VOLUME 1 DECEMBER 98 ISSUE 7

NEW AGE GAMING SOUTH AFRICA

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

SHOGO, SIN, CAESAR 3, VIRUS 2000
KLINGON HONOR GUARD, GRIM FANDANGO
+ MANY MORE PC GAMES REVIEWED

SPYRO, WILD 9, MEDIEVIL, FUTURE COPS
+ MANY MORE PLAYSTATION GAMES REVIEWED

EXCLUSIVE HALF-LIFE A2 POSTER

FORCE FEEDBACK ROUNDUP
POPULOUS 3 PREVIEW
QUEST FOR GLORY 5 PREVIEW
TIPS & CHEATS
ARCHIVES
+ MUCH MUCH MORE

NB!
IF COVER CD IS MISSING
ASK YOUR NEWSAGENT

South Africa R18.95

9 771028 053002 12

"Lara's back and looking better than ever."
PC Zone

"Bigger, faster and more challenging than either of the previous games... the new Tomb Raider is the best of the lot."
Ultimate PC

"Tomb Raider III will be absolutely brilliant... might just be the best Raider yet."
Official PlayStation Magazine

"Lara Croft shoots for a Hat Trick and scores."
Play

"Tomb Raider III more than matches up to the previous efforts and could even turn out to be THE Tomb Raider."
PlayStation Power

It's hard to believe but I just get better and better

TOMB RAIDER III
ADVENTURES OF LARA CROFT

Lara is back in Tomb Raider III and she just gets better and better.

Is it due to her new weapons and vehicles?

Or the challenges she faces in new locations?

It may be her new outfits and the moves she's learned?

Perhaps it's just that she's more adventurous.

There is only one way to find out...
...Pick up a copy of Tomb Raider III and decide for yourself.

CORE

ELECTRONIC ARTS Africa

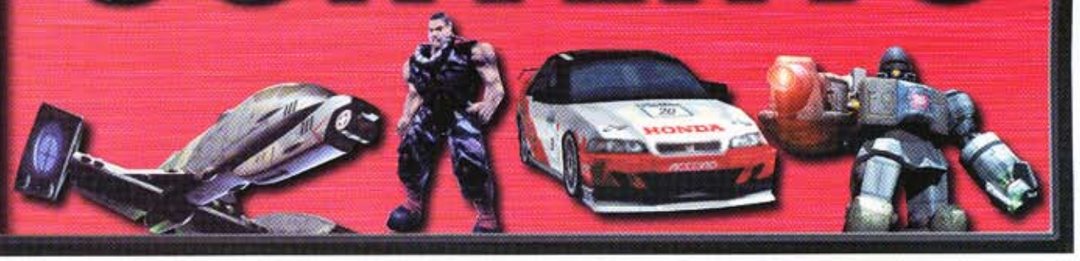
PC CD

PlayStation

EIDOS INTERACTIVE

Distributed by Electronic Arts Africa. For more information call: Johannesburg (011) 803-1212, Cape Town (021) 531-1130, Durban (031) 303-4884, or write to Electronic Arts Africa, PO Box 3155, Rivonia, 2128, South Africa. http://www.ea.co.zaTomb Raider III & Lara Croft © & TM Core Design Limited 1998. © & Published by Eidos Interactive Limited 1998. All Rights Reserved. "PC" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

CONTENTS



REVIEWS
Under Fire

PC

30	SIN	1st Person Shooter
32	Virus 2000	3rd Person Shooter
34	Ring	Adventure
36	Caesar 3	City Building Strategy
40	Shogo	1st Person Shooter
42	You Don't Know Jack	Quiz Show
44	Grim Fandango	Adventure
46	Age of Empire - Rise of Rome	Add-On
46	Star Wars - Behind the Magic	Educational
48	Klingon Honor Guard	1st Person Shooter
50	Israeli Air Fighter	Combat Flight Sim

SONY PLAYSTATION

52	Spyro the Dragon	3D Platform
54	C&C Retaliation	Strategy
56	MediEvil	3rd Person Hacker
58	Bust-a-Groove	Dance
60	Future Cops: LAPD	3rd Person Shooter
62	Wild 9	Platform

Preview
Under Construction

PC

22	Populous 3 the Beginning	Strategy
26	Quest for Glory 5	Adventure

PlayStation

28	Brian Lara Cricket 98	Sports Cricket

HARDWARE HYPE

Page 64	Creative 3D Blaster Banshee
Page 64	Saitek Cyborg 3D Stick
Page 65	Microsoft Force Feedback Pro
Page 65	Logitech Wingman Force
Page 66	Microsoft Force Wheel
Page 66	Saitek R4 Force Feedback Wheel

DEPARTMENTS

EDITOR'S NOTE
page 6

THE WEB
page 8
The Birth of a gaming website. Gamecity chats to us.

TOP TEN
page 10
You vote on our South African PC and Playstation Topten.

BITS AND BYTES
page 12 - 14
The hottest gaming related news off the press.

ARCHIVES
page 18
We look back in time to where gaming began. Part 3

BACKCHAT
page 16 - 17
You beg, plead, harass and slate us with your letters.

THE DEMO SCENE
page 20
Written by Paul Furber, Part 5.

CLUELESS
page 68 - 70
5 full pages of PlayStation and PC cheats

MULTIPLAYER MAYHEM
page 72
Online Gaming brought closer to our shores.

THE END
page 74

ED's Note

Hello Gamers

It has been a long month and you won't believe that it is just passed 5am in the morning and I actually forgot to write my Ed's Note. Well we have started to receive responses to our CoverCD and it seems as though we have made a good impression. We are planning great things for next year and hope to further expand the range of New Age Gaming.
As for the year that has passed by, where did it go? It was only yesterday that NAG was a mere dream in our heads and we were still contemplating whether to sacrifice everything for the pleasure of a gaming magazine. Well people it has been a rough time but because of your support we are firmly embedded into the market and have become the voice of the South African gamer.
As the horizon sits at the moment it looks as if we are to see new players in the gaming distribution market. The smaller entrepreneurs are looking into investing into gaming and that is the way that this industry is going to grow. The overseas markets have had a record breaking year with there annual sales of entertainment software exceeding the Box Office sales of Hollywood for the first time. Wow! That is an indication of how big the industry is and shows that there is plenty of space for everybody to get the full enjoyment out of it. My only ambition in life is to see the South African market grow to reputable levels. We are such a small factor to the rest of the world that we have no buying power whatsoever and will continue to pay exorbitant amounts of money for our hobby. It must be said again, that our Distributors are fighting to keep the prices to consistent levels and we should see a levelling off of PC game prices to the R299.00 mark. I can only see our market getting stronger and hope that you support the game developers out there buy purchasing the games you enjoy.
I am frequently asked to predict what will be the best game of the year. Unfortunately I cannot comment on 1998 because we have a surprise for the January issue with NAG's first gaming awards (oops) based on the year of 1998's performers and flops. But I will stake a little on predicting a winner for 1999, and as far as the information and responses I have been receiving, it is unanimous that Command and Conquer Tiberian Sun is going to be one of the biggest hits ever. Big words from a little man but I was lucky enough to have played it (even though early in development) and it really is leaps ahead of its predecessors. But I cannot leave out another prediction which will embark on the return of the true Role Playing Game in Baldur's Gate. If it arrives before the New Year then I can see many a New Years resolution falling by the wayside. I personally have opted for a New Years resolution to play as many games as possible and of cause to fulil the Editor's favourite pipedream, to finish them all.

This may quite possibly be my last Ed's Note as I have been pushed into a higher calling at the NAG office's. Yep I have been promoted to janitor. At least it is still an interactive calling and keeps me in the position of hogging the porcelain throne. I will be introducing the next poor fool in the January issue and he will then have to take all the gratification that I have been lucky enough to have received from you the readers.
Remember, if you are expecting Santa to drop off your favourite game on Christmas Day then take my advice, go out and buy one. Because he has just upgraded his machine and is sitting playing a pre-beta copy of Tiberian Sun and won't be making his usual rounds this year. Damn computers.
May this festive season be a safe and happy one to all of you and please attempt to keep as many of your New Years resolutions as possible. See you in 1999.

GAME AWAY.

The Ed

Warren Steven

Unreal Design FX
PO.Box 2749
Alberton
1449
Tel: (011) 869-0450
Fax: (011) 869-0462

Publisher
Unreal Design FX

Editor
Warren Steven
ed@nag.co.za

Assistant Editor
Leonard Diamond
assassin@nag.co.za

Sales & Marketing Manager
Neill Knott
nknott@nag.co.za
083-457-1667

Subscription Manager
Tracy Steven
subs@nag.co.za

Design & Repro
Unreal Design FX
Colour Curve
(011) 869-0450

Printer
Hot Dot Print
(011) 792-6015

Distribution
CNA Newsdesk

Responsibility cannot be taken for unsolicited editorial material. The Editor reserves the right to amend and / or alter any submitted copy.

Copyright © 1998. All rights reserved. No article or picture in this magazine may be reproduced, copied or transmitted in any form whatsoever without the express written consent of the Publisher. Opinions expressed are not necessarily those of the Publisher or the Editors.

All Trademarks and Registered Trademarks are the sole property of their respective owners.

ISSUE 7

The channel retail live wire

DATATEC CREW
connecting minds

www.datatec.co.za

JHB (011) 233 1111 - Cape Town (021) 418 4240 - Durban (031) 579 1974 - PE (041) 513 515

The birth of a gamesite South African Style

GameCity

www.gamecity.co.za

As more and more gamers make the great trek into the world of the Internet, the bulk are utilising this medium to further increase there knowledge of their favourite hobby. But as usual we have very little in the way of our own dedicated gaming websites, until now.

Lance Tegner (A.K.A. Lord Zorg) and David Liu (A.K.A the Genius) started Gamecity for the (incredibly selfish) reason of getting free games two years ago. Lance's expression showed as he explained how he had to hard code each of the game pages (500 titles covered at the time) because of lack of scripting knowledge. Commercialisation of the site started around December 1996, as can be expected there were signs of great things to come because of the consistent complaints from the ISP about bandwidth problems. It was then that David (the scripting guru) joined the fray and the commercial site started to take shape with everything held in a database and full site scripting.

One of the major problems for a growing gaming website in South Africa is the financial backing of the industry. Lance explained about the many hours of trying to convince the industry to support this lacking but growing entity and how finally the mana from heaven arrived in the form of Multimedia Warehouse. Multimedia Warehouse is fast becoming one of the largest interactive companies in South Africa with a broad range of top quality software and hardware products on offer. David explained the need for the investment in the site if progress was to be made at all. The enthusiasm showed as he described the powerhouse dual P2 333, 512 MB RAM, raid-5 server that now houses the valuable information of Gamecity, courtesy of MMW. David described the fact that Gamecity is a thoroughly professional site because they are competing not with South African competition but with the hardcore overseas sites leaving them with little alternative but to be of the highest quality, if they are to keep the local gamer on local bandwidth.

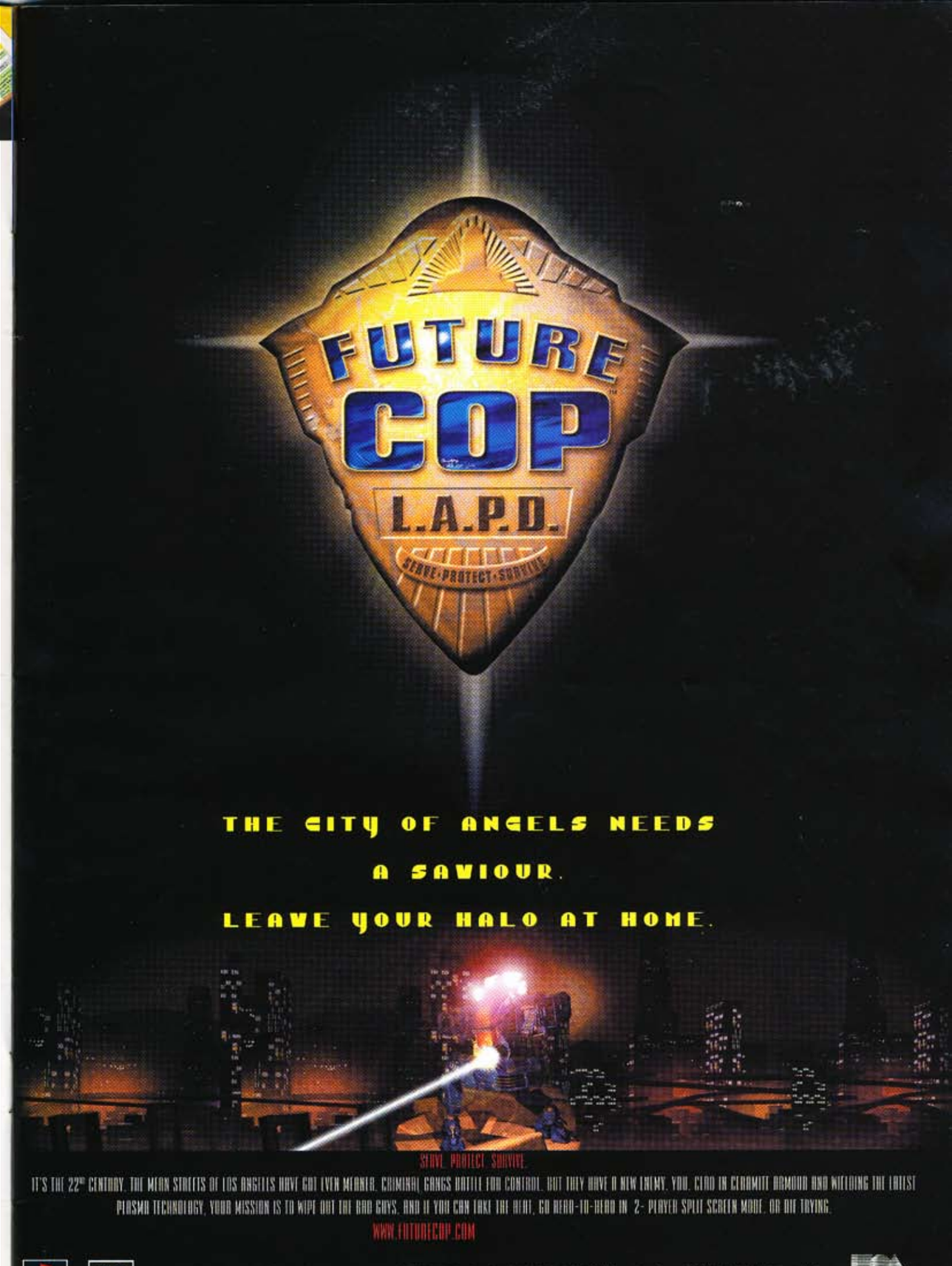
What Gamecity has to offer the local gamer is quite clear. This business is dedicated to the local market and will only supply info on titles available in South Africa. They offer the fully comprehensive service that the high bandwidth overseas sites offer, but with the obvious advantage of local peering bandwidth speed. Certain other advantages come by the way of free member web sites, local news, overseas news, local chat group (Gamecity Chat), reviews and previews. An interesting change will come about next year with something called 'My Gamecity', which is a configurable site that can be changed towards what the specific gamer wants to see. All he does is he selects the genre's and info that he is interested in and that will cut out all the useless info everytime he comes into the Gamecity site.

The most exciting piece of information to come out of the interview was the announcement (not guaranteed but still interesting) that because of Gamecity's involvement with Multimedia Warehouse it has made it possible to look into Online Multiplayer Gaming as a viable entity for South Africa. I couldn't get specifics out of the guys but we can expect to see some form of dedicated online service in the next year that Gamecity will be responsible for (Lance's eye sparkle even brighter).

When asked if there is one thing that they would change if they could it was an overwhelming agreement that the bandwidth shortage needs to be seriously addressed and the pricing involved has to be structured to bring it inline with overseas markets. Then local Internet will boom because the commercial sites won't be so financially strained and the people involved can put more money back into improving their sites.

If you are still hogging that international bandwidth or are experiencing the same lag as the rest of us South African Plebs, try www.gamecity.co.za first, you will be pleasantly surprised. Thanks to Lance and David for giving their insight and knowledge into the world of online gaming and New Age Gaming wishes them all the best for the future.

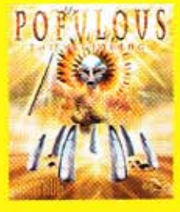
Storm

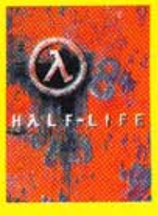


NEW AGE GAMING SOUTH AFRICA COMPETITION

STER-KINEKOR INTERACTIVE | ELECTRONIC ARTS Africa | DATATEC CREW | Microsoft

1x 1x 5x 5x 5x 5x





Ster Kinekor, Electronic Arts, Datatec Crew, Microsoft and New Age Gaming gives you the chance to win one of the above prizes. All you have to do is answer the four easy questions and send your entries to Christmas Competition, P.O. Box 2749, Alberton, 1450 or email answers to comp@nag.co.za

1. Which is the gaming console has the largest installed base in South Africa and is distributed by Ster Kinekor?
2. What is the heading on the Datatec Crew HALF-LIFE poster?
3. Populous 3 is distributed by Electronic Arts Africa, but which company actually develops the game?
4. Which Force Feedback device from Microsoft is reviewed in this issue of New Age Gaming?

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

10 TOP GAMES

Hi Gamers.
As we build up to the Christmas period it has been a quite inactive market, but as the race starts to speed up I can see major changes over the festive season.
Commando's is having a easy time on the top of the PC charts with an overwhelming amount of support coming from all corners of South Africa. The ever present Starcraft hangs onto second spot but with Dune 2000 breathing down its neck, I am sure we will see a change next month. The biggest mover comes from EA Africa and that is excellent Need for Speed 3 as it drops in at number five. The only new entry into the PC charts this month is Caesar 3 from Datatec Crew. I must admit I was pleasantly surprised to see that the so called 'GOD' games are still alive and kicking.

The PSX charts seems to be going through a case of the ups and downs. Sitting pretty and strong is World Cup 98 but with the imminent release of FIFA 99 (amazing) I predict the reign will eventually cease.
New into the charts is NAG's own Editor's Choice Heart of Darkness and that cruises straight to No. four. Wild card entry Wild 9 has had very little shelf life and average reviews but campaigns automatically into No. eight.
With another sequel about to break into the market there is sudden support for Crash Bandicoot 2, therefore it returns to the charts after a three month layoff.
December is the month to be jolly and many good releases are waiting on our shores. I see many new predictions coming for the new year. Let the New Year (and games) begin!!

LM = Position Last Month TM = Total Months on chart RET = Re-entry

PC

	NAME	LM	TM
1.	Commando's (Eidos Interactive - EA Africa)	1	2
2.	Starcraft (Blizzard - Datatec Crew)	2	6
3.	Dune 2000 (Westwood - EA Africa)	5	1
4.	The X-Files (Fox Interactive - EA Africa)	3	1
5.	Need for Speed 3 (Electronic Arts - EA Africa)	9	1
6.	World Cup 98 (EA Sports - EA Africa)	6	4
7.	Mortal Kombat 4 (Midway - Datatec Crew)	10	1
8.	Caesar 3 (Sierra Studios - Datatec Crew)	new	new
9.	MS Flight Sim 98 (Microsoft - Datatec Crew)	8	3
10.	Unreal (Epic Megagames - Multimedia Warehouse)	7	4

PLAYSTATION

	NAME	LM	TM
1.	World Cup 98 (EA Sports - EA Africa)	1	4
2.	Gran Turismo (Sony Computer Ent. - Ster Kinekor Int.)	2	6
3.	Tekken 3 (NAMCO - Ster Kinekor Int.)	5	1
4.	Heart of Darkness (Infogrames - Ster Kinekor Int.)	new	new
5.	WWF Warzone (Acclaim - Datatec Crew)	3	1
6.	Crash Bandicoot 2 (Ster Kinekor Interactive)	ret	8
7.	Need for Speed 3 (Electronic Arts - EA Africa)	7	3
8.	Wild 9 (Interplay - EA Africa)	new	new
9.	Resident Evil 2 (CapCom - Ster Kinekor Interactive)	9	7
10.	Final Fantasy 7 (Squaresoft - Ster Kinekor Interactive)	6	7

SHOGO 昇岡
mobile armor division

Forget what you think you know about giant robots...

The Andra Predator MCA runs, jumps, ducks, strafes, swims and transforms into an ultrafast hovertank. And because the Predator is as responsive and agile as its human pilot, it can do anything you can do, only better, faster, and at five times the scale. You may have driven giant robots, but you've never piloted Mobile Combat Armor. UNTIL NOW!

Game Features:

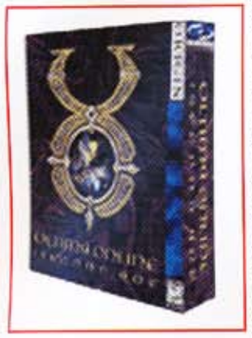
- Anime inspired characters and storyline
- Two modes of play - on foot and in MCA
- Choose to pilot one of four transformable Mobile Combat Armor Units (MCAs)
- Separate MCA and on foot arsenals for a total of 18 pumped up weapons
- Over 30 challenging enemies that use the environment to their advantage, activate alarms or spring traps
- Dynamic storyline and goal-based mission structure evolve based on your action.
- Multiplayer action includes built-in Internet, LAN and Modem support
- Full Direct3D support for superior graphics performance

Distributed by Red Lion Interactive. For more information call:
Eugene - (082) 564-3206
or fax us at Cape Town (021) 585-434

PC CD | MATURE M | LITHTECH ENGINE | MONOLITH PRODUCTIONS

Shogo: Mobile Armor Division is © 1998 Monolith Productions, Inc. All rights reserved. Shogo: Mobile Armor Division and the "M" logo are trademarks of Monolith Productions, Inc.

Ultima Online: The Second Age Release



ORIGIN Systems, the creators of software worlds, today announced it has shipped Ultima Online: The Second Age for the PC. Ultima Online: The Second Age includes the incredible, persistent online world of Ultima Online and expands the boundaries of the land to introduce new perils for first time players and existing fans alike. The Second Age also introduces new features specifically designed to support its global community. 'Our loyal player community, made up of thousands of passionate players from all over the world, has made Ultima Online a worldwide success," said Richard Garriott, the creative force behind the internationally acclaimed Ultima series. "In response to the worldwide demand, we are thrilled to introduce server support in Japan and Europe, in addition to the nine already in North America." The Second Age comes installed with a unique language translation program, licensed to ORIGIN Systems by SYSTRAN S.A. The program translates one natural language into another natural language. Four language sets are included in the Ultima Online translator: English to German, German to English, English to Japanese and Japanese to English. Other language sets are supported by the program and will be available for download from The Second Age web site.Ultima Online: The Second Age offers new areas for gamers to explore and includes additional creatures, weapons and spells. There is unique, new terrain such as jungles, rivers, lost temples, canyons, and additional swamps and Arctic regions. The game also features an IRC-style chat system for enhanced communication across entire game worlds. The chat system has both private and public channels, as well as messaging.

PlayStation PocketStation Announced

Sony recently launched the PocketStation in Japan. The PocketStation is a miniature games console for which specially designed games can be downloaded via a PlayStation Memory Card slot. These games are stored on the same discs as PlayStation games and can enhance the PlayStation with added features. For example, using PocketStation you may be able to train up characters in your favourite PlayStation game while at school or sitting on the bus. There are stand-alone games available for the PocketStation as well.
Some highly regarded features of the PocketStation are the abilities to swap game data between your PlayStations and it allowing multiplayer gaming via a built-in Infra-red sensor data link. Besides being a pocket games console, PocketStation also acts as a standard memory card.
The PocketStation consists of a ARM7T 32-bit RISC processor, 2 KB SRAM, 128 KB Flash RAM, a 32x32 dot monochrome LCD, 5 input buttons, 1 reset button and a miniature speaker. All of these are powered by a Lithium battery.
Unfortunately, There is no word as yet to when it will be available in South Africa.

Voodoo3 Announced By 3Dfx Interactive - Available 1999

At the opening of the COMDEX 3Dfx Interactive announced the debut of its new Voodoo3 product family, which is designed to deliver the world's fastest 3D and 2D performance. This time around there will be two version of the chip. The Voodoo3 2000 aimed at the PC-OEM market and the Voodoo3 3000, which is aimed at the retail, sector add-in card market.
According to a press release the Voodoo3 with its dual, 32-bit rendering pipelines it can generate greater than 7 million triangles per seconds utilising its 100-billion operations per send 3D architecture. This means that the Voodoo3 will deliver more than twice the triangle performance of two Voodoo2 boards in SLI format - currently the industry's fastest 3D graphics configuration.
The Voodoo3 will support ultra high-resolution display modes on PC Monitors with the world's fastest integrated RAMDAC at 350Mhz. With this it can achieve resolutions of up to 2048x1536 at a full 75Mhz refresh rate, making it the only graphics chip able to support the new proposed high-resolution display
specifications from the VESA committee.
In addition the Voodoo3 provides hardware DVD acceleration support to ensure 30 frames per second playback with no dropped frames. Coupled with the latest software MPEG-2 codecs, the Voodoo3 off-loads up to 40% of CPU overhead, enabling the CPU to do other tasks while playing DVD content. This feature will be a catalyst for the gamers to purchase more DVD drives and provide a market for DVD games.
The Voodoo3 is expected to start shipping in the second quarter of 1999, but reference boards should already be available in December.

New Age Gaming - Price Comparison

	Incredible Conn.	CNA Interactive	Business Land	Shop 99	Dions	Pick 'n Pay	Toys R Us	Reggies
Small Soldiers (PSX)	R369.00	R349.00	R369.00	None	None	R349.00	R349.00	R350.00
Tekken 3 (PSX)	R439.00	R449.00	R439.00	R456.00	R449.00	R399.00	None	R450.00
Wild 9 (PSX)	R399.00	R399.00	R399.00	R390.00	None	R389.00	R469.00	R400.00
PlayStation Mouse (PSX)	R199.00	R249.00	R199.00	R242.00	None	R249.00	None	None
Klingon Honor Guard (PC)	R299.00	R299.00	R299.00	None	None	None	None	None
Ring (PC)	R299.00	R319.00	R299.00	None	None	None	None	None
Caesar 3 (PC)	R299.00	R299.00	R299.00	None	None	None	None	None
Graphics Blaster Banshee (PC)	R1699.00	None	R1699.00	None	None	None	None	None

Wizardry Archives Coming

Interplay Entertainment Corp. today announced the release of a compilation of the Wizardry role-playing game titles under license from SirTech, Inc. on CD-ROM for Windows 95/98-based computers. The Ultimate Wizardry Archives includes all seven previously released computer game titles. Wizardry I - Proving Grounds of the Mad Overlord through Wizardry VII - Crusaders of the Dark Savant, as well as the enhanced version of Wizardry Gold, providing months of game play even for the novice role-playing gamer. Complete information is available on the official Ultimate Wizardry Archives web site at http://www.interplay.com/wizardry.
Launched in 1981, the award-winning Wizardry series has sold over five million copies worldwide and is one of the longest running RPG series for the PC. The seven individual games included in the archive have won many awards, and collectively have helped to shape computer role-playing games for over a decade.

Sierra And Unreal Navy SEALs

We have decided to cancel the classified section that was going in the magazine due. Yosemite Entertainment announced that they will make use of the Unreal engine developed by Epic MegaGames for a number of 3D titles, including the recently announced Navy SEALS game based on the exploits of former SEAL and author Richard Marcinko.
Epic's Unreal engine has been licensed and is in use in a number of current and upcoming games, including MicroProse's Klingon Honor Guard and X-COM: Alliance, Legend Entertainments Wheel of Time, and 3D Realms' Duke Nukem Forever.
The Navy SEALs game will have a more tactical and strategic feel to it, where the player takes the role of a team commander, doling out assignments and equipment crucial to the success of each individual mission.
'We knew from the start that the developers at Yosemite Entertainment really 'got it,'' said Mark Rein, vice president of Epic MegaGames. "The Navy SEALs title is obviously going to be a superior game, so it's extremely gratifying to us to be a part of the team that's bringing it to life. We know that Sierra took a long, hard look at all the various technologies out there, and we are nothing less than thrilled that they chose to utilise Unreal.'
Navy SEALs is set for release in summer of 2000.

SOLD! For $1,000,000,000

CENDANT Software

Cendant Corporation announced a definitive agreement to sell the Company's consumer software division, Cendant Software and its subsidiaries, to Paris-based Havas SA, a subsidiary of Vivendi SA for $800 million in cash plus future cash contingent payments of up to approximately $200 million through 1999. The transaction is subject to customary regulatory approvals and is expected to be completed in the first quarter of 1999.
How this will impact the South African market remains to be seen, but no shortage of Sierra/Blizzard products should be expected.

1st Quarter 1999 Release List

PLAYSTATION RELEASES	
Freestyle Boardin'	Capcom
G-Shock	Konami
StarCon	Accolade
Big Air	Accolade
Bass Landing	Ascii Entertainment
Destrega	Koei
Lunar: Complete	Working Designs
Contender	Sony
Blast Radius	Psygnosis
Legacy of Kain: Soul Reaver	Crystal Dynamics
WCW/NWO Thunder	THQ
Silhouette Mirage	Working Designs
Dead in the Water	ASC Games
Irritating Stick	Jaleco
Rat Attack	Mindscape
Vermin	Eidos
Pro 18 World Tour Golf	Psygnosis
Quake II	Activision
Shadow Madness	Crave Entertainment
Silent Hill	Konami
Pac-Man 3D	Namco
Super Heroes vs. Street Fight.	Capcom
Centipede	Hasbro Interactive
B&B: Get Big in Hollywood	GT Interactive
Global Domination	Psygnosis
F1 Racing Sim	Ubi Soft
All Star Tennis	Ubi Soft
Omikron: The Nomad Soul	Eidos
Jeff Gordon XS Racing	ASC Games
Kawasaki Motocross	Activision
Attack of the Saucermen	Psygnosis
Shao Lin	THQ
Street Fighter Alpha 3	Capcom
Shogun Assassin	Konami

PC RELEASES	
10Six	SegaSoft
20,000 Leagues	SouthPeak Interactive
Age of Empires II	Ensemble Studios
Alpha Centauri	Firaxis
Amen: The Awakening	Cavedog
Babylon 5 Space Combat Game	Sierra FX
Battlecruiser 3020AD	3000AD
Daikatana	ION Storm
Dark Reign II	Pandemic Studios
Dawn of War	Virgin Interactive
Duel: The Mage Wars	Virgin Interactive
Diablo 2	Blizzard
Drakan	Psygnosis
Duke Nukem Forever	3D Realms
Elysium	Cavedog
Everquest	Sony Interactive
Force Commander	LucasArts
Gabriel Knight III	Sierra Studios
Good & Evil	Cavedog
Homeworld	Sierra Studios
Jagged Alliance II	Sirtech Software
Je2ff Gordon Racing	ASC Games
Kingpin	Xatrix
Land of Lore III	Westwood Studios
Links Extreme	Access Software
Max Payne	Remedy Entertainment
Messiah Team	Ego/Shiny Entertainment
Prey	3D Realms
Rebel Moon Revolution	GT Interactive
Shattered Light	Catware
Sim City 3000	Maxis
Skies	SegaSoft
Swords and Sorcery	Virgin Interactive
Total Annihilation: Kingdoms	Cavedog
Trans-Am Racing '68-'72	GT Interactive
Turok 2: Seeds of Evil	Iguana
Wizardry 8	Sirtech Software
Tiberian Sun	Westwood Studios

Bits & Bytes

Sid Meier's Civilization 2 for the PlayStation?

Activision has announced it will be releasing Sid Meier's Civilisation II for the PlayStation in the coming months.
Created by MicroProse, Civilisation II is a turn-based, world-building strategy game that challenges players to build the world's greatest empire through social, economic and political decision-making. Players command powerful armies and employ 6020 years' worth of weaponry to defend their empire and defeat enemies to achieve one of two ultimate goals – world domination or the colonisation of another planet.
Beginning as the leader of a primitive tribe, players can build a society using one of eight forms of government, including fundamentalism, democracy or monarchy. As their empire advances, players may focus their research on developing principles of law, technology or science, and can attain glory by constructing Wonders of the World.
Players encounter history's most cunning leaders as they use diplomatic tactics to wage war, negotiate peace or form co-operative alliances with rival empires. Additionally, players can influence history's landmark events by playing in pre-set scenarios of different eras of mankind, including World War II and the Roman Empire.

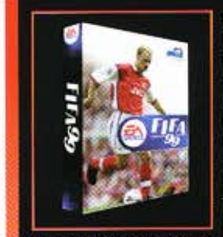
PlayStation 2 Might Be A 128-bits

According to information posted by the EETimes, the PlayStation 2 packs a mighty wallop - and might just qualify as Sega's worst nightmare. There are rumours that Sony and Toshiba are working on a faster chipset that may be used to power the next version of the PlayStation. According to the EETimes, the chipset will run internally at 128 bits and could give almost unlimited power to game developers. EETimes spoke to Toshiba's general manager about the possibility, which he did not deny, and he replied by saying that the two companies would make a public announcement about their partnership in February.
We've heard rumours that Sony has held announcements back about the PlayStation 2 because the company is trying to figure out if it wants to grow the gaming machine out into a multipurpose device or keep the device a gaming machine. With Sega's new emphasis on Internet gameplay and the ease of programming for Windows CE, it looks like Sony's best way to stop Sega in its tracks is to make the system a DVD-based system. This news combined with Sony's projected announcement of PS2 later this month means the Dreamcast launch could turn out to be very interesting indeed.

Creative Labs EAX 2.0 API Announced

Creative Labs, Inc. today introduced EAX 2.0, a new version of its Environmental Audio Extensions (EAX) application programmer's interface (API) for game developers. EAX 2.0 allows developers to add new dimensions of realism through Microsoft DirectSound property sets. The new tools in EAX 2.0 build on Creative's Environmental Audio Extensions 1.0. With EAX 2.0, developers can add new features such as occlusion and obstruction for a new degree of realism that can be experienced with games supporting DirectSound 3D and Creative's Environmental Audio Extensions.
Environmental Audio goes beyond 3D positional audio – sounds will appear to come from all corners of a room or space adding reverb, echo, and other effects consistent with the room acoustics, position of the player, source of the sound, and many other cues. To date, developers such as Electronic Arts, Bungie, Dreamworks Interactive, ION Storm, GT Interactive, Fox Interactive and many others have signed up to support Creative's Environmental Audio platform by using the EAX API.

Electronic Arts Sign 8 Year Deal



Electronic Arts announced it has acquired from ISL the exclusive rights to the three most sought after world soccer licenses - FIFA Brand, FIFA World Cup (2002, 2006) and EURO 2000, the UEFA European Football Championship. The landmark agreement in the world of licensing was signed in Geneva, Switzerland with ISL Worldwide, the official marketing partner of FIFA and UEFA and one of the leading players in global sports media and marketing. The eight-year deal will allow Electronic Arts to publish titles using FIFA Brand (Federation Internationale de Football Association), FIFA World Cup and UEFA EURO 2000 licenses for the PlayStation, the Nintendo 64 and the PC.
Electronic Arts (EA) has held the exclusive interactive rights to FIFA since 1993. EA's critically acclaimed FIFA Soccer games are the world's best selling sports series, with lifetime-to-date sales exceeding 15 million units.
Last year, EA continued its winning streak with a series of games based on the 1998 World Cup license. Both FIFA: Road to World Cup 98 and World Cup 98 were top selling titles worldwide.

Godzilla Now Online!

Based on TriStar Pictures' "Godzilla" film, this multiplayer action game has been available in open beta testing on GameStorm since May 20, marking the first time that a computer game based on a major Hollywood film has been released on the day of the film debut. Godzilla Online can also be accessed via the film's official Web site, www.godzilla.com.
Godzilla Online is a fast-paced action game that allows players to assume the role of a soldier, a reporter, a scientist or a baby Godzilla. The game unfolds in arenas which closely match locations taken from events in the movie, including Madison Square Garden. Players can select different modes of play for each arena, including the brand new ``Last Man Standing'' and ``Escape From NY'' modes. To defeat the monsters, soldiers are armed with standard military weapons such as shotguns, grenades, machine guns, rocket launcher, and proximity mines. The Godzilla babies, in return, are equipped with fire breath, bite and lunge capabilities. There are more characters to play in the form of a reporter or a scientist. Each of them have different objectives and achieve them by different means.

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

Sound BLASTER Live!
Environmental Audio by CREATIVE

Environmental Audio™
-So Real It Has To Be Live!™

The most powerful sound card ever!

Sound Blaster Live! introduces a new dimension of audio by including features and performance surpassing professional Hollywood-quality audio equipment. Sound Blaster Live! incorporates the superior surround-sound rendering of Environmental Audio™ to create sound so real it has to be Live! With an amazing 256 voices of music synthesis and real-time audio enhancement, enjoy live concert-like music productions so dynamic, you'll feel like you're right in the middle of an orchestra. The Sound Blaster Live! hardware-accelerated Environmental Audio Extensions™ (EAX™), supporting new titles, offers an experience that goes way beyond 3D audio. Add the ability to enhance all your existing games and legacy audio with true digital processing. It will blow your home theatre away!

10 MINDBLOWING BENEFITS

1.Hollywood-Quality Audio Re-creation
-Professional-quality synthesizers and digital I/O provide audio fidelity that rivals movie theatres with digital sound.

2.Powerful Audio Processing Engine
-With the EMU10K1 audio processor, every signal is processed at 32-bit, 192dB, 48kHz using 8-point interpolation to smoothen the sound -instantly improving any audio source.

3.Environmental Audio Enhances Existing Content
-Experience depth and realism beyond existing 3D audio. Apply preset environments such as hall, cave or underwater to your existing games and applications for incredibly true sound.

4.Multiple Speaker Output
-Produce surround-sound audio on your PC with built-in support for two or four analog speakers.

5.Digital I/O Card
-This hardware feature provides digital S/PDIF I/O and a break-out of the MIDI I/O through MIDI DIN connectors. A Digital DIN connector is provided for future connection of up to eight digital speakers.

6.256-Voice Music Synthesis
-Remarkable 256-voice capability goes beyond the quality and performance available in most professional music equipment.

7.Sound Blaster PCI Standard
-Be assured of near-perfect Sound Blaster compatibility while enjoying the benefits of the PCI bus.

8.Environmental Audio Extensions/Broad Driver Support
-An open standard that allows the broadest support from software developers.

9.Sound Blaster Live! Website - www.sblive.com
-Visit the website for instant access to the latest applications, enhancements and drivers.

10.Rich Software Bundle
-An amazing array of software.

BEST SPEAKER COMPANION FOR SB LIVE!

Please fax this to (011) 802-6376 should you require further information on Sound Blaster Live! PCI series of sound cards.
Company Name: _____ New Age Gaming
Name: _____ Surname: _____
Telephone: _____ Fax: _____ E-mail: _____
Postal Address: _____ Code: _____

CREATIVE
WWW.SOUNDBLASTER.COM

Creative Labs Africa PO Box 76761 Wendywood 2144 – E-mail info@creativelabs.co.za
South African Distributor:
Super Diamond Computers: www.sdc.co.za. JHB (011) 887-2766 CT (021) 531-5084/5
DBN (031) 303-1087 PE (041) 556-052 BFN (051) 448-3512

Creative, the Creative logo and Soundblaster are registered trademarks in the USA and certain other countries. All other brand or product names listed are trademarks or registered trademarks and are property of their respective holders.

BACKCHAT

PO Box 2749
Alberton
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 have an e-mail address dedicated to the letters section. The address is stated above. If you utilise the e-mail you are almost guaranteed a reply. Congratulations to Dean Coetzee, who wins a copy of Shogo - MAD. Keep those gaming related questions coming. See Ya.

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

To NAG
Hey people . Firstly I want to say that I have been a faithful Nag fan from the day I saw the first issue on the stand next to all the other PC magazines in CNA . I proceeded to buy it because of its amazing price tag and the look of quality . I then proceeded to subscribe . I have just finished reading you're new issue of Nag for November and it really rules . I am quit amazed to see how far nag has gone since the first issue. I wanted to thank you for a great magazine . I was wondering if you could please do a preview for Diablo 2 . Other then that I have no requests your magazine is perfect the way it is .

Keep up the excellent work .

Adam Milner
Sunningdale

Hi Adam
The Diablo 2 preview is definitely on the cards for NAG but I cannot say which issue it will be released in because the information available to us is lacking. As soon as we can have a serious look at it, you the readers will be the first to know.
Ed

To NAG
To express the way I am feeling now would be very close to impossible. Why you ask me? Well, it started out as a normal Tuesday. After school I would go to CNA as usual to check out the new mags. Today I kinda hoped that I would find my favourite mag on the shelve after waiting for more than a month. The moment the shiny cover caught my eye I felt tranquil(as I always feel when seeing NAG). This tranquillity instantly turned into fulfillement the moment I saw the cover CD though. IT MADE MY WEEK!(not particularly easy to do when you are in gr.11 and busy with year-end exams =).
Anyway, what I'm trying to get at is that you guys are the best and congratulations on such a wonderful first cover CD. I can honestly say that this is the best of its kind I have ever seen and together with the already jam-packed magazine NAG is sure to reach incredible heights.
A few things I'd like to point out or ask though :
Tiberiun Sun is spelled Tiberian Sun...hehe, this is a touchy subject for me as I am an incredible C&C fan...also I work for http://www.tiberiumsun.com)
How come you gave Dune 2000 such a bad review..."sniff". Oh well...I bet you will have another thing coming with Tiberian Sun, eh?
When is the official NAG website gonna be up?
Uhm....can't think of anything else...except this mag RULES! =)
Keep it up guys/gals?...

Screamer
Web Entry

Hi Screamer
We at NAG are ecstatic that you enjoyed the CoverCD, its been a long road. The Dune debate rages on but I agree fully with RAVEN on the review and even though the game is excellent, you have to sell an all round package up to standards but Tiberian Sun looks set to take Westwood back to the top of the charts. As for the Official NAG site, we had to concentrate on the CoverCD as we have a small infrastructure. We will work hard at bettering that for a few more months and then shake the market again with our Website. So in short it will be up when we are able to give it full support.
Ed

Hi NAG

Firstly I would like to thank you for producing an excellent magazine. It seems to improve with each issue.

However, the main reason I am writing is that I was hoping you could shed some light on a topic that has been bothering me. Why is it that games can't be given away? I am not talking about them giving away Starcraft or Tombraider. I'm talking about the older games.
Sim City still is not being sold is it? What about the Wizardry games? Or some of the older Sierra games. Surely they are not being sold, so why not give them away. I think some of these older games are still great. (I still play Civ) So if they are not making money from the games, why not let us download them legally, or get them through coverdisks? It does not make sense to enforce copyright laws on a product that does not sell anymore. I think it would be ideal to give away Wizardy 6 for example, before Wizardry 8 is released. Give people an idea of what to expect, obviously expecting the various improvements.
If I am not mistaken, Sierra did allow Betrayal at Krondor (full version) to be downloaded from the PC Gamer website. If this is the case...why is it not done more often?

Dean Coetzee
Web Entry

Hi Dean
An interesting question and one that I feel deserves our coveted letter of the month.
The main intention for any Distributor is to try and make as much money out of the lifespan of their titles as possible. That is where the budget ranges have been brought in, to not only get rid of older stock but to keep the profits up. Certain titles just break even over there boom period and anything after that, whether it be two years later, is the profitable period. But you have stirred a pot that I would like to investigate further. If you are releasing a sequel it would be an added marketing move to re-release via the web or CoverCD's older games in the series. But now we are getting inundated with value packs that range their titles from the first editions, therefore adding the lifespan to all the titles.
There have been only a handful of circumstances where a full product has been given away totally free of charge via the web and CoverCD. The one I remember was the Ultima IV full release on an a CGW CoverCD that was to mark the Ultima Online release and that did wonders for marketing the product. But since then we have only had the Betrayel of Krondor offer, so there seems to be little interest in giving anything away, even if it's still sitting piled up in warehouses.
I think that if you are going to give something away there are obvious costs involved (CD's, downloads are large, magazine costs) therefore there should be some kind of benefit to be made and if it's not a sequel then where is the benefit going to come from?
I'll do a little digging and see what I come up with.
Ed

Dear NAG
I would like to compliment you on your brilliant magazine.
I have just received issue 6 in the mail (I am a subscriber) and I am not disappointed. In fact I am mightily pleased.
I have noticed the price increase. Is this to incorporate the cover CD?
Which brings me around to another good thing, the CD.
IT IS BRILLIANT. It has movies of all the forthcoming games and demos of the latest ones.I ask you humbly to please answer three small questions. What is the release date of :-
1)Tiberian Sun?
2)Dungeon Keeper 2?
3)Which should I get, Riva TNT or Voodoo 2?

Just keep gaming.

Dane Taylor
Rivonia

Hi Dane
The release date for Tiberian Sun is officially around Q199, but if I had to look in The Ends crystal ball it seems set to release around March next year. As for Dungeon Keeper 2 that's is a much kept secret and even though it features on our cover I expect it to be a few months after the new year. I personally recommend the RIVA TNT, its a definite Editor's Choice.
Ed

BACKCHAT
PO Box 2749
Alberton
1449

To NAG
WOW. Let me just start on how I came to be obsessed with NAG. In CAN one day, I was looking through some computer game mags and picking one after another and paging through them quickly. Then I picked up your mag, and normally the pages stop flipping where the staples are placed, and to my amazement, dead centre in the middle of the mag was one of my favourite games at the time, Black Dahlia. I immediately got the name of the mag, NAG, a South African magazine, I was impressed. So I bought the mag and went home read the review and then decided to read through all the other stuff. I was so amazed by all the content that I had to subscribe. And to this day, and hopefully forever, I will be a loyal, proud subscriber of NAG.

That's my story. And now I am really impressed. NAG has come so far in such a short time. Everything I wanted the mag to be has come true. The poster, the CD, more pages, etc. These are all things I hoped would be added to the mag in about a year or so, but this was fast. I guess you were sick and tired of people mailing you about the mag, saying that they want this and that to be added to the mag. Well I hope most of the people are satisfied as much as I am, because I am ecstatic. The poster and CD are excellent. Everything a person could want on one CD. No more sitting up at midnight downloading a 30MB demo of a new game, because it will probably be on next months NAG CD. The look & feel of your CD is perfect, so try and not make any major changes. The trailer of C&C:TS was brilliant, and I can't wait for it to be on the shelves.

Well all I can say is keep up the brilliant job.

Lee York
Pretoria

Hi Lee
So NAG seems to be making an impression on the South African Gamer. We are also loyal readers of the mag and I agree with everything you just said (hehehe!). It sounds like the game to lookout for is Tiberian Sun. Not a bad choice
Ed

To NAG
The other day I had a very strange encounter with a NAG-F-O. Let me explain.

I was taking my daily morning glory stroll when I heard what sounded like a very big fly with a crippled wing coming towards me over the horizon at a very fast speed. This may sound ridiculous but it is true.
I ducked, not knowing which direction it was coming from. All of a sudden this big, metal... Uh... Thing landed next to me. An alien came out and asked me to take me to my leader. I, knowing exactly what they wanted, took them to NAG headquarters, South Africa. I knocked on your door, and out came an old janitor. Maybe it was one of you guys, or maybe it was your Dress-up-like-a-manatee-and-scare-would-be-trick-or-treeters day. Or something. Now this may also sound ridiculous, but it is quite true I tell you.
I, myself, knowing exactly where our first world power goes to on the odd occasion, walked all the way to PO Box 2749 Alberton 1449. And there you were. A beautiful bunch of manatee's basking in the not so sunny sky. The reason I am telling you this is because you might not have been able to see me through your manatee costumes. I would also like to tell every other NAG reader about your manatee escapade.
You cannot escape from the beady eyes of the public. The aliens are right now laughing at you and your pathetic attempt to conquer all manatee's and their families. Don't you hate candid camera!

Thank you for listening me though.

Lawrence Cawood.
A manatee conservationalist

Hi Lawrence
Words elude me.
Ed

Greetings to all you Earthling's there at NAG.
I could of course write a full chapter in praise of what you and your team has done for the South-African gaming public , but I guess all the game-zombies out there would be quite upset if they had to receive a mag with no space for all the great reviews ,articles and funky stuff you pile on to your pages every issue.
I suppose my letter is probably more directed to the public out there to let them know that we have definitely come across an extremely dynamic team of people at NAG that has made it possible to create such a kick-ass gaming mag as this. So, all u gaming freaks out there, this is definitely a wagon for you to jump on and lets support Nag and its team to become the one and only butt-kicking gaming mag in the future.
Who knows, us gamers might even rule the world one-day.
Keep up the good work guys.

Pierre Botha
Randburg

Hi Pierre
Hey, Cybernation's rubble is rumbling in the distance. Thanks Pierre.
Ed

To NAG
I am just emailing to tell you that the quality of your book is superb!
I have never come across a mag with such style and i gotta say its cool!
I have subscribed to nag because of all the cool game reviews and cheats and just the other day I was wanting to get the game WWF Warzone for my PlayStation and when I saw it in NAG and read the details I was convinced that I should get the game and now I have.. thanks for a really cool mag NAG!!

Mario
Estcourt

To NAG
I was deeply shocked and disappointed by Leon van der Linde or DIE-HARD GAMER (Load of *&$% if you ask me - August 98 issue). Who in John Romero's name do you think you are? Unreal is an excellent game, and kicks Quake II's ass graphically, but in no other aspect does it even touch id software's (I'm not worthy!) masterpiece. id virtually created the FPS (First Person Shooter for those of you who don't know) with Wolf3D and the DOOM series. Quake was a breakthrough in 3D Gaming, and Unreal was supposed to be a Quake Killer, not a Quake II Killer as it now is (due to loads of delays). But don't get me wrong: I bought Unreal the day it hit the shelf (and was probably one of the first in SA to do so), only to be disappointed: it didn't run acceptably on my system (Pentium 200 MMX, 4 Gb HDD, 128 Mb RAM at that time) only to be disappointed more when it didn't run well on my new system (Same + a Creative Labs Voodoo2 12 MB), whereas Quake II ran well (and excellent) on both.
Leon, Quake (II) was and still is the king of deathmatch, so have a cow. Your computers at school probably suck.
And concerning Duke3D? I think his mouth is bigger than (edited out).
To my fellow Quakers out there: stand up for your Quaking rights, and don't let some stupid dumb $#& duker mess with you! Let us start the first gaming community in SA: The Quake Community.
And remember to support the Quake II engine by buying games like SiN, Half-Life and Daikatana!

Thanks NAG for your time, and thank you, fellow gamer, for reading.
Game on!

WilGro
Web Entry

Hi WilGro
I clearly see you have the entire games market at heart .
Admirable thoughts and opinions make the Quake community a tough opponent for any other game community. May your Quake crown reign for many more years.
Ed

Greetings NAG
Thank you for a cool magazine. I really enjoy reading NAG every month, and my wallet enjoys buying it. Your reviews are good, with detailed ratings. I like your Bits & Bytes section, with up to date South African gaming news. I too would like to see S.A. catching up in the games industry of the world, and your mag is a step forward. I don't have any complaints at the moment, because your mag is still "young" and will improve every month. Hey mag and all the gamers out there in S.A. we can "gamerize" South Africa and invite South African gaming into our homes. Like they say "LOCAL IS LEKKER"
Keep on gaming!

Gerhard Maree
Elsburg

Hi Gerhard
'Local is Lekker rulez'
Ed

Act 3- Crash Proof, Not!!

Timeline - 1980 - 1984

Will Granzier A.K.A AtariBaby Flies the time machine into the era of make or break in the gaming industry. Could Atari shake off the competition or not?

In the last issue we left Intellivision clutching at straws and Atari trying to polish their tarnished empire, but the worst was still to come. It was time for a shift in technology. A shift that would probably be one of the major reasons why the entire industry came crashing down in 1984 with very few survivors.

But to get the entire picture we have to backtrack somewhat to the UK during early 1980, where a small company making pocket calculators started producing what was probably the worlds first home computer system. Spearheaded by Sir Clive Sinclair the Sinclair ZX 80 was by no means the greatest games machine at the time but it was a revelation in the industry. It had a fully-fledged flatface keyboard, 5k of memory and could perform basic math calculations. Soon after wards the ZX 81 was released in 1981. A bit more powerful but still no major competition for Atari or any other console system on the market. In New York, USA though a typewriter mogul Jack Tramiel, had similar ideas. CBM or Commodore Business Machines (formed by Tramiel in 1962) released the Vic 20 in 1981. It was the start of the home computer era, in many ways spurred on by Motorola, who supplied most of the technology.

By 1984 Sinclair went on to replace the ZX series with the famous Spectrum and Commodore unleashed the C64. (We will reveal the rise and fall of Commodore in detail in a future issue) All this drove a stake deep into the videogame industries heart and consumers got turned onto home computers and turned off video game systems. Consumers just stopped buying video games, and I'm not talking about a slow process here, it almost happened overnight. Suddenly people started saying, " why spend $150 on a videogame when I can spend $200 on a home computer, play games on it, do the budget and the kids can learn on it ".

By now Sinclair went on to replace the ZX series with the famous Spectrum and Commodore unleashed the C64.

However we cannot blame the entire videogame crash on Mr. Sinclair and Tramiel. By late 1983 every company in existence decided that they can make money in the videogame market. One of them was the Connecticut Leather Company, Coleco for short. Making everything from garden furniture to portapools wasn't enough and they launched the Coleco home arcade with some really good titles, but had to compete with Intellivision`s M-Network (Intellivision software developer), who was approached by Kool Aid to produce the Kool Aid Man for both the Intellivision and the Atari 2600. The idea was that the game would be a promotional premium to sell the product. Chuck Wagon dog food contracted Spectravideo to produce Chase the Chuckwagon once again the game was offered as a premium. These are just 3 examples of how non-electronic related companies were trying to get in on the act.

The do it yourself kit of the 1980's, complete with manuals.

It was quite obvious that the companies designed these games with quality and playability being last on the list. The thought being, people will buy it simply because its a videogame.

Big mistake they didn't and eventually nobody wanted to buy the trashy titles that flooded the market.

The other problem was that the companies who didn't get in on the act by developing trashy games as sales gimmicks, went on to release their own video game consoles. Most of them looked identical, with little variation of all the games. Telefunken teamed up with Chinese toymaker V-Tec to release the Creativision, a blatant rip-off of the Intellivision. Even the games were blatant rip-off`s, not only of Intellivision`s top sellers, but horrid remakes of the old arcade classics.

Namco's Rally X became "Auto Chase", Pacman was degraded to "Chicken Run" and even Donkey Kong was reworked to be called "Police Jump". Well it might have been a good idea at the time, but with every Tom, Dick and Harry doing just the same thing while still allowing private development of software things became just too much. Just before the big crash in 1984 there were over 34 different systems for sale in the USA alone. With such a vast amount of machines for sale the market became flooded. Which in return meant fewer sales. Each company ended up with such a small share of the gaming market that the profits plummeted and shareholders weren't willing to plough more money into software development, which in return meant that certain consoles lost appeal, and eventually went off the market. Some within 6 months of release.

One point in case happened right here in South Africa, with the Telefunken - Creativision. It was released in June 1981 and was taken off the shelves, or should I say called back by Telefunken by January 82.

After all the dust had settled, Atari and their few remaining competitors had to find new ways of bringing in the dosh. Intellivision made a last ditch attempt at survival and launched their own version of a makeshift computer module, called the Aquarius. No prizes for guessing that it flopped horribly, knocking the last nail into the giants coffin!

Atari pushed their limits and came up with their 8-bit line up of computers. The Atari 400 was the first to see the light and competed very favourably with the Spectrum and the C64, however!!!!! Not willing to relinquish their long lasting strong hold on the videogames market, they released the Atari 600 XL. A machine that offered more than the 400 and could play the entire spectrum of VCS 2600, 5200 and 7200 cartridge games. Very nifty in design and looking very much like a C64, the 600 XL became a big seller in the USA and in South Africa. But the Commodore 64 was the big pooch on the Home computer turf, and soon Atari had to come up with something new to impress and sell.

The home computer made a distinct path for it self and it was quite clear that it put the videogame console in the back of the selling line.

The console seemed to be doomed forever!! Or was it....

In the next issue we see a new sun rising in the East and get introduced to Mario and Atari reveals the first 16bit games engine!

Until next time I will be loading up my C64 then.... Loading error, what do you mean Loading error, %$#&^%* tape drive!!!!

AtariBaby

CARMAGEDDON II
CARPOCALYPSE NOW
DRIVE SAFELY
Spineless maniacs revenge !
Δ 40 New cars - improved physics (7 redesigned favourites) with opening doors & bending bodyworks
Δ 30 New tracks + 10 mission levels
Δ 10 All new smashable environments
Δ Over 150 pedestrian types. - power ups include : groovin', drunk, helium and more !
Δ Loads of new weapons & power ups - mines, spiked ball & chain, repulsificator etc!
Δ 8 different in-game action tracking cameras for saveable action replays for internet posting
Microsoft direct 3d as standard. Supports 3d fx , voodoo 1 & 2 and other graphics cards to be announced
Coming Nov. '98
Multimedia WAREHOUSE
www.mmw.co.za
STAINLESS
SCi
• JHB: Tel (011) 315 1000 Fax (011) 315 1110 • CAPE TOWN: Tel (021) 531 7810 Fax (021) 531 7813 • DURBAN: Tel (031) 579 3300 Fax (031) 579 2288

The Demo Scene

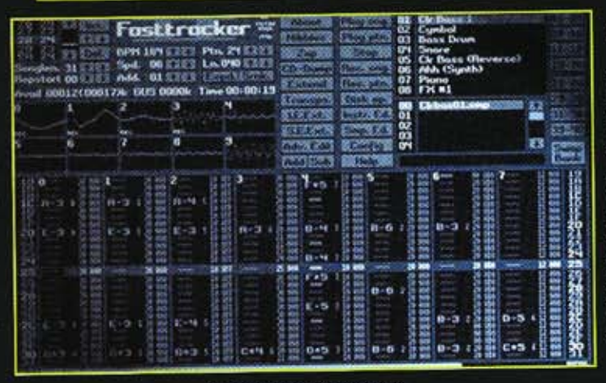
FASTTRACKING ACROSS THE UNIVERSE

MOD'S 'R US

PAUL FURBER PREACHES THE DEMO GOSPEL... – PART 5

Demos aren't just about the eye-popping graphics that swirl around the screen. A key element is the soundtrack. In this month's demo column, maverick discusses just what kind of music demos use and how to get started making your own music on the PC.

You've downloaded demos, seen them running, and now, thanks to the first columns in this series, you've maybe started playing around a bit with your own graphics routines. But unless, you don't own a soundcard, then you'll also have noticed that demos come with their own unique brand of soundtracks. Some are cool, some are awful, and some will prompt you to rip the music data out and listen to the music on its own merit. But just what is this data?



Fasttracker struts its stuff

MODs and other strange beasts...

Demos make use of music tracks in several popular formats. Most of the formats - MOD, S3M, XM, and IT - are incompatible with each other but one thing that they all have in common is that they are "tracked" in programs known as, surprisingly, trackers. Unlike MIDI music, which provides a musician with staves and fixed instruments with which to choose from for composing, tracked music makes use of "tracks" for the notes and recorded samples of sounds for the instruments. The two coders who should be credited for inventing the system are a couple of freaks from the European Amiga demo scene called Mahoney and Kactus. Their legacy lives on in the file header of a MOD (the format they came up with) in the form of an M.K signature. Open a MOD file with a text or hex editor and see for yourself.

The way it works is not entirely unlike a spreadsheet. Reading from left to right across the columns are your tracks - anything from one to sixty-four of them (some trackers even support more) and reading down the rows are the notes in order of play. How fast the music plays depends on the speed and beats per minute setting. Samples and sample playback can be very finely controlled with today's trackers. Grab one off the Net and see how easy it is to start making your own music. Also you'll find excellent tutorials on the art of tracked music contained in the documentation for most of these programs. The two main programs are Fasttracker and Impulse Tracker. Half the musicians in the world swear by one and the other half by the other. In truth, both are incredibly sophisticated pieces of software, which could put a few commercial mixing programs to shame. As usual, the place to go www.hornet.org.

One of the best ways of learning is to see how the masters do it. As Picasso once said "good artists copy, great artists steal." He could get away with saying something like that as he was - and is - inimitable, but you could also benefit from the greats of tracked music. This list is of course contains personal favourites but it's not too far off an all-time greats list: Basehead, Necros, Wave, Purple Motion, Skaven, Dune, Mellow-D, Yannis, Chris Jarvis and Ryan Cramer. Don't flame me if I left your own fav musician out please.

The Great Music Competition 6 - you just missed this year's one but check in once a year and compete against trackers from around the world!

Six months later...

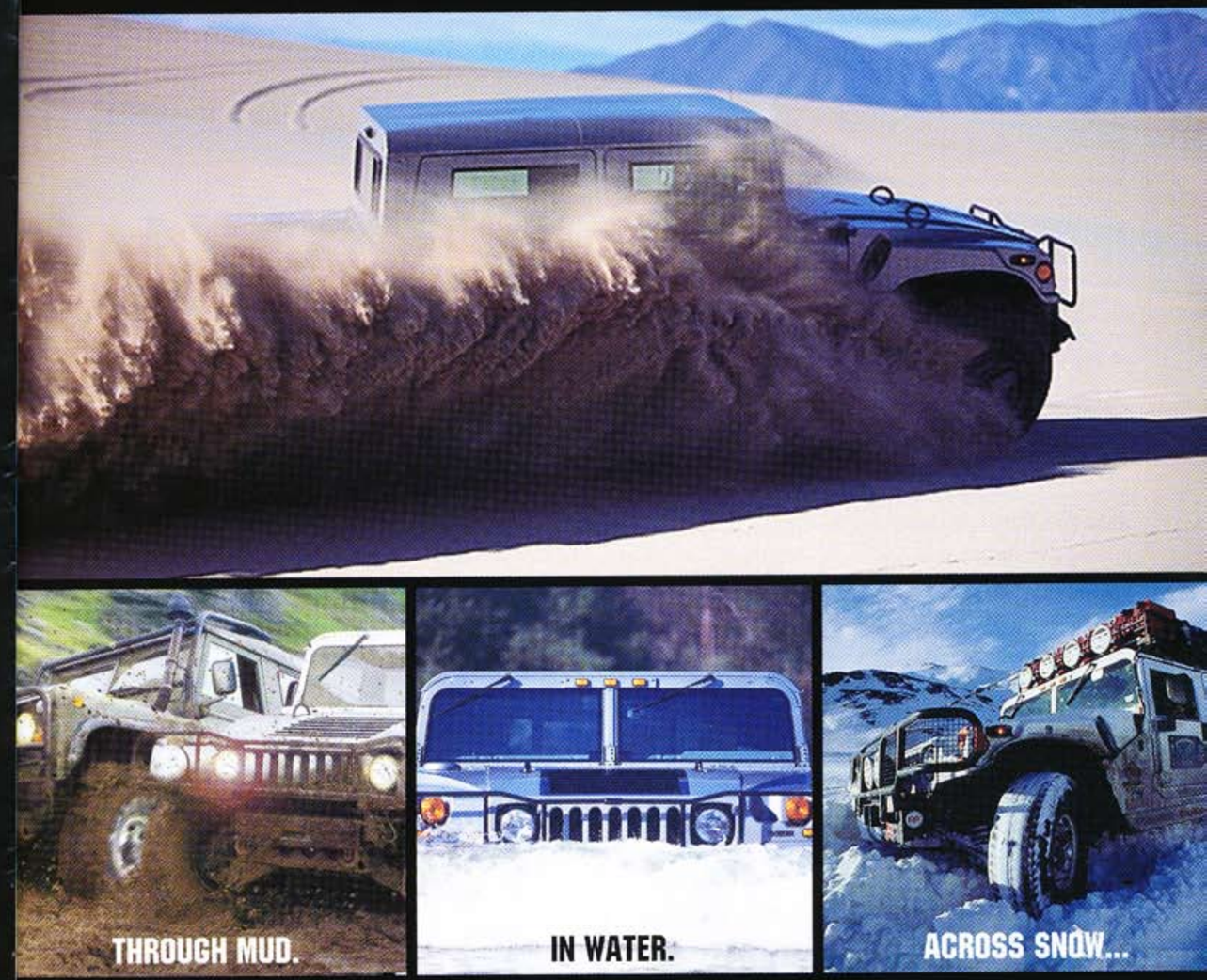
..you've got the hang of this tracking thing. You've bothered to learn some music theory if you didn't already know any, and you've released nothing onto the Net yet because it isn't good enough. Well done. Now you have a song which is begging to accompany the next demo your group (or you) is writing. How to integrated the two?

The answer is: it's a lot easier than it used to be. The essential toolkit for any demo is a sound-playing library. There are some excellent ones out now which will work under DOS, Windows and Linux so they won't restrict your platform. Most are APIs which are self-explanatory, others provide the full source code for you to dig around in and play. If you want to write your own player then go for it. A word of warning though - it is non-trivial. Prepare for at least three months of hard work until it works perfectly. I speak from personal experience. If anyone wants to see how I did it, you're welcome to mail me at maverick@is.co.za and I'll send along a copy of the source. It's a bit broken in places, but I used the code in a demo of ours which came a close second in last years Optimise competition and it held up.

Next time, I'll be picking the brains of some local artistic boffins for some hints on creating those amazing hand-drawn graphics.

MOD's away - Maverick

THE FASTEST CARS ON EARTH.



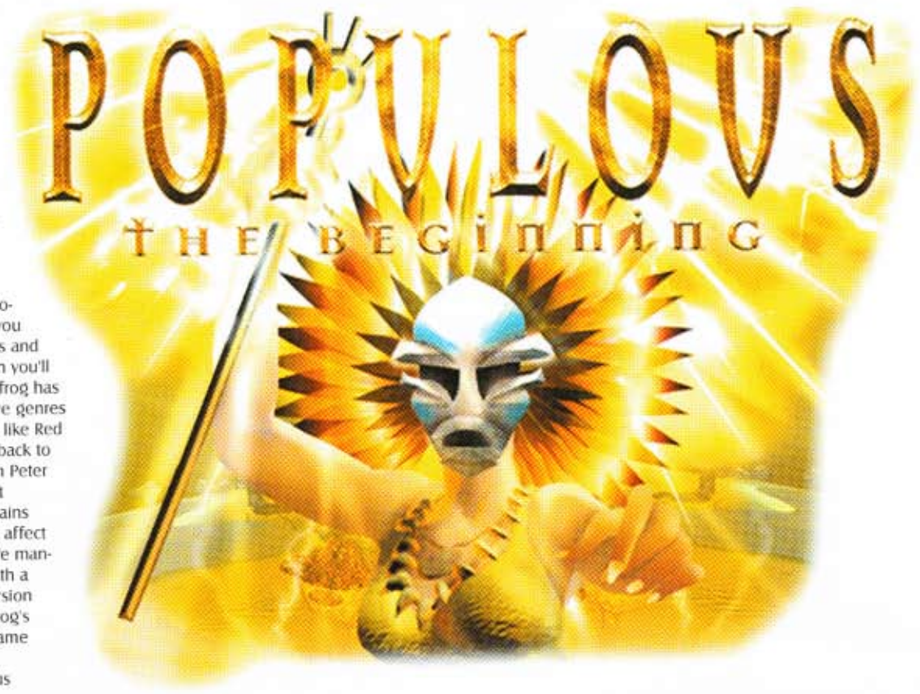
OFF ROAD RACING, OFF ROAD RULES.

PlayStation PC CD

ELECTRONIC ARTS Africa

www.accolade.com ACCOLADE

Distributed by Electronic Arts Africa. For more information call: Johannesburg (011) 803-1212, Cape Town (021) 531-1130, Durban (031) 303-4084, or write to Electronic Arts Africa, PO Box 3180, Rivonia, 2128, South Africa. http://www.ea.co.za Test Drive 4x4 is a trademark of Accolade, Inc. ©1998 Accolade, Inc. Developed by Accolade, Inc. Hummer® and the vehicle's grille design are the registered trademarks of AM General Corporation. © 1998 AM General Corp. The Land Rover name and logo are trademarks of Rover Group Limited used under licence. © Pixel Group Limited 1998. All other trademarks and tradenames are the properties of their respective owners and are used under licence. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved. PlayStation and are trademarks of Sony Computer Entertainment Inc. All rights reserved.



Warts from frogs and addiction from bullfrogs

Bullfrog is responsible for most of the best games to ever grace any platform. Contemporary classics such as the unforgettable Dungeon Keeper, the hilariously sickening Theme Hospital and older games like Populous, Syndicate Wars and the Magic Carpet Series have changed the way many people think about games. If you take a few steps backwards and look at the big picture then you'll probably discover that Bullfrog has originated many of the core genres around today. Even games like Red Alert can trace their roots back to the original Populous. With Peter Molyneux having since left Bullfrog, the question remains whether his departure will affect future Bullfrog releases. We managed to secure a scoop with a beta version of Bullfrog's latest game in the Populous

PC CD-ROM

Strategy

Developer: Bullfrog

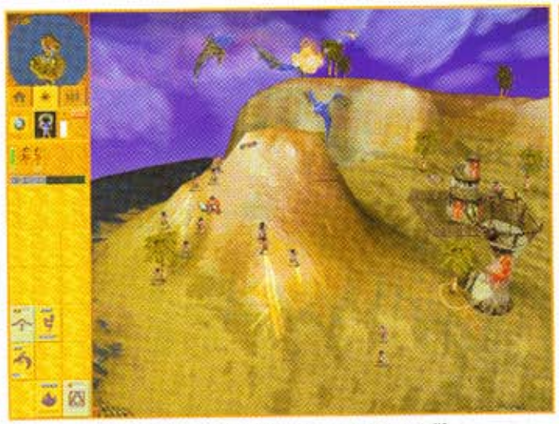
Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 803-1212

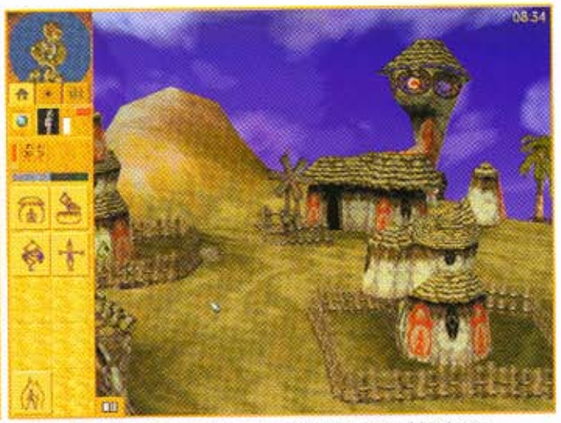
RRP: R299.00

International Site
www.bullfrog.ea.com

The Greeks really do know how to tell a good story. Greek Mythology is rich in detail and lavish in description. How great it must have been to be a God, live on Olympus and smite townsfolk. It's a pity then that owning an ant farm is probably as close as any of you might have come to actually being a God. Life moves along with little concern over your affairs and being an insignificant speck in the big scheme of things is an important role for humans. So, when given a chance to play God who wouldn't leap in with both unclean divine feet. - **RedTide**



This is what happens when you swear on your life.



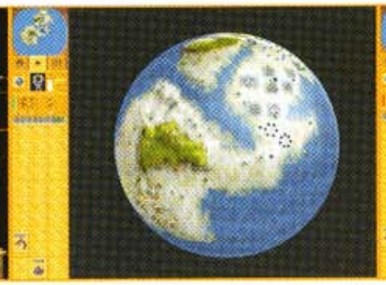
Another action packed screenshot on the highest level zoom.

Where do you want to go today?

The playing field in Populous - The Beginning can be viewed in a number of different ways. Bear in mind that you can rotate the game world along any axis and then zoom in on a particular area.

Really far away

The world selection view, totally useless for anything other than seeing where you'll be battling next. Attempting to cast spells from this view will anger the Gods.



Much closer now

From this view you can quickly rotate the world to see what is going on just over the horizon. At a glance you can see the buildings are and where all your people are hiding.

Hey, it's Red Alert

This view reminds one of the many real time strategy games out there. The next view down is even closer but the angle of the camera changes so you end up looking directly at the topography of the land.

series, and can safely say that there is still a huge amount of talent left at Bullfrog.

About eight years ago Peter Molyneux and Les Edgar created a game that allowed you to play God, then there was a sequel and now the third coming has arrived. The original game, Populous was a huge success across a multitude of different platforms. Populous 2 was an improvement on basically everything but didn't really offer anything revolutionary. This third title offers basically a different game altogether in look and feel. So get ready to sacrifice your time and life once again, get down on your knees and worship the mighty Bullfrog.

Populous: The Beginning is all about control. It's a God game, where you get to control the lives of a small tribe of people. Mana is an ethereal force, which is created by your loyal followers. The better these people feel the more mana they generate. The more mana you have the more powerful you become, so it pays to go easy with the whip of malevolence and rather favour the smile of benevolence when it comes to taking care of your tribe. Just remember you'll be able to indulge in the odd smiting once you get near your enemies. In the previous games you could cast fiery death down upon your foes from basically anywhere you could see in the game world. This latest version sees a slight strategic change. You are given a shaman to control and it is through her that you can channel your powers. The downside to this arrangement is having to get your precious shaman close enough to the enemies to cast your spells, which all have different distance restrictions.

So it's not a platform game then?

The action takes place in a unique environment not seen since the Magic Carpet games. The world you play on is literally a 3D globe that can be rotated along any axis. There are four levels that you can zoom in on from an outer space view to right up close to the action. One of the views is similar to that of Total Annihilation so if you prefer playing like this then you can. This interface seems a little odd initially but about half way into your first game it becomes quick, intuitive and basically makes you wonder why nobody else has thought of this before - it's almost tailor made for real-time strategy games. You move the game world around with your cursor keys rotating from left to right or scrolling up and down. The mouse also moves the world around and is used for selecting your people and getting them to perform tasks. A typical game starts with you on one side of the game world and the opposing tribe or tribes on the other. The idea is to get your people building huts, procreating and worshipping. The more huts you have the more people are created and the more mana is generated. From the beta version everything moves along at a respectable pace which is quite amazing considering the sheer size of the playing area. Once you start creating more people you'll need to get a few of them trained as warriors. When you have enough warriors you can then instruct them to attack the enemy people and buildings.

Simple enough but you'll need to bring your shaman along with you to give a helping hand by way of using spells to make the attacks more effective. It sounds simple enough but adding to the strategic appeal of the game you'll need to use a few subversive tactics before rushing in. To add to the confusion there are preachers who will convert your warriors to their other side, so you'll need a sharp wit about you to keep track of everything that is going on.

Toil and boil

Spells and special abilities are acquired through a number of different methods. Worshipping totem poles or Easter Island like stone heads will grant you additional powers. Similarly you can also steal the enemies powers by worshipping their vault of knowledge. Once a spell is acquired it can be used against the enemy tribe. Some spells have limited use and others are recharged by mana. A very careful balancing act is needed to stay on top. Some of the spells from the older Populous games return and have all been give a nineties makeover. Old favourites such as lightning and volcano return and there are also a few new ones like converting wild men into followers and a hypnotising spell that converts enemy warriors over to your side for a short period of time.

The beta version of Populous The Beginning is simply one of the most addictive strategic experiences so far this year. When other games go on about strategy you often end up building hundreds of tanks and rush the enemy base. This kind of tactic will end in tears with Populous. The Shaman really needs to be everywhere at the same time and it is a tricky job to make sure all your bases are covered. This title is going to run away with all the awards for doing what Bullfrog does best, making games that people love.

RedTide

Where is Peter Molyneux now?

After leaving Bullfrog Peter Molyneux founded a new development house called LionHead Studios. News of game releases is scarce at this time but Peter has told the press that he is currently working on the coolest game ever. This is a strong statement from the man who gave us the original Populous. It is with some keen interest that the gaming community waits for the next big event from the founder of Bullfrog.

Distributed by Electronic Arts Africa. For more information call: Johannesburg (011) 803-1212, Cape Town (021) 511-1130, Durban (031) 303-4684, or write to Electronic Arts Africa, PO Box 3180, Ravonia, 2128, South Africa. http://www.ea.co.za © 1998 Electronic Arts. Knockout Kings, EA SPORTS, the EA SPORTS logo and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. PlayStation and PS are registered trademarks of Sony Computer Entertainment Inc. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are the property of their respective owners.

EAT LEATHER

www.easports.com

ELECTRONIC ARTS Africa

If it's in the game, it's in the game.

Preview Under Construction

Way back in 1989 Sierra brought out the first game to have elements of the adventure genre and RPG genre named 'Hero's Quest'. Since then the game has adopted the name of 'Quest for Glory' and has had 3 sequels. The sequels had at most a 2-year span between them, and the last one, 'Quest for Glory IV: Shadows of Darkness' was released in 1993. All of a sudden it seemed that the game died and no additional sequels would ever see the light of day. Surprisingly the game had such a following that fans started e-mailing Sierra for a sequel, and thus was born 'Quest for Glory V: Dragon Fire'. - DarkSkies

In the sequel the ever-popular graduate of the Famous Adventurer's Correspondence School for Heroes returns to once more take on the role of ardent adventurer and to stop evil in its tracks. This time you travel all the way to Silmaria to find the King's assassin. The only way to accomplish this is to enter yourself into the Rites of Rulership, a competition to choose a new King. You might even end up being the King if you can keep yourself out of harms way long enough. Along the way you will meet up with old friends from past games and make new ones to help you in your quest. Some of the old characters include Rakeesh, Elsa von Spielburg and of course the slightly eccentric wizard Erasmus together with his sidekick Fenris.

PC CD-ROM

As with the past QfG sequels you have the opportunity to import your character from previous games. Now if I could only FIND my old character (It's been a while OK!). Sadly there are no new character classes, only the usual classes are in place, namely a mysterious wizard, a brave fighter, and a sneaky thief. Magicians use magic to progress through the game while the fighter uses force, and the thief has to rely on his guile to overcome puzzles and obstacles. As can be seen each character relies on different approach methods and this is where the re-playability factor lies in the QfG series. To fully explore the whole game you need to play as all three-character classes.

The most notable addition to QfG 5 is the multiplayer mode. Up to four characters can quest together through the game. This is quite a change from the usual deathmatch style play in games and similar to the features that Baldur's Gate is promising, although not as extensive. In multiplayer games there are a few new additions to the characters, namely Elsa and Magnum. Whether there will be more only Sierra can tell, but I certainly hope they include one or two more characters to give gamers an even wider variety to choose from. Another female character would certainly be a bonus.

Adventure
Developer: Yosimite Enter.
Publisher: Sierra Software
Supplier: Datatec Crew Tel: (011) 233-1111
RRP: R329.00
International Site www.qg5.com (demo release 1999)

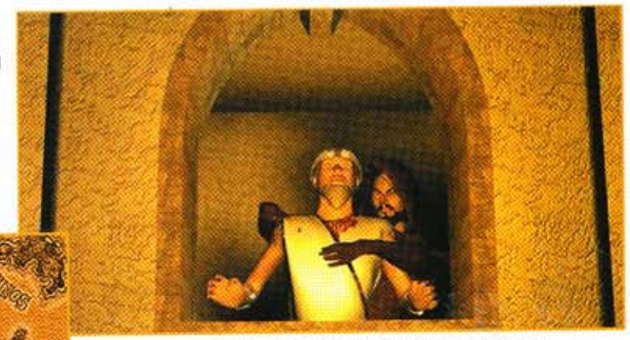
It's must be some kind of potion that keeps our hero young and healthly, especially after five games in the series.

Wee, weee. This bed bouncing thing is fun.

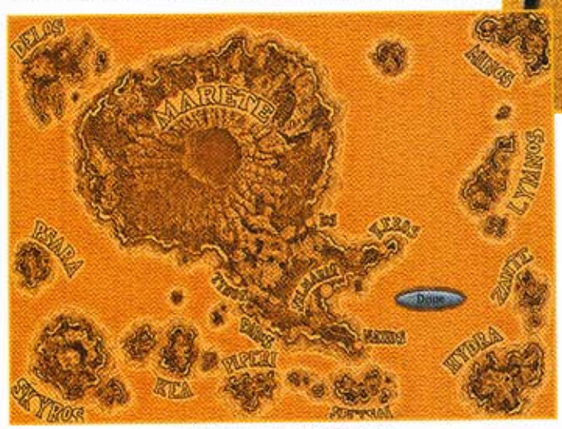
Quest for Glory 5
Dragon Fire (cont)

Preview Under Construction

A host of advancements and features have been added to enhance the experience of questing your way through Silmaria. At the top of the list is the new graphics engine, which uses real time 3D characters and pre-rendered panoramic backdrops. Sierra's development team opted for a software rendering engine rather than the accelerated engines that are popular nowadays. To say that the graphics are good would be an understatement. The software engine maintains the 2D feel of the sequel and I think Sierra made a good decision with regards to this. I have always enjoyed adventure games with an animated feeling more than 3D accelerated games, or games with video footage in it. Most gamers agree with me on this point and I hope that Sierra take note and continue with their excellent work. The new engine also incorporates real time dynamic lighting as well as particle effects. What does this mean for gamers? Exceptionally cool special effects. From what I saw from the beta, the graphics aren't exactly revolutionary, but the way it reminds you of past QfG games, while still reeking with new concepts is what caught my attention.



An ancient columbian necktie thoroughly displayed.



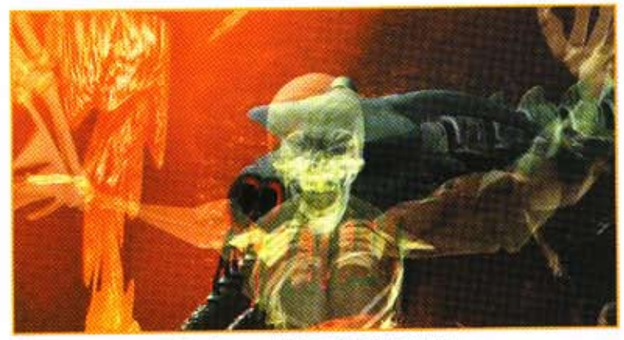
The overhead map of Silmaria

In the sound department Sierra went all out and is still improving in game sound. Characters converse using speech and there were 50+ people offering their time up to record the massive 10 ½ hour speech in the game. The composers also did an excellent job with the music, which fits the visuals in QfG 5 well, adding to the feeling of being in a land full of magic and mystery. There are even plans to ship the music as an audio disk in the collector's boxes when the product is finally finished.

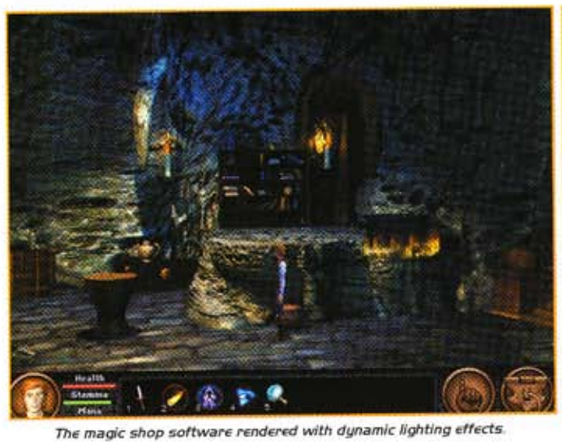
QfG 5 should be available this Christmas season, and if not, early next year. It is currently undergoing rigorous beta testing to find the bugs still remaining and they tweaking the engine and sound for optimal performance. Don't take these dates as set in stone though, the official release date is still "When it's done".

The beta product we received was near completion and gave a fair indication as to the different facets of QfG 5. The only features where major changes might still be made is the multiplayer. From my experience with the beta I would say that Sierra has a winner in QfG 5 and all adventure fans can look forward to an adventure to remember when it finally hits the stores. In the end a true evaluation can only be given from a final boxed product so keep an eye out for the full review in a future issue of NAG.

DarkSkies



The dragon skeleton of the intro movie.



The magic shop software rendered with dynamic lighting effects.

The inventory system with all the new spells.

Preview Under Construction

Cricket Simulation

Developer: Codemasters

Publisher: Codemasters

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

RRP: R399.00

International Site
www.playstation-europe.com

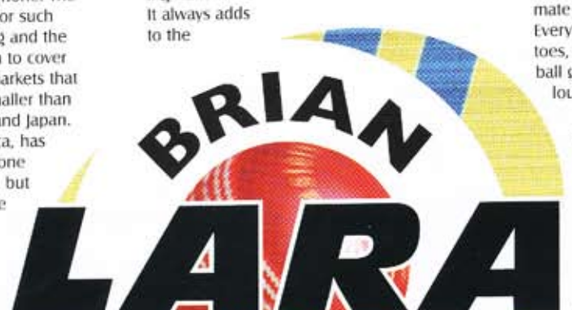
As we build up to one of the best years in sport 1999, we are all too familiar with the gaming industry obsession with sporting World Cups. The PlayStation developers however dislike one particular sport more than most because we are yet to see a title developed especially for it, Cricket. But the silky cover drive, powered smashed six and the diving run outs are finally going to make an appearance on the PSX, compliments of the talented team at Codemasters. - Storm

No PlayStation owner has the right to boast about any cricket simulation game, because there were none. The only excuse I can think of for such negligence is the lack of funding and the worry of not selling well enough to cover costs (these millionaires). The markets that cricket titles are aimed at are smaller than the mass millions of the States and Japan. One surprise market, South Africa, has shown tremendous support for one particular cricket title, Cricket 97, but it failed to make its way onto the PlayStation.

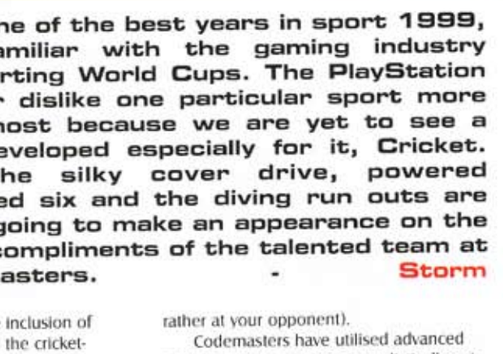
Finally after months of watching the boys over in Pakistan and the news of the imminent release of Brian Lara Cricket 98, I happened to get my protective gloves on 'the cricket sim' for the PSX.

I hope that everybody hasn't forgotten their ball boxes, because this title is heading for a knockout victory. Endorsed by the 'Hall of Famer' Brian Lara and developed by the successful English based Developers Codemasters, it has gaming history written all over it.

From the preview copy I received it is easy to see the mass improvement and giant steps forward that this cricket sim offers over its previous outing on the Sega Mega Drive. True cricket precision is the key to the graphics with 46 thoroughly detailed stadia of all the world famous cricketing grounds, including all of South Africa's (Wanderers, Newlands etc.) One of my favourite surprises was the inclusion of 460 International players of all the cricketing nations in the world. It always adds to the realism of the game you are playing if you have your home nations gladiators battling it out instead a few similarly named prop heads. The catalogue of stats on each player is taken from actual data and Codemasters boasts a fully implemented AI system that takes full use of these stats to create realistic and challenging computer opponents.



The heart pounding reverse camera view.


I was a regular victim to the Waqar middle wicket syndrome.

You have a full range of options available to you with everything I could possibly think of included. You can play everything from a short 10 over slogfest to a full 5-day test (all whites included). If you wish to don the coloured outfits of the exciting one-day World Cup then be prepared to have Alan Donald's war painted face screaming down at you (or rather at your opponent).

Codemasters have utilised advanced motion capture routines to realistically animate characters in all aspects of the game. Everything from the bouncer hook of the toes, the hard running single or the wide ball graciously left alone, all are meticulously rendered for maximum immersion.

Now what would cricket be without the PANIEYE (for those people half-asleep it's the slow motion replay for the third umpire)? The heart-pounding action of a close runout is always an attraction to the TV viewer, and now it's a heart-pounding feature of BLC99. Slow-motion replays and the dreaded red lights are just a small part of the full package that Codemasters claim will deliver unmatchable realism and from what I can see they are on track.

Codemasters have added the commentary of South Africa's favourite cricket commentator Jeff Boycott (that's debatable :Ed) and the totally serious Jonathan Agnew, as well as local crowd scenarios.

There is so much to talk about in BLC99 but I will have to reserve that for my 12 page review (I hope that's your own mag :Ed) but as far as impressions go, I am ecstatic. Not only because we are lacking a cricket title but also because the advancements are clear to be seen. This title has far-reaching implications on average peoples social especially if you are a fan of the game of cricket.

Storm

RAILROAD TYCOON II
Educational strategy game with a difference
Tunnel vision ?
A one track mind ?
Trainhead !
Taking you from New York to South Africa
It can take you from 1804 to the year 2000.
It will take you from a normal, well adjusted person
to an obsessed, single-minded, one-track trainhead.
• 18 scenario campaign lets you recreate history's greatest railroad feats and failures.
• Sandbox mode for non-competitive play.
• Sophisticated stock market with margin buying, short selling and hostile takeovers.
• Compete with the best players around the world with LAN and Internet play.
• Integrated map editors let you build your own worlds.
• A.I. opponents are based on historical industry barons (Vanderbilt, Gloud, Drew, Stephenson, etc.).
• All maps are real (based on satellite photography from the U.S. Geological Survey and other sources).
• An educational strategy game that's truly exciting.
34 Different cargoes and 59 engines from around the world
1024 x 768 graphics in 16 bit colour. Up to 300 000 polygons on the screen at once
GameCity
Visit South Africa's No. 1 games site at http://www.gamecity.co.za
PopTop Software
Multimedia Warehouse
JHB: Tel (011) 315 1000 CAPE TOWN: Tel: (021) 531 7810 DURBAN: Tel (031) 579 3300 For more info visit our website: www.mmw.co.za

REVIEWS UNDER FIRE

Yet another first person shooter to enter the market, as if there aren't enough already. That is how I felt when Sin arrived for review. After playing it for about 2 hours my opinion started to change..... - DarkSkies

PC CD-ROM

You play the role of John Blade, a Colonel in a security organisation known as Hardcorps. John is your everyday stereotypical cop who drinks too much, swears too often, and has a craving for killing bad guys. Even with all his bad points John is still one of the best in the business and can sense when things are about to happen, and he senses that a heap of trouble is heading his way.

At his side, or should I say sitting safely at Hardcorps HQ is his trusty smart ass hacking sidekick, JC, who takes care of all the electronic security found on the various sites that Blade visits. Ahhh yes, then there is the billionaire women, Elexis Sinclair who Blade has a crush on, well at least until he finds out she is behind everything. This and more are explained in the informative journal of John Blade, which spans 17 pages of the manual.

An impressive story considering that most First Person Shooters tend to lack a decent story and mainly focuses on the killing aspect. Not only is the pre-game story interesting but the game immerses the player totally into the world of Freeport and continues to develop the storyline throughout using in game cut scenes that make use of the engine, rather than using pre-rendered animations.

The biggest difference between Sin and any other FPS game that I have played so far is the satisfactory interaction with your environment. Although you have to find key cards and push buttons, these objectives have a well-understood purpose and is completely integrated into the story. An example of this would be when you need to find a security card to gain access into deeper levels of areas John breaks into. You will need to locate a civilian worker with the appropriate card and then extinguish their existence with few well-placed rounds before they can alert security. In some cases you can even strike up conversation with civilians who will provide assistance. There are other new features in the environment as well in the form of computer terminals and security camera monitoring stations from where you can view different sections of the level you are on - just the way it was in Duke Nukem 3D.

You can even drive around in vehicles such as off road motorbikes and forklifts to name a few. In Sin every levels has well defined objectives so players won't have to run around to figure out what to do next. This makes the gameplay flow from level to level and keeps your interest since you know what to do each time. There are usually primary and secondary objectives to accomplish with the primary being absolutely necessary to finish the mission and secondary objectives being bonuses, although some can have a direct impact on the storyline.

Adventure

Min Required	Recommended
Pentuim 166 MMX 32 MB RAM 4 X CDrom 2Mb PCI Graphic Card 50 Mg Hard Drive DX6 Compatible Sound Win 95/98 (DirectX 6)	Pentuim 233 MMX 64 MB RAM 8 X CDrom DX6 Compatible Sound 600 Mg Hard Drive 3D Accelerator (3Dfx etc) Win 95/98 (DirectX 5)

Developer: RAVEN Software

Publisher: Activision

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

RRP: R 299.00

International Web Site
www.activision.com
Local Demo Download
www.gamesdomain.is.co.za (30 Mg)

As everyone probably knows, Sin is based on the Quake 2 engine from id Software. Raven Entertainment then modified the engine and turned it into an excellent engine on steroids. Graphically Sin reminds me of Duke Nukem 3D with its bright colours and expert level design. All the levels strive for realism and feature objects and imagery you would expect to find in the real life versions of the installations portrayed. Unlike most First Person Shooters of the past you very rarely come across areas that seem claustrophobic and there is a good variety of indoor and outdoor levels to enjoy. As with most products these days, Sin has its fair share of bugs. The levels takes to long to load, with most levels taking between one to three minutes. This disrupts the mood of gameplay and has you twiddling your fingers as the interest in the story dissipates. Another loading problems is found on certain levels, which load twice before allowing you to continue. There are also some clipping issues in Sin, for example when an enemy stands behind a door you can see his weapon appear as he moves on the other side. Hopefully the patch should be available by the time you read this to alleviate these problems.

The most notable area where the engine has been modified is in the damage department. Characters are divided into damage areas, it seems that there is a head, upper body and lower body damage area. Obviously characters take the most damage when shot in the head and less the lower you go down. A humorous side effect to the lower leg damage is shown by the character jumping on one leg for a short while.

SIN

(cont)

'Hey we are South African. I see that everyday.'

On the weapons side Raven went for the realistic feeling with weapons that aren't too alien. Most of the weapons are of your basic bullet variety with guns such as the Assault Rifle, Chaingun and Sniper Rifle, which feature zoom capabilities. There are also more exotic weapons like the ever-favourite rocket launcher and the spider mine, which detonates when it detects motion nearby. Overall the weapons are well balanced for multiplayer and there should be no real favourites since each requires skill to use. An experienced Quaker will also note that you have to be extremely accurate in Sin to hit your target. This forces all the 'Thresh wannabes' to practise harder and get their aiming skills up to scratch.

Sin has excellent sound in place as well, it's a pity that the implementation is riddled with bugs. The most common bug can be heard when a sound stutters and keeps repeating over and over again, a definite annoyance. There are also reports that Sin has difficulties with PCI based Soundcards but since I am running on an ISA card I couldn't verify the problem.

What makes Sin's sound shine is the communication between characters using speech, rather than a text based message system. This makes a huge difference when playing the game since you don't have to move your eyes from where the action is just to see what he is saying. Besides the speech Sin creates immersive environments by producing ambient sound effects to suit the area. It's very easy to pinpoint where an enemy is just by listening to their chatter, but what makes it convincing is the way that the sound changes to reflect the environment.

My what a lovely pointy weapon. any particular purpose?

For all Deathmatch fans, despair not, it's alive and kicking in Sin with some fresh new ideas. What would a FPS be without some multiplayer action? With Sin having the Quake 2 engine, gamers can receive the least amount of lag for Internet games and fast responsive LAN performance. This is one area where the Quake 2 engine is still ahead of the pack while everybody else is struggling to catch up. A mention must be made about one of the DM levels in Sin, which is hilariously funny and named "Behind the bookcase". At first glance the level looks like any other but is in fact a study with a bookcase, couch, magazine and desk. So what's so strange and funny about that you ask? - The fact that the characters are the size of miniature action figures surrounded by huge oversized objects.

Another feature found in Sin is the Hardcorps HQ training facility. Here players can hone their skills to a fine art on the Skeet, Sniper and Environmental ranges. It will prove to be a valuable training tool for anyone that takes their killing seriously. Even in the training facility the competitive spirit is kept alive. Players have to log onto a computer terminal before starting. Should their scores be in the top 5 it will be logged and saved on the terminals. A great way for you and a friend to settle that argument about who is the most accurate.

Overall Sin can be viewed as one of the best FPS games this year, if they fix all the bugs. If it wasn't for the bugs Sin would have received a much higher score. The graphics might not be as visually appealing as Unreal but it gives you a more interactive environment and totally immerses you into the role of Colonel John Blade. This game is a definite must buy for any Quaker or fan of the First Person genre. With Christmas around the corner you have more things to worry about, explaining to your other half why you bought SIN instead of the angel for the Christmas tree.

DarkSkies

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Sin is one of the better games released in the FPS genre this year. It might not be as visually appealing or technologically advanced as Unreal but it comes up tops in single and multiplayer gameplay. It is a pity that the game suffers from so many bugs, hopefully they will have been patched by the time you read this.	79	76	83	80	80	76	79

INTERNET: www.activision.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
TCP/IP Internet TCP/IP LAN	Quake II Unreal	+ Expert Level Design + Engrossing Story + Training Facility	Long Load Times - Sound Bugs - Graphics / Engine Bugs -

Reviews Under Fire

When it comes to computer games, any trip taken down memory lane usually ends in despair - one look at those ancient graphics will have even the toughest player reaching for a brown paper bag. Ultimately it's better not to indulge in nostalgia but rather remember the 'classics' for what they were. Now, just imagine if you could find a game that plays like its forefathers but looks like its siblings.

- RedTide

V2000 is the long awaited sequel to the original game Virus, which is now over ten years old. David Braben, one of the original creators of the space trading game Elite, is the brains behind V2000. So great expectations are natural when probing a game with this sort of breeding and pedigree and most of the games released today draw much of their inspiration from this classic era.

Why me, again?

V2000 sees you controlling a highly manoeuvrable futuristic fighter craft with two modes of flight, namely hovercraft mode and full flight mode. One mode is slow but easier to fly and the other is a quick mover but tricky to control. It's you against the aliens again - apparently their home worlds are dying and they're looking for greener pastures. Huge meteors hammer your worlds spreading a nasty virus over the land. Anything that comes into contact with this virus becomes corrupt. Trees die, insects mutate and the ground turns a nasty shade of orange. Your job is to protect the bumbling villagers, eliminate the mutated bugs and finally destroy the hive, thereby revealing an opening into the next world. The action is fast and furious from the start and you'll have to be on your toes during the critical missions. Should you fail though and loose any level it will be turned into a dark world, a dismal place overrun with aliens and devoid of life. To gain another chance at playing the world you must destroy all traces of the enemy, if you can't succeed a second time then it's game over.

In most worlds besides protecting the villagers from mutant insects, these locals can also be recruited to work in your factory and producing new toys for you to play with. There are plenty of weapons and even extra ships (lives) available if you manage to find five special hidden trophies. Each world has two hidden and the others linked to how fast you can complete the level. This provides the hook in the game and the extra ships are certainly worth the effort required to get them. There are over 20 different types of weapons and specials to collect in the game. You will see anything from your basic chain gun right up to guided missiles and napalm bombs. There are also items that eradicate the virus and even a possession ray that allows you to control infected creatures.

The graphics are superb and will take advantage of any 3D acceleration you have. V2000 uses the slightly annoying technique of 'fogging' out the distance to save on processor power. It adds to the game by making things seems bleak and mysterious but also takes away by limiting the view of the world. The sound effects are different but don't blow you away - a nice touch are audio clues that act as a warmer/colder special item locator. A good phrase to describe the sound in V2000 is adequately atmospheric. There are a number of deathmatch maps and options as well but games like this play better in single player mode. The developers have included a few score levelling rules to the deathmatch game, which makes it fair for everyone.

Braben re-invents the Ant Farm on PC.

Steers like a pig

It takes some time to get to grips with the control system. A big minus is the inability to configure the keyboard - this seems absurd considering the amount of modifications you can make to the flight model. After about an hour of practise you do eventually get to grips with it but ultimately you never really feel in control. The other minor criticism that can be levelled at V2000 is lack of depth. The game is tremendous fun and with a plethora of hidden levels and secrets to be found it will take some time to complete. That said, the game just feels a little shallow but, like Incoming, it has a certain addictive quality to it. The game is tough enough to keep you playing for a long time and if you can live with the control system, this game dishes out the thrills in big quantities. It's classic retro gaming coupled with lovely graphics and special effects.

RedTide

3rd Person Shooter

Min Required	Recommended
Pentium 120 MHz 16 MB RAM 2 X CDrom 3D Accelerator (3Dfx etc.) 10 Mg Hard Drive Space 100% SoundBlaster Comp Win /95/98	Pentium 200 MMX 32 MB RAM 8 X CDrom 3D Accelerator (3Dfx etc.) 10 Mg Hard Drive Space Windows Comp. Sound Win /95/98

Developer: Grolier Interactive

Publisher: Grolier Interactive

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

RRP: R 279.00

International Web Site
www.v2000.grolier.co.uk

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Ring is an ambitious attempt at putting the Wagner opera "The Legend of the Niebelungen" into the form of a game. Unfortunately poor documentation and lack of interaction with characters make for a boring game. It is a fairly tedious adventure for the average adventure gamer but fans of Myst and Riven should enjoy it.	88	85	70	90	65	70	78

INTERACT: www.cryo-interactive.com

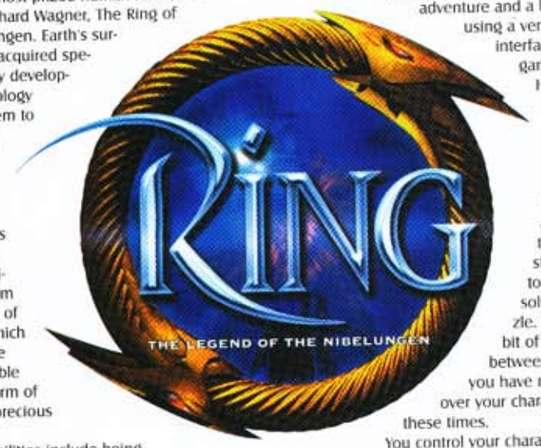
MULTIPLAYER	COMPARITIVES	PRO'S and CON'S
None	Myst Riven	+ Excellent Story + Striking Graphics + Good Sound - Poor Documentation - Boring Gameplay - Interface Could Be Better

Dark Vengeance
vengeance will be yours.
PC CD
TEEN T ESRB
Reality Bites
GT Interactive Software
Dark Vengeance ™ ©1998 Reality Bites, Inc. All Rights Reserved. Created by Reality Bites, Inc. Published and distributed by GT Interactive Software Corp. GT and the GT Games Logo are trademarks and the GT Logo is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective owners.
The channel retail live wire
DATATEC CREW connecting minds
www.datatec.co.za
JHB (011) 233 1111 - Cape Town (021) 418 4240 - Durban (031) 579 1974 - PE (041) 513 515

Reviews Under Fire

When it comes to computer games, any trip taken down memory lane usually ends in despair - one look at those ancient graphics will have even the toughest player reaching for a brown paper bag. Ultimately it's better not to indulge in nostalgia but rather remember the 'classics' for what they were. Now, just imagine if you could find a game that plays like its forefathers but looks like its siblings.

- RedTide



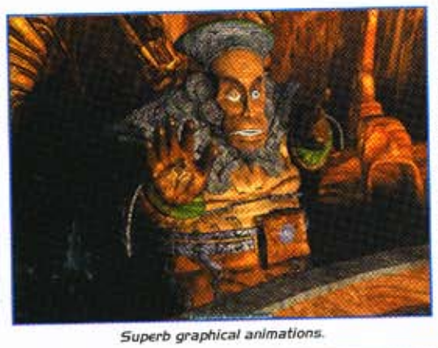
The game is a journey between the past and the present through four worlds that precede human existence. The hero of Ring is a gifted young human named Ish who is ordered to prepare a performance of one of the most prized human relics, the opera of Richard Wagner, The Ring of the Niebelungen. Earth's survivors have acquired special status by developing a technology allowing them to search their memory for scraps of human culture. These descendants of mankind have negotiated freedom at the price of their art, which has become more valuable than any form of energy or precious metal.

Ish's abilities include being able to take control of four different characters in the game. These characters include: Alberich, the dwarf tyrant who wants to seize back control of his kingdom and who must steal the magic gold from the Rhine-maidens to do so; Loge, the fire spirit who has been enslaved by Wotan. Loge must leave his world of Nibelheim2 (The Rock of Gods) and enter Alberich's world and steal the Ring from him. Sigmund - a half-man, half-wolf - lives in the Enchanted Forest and must find traces of his past and save his sister. Lastly, Brunnhilde - the proud Walkyrie - is fleeing the wrath of her father and she must fight a terrible monster in the Necropolis.

The adventure begins when Ish is brought to Asteroid Terra 2, the last vestige of Earth, which has been transformed into a galactic theatre. From here Ish embarks on an incredible saga as he discovers the worlds of the Ring and incarnates its principal characters. Before long, Ish is drawn into an intergalactic plot far beyond his comprehension that will make him either a god or the saviour of humanity.

I found the game an unusual adventure and a little dated using a very similar interface to games like Heart of Darkness and Riven. Personally I don't like games where you are obliged to look at static scenes to try and solve the puzzle. There is a bit of animation between scenes but you have no control over your character at these times.

You control your character by moving the mouse over the landscape either telling him to move from one location to another or to pick up an object or to interact with another character in the game. There is very little room for experimentation and no explanation of what you might be looking at. In short a badly designed game that will have you restarting frequently or having to use a walkthrough in order to finish.



Superb graphical animations.

Graphics and scenery are superb and were designed by Druillet, the internationally renowned illustrator behind films such as The Name of the Rose. The animations are convincing but it's not enough to save the game from ignominy. Music is good, if you enjoy Wagner. The Ring of the Niebelungen is performed by one of the greatest conductors of all time, Sir Georg Solti, with the Vienna Philharmonic. The game uses the music from the opera throughout, albeit somewhat mixed to suit each of the scenes.

The manual is no more than a little leaflet and it provides no insight into the story behind the game, a fact I found particularly annoying considering that the game is based on such a rich heritage. A more substantial background on the legend of the Eddas and Wagner's adaptation of the myth to opera would have made a big difference to enjoying the game. As it stands Ring is a fairly tedious adventure game that will annoy serious gamers but will have some appeal amongst die hard adventure fanatics.

raz(l)r

Adventure

Min Required	Recommended
Pentium 133 MHz 16 MB RAM 4 X CDrom 2 Mg SVGA Video Card 250 Mg Hard Drive Space Windows Comp. Sound Win /95/98	Pentium 166 MMX 32 MB RAM 8 X CDrom 4 PCI Video Card 250 Mg Hard Drive Space Windows Comp. Sound Win /95/98

Developer: Arxel Tribe

Publisher: Cryo Interactive

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

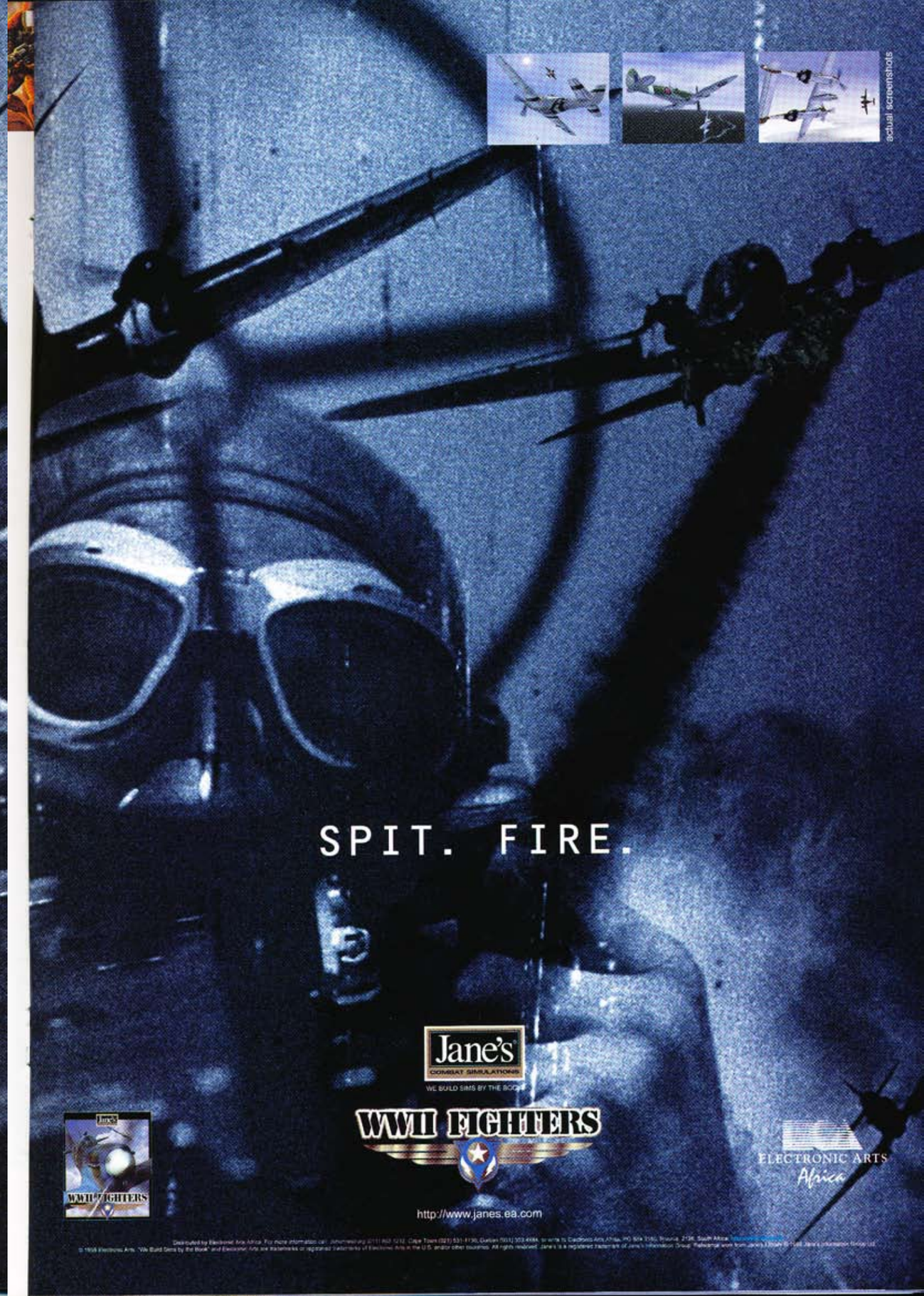
RRP: R 309.00

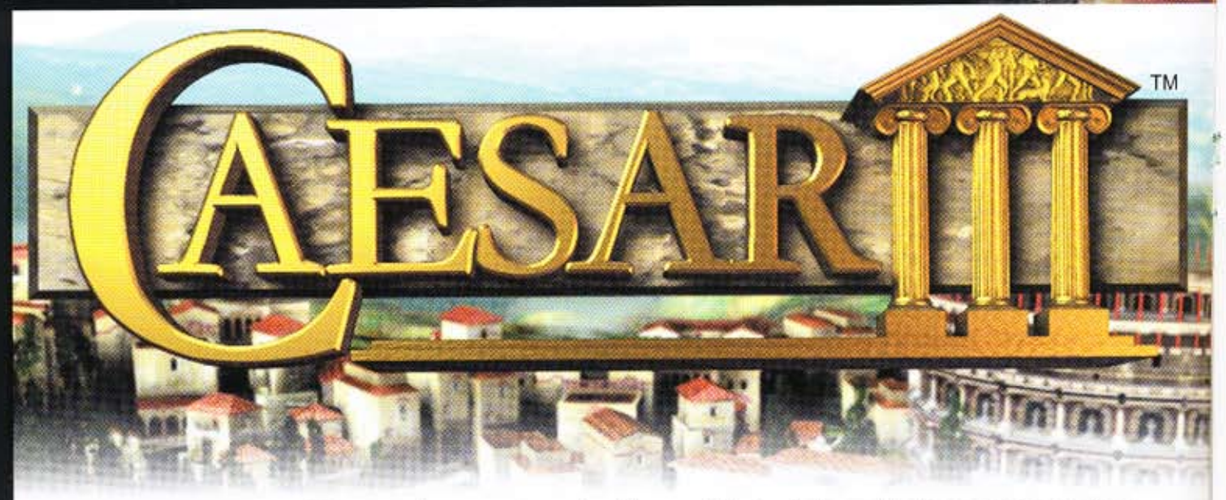
International Web Site
www.cryo-interactive.com

Summary	Graphics	Sound	Control	Story	Continuity	Playability	Overall Rating
Ring is an ambitious attempt at putting the Wagner opera "The Legend of the Niebelungen" into the form of a game. Unfortunately poor documentation and lack of interaction with characters make for a boring game. It is a fairly tedious adventure for the average adventure gamer but fans of Myst and Riven should enjoy it.	88	85	70	90	65	70	78

Internet: www.cryo-interactive.com

Multiplayer	Comparitives	Pro's and Con's
None	Myst Riven	+ Excellent Story + Striking Graphics + Good Sound Poor Documentation - Boring Gameplay - Interface Could Be Better -





Mans endeavour to rule the world single handily has come against certain pressures over the last decade as the competition grows for supremacy. This natural instinct has always been in all of us, therefore the aptly named 'GOD' games based on world building and domination will always be sought after titles. Caesar 3, the next in Sierra's well known historical strategy series comes at a time where gamer's have been starved for the birthright to global domination. Hail Governor, your city awaits.

Storm

There is something about the Roman era of history that gives us 20th century gamer's an awe inspiring jolt as we remember those history lessons and youth classes reflecting the might of Rome. So as always since the first Caesar, I had been the first to fight off the Brady Bunch of the office to be the first in the line for Caesar's throne. It has been a few years since the award winning Caesar 2 had taken over my then enormous 400Meg hard drive. Many a long night and a few sneaky days were consumed by the quest for a larger, better and indestructible Rome. Now all that is upon me again.

Caesar 3 follows on the trend of its predecessor of the isometric top-down view temporal strategic game. The main objective being the quest to 'build a better Rome' and going about this is similar to studying for your Doctorate in Physics. Let me not scare you off, it only means that certain procedures must me followed in order to progress on the right path to success, see physics is not so tough (bright spark :Ed).

Caesar 3 has two main starting blocks, these being the 'Career Game' or the City Construction kit. The City Construction Kit is a personal objective of the player to build the ultimate city of the Empire without any interference from Caesar (for those who dislike being put under pressure). The obvious choice of the two for the objective orientated gamer is 'Career Mode' which pits you against the needs of the current Caesar and the wrath of his enemies. Starting at the bottom of the food chain you must achieve certain objectives set by Caesar in order to be promoted to higher status. Once you have successfully completed stage 2 you are then given the option of changing the path to either a peaceful or dangerous scenario. This adds to the choices previously unseen in its predecessor by places the career path in the gamers hands.

Who needs Age of Empires?

PC CD-ROM

Caesar 3 has not exactly changed much since its last escapade, there are some major advances in the graphics, some of the best to be seen in this genre. All in all C3 is very similar in look and feel to C2 but this is not detrimental to the game at all as I found it to work extremely well with the gameplay, and as they say 'if it's not broke, don't fix it'. I think with future releases in the series Sierra should at least offer changes to the resolution settings for gamers with the machines to take advantage of the eye candy high-res.

Once you have perused through the manual or rather emphatically studied it because it is your saving grace as you will find out in the early levels, you will begin your quest to overcome the harsh economic times and pressures to build a city to meet with Caesar's approval. The manual is very basic, but one of the most informative I have seen for quite a while. Every detail is covered with tables explaining the unexplained 'desirability' that will most certainly irritate you in the beginning. As with all similar games you are to plan and plan again because changing certain structures and rearranging your 'Plebes' will have massive effects on your ratings.

Success revolves around the economy of your city, being able maintain and grow your finances and industry is key to reaching objectives. Caesar 3 is one of the best examples of balancing the fine art of gameplay and managing industries. Every character has a purpose in C3, right down to the Granary Boy. If you have a flourishing city it is probably because you have a

Strategy

Min Required	Recommended
Pentuim 90 MHz 16 MB RAM 4 X CDrom 16-Bit SVGA Video Card 150 Mg Hard Drive Space DX5 Compatible Sound Win 95/98 (DirectX 5)	Pentuim 166 MMX 32 MB RAM 8 X CDrom 16-Bit SVGA Video Card 150 Mg Hard Drive Space DX5 Compatible Sound Win 95/98 (DirectX 5)

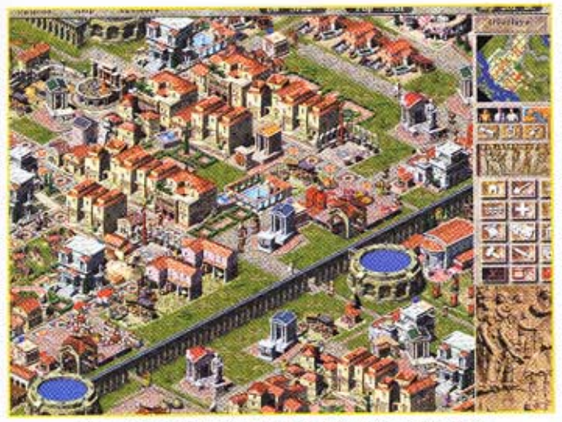
Developer: Impressions

Publisher: Sierra Studios

Supplier: Datatec Crew
Tel: (011) 233-1111

RRP: R 299.00

International Web Site
www.sierra.com
International Demo Download
www.avault.com (23.9 Mg)



This a the boasting screenshot of a city that actually grew.

wide coverage of all the major needs of your citizens. I found the way that C3 graphically represented every character and the way that they influenced certain areas (e.g. a Market Seller with furniture will upgrade housing facilities) as they walked past is a reflection on the interactiveness of C3. Even though there are certain bugs that irritate, especially the Market Lady bug (there is currently a patch available to correct a few problems, though they are all minor), you were left wondering what you had to do before a key character would influence an area, you would evaluate and study ways to get around the problem. This makes C3 an addictive substance not known in the pharmaceutical industry, success. Never have I played a game that wills me to better my current situation than C3. No matter what you try there is always something more that can be done (especially in the entertainment area).

Another change to C3 is the advent of real-time combat on one screen, meaning no changing between Provincial to City Modes. You have the option of barricading yourself into a fortress of walls and garrisons, all with the intention of protecting yourself. As you progress down the missions you are attacked at varying degrees of strengths depending on your choice of peaceful (you still get attacked at times but only with smaller brigades) and dangerous provinces. Take my advice and make the necessary arrangements to finance your army and protective walls because a small troop of ten enemies can destroy a two day city in a little under ten minutes, all this without losing a single unit to your so called police unit the Prefect. Yes, this was very annoying, but learning this way put me in good stead for the future missions. If otherwise it would have been too simple to overcome your adversaries and detrimental to the gameplay.

This brings me to the actual combat interface which to put it mildly needs a serious rethink. Even though we cannot compare a game of this nature to the real-time kings such as Starcraft and Total Annihilation, a certain amount of knowledge can be gained by interpreting the key addictive features of the genre and incorporating them into a game such as Caesar3. Unfortunately this is not the case and slaps a big 'aaaaarrgghh' into the combat method. Nevertheless there is combat and it does the job without taking too much away from C3 and its overall performance.

Caesar 3 is played in a serene environment created by background music of the Caesar era, accompanied by attractive voice over's that are, though not wonderful to listen to, definitely immersive in there method. Being able to interact with each and every member of the cast that make up the city was to be the best-added feature of C3. Even though the conversation is purely one sided, you are able to pick up the true feelings of your city and the progress (if any :Ed) you are making. This interactive feature is basically there to help you adjudicate on what the people might need and how you favour with them.

After much praise it seems that Caesar 3 would be destined for greatness. No, there are some omissions that may be the make or break of C3, multiplayer, it's missing. Or rather should I say, not deemed necessary. With any game nowadays multiplayer environments add new dimensions of gameplay to the product. Somewhere Sierra has this sordid apparition that multiplayer would be bad or detrimental to the game. Nothing could be further from the truth and as any avid gamer would tell you it's key to the success of any title and would certainly have given C3 a score to be proud of. "Listen Sierra and David Lester next time this will not be tolerated", I just had to get my chip in.

Another oversight is the lack of a random map generator, leaving Caesar 3 pretty bland in the way of expandability but Sierra have made up for that by releasing a downloadable Assignment Editor that allows you to create new goals (will be on next months NAG CoverCD). A special mention must be made of the interface, which can be shrunk to open up more of the screen and still allowing use of the interface without effecting playability. It's informative and easy to use at the best of times and combines with the efficiency of the game exceptionally well.

Caesar 3 is a game that will not really be instilled in your memory because of its outstanding anything, but it will be remembered for its frustration, temperamental characters, annoying objectives and hated enemies. All these combine to make one of the best strategic games of the year. Why you ask? Because without those memorable traits Caesar would have no gameplay and with that Caesar 3 has bucket loads. This is a genre that has been lacking for a few months. With the abundance of first persons out there, Caesar 3 makes a welcome change and a good one at that. If you enjoy 'GOD' games get it, if not, get it anyway.

Storm

Visit Diamond at http://www.diamondmm.com

CyberDyne Brings You The Latest in DIAMOND Multimedia

Monster Fusion

Work at Day - Play at Night!

Monster Fusion is your all-in-one graphics accelerator.

- Integrated 2D & 3D graphics
- 128-bit 3Dfx Voodoo Banshee™ graphics processor
- Up to 16MB RAM
- Multi-API support: Glide, Direct3D & OpenGL
- Resolutions up to 1920x1440
- Refresh rates up to 200Hz

Monster MX 300

3D Audio for the Ultimate in Gaming!

Monster Sound surrounds you with heart-pounding 3D audio!

- Powered by Aureal Vortex 2 PCI audio accelerator
- Studio-quality 320-voice DLS wavetable synthesizer
- Monstrous positional 3D audio - A3D 2.0 & DirectSound3D
- Up to 4 speakers for phenomenal gaming
- Includes DVD with complete Dolby Digital (AC-3) support
- MP3 tools for revolutionary digital Internet audio

Monster 3D II

Voodoo II Technology at its Best!

Outrageous speed & deadly detail will transform your gaming into an awesome 3D experience!

- Screaming Frame Rates, get game play of over 60 frames per second with one Monster 3D II & over 100 frames per second with dual Monster 3D II's!
- 3Dfx Voodoo 2 Chipset
- 8MB or 12MB EDO RAM
- 800x600 with Z-buffering
- 1024x768 Z-buffering
- Accelerates Glide (Voodoo, Voodoo 2), Direct 3D & MiniGL games

RIO PMP 300

Portable Media Player- Music in the Palm of Your Hand!

- Supports MP3 (the most popular music format on the internet)
- 32MB internal memory (stores up to 60 minutes of near CD-quality music)
- Sound effect options like Jazz, Rock or classical
- Includes headphones
- Palmsize for easy portability

HomeFree

The Fastest Way to Connect PCs. No wires, No Hassle!

Connect up to 16 PCs within 50 metres with NO cables - a wireless network!

- Reliable and secure (random frequency switching - 10 switches/sec)
- Share Internet access, printers & files
- Unique frequency (2.4GHz) blocks out interference from other devices
- Play multi-player games

Supra EXPRESS 56e PRO

Accelerate Your Web!

Full featured data, fax & voice modem with top rated communications and Internet software.

- 56K ITU standard V.90 & K56flex
- Prepared for Shotgun technology for speeds up to 112K
- Plug & Play
- Answering phone functionality

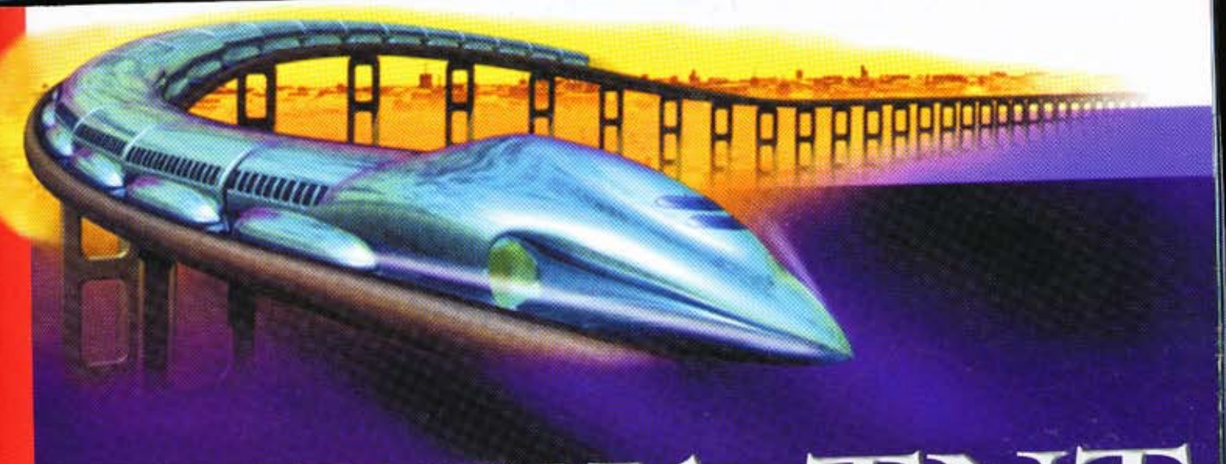
SONIC IMPACT S90

Exceptional Audio for your PC!

The Sonic Impact brings to life today's hottest multimedia titles, music applications, interactive internet sites & games. Upgrade now to Sonic Impact's S90 for high fidelity PC audio.

- Hot positional 3D audio with Aureal Vortex® Technology
- Brilliant sound with a 64-voice DLS wavetable
- Perfect for Windows or DOS games or software
- Features MP3 tools for cutting-edge Internet audio

DIAMOND



RIVA TNT Viper V550

Unprecedented 128-bit Power for 2D & 3D Graphics

The Viper V550 from Diamond features 128-bit power for state-of-the-art 2D business graphics & stunning 3D quality with high speed game play. The Viper V550 is your silver bullet to high end speed and performance.

- Based on the revolutionary NVIDIA RIVA TNT™ chipset
- Twin Texel engine with true single-pass multitexturing
- State-of-the-art 2D acceleration with 16MB RAM & 250MHz DAC for true colour support up to 1920x1200
- Full support for Direct3D® & OpenGL®
- Available in PCI and AGP 2x
- Fully optimised for Windows® 98

To receive our latest price list as new products arrive, contact CyberDyne or send email to sales@cyberdyne.co.za.

Please note that all Diamond Multimedia products are built to last and are backed by a full five year parts and labour warranty.

We are constantly upgrading our components and reviewing our prices, please call us to receive your faxed copy of our very latest price list.

CYBERDYNE SYSTEMS S.A.

IT PAYS TO DEAL DIRECTLY WITH THE IMPORTER

Tel: (011) 327-0237. Fax: (011) 327-0806 or (011) 268-0088. Email: sales@cyberdyne.co.za

CyberStorm Computer Systems can be built to your exact specifications at NO extra cost. Prices quoted are C.O.D. Prices and specifications are subject to change without notice. CyberDyne, CyberDyne Systems S.A. and CyberStorm Computers are registered trademarks of CyberDyne Systems S.A. (Pty) Ltd. All trademarks mentioned are the property of their respective owners. Company Reg. No 98/00175/07. VAT Reg. No 4660175979.

CYBERSTORM COMPUTERS

SHOGO 昇剛

mobile armor division

First Person Shooter

Min Required	Recommended
Pentuim 166MMX (with 3D Acc.) 32 MB RAM 4 X CDrom D3D 4Mg Video Card (PCI) 152 Mg Hard Drive DX6 Compatible Sound Win 95/98 (DirectX 6)	Pentuim II 233 MMX 64 MB RAM 8 X CDrom DX6 Compatible Sound 390 Mg Hard Drive 3D Accelerator (3Dfx etc) Win 95/98 (DirectX 5)

Developer: Monolith Prod.

Publisher: Monolith Prod.

Supplier: Red Lion Interactive
Tel: (021) 58-5434

RRP: R 259.00

International Web Site
www.shogo-mad.com
Local Demo Download
www.gamesdomain.is.co.za (42 Mg)

The story in Shogo forms an integral part of the enjoyability of playing Shogo and the whole game is portrayed using Anime (Japanese Animation) inspired characters and locations. This might not be to everyone's taste, but for those of us who enjoy it I can only say that it is about time that someone taps into the potential that Anime could offer to enrich the gaming world.

You play the part of Sanjuro Makabe, a Mobile Combat Armor (MCA) pilot and Commander in the UCA Security Forces. Their mission is to find the rebel leader Gabriel and eliminate his soul from the land of the living. Unfortunately he keeps evading UCA forces, and recently three of your close friends went missing during an attack on a suspected hideaway of Gabriel. One of the missing is Admiral Akkajura's daughter Kura, who was your girlfriend at the time.

Unfortunately you are held personally accountable for her disappearance and he is currently making your life a living hell because of it. On the up side his younger daughter Kathryn is now your main squeeze and supporting you through this difficult time. She is also the communications expert for the UCA and will keep in contact with you during missions, basically giving Sanjuro instructions and updating him on the current battlefield situation.

The story is unique in the fact that it includes romance in the game, which is something other developers choose to leave alone. This issue is handled tactfully and nowhere does it become overbearing or interfere with the overall gameplay. This is important since it could drastically impact Shogo's sales figures and is the reason why so few developers have even tried to implement romance into a First Person Shooter. Personally I found that this makes the game more interesting and it actually feels as if your character has a life outside of killing the bad guys, giving the overall story more substance and realism.

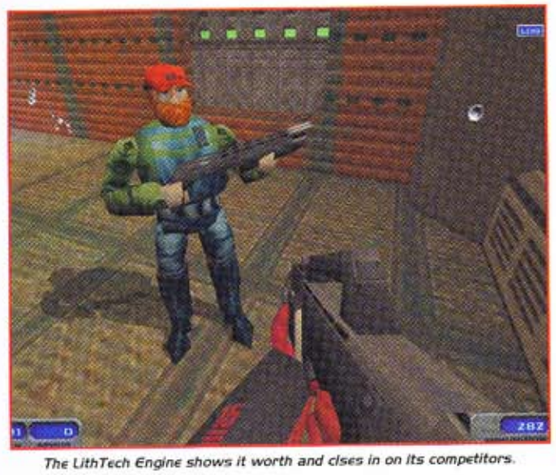
Monolith implemented new elements for Shogo's gameplay that has never been seen before. Most notably are the two modes of play found in Shogo. Firstly you get to play in a MCA, giving you the feeling of playing MechWarrior, only without all the extra hassle of monitoring a large variety of sensors. MCA's are huge robots encasing the occupant in a deadly 30 feet tall killing machine. Each of these behemoths can transform into a hover-tank mode, which gives you advanced speed at the cost of not being able to fire a weapon, and at the phenomenal speed it can move the compromise is well worth the price. MCA are of course only used in levels where there is a lot of open space such as large city and desert levels. To make it challenging all of the enemies operates similar MCA's to your own in these vast areas, although the odd foot trooper can be seen firing at you with a rocket launcher.

The second mode simulates the traditional gameplay of FPS where you character is on foot with nothing but his wits and a weapon for protection. This mode is used when Sanjuro has to enter more confined spaces such as buildings. On these levels I was quite surprised to die from one shot. This is due to the fact that Shogo simulates a more realistic environment where it just takes on shot at close quarters for an enemy to kill you. This forces you to play at a more sedate pace and I found myself looking around corners just to scan for enemies and then ducking back to formulate a plan of attack. I enjoyed this realism more than the usual run in and shoot everything, although the option is there to do it. You will just find yourself very low on health or dead very soon.

Monolith was until recently an obscure company, not many people knew of their existence and even fewer knew that they have been developing a 3D engine over the last few years. Now all of a sudden they put themselves on the map with a 3D First Person Shooter that has taken the market by storm named Shogo: Mobile Armor Division. The game has been overshadowed by the likes of Sin, Half-Life and other FPS that were still in production. There was no real hype, large amounts of dedicated web sites or astronomical marketing campaigns to create a huge following before its release. Now two months after its release the game has sold over 100, 000 copies worldwide and you have to ask the question - 'Just what makes Shogo Mobile Armor Division so special?' -

Soul Assassin

SHOGO - Mobile Armor Division (cont)



The LithTech Engine shows it worth and clses in on its competitors.

Bright colours and dynamic lighting make for some spectacular venues.

The two modes are also represented in multiplayer and each requires a different style of play expanding the multiplayer experience. Multiplayer games are fast and furious and Shogo will definitely feature on my multiplayer sessions from now on.

Another feature that is appreciated is the different weapons available in each mode. Altogether there is a total of 18 unique weapons to rip the bad guys to shreds with. The MCA weapons tend to do major damage, almost taking out half city blocks with some and have a futuristic and artillery look and feel. MCA weapons give meaning to true power. The foot weapons on the other hand tend to have the traditional projectile-based look and feel and feature weapons such as the Pistol, Shotgun and Machine Gun.

Shogo is the first game to use the LithTech engine that has been developed by Monolith and in part by Microsoft. The engine is optimised for usage with Direct3D and showcases exactly what is possible with today's technology. LithTech offers exceptionally high quality scenes while at the same time maintaining that which is most important to FPS gamers....speed! Shogo runs as smooth as a babies butt with a Direct3D compatible accelerator cards with all the eye candy turned on. At times I wondered how they could maintain a playable framerate with all the simultaneous effects represented on screen during huge battles. Nothing has been compromised in the engine and Shogo has all of the advanced features of other FPS games such as realistic smoke trails, fog, dynamic lighting and a spectacular portal sky that portrays a convincing alien sky. Monolith has even put up a dedicated site just to cover the LithTech engine and all you techno geeks out there can see more detailed information at http://www.lithtech.com. Monolith has even given support as far as developing mods for Shogo goes and will make editors, and code available to prospective mod makers and map designers. The future of the LithTech engine certainly looks rosy.

There is however one problems that I noticed in the engine and that comes in the way of clipping - MCA's standing next to each and overlapping is something that I didn't finds convincing. Initially there were some AI problems with enemies standing still or getting stuck, but after updating to the new Shogo v2.0 patch everything worked fine.

As with all the other FPS games hitting the shelves now, Shogo uses speech as its primary communication tool and I think gamers appreciate this much requested feature. The game also features 3D ambient sound for locating enemies, which has now become a standard in FPS. Sound is just as important as the visuals and tool that can be used as a competitive edge in multiplayer gaming.

Overall from a personal viewpoint, Shogo IS the best FPS that I have played to date. It offers new ideas and concepts to the FPS and implements them well. Fast and furious gameplay and a story that is engaging draws the player into the world of Sanjuro and his companions. Shogo will also introduce many for the first time to Anime and don't be surprised if you become a fan. Definitely a game to consider for yourself during the Christmas period. In one sentence - 'A game for the mature gamer.

Soul Assassin

Reviews Under Fire

Ever wonder what it would be like to be on a nationally televised game show? You did! Well Berkeley Systems felt the same way and just had to bring the experience to people everywhere with popular game "You Don't Know Jack!". - Soul Assassin

YDKJ came as a refreshing change from the usual skiet, skop and donder type games which require too much concentration and give you and two other partners the opportunity to have a go at each other with the wackiest game show host this side of the galaxy. The closest comparison I can make is to compare it to Trivial Pursuit.

Each player has an assigned buzzer on the keyboard and each tries to buzz in first when they know the answer to a question. The objective is of course money and the person with the most at the end of the game wins. Simply put - hit the buzzer, answer the question get the cash. I only wish that they would have incorporated a way to change the currency used in YDKJ. All the prizes are reflected in British pounds and it would have been a nice touch if we could have changed the "£" to "R".

There is of course a way to "screw" your opponents as they so mildly put it in YDKJ. Every one receives one screw at the beginning of every round which the can be used to force someone else to answer a question. Usually when doing this the "screwed" contestant looses money if he answers wrong, but should he/she answer right not only will they get the money for the correct answer but the person that screwed them will loose a likewise amount. This truly has to be the most fun part of the game, watching someone's expression when you get screwed and answer correctly.

There are many different categories available to pick and choose from and with titles like "Pencil Pushin' Post Impressionists" and "Sex Mysteries Of The Bald Detective" the choice can be a difficult at times. These categories are more a hint as to what the question will pertain to rather than general categories such as sports or Science.

Yes, you guessed it. There are even different types of questions. The only problem is you can't tell beforehand which type of question you will get and only find out once the it appears on screen. This makes it a little tricky to choose a question in which your knowledge lies, and most of the questions will make even Einstein cringe at first glance. The trick is to think logically since most of the questions are trick questions. As with any game there is a limit on the amount of questions. Thus far I have played well over 50 games and have only noticed one or two repetitions. Once you become a rocket scientist there are always expansions available with extra questions and categories.

The feature that makes YDKJ the most fun to play would be the show host, Jake Cake. He constantly comes up with most hilarious sayings and also verbally abuses all of the contestants. The CD contains 20 hours of non-repetitive verbal abuse and sometimes you wish you could get your hands on Jake Cake just to throttle him a little when starts making remarks like "Do you want to lie down, that must have taken a lot from you. Let me soothe you with these words - You don't know jack!", and this is when you are wining.

The style that is used for presenting the YDKJ interface and graphics has a TV feel to it. There are no rendered scenes, scenic backdrops or any of the special effects you find in games these days. With just text and some plain 2D effects blended with bright colours, Berkeley Systems has created a product that pleasing to the eye and easy to understand. To emulate a TV presentation style this is all that is needed and I hope they keep it the same for any sequels. Another benefit of the graphical usage is the low system requirements. With a minimum spec of a 486/33 and Windows 3.1 almost everyone in South Africa can play the game.

YDKJ is simply one of the best games I have played so far this. Its fun to play alone and even better when played with others. The graphics lives up to the TV styles presentation and the music combined with the verbal adventures of Jake Cake make it a must buy for anyone that ever wanted to be on a pop quiz show.

Soul Assassin

PC CD-ROM

New Age Gaming Achievement of Merit 88%

Quiz Show

Min Required	Recommended
486 DX33 8 MB RAM 2 X CDrom 640x480 256 cl Display 22 Mg Hard Drive Space Windows Comp. Sound Win 3.1/95/98	Pentium 16 MB RAM 4 X CDrom 2 Mb SVGA Display 22 Mg Hard Drive Space Windows Comp. Sound Win 3.1/95/98

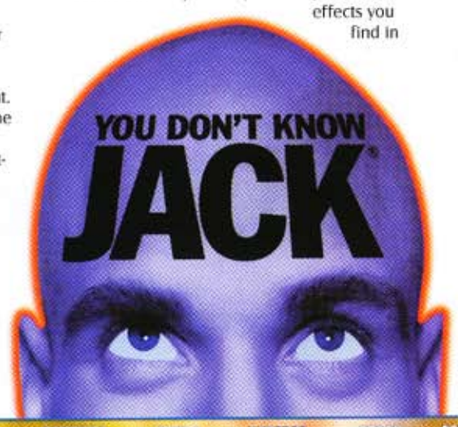
Developer: Jellyvision

Publisher: Take 2 Interactive

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

RRP: R 329.00

International Web Site
www.bmbinteractive.com



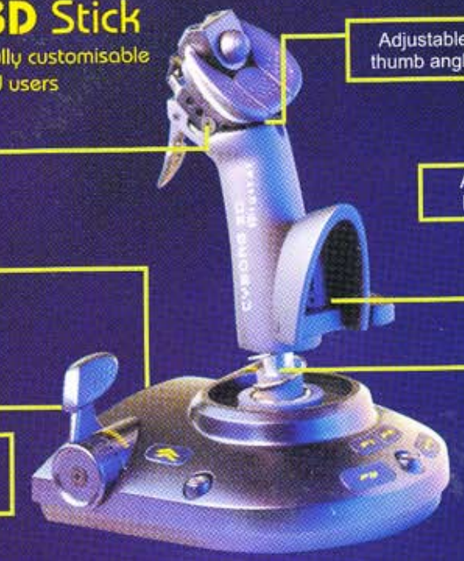
Summary	Graphics	Sound	Control	Story	Continuity	Playability	Overall Rating
You Don't Know Jack is a thoroughly enjoyable pop quiz show that caters for everyone in a family. Challenging questions make it fun to play in single player and is even better when others join in. There are however only so many questions included although upgrades are available for more questions.	87	93	80	NA	90	88	88

Internet: www.berkeleysystems.com

Multiplayer	Comparitives	Pro's and Con's
TCP/IP Internet (with Jack Netshow)	None	+ Funny & Educational + Excellent Sound + Challenging Multiplayer Limited Questions -

Saitek Games Control Systems

CYBORG 3D Stick
The only digital stick fully customisable for left or right handed users



As interactive games become increasingly complex, you need the very best in sophisticated hardware to make sure you get the most out of your game play. That's where Saitek's expertise can help. Thanks to years of experience in electronic games, our product development is second to none, with outstanding use of technology to keep you at the cutting edge.

Built to the highest standard, all our products boast a combination of top features, ergonomic design, in-built quality and high speed precision performance. They're affordable too, and come with one of the most comprehensive and supportive after sales services you'll find. So whether you're into flight sims or shoot 'em ups, sport or adventure, Saitek puts you in control every time.

Digital

Available from Incredible Connections, Software Connections and most major computer retail outlets. Please phone the distributor for details of your nearest stockist.

Saitek products are exclusively distributed by **Virtual Media Systems.**
Tel: (011) 768-6080. Fax: (011) 768-5885. http://www.vms.co.za.
Virtual Media Systems are also the distributors of Jazz Multimedia and Micronics products in South Africa (Outlaw 3D, Jammin DVD II, Renegade 3D, Righteous

VIRTUAL MEDIA SYSTEMS

Something's rotten in the land of the dead and Manny Calavera, skeletal travel agent extraordinaire at DOD (Department of Death) uncovers a sinister and evil plot to cheat newly dead souls out of their trip to heaven. Grim Fandango is a wonderful light-hearted adventure that takes place in the Land of the Dead. This might sound like a contradiction in terms what with dead souls and the grim reaper wandering about but the game is innovative and funny without being corny.

- raz()r

GRIM FANDANGO™

PC CD-ROM

Tim Schafer, of Day of the Tentacle fame, is the creative genius behind Grim Fandango who along with LucasArts has ventured into the 3D adventure game format. Adventure games are not as popular as they were in the days of Leisure Suite Larry and Space Quest. Today many adventure games are boringly similar, thrown together with static graphics and FMV (full motion video). But LucasArts is one of the few software companies who regularly bring out wining stories set in richly developed worlds, filled with really strange and alien characters, all of which help to create a story that is entertaining and original. Previous hits from LucasArts include Maniac Mansion, Day of the Tentacle, Sam and Max Hit the Road, and Full Throttle, all of which have become classics in the adventure game genre. These games were all funny, written with an excellent story line and were deviously difficult. Yet believe it or not Grim Fandango is better in all respects and is certain to keep you up till the early hours.

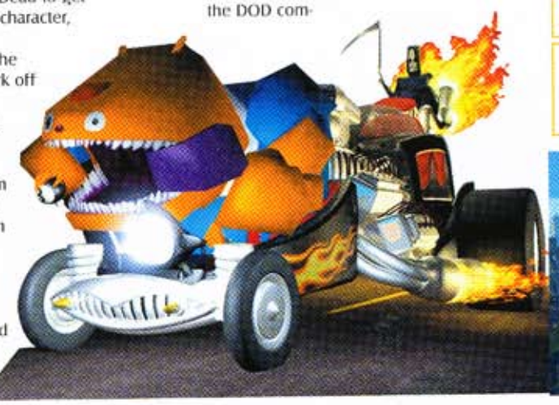
The Land of the Dead is a mythical underworld based on Mexican folklore place where everyone goes to when they die. When a newly dead soul arrives in this mysterious land, it is the beginning of a four-year journey to their final resting-place. Their journey can, however, be shortened if they were good while alive. A good soul might be able to afford a car, boat or possibly - if they were really saintly - a train, instead of having to walk through the Land of the Dead to get to heaven. This is where your character, Manny Calavera, comes in.

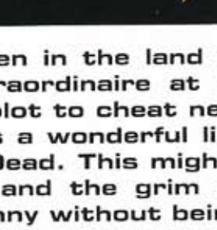
You are a travel agent in the employ of Death trying to work off some past crimes from your time in the land of the Living. Your job is to collect newly dead souls from the land of the living, then interview them and establish how good they were while alive and sell them the relevant travel package. Like any salesman, Manny gets commission for each sale, the better the package the better the commission and the sooner Manny will be rehabilitated and off to heaven himself. Manny is a kind-hearted fellow who, try as he might, can never seem to get any high-class clients.

In the first part of the game you spend your time trying to discover why Manny always gets clients that only qualify for a walking stick or parcel post instead of a first class trip on the train. What you discover is that one of the other agents is being given all the first class customers and only by intercepting one of his messages do you manage to get the drop on him and get to the client before he does. There's a lot of puzzles between starting the game and getting to this point much of which has to do with an sexy secretary, a couple of balloons and the revolution, viva! I'll not go into any more detail for fear of making it too easy however.

What you do discover on returning with your first class client is that although she was a very pious woman who gave her life to the poor and the needy, the DOD computer systems shows no credit available, meaning she'll have to walk to heaven. You discover that someone is stealing train tickets from the agency and is making huge profits. Unfortunately Manny gets accused of stealing the tickets and is fired which is where you meet some interesting characters and head off into the Petrified Forest in search of the young woman who you believe is going to be your salvation.

The game's graphics are a superb mix between art deco and Aztec architecture and it feels like you are walking around in an animated movie. Although the game supports 3D cards, you certainly don't need one and the game plays fine without. If you do have a Voodoo or other 3D card you will see an improvement with sharper images and brighter world. The game can't be compared to Myst et al, and there is no unnecessary eye-candy but there is a great deal of attention to detail.





Adventure	
Min Required	**Recommended**
Pentuim 133 MHz 32 MB RAM 4 X CDrom 2Mb PCI Graphic Card DX6 Compatible Sound Win 95/98 (DirectX 6)	Pentuim 166 MMX 32 MB RAM 8 X CDrom 2Mb PCI Graphic Card DX6 Compatible Sound 3D Accelerator (3Dfx etc) Win 95/98 (DirectX 5)

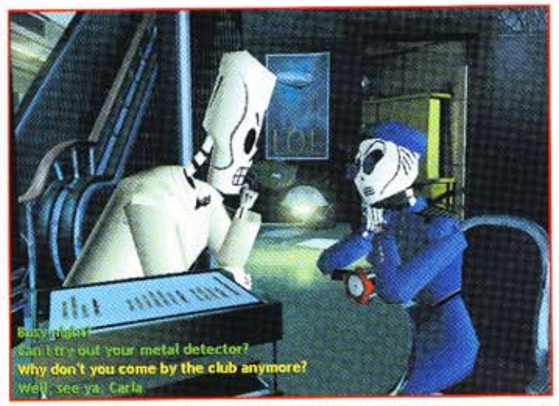
Developer: LucasArts

Publisher: LucasArts

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

RRP: R 299.00

International Web Site
www.lucasarts.com
Local Demo Download
www.gamesdomain.is.co.za (31 Mg)



Look into my deep black eyes. are we bonding or what?

Now. now its not good to get all excited in your state.

Grim Fandango is only partly 3D when compared to games like Unreal, the backgrounds are static pre-rendered images while the characters and objects are rendered in real time. Grim Fandango uses 16 bit colour (65,000 colours), so the hardware requirements are higher than most adventure games but it certainly adds to the overall quality of the game. The character animation is fluid and the game plays well.

Controls are good but you will notice that there is no mouse option only keyboard or joystick. I was really peeved at first but after playing for awhile I can see the advantage. Schafer wanted to get rid of anything that would detract from Manny who is the key to solving the puzzles. When you walk around, Manny will turn his head and watch at the hotspots near you so you don't need to move your cursor over every object in the room before you work out what can be used or picked up. After using it for a while it is so intuitive that you won't miss the mouse. If, while you are walking through a room, Manny turns his head to look at an object you just press "E" to examine it or the enter button to use it. The inventory is a little clumsy however, as the available items do not appear in a menu but Manny takes them out of his pocket so you need to see what he is holding. This is difficult in some screens where the view is from faraway but it works ok.

At various points the game might suddenly skip a couple of years and you will find yourself amongst people you're not familiar with. Rather than telling you who they all are, the game cleverly adjusts the dialog so that it will become clear as you talk to the new characters.

Grim Fandango is a funny game and a great deal of attention has been spent on the dialogue and story line. It is also very much a black comedy and so might not appeal to all gamers. Voice-overs are brilliant and have real character, especially the voice of Glottis, the Demon driver who sounds as though he smokes fifty Havana cigars a day. The soundtrack is well thought out and varies throughout, adding to the suspense and mood of the game.

Grim Fandango is certainly the best adventure game I've played. I think that the move to a 3D game has certainly made the difference but I would certainly like to see an adventure game set in a complete 3D world like Unreal. Imagine the sense of immersion you would have. I hope that some enterprising software development team is looking at this as a possibility. If you enjoy adventure games, you've probably already bought this title, but if you're not I urge you to give this one a try. I guarantee you will not be disappointed.

raz()r

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Grim Fandango has to be the best all round adventure game in 1998 so far. An unique story, witty characters and and excellent 3D adventure engine makes for a trully enjoyable adventure game. Based on elements of Mexican and Aztec culture, Grim Fandango offers a look at the land of the dead.	93	97	89	98	95	94	93

INTERNET: www.lucasarts.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S
None	Ripper The Dig	+ Fantastic Unique Story + Excellent Graphics + Immersive Game Nothing Really -

Reviews Under Fire

PC CD-ROM

Age of Empires: The Rise of Rome Expansion

After spending weekends playing Age of Empires for the past year, my eyes burning like coals as I passed through the wee hours of the morning, unable to drag myself away from the PC, I began to wonder why Microsoft had neglected to include the Romans from the outset.

But the software company with a marketing team made of gold has realised its shortcoming and finally delivered the opportunity to be Caesar of the Propeller Heads.

On installation all I could see was the green wreath crowning my golden locks of hair. The scent of victory filled my nostrils and if it weren't for my housemate intervening at a most opportune moment, would have suffered a complete epilepsy breakdown as the opening video scene rolled to conclusion.

Microsoft had delivered here it seemed.

And the company didn't fail to gain my approval when it came to game-play. Those of you familiar with the original Age of Empires will appreciate the new technologies with which to kick some early-ages sometime butt, improved weapons and machines of war being high on the list of carnage priorities.

Four additional civilisations allow the player to engage in huge battles of historical conquest: Carthage, Palmyra, Macedonia, or Rome.

There's a new challenge in this game, additional units, buildings, scenario's and a campaign that have to give this game a new lease on life.

The new units are the Camel Rider, Fire Galley, Scythe Chariot and Slinger, and to a certain extent they changed the way I drew up battle plans. Additional units mean additional ways in which to attack your opponent and although Artificial Intelligence (AI) usually has a set routine when it comes to head-to-head matches, LAN play is where these units really come into play.

Here you're limited by the imagination of your opposition and the additional units serve to increase the scope of that imagination yet further.

Playing other strategy buffs on a LAN has got to be the ultimate strategy gaming experience. This is where Rise of Rome adds value as far as I'm concerned. The more units you have at your disposal to dispatch of any friends daft enough to enter your PC gaming abode, the better. Tactics and strategy can be altered a whole lot more with additional units. Building towers in Rise of Rome with a wall behind them doesn't mean you're safe for the while, and row upon row of ballista's with a couple of cataphract's thrown in for good measure doesn't mean rumbling over your opponents base.

Microsoft reckon Rise of Rome will retail at around R249 this December, depending on the exchange rate and its roller coaster ride through the Reserve Bank coffers, and I would have to say it's worth it. Ultimately that's the way I judge the game. Is it worth my hard-earned pennies? Microsoft managed to get in there this time around, although I still feel slightly cheated at having to pay extra for the bloody Romans.

R 199.00 (RRP)
Datatec Crew
(011) 233-1111
Microsoft
www.microsoft.com

Overall Rating: 82

Brian Holmes

PC CD-ROM

Star Wars: Behind the Magic

When George Lucas began work on Star Wars I wonder whether he had any inkling of the impact the movie would have on the generations that followed. When the movie was first screened in South Africa I was just fourteen and I recall sitting on Wynberg railway station, on my way home from boarding school, when I saw the poster of Luke Skywalker holding the lightsabre above his head. That poster is now a classic part of the movie's history and I was interested to see a somewhat modified version of it reappear a couple of years ago when the digitally enhanced version of the original movie was released.

That image conjured up such images for me that I drove my family mad in the weeks that followed before I managed to get to see the film at a matinee. After that I drove my family mad as I relived the movie and waited for the next one. Since then I have probably seen Star Wars about eight or nine times and I am still waiting with baited breath for the next movie in the series. The Star Wars epic has certainly influenced me, as it has millions of others worldwide.

Not many people realise that the first three movies that we saw, were in fact episodes four, five and six in the Star Wars saga. The good news is that George Lucas is soon to release episode one detailing the history of how the young and powerful Jedi Knight Darth Vader was persuaded to join the Dark Side. Well for those of you that can't wait Lucas Arts have recently released a reference work on two CDs that exceeds anything that has been done before in print and includes an incredibly detailed history on everything you could wish to know about the movie.

There is a list and biography on nearly every character in the three movies. There is also tons of information on the various planets and ships. There is also a trivia quiz which I am embarrassed to say I am currently doing very badly in (well do you know the number of the docking bay the Millennium Falcon was taken to when it was captured by the Death Star in the first movie?). There are movie clips from each of the movies plus some preview material from the up coming new episode.

The program's interface is very well designed and includes a hierarchical map to help you identify the relationships between characters in the movie. For example if you select Han Solo the map will show you all the other characters that are connected to him in some way, such as Luke and Princess Leia. There is also a conventional menu system and keys to help you navigate.

If you are interested in Star Wars, and I don't mean fanatical, then this product still has value as a collectable and a reference. In years to come it will be fun to be able to look back and be able to appreciate the scale of what George Lucas has managed to create. In short if you enjoyed the movie, get it.

May the force be with you.

New Age Gaming Achievement of Merit — Star Wars - Behind the Magic — 87%

R 199.00 (RRP)
Multimedia Warehouse
(011) 315-1000
LucasArts
www.starwars.com

Overall Rating: 87

raz(Jr

Introducing the Logitech Summer 98 Collection
Hot technology in refreshing designs
Logitech

Wingman Formula Force
- Feel more, react quicker, drive faster
- 270 degrees rotation
- Four programmable buttons
- I-Force 2.0 & DirectX 5 Compatible
- USB or serial connector
- Dead pedal foot rest

Wingman Interceptor
- 33 Programmable functions
- Digital precision
- Three 8 way hat-switches
- 9 Buttons

Wingman Force
- 5 Programmable left hand buttons
- I-Force 2.0 & DirectX 5 compatible
- USB or serial connector
- Gearless cable drive for positive, realistic feeling

Wingman
- Designed for flying
- Throttle control
- Heavy steel base
- Sculpted grip
- Rubber encased buttons

Wingman Gamepad
- Shapely grip
- 8 way direction pad
- 6 buttons plus 3 for settings
- 2 triggers
- Digital technology

Thunderpad Digital
- 8 programmable buttons
- Precise lightning-quick play
- Digital technology
- Dual mode for second player

The channel retail live wire
DATATEC CREW connecting minds
www.datatec.co.za
JHB (011) 233 1111 - Cape Town (021) 418 4240 - Durban (031) 579 1974 - PE (041) 513 515

REVIEWS UNDER FIRE

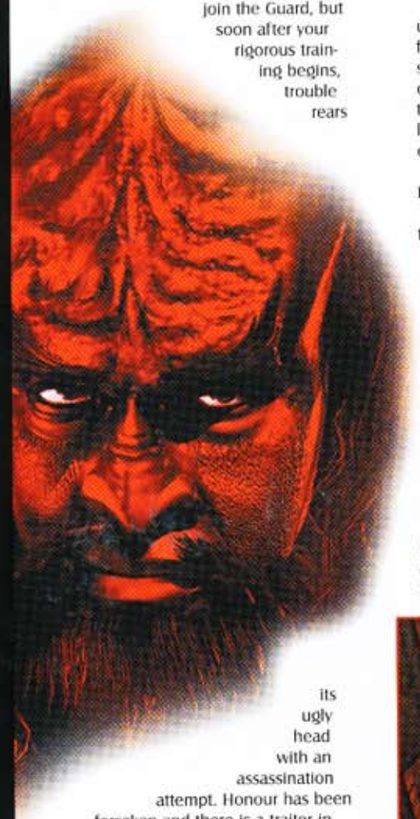
Unreal meets Star Trek in this latest first person shooter from MicroProse. Is it any good? Well yes if you refer to your PC as Hercules but no if your machine behaves like Achilles in a tight spot. If your Klingon is bit rusty and you're confronted by an angry Klingon in a space port, the worst thing you can do is start talking louder and waving your arms about. The recommended course of action when facing this situation, as outlined in the Galaxy Travellers Handbook, is to run away. - RedTide

Heghlu'DI' mobbe'lu' chugh QaQqu' Hegh wanI
"Death is an experience best shared" - Klingon proverb.

KLINGON HONOR GUARD

Come in piece, you go in pieces

The history of the Klingon race, much like the human race, is forged in steel and soaked in blood. In the past bloody conflicts and oppressive rulers were the order of the day and to get ahead back in those days you literally had to cut one off. The manual goes in to some detail about how the Klingon Honor Guard was formed but all you really need to know is that you shouldn't mess with one of its members. You play a promising warrior that has been chosen to join the Guard, but soon after your rigorous training begins, trouble rears its ugly head with an assassination attempt. Honour has been forsaken and there is a traitor in their midst - nobody can be trusted. Seeing that you are a new inductee, chances are that you haven't been tainted by corrupt elements within the Guard. So unfortunately it wasn't your fighting skills and angry expression that made you a natural choice to carry out this important mission, but rather your limited knowledge and inexperience.



It's Unreal Jim but not as we know it

Klingon Honor Guard is the first game to make use of the Unreal engine. The sensible thing to do these days is to buy the naked skeleton of a proprietary 3D engine and then add all the vital organs and flesh around it. This allows developers to focus on creative content rather than trying to shift polygons around faster. There is little point in going on about how good the graphics are, anyone who has seen Unreal will know all about that - if you've never played Unreal before then just know that it has some of the best graphics to ever grace the 3D accelerated home computer. But graphics isn't all it has to brag about - the sound effects are also top notch, changing pitch and reverberation depending on your environment and location. For example in a small empty room weapon fire sounds tiny and hollow and when outside most of the noise is dispersed in the wide-open area. Sights and sounds all make for an immersing experience and now MicroProse have taken this engine and wrapped some solid Star Trek around it. It is strictly a first person shooter and for the large part you can think of KHG as an artful combination of Unreal and Jedi Knight with a few takes on Duke Nukem. From Unreal it takes its feel and look, from Jedi Knight it takes its open levels and compelling action adventure elements and from Duke it takes its smart arse remarks. All these elements work very well together and what you end up with is a very tough game that never takes itself too seriously.

PC CD-ROM

One interesting point about KHG is that it has two hand-to-hand combat weapons

1st Person Shooter

Min Required	Recommended
Pentuim 166 MMX 32 MB RAM 4 X CDrom 2Mb 16-Bit Video Card 250 Mg Hard Drive Space DX5 Compatible Sound Win 95/98 (DirectX 5)	Pentuim II 266 MHz 64 MB RAM 8 X CDrom DX5 Compatible Sound 250 Mg Hard Drive Space 3D Accelerator (3Dfx etc) Win 95/98 (DirectX 5)

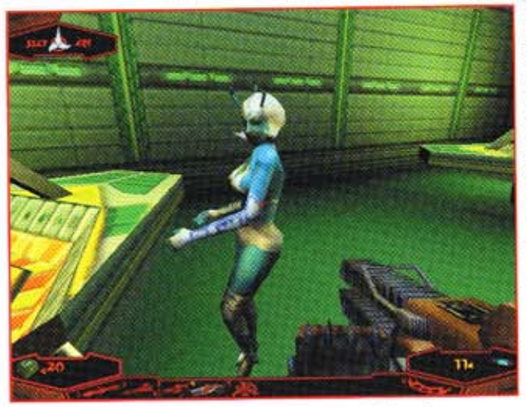
Developer: Microprose

Publisher: Microprose

Supplier: EA Africa
Tel: (011) 803-1212
RRP: R 299.00

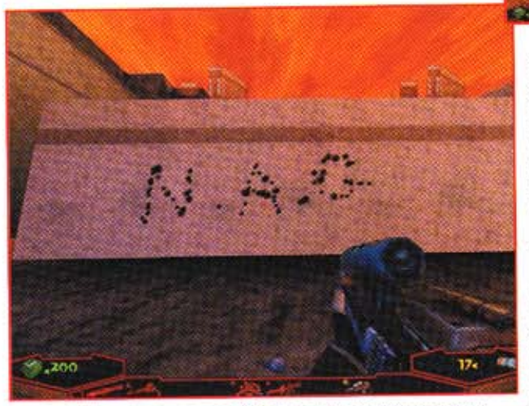
International Web Site
www.microprose.com
International Demo Download
www.avault.com (31 Mg)

Klingon Honor Guard (cont)



I wonder if those tenticles have a practical use?

in its arsenal. The D'k Tahg is a traditional blade that every Klingon warrior carries and can also be throw in secondary fire mode. Next up is the Bat'leth, the sword of honour. A vicious weapon that has reach and weight and can also be thrown and collected from amongst the bloody remains of your foes. While playing KHG you'll often find yourself using these weapons for many situations, this is an excellent example of good play balancing. There are eight other weapons in the game ranging from your standard Star Trek styled Klingon pistol, rifle and disruptors. The standard rocket and grenade launchers make an appearance. All the weapons have a secondary-firing mode that effectively brings the total number of firing modes up to twenty different types of attack. One other interesting weapon is the Ding-pach, this baby fires a razor edged spinning disc that slices through flesh and rebounds off solid objects. The disc will return boomerang-like to its owner. While the disc is airborne it can also be detonated, making for some interesting kills. Besides weapons you can also play with a Tricorder, surveillance cameras and other items such as combat goggles allowing you to see in the dark and stealth suits for surprise attacks. Overall the weapons are reminiscent of the Star Trek universe.



RedTide's artwork seems a little on the rough side (NAG shrine).

Multi-Warrior

Level design is excellent throughout and all the different maps have a very distinctive Klingon feel to them. You'll find yourself battling the odds on space stations and even the Klingon home world. Many of the missions involve doing things like travelling to prison planets to retrieve data and kill a specific person. The missions are varied and all offer a tough challenge. The enemy characters are mostly other humanoid beings, sentry guns and the odd beast or two. There is little inspiration in this department and you'll soon grow weary after seeing your two hundredth blue alien. The deathmatch game is very much the same as Unreal in that it never really plays as smooth as you'd like with occasional jerking interrupting the action. The deathmatch maps are decidedly average with a few of them coming straight from the actual game. Overall the experience isn't too bad but many of the problems that plagued Unreal are still evident.

Better than watching Star Trek?

It is hard to attach a score to this game for a number of reasons. Everything about it makes you want to love, honour and play it but the problem is that annoying Unreal engine. There is a heavy price to pay for gorgeous graphics, fancy special effects and ear watering sound effects and that price is frame rate. As a very stern warning to anyone who might be wanting to purchase this game, only do so if your have some serious computing horsepower. If your system is lacking in any area then forget it, Klingon Honor Guard is downright irritating to play if you don't have a super fast system. You should always start getting nervous when a game specifies its recommended system as having 128 MB RAM. Two levels suffer in particular owing to this problem, one is the Mine area and the other is the space station. The developers have been, perhaps a little too ambitious in their level design and even a relatively high-end system battles when rendering these huge areas. The other gripe is lack of variation with regards to the enemies - too many humanoid types which all look similar, a little dull given an entire universe of alien creatures to choose from. It's a tough game that is excellent to play if you have the hardware, this is definitely one of the better Star Trek licenses out there.

RedTide

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
It's an artful blend of Unreal, Duke Nukem and Jedi Knight. The game somehow manages to take the best parts of all these games and bakes up an intense and rewarding challenge which is only let down by ridiculous system requirements which negatively affects the playability. If you've got the power though...	90	88	90	85	87	66	84

INTERNET: www.microprose.com

MULTIPLAYER	COMPARITIVES	PRO'S and CON'S	
TCP/IP (2-16+)	Unreal Quake II	+ Unreal Engine + Everything You See & Hear + Tough Challenge	Unreal Engine - Dull Enemies - High System Req. -

REVIEWS UNDER FIRE

In 1967 the Israeli Air Force destroyed 400 Egyptian, Syrian and Jordanian aircraft in the first day of the Six Day War! Jane's Combat Simulations finally realised that there are other airforces out there other than the United States Air Force.....and dare I say it better airforces too!! - Reaper

PC CD-ROM

Combat Flight Sim

Min Required	Recommended
Pentium 200 MMX 32 MB RAM 8 X CDrom 4 Mg SVGA Graphics Card 251 Mg Hard Drive Space Windows Comp. Sound Win 95/98	Pentium II 266 MHz + 64 MB RAM 8 X CDrom 3D Accelerator (3Dfx etc.) 635 Mg Hard Drive Space Windows Comp. Sound Win 95/98

Developer: Janes Combat Sim.

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 803-1212

RRP: R 299.00

International Web Site
www.janes.ea.com

Janes have produced a simulation of such an airforce and they picked the most potent airforce in the world....the Israeli Air Force. Actually the sim is produced by Pixel Interactive which is an Israeli design studio which is staffed by amongst others nine ex-IAF personnel. It is no surprise then that these guys know what they are doing when modelling the exact tactics of the Israeli Air Force.

Installation of the sim went without any hitches at all. A full install requires approximately 635 MB and the small install requires approximately 250 MB.

The sim opens with a pretty nifty opening video which gets one in the mood for defending the state of Israel. One is then requested to log in and you choose a pilot and give yourself a call-sign. Next you are presented with a pretty austere grey-metallic interface which has the appropriate clunky metallic sound when you click on any of the various options, which include: Training, Campaigns, Scramble, Multiplayer, Mission Creator, Reference, Pilot Records and Preferences.

In preferences you can configure a number of options to suit your tastes including graphics, sound, keyboard, devices, and gameplay.

In the training missions you are presented with eleven training missions which introduce you to various aspects of jet combat including takeoff and landing, navigation, air-to-air and air-to-ground combat, radar modes, dogfighting, defensive tactics, wingman cooperation and multiformation tactics. A nice aspect of the training is that there is an instructor's voice constantly speaking to you and taking you through all the moves. It is in this mode where you are also introduced to the seven aircraft which you can fly in this sim (that is not including the Mig-29 and the Mig-23 which can be flown in multiplayer only). They are the Mirage III (a very familiar aircraft to us South Africans), the F16 Falcon, the F15 Eagle, the F4E Phantom, the F4-2000, the Kfir C7(the aircraft upon which the South African Cheetah was based) and the Israeli designed Lavi.

Once you have earned your wings and you feel ready to kick sum butt you can do so in either the Scramble missions or you can choose to start one of six Campaigns. The Scramble missions are exactly that....you get the message to scramble and off you go into the blue yonder to do battle with hordes of Arab aircraft attempting to blow tiny little Israel into oblivion.

In the campaign mode you can choose either of three historical campaigns (Six Day War, Yom Kippur War and the Lebanon War) or three futuristic wars (the Syrian Front, the Iraqi Front or the Lebanese Front). The campaigns are not fully dynamic campaigns and are merely each a set of seven scripted missions strung together to form to campaign. However the historical campaigns are pretty accurate and pretty much give you an idea of what was going on in these various wars. A nifty feature is the ability to click on the visit icon and watch the computer controlled pilots doing there thing....funny how they seem to always do it better than I can.

IAF
ISRAELI AIR FORCE

The reference section has information on all the aircraft and vehicles found in the sim, together with a 3D pictures of what they look like in the sim and photographs of them. At this point in the sim I realised that they hadn't really modelled all that many other aircraft or vehicles in the sim. Other sims out there have modelled hundreds of other aircraft or vehicles and IAF's pretty sparse attempt was a little disappointing.

The mission creator is not very extensive but is functional. It reminds me of the mission creator in ATF/Fighter's Anthology, which is not surprising, since they also come from the Jane's stable. Although not as comprehensive as the mission creator found in Jane's F15 it does everything it needs to create a quick mission.

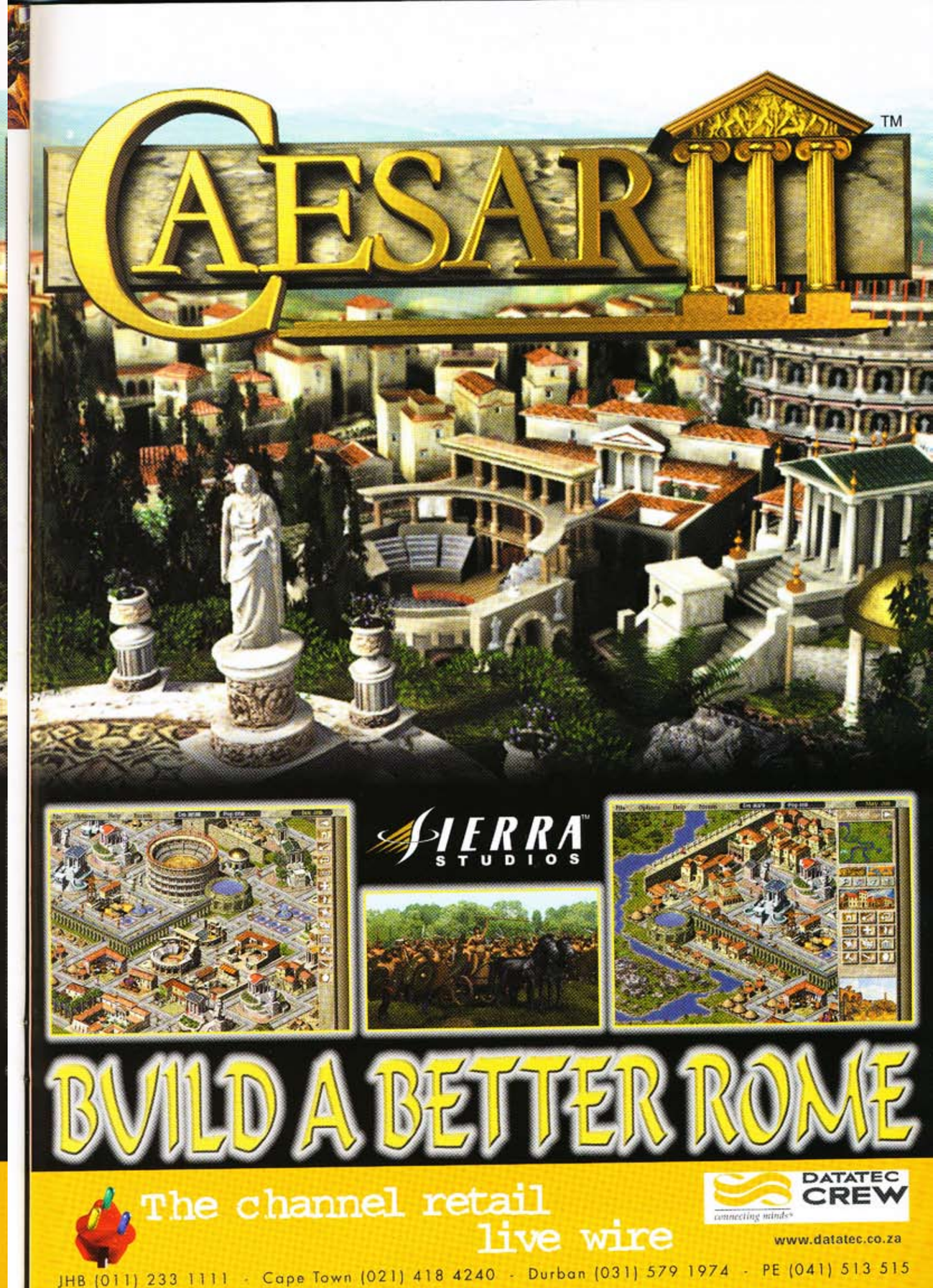
Oh. no. I forgot my barfbag in the change room. Uuurrgh.

The graphics in this sim are terrible. Well ok let me qualify that. The 3D rendering of the various aircraft is very good and they look very authentic. However that is where it ends because the terrain graphics look like they were rendered and drawn by a bunch of pre-schoolers with coloured crayons and pencils. The terrain does not look like it is 3D accelerated at all. The terrain has a disturbing shimmering effect and lowdown there is clear pixellation. Some people feel that graphics are not that important but to me they help in that feeling of immersion, realism and suspension of disbelief.

Where this sim excels is in its multiplayer. It supports all the standard multiplayer connections. It offers co-operative multiplayer in campaigns and seems to be a successor to the excellent multiplayer capabilities of Fighter's Anthology and ATF. Once you have experienced co-operative multiplayer in a campaign in any sim you will wonder how you used to fly all alone. How did I sit in my room playing with myself all the time??? Yup... the future is in co-operative multiplayer and with the advances in real-time communication with your wingmen, any sim which offers co-op multiplay has a bright future. It is also supported by Janes' Combat.net

All in all and apart from the graphics this sim is a pretty good simulation of the finest airforce in the world. It also offers a complementary special 50th anniversary CD of the Israeli Air Force which is pretty good value for money itself.

Reaper



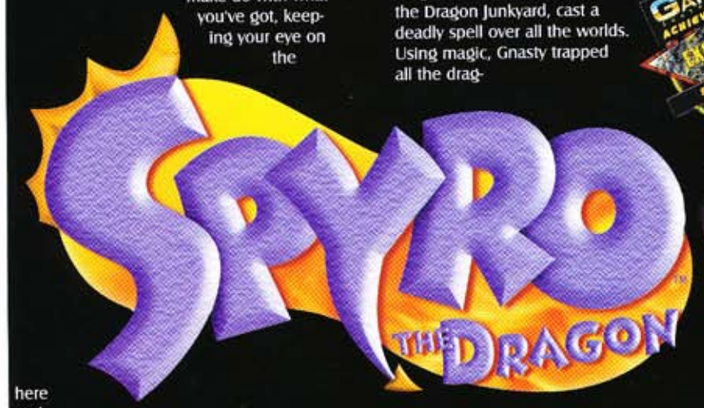
Perfection of execution is truly a rare quality that unfortunately far too many games never attain. But, every once in a while there is a gaming event that changes the course of all things to follow. Spyro The Dragon is an unassuming title that has taken this tenuous lead firmly in both claws and given it a mighty tug. - RedTide

3D Platform

Developer:	Insomniac Games
Publisher:	Universal Studios
Supplier:	Ster Kinekor Inter. Tel: (011) 445-7900
RRP:	R 399.00
International Site	www.playstation-europe.com/spyro

The jaws of death don't scare me.

Gamers live in interesting times and these days current PlayStation titles are really squeezing every ounce of electronic juice out of Sony's console. Just look back at older PlayStation titles and you'll quickly discover just how far things have moved along. Unlike the PC, there is no upgrading the console with better graphics accelerator cards or faster processors - what you see is what you get (kind of like in the days of the Commodore 64 and its fellow game platforms). Back then developers just seemed to make their games better and better with what limited resources they had. Spyro The Dragon is the definitive example of how to make do with what you've got, keeping your eye on the



here and now and proving that the PlayStation still has many years of life in it.

Sickeningly cute

You play a baby dragon called Spyro, hence the title. As always there is a cute story attached to give a sense of purpose to everything. On the surface the following material may very well be aimed at the younger generation, but hidden between the lines is a thin sliver of tongue-in-cheek that older players should bear in mind before passing judgement and dismissing this game as a trivial children's title.

Once upon a time five dragon families lived in blissful harmony on five different dragon worlds. Life for these dragons was an idyllic paradise with every need fulfilled and every whim satisfied until one day Gnasty Gnorc, who resented the dragons for banishing him to the Dragon Junkyard, cast a deadly spell over all the worlds. Using magic, Gnasty trapped all the dragons in crystal and created Gnorc soldiers out of the shattered remains of their precious jewels. Spyro was the only dragon who managed to escape being turned into a crystal statue because he was so small that the spell flew right over his head. Spyro now has to travel to all the six worlds and release his fellow dragons while collecting jewels and flaming bad guys. His only ally in this quest is his friend Sparx the dragonfly, who protects him from attacks and helps collect jewels.

At its heart Spyro The Dragon is a 3D platform action adventure game with a few minor puzzle elements. A central hub of sorts connects all of the levels for each world and you move from world to world via different means such as balloon rides and the like. The catch is that you must earn a certain number of points before you can move between worlds. Points are gained by collecting jewels found either lying around or earned after killing bad guys. This system is a smart move that not only keeps you hooked but also forces you to thoroughly explore each level to find additional 'hidden' jewels. While all of this is going on you may also stumble across special levels that give the player a chance to take to the skies performing various tricks and collecting more goodies - and we all know there is nothing like secret levels to up the replay stakes. The control is intuitive and if you've played anything even vaguely similar over the last six months then you should feel right at home. The action is viewed from a third dragon perspective and there are very few times that you'll experience the stupid camera syndrome, if you do then a quick button press is all you need to set things right again. You have two different methods to dispose of enemies, one is a fiery breath and the other is to ram tougher fire-resistant bad guys with a high-speed horned charge. Overall the control is flawless and you will be gliding and fighting like a pro after a few goes. One noteworthy mention is your friend Sparx. By flaming innocent creatures like sheep and lizards you turn them into butterflies which Sparx can eat for energy. Sparx plays two vital roles in the game, one is defence (protecting Spyro from some attacks) and the other is to help collect gems for you. The jewel collecting helps tremendously and eliminates time-wasting back-tracking to collect missed treasures.

Cutsy graphics does not show the true depth of the title.

Saturday morning cartoons

Spyro is simply gorgeous to look at and amazing to play with. The sense of motion is liquid smooth and the entire game feels just right. The graphics really will amaze you and a few short game-playing sequences wouldn't look out of place in a Disney cartoon. All the enemy animation is well put together and simple words on paper could never get across just how well your little dragon looks. An interesting point of note is that Stewart Copeland, ex-drummer of The Police, composed the superb offbeat music for Spyro (while Sting went off to act in Dune, years later Stewart is making music for games). Needless to say the music is unique and makes the audio experience very different.

There is very little to criticise about this game - it is currently the very best in 3D-platform gaming available for the PlayStation. Some gamers might be put off by its cute nature, which can only be described as a tragic loss for the narrow minded, but you'll be pleasantly surprised by a fantastic game that offers plenty more than you'd expect. Good solid fun doesn't look or get any better than this.

RedTide

'AAaattcchhoo' excuse me did I spit on you.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Spyro The Dragon is without a doubt one of the best PlayStation titles in its class. From the stunning visuals right down to the control system this game simply oozes quality. One look at the amazing visuals will make you check under the hood to see if it really is a PlayStation that's running this game.	95	89	89	84	88	93	90

INTERNET: www.playstation-europe.com

NO OF PLAYERS: 1 PLAYER

MEMORY: 1 BLOCK

PRO'S and CON'S: + Graphics & Animation + Music + Everything Else — Deceptively Cute -

Reviews Under Fire

The PlayStation has seen numerous strategy conversions from PC over the past couple of years with the Command & Conquer series probably the most famous of all. Being the third in the C&C series, and with all its predecessors appearing on PC first, this one has been released exclusively for the PlayStation.

AtariBaby

The PlayStation has seen numerous strategy conversions from PC format over the past couple of years with the Command & Conquer series probably the most famous of all. Being the third in the C&C series, and with all its predecessors appearing on PC format first, this one has been released exclusively for the PlayStation.

Retaliation comes packaged with two disks (Allied and Soviet missions) and offers some rather outstanding new maps and missions. Missions are set in Europe, with 17 (per disk) to get through. Gameplay follows very much the same pattern as the originals, requiring you to harvest ore to get the dosh to build tanks and expand your defence and offensive systems to ultimately destroy the enemy.

Retaliation plays off in Europe somewhere in the not too distant future.

Each mission is a completely new challenge with new objectives and tasks to complete. Some of these include, assassinating a Greek commander, destroying a captured proto-type plane and capturing the Chronosphere technology. A FMV briefing precedes missions, by either Soviet General Dmitri Topolov or Allied General George Carville laying down the rules and objectives. Looks really good but if you've seen it once you've had enough.

Gameplay has been made more challenging and be warned, the missions are not run-overs like the original C&C and Red Alert missions, and require quite a bit of added concentration and planning. Retaliation is very well presented and graphically it follows in the footsteps of the previous versions, although it does appear to be slightly more detailed and of a higher resolution than its two predecessor's. Scrolling and movement is pretty smooth and in turbo mode things move along at a blistering pace. However I found that at certain stages in the game, although with not much happening on the screen, things tend to slow down quite a bit and this become incredibly irritating. Being an exclusive release for the PlayStation, Westwood went to quite a bit of trouble in adding a great selection of rocking soundtracks and background tunes, which really enhances the gameplay. If you don't enjoy anything other than original game sounds you can turn the background music off and hear the enemy howl in agony as you pound them with gunfire. Game sounds are no different from the other C&C releases and have been left unchanged. Apart from the newly added soundtracks, Westwood managed to give Retaliation its own unique touch by adding units and new technologies to both the Soviet and Allied forces. Giving the usual C&C player something new to master. Field Mechanics and Shocktroopers make up the troops side of things, while Teslatanks, Demolition Trucks, and Missile Submarines fill up the rest of the new arsenal.

Strategy	
Developer:	Westwood Studios
Publisher:	Westwood Studios
Supplier:	EA Africa Tel: (011) 803-1212
RRP:	R 289.00
International Site	www.westwood.com

Level and on field start-up units Skirmish mode has quite a bit to offer and should keep you glued to the PSX for months. Although Retaliation is recommended for mouse-play, I must say I had no hassle playing the game with the standard PlayStation gamepad. A bit tricky at times but not unbearable. Most of the commands are at your fingertips, and are very well explained and laid out in the detailed 49-page manual.

This is the Gang Attack, tesla mode.

If you've always wanted to get C&C for your PlayStation, now might be the time. Retaliation comes complete with a manual that even beginners to C&C would understand. All in all I have to say that C&C Retaliation is the toughest yet, and will keep you occupied for hours. War has never been so much fun. Hopefully we will see the long awaited Tiberian Sun in the PSX very soon! (Dream on :Ed).

AtariBaby

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
Although it is a rehash of the old C&C Red Alert with a few new troops and war machines, this one is a real werewolf in sheeps clothing. Unchanged graphics and sounds don't enhance the game but it's a strong match for its competitors. If you've never played C&C before this one is well worth the purchase.	75	75	65	72	51	79	70

INTERACT: www.westwood.com

NO OF PLAYERS: 1-2 PLAYER

MEMORY: 1-2 BLOCKS

PRO'S and CON'S:
+ New Troops & Units
+ Tough Missions
- Akward Control
- And You Need A Mouse For Decent Gameplay

Total European club football
All the clubs. All the leagues. All the cups.
OBEY MY FEET
FIFA 99
It's in the game.
EA SPORTS
It's in the game.
ELECTRONIC ARTS Africa
www.easports.com
PC CD
PlayStation

Reviews Under Fire

Often games try to terrify the player with laughable attempts comprising of badly animated zombies or hounds from the bowels of the Earth all rendered extra dark and indistinct for 'atmospheric effect'. MediEvil manages to remain eerily creepy while still offering a few comic moments. So it's a black comedy then with scary bits well sort of. - RedTide

Action Shooter

Developer: Sony Computer Ent.

Publisher: Sony Computer Ent.

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

RRP: R 399.00

International Site
www.playstation-europe.com/medievil

PlayStation

MEDIEVIL

The game follows the plight of an unfortunate bloke with an even more unfortunate name. Sir Daniel Fortesque is the hero is question and even though he has been granted a place in the Royal Hall of Heroes, Dan hasn't performed any heroic feats in his entire life, outside of his own fantasy world. News of Dan's yarns eventually reached King Peregrin who decided to make Dan head of the royal battalion based on his false encounters and wild tales. So the sleepy town of Gallowmere had their hero and all was well. Until... Zarok the sorcerer, a sworn enemy of the king, summoned legions of his corpse warriors to attack Gallowmere. Sir Dan Fortesque was the first to fall from a fatal arrow to the eyeball. The evil armies were vanquished and Zarok disappeared. The king's embarrassment over the poor showing Dan put on led to a little truth bending and the king proclaimed Dan a hero who had died, locked in mortal combat with Zarok. A hundred years later Zarok has now returned, turning the good citizens of Gallowmere into zombie soldiers. Only one soul has escaped this evil probing, Sir Dan Fortesque. Dan is resurrected and is nothing more than a skeleton with armour. It is now up to Dan to finally rid the universe from the likes of Zarok and prove himself a real hero. MediEvil is a hack and slash fantasy action game with a very liberal sprinkling of puzzle solving. You view the action courtesy of a dynamic third person camera as Sir Fortesque leaps and parries his way through over twenty intense locations.

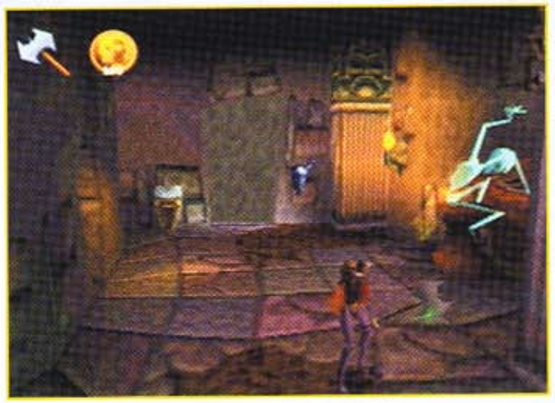
This world is a gloomy place

While maintaining the creepy mood of the game the developers haven't sacrificed the variation of each area. It would have been a simple matter to curse the player with endless villages and dark stone castles but MediEvil boasts a wide range of varied locations. Every tombstone or gnarled tree has been carefully constructed to add plenty of detail where other games just cast shadows in all those corners. The first innovative level you'll come across is a farm setting complete with barns and deadly scarecrows. Here the scarecrows and the crows have made a symbiotic pact with the evil sorcerer and both now relentlessly attack you. The surrounding wheat fields command a certain respect with Jurassic Park style attacks occurring should you stray too far into their golden growth - a small dust trail kicks up in the distance and before you know it Daniel sinks beneath the golden ocean. These are the sort of creepy atmospheric touches that make you terrified of straying off the path. On another level a witch asks you to retrieve several pieces of amber from an ants nest, and no sooner have you accepted her task than she shrinks you down to ant size and into the nest you go. While in the ant nest a trapped fairy asks for your help to rescue the other fairies and gives you a few fireflies to light your way. The trip into the ant nest is truly nerve wrecking as ants and larvae try to stop you - to say nothing of the confrontation with the queen. It is the sum of all these parts that makes MediEvil something really special. Everything is put together with care and the effort has paid off, drawing the player deeper and deeper into a dark and terrifying world.

A posing pic of our very special hero.

'Shine a little light on me'

MediEvil (cont)



Special effects and coloured lighting

To compliment this already fine game are a selection of innovative monsters you will need to deal with, and there are a few harmless entities such as disembodied hands and fireflies that simply add cosmetically to each level. The tough stuff comes in the form of zombies, vicious wolves and other satanic monstrosities. There are witches, dragons and comical stone heads that talk to you as you pass by (much like the ones from the movie Labyrinth). Some of the bigger bad guys can only be destroyed by shooting certain vulnerable parts, much like many final bosses seem to have. One of the bigger mid-level bosses is actually a huge metal robot driven by a little dwarf (you will only see this if you're behind him though).

Another innovative slant on the action comes in the form of different weapons that you can pick up or are given in the Royal Hall of Heroes. Some of them, like the club, take damage as you use them and eventually deteriorate until they break. The club can also be used to transport fire from fireplaces to light monster generating haystacks for example, and you will even end up collecting an arm from a zombie that can be used as a weapon. There are also some range weapons such as throwing knives and a crossbow. Some creatures respond better to certain weapons and you'll find it's better to hammer ants and advisable to slash zombies. An inventory system also plays a big role in the game and you'll often have to use certain objects at certain times to activate triggers and move the game along.

Devilish graphics and ghoulish music

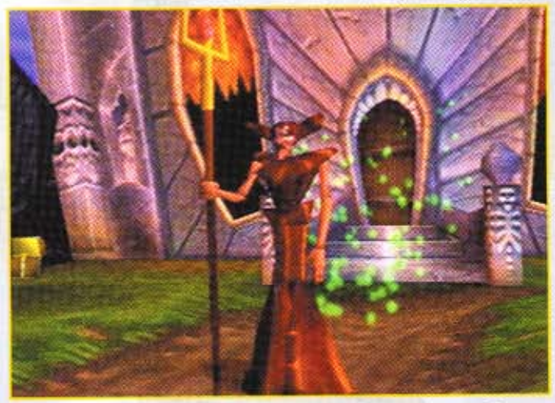
Often graphics are judged on quantity and not quality. Too often developers think that it is better to throw special effects into everything rather than take the extra time to add small details to everything they create. It's far more impressive to see a few ants crawling around on a tombstone than it is to just have a better-looking tombstone. It must be said that MediEvil has some really stunning graphics, not only do they look rather good but they move well too. The only flaw you might notice is a limited number of frames of animation on most of the monsters - they look a little awkward, even for zombies. Sir Daniel Fortesque is superbly animated and genially looks like a skeleton in armour. Leaping and hacking with flourish, you'd almost expect him to slip into a pirouette and tap dance the last few steps to most of his moves. The sound effects are adequate with a few meaty thumps when whacking the club on the floor, and the screams of the dying ants as you smash them to a paste will bring a tear to your ear. Worth mentioning is the music for the game - it's atmospheric and sets the mood perfectly. A Thumping heart beat that is linked to your state of health also serves to add a little anxiety while playing because you know you might die with the next attack.

From the very first moment you begin your quest everything moves along perfectly, and you'll quickly forget the outside world as you battle your way through a few more bad guys. It is impossible to knock this game on any level. Although not as heavy as Resident Evil 2, it is nonetheless a spooky action game that demands a laugh every now and then and is fun to play.

RedTide

What, no bazooka?

The armoury in MediEvil is fairly limited and there are no weapons of mass destruction. What you do get however is a fun selection of 'traditional' Middle Ages weapons to dish out the pain.



Is that a fork in your hands or are you just happy to see me?

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
This game manages to capture the right feel that goes along with the story. The creepy atmosphere prevails through the slightly dark comedy with inspiring ease. This is an excellent game that comes highly recommended.	87	86	84	83	76	88	84

INTERNET: www.playstation-europe.com

NO OF PLAYERS: 1 - 2 PLAYER

MEMORY: 1 BLOCK

PRO'S and CON'S: + Very Atmospheric + Different Weapons + Innovative — Enemies Reappear -

Reviews Under Fire

I'm not exactly sure how to categorize this game, as it doesn't fit easily into any established genres. Perhaps it will mark the beginning of a new dancing style of gameplay, but then it might equally become another forgotten attempt at trying something different. - Nick

It shouldn't surprise you to find out that it comes from the same country that gave us Pa Rappa The Rapper. In fact both games are very similar and seeing as Pa Rappa was such a hit in Japan its easy to understand how Bust-A-Groove might also gain a cult following with all those Sunny Funny fan club members. Somehow though I can't quite picture loads of African kids screaming at their parents for a Bust-A-Groove stocking filler, or even getting into an argument about whether Hiro is cooler than Heat! One thing I'm sure about however is that the chances of you being challenged to a Dance Energy Groove-A-Tron, are very small.

But, if by some strange PlayStation culture clash you were actually asked to go a few rounds, NAG feels this short explanation might save you from being out maneuvered, out classed and out danced by some one who isn't even out of school! Each round is the duration of a song, so for a few minutes you have to shake your stuff and at the end of the song the player with the highest energy meter wins. During the song, you are given a set of commands to perform. These involve a number of directional button taps followed by either a O or X. As you complete each command they get progressively harder so the longer you don't make a mistake the more complex moves you will perform and the more your energy meter will rise. If you put a foot wrong then its back to easy steps and time to work your way back up to the radical steps. It's also possible to knock the other player down which also reduces their energy bar. The other important aspect to the winning of a bout is timing. As you tap out the required commands you have to do so in step with the music (like Pa Rappa). So the key to dance floor fame lies in pushing the correct buttons in time with the beat. Any NAG readers foolish enough to accept a show-down with a Bust-A-Groove player now at least has a leg to stand on!

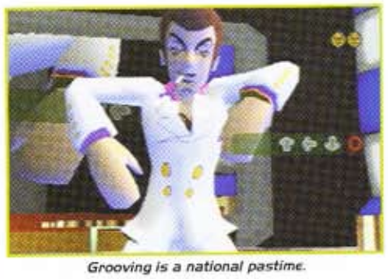
There is also an option to choreograph a music video which involves choosing the dance moves and deciding how the camera views the action. Obviously in such a game as this, the music is a large part of its appeal. The various tracks on offer include the usual house, disco and rap styles plus a few other funky numbers thrown in. The motion captured dancers move around in a smoothly animated fashion, while their individual steps are both varied and impressive. Any budding dance floor heroes could even learn a trick or two just by checking out some of the moves on offer. The Hi-Res. graphics are suitably matched to the games cool and funky production values, and the individual character design represents many of today's clubbing trends.

As a game made for younger players it works very well, so if you have any kids or want a good Xmas gift you could do a lot worse, and that's not even mentioning the time you'll have to yourself while they're busy trying to step all over each other!

LH Industries

Looks more like a Rekie than a hip dancer.

Dance Arcade	
Developer:	Sony Computor Ent.
Publisher:	Sony Computer Ent.
Supplier:	Ster Kinekor Inter. Tel: (011) 445-7900
RRP:	R 349.00
International Site	www.playstation-europe.com



Grooving is a national pastime.

Summary	Graphics	Sound	Control	Story	Continuity	Playability	Overall Rating
Funky sound and visuals provide a cool 2-player game that doesn't involve any blood or guns. Younger players with a sense of rhythm and a desire to out dance their friends will get the most out of this game.	70	68	70	NA	80	65	70

Internet: www.playstation-europe.com

No Of Players: 1 - 2 PLAYER

Memory: 1 BLOCK

Pro's and Con's:
+ Appeals To Kids
+ No Violence
+ Great 2-Player Fun
- Not For Mature Gamers
- No violence
- Repetitive Gameplay

HUGE AIR
MORE COURSES
MORE TRICKS
MORE EXTREME
COOL BOARDERS 3
PlayStation
SONY COMPUTER ENTERTAINMENT
Up to 8 players with Multi - Tap and Link Cable
PlayStation Powerline: 0800 111 013. Leave your mark at www.playstation.co.za
Cool Boarders is a trademark of Sony Computer Entertainment America Inc.
SK STER-KINEKOR INTERACTIVE
DUAL SHOCK

Batman in a mech suit.

The PSX stands up admirably to the multitude of special effects.

It's closest relative in the games community would be the Jungle and Nuclear Strike series, so if you were into those or alternatively like a little strategy with your firepower, then read on.

The first step you'll have to take in controlling the wide range of criminal elements is gaining command of the T.A.C. X1 Alpha. This mighty piece of hardware is basically a mech.-robot with the ability to transform into a hover car. Because of the different types of terrain you encounter you'll have to switch between the two. With the numerous walls you have to walk on plus the tricky routes you have to take the walker through, it becomes imperative to utilize it's solid control system, where as the hover car comes in to it's own while in wide open spaces. The weapons available for the X1 Alpha is most pleasing, and that's even before you get more power ups! There are 3 basic types- Machine Guns, Rockets and Special Weapons. These are locked on to enemies by a quick and easy to use targeting system that enables you to either take cover and fire or else just go in head first. You'll soon learn that the choice of weapon you use and how you approach your target is directly related to how long you stay alive. Once comfortable with the control and weapons system you're ready to go and clean LA up, and believe me, there's a hell of a lot of vermin that needs to be exterminated.

There are two different types of missions to play: Crime War which is a case of taking out a primary target while staying alive longer enough to reach it, and Precinct Assault which utilizes strategy elements in order to overcome your opponents base. Both types of missions are well put together with a good learning curve that slowly ups the resistance you encounter each time you progress. Plus on top of that, there is an option of three-difficulty settings, which have a big effect on extra enemies and their defenses. Players determined to beat the game on the hardest level will really have to put in their homework, but this all provides for large amounts of replay value.

This is all single player mode, but wait there's more, a lot more. Not only does Future Cop provide a very ample single player experience but you can also play both types of mission in 2-Player mode. With co-operative play in Crime War, you get split screen action and double the fire power, so what was once a practically impenetrable enemy base suddenly becomes a walk in the park. However you both have to share power-ups and also your Armour gage is one and the same, so even if you don't get hit, you'll still loose out if your partner does. On the other hand if co-operative is not your thing then the Precinct Assault provides for a satisfying death match style of gameplay.

The whole game is pieced together with extremely slick F.M.V. sequences, as well as informative training videos and mission briefings. Added to that you also have the help of a cool police operator, she will give you hints on how to progress plus share a few jokes and generally keep you company throughout your missions. Her voiceover plus that of the villains are done just right, so you will often be entertained by the whitty sound bytes such as religious extremists shouting "Die Unbeliever"! The sound effects such as explosions and moving vehicles are also first rate and the graphics equally reflect this high level of production.

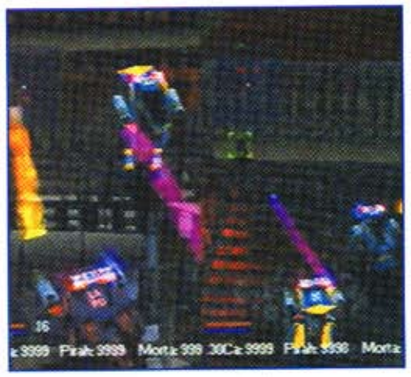
Lots of extra touches plus attention to detail throughout the game provide you with a high level of entertainment while never actually detracting from the gameplay itself. The various missions are refreshingly original involving elements such as drugs, gangsters, robots, aircraft and civilians to name but a few. The more I played Future Cop the more attached I became to it, which is no bad thing unless of course you have to return it! Players with a love of all things related to Robocop will be right at home as will Strike fans looking for something a little different. I'll leave you with a word from Future Cop L.A.P.D. "USE ALL NECASARY FORCE TO SERVE, PROTECT AND SURVIVE"

Future Cop is one of those games that initially seems pretty straight forward, but the longer you play it, the more you get into it. It's not a brainless shoot-em-up so players looking for a quick fix will find themselves going in guns blasting and leaving in a coffin. Future Cop is definitely a frantic get big guns and kick ass affaire, but it requires some cerebral plotting and quite a bit of stealthy maneuvering. - Nick

3rd Person Shooter	
Developer:	Electonic Arts
Publisher:	Electonic Arts
Supplier:	EA Africa Tel: (011) 803-1212
RRP:	R 359.00
International Site	www.ea.com

Future Cops
LAPD (cont)

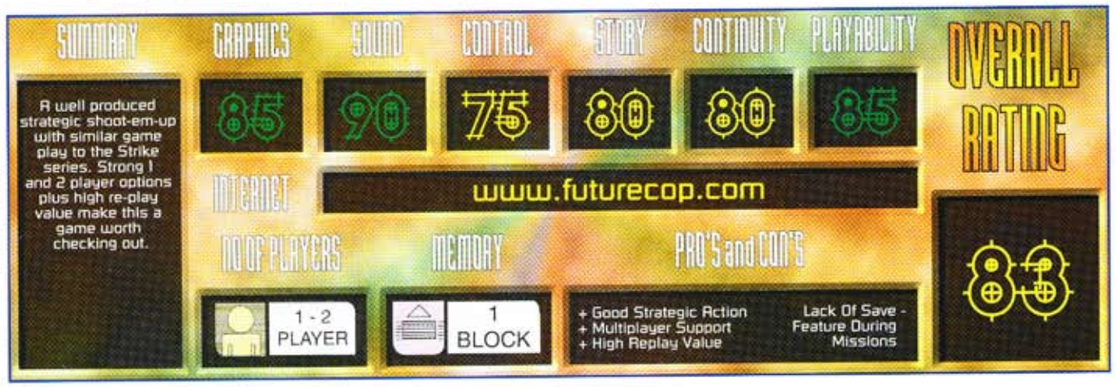
REVIEWS UNDER FIRE



Fast hard paced action.

Third person perspective camera angle.

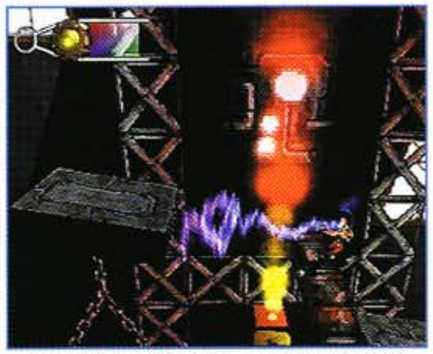
Ranged weapons have awesome graphical effects.



LH Industries

Reviews Under Fire

Arcade Platform	
Developer:	Shiny Interactive
Publisher:	Interplay
Supplier:	EA Africa Tel: (011) 803-1212
RRP:	R 399.00
International Site	www.shiny.com

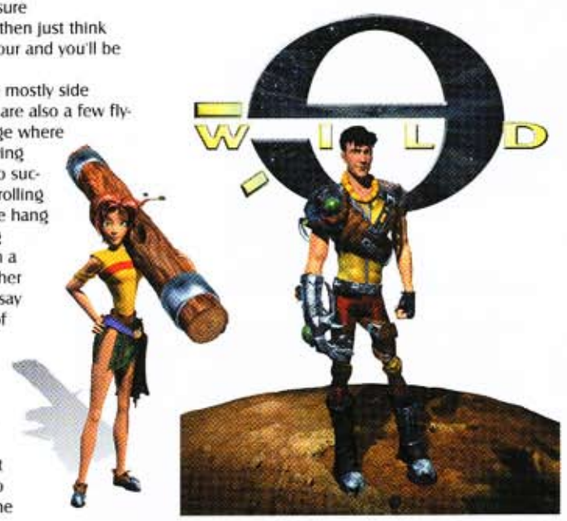


The sadistic weapon that lifts and smashes opponents.

Well, Wild9, Shinys new release is definitely not in the same league as MDK, but its still a reasonable game, even if its not giving us anything new. It seems that rather than trying to break new grounds, the developers have instead opted to recreate a solid and enjoyable arcade experience.

You play as one Wex Major who has just woken up to find his fellow Wild9 comrade's kidnapped by the ruthless Kam, who incidentally is bent on total control of the universe. It's now up to you and your crazy sidekick B'Angus to save the day. This involves chasing round the galaxy looking for Kam while also finding your buddies who have been trapped by his Shocktroopers. Its all very light hearted, kind of like the 2000AD comic strip Ace Trucking and Co, or the arcade game called Metal Slug, and if your still not sure what I'm going on about then just think about a word called humour and you'll be on the right track!

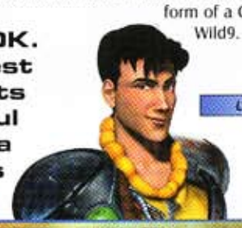
The various levels are mostly side scrolling affairs but there are also a few flying levels and even a stage where you're just free falling (flying straight down!) In order to successfully negotiate the scrolling level you'll have to get the hang of using Wex's special Rig Weapon. This acts as both a climbing device and a rather bizarre killing machine. I say bizarre because instead of your standard ray gun, this Rig acts by entrapping your enemies in a force field and then its up to you to decide how to dispose of them. Pressing the left and right directional buttons and so raising the enemy from the ground over your head and then smashing it down on the ground again does the basic extermination procedure. After a few administered body slams watch the alien scum explode into fractured polygons, or for the true pain merchant how about entrapping a Shocktrooper and then finding a huge fan or electric cable, or even a huge meat grinder. Slam them into it and sit back as they are cut, shocked, burnt and shredded into little pieces! It can get quite frustrating to actually get hold of a Shocktrooper and throw him on a burning fire or some sharp spikes, but its very rewarding once achieved, (the victims shouts of agony are especially entertaining!) If all this sounds a little sadistic, it is. But don't worry as the end of each level you are given a Torture Percentage rating and if it's suitably high then you earn yourself an extra continue. For those who like to do their killing in a slightly more restrained fashion you'll be happy to hear that you also have rockets and grenades at your disposal.



The graphics are reasonable with some impressive explosive effects, and the control is ok but its not exactly precision engineering. The sound is in keeping with this arcade type game, plus you get a few witty sound bytes. The overall feel of the game is very comic, even the trapped Wild9 members are all pretty amusing, particle one called Nitro, who is as far as I know, the worlds only living bomb! Unfortunately there's little in the way of replay value, and only a one-player option so don't expect to be loosing much sleep.

Gamer' looking for a lighthearted romp which doesn't involve any serious brain flexing or in depth challenge will find it in Wild9. Alternatively any gamers looking to vent some sadistically violent impulses will also find it in Wild9. Gamers looking for both of the above should seek help in the form of a CD marked Wild9.

After the big hit that Shiny scored with MDK. I was interested to find out what their latest PlayStation offering would be like. I guess its not easy following up on a very successful game, (unless you decide to make a sequel!) because everyone expects another top class product. - Nick



LH Industries

CHRISTMAS SPECIALS

UNBEATABLE SPECIALS FOR THE FESTIVE SEASON

HARDWARE

CPU'S (PENTIUM 2)	
INTEL 300 Mhz CELERON	R 790.00
INTEL 333 Mhz (512 kb)	R1650.00
INTEL 350 Mhz (512 kb)	R1899.00
INTEL 400 Mhz (512 kb)	R3199.00
INTEL 450 Mhz (512 kb)	R4655.00
MOTHERBOARDS	
PENTIUM 2 with AGP slot, normal AT mini tower case required	R 695.00
PENTIUM 2 with AGP slot, ATX case required	R 795.00
INTEL SEATTLE PENTIUM 2 with AGP slot, ATX case required	R 1250.00
MANY MORE.....	

MEMORY (RAM)	
16 MB 72 PIN EDO	R 199.00
32 MB 72 PIN EDO	R 399.00
32 MB 168 PIN EDO (66 Mhz)	R 335.00
64 MB 168 PIN EDO (66 Mhz)	R 725.00
128 MB 168 PIN EDO (66 Mhz)	R1350.00
32 MB 168 PIN EDO (100 Mhz)	R 335.00
64 MB 168 PIN EDO (100 Mhz)	R 725.00
128 MB 168 PIN EDO (100 Mhz)	R1350.00
CD-RE WRITER	
Write up to 4X and read up to 24X the new Hewlett Packard CDRW (Internal)	R2999.00

HARD DRIVES (WESTERN DIGITAL)	
2,5 GIG ULTRA DMA 33	R 835.00
3,2 GIG ULTRA DMA 33	R 899.00
4,3 GIG ULTRA DMA 33	R1150.00
5,1 GIG ULTRA DMA 33	R1250.00
6,4 GIG ULTRA DMA 33	R1299.00
8,4 GIG ULTRA DMA 33	R1650.00
10 GIG ULTRA DMA 33	R1899.00

PLEASE CALL FOR FULL PRICE LIST. FULL RANGE OF PRODUCTS AVAILABLE.

SOFTWARE (GAMES)

PC GAMES	
Need For Speed 3	R 269 .00
X Files The Game	R 269.00
Tiger Woods 99	R 249.00
Dune 2000	R 269.00
Mechcommander	R 289.00
Commandos	R 330.00
Wargames	R 269.00
World Of Combat	R 230.00
MIG 29 & F 18	R 279.00
Worms 2	R 249.00
Flight Unlimited 2	R 320.00
Creatures 2	R 269.00
Final Fantasy	R 249.00
Premier League Football Manager	R 249.00
XCOM Interceptor	R 210.00
Klingon Hounour Guard	R 269.00
X Files (Unrestricted)	R 199.00
Full Wormage	R 269.00
Civilisation 2	R 269.00
Max II	R 289.00
Madden NFL 99	R 249.00
COMING SOON	
Fifa 99	R CALL
Tiny Tanks	R CALL
Earthworm Jim 3D	R CALL
Test Drive 5	R CALL
Top Gun II (Hornets Nest)	R CALL

PLAYSTATION	
C&C Retaliation	R 320.00
Wild Nine	R 350.00
Wargames	R 320.00
Road Rash 3D	R 320.00
Croc	R 199.00
C&C Platinum	R 199.00
Moto Racer 2	R 320.00
Death Trap Dungeon	R 330.00
Diablo	R 330.00
Madden NFL 99	R 299.00
Future Cop LAPD 2100 AD	R 320.00
Need For Speed 3	R 330.00
World Cup 98	R 320.00

DVD TITLES & 3DFX CARDS

DVD TITLES	
RANSOM	R 115.00
PHENOMENON	R 115.00
NOTHING TO LOSE	R 115.00
METRO	R 115.00
101 DALMATIONS (LIVE)	R 115.00
CRIMSON TIDE	R 115.00
CONTACT	R 115.00
THE FUGITIVE	R 115.00
THE SPECIALIST	R 115.00
A TIME TO KILL	R 115.00
MANY MORE.....	

3D FX GRAPHICS CARDS	
CANOPUS	
CANOPUS PURE 3D (6 MB LX)	R 899.00
CANOPUS PURE 3D (12 MB LX)	R2499.00
CREATIVE LABS - GRAPHICS BLASTER	
3D VOODOO 2 (8 MB)	R1650.00
3D VOODOO 2 (12 MB)	R1999.00
RIVA TNT (16 MB, AGP)	R1750.00
BANSHEE (16 MB, PCI)	R1399.00
CHRONOS	
CHRONOS VOODOO 1 (4 MB)	R 499.00
CHRONOS VOODOO 2 (12 MB)	R1299.00

ATI GRAPHICS CARDS	
ATI XPERT 98 (8MB, AGP)	R 575.00
ATI XPERT @ PLAY (8MB, TV - OUT)	R1199.00
ATI All-In-Wonder PRO (4 MB, AGP)	R1450.00
AGP 3D CARDS	
S3 3D 4MB (AGP)	R 299.00
DFI 3D 4MB (AGP, TV - OUT)	R 299.00

PLEASE CALL FOR FULL PRICE LIST. FULL RANGE OF PRODUCTS AVAILABLE.

QUALITY, SERVICE & PRICE

SHOP L5, KELVIN VILLAGE SHOPPING CENTRE, CORNER SOUTHWAY & REYMOND STREET, KELVIN
P.O. BOX 76255 WENDYWOOD 2144

ORDER FORM (FAX or POST)

NAME:.....
ADDRESS:.....
.....
POST CODE:.....TEL:.....
CASH ☐ CHEQUE ☐ POSTAL ORDER ☐
SIGNATURE.....

ITEM	PRICE
	R
	R
	R
P & P	R
TOTAL	R

Collection ☐
Post ☐ ,Call to confirm delivery charge

PUMA TECHNOLOGIES CC
Reg. No. CK94/28159/23
Your computer workshop...

TEL: (011) 802-4751 FAX: (011) 802-4789

All prices are VAT inclusive and are subject to change without prior notice. Prices are valid while stocks last. Please call for latest prices. All Trademarks belong to their respective owners.

CREATIVE LABS 3D BLASTER BANSHEE

I think that that 3Dfx's Banshee chipset was one of the most highly anticipated pieces of hardware to hit the market. After it first announced the chipset there were speculation made to what kind of performance and advantage it would offer the gamer. As can be expected Creative Labs with its broad range of multimedia products were one of the first to release the chipset onto the market and were the first in South Africa.

So it was with great excitement that I proceeded to unwrap my Banshee and install the card. As with all other PCI based products it was a simple installation process of finding an empty slot, slipping it in, securing the card, closing the cover and connecting my monitor to the card. After boot-up the card auto-detected and after pointing the installation to the right directory, it was a quick reboot and that was that.

The software package included was a little on the sparse side after being spoilt with three games for the Voodoo2. It comes with internal software applications Colorific and 3Deep, both designed for monitor calibrations and 3D corrections in games respectively. There is only one game provided, that being the 3D accelerated Incoming Full Version, not a bad game for a first spin of the Banshee.

What makes the Creative Labs 3D Blaster Banshee special to other 3D accelerators? Well the obvious difference comes in the dual dimension support, that being a 250MHz DAC 2D chipset for all your normal non-accelerated applications, and the 3Dfx Banshee 16MB SDRAM for all your craving 3D games. This has three major benefits, you only have to own one card for both dimensions, you now are not overcrowding your PCI slots with unnecessary extra cards (unnecessary hhmm :Ed) and you are paying for what is normally two devices in one.

The first noticeable downside to the Banshee if you are coming from a previous Voodoo2 installation is the slower performance. For the trained eye it is quite significant and according to the performance scores on our test machine (which tests all our hardware) they are actually quite dismal. As a competitive graphic card it certainly will need to address certain game problem that were encounted over the test phases. I must admit 3Dfx and Creative Labs are churning out the patches showing the support for the card but having to download specific game patches (e.g. Quake 2) in order to play in accelerated modes is irritating. What happens to the gamer without Internet connections, it's a consistent succession of phone calls and waiting before he actually gets the much needed patches.

There are many Banshee related problems that are being addressed but the 2D performance of the Creative 3D Blaster is of the highest calibre. One upside to the Banshee is the extensive 3D compatibility with all of the current major 3D APIs. With support for 3Dfx Glide, Direct3D and OpenGL you should be hard pressed to find a 3D accelerated game that won't run on the Banshee. Other chipsets are having problems popping out game patches, while the Banshee should have universal support. Unfortunately it does not make up for the performance issues and game related problems.

The biggest selling point on the South African scale should be the price and it is cheaper than its RivaTNT counterpart, but only by a mere R100.00, at a RRP of R1899.00. Much cheaper than the Voodoo2 Add-On Card but the conscious decision is to change from the 3Dfx chip to something else (a great card reviewed last month). The Creative Labs 3D Blaster Banshee does not feature in the best all time release list, mostly because of timing (maybe 6 months ago), and now with the news and specs on the 3Dfx Voodoo3, it drops even further down the list. For those supporters of the 3Dfx chipset this card is well supported by Creative Labs in South Africa, and is a definite option. What you have to weigh up is the performance vs. the support issues. I personally feel performance is the key issue.

R 1899.00 *(RRP)*
Creative Labs Africa
(011) 315-1000
www.mmw.co.za

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance (Intel PII 266, 64Mg Ram, Awe64, 4 Gig ScSi HD, Win 98)

Quake 2 *(Version 3.15)* Timedemo Benchmarks

Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	34	33.8
640x480	Timedemo 2 demo2.dm2	33.9	33.7
800x600	Timedemo 1 demo1.dm2	28.5	28.2
800x600	Timedemo 2 demo2.dm2	28.6	28.3
1024 x 768	Timedemo 1 demo1.dm2	19.4	19.1
1024 x 768	Timedemo 2 demo2.dm2	19.8	19.5

SAITEK CYBORG 3D STICK

One of the peripheral developers that caught my eye at the E3 Expo in Atlanta this year was the ever present Saitek brand. One particular unit the, Cyborg 3D Stick, though still in development at the time, caught my fancy. So it was with little surprise when I received it that I was anticipating great things to come and I wasn't disappointed.

This joystick comes from a stable of award winning gaming peripherals and with that the design and implementation of the features stand out and beyond. Joystick adjustability has always been a thorn in my side due to my small hands and chubby fingers. Certain developers have tried to accommodate all hand shapes and sizes but have not truly implemented these features well. The Cyborg 3D Stick has total adjustability on all the key positions of the hands and fingers.

Whether you are left or right handed, a simple tool is used to swap throttle and mounting positions around for either handed player. With that, you can adjust positions of the thumb angle, thumb length and hand size for personal comfort and preferences. The process is a simple and easy to follow step of unscrew, adjust and tighten. The comfort factor is becoming more and more an intrigal feature of buying peripherals nowadays, especially when forking out the hard earned money.

As a general purpose joystick you will battle to find any better device on the market. It has the professional rubberised finish that helps with grip and long hourly sessions. An all new rudder twist function (well known on the MS Sidewinder series) that adds to the playability of the games and can be implemented in various ways. If its buttons, ergonomics and performance you looking for then the C3DS is right up your alley. The Cyborg 3D comes standard with Saitek's Ratio Digital technology and showed a small performance improvement, especially on two lower end systems that I tested it on. It has 24 programmable actions made up of a fast trigger, three thumb fire buttons, a eight-way hat switch, four base buttons, two base mounted shift switches and left or right hand grip right throttle. This is definitely an all round must have joystick that takes control of functions that normally would have to be replaced with other expensive devices.

Installation is quick and helpful, all revolving around Saitek's well designed Command Centre, which comes with set-up files for many of the top games on the market at the moment. Detection is automatic whether utilising the joystick or USB connections, keeping the unit on track with global trends of technical advancements. The only downside to the package is the ten demo games included, I personally would have appreciated at least one full title but at R499.00 this is true value for money.

If you are shopping for an affordable joystick that has the ability to play the mass selection of games on your shelves then Virtual Media Systems' Saitek Cyborg 3D Stick comes highly recommended.

R 499.00 *(RRP)*
Virtual Media Systems
(011) 786-6080
www.vms.co.za

What is Force Feedback and what does it do for the gamer? NAG's gives its opinion on this new technology.

Force Feedback is a simulated succession of movements that would be experienced in realistic circumstances. The backlash of an impact, the recoil of a shotgun or the effects of the G-Force on an aircraft are all effects that Force Feedback attempts to implement via a simulated force.

What it does for a gamer is a highly debatable subject and one that must be approached objectively for fear of obstructing progress. Firstly the hardware being developed is as innovative and enterprising as anything we are to see in the future. With big name hardware producers entering the fray we can expect it to get progressively better. But after being lucky enough to test the first hardware releases utilising this technology I have to say that it has a long way to go before justifying the monetary values involved with these peripherals. The first feeling of the Force is one of awe and excitement but these feelings fade quickly, not because these devices are not capable, but because the implementation of the technology on the software side is in its early development.

Games are only now starting to tamper with the tip of the potential of this exciting advancement in gameplay. Unfortunately the current releases are creating a detrimental effect on the gamer as he feels more and more that the simulated forces are unrealistic and unconvincing. Luckily the API's (Application Programming Interface) that control the communication between the device and the gaming software are allowing the software developers to improve the effects simulated by the device. It is thus the responsibility of the developer to improve the realistic simulation of the forces. This takes the pressure off the hardware for a while until it is incapable of performing the operation. From what can be discovered the developers are still playing catch up with these new Force Feedback devices on the market, and need to spend more time producing forces.

There is one clear downside to the gamer, competitiveness. Under any multiplayer environment you are under pressure to perform at maximum peak. What Force Feedback does is it creates a lack of control over circumstances and therefore makes it harder to compensate for the mistake. This gives the edge to your competitor who is not influenced by these forces allowing him a slightly better opportunity for recovery.

But on the upside it could create an awareness of imminent disaster. For example the right side wheels of your racing car are slightly off the racing surface and slipping on the grass of the curb. The Force Feedback device will make you aware of the error, therefore giving you an advantage over the player without this luxury.

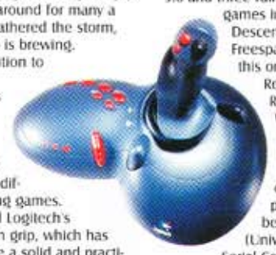
From numerous tests done on varying gaming software it is clear to me that average times and scores were down while using the Force Feedback devices. Leaving me with no alternative to recommend that everybody or nobody should use the technology while playing on a competitive platform.

Overall Force Feedback has clear potential for enhancing the gameplay of any game. It will take time and experience to implement it correctly. It is therefore a conscious decision for the buyer to jump onto the bandwagon now or later, but sooner or later it will become a gimmick worth buying.

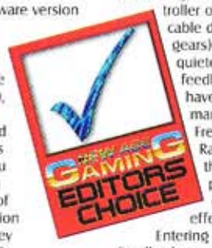
LOGITECH WINGMAN FORCE

Breaking into the joystick market is by no means easy, never mind taking the plunge into the depths of Force Feedback technology. Logitech however have broken the mould and have proved themselves to be ageing professionals of the gaming hardware category. Logitech synonymous with their range of Wingman joysticks have been around for many a year and have weathered the storm, but another storm is brewing.

The next addition to the Logitech Wingman series is the Wingman Force, designed for the gamer who is looking for something a little different while playing games. Developed around Logitech's patented Wingman grip, which has always been to me a solid and practically ergonomic design for gamers with hands of all sizes. It comes with nine programmable buttons, a eight way hat switch and thumb throttle, all with rubberised feel and good accessibility. The peripheral has a strong base for a sturdy platform (larger than normal) made from a high quality plastic that's gives an all round feeling of quality and it shows in the finishes.



The Wingman Force comes with Logitech's Wingman Software version 3.0 and three full release games in Descent Freespace (give this one a go), Redline Racer and Warbirds 2.01. You have an option of connection ports, they being, USB (Universal Serial Bus) and Serial Connector. The installation of the drivers was quick and simple as expected and was one of the few devices that automatically detected the device directly into WIN95/98 Controller Panel without having to manually insert it.



But where the Wingman Force excels is in the force department. It uses Immersion Corporation's newly developed I-FORCE Force Feedback Technology and is the first game controller on the market to use a cable drive transmission (no gears). The mechanism is the quietest and most realistic feedback of all the devices I have tested. After playing many hours of Descent Freespace and Colin McRae Rally I have to admit that the stick left me a little peaked out, but that was due to the fighting effects of the unit.

Entering into the new Force Feedback arena is only for the strong and prepared, Logitech have certainly risen to the task at hand. The only problem I see is the RRP of R1499.00 being a little steep for any controller. But this device is not for somebody just looking for a joystick, it's for the gamer who wants to maximise the immersion into the game. Support for Force Feedback products is growing in the game development sector and the latest Microsoft's DirectX API is broadening the horizons for the future.

I have to say that even though the price of the Wingman Force is steep, it is the quality and performance that makes up for this oversight. Though the competition for Force Feedback controllers is small at the moment, it will take a big effort from somebody to beat the overall package of the Wingman Force. The big question is whether Force Feedback's return is worth the investment?

R 1499.00 *(RRP)*
Datatec Crew
(011) 233-1111
www.datatec.co.za

MICROSOFT FORCE FEEDBACK PRO

If being the biggest money making machine in the software industry isn't enough for Microsoft then taking over the gaming controller market will just have to do. Being a little bias towards the range of Microsoft joysticks would be an understatement for me, as I have always preferred the Sidewinder range because of its leadership in the affordable controller market. But now we have something a little different from Microsoft to pass through my ports, a Force Feedback joystick.

Taking a first look at the new Sidewinder Force Feedback Pro, you are instantaneously aware of the similarity between it and the Sidewinder Precision Pro (which received an Editors Choice Award last month). Actually they are almost identical except for the larger handle base that houses the motor for the device. This leaves me with little choice but to accept the fact that the design is of the highest standards and conforms to my idea of comfort and control.

The unit comes with eight programmable buttons which doubles up to sixteen because of the new shift button feature that is places just below the thumb throttle, as well as a eight way hat switch and rudder handle swivel well known on Microsoft joysticks.

The installation was easy and seamless as usual with Microsoft's Sidewinder Central maintaining the Control Panel and Sidewinder Software. The games that accompany the unit are of the usual Microsoft batch, being the strategy action game Urban Assault. Being the first game to be tested with Force Feedback it was a good indication of what the technology does for gameplay (nothing much so far).

Microsoft has developed their own Force Feedback 16-Bit processor that is the brain of the device, combined with their patented digital-optical technology, you get a precise realistic joystick. Microsoft obviously has faith in this, though not new, innovative technology. Jumping onto the bandwagon is not unknown for Microsoft because DirectX5/6 has full support for the Force Feedback API. Do you think Microsoft knows something we don't?

The MSFFP is however under tremendous scrutiny from reviewers such as myself and we tend to go a little overboard in dissecting Microsoft products. If we are going to be picky, then the first impressions that Microsoft's Force Feedback technology gave me was that it's a little on the noisy side, but it performed adequately on the products we tested it on. I feel the device would have performed better if given the opportunity to by the game developers but until then expect an average showing that gives nothing more than a few pushes, pulls and convulsive shakes.

Bottom line comes from the price, at R1199.00 it is the cheapest, most affordable in the market at the moment. The package is a surprise waiting to happen as more and more games take FULL use of the technology and Microsoft's Force Feedback Pro is destined to be one of the leaders in this field.

R 1199.00 *(RRP)*
Microsoft
(011) 463-5393
www.microsoft.com

HARDWARE HYPE

MICROSOFT SIDEWINDER FORCE FEEDBACK WHEEL

Finally Microsoft have taken the plunge and released a steering wheel for your entire batch of favourite racing simulations. But not only is it a steering wheel, it's a sensory simulator as well. Yes, Microsoft is serious about Force Feedback technology and has implemented it into their first steering wheel device.

The steering wheel and pedals are quickly removed and installed onto any desk. The steering wheel is attached to the desk via a simple yet effective bolt that screws down and then clamps tightly into place. This created a sturdy platform for rigorous gameplay without the irritation of the steering wheel moving. The pedals (brake and accelerator) must then be attached to the Steering wheel and placed in a comfortable playing position. Hats off to Microsoft for a simple design that helped speed up the set-up procedure beyond any of the similar peripherals on the market.

Installation of the software was seamless and painless with Microsoft's Sidewinder Centre and drivers installing automatically and without fault. The device detected in the Game Controller setup and after checking the device settings and Force Feedback tests I was already itching for a stage around Colin McRae's rally circuit. Unfortunately the steering wheels auto centering spoilt the seamless flow. The Wheel would not centre to the correct position and it could not be changed because it is an auto-centering device. After perusing the manual for the solution it was clear this was not a problem encountered by Microsoft's Quality Assurance. Only after a few minutes on the newsgroups was a solution found for the problem. This is the fix: Unplug the steering wheel, shut down the machine, plug in the steering wheel, switch on your machine and reinstall the device in the Game Controller panel. Maybe this is a very rare occurrence but a very annoying and unfortunate one at that.

The MSFFW is quaintly designed similar to a circular racing wheel (comfortable hand grips) with an elastometric non-slip rubber grip and sturdy high tensile plastic that shouts strength. It has six programmable thumb buttons positioned on the outside of the centre of the wheel and two programmable trigger buttons placed underneath the wheel. A gear changer would have been an inclusion that would have added to the unit and its all round button features. The Force Feedback enable button cannot be missed on the front of the wheel as it cries for the force to be with you. The pedals are made of the same plastic and come with a slip resistance base that has a larger foot resting area then other pedal bases. The Wheel is purely reliant on the table for height and angle positioning. All in all a compact and ergonomic design that is comfortable and simple to use.

The MSFFW brain plant comes from a 16-Bit 25MHz co-processor and the muscle from an unusually powerful air-cooled motor (slightly noisy) that simulates the Force Feedback.

As for the performance of the wheel, I found certain lagging problems with sudden wheel turns but after a replacement MSFFW arrived all was solved (the sluggish unit seemed destined for a quick death). After a few hours of testing it dawned on me that the gimmick of Force Feedback needs time to develop but as a hardware peripheral goes the MSFFW is a formidable opponent for any competitor. It responds precisely and effectively and has definite enhancements for gameplay.

The main judgement area is obviously the price and at R1499.00 is competitively set, but expensive nonetheless. But with the addition of Microsoft's racing games Cart Precision Racing and Monster Truck Madness, which are fairly old, it does ease the pain of packing out all those pink notes.

Its already quite clear that Microsoft's Force Feedback technology has far reaching boundaries as other controller developers licence the technology. If you are an avid racing fan who is looking for something more out of your racing game or even your flight simulator then the Microsoft Force Feedback Wheel should be on your Christmas shopping list, but only if you have a big budget.

OVERALL RATING 86

R 1499.00 (RRP)
Microsoft
(011) 463-5393
www.microsoft.com

SAITEK R4 FORCE WHEEL

Whatever Microsoft can do, Saitek can do better! Not necessarily the case but with the backbone of a superb product range, Saitek is definitely not new to award winning products. Firstly it must be mentioned that the technology that runs the R4 Force Wheel is the same Microsoft technology that runs the Sidewinder Force Feedback Wheel. Because of this factor it would be futile to try and find differences in the performance of the device (even though the tests were run on both products and none were found). Therefore take the time to read through the Microsoft Force Feedback Wheel review to get the low-down on the technology if you haven't already done so.

Setup and installation of the Saitek R4FW was a little more lengthy and detailed than expected. After opening the package it is clear to see that manual labour is part and parcel of the initial setup. The steering wheel has to be screwed onto the base with three screws, but a slight oversight of a plastic allenkey that strips extremely easily made it a more delicate process than it should have been (Virtual Media Systems assures me that they are going the extra mile for purchasers of the wheel by adding a more durable steel allenkey into the South African boxes).

After completing the setup it's clearly visible that the SR4SW is bulkier and wider because of its design. The clamp is one of the strongest and sturdiest you will find on any device. I tested the strength of the clamp with brute force and it held up admirably. There is also three adjustable driving positions that changes the angle and height.

Once in place the SaitekR4FW shines charisma, but with a noticeable design difference. It has a hexagonal steering wheel rather than the usual round design. The key grip area is made from non-slip rubber while the rest of the steering wheel and base is made from low cost plastic. The pedal base is a continuance of the steering column's plastic and is designed with racing aspirations in mind. The pedals and buttons are metallic silver in colour but have a cheap plastic feel to them.

My favourite feature of the R4 Force is the gear shifter that is situated on the right hand side of the base. It is a simple mechanism that made driving manual transmissions easier and I personally feel it should come standard with all steering wheels. The pedals can configure for different resistance's depending on personal preference. There are six programmable buttons (including the gear shifters up and down) situated at easy access points on the steering base. Two near the thumb position and a left and right flap button under the actual steering column (similar to arcade consoles).

Installation of the Saitek software has always been a pleasant process for me and this time was no different. The autoplay CD has a wealth of information on all Saitek's range as well as all the drivers for Saitek's range of peripherals. A quick installation of the drivers and click selection in the Game Controller panel and all was set. The ability to configure and test the device is at your fingertips as well as the offering of complete programmability with the Saitek Command Centre.

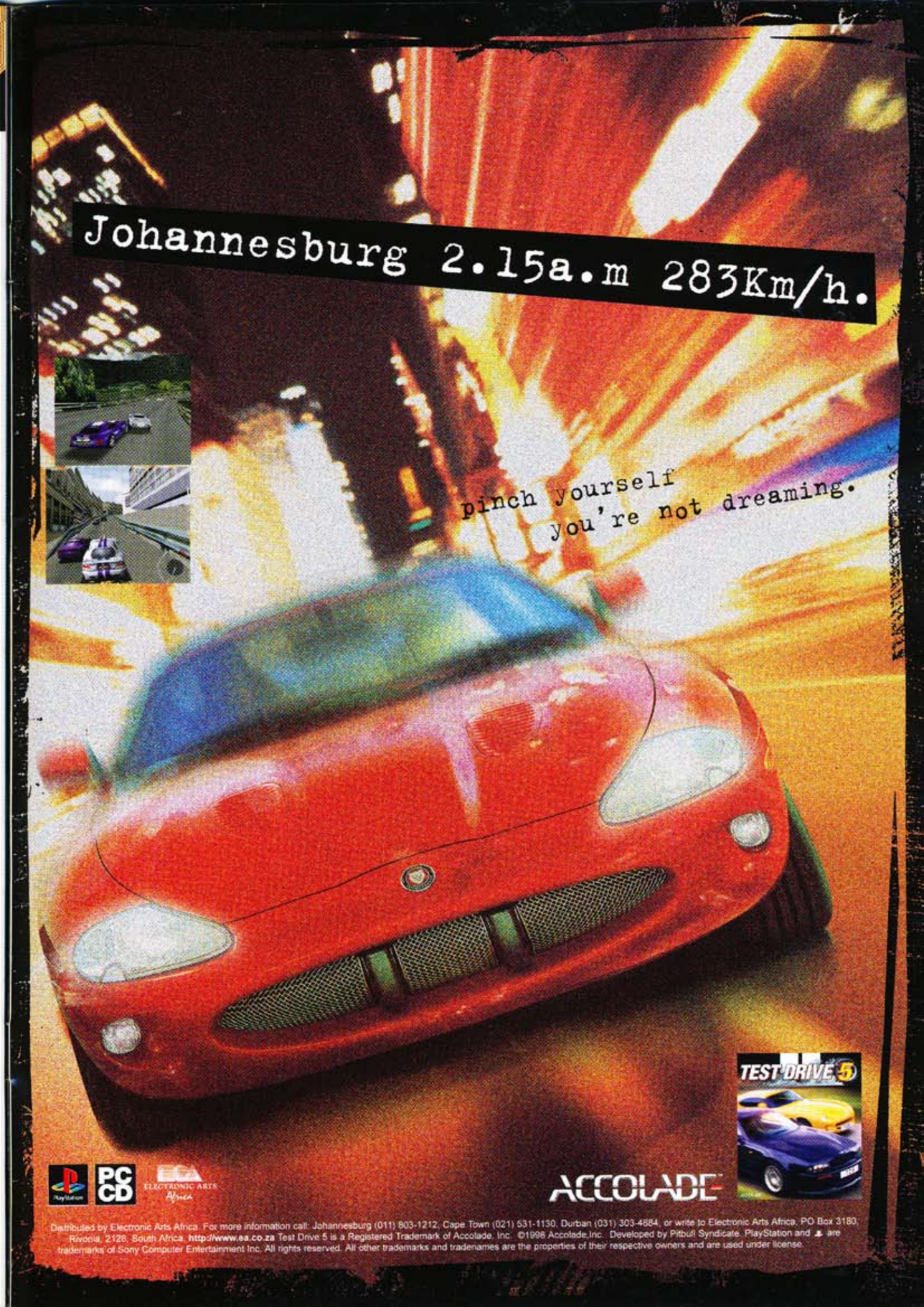
It cannot be said that the software package included with the Saitek is special. If anything a purchaser deserves at least one full product, but alas, you are relegated to eight demo's (the box says seven but who's counting). Considering you are paying R1299.00 for the device I would have expected a better software package.

Something that has to be mentioned is the fact that everytime you wish to store the device in its original box, you will have to disassemble the unit and meticulously repack it in the right format. An annoying routine unless you just wrap it in plastic and store it in a safe place.

Nevertheless it's the cheapest on the South African market at the moment and is well within Saitek high standards. The design may seem bulky but it is with purpose and functionality. A formidable addition to any gamers arsenal of gaming devices which will change the way you 'drive games'.

OVERALL RATING 85

R 1299.00 (RRP)
Virtual Media Systems
(011) 786-6080
www.vms.co.za



CLUELESS

Tips, Cheats and Tactics

If you have any PlayStation or PC cheats please send them to us at cheats@nag.co.za.

PC CHEATS

Colin McRae Rally

Enter one of the following names to activate the corresponding cheat function:

Night tracks - DARKSIDE
Reversed tracks - BACKAGAIN
Nicky Grist drives - PASSEDOUT
Fog mode - WHITEOUT
Tap keys to accelerate - PRESSFAST
Nicky Grist has high pitched voice - CHOIRBOY
Custom replay - SPECIALED
Turbo boost - ROCKETMAN
Double power - BIGGUNS
Rear wheel steering - TURNBACK
Green jelly car - ALIENGOO

Quarantine

Invincibility:
Start a game with "-cheater -invince" command line parameter. Then, while playing a game, press [Alt] + [Ctrl] + [F7] before hitting a vehicle or person.

Infinite ammunition and weapons:
Start a game with "-cheater -infinite" command line parameter. Then, while playing a game, press [Alt] + [Ctrl] + [F7] before hitting a vehicle or person.

No cars:
Start a game with "-cheater -nocar" command line parameter. Then, while playing a game, press [Alt] + [Ctrl] + [F7] before hitting a vehicle or person.

U.S. level passwords

Level - Password
2 - OMNICORP IS ALL KNOWING
3 - KEEP THE OPRESSOR OPRESSING
4 - THE MEEK SHALL INHERIT ZILCH
5 - HAVE YOU HAD YOUR HYDERGINE TODAY
End - KEMO CITY IS A NICE PLACE TO VISIT

International level passwords

Level - Password
2 - 98645782
3 - 89962254
4 - 54185654
5 - 92146125
End - 33289642

Lords of Magic: Special Edition

While playing a game, hold [Ctrl] and press C to display the cheat window. Then, enter "bingo" as a code to receive 200 gold, 200 ale, and 200 gems.

SHOGO

While playing a game, press T to enter the "Talk" function, then enter one of the following codes:

Cheat Code	Resul
mpgod	God mode
mpkfa	Full ammo, armor, and health
mphealth	Full health
mpammo	Full ammo
mparmor	Full armor
mpclip	Toggle clipping
mppos	Toggle coordinate display
mpcamera	Adjust camera
mplightscape	Adjust lighting

Ascendancy

Hidden Codes
Create a file entitled NOUGAT.LF in the Ascendancy directory (with nothing in it). Now start the game and the following cheats will be available.

1-7 :	Allows you to play as other species.
ALT- E :	Lets you steal knowledge from other races.
I :	Speed up production (on the planet screen).
O :	Gives maximum population (on the planet screen).
T :	Allows you to build a colony (on the planet screen).
SHIFT- M :	Your population increases by one (on the planet screen).
R :	Lets you take over occupied colony.
C :	Complete your current project (on research screen).
D :	Learn everything (on research screen).
ALT-D :	Provides co-ordinates for you.
ALT-W :	Provides a lot of internal data.
ALT-G :	Saves your current screen as a GIF file.
S :	Will display all your stars explored.
L :	Reveals all star lanes.

1830 Railroads and Robber Barons

While playing a game, type "kneelbefereme" to enable cheat mode. If you entered the code correctly, you will hear a sound. Press [F11], enter one of the following codes, then press [F11] again to activate the corresponding cheat function:

Result - Code
Extra gold - -G
Man or woman - -0103
Cow - -0110
Duplicate last object created - -C
Full map - -[Ctrl] + [F6]

MageSlayer

To use the codes type them in at the console. Press the ~ key to bring up the console.

impulse 11	Invulnerability
ode to jack	Kill all enemies
impulse 10	Big magic attack
fly	Fly mode toggle (press jump key to fly)
dir maps	List available levels
map x	(Where x is the level name) Level warp
noclip	No clipping mode toggle
impulse 43	Suicide
impulse 69	Another suicide

Klingon Honor Guard

The alert reader will identify these codes as the codes from Unreal - no surprise since Klingon Honor Guard uses the same engine. You must drop to console first by pressing the ~ key.

ALLAMMO
Gives you 999 ammo for all of your guns.
FLY
Lets you fly around.
GHOST
Lets you walk through walls.
GOD
Makes you invulnerable to all attacks.
INVISIBLE
Turns you invisible.
KILLPAWNS
Kills all monsters.
WALK
Turns off "GHOST" or "FLY".
SLOMO #
Slows or speeds up the game. 1.0 is normal.
SUMMON
Lets you add a weapon or an item to the world. (ie. SUMMON WEAPONNAME)
PLAYERSONLY
Freezes time. Press again to resume time passage.
OPEN MAPNAME - Jump to any map. ie. OPEN MAPNAME)
BEHINDVIEW 1 - Puts you in 3rd person style view.
BEHINDVIEW 0 - Resets this.

RayMan

kom0ogdk	Five lives
trj8p	99 lives
86e40g91	10 Tings
en5gol2g	All powers
2x2rmfmf	Golden Fist power
o8feh	Skip to next level
4ctrepfj	Access to all six worlds
b76b7081	Access hidden Breakout game

PC CHEATS

POPULOUS 2

This is the diety I used to beat Zeus.

CGPPCGMJHJCBKBKONLOP
CGPPCGLIPJCBGACGJNOH

You can use him and enhance him further.

Here are the world codes I had taken down. I had not check them throughly so that might be some typing mistakes.

037	OWAAAT	043	UNQUAK	049	SUSOAC	393	AMAAAG	399	LEQUAD	405	ITSOAB
054	IIDDAF	060	INUNAD	066	LOISAB	411	IMFEAT	412	DDDOAB	417	MOLLAK
071	AGMNAK	077	HE00AC	083	NEIT	423	WOUBAC	428	MEAMAG	435	TTALAG
089	TIADAG	095	SOTTAD	101	OWLOAB	441	NENEAD	447	THOPAB	453	AKDIAT
107	UNETAT	113	SULDAK	117	CCALAG	459	EMAGAF	466	TUATAF	478	GHOO
123	LYNEAD	129	AAUXAB	133	AKTTAC	484	ADIIAG	485	OWOP	491	UNSIAG
139	EMLO	140	UBNEAC	146	TUHO	503	MNCCAB	504	PIATAK	505	NEISAG
147	NEMMAC	153	TIOW	159	SOEGAG	511	THAMAK	518	OOEMAK	525	HEMEAK
165	OWACAK	171	UNTUAS	177	SUMOAT	531	NEDDAB	537	TIUNAT	541	WICC
183	MNPEAF	189	LLTHAC	195	ACUH	547	HODMAG	553	UXNEAK	559	UHABAC
201	AMJIAG	206	UGUXAB	212	NGUXAT	565	CCSUAT	571	LYDOAF	578	LOLOAF
215	SIMOAG	221	WIPEAK	226	ABUPAT	579	ACCCAT	580	OMAGAC	586	UMMMAT
232	ATINAR	233	UXUGAT	234	ALAAAC	593	ETVEAT	599	SLWOAF	605	WIIIAD
240	PEQUAT	241	SUABAC	242	ERITAH	606	GHOPAF	612	ADDIAD	631	MMMNAG
244	EGUX	250	ISUXAG	256	DOPIAK	648	OPTUAF	680	ATACAT	757	CCEGAT
262	OUAGAC	271	LEUGAG	277	ITWIAK	788	NGERAG	825	NETHAC	920	VEJIAK
287	SOIIAD	293	OWAKAB	297	UNNGAG	926	GHHEAC	932	ADLLAT	938	ALUBAF
300	MEAGAB	301	UPTIAD	307	TTATAB	960	DOAC	971	EMLEAB	983	SIUPAK
313	NEMNAG	319	THOOAK	320	DONEAG	991	SOAAAT	997	OWQUAK	998	AFACAT
321	AAMEAB	327	AGLYAG	333	HEUMAK	999	WOITAB				
340	NGUNAK	341	ITGHAG	342	MMPHAG						
348	DDTHAG	349	WIERAB	350	GHOMAD						
356	ADEGAB	362	ALACAT	363	UNITAB						
369	SUADAT	370	ERSIAB	374	IIMOAC						
375	MNTTAK	381	LLLOAC	387	ACEK						

Strategies

You can use the computer to help to flatten the land. The program do it quite well but you will realise that it did not do it in the most efficient way. But this save you some trouble and you can use the time to cast spell at the enemy.

If your diety is strong enough, you can even let it play the game for you, but most of the time you still need to intervene if you want to win the game.

Try to build up your diety. Using my diety will give you a lot of advantages. At higher experience level, the effects are simply incredible. Try a high level earthquake and it will spread across the land and is counted as a few hundred effects and you are almost guaranteed to get 5 lightnings even if you loss that particular world.

PLAYSTATION CHEATS

Castlevania: SotN

Enter one of the following as your name...

RICHTER - Play as Richter
AXEARMOR - Play in Axearmor
X-XIV"Q - Have 99 luck

Alucard Spells:

Summon Spirit: Back, Forward, Up, Down, Attack button
Tetra Spirit: Charge Up, Move to Down, Attack button
HellFire: Up, Down, Half-circle from Down to Forward, Attack Button
Dark Metamorphosis: Half-circle from Back to Forward, Attack Button

Belmont's Special Moves

Whip Uppercut: down, up and X
Run: right right, or left left
Whip Twirl: hold Square, then tap any direction repeatedly
Slide: down and X
Slide Jump: down and X, X again immediatly after the first one
Back Flip:X twice, quickly
Whip Dash: up, down, downright, right and square
Whip Lunge: left, then right and square(or vice versa)

MediEvil

Cheat mode:
Pause the game, then hold L2 and press Down, Up, Square, Triangle(2), Circle, Down, Up, Square, Triangle.

Extended cheat mode:
Pause the game, then hold L2 and press Triangle, Circle, Triangle, Circle(2), Triangle, Left, Circle, Up, Down, Right, Circle, Left(2), Triangle, Right, Circle, Left(2), Triangle, Circle, Down, Circle(2), Right.

Spyro the Dragon

Crash Bandicoot - Warped demo:
When "Press Start" appears at the opening screen, press L1 + Triangle.
Bonus level:
Collect all the gems in every level to access a bonus level.
Faster running:
While playing a game, hold Run + Jump.

Formula 1 '97

Change your driver's name on the Edit Driver screen to these codes to get...

BILLY BONUS Grand Champion Bonus Tracks.
LITTLE WEELZ Big Wheels.
ZOOM LENSE Birds Eye View.
PI MAN Wipeout style cars.
BOX CHATTER Computer Sprites of Murray Walker commentating.
SWAP SHOP New sound effects.

Independence Day

WASHINGTON DBKHN DBKMO DBKQO
NEW YORK GBKHW GBKMX LLSQX
PARIS LLSHW LLSMX LLSQX
MOSCOW NL9HW NL9MX NL9QX
TOKYO R39JD R39NF R39RF
OAHU T59HW T59MX T59QX
LAS VEGAS Z99HY Z99MZ Z99QZ
MOTHERSHIP 399HG 399MH 399QH

PLAYSTATION CHEATS

Dark Forces

Cheat menu:
Press Left, Circle, X, Right, Circle, X, Down, Circle, X during game play. A cheats menu will appear with the following options:
Invincible: No damage.
Coords: Displays current position.
Palmode: Switches NTSC to PAL, will freeze NTSC machines.
Supermap: Display full map of current level.
Maxout:All weapons and ammunition.
Pogo: Higher jump to reach previously inaccessible locations.
Ponder: Turn AI off.
Gamewon: Jump to next level.

To use the level skip feature, enable the "Gamewon" option on the cheat menu. Resume playing and pause the game to access a new option to jump to the next level.

Level select:
Enter P3NDLDQNY2 as a password to access all previous levels.

Mission -Description-Password

2 - - 09VCJGG7WM
3 - - 18WBDP7RMN
4 - Imperial Weap. Facility 885BVHMCQ8
5 - 5Gromas Mines-!32ZNJQHT3
6 - Imperial Detention Cent. GV8KF!G6KL
7 - Ramsees Shed -3X8MJ47R3X
8 - Robotics Facillity -LMZRK4!R3D
9 - Nar Shadda -BR2WYK2CQJ
10 - Jabba's Ship -00GBNLJ4G0
11 - Imperial City -T2GDTJG5JT
12 - Fuel Station -H2DCTKH40S
13 - The Executor -PPYRQP58LD
14 - The Arc Hammer -RT2W121V7J

Fade to Black

To activate cheats:
At the Password screen press Square, Triangle, Circle, X, Circle, Triangle

You will get an 'Invalid Code' message. That's fine.

Now go back to the Password screen and enter the following codes...

Invincibility:
Triangle, X, Triangle, Triangle, Square, Circle.

Unlimited Shield:
Square, Circle, Circle, Square, Triangle, X.

Level Select:
Circle, Circle, Triangle, X, Square, Square

Movie Test:
Square, X, Circle, Triangle, Circle, X.

Excalibur 2555 A.D.

Full health:
Pause game play and press Triangle(3), Square(5), and resume game play.
Full weapon:
Pause game play and press Triangle(2), Square(2), Circle(2), Square(2) and resume game play. An on-screen message will confirm correct code entry.
Display collision boxes:
Pause game play and press Circle(4), Square, Circle(2), Square and resume game play.
Level skip:
Pause game play and press Square, Circle, Square, Triangle, Circle, Triangle(3).

Level Name Password
2. Death Crypt Triangle, Square, X, Circle, Circle, Triangle
3. The Trappings Circle, Square, X, Circle, Circle, Triangle
4. The Sewer Square, X, Triangle, Triangle, X, Circle
5. Eco Sector Circle, X, Circle, Triangle, Square, X
6. Fabian Water Hold X, Circle, Triangle, Square, Circle, Circle
7. Fabian Central Square, Square, Circle, Circle, X, Triangle
8. The Prison Circle, X, Square, Triangle, Triangle, Square
9. Elysian Labyrinth Triangle, X, Triangle, Circle, Square, Triangle
10. Subterranean Triangle, Circle, Circle, Square, Triangle, X
11. The Vault X, Square, Square, X, Triangle, Square
12. Delavar's Lair Circle, Triangle, X, Circle, Square, Circle
13. Project Eden Square, Triangle, Circle, X, X, X

Lost World Jurrasic Park

Play as T-REX
T S O S X T T O S T T X
Play as Raptor
S X T X O S T X S O X
Compy with 47 lives
X S T X X O S S T X O O
Raptor Gallery
X S T X X O S T X O O S
Human with 30 lives
X S T X X O S T S X O O
Hunter Gallery
X S T X X O S T S O O X
Raptor with 30 lives
X S T X X O S T X S O O
Raptor Gallery
X S T X X O S S X T O O
Sarah Level
T T S S O S T X S T O S
Many lives:
When it says "start game" press-T,X,S,T,O,X,S,O,S,T,X,O

Space Jam

Code Key: O=Circle, S=Square T=Triangle and X=X

Extra Menu
At the option screen, hold L1 + L2 + R1 + R2 and press X. This should bring you to a new screen.

Unlimited Power
At the 'Space Jam' title screen enter: S, T, O, left, right, L1.

MDK

Bonus Airstrike:
While playing, press Down, Up, Circle, Down, Up, Down, L1.
Cow Drop:
While playing, press Up, Down, Down, L1, Right.
Dummy Decoy:
While playing, press X, L1, Right, Circle, X, Up, Square.
Hand Grenade:
While playing, press Triangle, Circle, Square, Square, L1, Right.
Homing Sniper Grenade:
While playing, press Left, Up, X, Triangle, L1, L1, Right.
Level Select:
At the title screen press Left, Circle, Triangle, Up, and Square to make the level select option appear.
Mortar:
While playing, press Left, L1, Triangle, Square, Right, Circle, Left, Left.
Most Interesting Bomb:
While playing, press Down, Right, Circle, Circle, Left, Left, Up, Square, Triangle.
Sniper Grenade:
While playing, press Up, Square, L1, Left, Circle, Triangle, Square.
Super Chain Gun:
While playing, press Left, L1, Down, Square, Triangle, Up, Down.
Thumper Weapon:
While playing, press Down, Up, Left, Left, Triangle, Up, Right, Down.
Twister Weapon:
While playing, press Down, L1, Square, Triangle, Right, Up, X.

Ultimate Graphics cc t/a The Mail Shop 99
THE MAIL Shop 99
SHOP 99
YOUR ONE STOP PLAYSTATION SHOP !
Tel.: (011) 975-0404
975-0767
Fax: (011) 975-1329
394-9973
ultimate@icon.co.za
NOW OPEN IN KEMPTON CITY
The only PlayStation only store
Shop 99 • Upper Level
Kempton City
Pretoria Road • Kempton Park
P.O. Box 10953, Aston Manor, 1630
FOR ONLY R2999
SAVE ±R1000
Purchase within two weeks of this offer and you could win a INSTALLED SATELLITE TV SYSTEM WORTH R4000
INCLUDES:
• Sony PlayStation Console (PAL) •
• Basic Controller • Analogue Controller • Memory Card •
• Carry Bag •T-Shirt •
FREE DELIVERY ANYWHERE IN SOUTH AFRICA
+ 5 Games
Finance Can Be Arranged
Credit Cards Accepted but not as cash (R3,119)

Ultimate Graphics cc Trading as SHOP 99
YOUR ONE STOP PLAYSTATION SHOP !
INEVITABLY SOME ITEMS MAY NOT YET BE AVAILABLE, PLEASE PHONE TO CHECK AVAILABILITY. PRICES CORRECT AT TIME OF GOING TO PRESS. E & OE. ULTIMATE GRAPHICS CC
Monday - Thursday : 9am to 6pm
Friday & Saturday : 9am to 6pm
Sun. & Public Holidays : 10am to 2pm

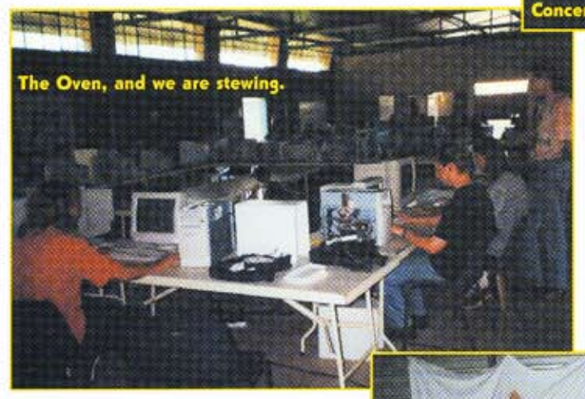
MULTIPLAYER MAYHEM

MORBID LIGHT LAN PARTY

NAG EXCLUSIVE

Gaming is a definite growing market in South Africa and this is shown purely in the multiplayer aspects of socialising under gaming environments. As more and more Clans and Clubs are spreading across our beautiful country, I had to see for myself exactly whether gamers are willing to break out of their dark, secluded rooms and experience gaming the way it should be. LAN Party!

When first hearing of the Morbid Light LAN Party to be held in Randfontein it became clear to me that if there was one venue more out of the way than this it would be Three Sister in the Karoo. This would be the true proving ground of the willingness of the multiplayer and gaming socialite to support local events. I mean it's no easy feat packing your pride and joy into your putt-putt mobile and trekking halfway across the country to have to spend more time unpacking and configuring your system for maximum performance. But as things would have it there are plenty of madmen like myself that will make the grand quest for a little adrenaline pumping multiplayer action.


The Oven, and we are stewing.

The Organisers

Firstly I would like to congratulate all Morbid Light Clan members on a fine job of hosting the LAN Party and catering for all the players needs. If anybody has similar events in mind, give them a call, it's worth finding out how to deal with those little problems that you encounter on the day.

Concentration

The obvious disappointment on the day was the power problems, something that cannot be tested until the day actually arises. It was quite interesting watching organisers restructuring the electrical boxes to try and override the tripping problem. If any ESCOM members had been around at the time it would have been hilarious to see their expressions on their faces. As things would have it, it seemed to be a specific problem with a single machine (no exact explanations) which unfortunately resulted in a rival Clan leaving a little disgruntled and unimpressed. An unfortunate occurrence seeing that the LAN Party was one of the biggest I have heard of to date in South Africa with a max head count of over 60 red eyed gamers.

Morbid Light Clan Members

The games played on the day were of the obvious selection of Quake, Quake 2, Starcraft, Warcraft 2 and even a little Gunga Man (don't ask). If I could eech out a guess to the most played title of the day it would have been an overwhelming victory from Quake (No. 1), showing that you cannot improve on perfection. Trying to find an answer why this was the case still eludes me because most of the systems on the day were of high spec ranges. Nevertheless it was fun to reserve the very precious space on my hard drive for the king of multiplayer and to relive old hourly sessions at my local Internet Café (only this time it was free).

If this is to become a pattern in the gaming socialite's agenda then we need to support the Clans efforts to make days like these a success. There are obviously going to be certain uncontrollable problems especially when you are dealing with crowds of hungry, irritable and caffeine filled gamers. Unfortunately I have to finish off the article on a sour note, that being piracy (LAN Party heaven). I don't know how to explain to you gamers that it is not helping our local gaming industry grow and succeed at all. We obviously want to see more of these events but how are we to get the support of the local distributors for commercialising and making these parties worth while when all there money is thrown away by copied CD's. I cannot preach more about the fact that gamers want and want, but are not prepared to give. I am not generalising on the masses here, just the select group of gamers who are neglecting our industry and still want more. The more we support these events and the game distributors the better it will get for the countries multiplayer environment. Great events are on the horizon but are being hard pressed because distributors are trying to show that South Africa is a viable country to invest in. Its not looking good so far, until we can spend a little money putting it back into the fraternity.

I gained large doses of hope and encouragement from Morbid Lights LAN Party leaving me with a heart pounding feeling of the future and what it holds for the South African Multiplayer lover.

StOrM

OPTION 1 - PC CD-ROM

WHEN SUBSCRIBING TO NEW AGE GAMING FOR ONE FULL YEAR YOU WILL RECEIVE AN INCREDIBLE 30% OFF OUR COVER PRICE. THATS RIGHT, YOU CAN HAVE THE ULTIMATE SOUTH AFRICAN GAMING MAGAZINE, NEW AGE GAMING INCLUDING COVER CD WITH DEMOS, MOVIES, PATCHES AND ADD-ONS DELIVERED TO YOUR DOORSTEP FOR AN INCREDIBLE

R159.00

FOR 12 ISSUES.

NOTE: COVER CD IS FOR PC CD-ROM ONLY

OPTION 2 - NO CD-ROM

PLAYSTATION OWNERS WHO DO NOT OWN A PC FOR READING THE COVER CD CAN STILL SUBSCRIBE TO NEW AGE GAMING WITHOUT THE COVER CD FOR AN AMAZING

R110.00

FOR 12 ISSUES.

THAT IS AN AMAZING SAVING OF 48% OFF OUR COVER PRICE. *THIS OFFER IS ONLY AVAILABLE VIA SUBSCRIPTION. ALL RETAIL MAGAZINES SHIP WITH A PC CD-ROM*

YES I WANT TO SUBSCRIBE TO NEW AGE GAMING

Mr./Mrs./Miss .....

Address .....

.....

City .....

Postal Code .....

Telephone ( ) ..... Fax ( ) .....

E-Mail .....

Birthday ...../...../.....

Subscription Type
- ❑ Option 1 - PC CD-ROM (R159.00)
- ❑ Option 2 - No PC CD-ROM (R110.00)

Payment
- ❑ Cheque (enclosed)
- ❑ Postal Order (enclosed)
- ❑ Direct Transfer/Deposit

(Make Cheques and POs payable to 'Unreal Design FX')

BANKING DETAILS
Bank: Standard Bank
Branch: Alberton
Branch No: 01-23-42-45
Account No: 020652755

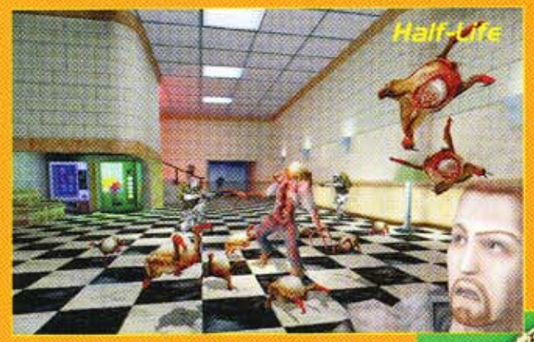
Signature _____ *Date* _____

Direct Bank Transfer : Fill in the subscription form above and fax it with your deposit slip to (011) 869-0462. If a deposit slip or notification is not faxed to us using this method, your magazines will not be sent unless confirmation is received.

Cheque / Postal Order : Fill in the subscription form above and post it along with your payment to *New Age Gaming: Subscriptions, P.O. Box 2749, Alberton, 1450*

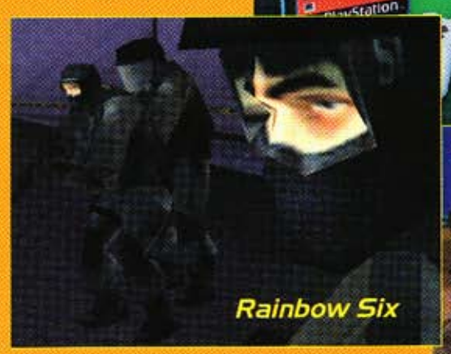
Please allow 4 to 6 weeks for delivery. For more information call (011) 869-0450 and ask for Tracy.

THE END!



This is the season to be jolly tralalalala lalala.... Yip Christmas is here and Santa Claus is evaluating your behaviour for the year. If you have been a good boy, he might drop off some of the games we reviewed in this issue. Unfortunately some of the more anticipated games such as Tiberian Sun, Duke Nukem Forever, and as things currently stand, Baldur's Gate, won't arrive in time to make its way into any Christmas stocking.

There are however more games on the way so don't despair, 1998 is going to end with a bang as I look at the titles we will be reviewing for our January issue. Shame on you! Did you think we were going to skip the January issue.



Nope everyone here will be working day and night to finish the January issue before Christmas so rest assured that your favourite magazine will be available in January.

Hopefully Santa Claus will bring me a new crystal ball. A more accurate crystal ball. After mending all the cracks from throwing the ball against the wall my prediction device came up with the following games and I actually think it might be correct this time.

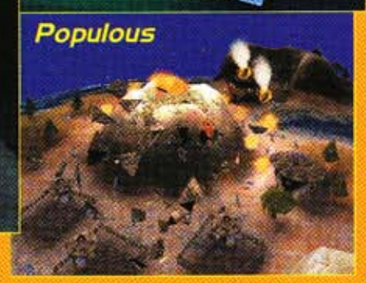
Starting off gamers can look forward to the next sequel in the Populous series from Bullfrog. This time around the game features 3D graphics, new powerful spells that simulate the power of nature and a impressive multiplayer mode. The objective - immortality.

A game that is finally arriving in South Africa is Tom Clancy's Rainbow Six. Don't know who Tom Clancy is? Just think 'Patriot Games', the film was based on the best seller book which he wrote. Rainbow Six is also the title of his new book and I suggest that you read it before the game arrives. In the game you take control of a squad of elite soldiers and plan tactical offensives against terrorist groups where you need to free hostages, capture leader and basically be a force to be reckoned with. Well we will see if all of that is true about this international success story come January.

On the PlayStation side we will be receiving Small Soldiers, which is based on the film by the same name. Gamers will be able to choose the fierce Gorgonites or treacherous Commandos as they participate in fierce combat at breakneck speed in this action title. You can supposedly even adjust the camera angles to scout your surroundings. Tommy Lee Jones also features as the voice of Chip Hazard, the leader of the Commandos.

On the sports side we have the best selling soccer game of all time returning with major improvements and new features. Unfortunately the Editor has already booked FIFA 99 and the rest of us will have to settle for something else (Ed.- Damn Right!).

Then there is of course Half-Life, the most highly anticipated first person shooter since Unreal. Developed by Valve Software and based on proprietary technology, which has been added to the Quake 2 engine to give a whole new meaning to the term enhanced engine. Half-Life is sure to offer a thrilling story and challenging gameplay. At least if it stays true to what we have seen so far from the Half-Life Day-1 demo.



As always keep those letters rolling in and don't just send us love letters, we need problem to solve dammit! We need criticism, objective opinions and most of all suggestions on how to improve New Age Gaming. This is after YOUR magazine. I think that is enough ranting and raving on my part and I would just like to thank everyone that has sent us letters and supported us over the last 8 months that NAG has been going.

That is all for this month and everyone here at NAG wish all our readers a Merry Christmas and a Happy New Year, and remember it doesn't pay to drink and drive.

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

TIME TRAVEL THROUGH ANCIENT EGYPTIAN TOMBS
SCUBA DIVE THE LOST CITY OF ATLANTIS, JOIN PRE-HISTORIC
DINOSAURS IN THE LOST AGE, ROAM AROUND ROME,
DOUBLE JUMP THE GREAT WALL OF CHINA, WANDER THROUGH
MEDIEVIL ENGLAND, SPIN THROUGH AN ARABIAN TEMPLE
TEST YOUR NEW MOVES, SUPER POWERED BODY SLAMS AND SLIDES
THE DEATH TORNA SPIN, BLAST AWAY WITH YOUR LAZER GUIDED
APPLE BA KA, SPI IP A KILLER WHIRLWIND..

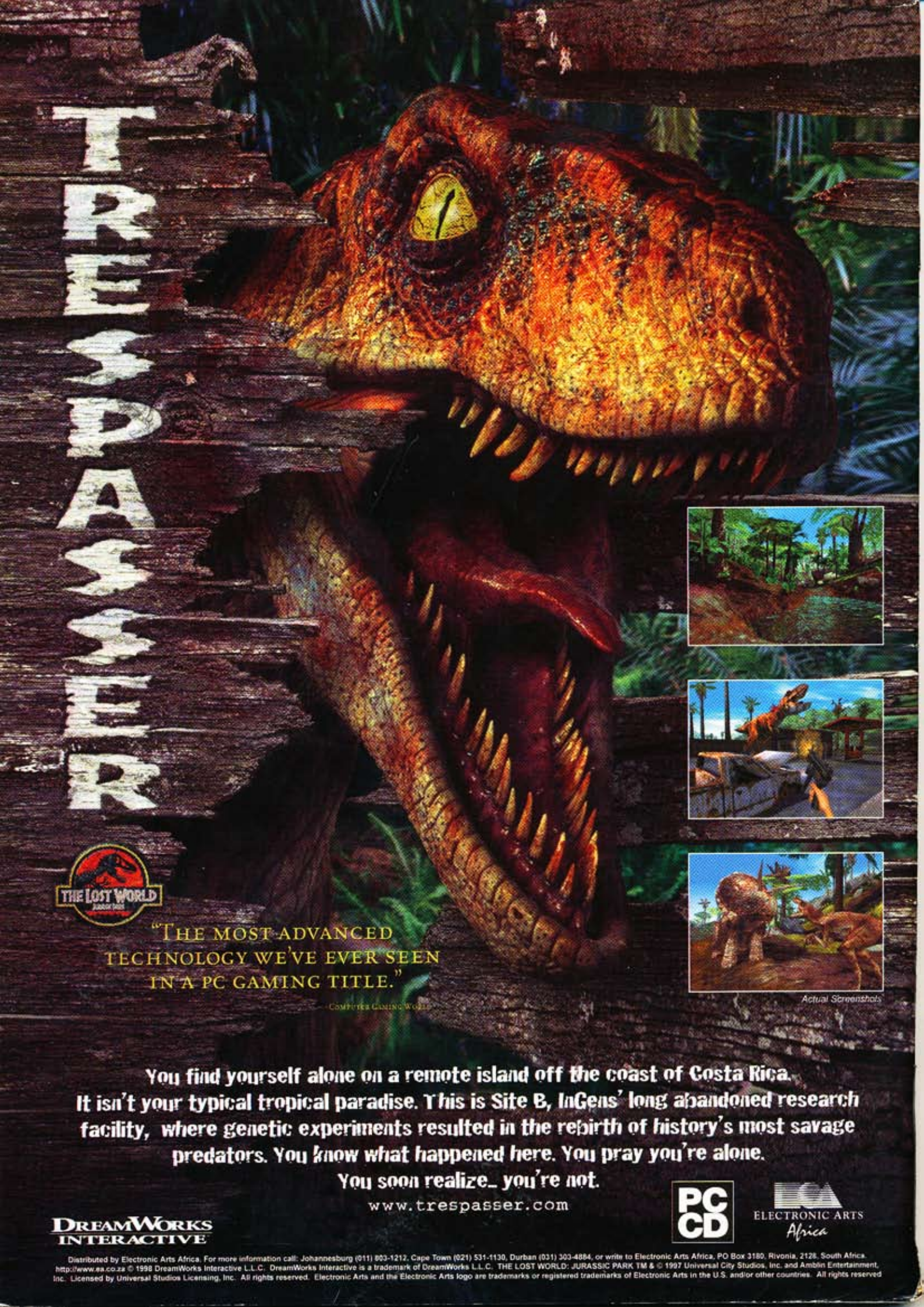
CRASH BANDICOOT 3 WARPED

PlayStation DUAL SHOCK SK INTERACTIVE

PlayStation Powerline: 0800 111 013. Leave your mark at www.playstation.co.za

Crash Bandicoot 3: WARPED™ & © 1998 Universal Interactive Studios, Inc. All rights reserved.

UNIVERSAL SONY COMPUTER ENTERTAINMENT



Actual Screenshots

THE LOST WORLD JURASSIC PARK

"THE MOST ADVANCED TECHNOLOGY WE'VE EVER SEEN IN A PC GAMING TITLE."

COMPUTER GAMING WORLD

You find yourself alone on a remote island off the coast of Costa Rica. It isn't your typical tropical paradise. This is Site B, InGens' long abandoned research facility, where genetic experiments resulted in the rebirth of history's most savage predators. You know what happened here. You pray you're alone. You soon realize_ you're not.

www.trespasser.com

DREAMWORKS INTERACTIVE

PC CD

ELECTRONIC ARTS Africa

Distributed by Electronic Arts Africa. For more information call: Johannesburg (011) 803-1212, Cape Town (021) 531-1130, Durban (031) 303-4884, or write to Electronic Arts Africa, PO Box 3180, Rivonia, 2128, South Africa. http://www.ea.co.za © 1998 DreamWorks Interactive L.L.C. DreamWorks Interactive is a trademark of DreamWorks L.L.C. THE LOST WORLD: JURASSIC PARK TM & © 1997 Universal City Studios, Inc. and Amblin Entertainment, Inc. Licensed by Universal Studios Licensing, Inc. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved