Europe. Set deep within hyperspace, Asteroids challenges gamers to shoot a path to the stars as they escape plummeting asteroids and take aim against invading flying saucers.

The new Asteroids will recapture the non-stop dodging and firing of the original, but will take the classic game to an all new level, with vivid 3D graphics, expansive playing areas, increasingly difficult space hazards, CD-quality sound and multiple modes of gameplay.



Beneath

Release: Q2 98
Genre: 3rd person action adventure



Set in the year 1906 and immerses players in the role of Jack Wells, a dashing pioneer pilot and adventurer. After receiving a letter inviting him to join his father at the site of an archeological dig in the Arctic, Jack arrives to find his father's camp has been ransacked and the research team missing.

Equipped with his father's caving gear, Jack sets off on the greatest challenge of his life - to descend to the depths of the earth and rescue his father. Players must navigate through three dynamic worlds - frozen caverns, hot volcanic mines and a mysterious underground city. Climbing, swinging, rappelling and fighting their way through 12 diverse levels, players must escape natural disasters, defeat vicious predators and solve puzzles that emerge out of obstacles natural to the environment. Beneath is being developed by Presto Studios well known for the Journeyman series.



Activision (cont)

Heavy Gear 2

Release: Q3 98
Genre: Combat simulation



The highly anticipated sequel to Activision's game Heavy Gear, Heavy Gear 2 enlists players as the leader of a special operations strike force that is spearheading the invasion of a neighboring planet. Players land behind enemy lines and embark on a series of missions to reconnoiter, destroy, sabotage and mislead enemy forces. Built from the ground up to take advantage of 3D technology, Heavy Gear 2 delivers lightning fast action and ultra-realistic, complex battlefields that include more vehicles and structures, indoor fighting and realistic weather and effects.



Third World

Release: Q4 98
Genre: RPG real time combat



Third World is a groundbreaking mix of role-playing and real-time tactical combat in which players battle rival gangs for power in a post-apocalyptic world. Players assemble gangs from up to five unique races, such as Mutants, Androids, Cyborgs and Aliens, each with their own history, special abilities and character classes. Characters gain new skills and abilities as they collect technology and artifacts to aid them in their struggle for dominance.

Utilizing Redline's new True-Perspective 3D game engine, Third World will redefine the tactical genre with real-time 3D combat, 360-degree rotatable camera angles, in-depth character creation and development, randomly generated scenarios and multiplayer games of 2 to 8 players.



The Fifth Element

Release: Q4 98
Genre: 3rd person action



Based on Gaumont's hit motion picture (Ed's fav movie) The Fifth Element is set in 23rd century New York City. Players must navigate and battle through a series of missions as they attempt to join together the five elements of earth, air, fire, water and anti-energy and save the Earth from evil and ultimate destruction. Using an enhanced version of the Nightmare Creatures engine, T5E takes gamers on the dual roles of Korban, an ex-soldier turned cab driver, and Leeloo, a beautiful extra-terrestrial creature, each with their own special skills and attributes. Within each level, players must accomplish an overall mission which is comprised of two sub-missions - one for each character. Four visually stunning, fully interactive worlds - from New York City to the Egyptian Temple - comprise 16 challenging levels which are filled with 23 different intelligent enemies. The game's enhanced 3D engine allows for complex character animations and movements while providing intelligent camera angles that adapt to each character's actions.



X-Men

Release: Q2 99
Genre: 3D Fighting game



In the upcoming X-Men game, the menacing Mojo has challenged the deadly Apocalypse to a battle to end all battles - a clash sure to cause the destruction of all who embody the X-gene. Featuring a state of the art engine, unique gameplay, visually stunning special effects and a rich storyline, the game will challenge players to master the moves and abilities of multiple Marvel Super Heroes.



Heretic 2

Release: Q3 98
Genre: First Person Action



Based on the Quake 2 engine, Heretic 2 sets players on an epic quest across an entire continent to find a means to cure themselves and their people from the effects of a magical plague. Having been banished to the OuterWorlds by D'sparil, Corvus, the character from the original Heretic, returns to his homeland and finds his people affected by a mind-altering plague. Players will be able to use a variety of offensive and defensive spells such as the sphere of Annihilation, Repulsion and Fireball in conjunction with a staff and a magical bow to combat the hordes of insane plague ridden denizens of Parhous.

Interstate 82

Release: Q4 98
Genre: combat-action driving



Based on the successful Interstate 76 and is a combat-action revolution that combines the fast-paced thrills of the original with super-car slugfest with first person shoot-em-ups. Multi-vehicle gameplay pits players in cars, on foot, in helicopters and on motorcycles against each other in complex areas never seen before in a car-based shooter. Gamers blast through a shopping mall at 190 kph; strafe biker gangs on the Las Vegas strip; and seek out and destroy the evil forces lurking at a super secret military base, Area 49. Interstate 82 is built for 3D acceleration and screams like a blown small block, with visually stunning worlds, realistic weather effects.



Tai Fu

Release: Q4 98
Genre: Fighting adventure



You play the role of Tai, the lone survivor of the Tiger Clan. Blamed for the savage murder of the Panda Monks, Tai must complete a quest to clear his name and defeat the Dragon Master thereby restoring balance to the world. TF uses Morph-X technology which produces smooth, seamless game



Legend of the Five Rings

Release: Unknown
Genre: Action RPG



Set in the mythical world of Rokugan, LotFR is an action/role-playing game based on the popular collectable card game and RPG system developed by Wizards of the Coast. Players take the role of a young samurai who embarks on a quest to recover the seven segments of a sacred artifact. When the artifact is assembled, it contains the power to defeat the most evil creature in Rokugan. The game features more than 30 quests, motion capture animations, dynamic light source, terrain and elevation effects and a co-operative mode for up to 8 players.



SIN

Genre: First Person Shooter
Release Date: Summer '98



When the CEO of SinTek Industries begins injecting the streets of Freeport with a DNA-altering drug, it's time to reassess the laws of morality. When this twisted biochemist plans to overtake the world with her army of genetically engineered mutants, it's time to rewrite the golden rule. You are Colonel John R. Blade. You've made a religion out of the security protection industry, and now you are going to make Felix Sinclair pay for her sins. Sin is the fully integrated first-person experience brought to you by the greatest level designers in the industry. Sin features a character-driven story and revolutionary multiplayer gameplay powered by an enhanced Quake II engine. Action-Based Outcomes - Your actions will always have a consequence as you work through 24 levels of intense action. Realistic Environments - The environments were designed around real world or near future designs. Reactive AI - Battle against an AI that thinks of more than just kill, kill, kill. Sin's AI will react to the surrounding situation. If they take too much damage, they'll duck out and go find a way to heal themselves. Make too much noise and the hordes will descend upon you. Choose stealth and you might even make it through the area without firing a shot.



LAPD 2100 A.D.

Release: Q4 1998
Genre: Action

In the 22nd century criminal gangs control large areas of Los Angeles. As a futuristic cop, your job is to neutralize them. Standard issue weapons will not get the job done. Your survival depends on massive firepower. Fortunately, you have a world class assault vehicle, an experimental model with the capacity to transform from an agile hovercraft into a powerful mechanical walker. It's equipped with revolutionary plasma missiles, a protective "ceramite" armor, and a very bad attitude. Your mission: serve, protect and survive.



Key Features

Twelve levels of combat and destruction. Head-to-head split screen and cooperative two-player modes. Two lethal player vehicles. Transform from a nimble hovercraft into a powerful walker. Advanced rendered 3-D environments that reveal a futuristic version of L.A. Rich, real-time lighting effects and brilliant vertex coloring. More than 30 fully loaded, futuristic weapons such as infernos, plasma missiles and volcano mines. Multiple power ups. Intense explosions and pyrotechnics for each weapon. Realistic and fluid animations created with motion capture technology. Analog controller support.



Small Soldiers

Release: Q4 1998
Genre: Action

In Small Soldiers, the toy action figures from the film come to life in the fantasy sci-fi world of Gorgon. The player now has the opportunity to control Archer, Chip Hazard and 14 additional characters, some created exclusively for the game. Players must defend the home world of Gorgon from the onslaught of the Commandos, then once vanquished, take the battle to their enemies at distant military outposts. The player can direct attacks, set traps and deploy troops in an effort to defeat opposing



forces and achieve mission objectives.

Key Features

Fifteen levels of gameplay available in single or two-player mode, plus five additional bonus levels offered in single player mode. Twenty unique 3-D worlds to explore and conquer. Sixteen characters to control and/or fight. Ultimate good vs. evil two-player combat mode between Archer and Chip Hazard. Ten weapons that include homing and explosive projectiles, continuous beams, and short range energy weapons. Dynamic camera angles that give the action a cinematic feel. Fully orchestrated music along with a tribal choir and high-quality sound effects.



Road Rash 3D

Release: July 1998
Genre: Flight Simulation

The latest cut of this rebellious motorcycle racing game offers hot competition and furious combat action with four gnarly biker gangs, a 3-D



world with miles of interconnected roads, and a multi-artist soundtrack that

keeps pace with the onscreen action. Road Rash 3D, from the top-selling franchise that has sold more than three million units worldwide across multiple platforms, delivers the combat racing experience that its fans crave.



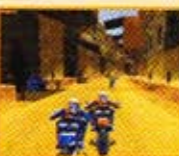
Moto Racer 2

Release: Q4 1998
Genre: Racing

Players can race street or motorcross bikes on 30 new tracks in exotic locales such as the Sahara desert and the Amazon rain forest. The addition of the new 3-D Track Creator allows gamers to create original tracks or customize existing ones easily. **Key Features** Thirty new tracks in realistic locations. New 3-D Track Creator allows players to create new or customize existing tracks.



Tracks can also be saved. Increased 3-D accelerator support for the latest-generation 3-D accelerator cards. Improved graphics with weather effects that affect gameplay. New replay mode allows player to save best races. Two modes of gameplay: arcade or simulation. Improved multiplayer modes allows four to eight players for the PC version and three players for the Playstation version to race against each other.



Prax War

Release: Q4 1998
Genre: First person shooter

Prax War is a technologically advanced first-person shooter that utilizes a new 3-D engine, taking point of view (POV) games to the next level in terms of fast gameplay and richer character animations and graphics. The game is set in the year 2032 and the Global Alliance Treaty Organization (GATO) is being held hostage by the corrupt Prax Industries, sole distributor of the world's primary energy source. Over matched by Prax's private army of exotic and lethal weaponry, GATO must use covert operations to restore the balance of power. **Key Features** New 3-D engine using break-through technology. Expansive 3-D world that



offers both indoor and outdoor environments, with levels 40 times the size found in a typical POV game. Multiple lighting effects, such as colored and dynamic, adding realism to the game. Hundreds of highly detailed custom animations. Realistic artificial intelligence that fuels more challenging character behavior. Full multiplayer support via modem, LAN or Internet allowing an unlimited number of players

(this is dependent upon the power of the game server and the connection speed). Team-oriented gameplay. Variety of vehicles found in the outdoor environments that include dune buggies, jeeps and personal field armor units. A multitude of weapons from dual machine pistols to projectile and special effect weapons like shotguns and flamethrowers.



JANES World Air Power

Release: Q4 1998
Genre: Flight Simulation

World Air Power: Israeli Air Force (IAF) lets players of all different skill levels fly as fighter pilots in one of the world's top air forces. The game features several of the most advanced IAF aircraft and utilizes a breakthrough terrain engine which delivers a photo-realistic environment along with lightning fast dogfighting and crisp, vibrant graphics. **Key Features** Terrain engine delivers stunning, photo-realistic terrain mirroring real-life textures. Development of the high quality terrain involved capturing stereoscopic satellite data at ten meters per pixel resolution with true elevation and coloring. Seven aircraft from the Israeli Air Force: F-4: Jet that has flown the most combat missions than any other jet worldwide. F-4 2000.



The 90s F-4 equipped with highly advanced systems and weaponry. F-15: The best air-superiority fighter aircraft in the world. F-16: A sophisticated multi-purpose fighter. Lavi: Israel's next generation fighter. Kfir: An Israeli dual role, single

seater, good for both air and air-to-ground combat. Mirage III: Single-engine French built fighter with more victories than any other IAF aircraft. Forty-two challenging missions through six different intense campaigns. Supports all next generation graphics hardware: Voodoo 2, AGP, other next level 3-D accelerators (natively), plus D3D support. Detailed 3-D models with fast gameplay and no polygon breakage or tearing for smooth terrain. Developed by real Israeli Air Force pilots - both retired and active - adding additional realism and accuracy.



Ultima 9: Ascension

Release: July 1998
Genre: Fantasy Action-Adventure

Take fantasy to the extreme in the latest game from the creators of the legendary Ultima series. Prepare yourself for Ultima: Ascension. Evil has descended upon Britannia and you are called upon to restore virtue to the land. The stage is being set for the final conflict between the Avatar and the Guardian and all of Britannia hangs in the balance.



Ultima: Ascension is an action-adventure game set in the Ultima universe. There is no hard-core stats or inventory management; nothing to take away from the fun, just compelling adventure and intense action. See waves lap up on the shore. Listen as leaves blow in the wind behind you. The amazing 16-bit 3-D graphics and advanced 3-D lighting effects let you

experience the world of Ultima as never before. A simple walkthrough tutorial and intuitive mouse-driven interface make it easy to play this incredible fantasy.

Key Features Stunning 16-bit color, 3-D graphics with movable camera views. Amazing 3-D lighting effects include flickering, moving and colored light sources. The latest hardware graphics acceleration support for 3Dx Voodoo II and AGP cards. Encounter more than 50 fantastic creatures. Interact with more than 100 characters. Conquer your enemies using more than 40 devastating weapons and 45 spectacular spells. Finely-woven story line that will captivate players. The ninth chapter in the renowned Ultima series. Created by legendary designer Richard Garriott.



Electronic Arts (cont)

Janes Fighter Legends

Release: Q4 1998
Genre: Flight Simulation

True to the era, Fighter Legends features the thrill of in-your-face dogfighting during the period that defined white-knuckled air combat. Fly the seven best fighters of WWII using similar tactics and maneuvers conducted during WWII in the most graphically intense flight simulations developed, to date. Players can use large flight formations for tactical advantage as well as cloud cover and terrain to hide from and/or attack enemies. Spectacular



crashes and explosions through realistic special effects. For instance, planes break apart upon ground impact, planes hit by others will show damage and exhibit loss of control - with smoke and fire trailing planes.

New 3-D engine, supporting both current and next generation 3-D graphics, provides a high polygon count to deliver realistic, detailed shapes and transparent 3-D clouds and smoke effects. Branching campaign that can be played from either the Allied or Axis side. WWII era music, combat footage, multimedia information and exclusive interviews with six ace pilots.



SimCity 3000

Release: Q3 1998
Genre: City Building Simulation

Design your metropolis using an extensive city building kit such as the Building Architect Tool to create individual buildings. Then immerse yourself as your city comes to life with bustling traffic, pedestrians, 3D rendered buildings and full 3D sound. Tackle the challenge of balancing advice and demands from your expert advisors, neighboring cities and Citizen Petitioners. And prepare to make tough



decisions as you pilot your fledgling town through challenging special city events, scenarios and disasters.

Once you've created the ultimate urban utopia, share it with the world on simcity.com, a community on the internet where players can interact, participate in contests and even publish their SimCities. **Features** Bustling traffic, pedestrians, richly detailed 3D rendered buildings and realistic 3D sound. A sophisticated city simulator which creates realistic neighborhoods. Real-world landmark buildings, improved zoning options including historic districts. Maps four times larger than the SimCity 2000 maps. Citizen petitioners who provide strategic choices in shaping city growth.



Knockout Kings

Release: Q3 1998
Genre: Boxing Sports Simulation

Knockout Kings features an impressive array of 38 famous boxers, including exclusive rights for Muhammad Ali, Evander Holyfield, Sugar Ray Leonard and Oscar De La Hoya. Fight enthusiasts can compete as or against these legends. Sugar Ray and Oscar worked very closely with EA Sports as consultants on the game to ensure authenticity of the fighting action. They were motion captured as they executed hundreds of moves that they would use in a real fight. The movements of the boxers were



then digitized into the game to bring the cyber boxers to life. Famous referee Mills Lane also worked with EA Sports and his motion capture was used for the game's official as well as invaluable insight into the world of boxing.

Features Each boxer's style, strength, weight, height, speed, reach, stamina, ring savvy and experience are factored into the AI. The voice of Mills Lane is heard as flight instructions are given to boxers prior to and during the fight. Vie for the championship belt in light-, middle-, and heavy weight classes.



Tiger Woods 99

Release: July 1998
Genre: Golfing Simulation

TG99 allows you to play as or against Tiger Woods. Tiger Woods a longtime interactive game player, gave the EA Sports team design suggestions for the new golf game and had his swing and signature emotions digitally captured for use in the game. **Features:** Hit 320 yard drives or chip in with a 3-wood like Tiger. Every nuance of Tiger's real golf game - including his victory jump and fist pumping moves - has been meticulously recreated and included in the game. The galleries that surround the greens



grow/diminish in size depending on play. FlashDraw proprietary technology renders gameplay at lightning fast speeds. Fluctuating wind patterns - golfers must time shots to take advantage or fight the effects of the gusting winds. Revolutionary 3D engine delivers full screen real-time moving cameras that follow the ball in flight. Cameras allow persons to plan their next shot from a first person perspective (PC).



Trespasser

Release: September 1998
Genre: 3D Action Adventure
Developer: Dreamworks Interactive

Trespasser is an immersive 3D action adventure unlike anything ever created for the PC. Players find themselves washed ashore on the mysterious 'Site B' island in the aftermath of the tragic expedition seen in The Lost World. Your one goal - get off the island alive! Breathtaking outdoor environment combined with groundbreaking physics modeling creates a world with incredibly realistic dinosaurs and revolutionary gameplay. Players will journey into the island wilderness, battle



prehistoric predators and use their wit to survive in a game that New Age Gaming says will alter the way we play first person games.

Features First ever physics based game engine. Objects act and react with each other in a realistic manner. Anything can be used as a weapon. The days of labyrinth based gameplay are over! Action and adventure style gameplay. 15 sq. km. Of outdoor/indoor 3D real-time terrain to explore. Seamless transition between outdoor and indoor environments. Multiple species of prehistoric predators and carnivores to defend yourself against.



Populous: In The Beginning

Release: Q4 98/Q1 99
Genre: Strategy
Developer: Bullfrog Productions

With the power pouring from your fingertips, all shall fall before you. With Populous 3 become the Shaman and use your divine powers to defeat other would-be gods on your quest to become the Supreme Being. To succeed, you'll need to learn to control your increasing powers and command your faithful followers. Use the 3D planet view or the richly detailed ground view with 360-degree fully rotating axis and curved horizon



landscapes to plan your catastrophic attack and cast a host of devastating spells. **Features** Internet and network multiplayer support for up to four players. Choose from a host of spells and inflict untold damage on unbelievers through erupting volcanoes, lightning storms, earthquakes and plagues. Expand your influence across 30 levels within six different worlds. Full ecosystem and advanced AI.



Alpha Centauri

Release: Q3 1998
Genre: Empire Building Simulation

Sid Meier's Alpha Centauri takes Sid's legendary addictive gameplay into the 22nd century. After leaving the tattered remains of Earth on the brink of self-destruction, you are rudely awakened from your cryo-sleep by an asteroid that has smashed into the ships hull. The ensuing chaos results in the forming of seven factions, all with different goals and agendas. As a faction leader, you are responsible for making sure that mankind lives on, in an empire of your own design.



Alpha Centauri features all the elements of discovery, exploration, building and conquest that players have come to expect from the designer who practically invented the empire building genre in computer games.

Features: A random terrain generator ensures that no two games are ever the same, and an advanced AI system with six levels of difficulty provides for endless replayability. Full multiplayer support of up to seven players. Raise mountains and level hillsides as you terraform Alpha Centauri for more efficient resource gathering or for creating a competitive strategic advantage. Conquer the world or lead your people to the next step in the evolution of humanity.



Delta Force

Release: Q3 1998
Genre: 1st or 3rd Person Action

As a member of Delta Force - the Army's elite, top secret Special Forces unit - the word 'impossible' is not in your vocabulary. In Delta Force, you will conduct missions swiftly and silently, in every possible terrain, under



every imaginable condition and through unconventional means. **Features** Over 40 missions create with the assistance of a former Delta Force officer. Premiering Voxel Space 3 graphics terrain with 24-bit colour. Choose your action in either 1st or 3rd person. Expansive real-world outdoor environments. Free large-scale multiplayer via www.noworld.net



Westwood Studios

Command & Conquer Tiberian Sun

Release: September 1998
 Genre: Strategy

Westwood have made giant leaps in most departments especially on the graphical side which uses Westwoods patented Megavoxel Technology Engine which creates more exciting and dangerous battlefields with dynamic 3D terrain. Explosions leave craters and lakes and rivers freeze during colder periods. Forest fires rage out of control and winds carry poisonous gases across the world. GDI and NOD are back to battle for ultimate domination with bigger and

better armaments and units. A vast array of new weapons are added into this gripping gameplay with the Devils Tongue, Hunter-Seeker Drones, Jump-Jet Infantry, Disruptors, Stealth Generators, genetically generated Cyborgs and the Firestorm Defense System being a few of the new additions.



Command & Conquer Red Alert Retaliation

Release: August 1998
 Genre: Strategy

With so much attention given to PC by Westwood I wondered if the Playstation was being forgotten. Fortunately they are very much in development on the console side and C&CRA Retaliation heads the list of titles that are now becoming increasingly popular on the consoles. Retaliation will contain 34 new missions never seen before on the Playstation, 100 multiplayer maps, 7 new units, 16 new Techno battlesongs and 19 new video mission briefings.



As with Red Alert there will be support for the link cables and mouse to help with control and playability. A new skirmish mode has been added for practicing on the computer AI before finding your next victim. Tesla Tanks, Shock Troopers, Missile Subs, Chronotank, Demolition Tank, M.A.D Tank and Field Mechanic are the list of new troops that should keep your Playstation on for ours racking up kills against your friends and foes. You are also able to save up to 4 campaigns in progress in 1 memory block on the Playstation. If you are a Playstation owner then this is a title to look out for.

Lands of Lore 3

Release: September 1998
 Genre: 1st Person RPG

From the first look at Lands of Lore 3 it has made great strides in the areas it failed in with the sequel. The new Voxel Technology Engine has been in production for 3 years and finally shows itself in this production. It must be said that what I was shown was a very early representation of the game and it looked a lot better than the previous LOL. It will be interesting to see screenshots as they develop further into the game and it should prove



to be one of the selling points behind the game. You'll explore exotic worlds, embark on mysterious quests and slay mighty creatures. Playing the role of Copper LeGre, you build your character by exploring the township of Gladstone, joining guilds, selecting a companion familiar, questing, fighting and puzzle solving raise your skills and uniquely customize your characters as you see fit. With 4 major guilds to choose from, including multiple guild affiliations, you can customize characters in a way most games can't.

Dune 2

Release: July 1998
 Genre: Strategy

The reborn classic based on Frank Herbert's famous Dune, has all the features that made the original a huge hit, and now it's even better. Players will be able to battle in the world of Dune across the Internet and over LAN. Dune 2 features a



Command & Conquer style interface for quick and easy gameplay. New high resolution graphics bring Dune to life like never before. All the familiar units are available as well as sandworms that roam the desert looking for troops to devour. Players can lead the noble Atreides, the sneaky Ordo or the evil Harkonnen.

GT INTERACTIVE

Beavis and Butt-head

In this new title, for the first time Beavis and Butt-head will be rendered in 3D, and players will be able to control each character's speech throughout all of the game's levels.



Duke Nukem Forever

Being able to get into the Duke Nukem Forever closed Preview was one of the highlights of my visit to the GT Interactive stand. Lovers of the Duke games will be happy to know that we are about to see a total reconstruction of the first release with a dynamic engine currently on the scenes. At this point in time I have just heard that the Unreal Engine has been licensed as the primary engine leaving the Quake engine behind in its wake. Luckily the delay will not be substantial and will only delay Duke a month further than its original release date.



Blood 2: The Chosen

Genre: 1st Person Action

Blood 2: The Chosen will feature over 30 different weapons and spells including the tesla cannon, sniper rifle, sawed-off shotgun and the slicer. Blood fans can also look forward to the return of such legendary weapons as the voodoo doll and the flare gun, both visually enhanced with bloody new graphics.



The adrenaline-pumping combat takes place over 40 unique levels, including eight dedicated multi-player 'Bloodbath' levels. Also included in the 'Bloodbaths' are humiliation deaths, such as a victory dance around the corpse of a slain enemy, support for up to 32 players simultaneously, and bonus multi-player games such as capture the flag.

Dark Vengeance

Genre: 3rd Person Action

Dark Vengeance thrusts players into a fantasy world held captive by a magical eclipse that has engulfed the land in a sea of violence. Until a renegade band of elves challenged for power, humans and elves lived together in peace. Banished to underground caverns, the 'Dark Elves' vowed revenge on the surface dwellers. While a prophecy foretold their return, humans became fearless and ignored the ancient tale. In their ignorance, the sun blackened, darkness enveloped the land and creatures of the night rose to fight for supremacy. It is up to players to fulfill the prophecy by vanquishing the evil



Dark Elf forces and ending the bloody carnage. Fully immersive 3D world created with Reality Bytes' state-of-the-art game engine that provides graphically lavish indoor and outdoor environments, characters, objects, weaponry, projectiles and special effects - all with realistic physics; Dramatic third-person perspective further immerses players in the game by ensuring that every aspect of the 3D combat is fully absorbed; State-of-the-art technology that seamlessly allows players to alternate between indoor and outdoor missions; Wide variety of combat styles, including heavy weaponry, magical weapons, safe-range weapons and beguiling weaponry, such as traps and potions;

Duke Nukem: Time to Kill

Release: September 1998
 Genre: 1st Person Action

As Duke goes back in time, so does his arsenal of weapons and winning ways. Luckily for Duke, clothes don't make the man because in Duke Nukem: Time to Kill, 'the King' wears everything from togas to kilts to cowboy hats. For the first time ever, time travel with Duke through modern Los Angeles, the Old West, Medieval Times and Ancient Rome. More than 20 weapons, including all-new 'period pieces' such as crossbows, buffalo rifles, throwing axes and the 'Holy Hand Grenade,' as well as perennial favorites like the shotgun, rocket launcher and pipe bomb; All-new third-person perspective allows players to see the real Duke in all his butt-scratching glory; Totally interactive environments in which trains run, electricity flows, water splashes, shell casings bounce and caverns echo; Hi-res, graphics including cinematic introductions and endings, and dynamic lighting and shadows.



GT Interactive (cont)

Lode Runner 2

Release: Q3 1998
 Genre: Puzzle

Lode Runner 2 for the PC features five immersive 3D worlds, more than 75 new levels and a complete level editor/builder. As either a male or female Lode Runner, players must travel through isometric 3D game worlds collecting gold, solving puzzles and evading evil creatures. A keen sense of timing, resourcefulness and pure logic all combine to make Lode Runner 2 a completely unique gaming experience.



Rogue Trip

Release: October 1998
 Genre: Auto Destruction

As an automercenary, you are part of a bizarre group of professional party crashers, each fully equipped with a highly armed attack vehicle. For a cash fee, you will transport tourists into Big Daddy's heavily guarded vacation spots for a photo opportunity, but getting there won't be easy. Each level contains only one tourist, and every automercenary in Rogue Trip will be competing for them. Getting the tourist into your vehicle will be difficult, but keeping them there will be even harder. Don't forget to spend your cash wisely, you will need it for vehicle repair and weapon upgrades.



Tides of War

Release: July 1998
 Genre: Ship Strategy

Designed in a non-linear, mission-based fashion, Tides of War challenges players to achieve a variety of objectives, while being attacked by different nations. Mission types include combat, chase, escort, delivery, search and destroy, and exploration. Each of the 50 different ships are real-time 3D modeled, providing players with elaborately detailed and realistic ships to command.



Prey

Genre: 1st Person Action
 Release: Unknown

A first-person action game, Prey follows the saga of Talon Brave, a down-on-his-luck Apache abducted by the Trocara, a triad of higher life forms responsible for seeding life on Earth and who have a broader agenda to accomplish as they pass through Earth's solar system. Talon Brave is forced to fight a consortium of enemies, as well as discover the motivations that drive a mysterious fourth species, known only as 'The Keepers.' 'With Prey, we feel that we are advancing the action game genre on three fronts,' said Paul Schuytama, project leader of Prey. 'Our Portal



Technology engine is pushing first-person technology forward, our game play will set new standards in interactivity and our story will deliver a powerful and moving fictional experience.' Next Generation Engine - the 3D Realms-developed Prey engine is unlike anything created, capable of stunning colored lighting effects and on-the-fly rendering. A 3D engine offering six degrees of freedom (players can turn their head without changing direction), 3D Realms' Prey engine employs next-generation Portal Technology which breaks the barriers of room geometry, resulting in an almost unbelievable new 4D look. In addition, since the Prey engine handles all geometry in real-time without the need for preprocessing, the potential for truly interactive environments is nearly limitless.

Wheel of Time

Release: 1999
 Genre: 1st Person RPG

Developed by Legend Entertainment, The Wheel of Time is a real-time, first-person 3D action/strategy game with role-playing elements. Set in the world of Robert Jordan's award-winning novels, the game allows players to assume the identity of one of four characters throughout a magical adventure. In addition, players control their own fortresses, explore environments, collect magical artifacts, interact with non-player characters and storm enemy citadels in search of mystical seals while protecting their own home bases from invasion. Developed with Epic Megagame's powerful Unreal game engine, resulting



in highly-detailed and realistic 3D environments, dynamic lighting and intuitive Internet game play. Characters and storyline based on Robert Jordan's popular series of fantasy novels which have sold millions of copies worldwide; Unique game-play experience that combines the very best elements of first-person gaming with the complexity and depth of role-playing and real-time strategy games; Choose from one of four very different characters.



Oddworld: Abe's Exoddus

Genre: Platform
 Release: September 1998

Oddworld: Abe's Exoddus picks up where Abe's Oddysee left off. When Abe destroyed Rapturefarms, he also destroyed the main ingredient to the Glukkons' ultra-addictive soft drink, SoulStorm Brew - Mudokon bones! While Abe initially sets out to stop the Glukkons from mining the



bones of the Mudokon dead, there is some seriously nasty business going on over at the SoulStorm brewery that could have Abe 'crying in his brew.' Abe's Next Movement - will be... invisible. Abe also has a bunch of new moves including the ability to turn invisible and a handy slap move which is guaranteed to un-seat a Slig from his pants.

Powerslide

Release: Q3 1998
 Genre: Off-Road Racing

Designed by Emergent Software, Powerslide is set 20 years in the future. To escape the harsh environment, the middle and upper classes moved underground and built vast modern cities, while the poor were left on the surface to fend for themselves. Once again, racing has become an exciting sport as players join the ultimate race between classes. - The Difference



Rebel Moon Revolution

Genre: 1st Person Action
 Release: December 1998

Developed by Fenris Wolf, Rebel Moon Revolution is set in the future, where the United Nations has evolved from a powerless forum for debate to a major global force. While not an imperial world government, the U.N. operates as a multi-jurisdictional entity capable of forcibly settling disputes between member states through the use of its powerful armed forces. When half of the lunar colonies established by the U.N. claim their independence, the 'Sea of Tranquility' quickly becomes the battleground for mankind's greatest civil war. Realistic four-man fire team based on United States Marine Corps doctrines. Players may choose to play as any of the six combat specialties: NCO, Rifleman, Gunner, Tech-Medic, Combat Engineer or Heavy Weapons Specialist. Each specialty has different abilities and responsibilities, but each encourages the player to operate as part of the team.



Streak

Release: November 1998
 Genre: Board Racing

Streak is a racing game set in a contemporary fictional world. Streak pits a select group of individuals against one another in underground races, using a top-secret technology. Riding 'GEMBlades' which float one foot above the ground, racers must navigate through extreme 'tracks' at speeds of up to 70 MPH. Much like a rave party, 'streakers' don't know the location of the next race until shortly before it begins. Tracks such as a freeway, carnival, sewer or graveyard all rigorously test the skills of each competitor and ultimately determine the winner.



MIA (missing in Action)

Release: August 1998
 Genre: Helicopter Action

Set in Vietnam, MIA challenges players to pilot a variety of helicopters in search of prisoners of war and to fulfill other key strategic objectives. MIA features 26 death defying missions based on actual Vietnam war operations, an advanced 3D game engine, and dynamic environmental effects.



Amen: The Awakening

Release: Q2 99
 Genre: 3rd Person Adventure



A 3D first-person action-adventure experience of epic proportions. Amen: The Awakening immerses players in an incredibly realistic and frightening world. Players will assume the role of a foolhardy British commando who is swept into an action-packed adventure that chronicles the end of human civilization, as we know it. Because of its attention to detail, scope and plot, Amen: The Awakening will appeal to the action crowd as well as fans of role-playing games and adventure games.



Good & Evil

Release: June 1999
 Genre: RPG AD ST



Part adventure game, part role-playing, part real-time strategy and part Spinal Tap. Ron Gilbert's Good & Evil takes players on a Odyssean journey across a strange land to meet the most eclectic group of friends and villains you've ever seen. Fully 3-D worlds and characters. Good & Evil promises to use every cycle of that new Pentium 500 you've got your eye on.

Trans Am Racing

Release: September 1998
 Genre: Racing



Developed by Engineering Animation Inc's Interactive Division, Trans-Am Racing '68-'72 is based on the 1968-1972 seasons, some of the most popular in Trans-Am history. With nearly a decade of experience recreating automobile accidents for litigation purposes, a field where absolute realism is a prerequisite. Choose from more than 30 actual Trans-Am Racing teams, or create your own. Compete on 12 challenging road courses; Realistic 3D collisions with damage computed on-the-fly allows for rollovers, flips and spinouts: Up to 16 players can race simultaneously over the Internet; Choose from 13 detailed race-ready muscle cars. The most realistic automobile physics ever seen on a PC including the first ever "6-degrees-of-freedom," allowing for absolute realism; Interactive 3D pit stops challenge players' efficiency and hand-eye



War of the Worlds

Release: September 1998
 Genre: Strategy



Based on the novel and inspired by the best-selling album by Jeff Wayne, Jeff Wayne's The War of The Worlds is a true 3D real-time combat strategy game, featuring full texture-mapped animated objects, dynamic lighting and non-linear game play. A mixture of strategy and action ranging from cunning deliberation to outright firepower. No pre-set missions - all game play is completely non-linear and determined by the player; Control of research, development, production and placement of all forces; Control of vehicles on land, above and below the ocean, air and underground; Control either the technically advanced Martian forces or the more numerous Human forces, for two distinct types of game play; Full 3D texture-mapped animated objects; 16-bit color display runs in any resolution (hardware permitting); Realistic undulating terrain based on actual geography of Britain, that becomes modified by in-game combat. Fully light-sourced environments, with both ambient and directional lighting; Dynamic particle system for realistic fire, smoke, fog and explosion effects; 24-hour timekeeping, so battles can take place at any time of day or night; Network play for up to two players; Over 50 minutes of new recordings and interpretations from Jeff Wayne, celebrating the 20th anniversary of his album which sold six million copies worldwide.



Elysium

Release: June 1999
 Genre: Action Adventure



Elysium is an action adventure game set in a world beyond dreams. The epic storyline unfolds over the course of more than 40 episodes, each offering five to 10 hours of compelling game play. Controlling a small team of explorers, players throw down the Werewolf Lords of lycanthropy, race sky galleons across the plains of Uzrehi, explore the strange alien landscapes beyond the forbidding



EIDOS

Vermin

Release: Q4 98
 Genre: Action arcade



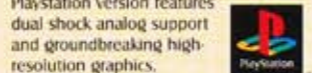
For gamers who love gross, Vermin has arrived. Equal part shooting, exploration, digging, resource management and Sci-Fi fantasy. Vermin is a one-of-a-kind hybrid that lets you invade host organism and burrow into unsettling new alien environments. Choose one character from three Vermin species to complete a series of missions and bonus tasks. Dodge the evil Dr. Cautious and avoid his attempt to capture and control your existence. Features: All objects and characters are humorously animated and graphics feature real-time lighting effects and rendered backgrounds. Addictive gameplay featuring three distinctively different game views. 30 frames per second 3D polygonal game engine. Full 3D levels. Particle System for colourful splashing goo and other special effects. Different camera perspectives.

Tomb Raider 3

Release: Q4 98
 Genre: 3rd person action



Unable to let down her fans, Lara Croft returns for the third installment of Tomb Raider - an action packed, globe-trotting effort to surpass her two previous adventures. Tomb Raider 3 sees Lara off to even more exotic worldwide locations - from the blistering deserts of India to the lush island of the South Pacific. And now, gamers can choose their own destiny by selecting the order in which they play each of the four different adventures. With unparalleled gameplay, mind-blowing graphics, and a superstar



Warzone 2100

Release: Q4 98
 Genre: Strategy



Protect your forces and blow away the opposition with advanced AI and feature set of any real-time strategy game. Warzone brings you directly into the battle zone, with superb sound effects and full scorched 3D landscapes and terrain. Research new components, then

customize and build your units and beef up your forces with AI-controlled command bots that take action automatically once they learn your tendencies. Features: Build and develop dynamic fighting units to your own unique needs and specifications. Sophisticated AI system govern unit combat and behavior. Gouraud shaded landscape and advanced transparency effects.

Confirmed kill

Release: Q4 98
 Genre: Flight Simulation



Employing advanced game engines and driven by a Hight Model used for FAA simulations, Confirmed Kill delivers white-knuckle realism, explosive graphics and beautifully rendered aircraft. Confirmed Kill will initially be deployed as an on-line only Flight Sim. Features: Choose from a wide range of historically-accurate missions and hypothetical scenarios - and design your own engagements. For pilots looking for a more relaxed flight, CK will provide differing realism levels for the more casual or arcade pilot.



Eidos (cont)

Ninja: Shadow of Darkness

Release: Q4 98
 Genre: 3rd person arcade action

Enter the world of Kurosawa, the young ninja, as he is drawn into a dark history of demon lords, ritual death ceremonies, and sacrificed souls. Ninja takes you through complex interior and exterior settings, where new weapons, magic spells and special moves are introduced as intense, action-packed storyline unfolds. Fight your way through various levels and gain strength and magic power with each enemy's defeat as you take on increasingly difficult Ninja rivals in a constantly changing, real-time 3D environment. Features: State-of-the-art cinematic intelligent dynamic camera system changes the game view according to your surrounding environments and combat situations. Consists of four levels with three sub levels to each. Numerous fighting moves, magic spells and special weapons are at your disposal. Play in a detailed world including lush forests, craggy mountains and sapphire-hued lakes. Progressive storyline.



captures you beyond the realm of traditional fighting games.

Final Fantasy 7

Release: Q3 98
 Genre: Action Role Playing



The latest installment of the best selling game franchise in history, now makes its debut on PC. This rich and graphically intense epic adventure in the classic match of good versus evil. Assume the role of Cloud, who teams up with the resistance group AVALANCHE to save the world from the malicious Shinra Inc. FF7 features seamless 3D gameplay and contains hundreds of pre-rendered,



Daikatana

Release: Q3 98
 Genre: First person action



Wield the mighty Daikatana, an ancient Japanese Samurai Sword, through four distinctive time periods ranging from the dark ages to post-apocalyptic San Francisco. Encounter 64 monsters and 32 weapons in a 3D rendered world that incorporates new art palettes, new music and new characters in each of its 32 detailed levels. Your character, Hiro Miyamoto, is joined by two computer-controlled sidekicks, the beautiful Mikiko Ebihara and Superfly Johnson, who aid you in your epic quest to set history straight. Features: Created by the legendary John Romero of Doom, Quake and ID Software fame.



Gangsters: Organized Crime

Release: Q4 98
 Genre: Strategy



Think you have what it takes to be a wise guy? Gangsters lets you play a mob boss of a brutal organized crime family. Set in a Chicago style city of the 1930's, you work the gritty underworld of the Mafia, dealing in extortion, illegal liquor, prostitution, violence, intimidation, gambling and gang warfare. Starting as a fledgling crime lord, you must be ruthless and devious in your business while maintaining good relations with the general public - and avoiding the prying eyes of copper and the FBI. Features: Hire, fire and 'bump off' employees of your organizations. Put out any contracts on any citizen in the city.

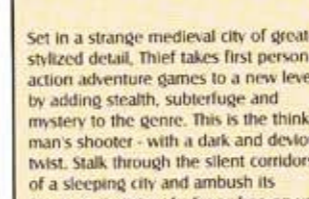


Thief: The Dark Project

Release: Q3 98
 Genre: First person action adventure



Features: Infiltrate and explore more than 16 mission areas, from sewers to an abandoned church. Real-time first-person 3D graphics engine, with extended capability available for 3D graphic accelerators. Realistic physics simulation. Mission-based gameplay with an in-depth storyline.



Set in a strange medieval city of great-stylized detail, Thief takes first person action adventure games to a new level by adding stealth, subterfuge and mystery to the genre. This is the thinking man's shooter - with a dark and devious twist. Stalk through the silent corridors of a sleeping city and ambush its unsuspecting guards. Lavesdrop on your foes as they co-ordinate their manhunt in real-digital audio. As Garret, the smart and mysterious main character, you must use sneaky tactics to throw off your opponents and get to the next level.



Provides realistic simulation of fire, water, wind and their effects in the game environment - flammable objects catch fire, buoyant objects float, heavy objects can be used to block doors. Raycast light mapping with moving light source highlighting.

Preview Under Construction

Revenant

Release: Q4 98
 Genre: Action Role Playing



Welcome to a strange and beautiful world where evil characters, bizarre creatures and magical spells lurk in the darkness. Locke D'Averam is Revenant, a resurrected warrior from an earlier age, summoned back by a powerful warlord to rescue his abducted daughter. Remembering nothing of his earlier life, Locke slowly recovers his fighting skills as he explores shadowy catacombs, collect magic objects and battle a myriad of deadly monsters. Dynamic action-packed gameplay requires tactical thinking to explore, interact, solve puzzles and engage in brutal combat scenarios. Features: Multiplayer RPG fantasy gaming - up to four players. Realistic combat with motion-captured animations. Featuring more than 40 characters, each with multiple weapon types and their own fully animated style. 16 Bit colour graphics, animated 3D characters, true light sourcing and colouring in Direct 3D. Revenant is compatible with every 3D accelerator in the market. All original music created exclusively for Revenant by Ronie Moorings of the European band, Xymox.



Omikron: The Nomad Soul

Release: Q4 98
 Genre: Real-time fantasy adventure



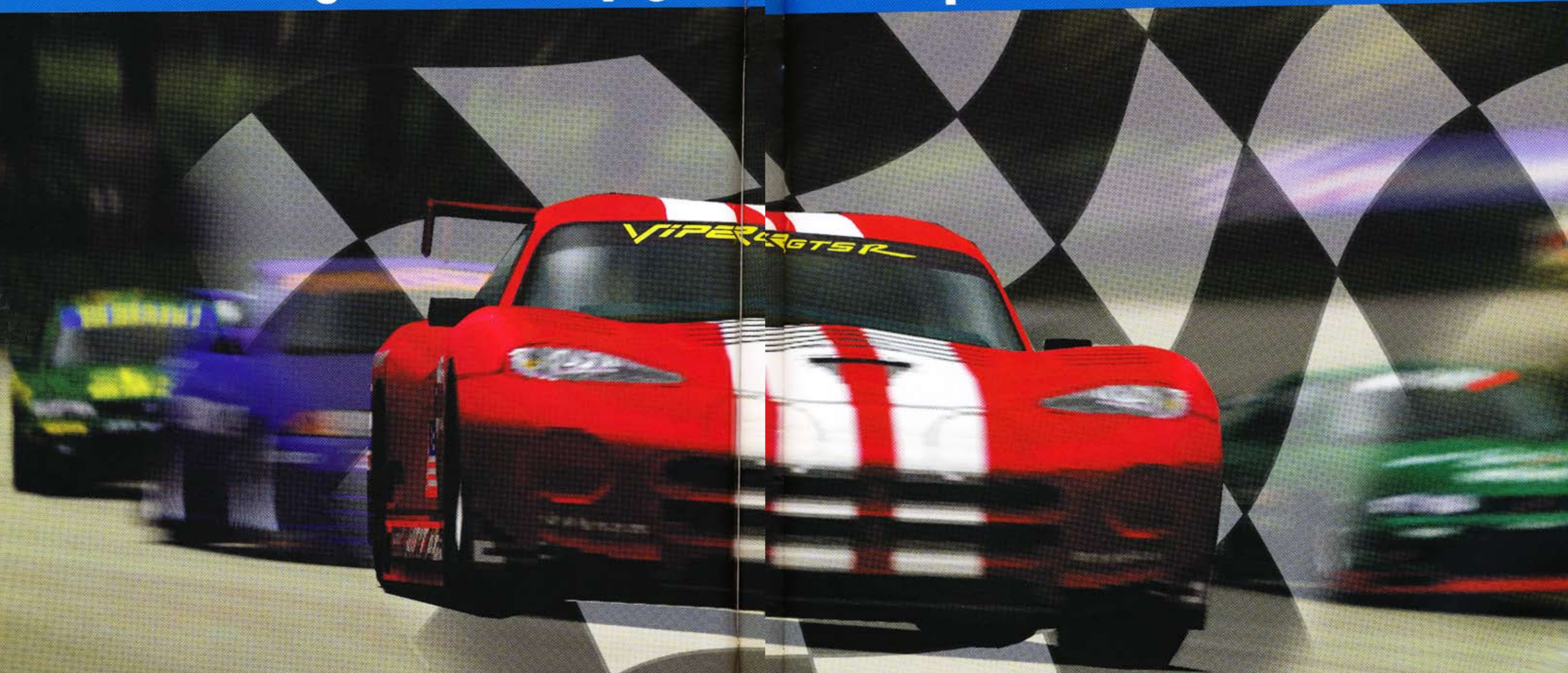
A great storyline, excellent art direction and state-of-the-art 3D effects. Omikron is a real-time fantasy adventure like no other. Get sucked into an involving 3D adventure - complete freedom to move, interact and function within the stunningly realistic environments of a futuristic parallel universe. Maneuver through the crystal domed city of Omikron, where the evil thousand-year-old Prince of Demos, Astaroth, is collecting souls. Your mission - dive into the body of an Omikron inhabitant and make sure Astaroth doesn't succeed in his plan to conquer and dominate the universe.

Features: Groundbreaking features include the very first use in a video game of 3D human facial motion-capture in real-time. Compatible with 3D cards in Direct 3D and Windows 95, featuring fog, opacity and translucency effects. Experience 'virtual reincarnation' the ability to move directly into the body of the first person who touches you after you die. All combat moves and dialogues are entirely animated with advanced 3D motion-capture technology.



including fighting moves executed by martial arts world champions.

SURGEON GENERAL'S WARNING: Adrenalin is a drug which acts on the brain and nerves. Most gamers are dependant on adrenalin. That is why they feel uncomfortable and get cravings when they go without speed for a while.



A long stretch of TAR, a whole lotta ADRENALIN. As per Government agreed method.

www.playstation.co.za



GUARANTEED SKIDMARKS



MAX 2

Release: Q4 1998
 Genre: Strategy



Parallax Scrolling: With parallax scrolling, we have the ability to raise and lower the terrain to produce everything from deep chasms to enormous mountain ranges. Units on lower ground appear very small compared to their counterparts on high terrain. Rendered World: Unlike most games that use a TILE BASED system, MAX 2 offers fully rendered photorealistic landscapes. Tile systems are often plain looking and 'blocky' and can not match the immersion of FULLY RENDERED MAPS. When a unit is placed on Sentry, it will automatically fire on any enemy unit in its range that threatens it. Under the Advanced Sentry command, units will automatically move to attack any enemy unit that it can be seen. Once the enemy unit is destroyed, your unit will move back to its original location. Various elements of the Advanced Sentry command are configurable under the Preferences Menu. High Quality 22K digital audio is standard in MAX 2. Every sound effect has been mastered by our in-house professionals to bring you the realistic quality sounds.



Fallout 2

Release: Q4 1998
 Genre: RPG



You are the Chosen One, the direct descendant of the Vault Dweller. The village elders have selected you to wear the sacred Vault-suit of your grandsire and, in time, to ascend to the leadership of your people. First you must prove your devotion to your people. Your tribe needs help. If you are truly the Chosen One, then you alone are capable of claiming the heritage of the Vault Dweller, to take back your birthright. Among the many wonders described in hallowed yellow pages of the Vault Dweller's Survival Guide is the Garden of Eden Creation Kit. **Key Features:** 50% larger than the original game and you will be able to drive around in vehicles as well. Improved NPC behavior and AI. All NPC characters will behave in a music



improved manner and be more deadly. New character classes including more mutants, droids, ghouls, giant lizards, flesh eating plants, etc. New skills, perks and traits. Lots of new weapons for your killing enjoyment including the M72 Gauss Rifle, M3A1 "Grease Gun" SMG, Louisville Slugger (bat), H&K CAWS, and the Solar Scorcher. More Quests than Fallout and some Quests that will be specific to different characters.

Heart Of Darkness

Release: Q4 1998
 Genre: Action



In a world just like our own lives Andy, a boy like any other. His teacher hates him. His dog adores him. The thing that really scares him is the dark. To rescue his doggy pal, Whisky, snatched away by the Forces of Darkness, Andy must face his darkest fears in a secret kingdom, a world of soul-hungry phantoms, bedtime demons, manic monsters and bizarre friends. As Andy, you will climb, swing, twist, swim and shoot your way through a world filled with mystical mazes, exotic



landscapes and evil enemies. Fight head-on through 8 huge levels inhabited by The Shades and The Dark Souls. This is a land where your childhood nightmares become a reality...

Star Trek: The Secret Of Vulcan Fury

Genre: Adventure
 Release Date: Q1 '99



Both Captain Kirk and his Vulcan First Officer Mr. Spock know and appreciate the tension surrounding the peace talks. Not only are there those in the Romulan empire who express distrust of the Vulcan people, but some Federation citizens are suspicious of the intentions of the Romulan Ambassador. Technologically advanced motion capture (facial and body) is used for the first time to capture and present the original actors as they were 30 years ago. Stunning visuals and original sounds accurately reproduced in full 16-bit stereo. Featuring proprietary 16-bit cylinder preprocessed scrolling technology at 640x480 resolution, fully animated. Players get to control most of the major characters for portions of the game. Newly designed intuitive interface brings the realism to a new level. Nearly every action is only "one-click" away. Rich interlocked gameplay sequences with logical, environmental and character-related puzzles result in a balance not found in any other adventure games. Gone are the static camera angles and the tedium of watching on-screen characters move from one location to the next. Beautiful cut scenes, moving cameras and cinematic use of camera angles of stunning 3D rendered graphics and animation.



Psygnosis (cont)

Preview Under Construction

Hired Guns

Release: Q4 1998
 Genre: First-person 3D shooter



Its four times the action with Hired Guns™ the only first person shooter in which you simultaneously command and view the actions of four characters. Hired Guns™ is developed by Devil's Thumb Entertainment and uses the Unreal® 3D engine and level editor from Epic games. Quad-screen view allows first-person perspective of four characters simultaneously. Four character simultaneous action - command a team of four mercenaries. Huge, brightly-colored, neon-filled futuristic worlds and levels. Unique balance of puzzle solving, strategic decision-making and all-out explosive action. Multiplayer support via Internet, LAN and modem.

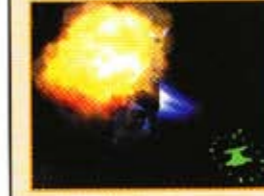


Lander

Release: November 1998
 Genre: Solar Flight Adventure



Lander™ is Psygnosis' first DVD (Digital Versatile Disk) game and will deliver MPEG 2 full-motion video sequences and Dolby Digital 5.1 channel music and 5.1 interactive sound effects to games players. Strong skill-based game with precise craft handling. 4 different craft to choose. In-game video sequences reward player progress, with extended FMV. 40 non-linear, modular missions with different actions and puzzles to solve. Co-operative 2-player game on PlayStation and PC. 16-player LAN and Internet multiplayer on PC. 15 accurately detailed planets and moons from across the solar system, including real weather conditions.



Nations Fighter Command

Release: Q1 99
 Genre: WWII Flight Simulation



Nations Fighter Command is an action-packed flight simulation which offers instant action via intuitive controls, historical missions and multi-player gaming. Choose from 12 World War II fighter aircraft from the US, UK and Germany. Accurate flight physics are affected by plane damage including bullet holes, smoke, oil-splashes, engine explosions and wing loss. Includes World War II database for all those who want to get to know their aircraft. Realistic cloud generation system gives incredible lighting and weather effects - the results are spectacular.



O.D.T

Release: Q4 98
 Genre: Third Person Action Adventure



O.D.T. gameplay is fast and furious, and requires quick thinking as well as quick reflexes. Although the game's focus is its relentless action, including hand-to-hand combat, weapon power and the strategic use of magic spells, exploration of the vast, interactive game world and puzzle solving are key elements. 4 compelling characters to play, each with unique physical abilities and combat specialties. Fusion of RPG elements with an action adventure game, including character management and features such as constitution, weapon control and spirit ability. Endless combat combinations through hand-to-hand, weapon or spell combat.



Panzer Elite

Release: Q1 99
 Genre: World War II Tank Simulation



Psygnosis brings you the gritty realism of war and captivating game-play in Panzer Elite, the company's first tank simulation offering. Rich in historical detail, Panzer Elite™ will feature highly detailed 3D graphics, dynamic campaign structures, comprehensive battle planning systems, and representative World War II battle scenarios. Detailed accurate physical models and advanced AI promote realism. Choose from 4 different historically accurate vehicles. Choose between US or German forces and utilize historically accurate tactics to beat the enemy. The most fully interactive 3D environment of any tank sim. Use historically accurate weaponry.



Pro 18: World Tour golf

Release: Q4 98
 Genre: Golf Simulation



Psygnosis plan an onslaught on the world of interactive golf with Pro 18™, a multi-format golf series which will include stand-alone product and data disks. Pro 18 has been designed to appeal to real golfers and interactive fans alike helping players develop their game in an immersive and realistic medium. Players included in Pro 18 will be Tom Lehman, Colin Montgomerie, Ian Woosnam, Vijay Singh, Dottie Pepper, Laura Davies, Jesper Parnevik and Mark O'Meara. There will be three courses: Royal County Down (Northern Ireland), The Lost City Golf Course (Sun City, South Africa) and Coeur D'Alene Resort and Golf Course (Idaho U.S.A)



Psygnosis

Drakan

Release: Jan 1999
 Genre: Third Person 3D Action Adventure



A new action-adventure that combines the best of all worlds: an 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 for PC CD-ROM. Drakan features two styles of exploration and combat: ground-based and aerial. **Key Features:** The thrill of flying a dragon through vast and gorgeous 3D worlds. Two styles of gameplay: ground and aerial-based. Two compelling in-game player characters and personalities. Vast open areas to explore. Seamless exploration and movement between indoor to outdoor settings. Organic, natural looking environments and habitats. Interaction with more than 25 unique non-player characters. Single-skin skeletal animation system for incredibly realistic character animations. 50 different weapons including 6 dragon attacks and 7 spells. Multiplayer support for up to 8 players via Internet, LAN and modem.



Expert Pool

Release: Q1 1999
 Genre: Pool Simulation



Expert Pool will stand out from the crowd with its state of the art 3D graphics engine which as well as offering real-time lighting, ball reflection and shadow effects also gives the player over 10 different environments to play in. Totally realistic ball engine allowing for more accurate simulation than ever before. Advanced virtual pool cue for aiming and shot strength. Over 15 different types of pool (including 8 ball, 9 ball, 3 ball and straight pool) Real-time lighting, ball reflection and shadow effects for unparalleled 3D graphics.



Formula 1 9

Release: Q4 1998
 Genre: Racing



All the teams and all the racetracks of the 1998 season are there, with a host of special new features which make this third Psygnosis Formula 1 title the best of the bunch in racing. Official 1998 FIA Formula 1 season license. Features all 1998 season teams, cars and drivers. 4 player link-up or split-screen multiplayer options (Playstation) 8 Player LAN (PC). New features include mirrors, trackside activity and motion-captured pit crew. PC version fully re-engineered, incorporating a software renderer and improved simulation and statistical model.



Global Domination

Release: November 1998
 Genre: Action / Strategy

Take control of the world in Global Domination. Power hungry title for PC and PlayStation® game console blends strategy, war gaming and action arcade game-play. But whether you're pushing the

'detonate' button from the safety of your war room or shooting a hail of bullets from the cockpit of your fighter, your goal is the same - global domination as Commander in Chief of the planet. Unpredictable, real-time gameplay with adaptable artificial intelligence. Up to 16 players on PC via LAN; 2 players via Serial or Modem. Totally configurable gameplay plus a



Sentinel Returns

Release: Q4 98
 Genre: Golf Simulation



The Sentinel, a 1980s strategy game by Geoff Crammond became an instant classic, with an elegantly simple design, sparse yet chilling landscape, and the slow tension of a psychological thriller. Sentinel Returns features a sense of claustrophobia and panic, which comes from both the unearthly, atmospheric environment, and the players limited ability to survey the landscape. Scrolling deliberately engenders a sense of sweating paranoia as players enact their strategies, or, if feeling their energy being drained, struggle to look around in order to escape the deadly beams. Another major enhancement is a network option, which adds a whole new dimension to the game by allowing multiple players on a single playfield, racing against each other to finish each level. Featuring the music of John Carpenter. 650 progressive levels of addictive puzzle solving. Absorbing gameplay stretches your strategy and arcade skills to the limit. Atmospheric 3D environments convey that "being there" feeling. Multiplayer options allow up to 4 players to join the action.



Tellurian Defence

Release: Q4 98
 Genre: Combat / Strategy



Tellurian Defense™ offers you the excitement of intense flight combat combined with the challenge of strategic warfare as you defend Earth from alien attacks. Tellurian Defense features a variety of multiplayer options including modem-to-modem and up to 16 players within a LAN. Graphically elaborate and atmospheric 3D landscapes with recognizable post-disaster landmarks. Features 'living' environments including real-time cinematic effects in refined detail. Sophisticated flight and control methods cater to both PC sim addicts and casual gamers wanting fast paced arcade action. Includes strategy and management elements - players can control craft upgrades, weapon manufacture and wingmen genetics. Substantial and diverse missions within a player-adaptable structure. Multiplayer options via LAN, modem to modem and Internet. Missions scripted by Morgan Gendel, scriptwriter for 'Star Trek: Next Generation'™.



Wings of Destiny

Release: Q4 98
 Genre: Flight Simulation



A new World War II air combat PC title, Wings of Destiny™. Featuring highly accurate flight models and realistic airborne battles of the WWII period, Wings of Destiny brings back to life the terror and triumph of the Axis and Allied power struggle during the war. Players relive the war as either American or German pilots in four campaigns that include 50 historically accurate aeronautic missions over seven European countries. The missions are experienced as true-to-life, consecutive adventures that are carried through using a 1940s, period-style comic book narrative. Besides adding to the realism of the WWII experience through a story-line, the narrative offers players results and information about their missions, giving timely information without the typical wait time inherent with cut scenes or full motion video sequences. Accurate flight models for each aircraft supplied by US military expert. All player-controlled aircraft have highly detailed virtual cockpits. Digital Elevation Maps allow the simulation to be played over real terrain.



Adidas Power Soccer 98

Release: July 98
 Genre: Sports/Soccer



adidas Power Soccer '98 recreates the excitement of the soccer match, this is achieved through the use of advanced motion capture animations, a massive 10,000 player database, 33 stadia, varied character performance and real-time weather and action effects. aPS '98 includes a variety of game-play modes, from friendly to World Cup and every aspect of the game can be tailored to the player's liking. Over 400 of the world's greatest teams.

Extensive 10,000-player database with real-life attributes from the 1998 season.

Over 30 spectacular rendered stadiums provide the exciting atmosphere for play.



Attack of the Saucerman

Release: Q1 99
 Genre: Platform



Immerse yourself in the Golden era of the flying saucer! Attack Of The Saucerman™ for PlayStation™ and PC CD-ROM promises arcade action mayhem with a difference. With a new gaming super-hero, Ed, the Grimoid, you'll be splitting your sides as you follow his funny adventures set in many different civilizations around the world and across numerous time-zones. 1 player, third person perspective gameplay with multiple objectives, 6 historic time periods over 28 levels. Full 3D environment allowing maximum movement throughout the world. Hilarious alien characters.



Full 3D environment allowing maximum movement throughout the world. Hilarious alien characters.

Blast Radius

Release: Q3 98
 Genre: 3D Space Shoot-'Em-Up



In Blast Radius™ you play the part of Kayne the sole surviving warrior of a legendary unit of space fighters, the Wolf Squadron. Your comrades gone, you roam the universe fighting for anyone who will give you a job. Those who destroyed your friends now plan to attack a friendly, innocent race, the Vom who appeal for your help. They're offering you sacks of gold to save them and you're driven by revenge to rid the galaxy of the evil Kotan-Kai and so the battle begins. 9 player ships available to fly, 40 missions set across 10 different space sectors, 13 offensive and defensive player weapons, including assault rockets, homing missiles and cluster bombs, 37 non-player craft including fighters, cruisers and gunships.



Eliminator

Release: Q4 98
 Genre: Space Shooter



You are a prisoner of war shot down and transported to a military weapons testing arena where your captors arsenal is about to be tried out. On you. A time bomb is strapped to your craft and as soon as play starts, the detonator on the explosive device counts down. To survive, you must collect time pickups that are dotted around the track which give you extra time before the bomb detonates. Over 30 different types of enemy to blast. Vast playing area includes 8 different levels and 8 bonus stages. 16 varied events to complete including the wheel of death. 12 different weapons to choose from. Pumping futuristic soundtrack. Choice of 4 craft to fly. Fully texture mapped with light-sourced in-game shapes.



The Contract

Release: Q4 98
 Genre: Action Adventure



The Contract on PlayStation® game console is an action movie-style adventure - the player takes the role of either Simon or Natasha. Simon is a cool, stealthy operator while Natasha has an aggressive violent need for revenge. Depending on the character you choose you'll follow a different game route and will be challenged to undertake the most difficult undercover operations. Choice of male or female player character with 2 gameplay styles, alternate story routes and hidden endings. Involvement of Andy McNab, ex-SAS and author of Bravo Two Zero. Fluid control method gives complete control of animated characters - each has over 20 realistic moves taken from authentic footage of Andy McNab.



Fluid control method gives complete control of animated characters - each has over 20 realistic moves taken from authentic footage of Andy McNab.

Psybadek

Release: Q4 98
 Genre: Platform Adventure



Featuring the 'dek-boarding', street-smart Xako and Mia characters whose inspiration comes from the popular Manga Japanese animation style, Psybadek offers a blend of real-time, go-anywhere 3D-platform action and the thrills and spills of 'hoverdek' stunt riding. Psybadek tests your reflexes, racing skills, and battle instincts as you cruise between zones and levels to save your best buds. Choose to play either Mia or Xako - a babe and her guy - each of whom has strong anime style looks and sports an individual set of stunts and surfing techniques, and has access to different secret levels. The third-person perspective gameplay takes place in four game zones which mix track-based and open areas. Each zone - Mountains, Jungle, Desert, and the Underworld - has multiple levels, and every level features challenging obstacles like crushers, moving platforms, buried mines and crumble areas. There are hundreds of power-ups to collect; like dek charges that give your dek an extra surge of power, and decoys to confuse the enemy. You also can collect and low weapons, such as magnetic mines and snowballer bombs, behind your dek to unleash against the evil Kracken and his henchmen. The perpetual motion inherent in riding your dek through Psybadek's 3D environments sets a new benchmark in platform gaming. Totally original treatment of a popular genre with unique hoverdek action and incredible stunts. Superb 3D environment with track-based and free roaming areas. There's even a skate park for that all-important stunt practice. Strong character driven game - play as Xako or Mia, each with different stunts. Funky in-game tunes - Xako and Mia wouldn't listen to anything else. With a lifestyle and attitude of its own, Psybadek's combination of gaming, music, surf fashion and design gives it mass market momentum.



Colony Wars: Vengeance

Release: Q4 98
 Genre: Space Combat Epic



Colony Wars: Vengeance features enhanced game-play and technology from the original Colony Wars™. New in Colony Wars: Vengeance will be planet-based missions, where the dogfights and battles will take place across a range of highly detailed landscapes. Complex, multiple-objective missions are action-packed with more fighters, and the game's engine, AI, graphics and physics models all are significantly upgraded. The gaming environment is richer with more animated and detailed objects, and the characters have substantive personalities and pack a greater emotional punch. Numerous plot twists and multiple endings will keep you on the edge of your seat. Overall, Colony Wars: Vengeance is a more involving gaming experience from every angle. As a new recruit, you start out with a basic issue Navy fighter. Every fighter is equipped with a Power Plant that supplies power to its engines, shields and gyros (these determine the ship's maneuverability), and you to decide how to distribute your power allotment. You earn new fighters if you're successful in missions, so you can end up with a fleet of four progressively more powerful fighters. Fighters carry up to five primary weapons that come with the ship and five secondary weapons that you choose. There are 22 total weapons, 50 percent more than in the original game, and flight control also is improved. Climactic orchestral themes such as "large scale battle" and



"chase" add emotional impact to the game. Dolby surround sound is used for the bold sound effects, like explosions, roaring engines and weapon firing, and speech samples convey messages and feedback from other pilots. Peripheral support includes analogue joypads. Introduction of player and non-player characters for a more involving storyline. Immersive, non-linear mission structure. 26 epic, cinematic FMV sequences. Includes new planet-based environments. Craft upgrades available affecting shields, weapons and maneuverability. 22 powerful and deadly weapons. Updated and optimized game engine. Incredible special effects including space nebulae and minefields. Engage all craft in combat from small fighters up to the huge fleet ships with their animated sections and weak spots.

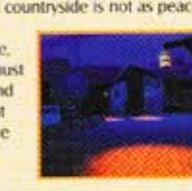
Sierra

Gabriel Knight 3

Release: Q4 98
 Genre: Adventure



The best selling adventure series is back with a vengeance. Written by the game designer Jane Jensen, the follow-up to 1997's classic is a reality-based mystery that will have Gabriel Knight devoted and newcomers clamoring for more. High in the mountains of France, the unassuming town of Rennes-le-Chateau hides an insidious secret. Generation after generation of religious historians, researchers of the occult and covetous treasure hunters have tried to reveal the truths hidden there. Now it's Gabriel Knight's turn. Invited to France by an old family friend, Gabriel begins to suspect that everything in the restful countryside is not as peaceful as it appears. Before Gabriel and his associate, Grace, are done, they must rescue a missing heir and reveal secrets buried not only in the hills of France but in the lineage of Gabriel Knight himself.



King's Quest: Mask of Eternity

Release: Q4 98
 Genre: Adventure



The previous games' animated characters and 2D environments are now gone, replaced with immersive 3D environments and characters that combine the reality of an action game, the open-ended sense of adventure and exploration that comes from within a 3D world and the captivating storytelling of Roberta Williams. 7 immense worlds with unique characters to battle and interact with. Objects to collect, elements to explore and challenging puzzles to solve. ThreeSpace 3D engine allows fluid real-time movement never before seen in an adventure game. Hot-keys allow complex movement and activities to be conducted with one key stroke. Toggle between first person and third person gameplay.



Diablo 2

Release: Q4 98
 Genre: RPG



Blizzard Entertainment presents the highly anticipated sequel to Diablo, the game that set fire to the mortal realm. After possessing the body of the hero who defeated him, Diablo resumes his nefarious scheme to shackle humanity into unholy slavery - this time by setting out to free the other Prime Evils, Mephisto and Baal. As Amazon, Sorceress, Necromancer, Paladin or Barbarian, you must put a final end to Diablo and his evil brethren - even if you must follow them into the burning hell themselves.



Starcraft: Brood Wars (expansion set)

Release: Q4 98
 Genre: Strategy



New Scenarios
 Conquer 24 all new scenarios set within 3 campaigns

New Units
 Construct Turfers, Medics, Valkyries, Corsairs, Dark Archons and more.

New Worlds
 Explore arid deserts, frozen wastes and the twilight worlds of the Dark Templar.

New Maps
 Dominate or die in over 100 all new multiplayer maps.

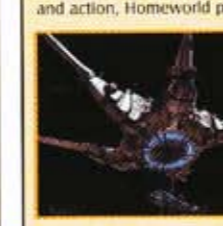


Homeworld

Release: Q4 98
 Genre: 3D Space Combat



An evolutionary step in gameplay and technology, Homeworld simultaneously delivers cinematic quality graphics, special effects, superbly rendered ships and an innovative interface. In addition, players have unparalleled freedom to view epic space confrontations from any position imaginable - whether from an eagle's eye view or piggybacked on the roof of a fighter in mid-battle. Combining elements of space combat, strategic play and action, Homeworld promises to deliver elements of our favourite games in a totally fresh experience. In addition to a single player game, a multiplayer game is also included and allows for up to 8 players to compete simultaneously.

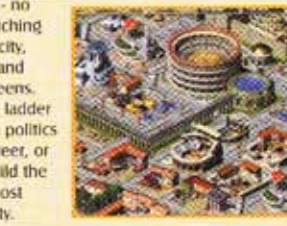


Caesar 3

Release: Q1 99
 Genre: Building Simulation



Drawing on the success of the award-winning Caesar 2 - which sold half a million copies, Impression Software have upped the ante in the city simulation genre, giving players the unique opportunity to create, rule and defend a Roman-era city of their own design. Far above and beyond the typical city simulation game, Caesar 3 offers multiple gameplay objectives in a richer, truer environment. Caesar 3 will appeal to long time Caesar fans and the new. Build and rule on one level - no more switching between city, province and battle screens. Climb the ladder of Roman politics with a career, or simply build the world's most perfect city.

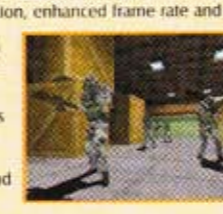


Half-Life

Release: Q3 98
 Genre: First Person Shooter



Come face to face with alien creatures whose fluid movement and incredible complexity stop you in your tracks. Explore environments crammed with realistic detail and gorgeous, full-spectrum lighting. Solve puzzles and engage enemies so smart they don't just chase you - they hunt you. Advanced enemy AI includes threat assessment, coordinates packs and flocking behavior. 16-bit colour in software provides translucent colouring, coloured lighting, and reflective/metallic surfaces. Skeletal animation system provides fluid motion, enhanced frame rate and the highest polygon-count monsters of any action game. Continuous, evolving world has realistic physics and sound, and usable vehicles and props.



Return to Krondor

Release: Q4 98
 Genre: Role-Playing Game



Set in best selling author Raymond E.Fest's world of Midkemia, the player assumes the role of five main characters: Squire James, a reformed thief; the Keshian sorceress Jazhara; William Condoin, son of the magician Pug; a rough-hewn Warrior-Priest of Ishap named Brother Solon; Kendaric, the reluctant wizard whose magic is the group's only hope of victory. True 3D engine provides real-time lighting and a host of special effects never seen before in an RPG. More than 150 real-time 3D characters. Over 60 spells, each with its own unique effects. Comprehensive alchemy system that allows you to create your own potions and spells. Tactically complex 3D combat, featuring intuitive smart cursors for ease of play.



Quest for Glory 5: Dragon Fire

Release: Q3 98
 Genre: Adventure



Visit the merchants in Town Square, fight the monster in the arena or dive off the dock for a quick swim in the sea. You can cast magical spells, search for lost treasures or simply explore this beautiful enchanting land. Enjoy yourself while you can. Silmaria will soon be in deadly danger. You'll need to prove to everyone here what it means to be a hero.



CH Products



Gamestick
 This innovative controller comes with four push buttons, slide throttle and trim controls in a sleek, ambidextrous design. Includes Win 95 programming software.

Gamestick 14

14 functions include two base push-buttons, two faceplate buttons, two directional control pads, 4-way switch, trigger, under-trigger button, slide throttle and trim controls. Seven-foot cable and Win 95 software included.



Force FX

6 built-in effects you can experience through the stick. Featuring two 4-way switches, 5 fire buttons, trigger and trim control for total power. The Force FX gives Force Feedback gamers what they want from a gaming device.



Joystick SwitchBox

Use this four-ported adapter for all your game gear: joysticks, steering wheels, throttles, gamepads and pedals. The Joystick SwitchBox is fully compatible with any PC gameport and allows you to plug in as many as four controllers at once.

Saitek Products

Cyborg 3D Pad

A pad for the adult PC gamer. The Cyborg 3D Digital Pad provides the ultimate in style, features and comfort. One pad for all game types - the mode selector allows instant set-up for arcade, driving or flying type games. Programmable mode allows you to fine-tune your game. Revolutionary style, performance and ergonomics combine to give you the edge.

Available soon for USB and PlayStation.

Features

Programmable 3D digital gamepad
 Digital gamepad and analogue mini joystick
 Rotary throttle and rudder/steering control
 4 trigger and 6 fire buttons
 Adjustable to suit every hand size
 3 pre-programmed modes: arcade, drive and fly.
 Micro-switches on main triggers.



Cyborg 3D Stick

Styled like an Olympic weapon, the 3 separate handle adjustments allow you to customize your Cyborg 3D and then use the special tool to lock everything in place. Whether you are left or right handed, and whatever your hand size or shape. Ideal for all joystick games.

Features

Fully programmable 3D digital joystick.
 4 axis & up to 24 programmable actions.
 Totally adjustable for left or right handed players.
 Ratio digital technology for faster and more accurate gameplay.
 Trigger and 3 fire buttons.
 8 way hat switch
 4 programmable base buttons
 3D twist function
 High precision, long life components and materials used throughout.
 Rubber effect finish for excellent grip.



Saitek X36

Named after the NASA experimental aircraft developed to explore new techniques of aircraft control, these award-winning products take PC flight simulation into the next millennium. The sculptured design allows hours of fatigue free gameplay, and the unlimited programmability puts all the control you need, right where you need it.

Features

X36T Programmable Throttle Rudder System
 Fully programmable.
 2x Fire Buttons.
 4 Way Hat Switch.
 Detents for throttle control.
 Rudder control.

2 x rotary controls.
 Mouse controller/8 way hat switch.
 3 x mode status LED's

X36T Programmable Control Stick

Fully programmable.
 5 x Fire Button (inc. Missile Launcher with safety cover).
 2 x 8 Way Hat switch.
 'Pinkie' Shift function with LED.
 Industrial Grade Micro Switch.



NAG Game of the Show TRESPASSER

(EA/DREAMWORKS)

NAG Top Games of E3

- Half Life (Sierra)
- Command & Conquer Tiberium Sun (Westwood)
- Drakan (Psygnosis)
- Age of Empires 2 (Microsoft)
- Baldur's Gate (Interplay)
- Alpha Centauri (Electronic Arts)
- Grand Prix Legends (Sierra Sports)
- Tiger Woods 99 (EA Sports)
- Trespasser (EA/Dreamworks)
- Railroad Tycoon 2 (Gathering of Developers)

Creative Labs Environmental Audio System

Release: Q3 98
 Web Site: www.soundblaster.com

Environmental Audio is a system developed by Creative that recreates and deliver real-world, interactive audio experience on the PC. Environmental Audio goes beyond today's surround-sound and 3D positional audio to actually model an environment with powerful effects that take into account room size, acoustic properties, reverb, echo, and many other effects that create a real-world experience.

What is EMU10K1?

At the heart of Creative's new Environmental Audio System is a new processor called the EMU10K1. Based on technology from E-mu Systems Inc. the EMU10K1 offers the power of E-mu's highly acclaimed professional audio systems used by Hollywood

studios and renowned movie and music producers. The EMU10K1 is one of the most advanced audio DSP chips developed with more than 2 million transistors and over 1,000 MIPS. It provides audio processing power capable of performing any intensive digital mixing, effects processing and professional wave-table synthesis, in real-time.

What you need to experience Environmental Audio:

Environmental Audio:
 SoundBlaster Live: A new PCI audio card from Creative based on the EMU10K1 audio processor.
 PC Works
 FourPointSurround



speaker system: The new speaker system based on the Cambridge SoundWorks' PCWorks design that routes audio to four different satellite and subwoofer. Software titles that support Environmental Audio Extensions. (E.g. Unreal)
 Unreal from Multimedia Warehouse develops directly for Creative's Environmental Audio.

THE FIRST MECHWARRIOR® GAME OF TACTICAL COMMAND.



MECHCOMMANDER™



HERE IS THE NEXT GENERATION OF ACTION STRATEGY GAMES. EXPERIENCE TRUE-TO-LIFE BATTLEFIELD DYNAMICS. COMMAND AN ENTIRE COMPANY OF MECHWARRIORS®, EACH WITH THEIR OWN PERSONALITY AND COMBAT SKILLS. ISSUE REAL-TIME ORDERS AND GET HUMAN FEEDBACK FROM THE FIGHT. YOU'LL HEAR HOW THEY FEEL AND WHAT THEY KNOW.



YOUR SUCCESS WILL DEPEND ON YOUR LAST MISSION - AND YOUR TACTICS FOR THE NEXT. MANAGE YOUR TEAM SHREWDLY TO GET THE RIGHT WARRIORS IN THE RIGHT 'MECHS WITH THE RIGHT WEAPONS FOR EACH MISSION. YOUR ORDERS WILL BE EXECUTED WITH AWESOME GRAPHIC EFFECT.

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First Person Shooter

Min Required	Recommended
Pentium 166 Mhz 16 MB RAM PCI SVGA 4 X CDrom 100 MB hard-drive space Win 95 (DirectX 5)	Pentium P2 233 32 MB RAM 3D Accelerator 4 X CDrom 450 MB hard-drive space Win 95 (DirectX 5)

Developer: Epic Megagames

Publisher: GT Interactive

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

International Web Site
www.unreal.com
(Shareware available soon)
South African Web Site
www.unreal.co.za
(coming soon)

Yell it from the roof tops, scream it from the streets. Epic Megagames has finally released Unreal to the public. If your neighbour looks funny at you while doing this invite him for a game of deathmatch and proceed to thoroughly trounce him. I have waited two years to say that, and have gone through all the promised release

you for dead the survivors leave the torn apart ship to investigate the local inhabitants. At a later stage you regain consciousness, teetering on the brink of death from your injuries. The ship is torn apart, bodies lay everywhere, doors don't work and you are in need of some serious medical attention. From here you take control and decide the fate of your character while the rest of the story unfolds around you.

The opening moments of Unreal will be etched in my mind forever. The first level serves to familiarize you with the interface and to do some tweaking on the controls to suit your needs. You get the opportunity to find out how elevators, doors and computer

console's work while healing the nasty wounds sustained during the crash landing. You also find out that the local aliens aren't very peaceful as one rips a fellow prisoner from limb to limb and proceeds to run away. Even on the first level there are some eye candy that has never before featured in a FPS. I was stunned to see a

realistic. I spent quite a considerable amount in this vast outdoor area just looking at all the detail. Details abound everywhere, an alien bunny can be seen hopping about, a pond that has translucent rippling water with a school of fish swimming in it and misquito type bugs hovering above.



There is a massive waterfall plummeting down a cliff face to a lake far below and a sky that has to be the most realistic I have ever seen on a PC, the clouds move and an alien moon can be seen showing its face. The area is so huge that it is absolutely mind blowing. No more will the FPS genre be associated with dark corridors and narrow passages. Unreal can truly claim that it has the crown for the most advanced engine in the industry today.

It's

UNREAL (cont)

to the FPS genre that it can be considered revolutionary rather than evolutionary. All the usual special effect are there, they just look 100% better and there are some never before seen effects. Dynamic lighting, volumetric fog, translucent rippling water, realistic lava, reflective surfaces, force fields, see through portals, you name it and Unreal is almost sure to have it, even in software mode. Epic also takes MIP mapping to the extreme, when you play other FPS games like Quake or Quake II the textures get very blurry and pixelized as you get closer, but in Unreal they get more detailed the closer you get. You can stand with your nose up against a texture and still see all the

detail. If there is one place where the Unreal engine shines it has to be its ability to handle huge, and I mean HUGE, outdoor levels. I would have thought it impossible to achieve such spectacular scenes without any loss in performance, but Epic pulled off the impossible. Developing their own engine has given Epic the chance to realize their vision and define a new standard that every FPS

will have to follow from now on to catch my eye. I just hope developers will release games that are on par with Unreal, if they do we as gamers can look forward to some exciting years ahead.

Another area where Unreal breaks tradition and stands out above the rest is its music and sound. Most FPS games to date have used Red Book Audio for music. Unreal innovates and uses the Mod music format. Anyone from the old Amiga days or who has followed the Demo scene will know what Mod's are. For the uninitiated, Mod's are music files with sound samples embedded in the file itself and offer a high sound quality while being small, usually they are only 1-5 MB in size. This allows Epic to put more game content on the CD while maintaining high quality audio. It also allows the music to change to fit certain situations and areas. Having a eerie soundtrack played while you're in an area where there is no light really add to the experience and truly immerses you into the world of Unreal.

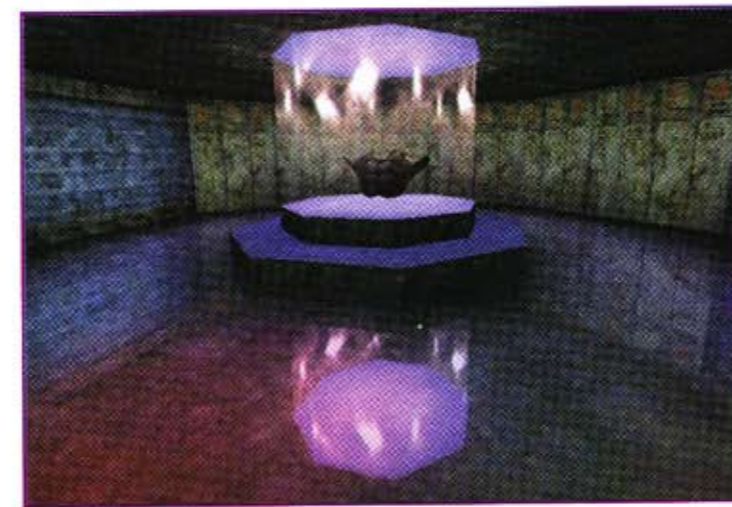
Mod files are also easy to create if you are an artistic person, compilers and sound samples are freely available on the Internet and I foresee a future of user created levels with their own audio included. Unreal also has the most amazing ambience in the sound department, you can hear victims scream, monster growling and water dripping. These ambient sounds can be heard in stereo and I could



Talk about somebody really not wanting a hair cut.

accurately place where they were coming from. They also add an element of danger to the game, hearing a Skaarj growl around the corner can make walk around carefully, very carefully. They usually jump out of seemingly nowhere and give you a fright to remember. The sounds also fit the environment, in caverns you can hear echoing and in a large open door area with cliff faces the echoing can take 2-3 seconds to come back to you. These are small touches to Unreal that enhance the gameplay and I take my hat off to Epic and their designers for paying attention to these small details which abound in Unreal. Good graphics and good sound do not make a great game, the deciding factor is gameplay. Unreal plays like any FPS but brings some new elements to the ballpark. It is fascinating how the little details always keeps your mind focused on the ultimate goal, getting off the planet. Things like an alien ship in the far distance and the translator that informs you of fellow convict's log files achieve this very well. Throughout the game you feel that the story line is present and that you are not there just to kill everything in sight.

The monsters in Unreal are unique and all of them have their specific duties. Each of the monsters are introduced at various stages of the game and just when you thought you saw everything another one pops up to keep you on your toes. Throughout the game are Nali's, the local inhabitants that have been made slaves, who see you as their savior. Should you save their lives, they will show you secret areas. Saving them can be complex at times and I found myself hurtling my character in front of projectiles aimed at the Nali's so I can get that almighty 200 health or extra ammo. There are also no 'boss' monsters in Unreal, but every once in while you encounter a Titan. This



No problem with finding a mirror for doing your hair in this room.

Unreal has to be the most revolutionary game released so far this year. Phenomenal graphics, quality sound, diverse weapons and intelligent monsters make for a challenging game.

dates with the community that has grown up around the phenomenon of Unreal. Now I finally have a copy of Unreal on my machine and everything is forgiven and I am happy to say that it has been well worth the wait. Will Unreal be the Quake/Quake II killer? Only time will tell, but in my opinion "Hell yeah!"

For those who have been living under a rock for the past couple of years I will recap the story although you should know it by now. You play the part of a convict being transported on a ship called the Vortex Riker. The bad news is that the ship was caught in an uncharted planets

gravitational pull and had to crash land. Probably taking

reflective floor; it reflected everything in the room in real time even the lighting. A see through force field was next and again I was stunned but nothing could prepare me for the

beautiful landscape I saw once I got out of the confines of the ship. Never in my life have I seen an outdoor area looks so

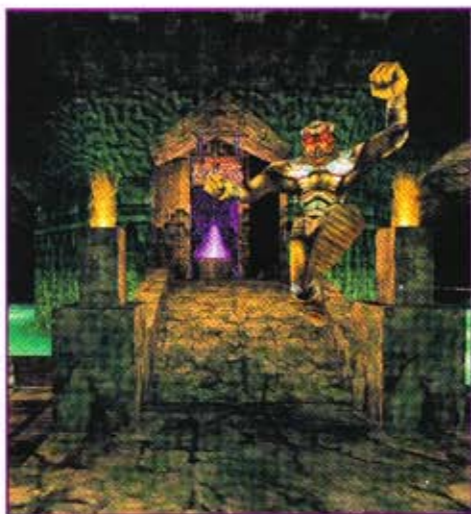
no wonder that the very first thing EVERYONE notices in Unreal is the extraordinary hyper realistic graphics. The software rendering engine is the best out there and Epic's team pushes the 3Dfx and PowerVR graphics accelerators to the max. Take any FPS and multiply it by 100 and you would come close to just how stunning the graphics engine is, its that good.

Unlike many companies out there who only license existing 3D engines Epic has gone the extra mile and developed their own engine called the Unreal engine. It ads so many never before seen elements

monstrosity stands 30 feet tall causing the earth to tremor when he walks. These mini earthquakes throw your character around like a rag doll and one head on collision with the boulders a Titan throws your way, will kill you instantly. Expect to seriously deplete your ammo reserves while taking on this big boy. Who needs bosses with creatures like these roaming around?

One controversy raging on the Internet is the weapons, while they are all unique and refreshing, some players argue that they are too weak. Personally I find them just right, I prefer weapons that have to be used strategically instead of having one powerful gun that kills you in one shot. Each weapon has a strategic advantage, the Assault Rifle is good for sniping monsters far away, the Flak Cannon is great for up close and personal encounters, the Razorjack excels at shooting into a room where you know monsters are, but don't want to take a peek. Each weapon has its area of use, the way it should be. In deathmatch player's run for any gun and any weapon in the hands of a master will cause severe damage. That being said, the weapons are easy to learn and yet hard to master and will keep players practicing their skills to get in those extra frags.

There are a couple of new twists added to the game as well, like specific body damage. All characters are divided into three zones for damage namely the head, upper body and legs. Damage is dependent on these zones and a character will take more damage if hit in the head and less if hit in the legs. Unfortunately a character won't limp if you shoot him in the leg and you can't shoot off arms, the exception is the head, a couple of good shots to the head with an Assault Rifle or a hit to the neck with a Razorjack will decapitate a character. It's funny to see a decapitated character feeling for his head



Unreal's version of the Olympic Long Jump.

and then falling over dead.

Thanks to Steve Polge of Reaper Bot fame, Unreal has the most advanced AI for monsters available today. Strafing around monsters just isn't good enough anymore, monsters will anticipate your movement

Cheats

- God**
Makes you invulnerable.
- Fly**
Enables you to fly.
- Ghost**
Walk through walls
- Allammo**
Gives you 999 ammo for all weapons
- Get Specific Weapon**
Summon Automag
Summon Stinger
Summon ASMD
Summon Eightball
Summon Flakcannon
Summon Razorjack
Summon GESBiorifle
Summon Rifle
Summon Minigun

and aim beside you while strafing as well. This makes hitting one a nightmare and very rarely did I get away from an encounter without any damage. The most amazing monsters are the Skaarj, they will duck shots, roll out of the way and hide behind object waiting for the right moment to pop out and launch an attack. If you damage them enough they will even retreat, and should you run away they will hunt you down. There are a few flaws though, when monsters retreat they run away in a straight line making an easy target and some of them seem to be confined to a 'zone' and will not leave, even when pursuing you. Taking the flaws into consideration Unreal still has the best monster AI which makes the single player more enjoyable and never knowing what a monster will do gives it an element of excitement and danger. Most of the time when you encounter one of the monsters you nearly die from a heart attack, they always seem to jump at you from the most unexpected places.

The biggest complaint from gamers so far has to be the Internet support of Unreal. Games tend to be very lagged and are simply unplayable with the default configuration. Epic is currently hard at work fixing these problems and should be out by the time you read this. I expect to see an equal number of Unreal servers in South Africa as soon as the Internet patch is out, Gamezone and Pix already have servers up and running and I am sure there will be more to follow.

Fortunately the LAN support in Unreal doesn't exhibit any of the problems found in the Internet support and games run smoothly without any lag on our 10 BaseT hub. While single player is the best available in the FPS genre there is nothing like fragging a friend and Unreal will be our game of choice from now on. The 11

 <p>Dispersion Pistol</p> <p>Your default weapon that shoots energy projectiles. The pistol functions on a fuel cell and recharges itself, giving you an unlimited amount of energy projectiles. Secondary fire charges up the shot and takes 2-3 seconds, this charged projectile will do 500% of the normal damage.</p>	 <p>Automag</p> <p>Looks like a 9mm pistol and comes fully equipped with a gangsta style secondary fire mode. The secondary fire mode shoots faster at the expense of accuracy.</p>	 <p>Stinger</p> <p>Shoots Tarydium crystals which are fairly common in the world of Unreal. It fires these at an incredible rate but unfortunately doesn't do a lot of damage per crystal. Secondary fire allows the stinger to shoot a spread of crystals over an increased area at the expense of fire rate.</p>	 <p>ASMD</p> <p>The ASMD shoots a instant electric pulse at where you're aiming. In secondary mode it fires a slower moving ball of energy that has an area effect of damage.</p>	 <p>Eightball</p> <p>The Eightball has 6 barrels that fire rocket type projectiles. It can fire up to 6 of these at a time. You fire by using the primary fire and releasing it when you reach the amount you want to fire. It automatically fires when the limit of 6 is reached. Secondary mode lobbs grenades instead of rockets</p>
 <p>Flakcannon</p> <p>Fires a spread of metal shards at your target and is only good at close range. The secondary fire shoots a 'Flak Shell' which explodes on impact releasing a spread of metal shards, this is also only useful at a fairly close encounter.</p>	 <p>Razorjack</p> <p>Saw blades on steroids! This weapon fire saw blades horizontally that can ricochet off walls and object. The secondary mode fires the blades at a 45 degree angle and you are able to guide the blade using your controls.</p>	 <p>GES Biorifle</p> <p>Nicknamed the goop gun this weapon fires green explosive bio-waste at a very rapid rate. It however only has a short range. In secondary you can lay traps by shooting a big glob of goop onto the ceiling. It will steadily drop down onto unsuspecting players.</p>	 <p>Assault Rifle</p> <p>A sniper rifle has a slow fire rate, but has a high powered shot that can do a plenty of damage. The secondary fire is used to zoom in on target areas for the ultimate head or body shot. One of the fun weapons in Unreal.</p>	 <p>Minigun</p> <p>It has the fastest firing rate compared to any weapon in the game and uses normal Automag bullets, which are in abundance, but only does minimal damage per projectile. The secondary mode is a repeat of the primary mode but has a quicker firing rate.</p>

DeathMatch levels included in Unreal cater for 4-16 player games and each require a different strategy when playing. This is where the different weapons come in handy, picking the right weapon for the right level makes a huge difference in your frag score.

There are three different multiplayer games included with Unreal. You have DeathMatch, King of the Hill and DarkMatch. Although King of the Hill has made its way to other FPS games, players should be use to it. DarkMatch is an innovative first where the entire level is dark with flashlights spread around everywhere. You need to turn on the flashlight to see where you're going, but do so and the other players will spot. An interesting catch twenty-two situation, turn on the light and you're toast, if you don't you will wander around in total darkness.

Also included in Unreal are Bots that can be used for multiplayer games. I think the Bots AI are even better than the monster AI. Up to 30 of them can be included in a multiplayer game and make a

good mechanism for improving your skills. All













of them can be configured to individual skill levels. Typically a level 0 and level 1 bots are easy and only useful for beginners, but the level 2 and 3 bots can cause serious trouble. You can even customize all of the bots individually giving them their own name and skin just like other players can do in a multiplayer game. Playing against these bots is similar to playing a real multiplayer game. They

will kill each other or if you want them to just hunting you there is an option to assign all of them to the same team, just make sure you don't assign too many or you will get thoroughly annihilated.

Unreal has to be the most revolutionary game released so far this year, and the best in the FPS genre to date. Phenomenal graphics, quality sound, diverse weapons and intelligent monsters make for a challenging game. The deathmatch is arguably the most strategic and fun to play in the FPS genre. Anyone that enjoys FPS should enjoy Unreal and the game will even convert some of the staunchest anti-FPS gamers. As a bonus you will also receive the beta of UnrealEd for making your own levels, but that's another review all together and I will save it for when the full retail editor is released. Now get up and go buy Unreal, I will see all of you who do on the local servers. Just look for the person in your sights, that will be me.

DarkSkies

 <p>Brute</p> <p>A big bio-engineered guard unit that lacks intelligence, having the IQ of an average house pet. These bad boys don't stop for anything and just keep coming with mounted guns on their forearms.</p>	 <p>Gasbag</p> <p>They look like a blown up bag with arms. They fly around with a slow rate of movement and shoot balls of plasma flames at you. The plasma is a slow moving projectile and is easily avoided.</p>	 <p>Krall</p> <p>Employed by the Skaarj these hunters are only second to the Skaarj when it comes to battle. Their weapon of choice is a concussion staff and they are also well versed in the art of melee combat.</p>	 <p>Manta</p> <p>Big bad flying monsters that look like Manta Rays. They will drop out of the sky and try to drill you through with their sharp tails, but are not highly intelligent.</p>	 <p>Mercenary</p> <p>Mercenaries are the height of bioengineering and scavenge the galaxy in search of one thing: wealth! Mercs will attack anything that fires upon it. Forearm mounted machine gun and missile launcher are their default weapons.</p>
 <p>Nali</p> <p>Local inhabitants that are a slave race to the Skaarj. They are peaceful and will help whenever you protect them.</p>	 <p>Tentacle</p> <p>Usually found tucked away in dark corners on ceilings. This unusual form of plant life shoots thorns at passerby's and are very easy to destroy due to their lack of movement.</p>	 <p>Slith</p> <p>They are cousins to the Skaarj but prefer to abide in water although they will chase you across land if necessary. They also feature retractable claws and can spit corrosive acid.</p>	 <p>Skaarj</p> <p>Very agile non-indigenous master race found on the planet. Known for their razor sharp retractable claws that they use to slice & dice its prey. Skaarj come in a number of different varieties most notably the Warrior and Trooper.</p>	 <p>Titan</p> <p>Titans are huge to say the least, standing 30 feet tall. They hurl huge boulders that can kill instantly and when walking causes the earth to tremor. Due to their enormous size and hit points, they can be very difficult to kill.</p>

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Unreal is the best looking game to appear in this genre. It features unique weapons with two firing modes making Multiplayer more strategic. It has a highly advanced AI system. A detailed story and dynamic music system make the experience unique. Unfortunately Internet play has problems and requires a patch.	96	90	89	94	93	96	
INTERNET	www.unreal.com						PRO'S and CON'S
MULTIPLAYER	COMPARITIVES	TCP/IP LAN TCP/IP Internet				Quake Quake II Hexen II	
						+ Spectacular Graphics + Advanced AI + Brill Multiplayer	High System Req. - Scant Documentation -

Phillip K Dick's book *Ubik* is a must-read if you're any kind of sci-fi fan. It's his typical blend of theology and technology which predicts all kinds of amazing stuff while simultaneously showing the reader some disturbing patterns of a future that's almost but not quite like the present. Cryogenics, machines which activate by voice and have personality and use by governments of psychic powers - it's all in here along with a typically complex story populated by struggling and human characters.

Cryo - whose name is derived from the cryogenics term invented by Dick - burst onto the development scene a few years ago with the fantastic *Dune*. It was a combination of strategy and adventure also based on a sci-fi classic and I recalled many happy hours gathering enough spice to overthrow the Harkonnen and the evil Baron.

With this in mind I found *Ubik* more than a little disappointing. The game's blurb says "New York in the year 2019: Megacorporations - cryonics - colonies in space, and an ongoing war of industrial espionage! Set in a rich and haunting 3D universe of decline and decadence, this game places you face to face with gangs of greedy agents that fight a vicious battle for information, control, and money, using guns and explosives. And, they can read your mind."

Master your own psychic powers and choose your squad with care as you take on the brutal challenge that requires both brawn and brains. Enjoy the thrill of real-time action created using motion capture on actual paramilitary fighters. Select your squad, evolve your character and balance mindpower with firepower.

You play the part of an agent from the Runciter Corp. whose job it is to fight the evil Hollis corporation from stealing industrial and corporate secrets. Along the way, you recruit squads of specialists that you must lead and organise to complete missions. The format is adventure-style (almost like the later *Space Quests*) and the combat is something like a cross between *Syndicate Wars* and *Resident Evil*.

It's in the adventure that things started to annoy me. The opening screen puts you in charge of your agent in his office. He suggests a walk up to the briefing room. Problem is the mouse controls are very picky about exactly where you can click. After five minutes of increasing frustration stabbing the mouse button on the door, my agent finally agreed to make a move. Then it was up to the briefing room,

courtesy of some commando-style running along the corridor. These boys obviously take no chances - even inside their own fortified HQ. The Boss was pleased to see me and gave me the briefing for my first mission. Another problem - I couldn't get out of the menu option for talking to him and had to restart the mission without talking to him - a bad



NAG's personal jet drops in for a refuel.

move even though I had gathered all the required info on the previous attempt.

Marines, we are leaving...

With the way the rooms are rendered and the fluid motion-captured manner in

which your characters roam around, you'd expect combat to be like *Syndicate Wars* and more. Sadly it's less. Your 'pys' - psychic agents - are real weenies and need to be protected by the other more physically skilled agents. These guys are quite good when automatically controlled, but don't really respond to commands very well.

Confused? Basically, your team runs around, shooting the bad guys and not shooting the civilians. *Ubik* can best be described as a hybrid of *Syndicate* and *Resident Evil*, unfortunately, it took the worst elements of each. Each area (room) that your agents move through have been rendered from several viewpoints, you can flick your view between these points

to see parts of the room that the other viewpoints couldn't.



"New York in the year 2019: Megacorporations - cryonics - colonies in space, and an ongoing war of industrial espionage!" **Maverick enters the zone.**

UBIK

Squad Strategy

Min Required	Recommended
Pentium 120 Mhz 16 MB RAM 1 Mb VGA Card 4 X CDrom 190 MB hard-drive space Win 95 (DirectX 5)	Pentium 200 MMX 32 MB RAM 3D Accelerator (3Dfx) 6 X CDrom 219 MB hard-drive space Win 95 (DirectX 5)

Developer: Cryo Interactive

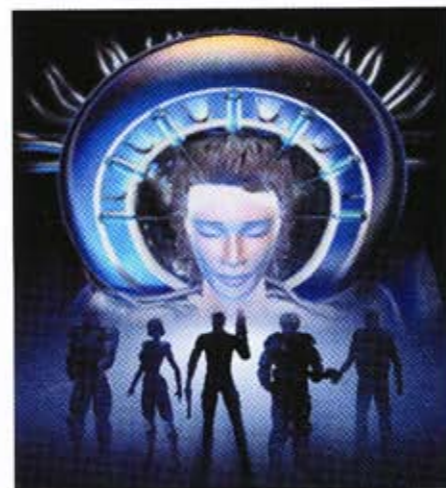
Publisher: Cryo Interactive

Supplier: EA Africa

Tel: (011) 807-6551/2

RRP: R 229.00

International Web Site
www.cryo-interactive.fr
(No Downloads)



UBIK (cont)



"Hi Mom, you look different, you dye your hair again?"

Agent control is point and click, and a right click activated menu allows extended actions (crouching, medikit use, etc.) multiple agents can be selected by mouse dragging ala *Command & Conquer*. Fortunately, when controlling a whole squad in this way, they automatically move into intelligent locations, (behind cover) which is damn handy. The Psys in your

has a temporal psionic power, so that see can go back in time when events don't turn out as planned. Lamentably, it doesn't 'quite' work - The interface is a major pain in the butt. When selecting agents, unless you have the

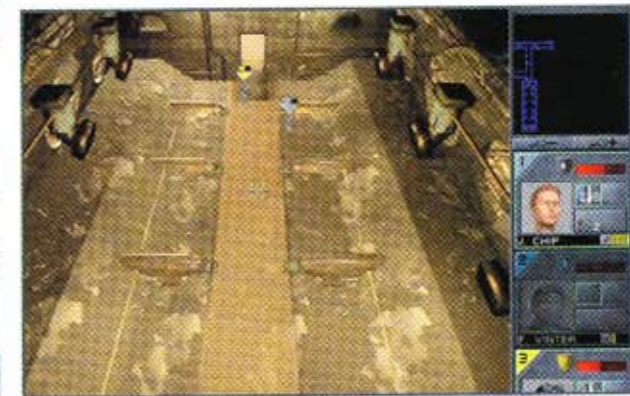


Trying to get you squad through a simple door is a task on its own.

group are weaklings, so they have to be kept back, although their powers are extra handy (healing is used often). Cryo actually went to the trouble of explaining their save game feature - one member of your party

look nice, but they don't actually bother to pull the trigger for a few seconds. Sometimes they don't even aim their guns, and run up to take a nice finger-poke at the target instead. The AI, while advanced in combat tactics, is a complete dolt when it comes to movement; try to move 2 of your characters through a door at the same time, and they both try to go through, blocking each other, so they stand there, trying to walk through. At other times, your characters will get stuck on objects for example, in the very first scene of the game, I tried to move my character out the door but there was a chair in the way. Solution? Try to walk through the chair.

The pre-rendered viewpoints cause



mouse pointer perfectly aligned, you'll miss, therefore clicking on the ground, and moving your currently selected unit instead. When in combat, your characters take AGES to actually do anything, sure they point their guns and

several problems - there's a delay whenever you change views, breaking the flow of the game, also, they don't show enough. Often you'll find yourself being attacked by off-screen enemies, so you have to change views, which means a slight delay as it loads the new image...grrr. There is a 'timed pause' feature (ala *Space Hulk*) that compensates somewhat, but for some reason, it doesn't fit in.

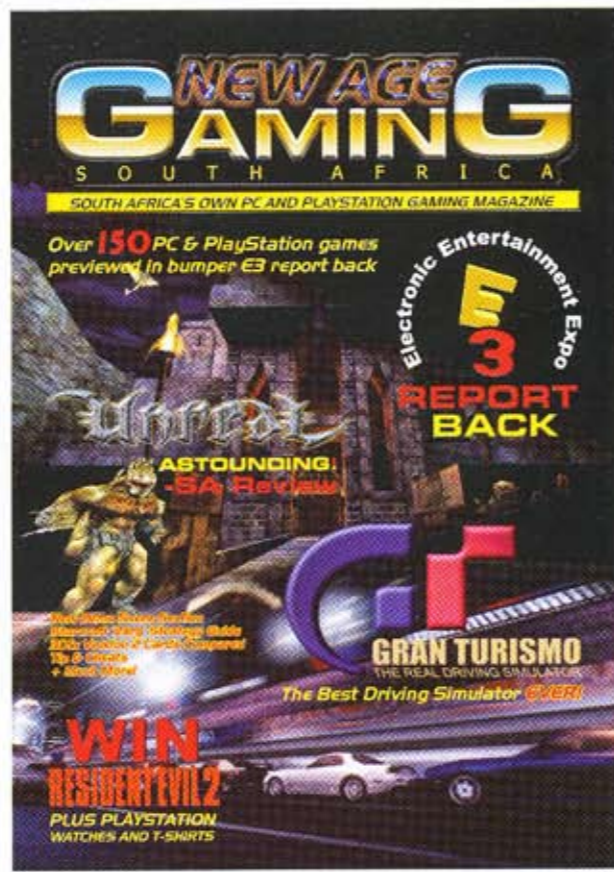
These problems, although they sound minor, interrupt what would otherwise be a pretty cool game, the storyline is quite cool, and the few highlights - great motion captured characters and some very professional music almost make it worth it.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Atmospheric adventure -come- <i>Syndicate Wars</i> clone with an excellent storyline and good exploitation of the book. But the game itself is badly let down by annoying bugs, bad controls and some limitations in the combat.	85	90	50	85	80	70	77
INTERNET	www.cryo-interactive.fr						
MULTIPLAYER	COMPARATIVES		PRO'S and CON'S				
None	Space Hulk Syndicate	+ Beautiful Environments + Top Notch Sound + Original Storyline		Some Bugs - Gameplay Shot To Hell -			

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Action Shooter

Min Required	Recommended
Pentium 133 Mhz 16 MB RAM 4 Mb 3D Accelerator 2 X CDrom 50 MB hard-drive space Win 95 (DirectX 5)	Pentium 166 MMX 16 MB RAM Voodoo 2 4 X CDrom 50 MB hard-drive space Win 95 (DirectX 5)

Developer: **Rage Software**

Publisher: **Rage Software**

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

International Web & Demo Site
www.rage.com
SA Download
www.gamesdomain.is.co.za
3.8 MB

INCOMING

Short and sweet

The story in Incoming is woven on very thin cloth indeed, tug on it for substance and it'll fall apart, examine it closely and you'll see gaping holes in its threadbare fabric. The manual devotes two short paragraphs on setting the scene and during the game you are kept up to date with snippets of information and surprisingly enough a slightly unexpected twist in the plot. Early in the 21 century increasing reports of UFO sightings are largely ignored by the world's governments, who are too wrapped

Anomaly Detection and Tracking Array (ADATA) facility. Soon after the facility goes on-line with a series of test runs the aliens are alerted to this new threat and begin their final assault on Earth.

Tid Bits

The hidden game is a frantic check-point racing game on the surface of the moon. Type in flymetothemoon at the main menu and you'll find yourself racing against the clock through giant hoop structures while fighting off alien attack craft.

It's my first day here, what do I have to do?

The entire game is played over ten scenarios and each scenario is split into a number of different phases. This game is huge - there are about 65 different levels to get through and just when you thought you've seen the last alien ship disintegrate in your sights another wave begins its attack. There are even a few hidden bonus levels to find for the more dedicated players. You'll be ordered to complete tasks in a number of locations, beginning in Africa and working your

way to the Arctic. There are even a few missions to complete in remote locations such as the surface of the moon and an unknown planet in the Crab Nebula. Each location has a different graphical theme so you won't fall asleep looking at thousands of square feet of seen-it-all-before game terrain. Each of the different phases will have you piloting a number of different craft including helicopters, tanks and fighter jets, you'll even get to fly some futuristic craft along the way. The most fun phases in the game are the ones where you get behind one of your base's defensive gun emplacements - I've always wanted to do this in a game and Incoming delivers everything I could have imagined and more. All the different craft have unique control systems, which need to be mastered to conquer. It is a bit disconcerting getting out of a helicopter for one phase, then getting into a tank, a Harrier and finally sitting in an anti-aircraft gun. The control systems for each craft are relatively intuitive, but do need a little getting used to.

'Incoming is currently the best arcade action shooter available. It doesn't try to do anything new, it does what it says on the box and that is truly a rare thing indeed.' RedTide tells all.

up in their own corruption and greed until, in May 2008, an alien force launches an offensive on an international base on the moon. After the attack and subsequent evacuation of the lunar base coupled with the imminent threat from above and suspected alien base in the arctic, work begins in Kenya, Africa, near Kilimanjaro on a secret project: The



A new star is born, we are not alone!

Incoming (cont)



A new style of drive by shootings.

There are a number of difficulty levels and ways you can play Incoming depending on your personal preferences. There is an Arcade option where you can select your craft and jump into any of the scenarios. In this mode a number of power-ups appear in the sky that are not normally available in the actual game. The next option is Campaign Action. Here the phases and scenarios follow on in a

game where the objective is to rid the skies of your friends by flying any of the available aircraft in the game, including the alien spaceships. If you like a different type of network game then you can play defence force where you must defend an installation against enemy attack. There are also team play options and a wide range of networking protocols to choose from.

The perfect game?

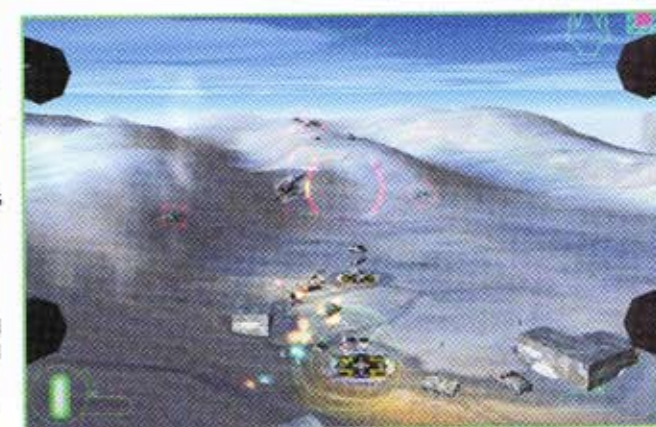
Incoming is a monolith of perfection, it has no defects on its slick surface, no cracks in its execution, and you'll be hard pressed to find any flaws. Incoming does its job with awe-inspiring ease. You will need a graphics accelerator card to play it - this will limit the market for the game slightly, but if there was ever a time to make that 'essential' purchase, that time is now. There was one slight flaw in the sound department that should be mentioned. As you play you will be aware of the musical score,

structured sequence, you have a job to do, fail and it'll be game over for mankind. The Campaign Tactics mode is a slightly different slant on the Campaign Action in that occasionally you'll get to direct the action from a more strategic vantage point. Don't be fooled by the word strategic though, the developers have been

stretching the laws of creative license with the word strategic in this case. These 'strategic' phases look like an attempt to appeal to the more discerning game player and often interrupt the frantic action of what essentially is an action arcade shooter. The point though is that you can play the game anyway you want so if you're not into strategy, then don't play it that way.

it's not intrusive and has that familiar feel to it that all arcade shooters have. The sound effects are slightly drowned out by the music, but this can be adjusted. I really would have liked to hear louder explosions and other effects though. It simply lacks that extra oomph in the sound department.

This game is so single minded in its abuse of your 3D accelerator card that you'll often end up staring at the screen, slack jawed, making groaning noises. To try and convey effectively just how good the graphics are in Incoming is hard but here goes. Incoming is the first game I've ever played where it took me longer to select which screenshots to use for the review than the actual writing of it. Now add all that with some of the most intense action available and you have a non-stop action shooter that will leave you exhausted after each game. If you're looking for depth and a delicately balanced interactive game then go buy something else, Incoming is a shallow, mindless action festival and proud of it. Incoming also does one other thing very well and that is flaunting its lush graphics in your face as you defy overwhelming odds, and with a smug grin obliterate wave after wave of alien attack craft. Eye candy and sensory delights invade your every pore, heed the warnings - Incoming will induce gaming epilepsy no matter what your medical condition.



RedTide

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Incoming is currently the best arcade action shooter available. It doesn't try to do anything new, it just does what it says on the box and that is truly a rare thing indeed. Let down by it's weak story, it plays like a dream - which is the most important anyway.	96	80	87	65	81	95	84
INTERNET	www.rage.com						
MULTIPLAYER	COMPARATIVES	PRO'S and CON'S					
IPX/SPX (2-8) TCP/IP (2-4) Modem (2-4) Serial Connection (2-4)	Extreme Assault Battlezone	+ Graphics To Die For + Exhausting Action + Multiple Network Options		Story - 3D Accelerator Req. - Sound Effects -			

Remember way back, the game Descent? Forsaken is a new game from Acclaim with Descent type gameplay. Although Forsaken features the same type of gameplay as Descent that is where the comparison stops, it has cutting edge graphics and some of the most enjoyable characters you will come to meet in a First Person Shooter (First Vehicle Shooter?) to date.

In the near future scientists discover a way to manipulate matter at its most basic level. On their very first try the fusion reaction goes all wrong and blows the majority of the populace away, leaving a devastated Earth torn from its axis and with no atmosphere. Everything the blast didn't destroy soon perishes from exposure to the sun's radiation. Shortly afterwards the High Senators of the Imperial Theocracy, ruling body of the Multiverse, decide to investigate the matter and remove everything that they deem valuable. At sites that the Senators deem need further study they leave robotic units on guard duty.

Several months later the Earth is declared condemned, making it 'up for loot' to every scum bag rogue pirate in the universe. This is where you come in, being one of those scumbags J. Personally I enjoyed the intro story, not often that you see the human race destroying themselves.

You play as one of the deviant characters included in the game and can choose one of the futuristic hoverbikes available to you. The characters comprise of males and females, each with their own unique personality and quirky dialogue, which remind me of Duke Nukem's one liners. Some of the character dialogue consists of swearing and foul language as well. Personally I liked my character swearing whenever he gets his butt kicked, but for those that find it obscene there is an option to toggle the mature content off.

After finding a bike that suits you, your job is to scavenge the Earth for anything that looks valuable. The bad news is that all the good sites are guarded by a variety of robotic units with one goal in mind 'destroy anything that moves' and to make things

worse there are other scavengers picking up loot from the dead roaming around as well.

Forsaken has a variety of weapons available to you for killing those ever elusive robots. There are 6 primary weapons, 6 secondary weapons and 3-drop weapons. Primary weapons consist of 'energy' type, while your secondary weapons consist of 'rocket' type. There are also drop weapons, which consists of mines. One of the more innovating features in Forsaken is seen when you use a drop weapon. A little camera window pops up showing you the mine until someone sets it off. There is also a window that can be display the view behind you. These two camera views come in very handy during multiplayer games.

One area where I did find Forsaken lacking is in the enemy units department. Its not that there aren't enough, Acclaim simply introduced them too fast. You get to



FORSAKEN

Did you enjoy Descent? If you did, rush out and get this title for your collection, it is sure to keep you occupied for some time.



A new star is born, we are not alone!

First Person Shooter

Min Required	Recommended
Pentium 133 Mhz Pentium 100 Mhz 16 MB RAM 4 X CDrom 40 MB hard-drive space Win 95 (Direct-X 5)	Pentium 200 MMX 32 MB RAM 3D Accelerator (3Dfx etc) 4 X CDrom 40 MB hard-drive space Win 95 (DirectX 5)

Developer: Acclaim Ent.

Publisher: Acclaim Ent.

Supplier: PC Multimedia / Datatec
Tel: (011) 233-1074
RRP: R 289.00

International Web Site
www.forsaken.com
Local Download
www.gamesdomain.is.co.za
Size 14.6 Mg

see all of the enemy units within the first 2 levels leaving nothing to surprise you on later levels. The AI is fairly average and Forsaken keeps the levels difficult by using more enemies rather than just using a few with better AI. Some of the enemies will just sit by and shoot back at you when attacked, others will show some intelligence and dodge your shots and even hide behind obstacles.

The biggest difference between Forsaken and traditional FPS games is in true 3D freedom. Your hovercraft can move up, down, left, right, forward and backwards at any one time. For someone like me that has been playing Quake II for such a long time it took a bit of getting use to, but the freedom adds a lot of new tactics, especially in Deathmatch.

Acclaim didn't forget about the beginners out there and included an option for leveling out your hovercraft.

Forsaken has the most extensive control options I have ever seen in a game. You can virtually redefine all of the keys in the game as well as set some advanced options for your mouse, like setting the sensitivity for up and down

Forsaken (cont)



A special shot for all you Claustrophobiacs.

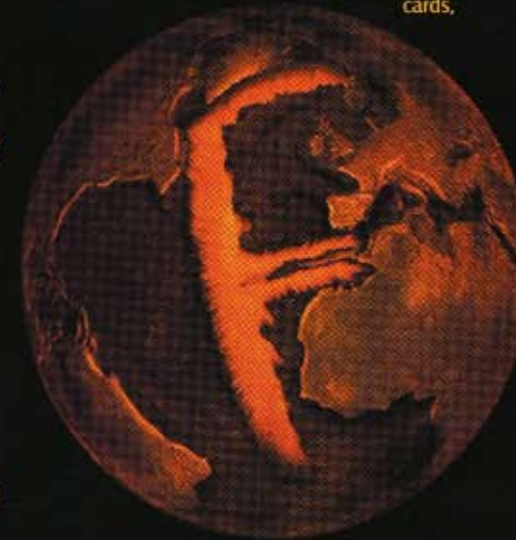


A look at what the Hell's Angels of the future look like.

movement as well as left and right movement independently. Unlike previous FPS games, Forsaken makes it easy for even beginners to configure the most advanced options using a simple to understand menu system. No more config file editing and trying to bind keys with a confusing console.

All the areas in Forsaken are beautifully rendered and some of the effects are breathtaking. To see Forsaken in all its glory you will need a 3D accelerator though. The game simply flies when running on an accelerator and has some of the crispest detail I have seen on accelerated games. There isn't a lot of detail in the level textures making the levels seem crisp since the textures won't turn into a blurry mess when you get up close. Acclaim's developers did a superb job with the weapon and special effects, most of these use dynamic lighting in totally original ways. The 'energy' projectiles swirl as they go flying towards the intended target. It leaves you breathless the first time you see it. There are also the usual FX found in most new FPS games today like lava, fire and fog. Even though I have seen them before, Forsaken makes them look refreshingly new with added detail and correct usage. Acclaim didn't go overboard and just throw these effects in every conceivable scene.

Not only are the graphics spectacular but the programmers did a great job, no wonder they use Forsaken for benchmarking Voodoo based cards,



Forsaken boasts some of the best frame rates available today.

Although Forsaken includes a single player game, it is multiplayer where the real meat is. They have included support

for LAN and Internet play. Internet junkies can look on KALI and the ZONE where they will find people wanting games. Unfortunately Acclaim neglected to include a dedicated server option, so you have to go find someone to play with personally. I see this as Forsaken's biggest downfall, in a couple of months players will get bored with looking for other player and eventually only a handful of gamers will be playing over the net. The game does however play very smoothly over the net with no major lag for games with up to 5 players. Above 5 players the game will start to lag a little, becoming increasingly unplayable with more players. Acclaim has announced that they will be implementing a server-client model soon, but has of yet not given information on the release date.

Overall Forsaken is one of the better games released this year, but before you go out and buy it, ask yourself one question. Did you enjoy Descent? If you did, rush out and get this title for your collection, it is sure to keep you occupied for some time. If you haven't played Descent and decide to give it a try just remember that Forsaken plays a bit different than your traditional FPS games. That is the main determining factor, some FPS gamers love it, while others just plain hate it.

DarkSkies

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Forsaken re-introduces the gameplay of Descent to a new generation. The game features superb graphics, lots of weapons, an environment where true 3D movement is possible and exceptional control options. Enemy units are introduced too fast leaving few surprises for the end.	93	89	87	82	88	90	88
INTERNET	www.forsaken.com						
MULTIPLAYER	COMPARATIVES	PRO'S and CON'S					
IPX/SPX (2-16) TCP/IP (2-4) Modem (2) Serial Connection (2)	Descent Descent II	+ Excellent Graphics + True 3D Movement + Excellent Control Options					Predictable AI - No Dedicated Servers -

What racing games have lacked over the years is the ability to entertain without the fuss of selections and menu's. The developers have tried to gain market share by creating technical racing sims that have to many options before you can actually get in and race. Once you have actually arrived at the starting line you are normally so befuddled that it takes the fun of racing out of the game.

Fortunately Motorhead is more in tune with the arcade side of racing and even though there are five different racing options, you are still able to enter races quickly. Motorhead is one of the best looking racing games on the market with 3D accelerated and software graphics, not neglecting the gamers without add-on cards. In either mode you will be highly



turns flashing before you. What makes the tracks interesting is the way in which obstacles are strategically placed to surprise you and to keep you on your toes. One lapse of concentration can send you from first to last place, because the computer-controlled cars are never far behind.

Cars are futuristic in appearance and performance, reacting to the surfaces with realistic actions. The cars swivel and sway with the inertia created by cornering and

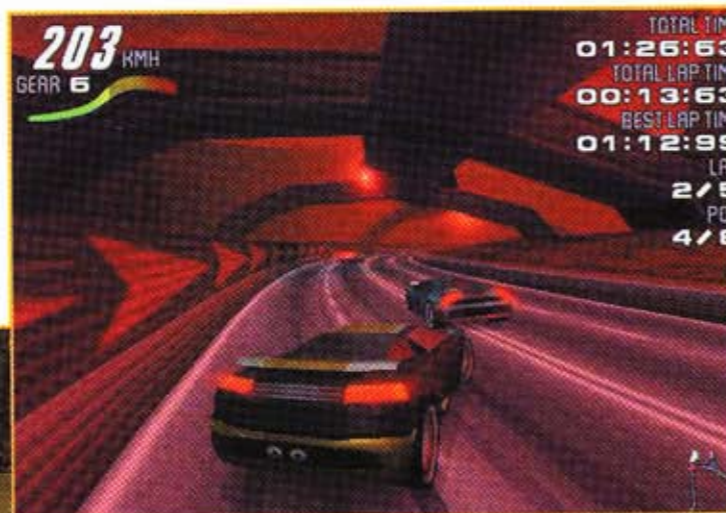
'This is a pure adrenaline arcade racing game with minimal simulation options that pits with the best of the crop.' Storm dons his crash helmet to test drive Motorhead.

Motorhead

Impressed with the amount of detail and special effects that are splattered all over. Sometimes it does get a bit irritating at the excessive use of lens flares but this is the only downside to the graphics I could find. A not-to-distant 3D futuristic environment is superbly rendered and some of the best-designed tracks I have come across in a racing game will entertain you.

Tracks are designed for speed and control, with long straight's and 90 degree

braking. Planned racing is also needed when dealing with the car choices of speed, acceleration and grip. Most of what players want is the speed, but



Trying to drive in a straight line can be difficult.

then compensation has to be made on the acceleration and grip, leaving your car vulnerable to tight corners and off road excursions.

Race allows you to race without the hassle of choosing vehicles and tracks; the computer will use the previous race settings. Single Race will allow you to race using any of the available cars and tracks in a one race stand off. Time Attack is similar to Single Race but has no computer-controlled opposition and pits you against the clock and the best lap times. Ghost Mode is then similar to Time Attack but records the races and then gives you the

Racing

Min Required	Recommended
Pentium 90 16 MB RAM 2Mg PCI SVGA (DirectX5) 4 X CDrom 100 MB hard-drive space Win 95 (DirectX 5)	Pentium 200 MMX 24 MB RAM 3D Accelerator (3Dfx) 8 X CDrom 100 MB hard-drive space Win 95 (DirectX 5)

Developer: Gremlin Interactive

Publisher: Gremlin Interactive

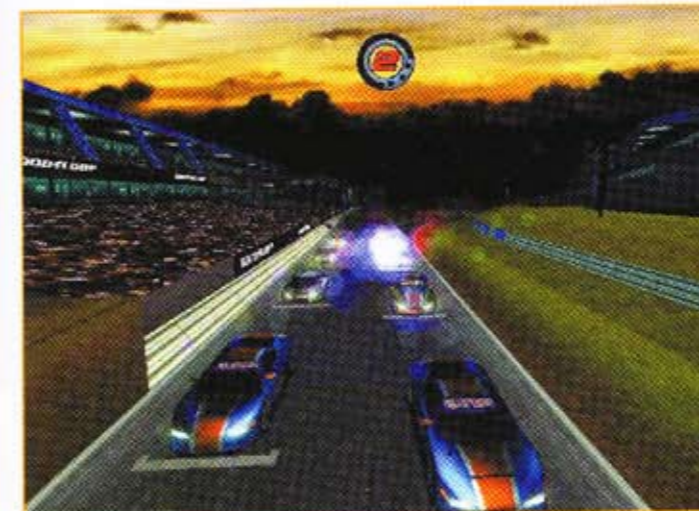
Supplier: Multimedia Warehouse
Tel: (011) 315-1000
RRP: R 299.00

International Web & Demo Site:
www.gremlin.co.uk
SA Download
www.gamesdomain.is.co.za
Size: 99 Mg

Most arcade racing games are all speed and no braking, this cannot be said of Motorhead. If you want to finish in the top three then precise control and braking is needed to gain the advantage over the computer controlled cars, which have above average AI for racing games.

There are five one player options available for different racing types, these consist of Quick Race, Single Race, League Race, Time Attack and Ghost Mode. Quick

Motorhead (cont)



The bodyshop must have made a fortune off these competitors.



Races are won with close and attractive racing.

option of racing against a ghost vehicle representing the recorded car. The main and most enjoyable selection is the League Race, which pits you against the cream of the computer players. You start in the 3 division with a minimal choice of cars and have to finish in the points to gain either

1st or 2nd position in the standings. Once you have qualified in a division you then gain access to better performing vehicles and tracks that are critical for finally winning the TSL Championship and gaining special bonuses. It may sound easy but the computer has some interesting driving

tactics up its sleeve and is no push over. If you happen to finish 7th or 8th in the standings you will be relegated and will have to qualify all over again. Once you have gained access to the vehicles and tracks via the League you will then be given the options of using them in the other sections of the game.

If you happen to have a few friends and a LAN, Motorhead has full network support and lengthens the continuity of the game. As usual, there is much more fun in whipping your friends in a dual for the checkered flag. Network speeds are excellent with no setup problems incurred. There is also modem and serial support as well as a handy multiplayer installation that overcomes the multiple CD problems.

The sound tracks and effects are similar to other games of this genre, the engine's roar and the tyres screech as per normal. The in game music is barely taken notice of because you are too busy concentrating on the intense racing.

The overall gameplay of Motorhead is the finest you can get in a racing game, challenging AI and tracks make the racing close and exciting. Racing lines and vehicle control are to be studied and understood for any attempt at the TSL title. This is a pure adrenaline arcade racing game with minimal simulation options that pits with the best of the crop. Motorhead deserves a merit award and is a viable purchase option for those gamers looking for the fun in computer games with the least possible fuss.



Who said racing games dont have flight sim abilities.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Fast paced arcade racing set on bringing back the fun into racing. Excellent graphics and challenging tracks pace you against intelligent computer AI. Full network support adds depth and options to an already packed development.	92	86	86	NA	81	87	86
INTERACT	www.gremlin.com						
MULTIPLAYER	COMPARATIVES	PRO'S and CON'S					
TCP/IP LAN (2-8) Modem (2) Serial Connection (2)	Ultimate Race Pro	+ High Speed Action + Graphically Superb + No Long Menus					Too Many Lens Flares! Minimal Viewing Options!

REVIEWS UNDER FIRE

Storm tries to hack, slash and decapitate his way to heroism

With the outcry of excessive violence in computer games gaining momentum, it now has become a selling point for greater gameplay. Die by the Sword does not hold back in the violence department and can be considered to be excessive. Though, without it, it would be a dreary attempt at a 3rd person adventure. Ultimate objectives of hacking heads and limbs off without affecting other body parts in precision like moves is what makes DBTS fun to play.



quick and easy way to start your butchery. The VSIM Mode is a lot more difficult to master and is the most interesting mechanism I have seen in a 3D game. You control the character via a number of ways with the best

option of keyboard controlling the character, and mouse the sword. This is easier said than done and takes plenty practice to get even the basic of moves mastered. The mouse must be moved in precisely to simulate a slash or overhead hack, but timing is the crucial ingredient and normally has you missing a limb in the process.



I wonder if the road has a purpose in this race?

Played from a behind player dynamic camera point of view, synonymous with Tomb Raider, are used effectively in DBTS. The accelerated graphics are extremely impressive and the software mode is amply encouraging. Frame rates are quick on standard entry machines and the texture shifting problem encountered in most of these types of games has been cured. The character animations are some of the best seen in the 3D genre and are lifelike and smooth. One irritation comes in the so-called virtual environment that is supposed to be totally interactive. I found that your sword would pass through walls and doors without reacting to them. This is either a graphical glitch or gameplay addition because of the amount of times your sword does catch the walls.

DBTS has a control system that can be described as difficult yet enjoyable to learn. A full tutorial has been added to adjust yourself to the controls and camera angles. A witty and wise Knight takes you through obstacles and traps as you hack at dummies and boxes which helps educate you for the dungeons ahead. There are two modes of controlling your character, Arcade and VSIM. Arcade Mode is self-explanatory and uses specific keys to perform standard maneuvers and is the

choices has me a little disappointed, with the main objective to complete the quest and rescue the fair maiden, not an original story but then who cares as long as you can hack some goblins head off. You make your way through tunnels and rooms, which are filled with traps and hordes of monsters. Your character can interact with most of the items and can search through dead bodies for food that replenishes his hit points.

The background music is eerie and appropriate for the dungeons and your character has some very witty remarks and screeches that he uses during his hack sessions. He responds with full speech to actions that you ask him to do and even scares off opponents with his charge

3rd Person Action

Min Required	Recommended
Pentium 100 Mhz 16 MB RAM 4 X CDrom 120Mg Hard Drive Space DirectX Sound Comp. Win 95 (DirectX 5) Mouse	Pentium 166 MMX 32 MB RAM 8 X CDrom 300Mg Hard Drive Space DirectX Sound Comp. Win 95 (DirectX 5) Mouse

Developer: Epic Megagames

Publisher: Project 2

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

International Web & Demo Site
www.interplay.com
SA Download
www.gamesdomain.is.co.za
Size: 11.4 Mg

orders. The sounds of flesh and limbs being torn are realistic as well as the clang of metal on metal.

One of the best features of DBTS is the very clever AI that the more intelligent monsters use. When injured they shy away from your attacks and also seem to know when you are on the retreat by attacking at your weak areas. I found that they learned from your attack routines and countered them with blocks and counterattacks. Overcoming the AI was one of the better solutions than actually finishing the Quest.

This brings me to the actual length of the main game, which is to short and predictable for a game of this genre. Fortunately you have the Multiplayer option of butchering your friends in a 4 player LAN and 2 player modem connection. A Move Editor has also been included for saving your favourite moves and hot keys for use in the actual game, allowing for some serious cut routines.

Overall I found Die by the Sword to be a welcome change from the normal everyday 3D action games. You are going to need a strong stomach for the violence but then we are becoming accustomed to that.

STORM

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Bloody battles of decapitations and destruction added to an adventure of love and honour save the day for Die by the Sword. Top rate 3D graphics and appropriate sound stand up to today's high standards. Thrilling gameplay should challenge all gamers.	87	81	86	79	59	88	80
INTERACT	www.interplay.com						
MULTIPLAYER	COMPARATIVES	PRO'S and CON'S					
IPX/SPX LAN (2-4) Modem (2) Serial Connection (2)	Tomb Raider 2	+ Gratuitous Violence + Intuitive Controls + Well Designed Levels		Graphical Glitches - Weak Story Line -			

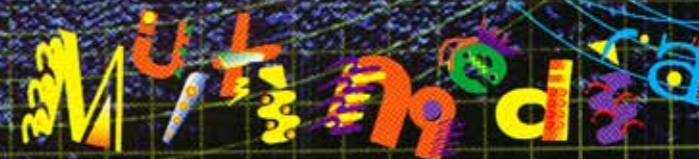
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3rd Person Action : Die by the Sword

RESIDENT EVIL 2

Splintered wood and debris lie scattered everywhere, something big has recently passed through here leaving a bloody trail of death and destruction. The dead body on the floor bears the gruesome signs of a viscous decapitation. The tremendous strength it must have taken to twist a human head off in this fashion leaves a chilling tingle down your spine. Drawing your weapon you proceed cautiously, you can see a widening pool of blood on the floor ahead. Cautiously stepping closer a movement above causes you to look up. On the ceiling, the very offspring of Satan looks you in the eye and leaps ...

This is the continuing story of the evil that resides in Raccoon City - the story of Resident Evil 2.

Mr. Know-It-All
Many years ago I remember watching The Night Of The Living Dead with amusement. I recall mocking the actors and thinking that if I were placed in a similar situation I'd be doing things very differently. Finally, years later, I've been given the chance to do just that. I really thought I would be able to put on a much better show under the same circumstances than those pathetic characters in the movie until I played Resident Evil 2. You'll be able to spot me easily - I'll be the guy running away, screaming, just like those people in the movie.

A bloodstain from the past
Raccoon City is one of those unfortunate small town community settings that has been selected to host the darker side of hell's latest gore opera. The first game, Resident Evil, took us to a deserted mansion on the outskirts of Raccoon City. The sighting of strange creatures and a few murders saw our first two heroes stuck inside the mansion fighting for their lives. During their struggle they discovered that the mansion was

In fact a research laboratory where secretive experiments had gone wrong. The unfolding story told of the Umbrella Corporation, a sinister organisation that developed the T-Virus, a biological weapon. The first game ended with the successful destruction of the mansion. Everyone thought that was the last of the zombies and experiments - they had no idea how wrong they were. Soon after the explosion at the mansion the good people of Raccoon City started contracting a nasty skin rash which eventually developed into a severe and terminal case of rotting zombie flesh. Resident Evil 2 now follows the experimental airborne virus as it contaminates the good citizens of Raccoon City turning them all into zombies. Your task now is to get behind the current mystery and finally escape from the tainted city.

Enter the heroes - Leon Kennedy a rookie cop his first day on the job and Claire Redfield who also just happens to be Chris Redfield's sister, (Chris was one of the

Buy this game and guaranteed, after playing for a few hours you'll be double checking that front door lock and under your bed before going to sleep! RedTide has sleepness nights.



Damn, spilled that raspberry juice on myself once to often.



3rd Person Action

Developer: CAPCOM

Publisher: Virgin Interactive

Supplier: Ster Kinekor Interactive

Tel: (011) 445-7900

RRP: R 399.00

International Web Site
www.capcom.com

two characters from the first game). So the plot ties up nicely with obvious links to the previous game which is a good thing for people who have played the first game and will really mean nothing to people who haven't. Raccoon City has been lovingly created with burning cars and broken glass in every street for the sequel. The hallmarks of a truly grand disaster are evident at every turn. The battle between good and evil if nothing else, was indeed a messy one.

There are four different virtual personalities you can play in Resident Evil 2. Leon Kennedy and Claire Redfield are the two leading characters and can be played separately depending on your preference. Once you have completed the game playing Leon you can do it all over again playing Claire. Interestingly enough, if you've saved your game things you've done with the first character affect how the second character is played. The other two characters can be played later during the game after achieving certain objectives. Depending on which of the two characters you play you'll have access to different weapons and a slightly different slant on the game.

For some zombie-smashing fun, here's a quick start clue. Early on in the game the female lead character finds a grenade launcher, the question now is - how do you say 'splat' in zombie?

Your mission in the game is to survive, obviously, and find out what happened to the inhabitants of the town. If this isn't enough you'll also need to defeat all monsters and stop the spread of

Resident Evil 2 (cont)



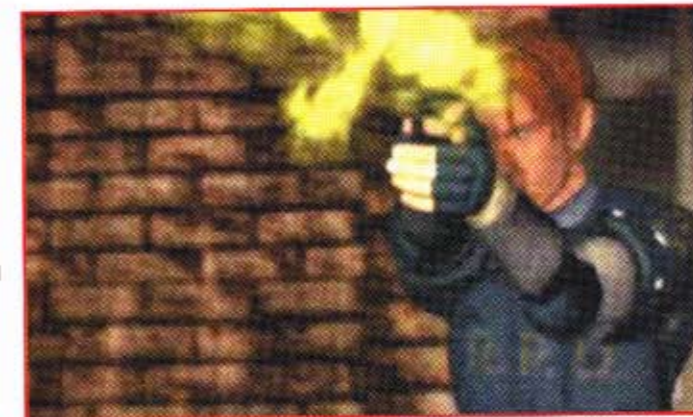
Oops! A little more practice landing that chopper and you're set.

the virus. The opening video sequence is not only great for setting the scene but also remarkable for its attention to detail and realistic physics. Everything behaves just as you would expect it to in 'real life' - the cars fishtail while speeding away and even the game characters remember to put their seatbelts on before driving away. This has to be the best opening movie I have ever had the pleasure of watching on any platform.

For some reason this game reminded me of Tomb Raider without the fancy moves, good-looking heroin and dynamic camera. The action is viewed from a huge number of different static camera angles, as you move off one screen another appears. The positioning of the camera is often imaginative while remaining practical and each location is clearly presented with nothing important left hidden from view. It's not a true 3D game in any respect but rather falls just under true third person 3D. As your game character moves around the detailed locations, you can open doors and pick up items after dispatching any zombies in the area. You can walk or run depending on the urgency with which you like playing, although it is advisable to break into a light canter with four groaning and gurgling zombies behind you. The control system has been improved from the first game but the turn rate with your weapon drawn is too slow resulting in a few close calls with death. If you're approached from two different directions at the same time you'll invariably end up with a zombie chewing on your neck. The controls do respond well and after a few minutes play you'll be moving around without a problem. Access to your inventory, map and documents is accomplished with a quick button press and it's all done so well that you can even change weapons during combat without



you into more trouble than it solves. The theorem that goes the number of evil bad guys is directly proportional to the size of your gun is proven more than once. As you start you'll have a firearm and a knife, the knife is mostly useless but keep it just in case you run out of bullets for your



A wonderful array of detailed cut scenes are scattered about RE2.

gun. Soon after you start you'll find a shot gun or cross bolt depending on which character you play but after that the weapons are far and few between. There are some nice ones like the grenade launcher, which clears out a room of zombies with a loud bang. The flame-



A key that unlocks the towns number one weapon. Zombies.

missing a single shot. Things that go boom in the night There are different weapons to collect during the game and it's hard to describe the sense of relief and sheer glee you feel after finding a more powerful weapon. Now armed to the teeth, confidence gives way to caution and often your big new shiny gun ultimately gets



thrower, magnum and a few modifications to your existing weapons all help you in your task.

Should zombies be allowed to vote
Zombies seem to be falling out the sky, there are hundreds of them littering the town and police station, and they are usually quite easy to dispatch provided there aren't too many of them. If you aren't fast enough you'll get swarmed and overcome by them. There are a number of different types of zombies ranging from zombie cops to nasty screeching female zombies. Eyeball

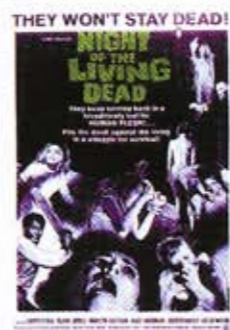
pecking crows, viscous dogs and mutant spiders also line up in your sights as you explore the various locations in the game. There are even flesh eating plants out there - this is what happens when you use zombie manure in your garden.

The sound effects in Resident Evil 2 are as detailed as the graphics. Walk over a metal grate on the pavement and your footsteps will echo with a dull metallic thump, similarly walk over broken glass and you'll hear the crunch of glass disintegrating. Besides adding to the realism of the game, sounds often provide clues as to what to expect ahead. The music also plays an important part in the game and like traditional horror movies increases in urgency with the action, taking

Resident Evil 2 (cont)



A day at the Health Spa and you should be as good as new.



In 1968 a movie was released that brought zombies the commercial success they deserve, that movie was Night Of The Living Dead. It told a tale of several desperate people trying to survive the night in an old farmhouse while flesh eating zombies relentlessly pound at the doors and windows. It was remade in 1990.

seen them for the twentieth time. There is no way to quickly skip past these little movie snippets so you have to watch all the movies all the time every time. When passing through any door or gate a short animation shows the door opening from the first person perspective before the action continues. The question is - do we really need to spend precious seconds watching each and every door open? This may add to the suspense of the game but surprises behind these doors are too far and few between to justify this 'effect'. The last moan and groan isn't really a glitch but just takes something away from the game. Early on in the game you discover that you can kill zombies even when you can't see them - you can hear them making noises on the next screen but they haven't moved into your field of view yet. This does make the game a little easy in more than five places and takes away from the frantic urgency of confronting

overwhelming odds. Please also note that a memory card is a vital piece of hardware you'll need to actually get anywhere.

Resident Evil 2 is described as an action adventure title but the puzzle elements won't have you scratching a bald patch on your head. The action is second to none and you'll find plenty of zombies and other creatures to shoot at. Where Resident Evil 2 decisively separates itself from all the other games out there is its compelling atmosphere and unfolding story. Like all great horror movies you just have to see what happens next. The only thing that keeps this game from scoring high in the nineties is a few silly little problems - what would have helped is a co-operative mode where you and a friend could take on the vile evil creatures in Raccoon City. Buy this game and guaranteed, after playing for a few hours you'll be double checking that front door lock and under your bed before going to sleep!

RedTide

your heart rate with it and surprising you just when you think you've got it predicted. A truly atmospheric game which will assault your every sense.

If you look in the right places the Internet is currently overrun with requests for codes, cheats and other cheating options for Resident Evil 2. There are plenty of secrets to find but they usually require that you finish the game a few times in a row and complete it within a certain time limit and it helps if you don't save that

often. The two main flavours of secrets to be found include being able to play a few additional characters and gaining access to secret weapons like the rocket launcher.

Nothing is ever perfect now is it?

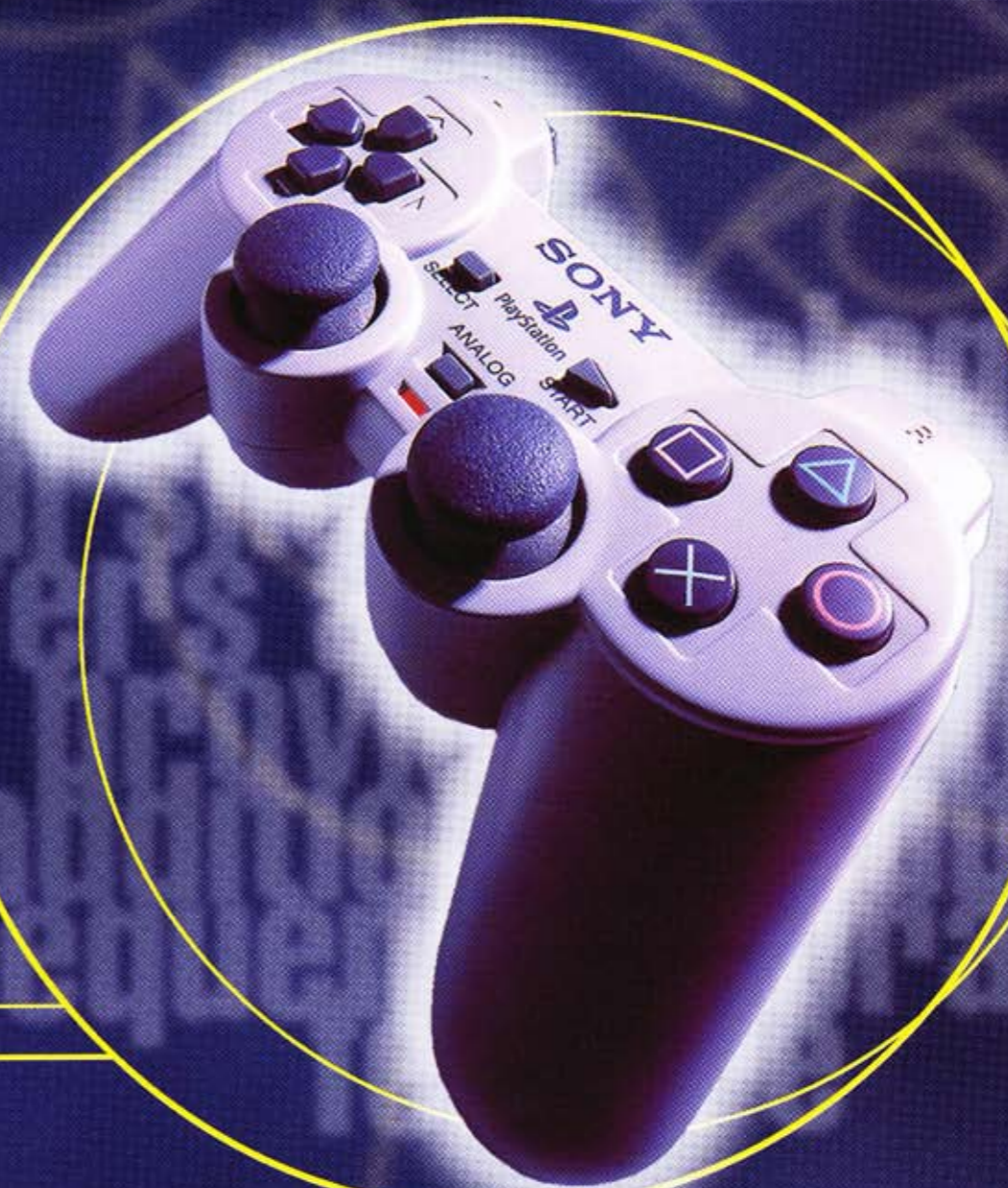
Besides being one of the most immersing action adventure games to ever grace the humble PlayStation, it does have a few minor flaws. These problems can really be classified as superfluous given the whole experience, but you have the right to know. Although vital to the telling of the story, the cut scenes do become a little tedious if you've



Choices, choices. eenie, meenie, minie, mo. Lets take the black one.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Resident Evil 2 is a terrifying experience, heaps of atmosphere and a slick graphics engine all make this the PlayStation title to own in 1998. The tension and suspense created while playing this game will have you continuously checking over your shoulder while you play.	94	94	85	80	84	92	
INTERNET	www.capcom.com						88
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 PLAYER	Memory Card 1 Block	+ Graphics & Sound	Can't Skip The Movies -				
		+ Atmospheric	Off Screen Killing Of Zombies -				
		+ Gratuitous Violence	Simplistic Puzzles -				

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3rd Person Action Adventure : Resident Evil 2

GT

GRAN TURISMO THE REAL DRIVING SIMULATOR

Racing Simulation : Gran Turismo

Racing games have been popular over the years and have grown in gameplay creating some of the best and most playable games on the PlayStation. The adrenaline rush of the engine screaming at the red line and the frame rates whizzing past before your eyes was backed up by nerve racking races with fierce competition. Now which game was it that gave me that feeling? Actually, it's hard to find which racing game gave me any reason to keep coming back. Until now!

Gran Turismo is the latest racing simulation from Sony Interactive made exclusively for the PlayStation. But this isn't just another racing sim. It is one of the most comprehensive games you will ever find on any platform of gaming machine. The depth and magnitude of this production has astounded me, as well as the intense detail that went into making this the best racing sim on the market by far.

Graphically GT is of the highest quality; photo-realistic textures create realistic racing with super fast frame rates not normally not associated with consoles. The normal glitches of texture slipping have been dealt with superbly by Sony, uncovering the true potential of the PlayStation. There are noticeable differences between the normal race graphics and the replay graphics that has me a bit bemused. Even though the graphics in the actual racing mode is great, there is nothing that can match the exceptional graphics shown when watching a replay. The graphics is smoother, crisper and totally unique to GT. Cars are superbly recreated with the use of a



"This is a title that is going to revolutionize the way we play games on consoles and deserves a classic status." Storm takes the racing line and Gran Turismo takes the checkered flag.



Storm's mean machine that still needs some serious tuning.

Racing Simulation

Developer: Sony Computer Ent.

Publisher: Sony Computer Ent.

Supplier: Ster kinekor Interactive
Tel: (011) 445-7900

RRP: R 399.00

International Web Site
www.playstation.com

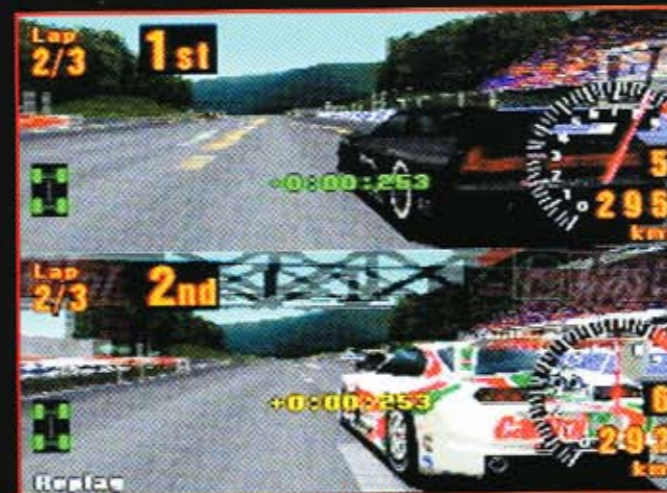
Local Web Site
www.playstation.co.za

finely-tuned rendering routine and real-time lighting effects that are so well designed that they will have you looking twice to check that it is an actual console game.

Even though the graphics is at the forefront of the greatness of this product, it is the sheer depth of information and options that take GT to the next level and beyond. The Developers have been able to walk a fine line between a comprehensive simulation and a playable arcade game with their choice of Arcade and Gran Turismo options.

The Arcade option is the quick and easy way to get racing with 40 vehicles, each one equipped with computer assisted steering for the ultimate driving experience. A restricted number of tracks are available once you have shown your worth on the racetrack. Through solid performances and winning ways you can untap the extra vehicles and tracks for quicker speeds and closer racing. The Arcade option is best for those players who don't wish to delve into the depths of fine tuning

Gran Turismo (cont)



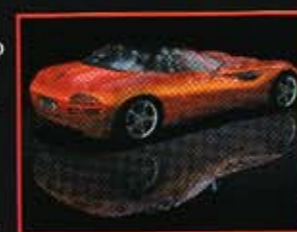
Split screen memory card battles is multiplayer heaven.



Within the GT mode you are overwhelmed by different racing options.

vehicles and prize money winnings, leaving more time to take out your friend in multiplayer split-screen mode.

The definitive option can only be Gran Turismo which has over 300 vehicles at your fingertips to tune and mold into your own racing machine, all of which are available when purchased through tough and intense racing that has you earning money for podium performances. You start off with R10 000 (no specific currency) that is intern needed for purchasing your first vehicle that should put you on the road to the GT World Cup. There are 10 licensed manufacturers and 11 tracks, including 3 night time circuits that can be raced backwards in 'mirror' mode for extra tracks. Getting in and just racing is not an option in GT mode, firstly you have to earn your B-Grade license to enter into the lower level races. Earning your license is a lot harder than you first anticipate, once you have figured out the process of basic driving, you are then thrown into the more intense skills of combining high speeds with ultimate control. This all breaks down to the way in which you tune your vehicle and



the add-on's you choose to purchase.

All manufacturers have new, used and special models available for purchase as well as a comprehensive workshop for upgrading your machine to the limit. No stone has been left unturned in bringing a full list of

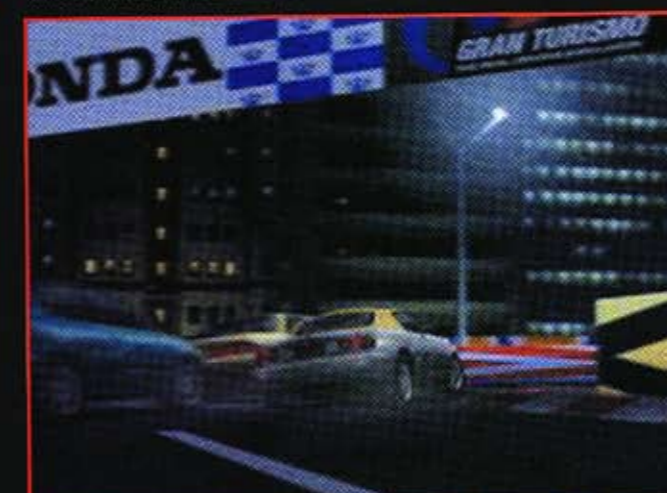
upgrades from computer chips to weight reduction, all with full reaction and changes to the vehicles. Once you have made the changes to your machine, you are able to check the performance changes in the Machine Test option. Here you can run speed and acceleration tests that are



recorded and saved for future developments that may increase the potency of your vehicle. All of this upgrading will be useless if you don't proceed to earn your licenses that are critical for completing GT.

There are 3 license levels which give you access to harder and more profitable races. The top A-license should keep even the most gifted of players busy for quite a long period of time, keeping you coming back for more even in the wee hours of the morning. The obsession for faster and better performance is what drives GT into the reality of life. Man's need for the best is what makes the world go round and nothing changes in this game.

We have been inundated



A rendered shot that shows the speed and closeness of the racing.



I say old chap that's an innovative way to save money on tyres.

Racing Simulation : Gran Turismo

Gran Turismo (cont)



You never know whether you are racing or rallying.



The Options page in GT looks simple but hides the true depth.

with racing games that are just too easy to master and end up being thrown into the bottom draw never to show their ugly heads again. Why won't GT end up with a similar fate? For anybody who has watched a Grand Prix or Rally Championship it is clear to see that handling the vehicle is a difficult and intense process. GT simulates this like no other racing game that I have come across. Lengthy tracks keep your

concentration pinned for longer and the smallest error will have you screaming in agony at the costly mistake of having to restart from the beginning. Spinning and banging into road side objects is not an uncommon occurrence, with the visible lack of vehicle damage, it may not be a bad oversight because you



European artists including 'Everything Must Go' by the Manic Street Preachers. It is also the first European product to offer support for the Dual Shock Controller.

A special mention must be said of the new controller that was officially launched with GT, the Dual Shock Analog Controller by Sony. GT has been developed specially to

take advantage of this product and it shows in the control of the game. The vehicles respond well and are easier to handle as well as the vibration mechanism that reminds you that you have to race on the road and not the sidewalk.

With GT we have finally overcome the barriers of hardware limits with Sony showing that the true talent of manipulating technology is in the hands of those with the ability to control it. I have been thoroughly entertained by GT and recommend that anybody who wants to see the true ability of the PlayStation and enjoys the challenge of true grit racing should snap up a copy of Gran Turismo. This is a title that is going to revolutionize the way we play games on consoles and deserves a classic status.

would probably end up with a ball of metal instead of a costly racing car. A reason why there is no visible damage was put down to CD space and I can honestly say that it doesn't detract from the overall gameplay of the game.

The European version of GT has significant changes to the Japanese version, it is 25% quicker and has music composed by



Mazda's version of a mean, road eating machine.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Realistic driving and superb graphics combine to make this a classic of its genre. True depth and playability are forced into the gameplay via multiple options focused around realism. The PlayStation shows the amazing ability to perform at its highest without faltering even at its peak.	93	91	91	NA	92	90	91
INTERNET	www.playstation.co.za						
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1-2 PLAYERS	Memory Card 6 Blocks	+ Incredible Depth + Superbly Realistic + Lengthy Tracks				Difficult For Beginners -	

REVIEWS UNDER FIRE



Sporting the full compliment of standard buttons, the Dual Shock Controller now features a built in multi frequency vibrating function that allows players to truly feel the action onscreen.



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

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



Identical to the basic controller, this is an essential purchase for anyone who wants to equip their PlayStation for even-handed two player action at minimal cost.



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



Ideal for beat em ups, this sturdy arcade style joystick has been carefully designed to withstand the most punishing adrenalised use while maintaining pixel perfect control via the microswitched stick.

The radically styled grip is perfect for extended periods of play - and extends the playability of any PlayStation game. A slow motion option allows the pace of the action to be reduced, and each of the 8 buttons on the pad can be set to individual demands.



True arcade action is yours! Brace yourself for the hottest me vs. you gameplay going down, without the drawbacks of a split screen view on a single tv set



This controller's unique rotating construction allows for greater control and smoother gameplay. Ideal for racing games, flight sims and sports games. Compatible with all PlayStation games.



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A LITTLE SOMETHING ON THE SIDE



remember back in '97 when I use to play Diablo on my PC and eventually became a Battle.net junky. Now Diablo has been released for the PlayStation bringing the Diablo experience to console owners everywhere, and its about time. Diablo is truly one of the most addictive games available and immerses you into a world of magic and mystery.

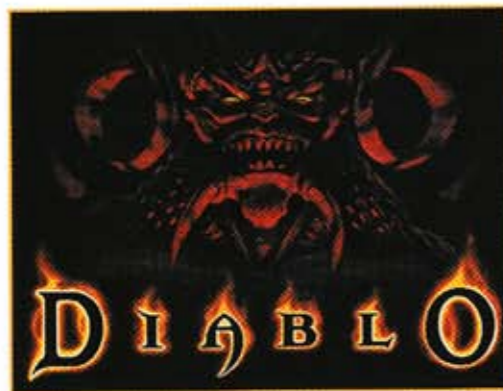
You return to your hometown of Tristram and find the carnage left over from an underworld invasion. Survivors tell of a murderous beast called Diablo, who resides in the labyrinth under their local church. Burning with vengeance you set off with one goal in mind: Destroy Diablo!

You play the part of anyone of the three characters, a Warrior, a Rogue or a Sorcerer. Each class has its advantages and disadvantages. The Warrior is good with close combat weapons and is physically more robust, the Rogue is skilled with ranged weapons and can detect traps while the sorcerer is adept at casting spells but is also physically the weakest. My favorite is the Sorcerer, weak in the early levels, but by the time you reach Diablo he will be most powerful of the three. The bad news is that you can only play as one of the characters at a time, there is no party system in Diablo. I prefer it that way, you



only have to concentrate on one character and it makes it easier for first time players to get the hang of RPG.

A major part of the game you will be spent in the Town or Tristram where you are given the opportunity to buy and sell items like weapons, spells and healing potions. You will also get to know all the town folk and hear their life stories. Having to talk to the locals can become a bit tedious as they tend to repeat themselves often but it is the only way to



'Diablo has that 'something' that makes it addictive.'
DarkSkies kits up in his Sorcerer's Robe and wields his staff as he takes on the dungeons of Diablo.

get some of the Quests in Diablo. In the Dungeons you will meet some of the head honcho monsters that will drop valuable items when defeated. These are normally quite valuable and make sound additions to your inventory.

The game uses an isometric view to show your character and his/her surrounding environment. The objective is to conquer all the levels of the labyrinth and finally defeat Diablo. On your way you will engage a host of monstrosities ranging from skeletons to zombies with a multitude of other servants in service to the underworld thrown into the mix. The way Diablo introduces new monsters



Is this any place for a women to spend her free time.



Role Playing Game

Developer: **Blizzard Ent.**

Publisher: **Blizzard Ent.**

Supplier: **EA Africa**
 Tel: (011) 803-4212
 RRP: **R 339.00**

International Web Site
www.blizzard.com

every other level keeps the gameplay fresh and you won't find them all until you have finished the game.

While Diablo is considered an RPG, I would rather classify it as a hack & slash type game. The reason for this is the lack of depth, you spend a lot of time killing monsters but not enough time talking to other characters and exploring the

storyline. Like most games in this genre Diablo uses a level based system for the advancements of characters. The more you kill the better you get at doing it while improving your character's skills. By the time you reach Diablo you will be a walking,

talking, spellcasting, sword wielding killing machine.

Once finished with Diablo you can play as the other two characters who you



haven't played as yet, but what then? Fortunately you can play with a friend and go and slay Diablo as a twosome. Combine this with the fact that levels are created dynamically and never look exactly the

same and it creates a game that will keep you busy for quite some time. You can import your single player character and use it when playing in multiplayer mode providing you have a memory card of course. This way you don't have to start out as totally weak character, and believe me your gonna

Diablo (cont)

need it. The monsters in multiplayer are vicious. There are three difficulty levels to choose from in multiplayer, normal, nightmare and hell. Initially you can only play the normal difficulty but when your character reaches a certain level the other difficulties become available. The most powerful weapons and armor are only available on the hell difficulty, giving you something to aim for. Unlike a lot of PlayStation games Diablo doesn't use a split screen mode, you and whoever is playing with you are represented on the same screen and can never move out of sight if each other. While this is fine and dandy and actually works well, it can become a major pain having to go to town for supplies when your partner needs them, but you still want to fight.

A great feature of Diablo is the ability to save your multiplayer character, this makes it possible for you to exchange equipment with a friend if he also has a multiplayer character. Swap, change and sell with anyone you know until you get the equipment you really want.

Considering the multitude of spells, options and handling your inventory, I would have thought the gamepad to be cumbersome but nothing is further from the truth. Blizzard has done an excellent job in making all of these easily accessible. Two control methods are included namely a beginner configuration, for beginners (DUH!) and for those who absolutely have to have everything at hand at all times, there is an advanced configuration.



Friendly bunch of chaps. I wonder if they can take a joke. Whaaacckkk!



Eskom have to send out a Electrician to deal with these disturbances.

The graphics for the PlayStation version of Diablo stays true to the original PC version. The graphics are excellent and is easily on par with the best available for the PlayStation today. 3D models beautifully

portray characters while the world is a tile based scrolling background. The levels are grouped into specific themes and these groups never look the same, all of them have unique tile sets. Special effects for spells still have to be my favourite eye candy in Diablo. From lightning that creeps along the floor, to walls of flame, all of them have a unique look and sound. There is nothing like watching monsters fry at the hands of these spells. It is unfortunate the game exhibits a slow down when you're in an area where lots of monsters use spells. This doesn't detract from the gameplay and can be overlooked when considering the vast amounts of processing required for the special effects of spells.

Blizzard did a great job in the sound department and characters in town 'talk' to you. Its not everyday I get to see a PlayStation title with speech. In game sounds are realistic and you can hear when metal hits metal or when metal hits wood. The music in the Diablo gives a sense of suspense and danger adding to the experience of taking on monsters in a dark labyrinth.

Overall Diablo is great game staying true to the original release which was PC based. Everyone that enjoys RPG's will have a blast playing Diablo, even the not so RPG inclined gamers should enjoy it. The multiplayer experience will make Diablo a favourite even after you finish the single player mode. Diablo just has that 'something' that makes it addictive. I hope Blizzard will port Diablo 2 to the PlayStation when it is released next year for the PC.

DarkSkies

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
The classic PC game comes to the PlayStation and stays true to the original Diablo. This RPG offers quality graphics & sound with some of the most enjoyable multiplayer experiences of all time. A definite buy for any RPG fan. Diablo will not disappoint	83	81	84	80	84	88	83
www.blizzard.com							
INTERNET	PRO'S and CON'S						
NO OF PLAYERS	MEMORY						
1-2 PLAYER	Memory Card 1-12 Blocks	+ Superb Control Up To 12 Blocks Of Memory - + True To Original Slows Down With Spells - + Excellent Graphics					

REVIEWS UNDER FIRE

Ancient civilizations drowned, planes lost at sea, ships missing off rocky coasts, all holding treasures of untold wealth. You play the role of Ex-Navy Seal Jack Runyan whose expertise has been sought by the Underwater Mercenary Agency to recover lost fortunes before they fall into the wrong hands. A highly dangerous terrorist group headed by the mysterious Mr. Black is at the forefront of recovering these profitable artifacts to sell off to the highest bidder, ridding mankind of its historical pieces.

An interesting story and plot is followed by a totally different approach to 3D gaming, an underwater adventure. We have had a few titles follow the same genre but with little impact. TOTD surprised me in its ability to create interesting and beneficial missions all based on recovering precious cargo's and saving the underwater environment, all while battling the currents, sharks, barracuda's and the dangerous terrorists.

TOTD has very good graphics with impressive underwater representation. Fishes amble past in schools and Manta Rays glide with grace and realism. Sharks lurk in dark areas waiting for the unsuspecting diver, normally you. Black Ops have done a great job of making TOTD as true to life as we can get in a console game.

When first inserting the game in my PlayStation I was extremely skeptical at what was to come. Thoughts of trying to get this one finished as soon as possible crossed my mind. Never have I been so misguided about a product, TOTD is not a classic, but then few games are. What TOTD does is immerse you in the game of underwater recovery with a bag full of sub missions that ultimately keeps the interest in the game. You are equipped with the minimal of weapons and equipment to begin with, but are after diving for treasures and artifacts, your bank balance allows for upgrading these options. Delving into purchases of homing missiles, night goggles, heat seeking missiles and swifter underwater Subs will help combat the evils that lurk in the deep. Better subs with more cargo space and weapons with improved firepower are your only hope of survival in this cat and mouse game with Mr. Black.

The mission objectives are the most enjoyable facet



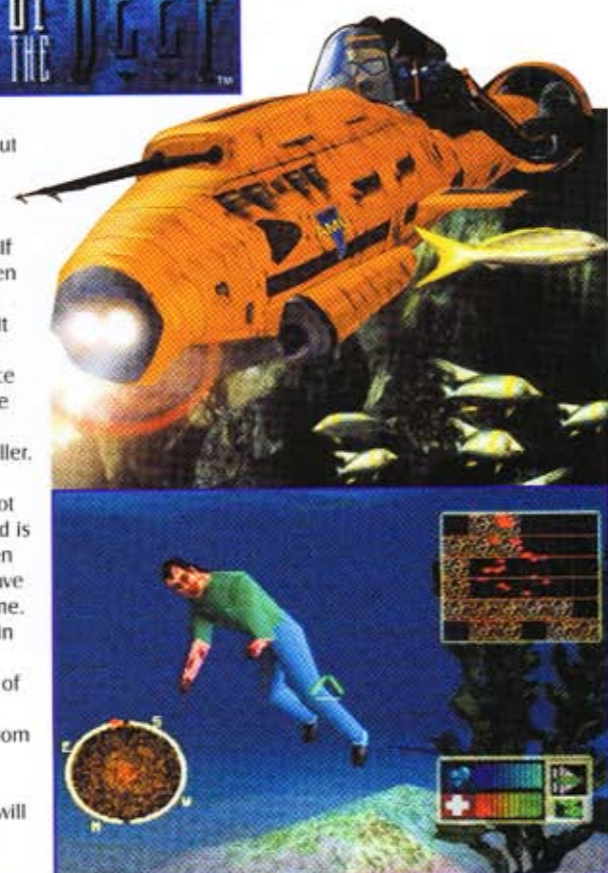
of TOTD, consisting of stopping leaks from gushing oil rigs to recovering voice boxes from crashed passenger planes. Sub objectives are also well thought out and include netting dead passengers to racing against the clock for extra money. Even though once TOTD is finished it doesn't hold much in the way of continuity, the amount of tasks that are to be completed are enough to keep you busy for long stretches.

There are two viewing modes available in TOTD, 3rd and 1st person, with the 1st person being the easiest of the two. The control mechanism was difficult at first because of the standard controller and its



inability to accurately move, but this was overcome by the option of the Analog Controller, which made the control smooth and playable. If you don't happen to have such a controller then it will take a little time and practice to get use to the jerkiness of the standard controller. The lack of multiplayer is not an oversight and is not a factor even though the addition would have made it a more complete game. Therefore TOTD scores badly in the continuity department.

Overall I found Treasures of the Deep surprisingly entertaining and refreshing from the usual seek and destroy games. This title won't disappoint its purchaser and will quietly become the winner it should be.



Don't you know it's dangerous to swim without a lifejacket.

Underwater Adventure

Developer: Black Ops

Publisher: NAMCO

Supplier: Ster Kinekor Interactive

Tel: (011) 445-7900

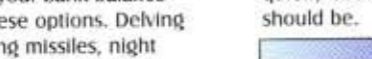
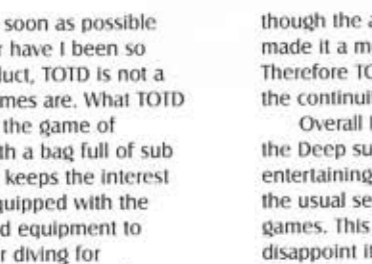
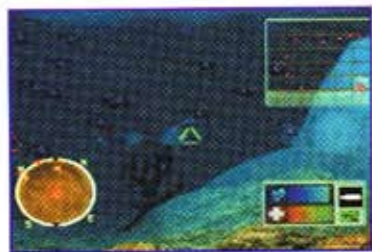
RRP: R 369.00

International Site

www.blackops.com

Local Site

www.playstation.co.za



SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A natural underwater environment well portrayed via a 3D-polygon engine. Entertaining missions are fraught with sub-missions creating exciting gameplay. Analog support saves the control mechanism from a near death encounter. A sneakily enjoyable title from NAMCO that will surprise gamers.	86	87	87	89	67	83	87
1 PLAYER	100% PLAYERS	MEMORY	1 BLOCK	PRO'S and CON'S	Challenging Missions + Good Controller Support + Realistic Nature Simulation	No Replayability -	

www.namco.com

Underwater Adventure: Treasures of the Deep

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REVIEWS UNDER FIRE

Some days you just wanna sit back relax and play a game that doesn't take too much concentration while being thoroughly enjoyable. The platform game, Klonoa from Namco, fits the bill well and looks better than most. Join Klonoa on a journey through a magical World where dreams and reality merge. Uncover the mystery of the Moon pendant and save the singer Lephise from the clutches of the evil Ghadius in this



based translation of their alien language. The voice of characters is yet another element that can be called 'cute', the characters sound similar to the Ewoks in Star Wars: Jedi Knight.

Namco has put together an amazing world filled with vivid colors and detail. The world Klonoa finds himself in is polygon based and features detailed textures making the world a pleasure to view.

Join Klonoa on a journey through a magical World where dreams and reality merge.

imaginative enthralling adventure. - not exactly original but the 'save the princess' stories work well for this genre.

You play the part of Klonoa, a furry little black and white animal with wings for ears that look more like a little kitten than anything else. Your sidekick, Huebow who resides in your magical ring is also ever present and functions as your weapon for attacking the bad guys. There is only one word that can describe the characters in Klonoa and that is 'cute'.

What makes Klonoa an enjoyable game and sets it apart from the rest is its easy yet challenging gameplay. There is only a jump and shoot button. The magical ring gives Klonoa the ability to 'inflate' the bad guys and carry them around above its head after capturing them. The captured bad guy can then be hurled at other enemies to destroy them instantly or be used for a double jump. There are a variety of areas in the game that can only be reached using the double jump and its a feature you need to learn early on.

There is a lot of jumping from ledge to ledge and collecting of gems like in any other platform game, but throughout the levels you will meet characters to converse with and find out clues and information on the whereabouts of Lephise. I found the little chats between characters a great method for advancing the story line. The voices of the characters chattering away in the background are unintelligible and you need to read the text-

KLONOA -Door To Phantomile-



Characters are sprite-based animations and have a variety of animation frames to represent the actions that are performed on screen. Klonoa offers a fast frame rate and the scrolling appear flawless, even when the view rotates your character to face another direction.

The bad guys in Klonoa are predictable, like in any platform game, but a special mention must be made about the bosses. Instead of having to do the usual shoot and run routine, in Klonoa you need to study your environment and find object to help you in the task of defeating them.

Another feature in Klonoa that sets it apart from the majority of platform scrollers, is its semi 3D environment. Don't get me wrong, you still can only move left or right, but the screen will rotate giving the appearance of moving in true 3D. This feature has allowed Namco to make some interesting levels with puzzles that rely on eye-hand co-ordination and timing.

A special mention must be made about the cut scenes in Klonoa, while comical, they are some of the best

Platform

Developer: NAMCO

Publisher: NAMCO

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

RRP: R 369.00

International Web Site
www.namco.com

animated cut scenes I have seen in games of this genre to date. They are pre-rendered scenes showing the characters in all their glory. You are treated to a lengthy one of these for the introduction and it sets the tone for the game nicely.

One area where Klonoa does disappoint in is the continuity score. The game is way too short and experienced players will be able to finish the game in at most two days. There is no multiplayer support further bringing down the score.

At the end of the day Klonoa doesn't offer a lot of depth and has to be played purely for the joy of playing. The game is also suitable for all ages making it a product for the whole family. If you are in the market for a game that doesn't require a lot of strategy or brain power and are looking for something that is just plain fun to play, and cute too. You might just be surprised by Klonoa and find a game that is thoroughly enjoyable.



This is where Klonoa could do with a pair of NIKE Air.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Klonoa is a 'cute' enjoyable platform game from Namco that can be enjoyed by the whole family. It has semi 3D levels that make the game more challenging than traditional platform games. The usual 'save the princess' story line accompanies the game.	82	80	84	78	70	80	79
INTERACT	www.namco.com						
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 PLAYER	Memory Card 1 Block	+ Top Notch Graphics + Semi 3D Levels + Challenging Bosses		- Too Short - - Uninspiring Story -			

REVIEWS UNDER FIRE

Recently released for the Playstation is a cowboy action game called Lucky Luke from Infogrames, based on a comic strip that first appeared 50 years ago in America by the same name. If you have ever rented the animated movies available here in South African video stores you will know exactly who Lucky Luke is. The game is more aimed to the younger end of the PlayStation market and doesn't offer a lot of depth.

Lucky Luke gives you something important to aim for. Believe me you rarely pass the opportunity by for collecting one of those precious coins. By using the password level system Infogrames also make it possible for gamers without memory cards to finish the game.

Using the latest in 3D cartoon technology Infogrames brings this



Side Scrolling Action

Developer: Ocean

Publisher: Infogrames

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

RRP: R 379.00

International Site
www.infogrames.net

Darksies takes a trip to the wild west in this wacky gun toting, bar brawling, adventure.

LUCKY LUKE

You take on the role of Luke, enforcing the law in the old Wild West and generally making the lives of criminals' hell. This has to be the first cowboy game I have ever played in my life and it is a refreshing change from the usual sci-fi/fantasy type games. It takes place over 17 levels and I found it interesting that Infogrames would change how the game plays from level to level. You start off with a level where Luke needs to overcome obstacles and shoot the outlaws hanging around in an abandoned town. Luke then proceeds to hit timber logs thrown at him by a very large outlaw, next he goes onto saving a hijacked train. There is even a level where Luke takes part in a bar room brawl. The way that the game keeps changing the style of play necessary to overcome each level keeps the gameplay fresh and interesting.

On most of the levels Luke can collect gold coins and they aren't just there for fun or to increase your score. At the end of every level you will have the option to buy a password that enables you to continue from that point without having to restart. I was surprised the first time I had to 'pay' for a level password and had to start over again since I didn't have enough gold coins for the purchase. Unlike other games where you just collect coins & gems for score,

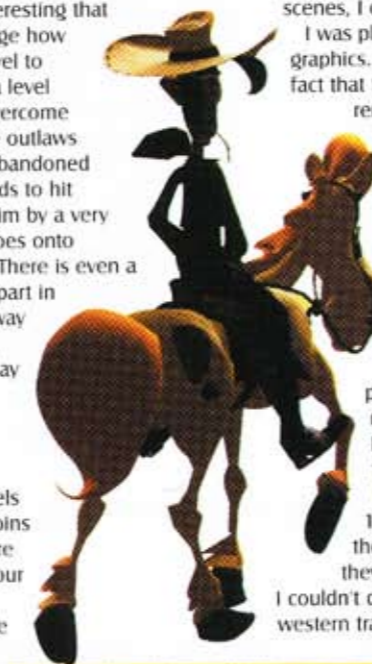
unlike hero to life, and the game offers a true representation of Luke, looking exactly like his animated cartoon counterpart. The 3D

cartoon technology also gives characters exceptional fluid motions with animations for every action. There are also some high quality cut-scenes included, showing Luke and the Dalton gang at work. Even though the characters look good and there are some excellent cut-scenes, I couldn't shake the feeling that I was playing a game with inferior graphics. This largely due to the fact that the scrolling background

reminds me of the cartridge console era, back to when games only had 16 color palettes. The background is far too dull and Infogrames should have used more hues of brown to make it more alive.

One feature I did enjoy though was the spaghetti cowboy music playing in the background. It reminded me of the old Clint Eastwood movies and adds to the overall feeling of being in the west. There are 19 soundtracks included in the game, but if you ask me they all sound the same.

I couldn't distinguish between one western track and the other.



Luke has his trusty gun to help him here.

Lucky Luke doesn't offer the best-looking graphics available today and reminds me of PlayStation games of yesteryear. It is however a fun game to play and changing style of gameplay keeps you from getting bored. I would only recommend the game to people looking for something different or parents looking for a game that is suitable for their youngsters.



Manual labour was the only form of income in the west.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
NAMCO bring the unlikely hero, Lucky Luke, to life in this Wild West action game. Gameplay differs from level to level keeping it fresh. Graphics compare to games of yesteryear but doesn't detract from the gameplay too much and cowboy music adds to the overall feeling of the West.	70	71	76	78	49	72	69
INTERACT	www.infogrames.net						
NO OF PLAYERS	MEMORY	PRO'S and CON'S					
1 PLAYER	None	+ Changing Gameplay Graphics Of Yesteryear - + Good Cut Scenes - + Unique Password System		- No Depth - - No replayability -			

Voodoo 2 cards are hitting the market left right and center, admittedly we only have three brands in the country right now, since the Pure 3D II has made its way across the ocean. The question is which one offers the best value for money at the moment.

I will take a look at the Creative 3D Blaster Voodoo2, Diamond Multimedia Monster 3D II and Canopus Pure 3D II to see which of these cards offer the best value. I based my choice on the following factors: ease of installation, performance, bundled software, support, availability and price.

Installation

The Monster 3D II, Creative 3D Blaster Voodoo2 and Canopus Pure 3D II each take up one PCI slot and comes with installation software, a manual, a pass-thru cable and a SLI connector for those who are fortunate enough to have enough money to buy two. Also included are some full-featured games. Installation is a snap and even the inexperienced PC owners should find it easy. Open your case, find a free PCI slot, plug in



the card and connect your monitor to the Voodoo 2 based accelerator. Then you proceed to connect the pass-thru cable. One end of the cable connects to your 2D Display card and the other to your 3D accelerator. Close your case, secure all the screws and you're ready for the software. What could be simpler.

As soon as you boot up your PC into Windows 95 it will detect your new card and all you have to do is enter your driver CD

and tell Windows where to find the drivers. At the end of the driver installation a reboot is required and as soon as you get back into Windows 95 you are ready to experience the world of 3Dfx games.

Performance

Both the Diamond Monster 3D II 12 MB and the Creative Voodoo2 12 MB are based on the 3Dfx reference board design and look almost exactly alike except for the company logos on the boards of course. It is no wonder that both of these cards perform almost exactly the same. The Pure 3D II on the other hand is a little shorter and has a custom design. The in-house designed board is slightly faster but does not steal the overall show.

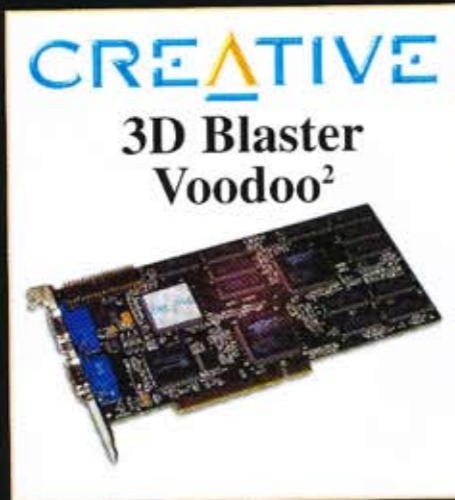
At the end of the day prospective buyers will have to look at bundled software, support, availability and price. The performance difference between the cards are so minor, as can be seen by our benchmarks, that it shouldn't make a difference in choosing one or the other.

The Creative 3D Blaster Voodoo2 comes with some full versions of current games. Inside their box you will find full versions of Incoming, G-Police, and Ultimate Race Pro.

All of Creative Labs distributors don't sell to the public and the 3D Blaster Voodoo2 is only available from computer retail outlets. The up side to this is that the card is available. Currently the Creative Labs 3D Blaster Voodoo2 is selling for R2199.00 at most of these retail outlets. Not exactly a great price but you do get one more game in the box.

Creative Labs has the advantage of being a well-supported product in South Africa and have support centers in major cities making it easier to have tech support take a look at your

card should it be faulty or give problems. Unfortunately the 3D



Blaster Voodoo2 only comes with a 12-month warranty and most gamers will be using their cards well beyond the warranty period. Forging out that kind of cash for a gaming card you would expect an extended warranty.

Where Creative Labs do shine is in their driver support. It is rock solid and they seem to have new drivers out before the competition. They also have a web section dedicated to Q&A and links to the latest patches for 3Dfx accelerated games.

R 2199.00 (RRP)
Creative Labs Africa
(011) 804-6555
www.sdc.co.za



Creative 3D Blaster Voodoo² Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance

Quake 2 Timedemo Benchmarks			
Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	55.1	54.5
640x480	Timedemo 2 demo2.dm2	54.3	53.6
800x600	Timedemo 1 demo1.dm2	38.7	38.6
800x600	Timedemo 2 demo2.dm2	39.8	39.3

Final Reality I.O.I Benchmark

25 Pixel	281.08 Kpolys/s
Robots	37.54 Images/s
Fill Rate	22.54 Mpixels/s
City Scene	47.22 Images/s
Visual Appearance	100.00 %
Overall 3D Performance = 3.54 Reality Marks	

3Dfx WizMark 3 Benchmark

WizMarks : 43529.7
Elapsed Time : 26.98
Number Of Frames : 1059
Frames Per Second : 39
HTTP://www.3dfx.com
HTTP://www.finalreality.com

The Diamond Monster 3D II comes with a full version of Incoming, Battlezone and an Electronic Arts sampler CD. On the box of the Monster 3D II it states that there is a full version of Monster Truck Madness 2 but unfortunately it was missing from their first batch. Cyberdyne Systems, a local distributor of the Monster 3D II said they will have a look into this and find out the problem from Diamond Multimedia. They promised to send the missing CD, when it arrives, to all the customers that bought a 12 MB Monster 3D II from them.

Currently the Retail pack is only available from Cyberdyne Systems although there are companies doing OEM versions as well, unfortunately the OEM versions don't include any games and these companies don't sell directly to the public so we will skip them and concentrate just on the retail product.

Cyberdyne Systems offers support for all the cards purchased from them, they are solely based in Gauteng and if you would like to purchase a Monster 3D II at the

Monster 3D II DIAMOND



prices I am about to quote you will have to order directly from them. Luckily they don't make a distinction between consumers and dealers, everyone gets the same price. They are currently selling the Monster 3D II for R1892.40 and will even drop the price to R1824.00 per card if you buy two cards. If you live outside the Gauteng

area they will courier the card to you using door to door service for only R175.00. This is an exceptionally good price when considering the other two contenders.

The Monster 3D II comes with a 3-year warranty, which is a bonus considering the other two competitors only offer 12 months. The down side to buying from Cyberdyne Systems is that you have to get your card back to them if your board is faulty or starts giving problems down the line. This is not a problem if you live in the Gauteng area, but for those outside of this area sending a board back means shipping fees. This could easily make up the difference in price between the cards should it happen.

Diamond Multimedia offer up to date driver support via their web site when new drivers come out and have a gaming section dedicated to the Monster 3D II making it easy to gain access to the latest patches for games and to get answers on commonly asked questions.

R 1892.40 (RRP)
Cyberdyne Systems
(011) 327-0237
www.cyberdyne.co.za



Diamond Monster 3D II Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance

Quake 2 Timedemo Benchmarks			
Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	56.0	54.5
640x480	Timedemo 2 demo2.dm2	53.7	53.5
800x600	Timedemo 1 demo1.dm2	39.1	38.8
800x600	Timedemo 2 demo2.dm2	39.8	39.5

HARDWARE TYPE

Final Reality I.OI Benchmark		3Dfx WizMark 3 Benchmark	
25 Pixel	250.61 Kpolys/s	WizMarks : 43257.1	
Robots	37.54 Images/s	Elapsed Time : 27.15	
Fill Rate	22.43 Mpixels/s	Number Of Frames : 1059	
City Scene	47.42 Images/s	Frames Per Second : 39	
Visual Appearance	100.00 %	HTTP://www.3dfx.com	
Overall 3D Performance = 3.51 Reality Marks		HTTP://www.finalreality.com	

Initially the Pure 3D II would have shipped without any full games but at the last minute Canopus announced that they will be including The Reckoning: Quake II Mission Pack. Boot has also given Canopus a 3Dfx game demo CD to include in the package. Not quite as jam packed as I would have expected the box to be at the price they are selling it.

The Pure 3D II is distributed by Multimedia Warehouse who incidentally also doesn't sell directly to the public. Their cards are available country wide from computer retail stores so getting your hands on one shouldn't be a problem.

Recommended retail price for the Pure 3D II is R2999.00, I almost fell on my back when I heard it. The Pure 3D II does come with a TV out for playing games on your TV and a fan mounted on the card, but lets be honest they aren't worth the extra R800.00.

Multimedia Warehouse is represented in all the major cities and offer support for faulty or problem cards at these branches. We were unfortunate enough to receive a faulty card and they swapped it out immediately when we returned it. If you are willing to pay the price and

PURE 3D II



have to have the fastest, you can be sure to receive support.

The Pure 3D II only comes with a 12-month warranty, yet again I think they should give you an extended warranty since most gamers will be using it past the warranty.

An area where Canopus has always been creative in and try to distinguish themselves from the pack is in their drivers. When you open the Pure 3D II control panel you can immediately see that they do some modification to the 3Dfx drivers

before releasing them to the public. They include an application launcher and quick control in their drivers, enabling users to change the cards setting from within games. This feature makes it unnecessary to switch back to windows, change settings and re-launch the game.

Due to these added features Canopus is usually slower in releasing their drivers to the public. Updated drivers are available on the Canopus site together with a FAQ to answers to common problems.



R 2999.00 (RRP)
Multimedia Warehouse
(011) 315-1000
www.mmw.co.za

Canopus Pure 3D II Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance

Quake 2 Timedemo Benchmarks			
Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	57.0	56.4
640x480	Timedemo 2 demo2.dm2	54.6	54.5
800x600	Timedemo 1 demo1.dm2	39.4	39.3
800x600	Timedemo 2 demo2.dm2	40.1	39.9

HARDWARE TYPE

Final Reality I.OI Benchmark		3Dfx WizMark 3 Benchmark	
25 Pixel	282.50 Kpolys/s	WizMarks : 42862.4	
Robots	37.80 Images/s	Elapsed Time : 27.40	
Fill Rate	22.35 Mpixels/s	Number Of Frames : 1059	
City Scene	47.74 Images/s	Frames Per Second : 39	
Visual Appearance	100.00 %	HTTP://www.3dfx.com	
Overall 3D Performance = 3.55 Reality Marks		HTTP://www.finalreality.com	

Soul Assassin Note

If you are considering upgrading from a Voodoo 1 to a Voodoo 2 based card please keep in mind that there is a minimal performance gain Pentium systems and that the Voodoo 2 will only show a very significant increase if you own a Pentium II based machine. Voodoo 2 cards are processor dependant, their performance scale with the processors speed. Currently the Voodoo 2 hasn't peaked yet and is speculated to peak on a 450 Mhz Pentium II that is still in development, so anyone buying a card will be comfortable to know that your card will grow with your machine.

Ed's Note

With the ever demanding economic pressure's put on us South African's, we are left with little choice but to buy mostly for price reasons. Upgrading machines to keep up with international trends are becoming increasingly more difficult. Thanks to the suppliers of these three 3Dfx cards for supporting the gaming community and allowing us a choice of top grade products. Multimedia Warehouse and Creative have excellent cards and a wonderful support infrastructure. Unfortunately there can only be one Editor's Choice and that title goes to the Diamond Monster 3D II from Cyberdyne Systems. The final verdict came down to affordability because the comparisons on the other levels were very similar. Cyberdyne Systems impressed us with their 3 year warranty and fantastic price therefore deserve the award of NAG's Best Voodoo 2 12MB Card.

Throughout the existence of the Sony Playstation we have had to endure one type of controller that certainly did the job but needed a serious contender for official PlayStation controller. Having to tap the D-pad in those racing and 3D games was resulting in serious finger problems especially after 5-hour stints.

Finally Sony have added to their minimal range of controllers with the Dual Shock Analog Controller which has the same ergonomic design seen with the standard PlayStation controller. What makes this controller different is the addition of the analog twin thumb-controlled Sticks, each capped with rubber a non-slip grip that gives 360-degree maneuverability. The Dual Shock is the first official PlayStation controller that has analog and digital features giving support for all the latest games on the market and more. I was thoroughly impressed with the ease of use and its ability to be gentle on the hands. After playing Gran Turismo for more than 4 hours I had minimal hand fatigue, much less than I was accustomed too with the standard controller.

No batteries are required and the analog sticks have The design has not changed much from the original controller except for extended L2 and R2 buttons, lengthened because of

THE NEW VIBRATING DUAL SHOCK™ CONTROLLER



the thumb grips that change the thumb positions. An all-round feel of comfort and sturdiness stems from the tried and tested design that Sony has stuck with. But what does the Dual Shock stand for? Well, in short, it's a vibration mechanism within the controller that shakes and jerks with the action played within the game. Honestly, this is just a gimmick that gives the PlayStation an answer to the Force Feedback of other gaming machines. There is support for the Vibration Mechanism and it responds well to the environment especially the curbs of Gran Turismo that sends the controller into spasms and jolts. It adds to the realism of the action in the games, but I expect gamers to buy the Dual Shock Analog Controller for its controls and not for the massage it gives the hands. This is an excellent addition to your PlayStation family that comes highly recommended by the NAG family of gamers.

R 299.00 (RRP)
Ster Kinekor Interactive
(011) 445-7900
www.playstation.co.za



New Age Gaming Voodoo 2 Comparison - Dual Shock Analog Controller

New Age Gaming Voodoo 2 Comparison

The Demo Scene

Here the great games programmers are forged...

Games development is a black art right? Wrong. It's just a question of discipline, practice and years of hard work. And one of the best ways of getting those skills is to get involved in demos. Not game demos - just demos; programs that push the PC to its puny little limit, over-awe the viewer and above all, make you say "How the hell did they do that?"

Way back in the years when high-end PCs were 486-33 machines with 8Mb of RAM, the Internet was for academic geeks only and the Sound Blaster Pro was wowing the game players who played Prince of Persia I, there existed a small, devoted bunch of individuals known as the PC Demo Scene. This crazy gathering - found mostly in Europe, but also in other continents, including South Africa - made it their life's work to produce free-running programs which incorporated graphics, music and art. Some became legendary, like the Future Crew. Others like Prime, popped up, produced a masterpiece and then disappeared. All productions had one goal in mind - to produce to the most jaw-dropping effects on screen while at the same time playing back a multichannel synthesised module. Impossible at the time, but these young men managed to coax the VGA, the Sound Blaster and other sound cards, and the good old 386 and 486 into producing incredible effects. These craftsmen often went on to produce commercial games, supplying the industry with a steady stream of talented programmers, artists and musicians.

The good news: the demo scene is alive and well and still active all over the world. The bad news: commercialism, the emergence of Windows 95 as the desktop standard and high-end hardware like the 3dfx chipset are making the demo scene increasingly difficult to differentiate from the background noise. But first, let's go back in time a bit.

History, as they say, is bunk...

The Demo Scene did not originate on the PC. It goes back even further to the Commodore 64 and Amiga. In the days when pirated games were doing the rounds, certain crews of pirates would replace the boot loaders with small animations or real-time graphics and their own logos. Rival crews strove to out-do their pirating brethren on the programming side and soon the piracy aspect become secondary as

SA demo scene			
NEWS			
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OPTIMISE'98

Welcome to the South-African Demo Scene Homepage

This page is best viewed with Netscape in 800x600 resolution with 16bit colour.
19414850

Last update on the 24th of June 1998

This page will be updated every wensday unless new/wargent info has become available. All information/programs found on this site is (C) by their respected authors. You may distribute only if it is on a non-commercial basis.

small groups of programmers started releasing introductions - or intros as they are known - often simple scrolling effects, but gradually evolving in complexity and

size with time. Programming information was scarce at the time and gurus congregated on Bulletin Board Systems (BBSs) to swap information, code and ideas. Huge international compos were - and still are - organized internationally, attracting thousands of enthusiasts from all over the world to enter their productions in competition against others' work.

A number of people schooled in demos went on to make successful games for the PC - Jazz

Jackrabbit I & II, Android Pinball and Zone 66 are just a few of the titles. Others now work at large software developers. Still others were spectacular failures. Triton - authors of the classic demos Crystal Dreams and Crystal Dreams II - were due to come out with a Quake-killer 18 months ago. It never materialized. But many demo scene members still see their future in the games industry. Local wizards The Atomic Warlocks - winners of South Africa's first two national demo champs - already have one major title under their belts - Toxic Bunny - and are finishing up a second.

Speed

John Carmack, lead programmer and founder of id Software, said recently that "only the demo crews seemed interested in optimization these days." And optimization is what demos are all about. Tune in next month for a more detailed look at what makes demos tick. In later issues, we'll also look at how to get started in programming, drawing and making your own music. In the meantime check out <http://members.xoom.com/sademoscene> to see what the local scene are up to, and <http://www.hornet.org> for the world HQ of all things demo.

Games development is a black art right? Wrong. It's just a question of discipline, practice and years of hard work. And one of the best ways of getting those skills is to get involved in demos. Not game demos - just demos; programs that push the PC to its puny little limit, over-awe the viewer and above all, make you say "How the hell did they do that?"

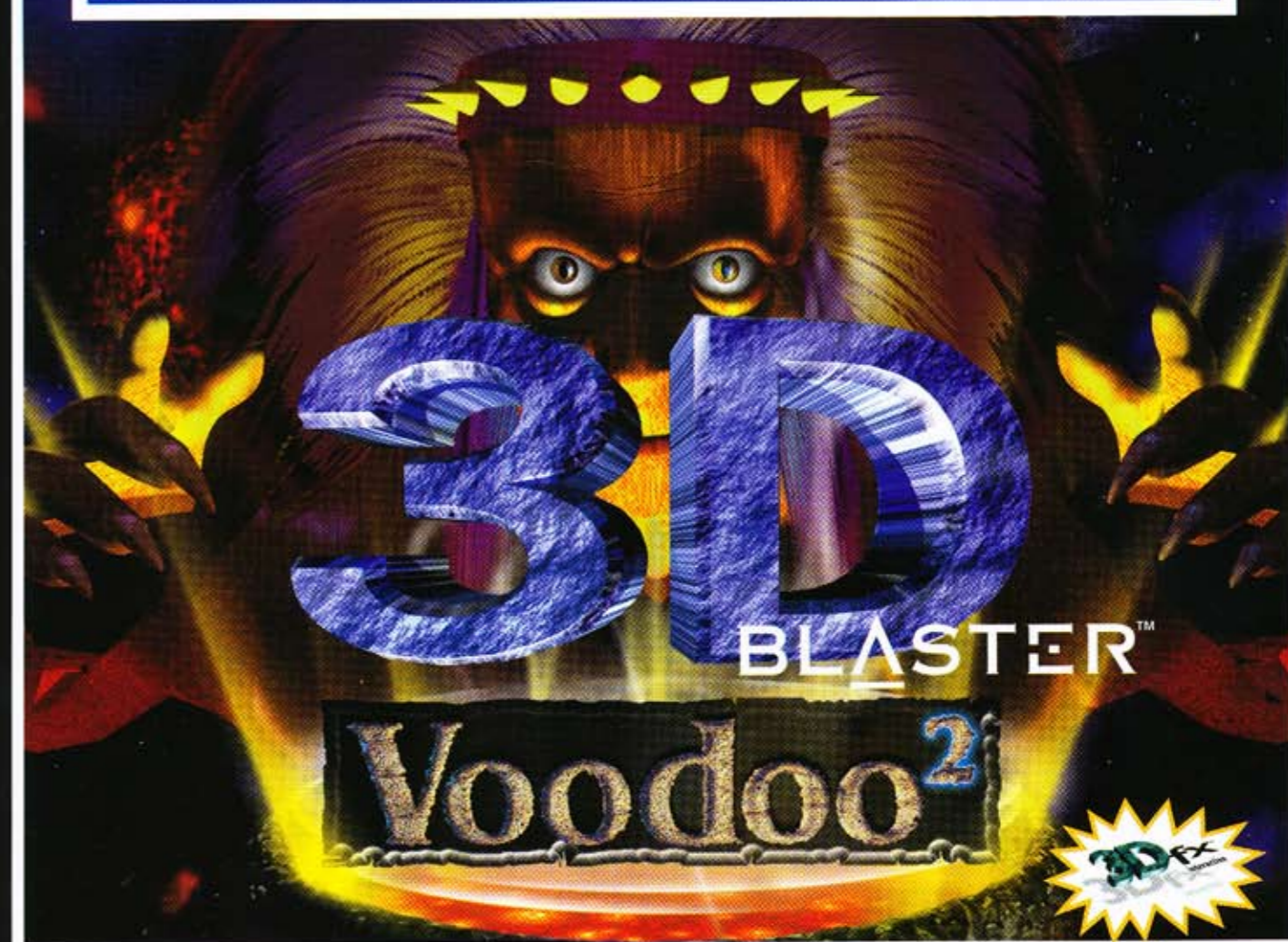
Paul Furber tells all in this, the first in a six-part series.



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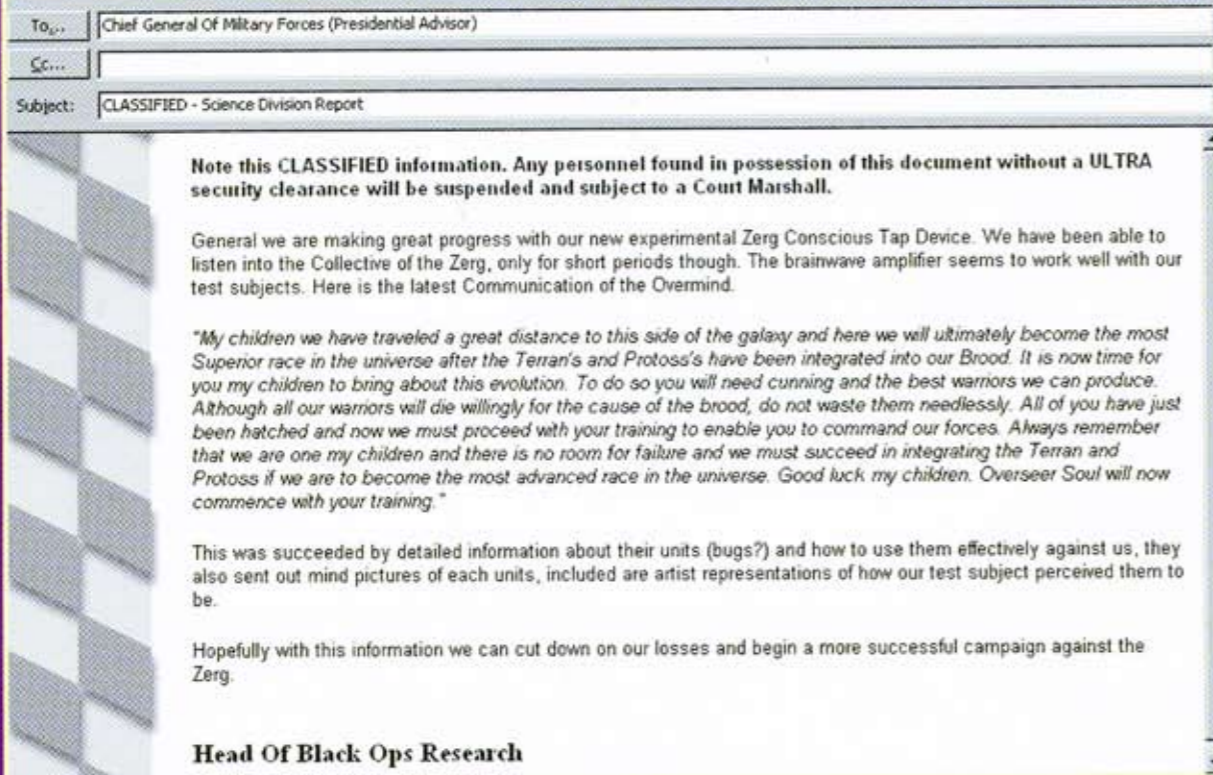
STAR CRAFT

ZERG STRATEGY GUIDE

Tips, Cheats and Tactics

PART 2

Soul Assassin taps into the Zerg's thought's and learns their deepest secrets. The Zerg's talk of their battle plans and tactics, as well as breakdowns on units and buildings.



Hatchery

Unlike other races all of your units come from one structure. The hatchery produces larvae that can be turned into Zerg fighting units. One hatchery can only support up to 3 larva and building an additional one is always a good idea. I usually have three to make sure I can assemble a complete army FAST! With 3 hatcheries you can create 9 units in seconds. This is where the real advantage of playing as a Zerg lies. At the first opportunity you get evolve the Burrow ability. This feature is integral to the strategy of the Zerg since the Zerg do not have any cloaking units. Not many players realize the added advantage borrowing gives troops and neglect to use it. Remember that building your Hatcheries close to resources, this will enable your Drones to mine faster. Always make sure that your Hatcheries, Lairs and Hives are adequately protected, without them the war is lost.

Hit Points: 1250
Cost: 300 Crystals / 0 Gas
Special Abilities: Provides 1 Control
Produces Larvae
Evolve Burrow (100 Crystals / 100 Gas)
Upgrade To Lair (150 Crystals / 100 Gas): Requires Spawning Pool



Lair

You receive a Lair when you evolve a Hatchery and this should be done as soon as possible, especially on Island maps where units need to be moved around with your Overlords. Besides the fact that it can withstand more damage you will also get the opportunity to evolve Ventral Sacs, Antennas and Pneumatized Carapace to improve your Overlords abilities.

Hit Points: 1800
Cost: 150 Crystals / 100 Gas (Upgrade from Hatchery)
Special Abilities: Provides 1 Control
Produces Larvae
Evolve Ventral Sacs (200 Crystals / 200 Gas)
Evolve Antennas (150 Crystals / 150 Gas)
Evolve Pneumatized Carapace (150 Crystals / 150 Gas)
Upgrade To Hive (200 Crystals / 150 Gas): Requires Queen's Nest



Hive

You receive a Hive when you evolve a Lair. Having a Hive in the advanced stages of a game is absolutely essential. Without it you will not be able to build the toughest Zerg units available and without these your Hydralisk and Zerglings will fall prey to more powerful units like the Protoss Zealots. If your main attack is air based, evolve to a Hive as soon as it becomes available to evolve a Greater Spire and start pumping out those Mutalisks and Guardians.

Hit Points: 2500
Cost: 200 Crystals / 150 Gas (Upgrade from Lair)
Requires: Queen's Nest
Special Abilities: Provides 1 Control
Produces Larvae



Extractor

Putting more than 4 Drones on an Extractor is a waste of Drone power. The extra Drones are best used to mine more crystals.

Hit Points: 750
Cost: 50 Crystals / 0 Gas
Special Abilities: None



Spawning Pool

The spawning pool plays a very important part for early Zerg defense and rush tactics. It enables your larva to metamorphose into Zerglings and evolve their abilities providing you with cheap units. Zerg are the most adept of all the races for rushing an enemy very early on and get a small army ready to go within a couple minutes. The Spawning pool houses evolutions to increase Zerglings movement and attack speed, which can greatly increase their effectiveness when, deployed in large numbers.

Hit Points: 750
Cost: 150 Crystals / 0 Gas
Requires: Hatchery
Special Abilities: Evolve Metabolic Boost (100 Crystals / 100 Gas)
Evolve Adrenal Glands (150 Crystals / 150 Gas)



Hydralisk Den

Enables the larva to metamorphose into Hydralisks. The Den also serves as the evolution structure for Hydralisks enabling them to evolve with Muscular Augments and Grooved Spines increasing speed and range respectively. It is vital to get the Hydralisk Den up as soon as possible since the Hydralisks can attack both air and ground targets at a range making them excellent support troops. You will also need them for providing base defense early on in the game.

Hit Points: 850
Cost: 100 Crystals / 50 Gas
Requires: Spawning Pool
Special Abilities: Evolve Muscular Augments (100 Crystals / 100 Gas)
Evolve Grooved Spines (150 Crystals / 150 Gas)



Evolution Chamber

The Evolution Chamber is yet another structure that is imperative for Zerg defense, without it you will not be able to evolve Creep Colonies into Spore Colonies for anti-air defense. The evolution chamber is where all evolution is done for ground based Zerg units. As with any race upgrading units armor and attacks can be the difference between winning and losing a battle and these evolutions should be done as soon as possible. Always a good idea to have more than one and have them spread out so you can do multiple evolutions at the same time and if one is destroyed still have another.

Hit Points: 750
Cost: 75 Crystals / 0 Gas
Requires: Hatchery
Special Abilities: Evolve Melee Attack
Level 1 (100 Crystals / 100 Gas)
Level 2 (150 Crystals / 150 Gas): Requires Lair
Level 3 (200 Crystals / 200 Gas): Requires Hive
Evolve Missile Attack
Level 1 (100 Crystals / 100 Gas)
Level 2 (150 Crystals / 150 Gas): Requires Lair
Level 3 (200 Crystals / 200 Gas): Requires Hive
Evolve Zerg Carapace Shell
Level 1 (150 Crystals / 150 Gas)
Level 2 (225 Crystals / 225 Gas): Requires Lair
Level 3 (300 Crystals / 300 Gas): Requires Hive



ZERG STRATEGY GUIDE

Creep Colony

All Zerg structures have to be built on creep (the slime substance around your Hatchery) and the only structures that expand the creep are Hatcheries and Creep Colonies, essentially giving you a larger section to build on. Creep Colonies can be evolved to provide either ground or air support. Don't take these fleshy towers too lightly, they have twice the hitpoints of Terran towers and can provide a lot of defense support for your colony.

Hit Points: 400
Cost: 75 Crystals / 0 Gas
Requires: Hatchery
Special Abilities: Metamorphose Into Spore Colony: Requires Evolution Chamber
Metamorphose Into Sunken Colony: Requires Spawning Pool



Spore Colony

Zerg anti-air towers. They don't do as much damage as the other races towers but can take on hell of a wallop. In groups of 3 they are deadly and will deter even Protoss Scouts. Spore colonies are also the only Zerg structure that can sense cloaked units. Watch out for groups of Marines and keep a couple of Hydralisks near them to handle and ground based attack on them. I usually build tons of these towers, they are cheap and effective when deployed in numbers.

Hit Points: 400
Cost: 75 Crystals / 0 Gas
Requires: Evolution Chamber
Special Abilities: Sensory Organ
Corrosive Creep / 15 Damage



Sunken Colony

Sunken Colonies provide ground support for the Zerg with a Tendril that burrows and pops up under the target. I find Sunken Colonies to be waste of money, they do devastating amount of damage but their rate of attack is too slow to be useful. A couple of Hydralisks can do the job better as well as provide anti-air support. Unlike Spore Colonies, Sunken Colonies cannot detect cloaked units anyway.

Hit Points: 400
Cost: 75 Crystals / 0 Gas
Requires: Spawning Pool
Special Abilities: Tendrils / 30 Damage



Queen's Nest

The Queen's Nest allows larva to metamorphose into Queen units and has evolution paths that can make a Queen more effective. To evolve a Lair to a Hive, a Queen's Nest will be needed so building one as soon as your resources allow is essential, even if Queens do not factor into your strategy. Evolve the Spawn Broodlings first, this ability will kill non-mechanical enemy units instantaneously, then proceed with Gamete Meiosis to increase the energy available to Queen units.

Hit Points: 850
Cost: 150 Crystals / 100 Gas
Requires: Lair
Special Abilities: Evolve Spawn Broodlings (200 Crystals / 200 Gas)
Evolve Ensnare (100 Crystals / 100 Gas)
Evolve Gamete Meiosis (150 Crystals / 150 Gas)



Spire

Gives larva the ability to metamorphose into Mutalisks. Spires are weak structures and need to be protected from early attack, at least until all the flier evolutions have been done. Building more than one will speed up your rate of evolution allowing more than one evolution to take place at a time. Just make sure to space them far enough apart so that a nuclear strike will not destroy both. Evolve Spires to Greater Spires as soon as possible, the extra 400 hitpoints can make the difference between being destroyed or not. Like all the upgrades these are essential and should be done as soon as possible.

Hit Points: 600
Cost: 00 Crystals / 150 Gas
Requires: Lair
Special Abilities: Evolve Into Greater Spire (100 Crystals / 150 Gas): Requires Hive
Level 1 (100 Crystals / 100 Gas)



ZERG STRATEGY GUIDE

Level 2 (200 Crystals / 200 Gas): Requires Hive
 Level 3 (250 Crystals / 250 Gas)
 Evolve Flier Attack
 Level 1 (150 Crystals / 150 Gas)
 Level 2 (225 Crystals / 225 Gas): Requires Hive
 Level 3 (300 Crystals / 300 Gas)

Greater Spire

Received when you evolve a Spire to a Greater Spire. Allows Mutalisk to evolve to Guardians. Absolutely essential for strategies that relies on air units for ground attacks.



Hit Points: 1000
 Cost: 100 Crystals / 150 Gas
 Requires: Lair
 Special Abilities: Metamorphose Into Greater Spire (100 Crystals / 150 Gas): Requires Hive
 Level 1 (100 Crystals / 100 Gas)
 Level 2 (200 Crystals / 200 Gas): Requires Hive
 Level 3 (250 Crystals / 250 Gas)
 Evolve Flier Attack
 Level 1 (150 Crystals / 150 Gas)
 Level 2 (225 Crystals / 225 Gas): Requires Hive
 Level 3 (300 Crystals / 300 Gas)

Defiler Mound

Allows larva to evolve into the Zerg sorcerer unit Defiler. The Defiler mound houses the evolution genes necessary to make Defilers more deadly and increase their energy limit.



Hit Points: 850
 Cost: 100 Crystals / 100 Gas
 Requires: Hive
 Special Abilities: Evolve Plague (200 Crystals 200 Gas)
 Evolve Consume (100 Crystals 100 Gas)
 Evolve Metasynaptic Node (150 Crystals 150 Gas)

Ultralisk Cavern

The Ultralisk Cavern gives larva the ability to evolve into Ultralisk units, the most powerful unit available to the Zerg. Definitely always on my have to get list.



Hit Points: 600
 Cost: 150 Crystals / 0 Gas
 Requires: Hive
 Special Abilities: None

Nydus Canal

Consists of two structures one at the point where you want to send units from and another at the point where you want them to reappear. The Nydus Canal is excellent for moving units over large maps right to the doorstep of the enemy. This dual structure can greatly enhance the Zerg's strategies for long range attack without putting your base in direct danger.



Hit Points: 250
 Cost: 150 Crystals / 200 Gas
 Requires: Hive
 Special Abilities: Place Nydus Canal exit point.

Infested Command Center

A huge asset if you can manage to infest a Terran Command center, it will turn the Terran structure into a Zerg structure capable of producing suicidal Marines. An Infested Command Center also keep its Land / Take Off special ability after it has been infested so you can move it back to your base.



Hit Points: 1500
 Cost: None
 Requires: Queen, Terran Command Centre who's Hit point's are below 50%
 Special Abilities: Train Infested Marine (100 Crystals / 50 Gas)
 Lift Off / Land

Larva

One Hatchery can support up to 3 larva a time and some of the Zerg units can evolve multiple units from one larva at a time, like Zerglings, you get 6 Zerglings for 3 larva. This gives the Zerg an advantage of producing units faster than either the Terrans or Protoss. With 3 Hatchery you can build a complete army within minutes if you have enough resources. As larva are evolved to more advanced states the Hatchery will replace them automatically.

Hitpoints: 25
 Cost: Free
 Weapon Strength: None
 Armour Strength: Zerg Carapace Shell/10
 Special Ability/Cost: Metamorphose Into Drone
 Metamorphose Into Overlord
 Metamorphose Into Zergling: Requires Spawning Pool
 Metamorphose Into Hydralisk: Requires Hydralisk Cavern
 Metamorphose Into Mutalisk: Requires Spire
 Metamorphose Into Queen: Requires Queens Nest
 Metamorphose Into Defiler: Requires Defiler Mound
 Metamorphose Into Scourge: Requires Spire

Drone

Drones are the backbone of the Zerg economy and have a major advantage over the other races workers, they can burrow. Whenever an opponent tries to make a quick attack and destroy your Drones make sure to burrow them until the coast is clear. 30 Drones doing resource gathering is usually enough to keep the resources coming in while you spend it concurrently to advance your base. Remember that when building a structure the Drone you assign to do it will disappear so make sure to keep a couple of spare Drones handy, just in case one of your vital structures gets destroyed.



Hitpoints: 40
 Cost: 50 crystals / 0 Gas / 1 Control
 Weapon Strength: Spines / 5
 Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
 Special Ability/Cost: Burrow

Overlord

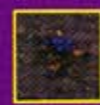
Overlords are the backbone of your Zerg forces, each contributes to the amount of control necessary to maintain units. Unfortunately they are slow, weak and have no attack capabilities. Their speed can be increased slightly by researching Ventral Sacs, which is essential and should be done as soon as the option becomes available, especially if you are gonna be using Overlords to transport units. Overlords make good scouts during early parts of a game but should be kept well hidden and protected after Zerglings or more advanced units become available. Opponents usually go for your Overlords first since they are slow and weak. This can put a real dent in your unit capacity and should be avoided at all costs. Overlords have an advanced sensory organ that can be used to detect cloaked units. I usually have a couple of extra Overlords that just fulfil this function and keep the rest hidden away.



Hitpoints: 200
 Cost: 100 crystals / 0 Gas / 0 Control
 Weapon Strength: None
 Armour Strength: Flier Carapace Shell / 0 +1 per upgrade
 Special Ability/Cost: Provides 8 control
 Sensory Organ

Zergling

Larva evolve fast into Zerglings and the Zerg can have a substantial attacking force ready before other races even start thinking about a defense. A lot of players consider this rush tactic unfair but this is one of the main advantages playing the Zerg. Who said War was fair anyway? Zerglings work best in groups and sending groups out in smaller numbers than 10 is usually suicide since they are easily killed due to their low hit points. A couple of these groups working together can do a devastating amount of damage. Zerglings are also useful for detecting enemy presence at resource sites, just take a single Zergling to all the resources and burrow him. If your opponent tries to mine there you will be able to spot him on the minimap.



Hitpoints: 35
 Cost: 50 crystals / 0 Gas / 1 Control
 Weapon Strength: Claws / 5 +1 per upgrade
 Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
 Special Ability/Cost: Provides 8 control

Hydralisk

Hydralisks are the most versatile units available to the Zerg and should make up a good portion of your army. They can attack ground and air units with their Needle Spines at a distance and make good support troops because of this. The same applies to the Hydralisks as to Zerglings, they are best used in numbers. I usually keep them in groups of 5 and attack with a couple of groups at a time. Hydralisks

Shall we play a game?



WARGAMES™



are excellently suited for ambushes, take about 20 position them near the enemy's base, burrow them and wait. If you see your opponent trying to sneak some workers to a resource point or a small attack party to your base pop up and attack them. Just remember to burrow them afterwards and give Injured Hydralisks a chance to regenerate their hitpoints.

Hitpoints: 80
Cost: 75 crystals / 25 Gas / 1 Control
Weapon Strength: Needle Spines / 10 +1 per upgrade
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Burrow



Queen

Queens are fast and have various special abilities at their disposal that can make your enemies life a living hell. Unfortunately they don't have a default attack and will need support when moving into a battle situation. Always build a good number of Queens and use them to collect recon data before you begin with your major offensive attack. Queens also make good scouting units due to their speed.

Hitpoints: 120
Cost: 100 crystals / 150 Gas / 2 Control
Weapon Strength: None
Armour Strength: Flier Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Parasite / 50
Spawn Broodling / 150
Ensnare / 75
Infestation / 0



Parasite

When you succeed in attaching a parasite to an enemy unit you will be able to see the unit's surroundings as it moves around on the map and maybe even get a glimpse of the inside of your enemies base. The only way for opponents to remove the parasite is to destroy the affected unit or structure. Create a diversion for the Queen so that your opponent will be busy with the diversion while you use parasite on one of his units that he is not concentrating on. There is nothing worse than having your opponent see on what unit you used Parasite, they usually go ahead and destroy that unit. Parasite is a vital part of collecting information on your enemies and it is the first ability I evolve for the Queen as soon as I have enough resources.

Spawn Broodlings

Spawn Broodling is probably the most feared ability in the whole Zerg arsenal. Spawn broodling will kill any ground unit instantaneously while providing you with 2 broodlings as well. Evolve this ability as soon as you have finished with Parasite.

Ensnare

Ensnare slows down the movement and attack rate of enemy units and is best used on groups of units. Works great if your opponent tries to rush into your base with a battalion of units that are close to one another. When using this ability make sure that your forces are not in the Ensnare zone as it is not discriminating and will slow down any of your units caught in its path as well. Ensnare is also useful for revealing cloaked units that you know are there, but cannot attack. When Ensnare is used on cloaked units they become visible to your forces and can then be attacked.

Infestation

Always make sure you take a Queen along when playing against Terrans. An opportunity to use this ability does not arise often but when it does it can seriously damage the morale of your opponent. There is nothing like using your opponents Command Center against him. Infestation will sadly only work on Command Centers that have under 50% of their hit points. Should you succeed in infesting a Command Center you will be able to train Infested Terrans who act like suicidal human bombs.

Broodling

The only way to attain broodlings is to use the Spawn Broodling ability of the Queen. Whenever she uses it on an enemy unit out pops two broodlings. They are very weak and will die eventually even if you don't use them. It is best to use them immediately whenever they appear after Spawn Broodlings so you can do as much damage as possible before they die.

Hitpoints: 30
Cost: None / Special Ability Of The Queen
Weapon Strength: Toxic Spores / 5 +1 per upgrade
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: None



Defiler

Defilers are the sorcerers of the Zerg and can cast one defensive and one offensive spell. Unfortunately like the Queen they are weak and have no default attack of their own and therefore need support units when going into battle. Defilers are excellent for weakening your

opponent's defenses and resource mining with Plague. They can also defend your ground units with Dark Swarm.

Hitpoints: 80
Cost: 25 crystals / 100 Gas / 2 Control
Weapon Strength: Venom
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Dark Swarm / 100
Plague / 150
Consume / 0



Dark Swarm

Dark Swarm shrouds your units in a thick concentration of insects preventing them from taking damage from ranged attacks. It literally makes your units within the Swarm invulnerable to most Terran attacks. Dark Swarm is best used against Terrans and is virtually useless against the Protoss. If your opponents is playing with the Terrans make sure to get Defilers and Dark Swarm as soon as possible.

Plague

Plague can do devastating amounts of damage to units if used correctly. Although it won't kill a unit it will reduce its hit points by 300 or if the unit has less reduce it to 1. Plague can be used to weaken enemy's defenses with Hit & Run tactics. Run in attack a unit/structure and run away until you have enough energy to do it again. I usually use 4 Defilers when using this tactic. I also use the consume ability and have a couple of Zerglings follow me around at a safe distance. This way you can get your energy up quickly to do more Hit & Run attacks.

Consume

Consume allows Defilers to eat their fellow Zerg to regain 50 energy instantaneously. Since you only get back 50 energy, regardless of what type of Zerg unit you consume, Zerglings make a great choice since they are so cheap.

Scourge

Scourges are best used to defend your base from air attack, Battle Cruisers and Protoss carriers. They are weak and extremely fast. It usually only takes 5-6 Scourges to take out any air unit in the game, but they die doing so. Always have a couple of these suicidal units standing by at your base and remember to replace the ones you lose when they attack. Keep them well protected during idle times, as your enemy will very likely try to take them out before mounting an air attack. With 20 hit points a capable unit can take one out in 1-3 shots.

Hitpoints: 20
Cost: 25 crystals / 75 Gas / 1 Control
Weapon Strength: Plasma Metamorphosis / 110
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: None



Mutalisk

Mutalisks are fairly weak but can pack quite a punch with their attacks that ricochet twice off targets. This ability makes them useful for taking out closely spaced enemy units and buildings. Like all other Zerg units they are weak if used in small numbers and only perform when in groups of 5 or more. Mutalisks only take half damage from Terran Wraiths and Protoss Scouts making them ideal for defensive and offensive attacks. A good tactic is to build about 15 Mutalisks accompanied by 15 Hydralisks and 3 Ultralisks. Just head over to a point where your enemy is starting to establish secondary bases and annihilate his presence before he gets the base going.

Hitpoints: 120
Cost: 100 crystals / 100 Gas / 2 Control
Weapon Strength: Acid Spray / 9, 4, 1 +1 per upgrade (Ricochets 3 times)
Armour Strength: Flier Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Guardian Aspect 50 crystals / 100 Gas



Guardian

When you have evolved a Greater Spire your Mutalisks will be able to evolve into Guardians. These creatures have the longest ranged attack available in Starcraft and are ideally suited for nullifying opponents defense structures. Unfortunately they have no air attack capabilities, are slow and unlike the Mutalisk, Guardians take full damage from Wraiths and Scouts. Because of this you need to provide them with support troops, that can handle air units, most of the time.

Hitpoints: 150
Cost: 150 crystals / 200 Gas / 2 Control (Mutalisk & Guardian Aspect)
Weapon Strength: Acid Spore / 20 +2 per upgrade (Ricochets 3 times)
Armour Strength: Flier Carapace Shell / 1 +1 per upgrade
Special Ability/Cost: None



Ultralisk

The most powerful unit available to Zerg forces, the Ultralisk can put fear into the heart of any enemy. They use powerful Kaiser Blades for their attack, which are close range weapons. Ultralisks do lack in two key areas namely, burrowing and air attacks, they lack both of these and therefore need support units like Hydralisks to escort them. Ultralisks work well with Guardians and Mutalisks to take out enemy defense structures like the Protoss Plasma Cannon and Terran Missile towers and Bunkers.

Hitpoints: 400
Cost: 200 crystals / 200 Gas / 6 Control
Weapon Strength: Kaiser Blades / 20 +3 per upgrade
Armour Strength: Zerg Carapace Shell / 1 +1 per upgrade
Special Ability/Cost: None



Infested Terran

Infested Terrans, if you can get your hands on a Command Center, are excellent for setting ambushes. They have the same Burrow ability that the rest of the Zerg units have and can regenerate hit points as well. They explode on reaching an enemy target and do a large amount of damage in the ensuing blast. Be careful not to have any of your units near or they might take damage as well. Infested Terrans don't have a lot of hit points and will not explode if they are shot so keep them safe. A good tactic is to burrow a few near your enemy's base and have them attack any enemy units coming out of the base.

Hitpoints: 60
Cost: 100 crystals / 50 Gas / 1 Control
Weapon Strength: Suicide Bomb / 500
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Burrow



MORE GENERAL STRATEGIES

Continued from last month here are some more strategies that don't apply to any specific race but can be used effectively with any of them. Know these strategies, if you don't, 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.

One of the most important factors that you must know to master Starcraft is which of your units can counter each of your enemies units effectively. Its no use sending a single Zergling to attack a Terran Siege Tank when a Mutalisk or Guardian will do the job better since Siege Tanks are vulnerable against air attacks and have no defenses against them.

Collect info on the enemy's force strength and expansion regularly, don't just explore the map and forget about it. The little information gathered this way can help you plan the attack strategy possible.

The key to playing other human opponents is early attacks and constant harassment. War is not for pacifists who want to sit idly by and build a good base defense while they wait for an attack to come. Take the battle to your enemy and don't wait for him to bring it you. Nine out of ten times the more aggressive player will win the War by taking the battle to the enemy.

Know your upgrades. Know what they do and where to build them as well as when to build them. Usually all your weapons must be upgraded first before you move on to armor. You will find your units living much longer with upgraded weapons than with upgraded armor. Upgraded weapons do significantly more damage to enemy units while armor only partially blocks attacks even when upgraded entirely.

One of the most important battle strategies a commander needs to know is how to use ground and air forces collectively so that they complement each other, too many times have I seen players solely concentrating only on air units or solely concentrating on ground units. Another

important point to remember is to develop new strategies and test out how different units work together. A lot of players will stick to a strategy that works but will never change it even if his opponents have found weaknesses. Avoid this happening to you.

GENERAL ZERG TACTICS

Playing as the Zerg require a fast paced game, they can easily take out any of the other two races early on. You can have an army ready to attack in minutes even before other races start on their defense. Other players might complain about rushing but who said War was fair. Zerg players tend to forget about the burrow feature and never really include it into their strategy. Don't make the same mistake and use it often. It's very effective to hide your units from prying ghosts looking to nuke your butt. One of the most important factors of playing the Zerg is expansion. I mentioned it under general strategies as well, but it is doubly important for the Zerg.

BEGINNING AND DEFENSIVE TACTICS

This is one of the many tactics that can be used by Zerg 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. First I have to mention that the Zerg play a LOT differently than any of the other two races and can require some sneaky tactics your opponent is liable to flame you for.

You will start off with 4 Drones and need to increase their number to 7 and have the 7th evolve into a Spawning Pool. Now you have the difficult choice of deciding to either rush one of your opponents (which works well with 3 or 2 player games) or start building a defense (which works well for 4+ player games). If it is to be rushing you must proceed directly to evolving your larva into Zerglings, including an Overlord when needed, until you have 10 and then attack your enemy and then proceed with the defenses. If defense is more important then you need to evolve one larva into a Drone who must then proceed to evolve into an Extractor and the other two larva into Overlords. Get 4 extra drones and set them working on bringing in Vespene gas, never use more than 4 Drones on any Extractor, this will only slow down their gathering. Unfortunately the Sunken Colonies attack rate is too slow to provide a real defense so you need to make your next structure a Hydralisk den and start pumping out Hydralisk to defend your base. You can also use Zerglings for this but I find them a bit weak, just proceed to the Hydralisks since they have the ability to attack air units as well. I evolve larva into a mixed group to get a defense up and increase my resource income at the same time. Two larva get morphed into Hydralisks and the third a Drone who will proceed to mine crystals. By the time I have 10 Hydralisks I start evolving all my larvae into Drones until I have 6. Use one to evolve into an Evolution chamber, one for an extra Hatchery and send 3 out to start expanding your resource base, building Hatcheries where they find any. Next on the list is some Spore Colonies which you can get since you have an Evolution chamber up already. Three of them will be enough in the beginning but remember to build more as the game progresses and keep them defended by ground units like the Ultralisks or Hydralisks since they are vulnerable against ground attack. Keep on progressing up the tech tree until you finally have a Queen's nest, Greater Spire and Defiler mound and then you are ready for some serious action. Just remember to keep the pressure on your opponent and send out units to harass him and force him to replace lost units.

ZERG STRATEGY GUIDE

GENERAL ZERG TACTICS

The Zerg have a big advantage when it comes to recon work. Zerglings are cheap and you can send on every now and again into your enemies to see what how his forces are progressing. Queens can also be used for this task because of their exceptionally high movement rate and their parasite ability. Pop in, use parasite on an enemy unit, preferably an expensive unit, pop out and return to base. This way you can see everything the affected enemy unit can see. All of this should be done before you attempt to launch your main attack. First try to establish a Nydus Canal out side your enemies base for transporting units to the area, this way you can move a lot of units to the area quickly as well as retreat to your base if things get ugly. The worst that can happen is that you lose a Drone or

one end of the Nydus Canal. Our main attack usually consists of Ultralisks in the front and Hydralisks in the back that offer air support to the Ultralisks. Also remember to take an Overlord or two with when you are expecting cloaking units. Defilers can also be included if you are having problems, use their Dark Swarm on the units participating in the attack. I usually take 4 with and supplement their energy with a couple of Zerglings using consume. You should also bring in a couple of Guardians and Scourges, use the Guardians to attack defenses with their long range and use the Scourge for support. Just send them against any air units that try to eliminate your Guardians. Using this combination you should be able to bring down the enemy defenses fairly quickly. You can also use the Defilers to cast plague on defensive structures, this will increase the rate at which you take out defenses since Plague reduces a buildings hit points by 300.

If performed correctly you should do some serious damage and take out most, if not all of your enemy's force. Just keep replacing the units that are lost, this is easy enough since the Zerg can pump out units faster than anyone else. Another advantage is that the Zerg units are fairly cheap. After your opponents defenses are down move in for the kill. A group of Guardians and Ultralisks can take down most buildings in seconds. Take out any building that can produce units first, I usually go for structures that produce air units first and then move on to ones that produce vehicles and finally on to ones that produce ground units. This way makes it harder for your opponent to build units and launch a last ditch effort at a defense.

*Hope you enjoyed the Zerg's.
Next month Soul Assassin
finishes up with the Protoss.*

PLAYSTATION CHEATS

Treasures of the Deep

Pause the game to enter these codes. All of the codes start with the following - Down, X, Left, Square, Up (2), Triangle (2), Right (2), Circle (2) - Make sure to enter it before you enter the codes below.

Disable currents - R1, L1, L2, R2, X
Turbo mode - R1, R2, R1, R2, R1, R2
All equipment - L1 (4), R1 (4), L2 (4), R2 (4)
Level select - Down, Right, Up, Left, Triangle, X
All levels complete - Square, X (3), Square, Triangle (3), Square, X (3)
All weapons - R1 (4), L1 (4), R2 (4), L2 (4)
Level skip - Triangle (3), Down (3)
Extra continues - R2 (3), L2 (3)
Extra gold - R1, R2, L1, L2, R1, R2, L1, L2
Add tablet piece - L1, L2, L1, L2, Square, Circle
Unlimited air - Triangle, Circle, X, Square, Up, Right, Down, Left
Unlimited health - Triangle (2), X (2)
Full air and health - Up, Down, Left, Right, X (2)
Unlock all doors - X, Circle, Triangle, Square
Unlimited payload - Triangle, Up, X, Down
Bonus FMV sequence:
Complete all levels and collect all tablet pieces to access the bonus Atlantis level. Complete the bonus level to view an FMV sequence featuring the development team.

Deathtrap Dungeon

Level Select
At the main menu press the following quickly - **L1, R1, Triangle, Triangle, Square, Circle, R1, L1** - then go into the load game menu to switch between levels.

Resident Evil 2

Alternate uniforms:

Complete either character's first and second scenarios in less than three hours. A zombie in a uniform will appear after both missions are completed to confirm correct code entry. Load the saved game and begin the first scenario by going to the police station without collecting any items. Quickly move past the zombie that appears in the alley near the police station. Collect the shotgun, then kill the zombie. Take the special key from the zombie's body to open the lockers with alternate uniforms. Claire has a single alternate uniform, with a quick shooting revolver. Leon has two alternate uniforms, one of which will allow him to shoot with one hand.

Unlimited weapons:

Complete either character's first scenario in under 2.5 hours with an A or B ranking for the special rocket launcher. Complete either character's second scenario in less than 2.5 hours with an A or B ranking for the special gatling gun. Complete either character's second scenario in less than 3 hours with an A or B ranking for the special machine gun. The special weapon will appear in the next game after the first chest is opened.

Forsaken

Various Cheats Passwords

Play as Beard
Level 2 - 64OV141K
Level 3 - S816OS62
Level 4 - ND1NOS53
Level 5 - QJ2BO45N
Level 6 - DN2QOO35
Level 7 - ZS38OX7Q
Level 8 - QX3QON5R
Level 9 - CO44O42S
Level 10 - 54DS1419
Level 11 - 58P81O1B
Level 12 - HDYNOO3W
Level 13 - TJZ2OX6D

Play as Curvel Clark
Level 2 - 3NOVSXOY
Level 3 - 7S9DSS17
Level 4 - 3X9VSSO+
Level 5 - 6OLGS81J
Level 6 - 88LJS4B2
Level 7 - LDM6SODM
Level 8 - 2JMQTO8N
Level 9 - BNN2SOBP
Level 10 - QSNJTOFO

Nightmare Creatures

Enter **Left, Up, X, Square, Down, Triangle, Square, Down** at the password screen.
You now have the option of infinite lives, level selection, and more.

PLAYSTATION CHEATS

Diablo

Unlimited Gold

Begin a multiplayer game with 2 characters and give all the gold to one character. Save the game for the character with the gold, but not the other character. Restart the game, and the player that was not saved will have the same amount of gold present before giving it to the other character. Repeat this process to build an unlimited amount of gold.
Note: This also may be done with elixirs after they appear in the game to allow a character with enhanced attributes to be built.

Item Duplicator

You can duplicate a belt item by dropping 9 items on the ground (creating a 3 by 3 square). While standing on the center item you just dropped, pick the item you wish to duplicate and press the X button. Then press the Triangle button. Now what happens is that the original item stays in the belt, and a duplicate item is dropped to the ground.
Remember that this only works with belt items.

Crash Bandicoot 2

Extra Lives:

In the second warp room in front of the level "Bear It", jump on the cute little polar bear 10 times and he will give you 10 extra lives!

Boss Warp:

To go to the next or previous boss, press and hold **L1, L2, R1, R2**, and Triangle when standing on the middle platform of a warp room.

Hidden Warps

Beardown - the small ice floe at the end of the stage
Aircrash - the second river, don't jet ski, but jump on the boxes to the platform
Unbearable - when the cub bucks you off, go back until you see him again.
Hangin' out - when you drop down a hole into some eel-less water go into the foreground and drop down a hole. Use R1 to make crash pull up his legs.
Diggin' it - near the end there is a spitter plant on a circular platform. Belly flop onto it.

Red Elert

All cheats are activated by clicking the Team Buttons on the Tool Bar with the Cancel Button (default is O Button for the pad). If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and the player can start over.

Full Map - Square, Triangle, Circle, X, Triangle, Square
Chronoshift - Triangle, Circle, Circle, Square, Square, X
Money - Square, Square, Circle, X, Triangle, Circle
Nuke - Circle, X, Circle, Triangle, Square, Triangle
Soylent Green - X, Circle, Triangle, Triangle, Circle, X (Multiplayer Only)
Win Level - X, Square, Square, Circle, Triangle, Circle

Soviet Level Password

Level 1 - 17DUXFJ6C
Level 2 - VMBWOQ284
Level 3 - XN37MCCSO
Level 4 - LH06FZZQL
Level 5 - BUVV20LFF
Level 6 - AVYQ10YA8
Level 7 - LZJRJTMQAN
Level 8 - YQX4C9GFH
Level 9 - 1QES08LE0
Level 10 - RKP0UOXJA
Level 11 - CDLKYL7Q4
Level 12 - 8T5GGDK25
Level 13 - X5CDE0KN8

PC CHEATS

Motorhead

Supercars-mode:

In personal options, enter name: "Supercars", and team: "Grem". The camera will now show the races from above.

Mega-springs-mode:

In personal options, enter name: "Demon", and team: "Grem". Your car will be equipped with a very bouncy suspension.

All Cars & Tracks:

In personal options, enter name: "R Peterson", and team: "Swe".

Hell Mode: (Hardware

acceleration only)
In personal options, enter name: "Lemmy", and team: "Ace".

TRON-mode: (Glide only)

In personal options, enter name: "tribute to tron". All geometry will now be rendered with hidden-line vector graphics.

World Cup 98

Zico - Enable 1982 Classic Match
Hurst - Enable '82,'74,'70,'66 Classic Match
Kenny - Flaming Ball
Gabo - Big heads
Kyle - Skeleton players
Cartman - Take a dive
Gonzo - Hot potato
Mr Hat - Crazy Ball
Powder - Silly Moves
Neila - Alien Model

Cricket 97

Pause the game by pressing the space bar, then type:
starwa - to activate cheat mode, a message like 'Warp Speed Captain' will appear and all the bowling by the bowler and run making by the batsmen will be at 'warp speed'.

Another code once the above cheat is activated can be entered the same way:
sari - to activate Low Gravity.

Forsaken

Type these codes at any menu:

BUBBLES - Cheat Mode On
IAMZEUS - God Mode
FULLMONTY - Level Select
LUMBERJACK - Missile Toggle on. Hit Mug quick key once for normal, twice for Spiraling Mug, three times for Bouncy Mug. Hit Solaris quick key once for normal, twice for Homing Plasma, three times for powerful Blue Homing Plasma.
JIMBEAM - Beam toggle on. Hit laser quick key once for normal Laser, twice for Electro-beam, three times for Superbeam.

Tomb Raider 2

Level Skip Code -

While in a level do the following with Lara:
Press the Forward Slash key (/) so that Lara will draw a flare. Now, walk one-step forward (hold down the walk key and press the up arrow), take one-step backward (hold down the walk key and press the down arrow), turn around 3 full times (doesn't matter which direction), and then do a Forward jump.

All Weapons Code -

While in a level do the following with Lara:
Press the Forward Slash key (/) so that Lara will draw a flare. Now, walk one-step forward (hold down the walk key and press the up arrow), take one-step backward (hold down the walk key and press the down arrow), turn around 3 full times (doesn't matter which direction), and then do a Backward jump.

THE END!

WOW! Our third issue. Everyone here at Nag would like to thank the gamers that buy our magazine for their support. Your response to our magazine has been absolutely phenomenal. We will continue to bring you up to date reviews and information about current games.

Yet another month has gone by and did it fly. Warren came back from E3 with two suitcases full of pamphlets, CDs, magazines and the odd controller that he won at stands. It took him quite some time to sort through all that stuff and write his article. I hope all you gamers enjoyed the jam-packed E3 Report Back. It looks like there will be a horde of games coming out in the next year. He was also kind enough to bring me a copy of Unreal from the States for my birthday. I would just like to say 'Thanks a lot man!'

As we rap up this issue we are already working on our next one and there will be some excellent games in our review section. We will be looking at first official mission pack for Quake 2 called the Reckoning, Final Fantasy VII, The X-Files, Mech Commander and Commandos: Behind Enemy Lines to name a few. The Reckoning adds some new monsters, weapons and maps to enhance the Quake 2 experience as well as giving all you single mode players something to do till the wee hours of the morning.

SquareSoft will be releasing the conversion of their top selling Final Fantasy VII for PC. At last computer owners will be able to see what PlayStation owners have been raving about. Final Fantasy VII immerses you into a Sci-Fi fantasy world where you decide the fate of a planet RPG style. Except for a few fixes and graphical improvements Final Fantasy VII should stay true to the original.

The X-Files action/adventure game put you into the shoes of FBI agent Craig Willmore. You will be assigned a case and get to examine evidence, interview witnesses and interact with some of the famous X-File characters.

From the Commandos demo we received from E3 it looks like you will be commanding a World War II squad through missions into Nazi Germany. The game will feature 14 missions with real-time combat that stresses strategy and tactics over firepower.

MechCommander will be a real-time action strategy game of tactical combat and resource management set in the stunningly detailed BattleTech universe. You command a unit of MechWarriors, guiding them through their missions. Your objective is to retake planet Port Arthur from the technologically superior Smoke Jaguar Clan.

You can also look forward to the second installment of Mavericks Demo Scene editorial. We hoped this issue was informative and gave you some idea of the games coming in the next 12 months. If you have any comments please send them to comments@nag.co.za, we always look forward to receiving feedback from our readers.

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



Commandos: Behind Enemy Lines



Mechcommander



Quake 2: The Reckoning



X-Files



FINAL FANTASY VII
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UNREAL

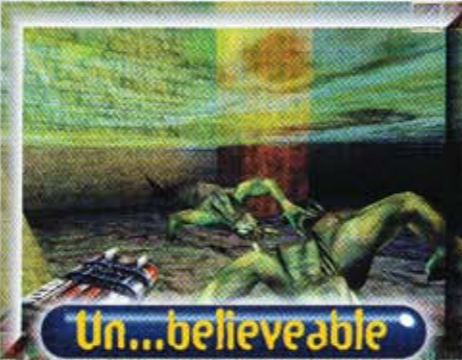


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