

G NEW AGE GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

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WORLD

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20 Hard Hitting Reviews
Upgrading PC Feature
Brood War Terran Guide
SA Gaming Server Guide
+ Much Much More



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TAI FU
Wrath of the Tiger



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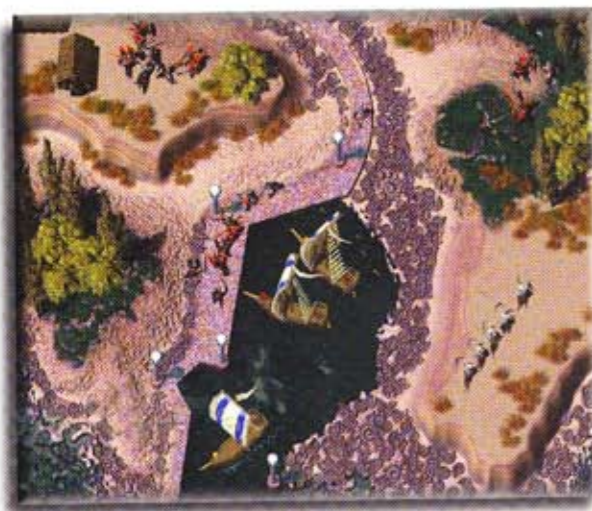
Earth - We follow the precepts of our father. Use no magic when steel and muscle suffice, or disaster and chaos will follow. We keep the law. Our armies enforce it.

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Wind - Time has forgotten us and we have forgotten time. Our city is the forest. Our road is the wind. Those who visit our shores uninvited will perish.

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ED's Note

TRUST

With all the fuss and bother floating around these days about viruses and deadly E-mail messages, I feel compelled to point out that the only people who get viruses are people who don't adequately protect themselves against this malicious form of electronic attack. The trick is to get yourself a virus protection program and update it every week, it's easy to do and will save you many hours of heartache and anguish. I know it might sound simple but you'll be surprised at just how many people don't have any kind of protection on their machines. On a more alarming and equally dangerous note, has anyone ever considered what they trust their hard work, games and mail to every day? Never mind the odd virus, what you should be worrying about is the hardware inside that metal case. In its most basic form your hard drive is just a platter of electrons arranged in a specific order, now does this sound flimsy to anyone else or is it just me? This highlights the need to backup information as well as protect it from viruses. June is a data protection awareness month here at NAG so we're being extra careful where we balance those cups of coffee - after June it should all blow over and we'll be back to using the CD tray as a mug holder again. So be careful out there people, it's a nasty world that we live in and if we can't trust our computers then who can we trust. This probably adds a little weight to the PlayStation side of the which-platform-is-better argument.

On a more formal note I really must thank all of the readers out there who took the time to fill in our survey, we will be publishing the results in the months to come. The response was overwhelming to say the least, bags and bags of mail arriving every day - it's good to see that you all have such a keen interest in the magazine. Some notable and comical highlights of this experience I'll share with you now and as the saying goes, it takes all types...

We asked our readers what they don't like about the magazine and we received a number of constructive replies and suggestions. One chap said that he doesn't like the smell of the ink and another said, "The part after the back page where you've put a sample of our tablecloth". Others said they wanted a little nudity, Warren gladly accepted this task and was in front of the camera stripping down in no time, unfortunately the pictures that he took of himself in the mirror were unsuitable for publication. A few people still in school desperately want to upgrade, but their parents are, "too stubborn". In addition, we have one reader who is turning sixty-two this year and a whole bunch of people who all think that their ISP is 'Internet Explorer'. These are just a few of the more interesting and humorous responses so far, more mail is arriving everyday and our data capture lady is already threatening to resign. The good news is that we received plenty of useful information about everyone out there so if you sent in a survey you can expect to see a gradual change for the better. It is hard to please everyone because each and every reader out there wants something specific, so we'll just strike a balance between everything and try and do the impossible - please all of the people all of the time. Again, thank you all.

HAPPY BIRTHDAY TO ME...

Unlike many other people, I'd like to announce my birthday, this way I'll get plenty of presents and good wishes - what is the point of hiding it anyway, modesty isn't one of my strong points. I've arranged with the post office to add yet another mail box to our growing collection for the month of June especially for this occasion. If anyone is interested I'm saving up for a M3, my 318i is looking a little tired now and I feel the need for some serious speed - so don't buy birthday cards, just send money!

Michael James, Editor

Put this in your diary and smoke it: 25th June 1999... The Phantom is coming, Woohool!

NEW AGE GAMING
SOUTH AFRICA'S OWN GAMING MAGAZINE
AN
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INITIATIVE

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The Ultimate Flight Simulator

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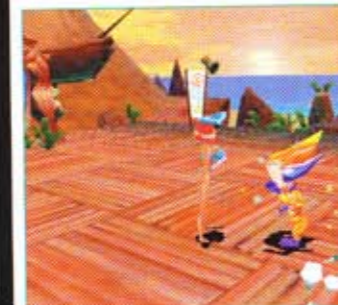
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NEW AGE GAMING

COVER CD 7
VOLUME 2 ISSUE 3
SOUTH AFRICA

CD also includes: Babylon 5 Movie, Kingpin Movie, Sports Car GT Movie, StarSiege Movie, Shadowman Movie, plus all the latest patches, add-ons and PC cheats. For a full list of the CD contents please see the reverse side of this leaflet or check the contents page of the accompanying magazine.
(This is a PC-CD, Not for Playstation)

Its not the best looking cover yet, but Leonard is working on a surprise. Not that he will let us know what it is.

NAG COVER CD

DEMOS

- Descent 3 (Demo 2)
- Evil Core
- Expendable
- Gromada
- Heroes of Might & Magic 3
- Railroad Tycoon: The Second Century
- StarShot
- StarSiege
- Storm
- Triple Play 2000
- V-Rally

CHEATS

New PC Cheats added every month.

MOVIES

- Babylon 5
- Kingpin
- Shadowman
- Sports Car GT
- StarSiege

PATCHES

- Delta Force
- Fighter Squadron
- Heretic II v1.04 Enhancement Pack
- Lands of Lore v1.06
- Quest for Glory V v1.2
- StarSiege v1.0.0.2
- StarSiege Tribes v1.4
- Unreal v2.24 Public Beta Patch
- Worms Armageddon

ADD-ONS

- DirectX 6.1
- Alpha Centauri Theme
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- SimCity 3000 Atlantis Condominium
- Half-Life Save Games
- StarSiege Squad Skins

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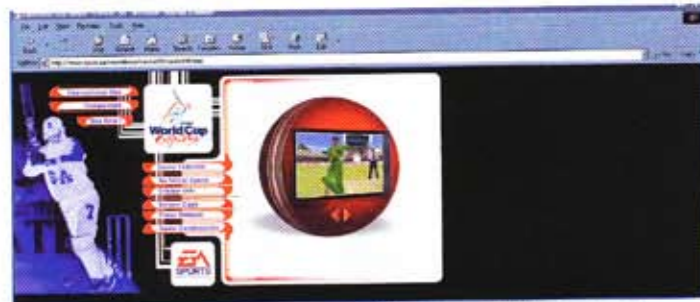
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THE WORLD CUP CRICKET 99 WEBSITE ON WWW.EA.CO.ZA

Electronic Arts Africa has already scooped our coveted web site of the month award so you can be forgiven for wondering what they're doing back here again. There are two reasons for this, one is Alien versus Predator and the other is Cricket 99. These two exciting games are due



ALIEN VS PREDATOR WEBSITE ON WWW.EA.CO.ZA

for release this year and have been added to the site's portfolio. Due to constant innovation and attention to detail this site ranks as one of the best gaming related sites in South Africa, even though they

obviously only focus on their own products. The Alien versus Predator page is a terrifying trip through HTML that showcases what the Internet is really capable of. The interface looks like something straight out of the movies

complete with those strange Alien symbols, there is information on the game and the different characters that star in it. For ambitious surfers all three demo downloads are available but be warned they're big files. Also remember to check your volume knob before entering the site to avoid coffee spillage. It's scary stuff

NAG's WEBSITE OF THE MONTH



in there and adds tremendously to the hype and interest surrounding this title. The Cricket section, although a little more traditional, has all the information, news and even a small history section on-line for your perusal.

The main focus here is obviously the Cricket World Cup and this game should be released just in time for fans to put willow to leather on their computers after watching a few games on the television. Excitement is mounting for both the event and the game so keep an eye on the site for more information and again, well done to EA Africa for being the innovators and actually taking their Internet presence seriously.

NAG's Favourite Websites of the Month

- <http://www.rollercoasterstereo.com>
- <http://www.3dxtreme.co.za/>
- <http://www.cryo-interactive.fr>
- <http://descent.gamestats.com/>
- <http://www.bungie.com/mythII/>



This site offers something not many other sites can and that something is added value. Very much like Total Annihilation you can download any or all of the 14 ready made 'official' roller coasters or choose one from the site's impressive database, already there are over 2000 different designs there that have been made by people who have bought the game. It doesn't end there though and if you've completed the game already you can also download a new scenario. This kind of back up for a game is rare and adds plenty of renewed interest, more roller coasters and scenarios are on the way already so you won't be left short in the future. On the site you will also find an exclusive interview with the games creator as well as a few tips on how to run a successful amusement park. It's not much to look at but this site offers the gaming community something special, other developers should be taking notes.



A South African site definitely worth mentioning here is this Quake related news warehouse. If there is anything you want to know about all three Quake games then this is your stop. The guys who run this site are dedicated to bringing you every scrap of news imaginable about all things Quake. Besides international favored information their news section also highlights local contests and anything interesting happening on the local circuit. A gossip section leads you to a local message board where people can chat about basically anything although the message trend is usually first person game related. The site also has Quake demos for download, an 'events' page and even a few reviews of games. Overall, it's worth visiting if you want to keep up to date and in the loop as far as the local gaming scene goes, it's sites like this that eventually bring people together and the more out there the better. Special note - the Quake Arena section is updated often.



Every now and then we take a look at development companies for raw talent and interesting products. Cryo Interactive Entertainment is a game developing company that is set to release a few new and interesting games. They have a number of large and small projects underway and being a French based company you are guaranteed a unique experience when playing their games. The main point of interest here are the new games currently in development and since Cryo hasn't had much luck lately with its titles all eyes are on these new projects. The Chronicles of the Black Moon is one such game all about combat and strategy, it's looking stunning from early previews and we'll dissect it on arrival. They're also embracing new technology with the release of two DVD titles, an on-line only game and a whole host of PlayStation games. Cryo has plenty to prove to the world and you can follow their progress on the Internet.



Everyone should know what Descent is all about but for those of you who have no clue we'll say it again. Descent was released a long time ago and proved popular because it took the first person genre to a new level - complete freedom of movement and tricky claustrophobic levels where you could move in any direction. A number of sequels later and a whole new direction eventually led to Descent: FreeSpace - a stunning 'outside' space shooter. FreeSpace took the world by storm and now with FreeSpace 2 due for release soon a few dedicated sites have appeared and this is the best of the lot. All the usual sections are present and accounted for including all the news and information you could ever need. If you do visit the site be sure to check out the screenshot section for a mind-blowing experience. This game is going to rock when it's released and we'll make sure you get to see it first in South Africa.



Everyone's talking about Myth II and you should be as well, so if you don't like feeling left out of the action and hot gossip then move on over to this site and read all about it. Myth II is a strategy game that dares to be different - you can read our full review this issue and before rushing out to buy it point and click over to this site. Being a developers site, it does tend to go on and on about the games features and how lovely this looks and how great that is but just live with it for now because they're right about most of their claims. The point being, it's great for a change to be able to read all the hype and features and know that it's not all lies. The demo is also there for download and if you've got the time, money or bandwidth it's worth getting. It's a great game and has a nice site.

JAZZ JACKRABBIT 2

the secret files



JAZZ JACKRABBIT 2
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+ WIN
PRIZES

NEW!!
3RD PLAYABLE
CHARACTER
LORI



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NAG SURVEY

COMPETITION WINNERS!

We have been overwhelmed with the response we received for the survey we ran in our April edition of New Age Gaming. Survey forms came back to us in their hundreds and totally surprised everyone here at New Age Gaming. Thank you to each and everyone that sent in the survey form. This will enable us to provide our readers with a better magazine and our distributors with a better understanding of the South African gaming market.

For returning the survey form you stood a chance to win one of the four prizes offered, unfortunately there could only be four winners. We would love to give each and every one a prize, but that is the nature of a competition.

We have drawn four winners from our huge box full of surveys. The prizes consisted of a PlayStation gaming console together with a PlayStation game courtesy of Sler Kinekor Interactive, and a Graphics Blaster RIVA TNT sponsored by Creative Labs together with Lands of Lore 3 sponsored by Electronic Arts Africa. We also gave away two chances to win a one-year subscription of New Age Gaming. The following lucky people will receive their prizes shortly:

Robert Pill, Roodepoort - Sony Playstation
Francois Naude, Richards Bay - Riva TNT
Jaco Visser, Pretoria - NAG Subscription
Ryan Torres, George - NAG Subscription

Congratulations from the NAG team! We hope that we will receive similar amounts of entries for our monthly competition in the future and remember that you have to be in it to win it. With more and more responses the prizes can only get better, so start filling out those e-mails, writing those letters and typing those post-cards.

NEW LARA CROFT MODEL REVEALED



Previous Lara Croft body double, Nell McAndrews recently said she has had enough of playing the action heroine Lara Croft and left Eidos with some very svelte boots to fill. Not to fear, Eidos didn't take long to find a replacement in the 24-year-old professional model, Lara Weller. She has a background in modelling lingerie and swimsuits and is 5 feet 8 inches tall and measures 34-24-34. Eidos commented that she reflects Lara Croft's vital statistics and her brown eyes and brown hair

makes her ideal for the position as body double. When questioned how she feels about landing the role as one of the industry's most famous and desirable icons, Miss Weller commented, "The more I consider it, the more excited I get about the whole idea. It's actually quite amazing since in the past people have mentioned that I remind them of the Tomb Raider girl!"

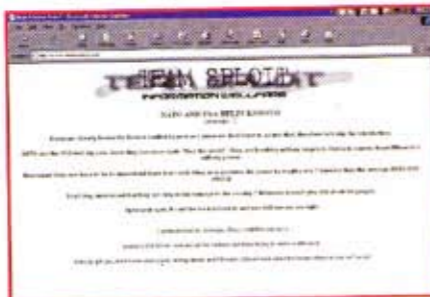
BALDUR'S GATE DVD VERSION

Good news for Baldur's Gate fans with DVD drives, according to the official Baldur's Gate website a DVD-ROM version of this immensely popular RPG will be released later this year. "Due to the incredible success of the original Baldur's Gate, we are planning to release a version of the game on DVD," marketing head Greg Peterson.

At last a decent DVD game title.

DIAMOND SITE HACKED

Diamond Multimedia's website was hacked recently by a group of programmers calling themselves Team Spoilt Information Welfare. The authors criticised NATO forces for attempting to create peace through welfare.



Diamond has made no comment on the hack and their web site was unavailable for an extended period of time. Guess the terrorists of the information age are starting show.

ELECTRONIC ARTS APOLOGISES



Dave Ross, EA Sports Producer, has sent the gaming community an apology. In a letter attached to NASCAR Revolution's recently released patch,

Ross indicates there were several problematic issues that needed addressing, and that the team used input from gamers in the preparation of a patch. "This is our first NASCAR game on the PC and there are some growing pains with any new franchise, but we feel our initial title that we shipped was strong," Ross wrote of the product that was universally panned by critics and gamers. Here is the list of major fixes included in the patch:

- Improved performance for all machines - especially AMD users
- Greatly improved Glide performance
- Improved frame rate in the in-car view
- Improved race strategy for the CPU side concerning yellow flags
- Improved Arcade setting physics for more responsive driving
- Completely revamped Simulation Setting physics
- Increased the volume for non-player car engine sounds
- Improved computer driver AI at most courses for stronger competition
- Improved spotter logic
- Damaged cars in Simulation mode retain the body and cosmetic damage after pitting
- New sliders to help overall performance
- Fine-tuned the support for Creative Labs • Environmental Audio Extensions
- Smoother transition to and from computer control on restarts

So if you recently purchased Nascar Revolution make sure you get this patch for increased performance and a greater sense of enjoyment.

ASC GAMES LICENSES LITHTECH2

ASC Games has confirmed that they have licensed the LithTech2 engine from Monolith Productions. This was quite surprising since the company has just licensed the Unreal engine from Epic Games. The Unreal engine will be used for Werewolf: The Apocalypse and to date ASC hasn't revealed anything about the game they are developing that will make use of the LithTech engine. Guess we will just have to wait and see what ASC has in store for the LithTech engine.

DAMN YANKEE ONLY COMPETITION AGAIN



Epic Games, GT Interactive Software, 3dfx Interactive and Aural have announced a \$150,000 Unreal Mod competition. The contest enable Unreal and Unreal Tournament fans to enter their modifications, maps, new weapons and other modifications into the competition with the major prize being drawn in November 1999. Unfortunately and as usual the competition is only about to those in the United States. I think it is open time that we see more competitions that are global where everyone can participate and reap the benefits. First prize will be a whopping \$25,000 with other smaller prizes for each of the different categories that will be available. If you are interested complete details can be found at www.unrealcontest.com, not as if we can enter anyway. Why does it always seem that the rest of the world gets the bad end of the stick, while the Americans have all these nice competitions?

SEGA DOWNCAST ON PROFITS

It would seem that Sega Enterprises are still in a down cycle as Reuters forecast a gaping annual loss and admitted its dream of toppling rival Sony's PlayStation remained elusive. Sega's sales of their new 128-bit console the DreamCast, which is Internet capable, is below what the company had hoped for and dashed hopes of returning to profit. Sega is suffering due to slow domestic sales amid a recession in Japan. They had hoped to sell 1 million consoles by the end of March, but were only able to sell 900,000. Software sales are also below projected sales and they have only sold 3 million of the projected 5 million. To help restore the company to profitability Sega said it would cut 25 percent of its labour force, approximately 1000 employees by as early as March 2000. They also plan to close down some 100 small amusement facilities in 1999 and cut executive jobs and salaries. Sony on the other hand reported that shipments of its PlayStation totalled 21.6 million units in 1998 and 1999, up from 19.37 million units a year earlier. Sony is currently planning to launch the PlayStation 2 in Japan over Christmas.

BLEEM! IN THE NEWS



Over the last two months bleem!, the PC based PlayStation emulator, has been in the news quite often due to their debates with Sony. Again, they make headlines as the shipping of the emulator is delayed. They apparently need to get the source code used for the emulator into a release state and it is taking longer than expected. They are currently offering refunds to customers who wish to cancel their order, but so far, only 1% have actually requested it meaning that bleem! support is still there. We will keep you updated as more developments take place with bleem!. Off course we will be one of the people requesting a copy for evaluation, and bring you the scoop of just how well the emulator performs in the near future. The final shipping product just might be out by the time you read this so make sure you visit <http://www.bleem.com> if you are interested.

S3 COMPRESSION GAIN SUPPORT



Support for S3TC, S3 Incorporated's texture compression, is gaining momentum as the company announces that more than 50 software developers and publishers will be including support for S3TC in their games in 1999. S3TC enables games to utilise up to six times the amount of textures found in today's games. Microsoft has also adopted S3TC as DirectX standard being an open and non-proprietary technology. So far the only chip that makes use of S3TC, true 32-bit colour and 2048x2048 textures is the Savage4 accelerator. By the time you read this there should be Creative Labs and Diamond Multimedia cards available based on the Savage4 chip. We will also be reviewing one of these performance beasts in the near future. Here are some of the upcoming games that will offer support for this innovative technology:

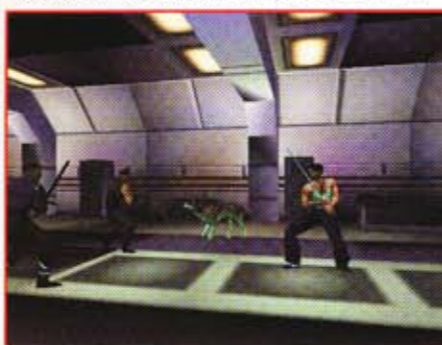
- Quake 3: Arena
- Unreal: Tournament
- Expendable
- Chronicles of Pern
- Anachronox
- Unreal 2
- Babylon 5
- DuesEx

BLOOD II LEAD DESIGNER LEAVES

It seems that there is a lot reshuffling going on in the computer gaming industry these days. In yet another announcement, Lead Designer Jay Wilson of Monolith's Blood II has revealed that he will be leaving the company to join Cavedog Entertainment, developers of Total Annihilation. He will be joining the group busy working on a 3D apocalyptic action and adventure titled Amen: The Awakening as an act designer. He will be designing some of the games elaborate story and mission based maps. Shade said that his parting with the company is on good terms and that this opportunity is a dream come true.

NINJA ACTION FROM EIDOS

Eidos Interactive is currently developing a third person 3D-action game for the PC and PlayStation title Saboteur. Players will take on the role of Shin, a modern day Ninja as they solve puzzles, explore elements and get involved in a variety of combat. Eidos is coupling Shin with a companion dog, Shiro, to battle enemies head on and avenge his only family.



ly. Other Features include:

- Extensive combat system featuring numerous weapons and moves
- First PlayStation game to integrate a computer-controlled ally
- Extensive environmental interaction
- Motion captured characters
- Twenty massive levels, ranging from office buildings to lunar bases
- Use of vehicles, such as a motorcycle

STAR WARS EPISODE 1 COMES TO PC & PSX

Star Wars: Episode 1 The Adventure

The Adventure places you in the roles of different characters from the Star Wars: Episode 1 movie. You get to play as Obi-Wan,



Qui-Gon Jinn, Queen Amidala and Captain Panaka as you use the force and your wits to overcome challenges at every turn. The game plunges you deeper with a story of a galaxy in crisis. Luke Skywalker's father is just a hopeful 9-year-old boy named Anakin, who knows nothing of his eventual fate as a Dark Lord in years to come. In this earlier time Obi-Wan is a determined young Jedi trying to teach the Jedi way to his apprentice as their world begins to unravel in political turmoil. Episode 1 will take audiences through extraordinary realms and adventures, from the desert planet of Tatooine to the galactic capital world of Coruscant (with its Jedi Temple), the green world of Naboo, and beyond. Familiar Star Wars characters Yoda, R2-D2, C-3PO, and Jabba the Hutt are along for the ride.

Features:

- Solve dozens of challenging puzzles suitable for novice and veteran action-adventurers.
- Choice of weapons includes lightsabers, droid stunners, Naboo blasters and Force Push powers.
- Captivating nonlinear story line lets you engage in side quests that will take you through the film and beyond.
- Travel to the exotic locales of Episode 1 - from the majestic city of Naboo, to the denizen-filled streets of Mos Espa, to the bustling galaxies of Coruscant.
- Battle hordes of enemies including destroyer droids, mercenaries and the evil Darth Maul.

Star Wars: Episode 1 Racer



Two engines, one champion, no limits. This pretty much defines Racer as you strap-in and experience speeds of up to 960 km per hour as you feel the full-force blast of two massive jet engines.

Take the controls as Jedi-to-be Anakin Skywalker or any of the other 20 Podracers as you race your way through 8 spectacular worlds and negotiate through methane lakes, Tusken Raider assaults, anti-gravity tunnels and much more. Remember anyone will do anything to cross the finish line in this do-or-die fight to the finish line.

Features:

- Race in furious competition against 20-plus opponents.
- Taking on over 20 tracks in 8 unique worlds.
- Featuring Jake Lloyd as the voice of Anakin Skywalker.
- Spectacular 3D environments (3D hardware required for PC version)
- Sound effects and epic soundtrack taken directly from Episode 1.
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- Multiplayer support

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CYBORG 3D PAD

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ACTIVISION ANNOUNCES

WU-TANG: SHAOLIN STYLE

Top selling record artists Wu-Tang Clan and their executive producer Oli Grant is teaming up with Activision to create Wu-Tang: Shaolin Style, an arena-based fighting game for the PlayStation.



Players will assume the role of one of the nine Wu-Tang Clan members, including RZA and Ol' Dirty Bastard. The group's martial arts philosophy will feature throughout the game as players battle through the 36 chambers that correspond to the 36 death points found on the human body. Wu-Tang: Shaolin Style will be one of the first fighting games to offer up to 4 players in multiplayer mode, and you will be able to fight using teams as well e.g. 2-on-2 fighting.

CLOSE COMBAT 4

WITH NEW DISTRIBUTOR



Creators of the Close Combat series of games have announced that the next in the series Close Combat: Battle of

the Bulge will be distributed by Mindscape. Currently scheduled for release at the end of this year the sequel will include a new strategic level of play to compliment the real-time action. Gamers will play single battles, operations or wage full campaigns as either the Axis or the Allies during one of the most pivotal and epic conflicts of World War II, the Battle of the Bulge. Also to be included in the sequel will be weather effects such as rain and snow as well as more detailed map animations. CEO and founder of Atomic Games, Keith Zabalaoui, said that the move was due to a combination of factors, including Mindscape and SSI's history of quality wargames and The Learning Company's robust promotional muscle. Zabalaoui said no ill feelings existed between Microsoft and Atomic and mentioned that the two may partner again in the future. Our time with Microsoft has been nothing but outstanding. They were the best publisher we've ever had," he concluded.

EIDOS & JURASSIC PARK

Last month I mentioned that Michael Crichton, author of Jurassic Park and other best selling novels, has started his own game company called Timeline Studios. Recently Timeline Studios and Eidos Interactive announced that they have signed a major publishing deal, in the agreement Eidos has secured long-term equity in Timeline Studios. The investment will fund the development of a series of cutting edge titles based on Crichton properties. Timeline Studios, as yet undisclosed, title is expected to be published in the first half of 2000. If Timeline Studios games are anything like Michael Crichton's books, the company is sure to be a success. The only question remaining is, what type of game will it be - adventure, rpg, first person shooter?

AGE OF WONDERS FROM EPIC

Good news from the Epic stable as they announce that they are once again teaming up with Gathering of Developers for the publishing of Age of Wonders, a turn based strategy and adventure game. The game is being co-developed by Epic Games and Kolbitar Development and features an absorbing magical fantasy world with elements of adventure, strategy and role-playing. Age of Wonders has had an extended development cycle (almost as long as Unreal, if not longer - Ed.) and will at long last be released this year.

Age of Wonders



The game will offer 12 unique races, over 50 different heroes with individual personalities and dozens of special items and numerous locations to explore. Players must raise and lead an army towards an apocalyptic battle to determine the fate of the world. Questing throughout the world, players will journey through many realms and landscapes to forge alliances, gather heroes and discover new magical artefacts.

TRIBES 2 IN 2000

Dynamix has let the cat out of the bag and announced the development of Tribes 2. Tribes 2 will feature a new tribe called BioDerms, new weapons and have a totally revamped graphics and terrain engine. The development wants to include features cut from Tribes and is also thinking of implementing requested features that they have received via e-mail from thousands of fans. Unfortunately they are still keeping gameplay features a tight secret, they did mention however that the new terrain engine would allow them to do more interesting scenes with outdoor areas while having a minimum impact on frame rate. Things such as canyons, large land spires and more will be easier with almost no "growing" artefacts. The end result will be more detailed landscapes as well as being more fun to play on and around. They are also planning new and innovative game modes to keep the gameplay fresh and exciting while not detracting from gameplay features that have made Tribes such a huge success. When asked when the title will ship, Dynamix responded that they are aiming for a year 2000 release. Lets just hope they include OpenGL or Direct3D support in addition to Glide from the get-go this time.

CYBERJACK UPGRADES

We have heard from CyberJack Internet Café in Kempton City in Kempton Park recently, announcing that they will be upgrading their PCs to meet up with current gaming technology. So if you live in the area make sure to support them, by so doing helping the gaming community keep its meeting places alive and of course playing on PII-350's with 64MB RAM and Voodoo Banshee 16MB's don't hurt either. Just the type of machine needed for playing Quake 3. Can you say Quake 3 hotspot?

QUAKE 3 TEST

RELEASED



id Software has finally released the Quake 3 test version for the Windows platform. The test features 2 deathmatch maps and players can see 5 of the weapons in action as well as the new "bounce pads". The test version also includes 2 different colour models as well as the Quad powerup - which I must say looks spectacular. Off course there is limited multiplayer capabilities for playing the maps over a LAN or the Internet. If you didn't know this already make sure you get online and start downloading. Unfortunately the test version didn't make it on time for our Cover CD, but we promise we will beg and plead with Activision and id Software so that we may include it on our next Cover CD. If patience is not one of your virtues you can download it from:

<http://www.sagaming.co.za> and
<http://www.gamecity.co.za>

So far the feelings in the South African gaming community have been mixed. Some love it, some hate it and other just get bored with it. Personally I think the engine is awesome and I take my hat off to id Software, off course not all the features are in the test version, but what I see so far can only be the promise of greater things to come. Here are some Quake III screenshots from NAG to wet your appetite:



SOUL ASSASSIN

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Four Player Clans playing on a knockout basis.

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Saturday 17th & Sunday 18th - Single Player Event

Single Player based on calculated knockout and 1 on 1's.

Entry Fee R40.00 per person, includes entry fee into GENCON 99

QUAKE 2 WORFAIRE

Friday 16th - Quake 2 Clan Event

Four Player Clans playing on a knockout basis.

Entry Fee R80.00 per Clan, price includes 4 x R10.00 entries into GENCON 99

Saturday 17th & Sunday 18th - Single Player Event

Single Player based on calculated knockout and 1 on 1's.

Entry Fee R40.00 per person, includes R10.00 entry fee into GENCON 99

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 Clan Quake II - R80.00 (Per Team)
 Single Player StarCraft - R40.00
 Clan StarCraft - R80.00 (Per Team)

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Nickname: _____ Clan: _____
City: _____ E-Mail: _____
Telephone () _____ Fax () _____
E-Mail: _____ Age: _____

For Clan Competition Only: (Note: Only 4 players per team)

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Member 3: Name _____ Nickname _____
Member 4: Name _____ Nickname _____

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Local PC Charts

Position	Name	Last Month	Total Months
1.	Brian Lara Cricket	New	New
2.	Sim City 3000	New	New
3.	Age of Empires Gold Edition	3	3
4.	Starcraft Battlechest	New	New
5.	Command & Conquer Mega Box	New	New
6.	Superbike	New	New
7.	Starcraft Broodwar	New	New
8.	Baldur's Gate	2	3
9.	Sim City 2000 Classic Edition	New	New
10.	Theme Hospital	New	New

Local PlayStation Charts

Position	Name	Last Month	Total Months
1.	Tekken III	3	3
2.	Tomb Raider III	2	5
3.	Formula 1 '98	8	1
4.	Fifa '99	1	3
5.	Crash Bandicoot 3	5	3
6.	Brian Lara Cricket	6	3
7.	TOCA Touring Car 2 Platinum	10	3
8.	Small Soldiers	7	3
9.	Spyro The Dragon	9	3
10.	Gran Turismo	4	5

International PC Charts

Position	Name	Developer/Distributor
1.	Alpha Centauri Firaxis	Electronic Arts
2.	Baldur's Gate	Bioware/Interplay
3.	Heroes of Might and Magic 3	New World/3DO
4.	Half-Life	Valve/Sierra
5.	Starcraft/Add-on	Blizzard
6.	Might and Magic 6	New World/3DO
7.	Railroad Tycoon 2	PopTop/G.O.D.
8.	Thief (The Dark Project)	Looking Glass/Eidos
9.	Total Annihilation	Cavedog/GT
10.	Fallout 2	Black Isle/Interplay

International PlayStation Charts

Position	Name	Developer/Distributor
1.	Metal Gear Solid	Konami
2.	Syphon Filter	Eidetic/989 Studios
3.	Final Fantasy 8	Square
4.	Gran Turismo	Sony
5.	Silent Hill	Konami
6.	Xenogears	Square
7.	Resident Evil 2	Capcom
8.	Actua Tennis	Gremlin
9.	Triple Play 2000	EA Sports
10.	Need for Speed (High Stakes)	Electronic Arts

NEW AGE GAMING PRICE COMPARISON

Game Title	Incredible Connection	CNA Interactive	Toys R Us	Residues
A Bug's Life (PSX)	R 349.00	R 359.00	R 349.99	R 349.99
Retro Force (PSX)	R 459.00	R 479.00	None	None
Rollcage (PSX)	R 469.00	R 479.00	None	None
Metal Gear Solid (PSX)	R 469.00	R 489.00	R 489.00	R 489.00
Running Wild (PSX)	R 399.00	R 399.00	R 409.00	R 409.00
Toca 2 (PC)	R 349.00	R 329.00	None	None
Lands Of Lore III (PC)	R 299.00	R 299.00	None	None
X-Wing Alliance (PC)	R 369.00	R 369.00	None	None
Recall (PC)	R 199.00	R 209.00	None	None

PC RELEASE LIST

MAY	JUNE
Fleet Command: Jones	Interstate 82
PGA Championship Golf	MechWarrior 3
Road Wars	Quake III: Arena
SU-27: Flanker 2.0	Sega Rally Championship
Might & Magic VII: For Blood & Honor	Need for Speed High Stakes
Unreal: Return to Nali Pali	Outcast
F-22 Lightening 3	Darkstone
FLY!	Flashpoint
Links Extreme	Legacy of Kain: Soul Reaver
Aliens vs. Predator	Total Annihilation: Kingdoms
Heavy Gear 2	After Dark Hoyle Bundle
Kingpin	Homeworld
Star Trek: Birth of the Federation	Command & Conquer 2: Tiberian Sun
Descent 3	Dungeon Keeper II
Tomb Raider 2 Gold	

PLAYSTATION RELEASE LIST

MAY	JUNE
Lunar: Silver Star Story	Men in Black
Street Fighter Alpha 3	Legacy of Kain: Soul Reaper
Point Blank II	Tetris
Evil Zone	Carmageddon 2
Castrol Honda Superbike Racing	Centipede
Jampack Summer 99	G Police 2
All Star Tennis 99	Iron Soldier 3
Atlantis	Mission Impossible
Dreams	Rat Attack!
Monaco Grand Prix	Ultimate 8 Ball
Warzone 2100	Virus
Bloody Roar 2	Chessmaster Millenium
Hunter Hunter	Driver
WWF: Attitude	Quake II
Silhouette Mirage	

NEW AGE GAMING TAKES NO RESPONSIBILITY FOR THE ACCURACY OF THIS INFORMATION. ANY OF THE RELEASE DATES MAY BE CHANGED AT THE DEVELOPER DEEMS IT NECESSARY. THE ONLY OFFICIAL SHIPPING DATE THAT MOST DEVELOPERS GIVE THESE DAYS IS, "WHEN IT'S DONE!"

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- PC Magazine



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- Tech-review



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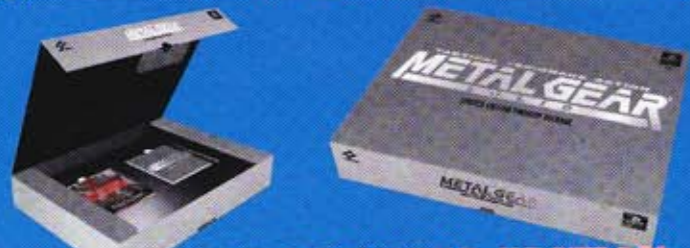
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POSTAGE
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NO. 102
MAGAZINE

Thank you to everyone who wrote in this month, unfortunately we cannot reply to all of the letters, but we do read them all. You can send your letters and e-mail to the addresses on the postcard. Please remember to include all your details when you write in or we can't send you your prize should you win. Don't ask us to change your prize or magically convert it into cash. As always, the Editors decision is final and that's that.

Well done to **Thys van Zyl** who wins our editors choice this month - keep the questions coming. Until next month...

Backchat
PO Box 2749
Alberton
1449

letters@nag.co.za

10c worth

I have played many games in my lifetime and virtually live to play games. We always used to go to the shops and play games, which cost 10c at the time.

Unknown

Very in-depth, thanks for the article submission but unfortunately, your trip down nostalgia lane is a few words too short to be of any use to anyone.

Getting Technical

I need advice. I had 163 Megs free space on my PC. One day I put my PC on and only had 35 Megs. Please answer my letter.

Matthew Milne Durbanville

When we asked people to send us their problems, this definitely isn't what we had in mind. If anyone out there can help this poor soul, please feel free as his problem has us completely stumped. The trick with technical questions is detail, tell us what you have and what went wrong - telling us what you did just before you experienced the problem will also help. The problem above simply defies any attempt at a solution. This isn't a quick two-way forum so the more specific you are the easier it will be for us to help you in our upcoming technical letters section.

The new guy in the corner

Congratulations on your birthday issue, a great achievement. I thoroughly enjoy your magazine and place it on my monthly priority list of must-gets. You get first prize for your CD - the games and patches are way ahead of the other two magazines I buy each month. Especially the Half-Life demo - that's the first time I've played a new game and driven to the shop to buy it all within six hours. Tell me demos aren't the best sales strategy yet! I still had to download the 1.0.0.9 patch (20 Megs) to go online though - thanks to the SA Gaming site, they saved much time. Reason

I write is that I wish I knew more about local gaming sites for games like StarCraft and Half-Life, the lag I experienced playing HL for the first time online was pathetic (psst - who's the new guy in the corner who doesn't move?). StarCraft has the ZAF1 channel, which seems to run smoothly, are there any HL sites opening here?

I am looking forward to the results of your reader survey, personally I would like to see a PC only magazine and I suppose you've supported both platforms for greater circulation, hopefully the survey comes back with PC domination. Not that I don't like the idea of a platform game but the screen shots put me off, they look like my SABC 3 reception. Remember the success of a business depends on how much it can adapt to change.

Ken Pope E-mail

Thanks for your comments, it has been a long and challenging year but none of us would give it up for all the money in the world. Regarding your major bone of contention, the lack of a decent on-line experience, we are always publishing details of events and South African on-line gaming, keep checking our Multiplayer Mayhem section for news and server status. We will also be publishing the survey results soon, so everyone can see what everyone else wants. All I can tell you about it now is that we've had a few surprises but largely people seem to be happy with the magazine, which means we must be doing something right.

Household Safety

I'm just writing to tell you of something that happened to me that should deserve (hopefully) the letter of month. I was at school in the English class thinking about a new strategy to perform on StarCraft. The teacher was spilling some uninteresting drivel to which no one was really paying attention. Suddenly the intercom snaps on and everyone turns their ears to listen to what they have to say, hoping that break has dawned. Instead, the secretary said, "Can Ben Kirsten please report

to the office immediately!" Oh S%#! How could they have found out about the snacks I had found in the cupboard in the school kitchen? Oh well, time to face the facts. On my way down to the evil place, I thought of something to say to excuse myself. My friends made me do it! My parents don't feed me any food. Just before the office, I heard someone calling me. "Ben, your house is on fire!" What? I jumped in the waiting car and off we went. We could see the smoke rising from the schoolyard as we raced past. As we pulled up outside the house, I saw the fire was only upstairs. No! The computer, the PlayStation! No! Hell man, why now. I had just bought new games and everything. I clambered up the drainpipe to see if I could get in and save it before the flames got there. However, it was no good! Too much heat! After the fire I went to salvage the damage, have you ever seen a melted computer screen, it brought tears to my eyes. My hours of

downloading. My games! The PlayStation was broken beyond repair even though I got it to work for another 2 weeks afterwards. Then I had to bury them. The funeral was moving. The happy conclusion. I am writing this on my P2 300 with Riva TNT 64 Megs ram. Ooh mama. Dual Shock PlayStation on standby. Oh yes, I love insurance. But, my games are coming along very slowly. I was tempted to buy some pirates, but fought through and didn't. Anyway, thought I would share my tragic story. Only games I have now are StarCraft and Brood Wars. Well, sorry for such a long letter. [You're forgiven, Ed]

Ben Kirsten Wellington

Sorry to hear about your tragedy, didn't anyone tell you not to plug everything into one socket? As far as the letter of the month goes, you unfortunate

No fair

I like where the magazine is going and the posters are a great idea, also putting the PC cheats on the disc was a nice touch. But getting down to business I must confess that while it is nice to read all the reports that appear in the magazines after E3, it just is not enough. I want to personally experience it. Unfortunately, there is no way in hell I am going to make it to E3. Then there is the alternative, (even if it is a poor one compared to E3) the Bexa Computer Faire. The only problem is the thing has gone more and more towards business applications. Gone are the days of games as far as the eye can see (okay, so I am being a bit dramatic, so what), the last time that I attended the fair the only game distributor that I saw was Electronic Arts Africa. Now granted that it is fun getting a look at all the new hardware out in South Africa but I really miss the games. If Incredible Connection, Software Connection, CNA interactive and a few of the others could show up it would be grand. It would also be to the benefit of people like Creative and Diamond. Such a lot of their products are aimed at the gaming market and this would be the ideal setting for them. I appreciate that big business brings in the money but if they only allocated one or two days in which the games could be displayed together with the rest and not replacing it, I would be satisfied. What do you guys think?

Thys van Zyl E-mail

I completely agree with you, the pathetic computer shows we have to endure in this country should be put to a stop immediately, for their own sake and ours. There simply isn't any life out there anymore and if you compare our faire to almost any other in the world we will always end up looking like fools. It's not only the distinct lack of gaming that is so disturbing but also the way the whole thing is structured - it's completely geared towards business and does this to the exclusion of everything else with a stiff and rigid format. It's little wonder that so many vendors have pulled out. It would be nice to see an entertainment faire that focuses on us, the gamers - I suppose that if you want to do something right you have to do it yourself, maybe New Age Gaming should run a gaming faire of our own one day... hmmm, now there's a thought!

-Ed

ly don't qualify - how can we feel sorry for you when you're playing with a Pentium II and a TNT. Nice try though.

Logie?

Today I will be telling you all about that good old topic piracy. The reason for piracy is twofold. Firstly, it's a business to make money and secondly game prices are very expensive. Well, the piracy is mainly caused by the prices of games and the prices of games are mainly caused by piracy. How much does it cost to make a game? Thinking here of electricity, salaries, production, coffee, etc. it would probably cost R 1 - 5 million copies of the game sold depending on it's quality. The average game nowadays is around R 300 so they earn (damn not enough fingers, slip off the shoes, not enough toes.... excuse me, off to get a calculator), R 300 - 600 million. Subtracting the cost, the profit sits at R298 - 598 million.

If they sold the games at R 50 they would make about R48 - 98 million. However more people would buy the games and buy less pirated games. This would make their earnings a hell of a lot higher and then piracy would stop as the companies are selling their games for so cheap and the pirates wouldn't be able to make a profit because people would rather buy the real thing. The only way to beat piracy is to radically reduce the price of games and that's the bottom line.

Stone Cold E-mail

Firstly where are you getting your financial facts from, you obviously have no idea of what goes into making a game these days and if you think coffee and electricity are the primary costs involved then you'll need to revisit your misconceptions and make a few more calculations. The developers don't make that kind of money unless they have Blizzard written on their business cards, there are so many things you're not mentioning that it would take around fifty pages to explain it all. Your bottom line is also flawed because why should the developers and distributors drop their prices, they were forced into this situation by the criminals who steal from them in the first place. It has to start somewhere and if everyone stopped buying those pirated games then who would the pirates sell them to? Crime begins and ends in the home and you'll be surprised or not to see how people moan and bitch when their houses are broken into, these same people moaning about crime are the same people who will gladly buy a stolen video machine to save a few bucks. It's nobodies fault but your own and one day when South Africa and the rest of the world stops getting new games everyone will wake up and prob-

ably end up blaming the pirates. Humans can be very stupid when they want to. To add a final point to think about, Electronic Arts Africa recently released a game called Recoil, it scored a respectable 85 and an Achievement of Merit in our May issue and guess what it only costs R 199.00. Now if that isn't value for money and a good reason to stop pirating games then I don't know what is.

Hail NAG

I thought it's about time to follow the "easy path" and become a NAG subscriber. Unfortunately I've been a bit cock-eyed in spotting your very first issue of New Age Gaming and also missed the December issue due to some wench hunting while in Cape Town for the Holidays. It is then with extreme expectancy that I ask of you to bless my rattling mailbox with your lore books that I've missed (if it is possible of course) with the next copy of NAG that you send me. That is then volume 1 issue 1 and volume 1 issue 7. Thanks for eyeing this silly little letter and keep them hard work of yours rolling. I thoroughly enjoy your magazine.

Quinton Jacobs Vereeniging

Yes brother Quinton, the easy path is the way to go. I wish you strength and prosperity on your long journey. See what happens when you go out looking for "wenches" - shame on you, say fifty Hail NAGs and pray for forgiveness. Remember, it's always better to burn all the money and go to bed, hunting at night can only lead down the dark path. Since so many of you have asked, here is a brief list of what we have left: Volume 1 Issues 2,3,4,5,8,9 - the first issue is now something of a collectors item, we don't even have any copies left ourselves! For our Birthday issue, Volume 2 Issue 1 we only have an extra 20 copies left. Sorry folks but that's that.

Dear NAG

My letter is about Piracy. Why is it illegal? What will happen to me if I buy a game from someone who says it's legal, nothing can happen to me. What is the penalty of owning a Pirate CD? What will happen with Pirate copies, and what will happen with piracy and the one who makes them? Pirate copies are cheaper because some people can't shove 300-500 bucks out of their pocket for a game. What about unprivileged societies who own computers but don't have money to buy games. Is it illegal to cut games at home but don't sell the Pirate copies? Like my one friend, gave me a Pirate copy for my birthday. Would I have ended up in big trou-

ble if I didn't give it away. I need to know what to do if I get Pirate CD's.

Heinrich "Cyrus the Virus" Roodepoort

Please explain to me what kind of "underprivileged society" can afford to buy computers and not games, sounds a bit fishy to me. Piracy is an illegal activity, tell your friend to stick his CD and if you do receive pirated games then send them to us, along with the persons details who gave it to you and we'll make sure it gets to the correct authorities.

Multiplayer or not

Hey there: I thought that I would share my concerns among you folk. When I had read Bit & Bytes and Previews Under Construction, a thought struck me. Are first player shooters headed for the multiplayer only door? The Quake III engine has received concerns over the license for a non-single player game, whilst Half-Life, Team Fortress 2 and Unreal Tournament would host only first shooter multiplayer. Indeed granted, multiplayer is the future and unbeatable gameplay. I speak from experience over here, but what of the single game-play? There is no other than sitting you down and having a round of single gameplay in Half-Life. I hope that gamers will agree with me when I say that a game should hold single and multiplayer. Is single gameplay not the solid ground of the storyline within a game? Perhaps you all recall Sin? What a fantastic game, if not for the several flaws & bugs. Why do Distributors rush their products out? If Activision had put more time and effort into the game, I think that it would have made a worthy opponent although I am uncertain whether a game could live up to the acclaimed Half-Life. My friend and I agreed that it would take some time before a first player shooter could equal Valve's remarkable work. I believe game industries should take pride in their products, and not rush them out onto the market. They should as well drop their project there and then for so many flaws are created.

V.A. Baldwin Port Elizabeth

The single player game will never die, there simple isn't enough bandwidth and people buying the same games out there to justify a move like this. Some notable exceptions are games like StarCraft and Quake, but you won't see RollerCoaster Tycoon being multi-

player only, don't worry I'm sure someone will pick up the Quake Arena engine license and put together a stunning single player game with it. Quake was designed for multiplayer and nothing can beat it, don't blame the Developers for putting their product where the money is. Your concerns are valid though, but there are people out there who still enjoy playing games against the computer where lag and aggravation don't exist.

Too slow

In the March 1999 issue there was a person by the name of Ben who complained that there should be more games on the cover disc for slower PCs. Well I would just like to say that he should try and understand that the game makers aren't going to slow down the games just for some people who don't have enough money to upgrade when they could have the game working with 3DFX. Although the gameplay won't be different, the graphics will. One more thing, Ben if you are reading this, there is one piece of software that should be able to be used on your PC, Encarta 99 (needs a 1mb video card if I'm correct). By the way, NAG thanks for the wonderful magazine.

Freda Loonat Durban

Okay, calm down, no need to jump all over the place and throw your video cards out the cot. It's true though what you say, seeing that the new games are always going to be more resource intensive than the last, people have no choice but to upgrade. I think about Ben trying to say is that the pace of upgrading isn't realistic when put against inflation and our sad currency, you are both correct in what you say and this isn't an argument anyone can win. The price of progress is ironically enough money. What you could always do is start a gaming magazine. Then you get all the latest hardware and the latest games free - it's so much fun it should be illegal. <Sound of laughing>

Please send all question and opinion related questions to

Backchat

Please send all your technical and troubleshooting questions to

Backchat Technical

Thanks for all the letters.

First of all...I have to apologize to all those Pac Man fans who hoped to see the historical bit on the classic this month, but unfortunately my contact in America hasn't come forward with the info I needed. Instead I thought we'd have a look at one of the most creative Japanese companies in the gaming industry...Konami. - AtariBaby

KONAMI - HISTORY IN THE MAKING

AtariBaby messes up Pac Man with a lame excuse, but makes good with Konami, so we've decided to keep him around.

If we had to trace Konami's roots it goes way back to the early 70's when the card gaming industry called 'Hatchibuku', (a game that was very similar to Magic the Gathering) was the biggest thing since sliced bread in Japan. Konami together with another unknown gaming company Nintendo each published their own versions of the game with a complete set of collectable cards to go with that. Card gaming was big, big bucks but the hype didn't last that long and by 1977 Japan was looking for something else to keep them mystified. Atari moved into the Japanese market with Pong, the game we know so well by now. I guess the thinking was that if the Americans could hustle in on the Japanese trade why can't the Japanese hustle in on the American market. And so it happened that Konami came to be. Many thought that Taito was the first Japanese game maker to enter the world market with the all to well acclaimed Space Invaders, but the real truth behind the matter is that Konami was there first with a game called 'BLOCK GAME', and yes by the title you can tell that it was a basic clone of the traditional Pong. The game did well but not as good as the real Atari version. It wasn't until 1980 that Konami had a major smash with a game called Scramble. Compared to Space Invaders it was a technological masterpiece. It featured actual scrolling background graphics as you flew above the terrain in a space ship that allowed you to shoot oncoming enemies and bomb them. Nailing ground based enemies in order to get fuel. The gun and bomb combination would later appear on Konami's follow up releases to Scramble called Super Cobra and several years later in Gradius. So this is how Konami made their mark and now played alongside the big boys like Atari, Namco and Taito.

In 1981 Konami developed a game that sparked the biggest law-suits in the gaming industry as far as copyrighting goes. Frogger was the brainchild of Taki Makamichi, who got the inspiration for the game after driving home on a rainy night and had to swerve to avoid a number of frogs on the motorway. Lacking buttons the game relied on one joystick to control the 'Frogger's' movements across a busy highway and over a river onto his lily pad. The idea



1982 Konami developed 'Pooyan', which was released by Konami in Japan and by a company called Stern in the USA. Based on the classic fairy tale about the three little pigs and the big bad wolf, Pooyan was an odd game, in which players had to control an arrow shooting pig moving up and down in a basket. Pooyan the pig could fire arrows from left to right at wolves that descended from the treetops hanging on to balloons. The idea being to pop the balloon and send the wolves tumbling to the bottom. If you missed the odd one or two, the wolves would actually climb up the side of the tree from which the fearless Pooyan was hanging and push him out of his basket. Pooyan has been marked as one of the most innovative shooters in gaming history. The game appeared on a number of formats including Nintendo's Famicom where it became an instant hit. In 1982 Konami released two other noteworthy games - Time Pilot and Amidar. Time Pilot marked a world first in shooter type games as it featured 8-way directional controls allowing the players to scroll diagonally, horizontally and vertically. It looked very impressive, but it was very deceiving as the fighter-plane remained in the center of the screen while the background moved, making it appear very impressive. By 1983 Konami had signed major deals to have all their arcade games released on the Atari and Coleco home formats. And it wasn't long before Konami became a well-known name in home gaming circles.



THE ADDICTIVE 'FROGGER' THAT WAS EVENTUALLY REVAMPED INTO A MODERN DAY 3D SCROLLER.



KONAMI'S 'TURTLES'

1983 was probably Konami's biggest year as far as development went as it saw the release of what was to become the world's first true 2-player competitor game. Track and Field was huge...and I mean huge! It was renamed Hyper Olympics for the American market and it became an instant success especially amongst real life athletes. The game also inspired an all-new level of two-player competition in the arcades. Atari immediately grabbed the conversion deal for the 2600 and it was reported that at the time they paid just over \$4 million dollars for the rights as they wanted total exclusivity to the game hoping it would have a spin off on sales. The game came bundled with special two button control boxes with high quality buttons that could be pounded just as hard as those in the arcades. Clones such as Activision's Decathlon and Epyx's hit on the C64 called Summer Games employed joystick control instead and required the player to rock the joystick quickly and brutally back and forth. Needless to say, sales of replacement joysticks skyrocketed.

Unfortunately that's all we have time for this month, but next month I'll try and shed more light on this amazing little company that changed the face of gaming in many ways. In the meantime give the PC a break and head off to the arcade and try your hand at the oldies!

AtariBaby



IN 1982, KONAMI'S 'POOYAN' REVOLUTIONISED THE ARCADE MARKET

THREE UNIQUE LIFEFORMS TO PLAY

AND TO BATTLE AGAINST.

A DARK AND GENUINELY TERRIFYING

ATMOSPHERE STRAIGHT FROM THE

HEART OF THE HIT MOVIES.

EXTREME MULTIPLAYER COMBAT

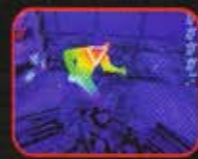
PITTING THE THREE DEADLIEST

HUNTERS IN THE UNIVERSE AGAINST

EACH OTHER.



BE AN ALIEN

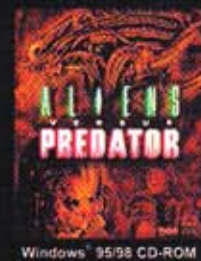


BE A PREDATOR



BE A MARINE

Now BE AFRAID.



Windows 95/98 CD-ROM

The Demo Scene

Last month I discussed three methods for timing your demos. To refresh your memory, here they are again: 1) Using a fixed rate timer by reprogramming the clock 2) Pegging the timing routine to your music player and 3) Updating your demo based on the amount of time it takes to update a frame. After much discussion, flaming and violent disagreement on some IRC channels and via e-mail here is the complete, nay definitive, summary of the subject.

DOS - TOTAL CONTROL
One cool thing about DOS is that your application is about the only thing running at any one time. You have complete control. So here's a good way to time those demos: reprogram the timer to fire at a nice fast rate - 150 times a second is a nice round number. Then calculate how many ticks it takes for a vertical retrace to finish. Then write an interrupt handler that replaces the default one which updates a global variable called something meaningful like `number_of_ticks_past`. Once this interrupt handler is installed, you have a tick counter which will refresh at 150 times per second. Doing stuff based on this counter is quite easy. If your music runs at 120 beats per minute then there's a simple formula which will tell you that the refresh rate of your music player must be 50hz. Hey presto, this is exactly once every three ticks of your timer. So every three ticks, play a frame of music. And every *n* ticks (where *n* is the number of ticks it takes to do a vertical retrace) draw your graphics to the screen.

Here's the flow of things, assuming a retrace happens every 5 ticks and a music frame happens every 3:

YOUR TIMER	REST OF YOUR PROGRAM
Tick 1	
Tick 2	
Tick 3	Play a frame of music
Tick 4	
Tick 5	Draw to the screen
Tick 6	Play a frame of music
Tick 7	

YOU CAN'T STOP THE MUSIC
Another way, which works in DOS but is more suited to Windows or Linux, is to rely on your music player for all timing. Assuming you're using a music library, it is a simple matter to find out where in the music you are, and based on that you can time certain effects to go off.

Here's an example:
1. Process your main loop.
2. Get the current position of the song.
3. Is it time for the next effect?
4. If yes then go and fire off the next effect.
5. If no then go to step 1.

The advantages of this method is that your demo will be synched to the music. The disadvantage

TIMING YOUR PRODUCTION

THE NITTY GRITTY

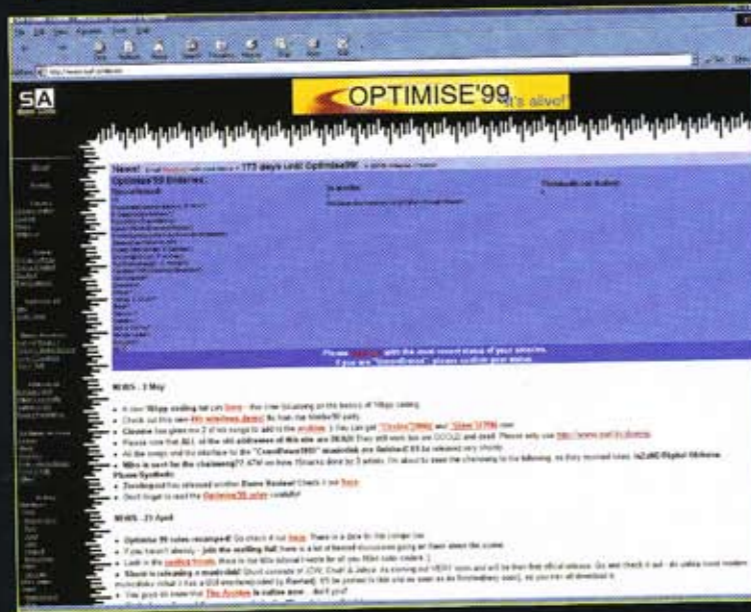
BY PAUL FURBER

- PART 10

HTTP://WWW.OVERLOAD.CO.ZA/SASCENE

E-MAIL: SADEMO@EGROUPS.COM

E-MAIL: MAVERICK@IS.CO.ZA



One final point to make. It is the motto of any programmer who uses the Practical Extraction and Reporting Language (Perl). There Is More Than One Way To Do It. The three methods I described are not the only ways to do timing. You might have come up with your own cunning way of doing things, which works just fine. That's great - use it. Better still, use it and then mail me with a description of how it works and how brilliant you are for inventing it. Another point to note is that these methods can be combined. For instance, a fixed timer may also include a routine to adjust how much your effects update every frame. That's the fun of creating something yourself - there are no rules against not doing things.

OPTIMISE 99

A last word on Optimise 99: it's happening on October 22nd this year. Check out the new scene page on <http://www.surf.to/demos>. Apologies to the site maintainers for the incorrect URL I gave out two months ago. Now you all know where it is, go and sign up your entries. There are plenty of categories to choose from, including an "anything goes" Open section. Bring those 3D graphics, animations or MPEGs along and wow us. Entry details are on the site. There's also an active SA demo scene mailing list which regularly discusses all things demo in SA. Details on subscribing are on the site. Till the next time.

(when used as is) is that an update might happen while the screen is drawing, leading to tearing effects.

ADJUSTABLE FRAME RATES

Unfortunately, multitasking operating systems don't take kindly to you reprogramming the clock. So what do you do? The trick is to combine the first two methods and compromise. Instead of a hard-coded timer interrupt, all you do is get the current system time (in the smallest resolution available to you) and find how many timer ticks have passed since you last drew to the screen. Then based on this number, call your effect update routine accordingly. Here is an example:

1. Get the current number of ticks that have passed since we last drew. Lets say it's 10.
2. Call our update routine that moves our objects around ten times.
3. Store the current tick value for the next time.
4. Draw the screen.
5. Go to step 1.

The really cool thing about this method is that it will move the demo along at the same rate on different machines since it depends on time - not speed of the machine. A fast machine will draw more frames in between each step because less ticks elapse between updates. A slower machine will take longer to process a frame but will still run in the same time because it moves the effect further.

Paul Furber - 'Maverick'



DON'T BE AFRAID.
IT'S JUST YOUR SHADOW.



The Magic Zone

Urza's Destiny, the final expansion in the Urza's block, is set for release on 7 June '99. The trilogy that began with the Urza's Saga and Urza's Legacy card sets is coming to a long awaited conclusion with the Urza's Destiny release. In this latest Magic: The Gathering limited edition expansion, the ancient planeswalker seeks to complete his epic struggle across Dominaria and silence the Phyrexian campaign of terror... forever. Featuring 143 all-new, black-bordered cards, the Urza's Destiny set is sold in four lethal pre-constructed decks and 15-card booster packs. Some

It is your Destiny



boosters include rare, highly collectable premium foil cards. The pre-con decks are the following: "Battle Surge" uses blue stalling tactics to hold off opponents while a host of red creatures without summoning sickness mount a decisive attack. "Enchanter" employs a variety of blue creatures that get even more powerful when enchantments are played, making the most of every spell. "Assassin" sends in a swarm of small, black creatures backed up with creature destruction and discard effects to put a hit on the opposition and keep them on the run. "Fiendish Nature" uses fast mana sources to power up a horde of big, green ugliness with attitude, while a touch of black re-growth keeps the hits coming.



Player Profile

Player Stats

Name: Antoinette Burger City: Bloemfontein
 Age: 22 Occupation: Student
 DCI Comp Rank: New Player SA Rank: Not yet

First Freestate Regional Champion

3 2

white Shadow deck - which she hadn't played before the championship! Andrew Stephens (Johannesburg) came in second, with Bloemfontein's Nicos "Nikky" Papadoulakis third and Martin Bruwer (Johannesburg) taking the final qualifying slot for the National Championships at Eastgate on 5th and 6th June 1999. Stephens and Bruwer agreed to a draw in the final round to guarantee their places. Six rounds of Swiss were played at the St James Pub and Restaurant, the tournament being the first DCI sanctioned event held in the Freestate. Eighth placed player Chris Legg started a trend at the prize giving by donating his winnings for a draw prize, with several of the other top players handing over cards to newer players. Antoinette's deck: 3 Soltari Champion; 2 Wall of Souls; 3 Soltari Trooper; 4 Dauthi Slayer; 4 Dauthi Horror; 4 Dauthi Warlord; 1 Death Stroke; 3 Diabolic Edict; 4 Expunge; 4 Unholy Strength; 2 Brilliant Halo; 2 Disenchant; 4 Spirit Link; 13 Swamp; 7 Plain. Sideboard: 1 Deathgrip; 2 Perish; 2 Planar Void; 1 Penance; 2 Yawgmoth's Edict; 2 Absolute Law; 2 Circle of Protection (Blue); 1 Greater Realm of Preservation; 1 Disenchant; 1 Worship.

GEXCON Around the Corner

South Africa's biggest games and comics fair is growing to a three-day event and is set to rock Edenvale next month at the community centre. From 16 to 18 July '99 the top computer gamers, role-players and Magic: The Gathering players will vie for honours - and in the Magic section there are two tickets to London up for grabs, to take part in Pro-Tour London, a \$150,000 event. To qualify for one of the tickets you will have to fight it out in a sealed deck tournament, using cards from an Urza's Saga tournament deck, an Urza's Legacy booster and an Urza's Destiny booster. The Top Eight players will play a knockout booster draft event, using a booster from each of the expansions to see who gets a Standard tournament, an Unglued booster draft and a Standard event using Vanguard II cards. For a full rundown of events check out www.geon.co.za, but here's a preview of the Vanguard event: Each player gets a full set of eight Vanguard II oversized cards, and chooses one of these to play with in the event. Each Vanguard card changes the player's starting life and hand size, and has different effects on the game - players can build decks to take advantage of these effects (and the cards can't be dispelled or changed in any way during the game). The cards are:



- | | |
|---|---|
| <p>Balance
 Hand size: No change
 Starting life: 26
 Effect: You may sacrifice a permanent to return any creature to its owner's hand. Play this ability as an instant.</p> <p>Expend
 Hand size: 9
 Starting life: No change
 Whenever any of your creatures damage any creature or player, gain 1 life.</p> <p>Change
 Hand size: 8
 Starting life: 15
 Your spells cost one colourless mana less to play.</p> <p>Overkill
 Hand size: 6
 Starting life: 22
 Whenever any of your creatures damage any creature, bury the damaged creature.</p> | <p>With
 Hand size: No change
 Starting life: 32
 Your creatures can block as though they had flying.</p> <p>Block
 Hand size: 8
 Starting life: 27
 Attacking doesn't cause your creatures to tap.</p> <p>Stack
 Hand size: No change
 Starting life: 18
 During your draw phase, you may draw an additional card and then put any card in your hand on the bottom of your library.</p> <p>Wraith
 Hand size: 9
 Starting life: 17
 If any of your creatures is put into your graveyard from play, you may put that creature on top of your library.</p> |
|---|---|

VRALLY 2

CHAMPIONSHIP EDITION 2

ANOTHER ONE BITES THE DUST

www.playstation.co.za PlayStation Powerline: 0800 111 013

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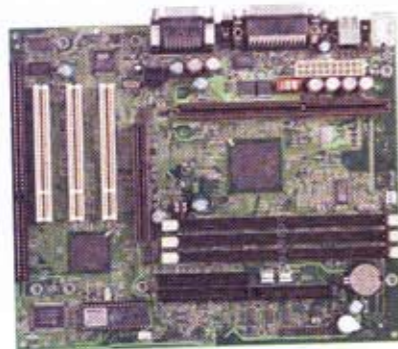
UPGRADING FOR IDIOTS

PART 2 - MOTHERBOARDS



Last month we had a look at processors so by now you already know what type of powerhouse processor is going to drive your system. The next step is to choose a motherboard that suits your needs, or preferably exceeds your needs. If you are going down the Intel path you will be looking for a Slot 1 motherboard, whereas if you decided to go the AMD way you need to consider a Super7 motherboard. We won't look at Socket 7 as there are more advantages to Super7 and Socket 7 has to be left to die, it's about time that it put up its gravestone in computer history. I will only focus on 100MHz motherboards as most processors in production now support the bus speed, 66MHz is being faded out and soon you won't be able to purchase boards that are stuck on 66MHz.

A motherboard is the foundation of a PC, it provides the means to integrate your processor, memory, peripherals, storage devices, etc. into a working unit and provides the means for everything to talk to each other. There are some issues to consider when choosing a motherboard - how many processors can the motherboard take, the number of PCI slots, the number of ISA slots, does the board have an AGP port, does it have integrated controllers, does it have USB ports, ease of configuration, and can the BIOS be flashed? It is also preferable that you have a sit down and figure out how many of each expansion slots you will require. Too many times I have seen people buy motherboards and eventually would like to add an expansion board to their machine, only to find out that they have run out of Expansion slots. These are the things I usually look at when buying a motherboard.

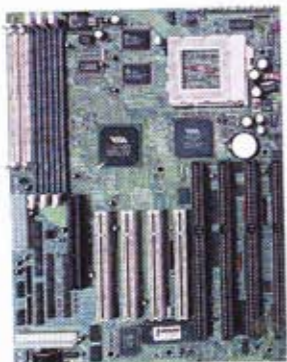


An example would be that you bought a brand new motherboard for your Pentium III 450MHz processor, 6 months later there are 500MHz processors out. You would like to upgrade to a new processor, but your motherboard is maxed at a 450MHz-processor speed. If you have a flashable BIOS it's as easy as downloading a BIOS upgrade and you're set to go. This is mainly an issue with Slot 1 motherboards and you should note that a lot of Super7

motherboards use dip switches and jumpers for configuring the processor type and speed. Cumbersome but it does allow you to manually set the processor speed, bus speed, processor voltage and so on, that's why they make great boards for overclocking. In these cases the flash BIOS is only important for bug fixes and extras the motherboard manufacturer might add.

ACCELERATED GRAPHICS PORT (AGP)

Still new on the market compared to other slots, but definitely does what it was intended to do - speed up access between the processor and video subsystem. Definitely one of the most important features on a motherboard to look for, just make sure the motherboard uses the Intel 440BX or 440GX chipset for slot 1 processors. If you decided to go for an AMD processor make sure you buy a motherboard that uses the Aladdin V chipset from Acer Labs or the Apollo MVP 3 from VIA. These support 2x sidebanding on the



AGP port and also support a 100MHz bus speed. You don't really need to know what that means, just that it provides a huge data transfer rate to the video subsystem which means increased frame rates and enables. Note that only one of these ports is available on a motherboard.

PERIPHERAL COMPONENT INTERCONNECT SLOT (PCI)

The standard expansion slot for connecting everything from internal modems to network cards. Rule of thumb for PCI ports is the more the better. Currently motherboards are



appearing with up to 6 PCI slots so you can connect up to six add-on cards. Even if you don't need the extra slots now you never know when you might want to add that extra Voodoo 2 or TV card.

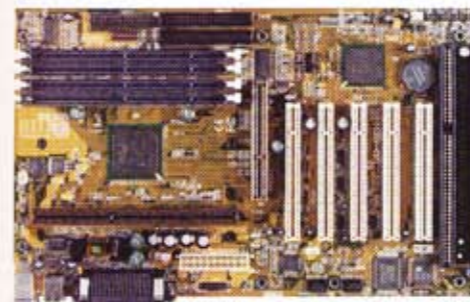
INDUSTRY STANDARD ARCHITECTURE BUS (ISA)

This expansion slot is so old most of you will remember it from the early days of comput-

ing. Most motherboard manufacturers are currently phasing it out and I predict that by the end of the year we will see the first motherboards appearing without any ISA slots. ISA slots should only be a consideration if you want to keep some of your older cards such as the old Sound Blaster soundcards or older network cards, otherwise you should really consider upgrading all of your components to PCI. Its sufficient to say the less of these on a motherboard the better, most motherboards still ship with 2 ISA slots although there are some available with only 1.

INTEGRATED CONTROLLERS AND PERIPHERALS

Integrated controllers and peripherals refers to on-board IDE connectors which consists of 2 IDE channels for connecting hard drives and one for connecting a floppy or stiffy drive. This is vitally important for the majority of gamers since most of you use IDE hard drives. Always look for a motherboard that has support for Ultra 33 DMA/33 bus mastering. This allows your IDE drives to transfer data faster, should your hard drive support this transfer mode. Some motherboards also ship with other integrated peripherals such as on-board video and on-board sound. I tend to keep away from these solutions since they usually have less expansion slots and what happens when one of the on-board peripherals blows after



your Warranty period. Generally speaking you should already have a soundcard and video card, if not rather buy one separately, it makes it much easier to upgrade and you avoid potential hardware conflicts this way. The only exception would be an on-board network card, if it is a 10/100 Ethernet card. This gives you one extra expansion slot to play around with and to date I haven't had problems with motherboards that have a built in network card.

MEMORY SLOTS

Not much to look for except that your motherboard supports 100MHz SD-RAM and that it has at least 3 DIMM (Dual Inline Memory Module) sockets. Each DIMM socket is capable of taking up to a 128 MB of RAM using a single 128 MB DIMM card. These cards are also available in 32 MB and 64 MB flavours, making the minimum memory on the motherboard 32MB and the maximum 512MB (if you have 4 DIMM sockets). The older SIMM cards have been phased out and new motherboards only support DIMM cards, unfortunately this means that you cannot use the

memory from your previous system if you are using a motherboard older than 2 years and it is still using SIMM cards.

UNIVERSAL SERIAL BUS (USB)

The newest addition for adding external peripherals to your machine. You can connect anything from a mouse, a keyboard right up to a joystick or video camera to these ports. What makes USB fantastic is the ability to connect more than one peripheral to a USB port. This is achieved via daisy chaining peripherals (one peripheral connects into the other peripheral) or using a USB hub (more than one-device plugs into a hub - looks similar to a network hub). Most motherboards should ship with 2 USB ports.

INTEL PROCESSOR (SLOT 1) MOTHERBOARDS SPECIFIC

As you can see I stated the amount of processors that can be on a specific motherboard is an important issue to consider. This is only an issue with Slot 1 motherboards catering for Intel processors, Super7 motherboards do not support more than one processor. Over the last couple of

years there has been an increase in the amount of motherboards that can have 2 processors on it - these boards are called dual processor boards. The question is do you really need it? For a gaming machine which mainly operates on the Windows 95/98 platform the answer is NO! The reason for this is that Windows 95/98 has no support for symmetrical multiprocessing (the term used for 2 or more processors being used at the same time). At the end of the day you can have a board with as many processors as you want, but the

fact remains that under Windows 95 and Windows 98 you will not see one iota of improved performance, since it will still only use one processor. The only operating systems that make use of more than one processor is Windows NT and Linux, neither of them makes a good gaming platform due to the limited amount of games that will actually run on them, although both of these operating systems are excellent for running game servers. So unless you are building a machine to be used as a game server, stick to a one-processor board.

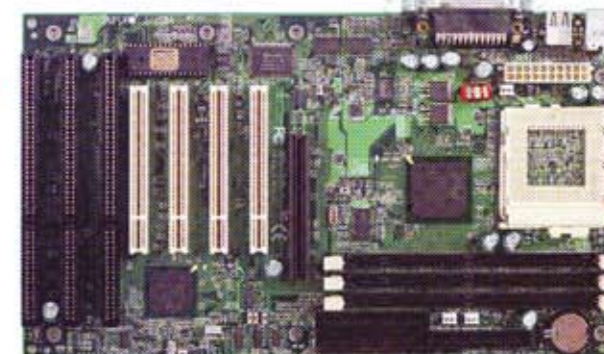
WHICH MOTHERBOARD MANUFACTURER TO CHOOSE?

This is probably the toughest question when it comes to choosing a motherboard. I will refrain from saying this manufacturer is bet-

UPGRADING FOR IDIOTS



ter than that one and just give advice on what to look for from a motherboard manufacturer. I would love to test the hundreds of motherboards out there, but the comparison would take months if not longer. First and foremost to look for is support. Does the manufacturer have a website and offer decent support? This is probably the number one aspect to look for. There are too many no name brand motherboards on the market to ignore this. Usually you buy a motherboard and a few months down the line encounter a problem only to find out that the manufacturer has no website for BIOS



upgrades, drivers, and addressing simple problems. Secondly make sure that you will be supplied with a motherboard manual and driver disk. It might not seem too important, but if you are assembling the machine yourself the manual is essential to configure the machine correctly. The manual details all dipswitches and jumper settings and some even explain all the different BIOS settings available. The driver disk is useful for motherboards that need specialised drivers to run optimally, usually the disk consists of a bus-mastering driver for the IDE controller. Lastly choose a well-known manufacturer such as Gigabyte, Intel, Asus, AML, or FIC. There are others that make excellent boards

and provide decent support, but these come to mind as boards that I have used reliably in the past. At the end of the day you just need to research a little before buying. I know most of you will be anxious to buy your new system or upgrade components, wait a while, do some research and make sure you are making the right decision. After all your new hardware will have to last a while before you would want to upgrade again.

By now you should have decided on what processor to use and what your requirements are in a motherboard, next month we will look at video peripherals, the different players in the 3D market and the pros and cons of each ones 3D chipsets.

- LEONARD DIAMOND



It is nearly five years since Theme Park appeared on the scene. Peter Molyneux, the inspiration behind the game, has long since left Bullfrog but rather than let a good idea pass, Bullfrog is focusing heavily on Theme Park World, the follow up. Although there are over eight months to the countdown of the release Jeff Gammon, Producer, invited me along to see the making of what looks like another epic title.

Derek dela Fuente

Jeff Gammon has a vast wealth of experience and having worked on the WarHammer series, notability Dark Omen, has strong ideas and a passion for this new title. The fact that he did not work on the original title is a benefit in presenting fresh ideas and a new perspective, for he has no preconceived thoughts or ideas and starts from scratch. The ethos of Bullfrog is that all game ideas are shared and it is this pool of expertise that has helped make Bullfrog what it is!



is cut down into parts and each are assigned chunks to work on full time. Although the majority fall into the traditional roles of design, art, programming and production, there are a few things Bullfrog has done to break from tradition. There is a project scheduler, Graham (christian names are the order), who continually monitors and maintains the state of the project - a full time job with a team of twenty plus. Along with Jeff, there is a three-man production team, nine artists and ten programmers; one in-house sound engineer, plus a contract musician and script writer. It does not end there for they all draw on in-house R&D and Libraries and Tools. Surprisingly within the whole team only one member of the original Theme Park team remains. "Once you have worked on a game like Theme Park for so long you need to move on and most of the guys are working on other Bullfrog projects", explained Jeff.

CORE TEAM
There are twenty-two people working on Theme Park World, that's set to expand shortly to twenty-five. This is a lot of people but the stakes are high and so with a module approach, the game



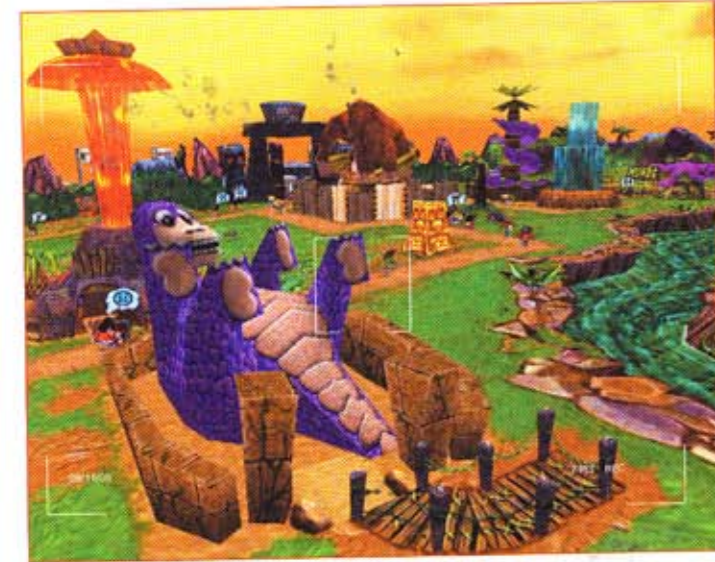
TECHNOLOGY
Why, you may ask, has it taken this long to present the sequel? Jeff explained, "I guess the plans have only been



GENRE: AMUSEMENT PARK SIMULATION
DEVELOPER: BULLFROG
PUBLISHER: ELECTRONIC ARTS
SUPPLIER: EA AFRICA TEL: (011) 803-1212
EXPECTED RELEASE DATE: NOVEMBER 99
INTERNET: WWW.BULLFROG.CO.UK

solid since we started work on Theme Park World which was around a year back in the conceptual stage. By the way, as of last Friday it's Theme Park World - which I suppose you can call an exclusive. I think the idea has always been here to follow up on the success of Theme Park but I guess Peter and the other guys in the studio had other things they wanted to pursue first. Besides, I'm glad we did wait, Theme Park World is a massive leap forward in terms of production quality, technology and design. If it wasn't for the four and a half years I think we'd be looking at a game that wasn't as far advanced from the original as I'd have liked."

OLD AND NEW
Most of the features of the original still exist although refined. It was felt that the stock market aspect should go. It wasn't very popular but was key to raising the funds to open more parks. (You can now open more than one park at once and if you are in one you can suspend the other one.) Also dropped was the ordering of stock for your warehouse and the more irrelevant financial features like the option to buy your land after 12 years - or whatever



3D-GRAPHICS HAVE TAKEN OVER THE FLAT 2D-ENVIRONMENTS.



IS THIS AN AMUSEMENT PARK OR A TRIP THROUGH HELL?



IF YOU WENT DOWN TO THE WOODS TODAY...

it was Jeff's main gripe. "One of my bugbears was being pulled out of whatever I was doing without warning. We've fixed that one." The game still offers a statistical challenge although all the menus are neatly hidden away so you still have all the important information onscreen so you get a good gauge to how you are faring!

VIEWING TO THRILL
Looking at TPW, Bullfrog has really upped the stakes. It is now full 3D - that you would expect - but not the fact you can now actually sit on a prehistoric creature and fly around the park and see what is going on. You also get a first person view, a camcorder sight and you can walk around the parks. So gone are the interesting animated sequences, now you have the real thing. That is not all, would you believe you can actually interact with a lot going on in the park? Yes, you can sit on a roller coaster and ride on/in it and get the view from a first person perspective. There are literally hundreds of new rides and kiosks that will add extra interactive appeal. As of yet most of the 'added' extra games have not been implemented but this new game does offer all the appeal and excitement of actually being there. In effect, Bullfrog has widened the appeal and structure of the game.

ORIGINALITY
Conjuring up ideas and always having Peter Molyneux's name mentioned must be slightly irritating for the team. "Not so", added David Wilson European PR man, ex magazine writer, "I think I can say that everyone in the studio has added ideas to the Theme Park World melting pot. It's the job of our designers to focus, reject and tune the input to fit the 'vision'! I think that's what Peter did extremely well - sorts the wheat from the chaff if you like. I think that all the creativity and talent associated with Bullfrog in the past is still here. Time will be our judge, I guess."

BIGGER AND BETTER
So can we assume the usual bigger better slicker product and who directs this mammoth task? Jeff explained, "Ultimately the design buck stops with me; although now we've firmly established what the essence of Theme Park World is I'm leaving more and more to Karl and Andy, the other two members of the design team. Although credit should go to the entire team for the design, like I've said, the design team is a focus, the ideas and inspiration come from everywhere. Of course, experience is also essential. It's all too easy to fall into the, 'wouldn't it be cool if...' trap which invariably leads up a blind alley. As for Theme Park World, it goes without saying that it's bigger and better but there's much more. The game is pure 'Theme', any radical change of direction would really dilute that, we have changed

focus though, maybe refined would be a better way of putting it. When people play a Theme game they set their own objectives whether they're conscious of it or not. Theme Park World gives the player a whole lot more to aim for, plus it makes it all worthwhile. As far as the size of the parks goes they actually vary but how you build your park is crucial to success. Some are very small but have features that the player may use to make an awesome coaster, e.g. a Volcano you can wrap the track around. Some levels may have lakes and waterfalls, you'll be

able to build bumper boats, etc. on these. You must not forget that cash isn't the only currency you can spend in Theme Park World. If it was all about cash and building it would be boring so you have to have some other inducement. Each park has an objective and after that you need something extra. If you do well you get golden tickets and with these you can purchase some really special rides or get to certain parts of the park and this is via a golden ticket, which can also ensure rides do not break down, super researchers, etc. At the beginning of a game, you can see all the parks but you can only enter one or two, the tickets open the others. Another way to gain a ticket, and this was one of the most compelling of the early sub-interactive games, was to race on a circuit, which you create, in the car and if you win you gain a good reward! Although the game fundamentally remains the same, there are differences. It has not been set in stone but the team believes that seeing all the statistics on other parks, and getting league tables was intrusive. Now the main aim is to build your park and be completely focused. Although you may feel the game will lose some of its incentive without this competitive mode it was clear to see that the team has not completely thrown out the idea and via lots more feedback they will decide on this. So the game ethos remains, build, buy and grow. David Wilson, "Pretty much, but you will get to compete in other ways too. But that's something we're keeping close to our chests for the time being."

CREATION
Jeff continued the explanation of the game, "As Theme Park World is derived from Theme Park it meant that we had a first rate template to build from. In effect, a tried and tested prototype, certainly as far as game play goes. The years that have passed since TP1 have meant we could get ambitious with technology. That aside, there are many fundamentals of TPW

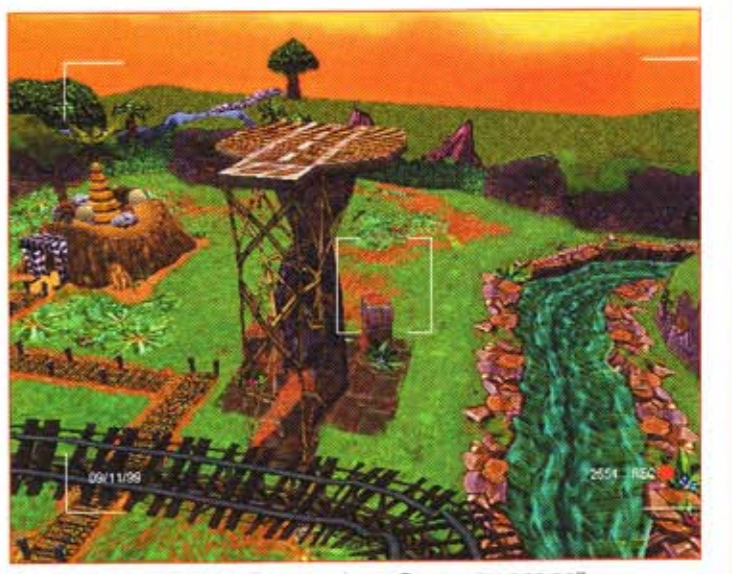
that needed to be improved. We knew that TPW would have a massive art load and so we began the project with a large art team. Although it's getting close, artwork in the game doesn't look the same as it does in our art tools. The first priority of the programming team was to give us a prototype engine and exporter that would enable us to test our art and establish the rules to work to, and test art and animation as it would appear in the game. We used that prototype as our test bed for all ideas until we had our first proper engine. We're on our third now, we call it engine 2000! I don't think we'll stop trying out ideas until TPW is published."

If there were any flaws in Theme Park then it was limited in what was on offer and that is a technical thing. At the time small hard discs and low memory were limiting factors but now without any restrictions you will find the parks have hundreds of attractions! It was thought that kids portrayed the ethos of parks better and the only adults you will see are the attendants. It could be hard to cope with actually playing what looks like a massive game so how is the game message and learning curve presented so you do not run around creating a park for the sake of it? Jeff explained fully, "The Advisor is now the main interface to the player as to what is going on. We wanted to get away from the text message and the annoying and (in the main) useless or incorrect advice. The Advisor has been one of the hardest things to get right, not just his appearance, but his voice and the way he talks to you. The last thing I'd want is to be told what to do much rather feel that the advisor is giving me the facts to help me make my own decisions. Advisor systems will be going in as part of our next development milestone".



"When designing the actual parks their layout is crucial, the AI is well equipped to make decisions on aesthetics, this will affect what customers think of your park. You'll have to consider your staff too, where to put staff rooms, how hard to work them, and so on. We've also made efforts to give the player complete freedom with layouts and paths and queues will automatically bridge go-kart and water tracks. Roller coaster and log flumes can go absolutely anywhere, even over other rides, back through loops, etc."

Having found the AI workable on Theme Park did the improvements in the AI mean it would offer a tougher, fuller challenge? "That's interesting, you must be the first person I've heard say they were happy with the AI in TP1. Although the AI in TPW is extremely clever, we've tried to make sure that the player can see the results of the changes he's making to the world by making it predictable. Although that sounds like a contradiction, it does make sense;



AMUSEMENT PARK OR ARMY CAMP, YOU DECIDE?



rides play on this theme - a pumpkin ride, a witch merry-go-round. The list can be left to the imagination as each park offers everything you would expect, plus a lot more. Was it not a problem that people have a preconception of what they will expect and things have moved on? "Definitely, playing games is very much part of everyday life, four years ago it was a hobby, banished to bedrooms. As video games have moved into the main stream, production standards have had to improve. The public is very discerning and the market does not forgive (or forget). The industry has had to grow up very quickly, many publishers weren't equipped to deliver what the market wanted and vanished as a result".

every person is an individual and reacts accordingly. For example, if you have a particularly good entertainer a few people may stop to watch and if others see a crowd forming they'll go and watch too. If when they get there they're not impressed, i.e. they've seen better, they'll move off again - just like real life." Pulling in a scriptwriter for this kind of game seemed a strange move. "Scripting is the difficult part of the game. The advisor character in previous games was in the background but now we have made him a central character. The advisor is the key mechanism to drive the player on. Because you are playing such a big game in a huge world and you are always looking at a small part of the world, you need feedback and this is where the advisor now will be more of a focus. We did not like the role he played in the first game. We have built him up as a character and so using a scriptwriter to form him is essential. He will be speaking a lot and so who better to use than a script/screen play writer who has lots of experience with interactive video games as well. Although the advisor is purely there as a narrator we are trying to build him up so he will be seen as an important character with lots of knowledge and expertise. We tell the scriptwriter what needs to be said and he goes away and recreates this to character build, for you have to make it interesting.

MORE VISUAL APPEAL
One overriding feature that remains the same is the look. Some might call it loud and I expected to see a more polished game but research has shown that this is the only way to present a Theme Park, you must have a colourful backdrop. The stylish look has even gone so far as to add Manga touches to the characters. Jeff added, "We still have very much a cartoon style but I don't see that as a handicap. When I show the game to any age group I make mental notes of their reactions. Although kids and adults all react positively, they do so at different times. I think we've got a great art style that works on multiple levels. A more realistic look may appeal more exclusively to adults, plus it wouldn't really suit the presentation of Theme Park, i.e. the fantasy or the fun of it." So what are the interesting new bits? "There are four completely different theme islands in Theme Park World: Lost Kingdom, Halloween, Fantasy and Space. Each island has three or four parks for you to build on". It is plain to see that Bullfrog has moved away from competing parks and more towards encouraging the player to set their own goals and reap the rewards. They are also planning to release additional themes soon after shipping. The actual themes offer great variety in both look and appeal. The Halloween park is dark and sinister and there will be some really great effects to give added appeal. Kids can go into shops and kit themselves out with freakish clothes and all the

David. "Theme games bridge the gap because they come as the simulation genre from a fun and fantasy angle; that's kind of been our mission statement. Although theme games have a level of detail that appeals to some, a player could simply ignore this if he liked - build a cool park, ride the rides and mess around with the customers. A theme game doesn't take itself too seriously, it's not aggressive or violent - it's a toy for all ages." Quizzed on what he thought of Roller Coaster Tycoon the new game from Hasbro, Jeff was eager to comment. "In TPW you can make your own Roller Coaster Ride and you can build one around the whole park. To design one is very sophisticated and you can make loops and all the physics that would apply in real life have been implemented. The real beauty is you can build a mammoth Coaster ride with so much passion you can forget the park and find things are going wrong. It is very exciting to see the ride and then being able to travel sitting in it. Yes, build it so the player falls out and they will, but they will not die. The AI will even advise the player. If you put this up against Rollercoaster Tycoon, you must remember that this is a Theme Park experience and the Coaster is only a factor of the game. I can't see any real competition from that program for that is more of a simulation whilst ours is based on a living world with so many ideas."

CONTROLS
The controls were the blatant flaw in Theme Park and Bullfrog will openly admit that the interface was awful. The way it has been rectified is to make things simpler. It is all point and click with the minimum of effects. Sliding bars and faster response time conveys itself in a way that after only a few minutes playing of the game it all becomes second nature and you do not worry too much about the controls. The main icon on the screen to flick up the menus is unobtrusive and to move around the park, manipulate objectives or see statistics is as simple as you would wish. Placing rides is easy, all you have to do is go to the menu bar, click on what you want and then you are presented with the main screen and the icon (ride etc). Laying paths was possibly the most awkward thing to do; joining them up to make nice routes required precise manipulation. Now the program's AI takes a lot of the pain out of this and will allow for bends and some intricate routes all via simply placing the cursor where you want them placed and then joins on the paths are automatically aligned. TPW will have the same devious subterfuge, interaction, knocking on effects with the characters and merchandising. For example, the umbrellas are out in the open where the best rides are situated and when it rains, they will be close by.

DEREK DELA FUENTE

Breakdown

SPEC

Bullfrog is currently developing the PC version in-house and the PSX outside. This is a simultaneous development and although the PSX takes material from the PC, everything is reworked. The minimum spec for PC is a P166 with 32meg of RAM with no need for 3D graphics hardware. Bullfrog has its own software renderer which out performs many of the older 3D cards. It's very impressive - it's already in DKII. Obviously there are graphical options that can be turned off and various resolutions to choose from but the game will still look excellent with a respectable frame rate, even on the minimum spec.

DECISION MAKING

Bullfrog was bought by EA because they were an industry leader who made a success of original ideas. Although as a studio they have financial targets to meet for EA, it's up to the team how they meet them. Bullfrog has had growing pains but in the eighteen months that Jeff has been there he believes the studio has matured a lot. There are already several completely new concepts being prototyped and Bullfrog will grow stronger.

INTERNET PLAY

Bullfrog was not ready to talk about this side, as it appeared to be the most complex part of the game that they have yet to focus on. All they was said was, "It's early yet but we've some very cool ideas for the on-line aspect of Theme Park World. It's partly where we got the name from. Until we've tried out a few ideas, we'd hate to say too much about it."

ART - LEAD ARTIST - STEVE LENEY

"Putting together one ride can take up to four weeks. Creating the animation and linking all the segments together so it looks right is a task that is a lot more involved than people assume."

MUSIC - ADELE KELLETT - SOUND DESIGNER

"Being the only female is no problem. I have my own studio next to the main floor. Getting the right mood is the essence to my job. Conjuring up excitement or merely ensuring the rain sounds real is part of the ongoing process. Although more time is spent now on sound than ever before it is a side of the game that is never focused on."

PROGRAMMING - MORTEN PEDERSEN

"As the lead programmer I do most of the engine which is in its third rewrite. Each of the other programmers easily work together as we set hooks in the code so it can be linked up. The programming side is a lot deeper than you would suspect. The game engine controls everything in the park; you have the AI code and even code to change the mood of the people at the park. Mood swings are important and it is one aspect I like. If the park is full of litter you will find people become less cheerful and this has a knock on effect. All the programmers have their own responsibility, be it the peoples AI or the macros, it is a very organised team."

FINAL SAY

There have been plenty of problems in the making of the game and more to come. Ideas are being added daily. Can you have more underhand sabotaging? The answer is no, but there will be inventions that you can't get simply by research alone. The Bullfrog way is that everyone has a say in a game no matter who. Even if they are working on another game, a weekly meeting to look at games means that even the ex Theme Park guys can say what they feel. This is the essence of what makes Bullfrog different, not least the fact that all the people are vastly experienced and that alone is good enough to most, but it is their motivation to continually improve on things which is very unique. TPW looks all you would expect. The bits that were lacking, like real motivation, have to be implemented but if a game wins on its ideas and creative input then this will succeed!



If you go into your local store, you may be surprised to see a new game called Expendable from Rage, which is being bundled with a number of hardware packages. With the full game not due until next quarter, you may wonder what this article is about. Well its simple, the game you will see is purely a stand-alone demo to advertise the game. With at least four more months to go in the development cycle many new levels and tweaking will be done before the full game is released. I talked to Peter Johnstone the game producer to find out more about a game that combines the excitement of old arcade classics like Commander and Ik Warriors and brings it up to date with new gameplay with stunning visuals!

- Derek dela Fuente

EXPENDABLE

GENRE: ARCADE ACTION
DEVELOPER: RAGE SOFTWARE
PUBLISHER: UNKNOWN
SUPPLIER: MULTIMEDIA WAREHOUSE
TELEPHONE: (011) 315-1000
EXPECTED RELEASE DATE: QUARTER 3 99
INTERNET: WWW.RAGESOFTWARE.COM



ruined cities etc.) creates a beautiful world for the player to explore and destroy! AD 2463. So is the action real time and do you meander around in an organic world? "You take damage as a whole, we experimented with a progressive damage system but this was more frustrating than fun, once your abilities were reduced you became a sitting duck. When you die, you lose all your lovely powered-up weapons so you really have a sense of loss when you die. The enemies bleed all over the floor if the 'Gore' option is on, in addition to splitting into small chunks of flesh, this we had to disable for Germany."

View to a kill

The level editor has complete control of the camera movement, allowing use of a variety of views throughout the game controlling elevation and angle from the player. In some levels the camera will drop down behind you as you walk down a rocky passageway, in others it will hover overhead, Gauntlet-style. Cameras are also used to show the action in filming sequences, such as when you blow up the ice bridge behind you in one of the snow levels and the camera cuts away to show it being blown into

fragments, section by section. Or, you blow up the control station for a radar dish a quarter of a mile away from you and the camera cuts away. So looking at Expendable it is all action, lots of variety and look and plays great. I asked Peter what he believed were the overriding plus points in terms of gameplay. "To me it is about two things, the joy of destruction and the sense of discovery and awe as you explore these unfamiliar worlds". Much of the gameplay mechanics harks back to the old games such as Ikari and Commando with elements of R-Type, Einhander, Quake, and more modern games thrown into the mix for good measure. Thus you have the usual lives and power-ups to reward skilful play. With the weapons increasing in destructive power and visual effects the longer you can stay alive. You will also be able to play Expendable as a two-player co-operative game with both players together on one screen, or on the specially-designed deathmatch levels over a network (split screen on the PlayStation).

TEAM QUOTES

"Burn the manuals - gameplay is all!"
Peter Johnson - Project Manager
"If you think its good to look at, its even better to play!"
Phil Scott - Programmer
"Great gameplay in an Old-School style!"
Roger Bacon - Artist
DEREK DELA FUENTE

Rage design any game along the lines of gameplay and looks and with Expendable they have added fun and strategy to their manifesto as they do not want this shooter to be one where you merely place your finger on the fire button. With full movements around a massive scenario, the explosive action will appeal to a wide audience.

Action

With such a high-octane action game, I put the question to Peter, why no 1st person view only 3rd? "Because we wanted to get away from that, there are so many dull quake-clones that we wanted to do something a bit different. Don't get me wrong, I thought Quake was brilliant - but for every good game of that type there are 10 or 12 which, whilst not exactly bad, are not anything new either. You just feel you have seen it

the vehicles, to leave them free to concentrate on aiming and avoiding. So, the action is foot based! The worlds are big and the player is led through them by the AI." We want to go for visual quality and variety rather than an endless number of identical-looking levels. At the moment we are planning on a linear level progression, with save points between each level. Here for the readers are two of our mission briefs.

MISSION 1

Planet Griffin-8 - Former Use: Power Generation
A desolate planet covered in a blanket of frozen nitrogen. The temperature difference between the surface and its molten

THE SCRIPTED ANIMATION ENGINE

"It is a particle engine which allows the programmers to create complex, interdependent motion for the components of a weapons fire or lighting effect, layering and animating sprite animations as well as movement through the 3D world. In other words - it looks nice."

core is used to drive a geothermal energy converter, which provides a key energy resource for this sector. Isolate and destroy the geothermal installation, and the energy beam used to transmit it off world.

MISSION 2

Planet Xyberx - Former Use: Genetic Research
The aliens are developing their own genetic soldier technology and are using the planet where the Expendable project was originally conceived. We believe they are on the verge of a breakthrough with their own alien Expendable units. Destroy the prototypes, before the Charva gain a foothold that would give them certain victory.

Scenario

You play a space marine, dropped into a series of unfamiliar alien worlds, fighting for the survival of your race. You will have a huge arsenal of apocalyptic weapons at your disposal, and the ability of the game engine to freely mix outdoor and indoor environments (such as tunnels, underground bases,



NOW WOULD BE A GOOD TIME TO PANIC!

all before." The game allows the player to run through the world. They will have sections where they move through the world carried on rafts or trains and lifts but they will not drive



YOU AND A FRIEND CAN PLAY TOGETHER

STAR WARS: EPISODE I LIVE THE STAR WARS:

Travel to the exotic locales of Episode 1 - from the majestic cities of Naboo, to the denizen-filled streets of Mos Espa, to the bustling skylanes of Coruscant.

Battle hordes of enemies including destroyer droids and the evil Darth Maul.

The captivating nonlinear story line lets you engage in side quests that will take you through the film - and beyond.



THE PHANTOM MENACE SAGA OF EPISODE I

Take on the roles of Jedi Obi-Wan Kenobi, Jedi Master Qui-Gon Jinn, Queen Amidala and Captain Panaka.

Solve dozens of challenging puzzles suitable for novice and veteran action-adventurers.

Your choice of weapons includes lightsabers, droid stunners, Naboo blasters and Force Push powers.

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS — EPISODE I — THE PHANTOM MENACE

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Africa's #1 GameSite
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Mutandis
WAREHOUSE



39% - 0%

Any game scoring in this dreaded range isn't even worthy of bargain bin status. Avoid completely. Go lower down the scale and these games just keep getting worse, although titles scoring in the single digits might be good for a laugh. It got 20% for doing something right after all.

49% - 40%

Very poor games fall into this range. Terrible they may be but a few redeeming qualities rescue them from dropping into the next bracket. Sometimes worth a look if they sell in Rands what they scored.

59% - 50%

Middle of the road. Games scoring here are average games, not too good and not too bad. Games like these usually end up in your Christmas stocking from well meaning but clueless grandparents.

69% - 60%

Good solid games usually score around this mark. Combinations of serious flaws or lacking features prevent these games from scoring anything better. Fanatical gamers or fans of the genre will probably love these titles.

79% - 70%

Tricky territory here, there is usually no good reason for not buying a game that scores in this range. Good games here suffer from a tired formula or lack of innovation. Technically flawless but just not very inspired.

89% - 80%

Any game reaching this status deserves your attention. Good in every way but just lacks that little extra that separates it from classic status. No game is ever perfect but some come very close and here is where you'll find them.

100% - 90%

The ultimate achievement for a game is to get over the magic 90%. It represents an automatic purchase if you enjoy the type of game on offer. Also a good place to shop if you're tired of one kind of game and would like to broaden your horizons.

We Never Cheat

We've been meaning to raise and discuss this point before but somehow have never got around to it. And so begins the next big NAG debate with a letter from a bright chap...

Dear NAG
Do you think it's really necessary to cheat in a game? Sorry, I'm getting ahead of myself. I think cheating isn't all that bad. I mean if you are playing rock hard games like Tomb Raider 3, you can't help but to use a little cheat code every now and then to make a game slightly easier and maybe even funnier? I know you might disagree, but I think it is good for a game to have some fun cheats for lazy players. I also don't think using walkthroughs is cheating. It might tell you where to go and stuff, but it does not guarantee you'll finish the game or tell you how to kill all the enemies. My friend thinks that using walkthroughs is cheating and it takes away the fun of the game. I totally agree but I just can't help myself.

Lenneal McKudu
Fourways

Cheating is the most soul-destroying way to play a game and the team here at NAG knows this from experience. An engrossing and interesting game can quickly end up as a tedious experience if cheats are used. It just takes something away from the whole package. Cheating to get past an impossible section in the game is one thing (and reviewing games often requires this course of action) but using infinite ammunition and energy to finish it in a day only

serves to take something away from the experience. More importantly, cheating reduces the time you'll be playing the game, which then results in less value for money. I suppose cheating should be divided into categories with god modes and infinite ammunition on one side and walkthroughs on another. People should ask themselves why they are cheating before using a cheat. There is a big difference between cheating to find out if you've missed something vital while playing earlier levels and simply deciding that the game is too hard and you are now bored. The real difference is the way you feel after completing a game with or without cheating - it just isn't the same thing, but then again you only have yourself to blame. Is it possible that someone can be a compulsive cheater? Do you think cheating is an honourable thing to do, especially if nobody catches you? How long should you wait before cheating in a game? If you have an opinion, (and everyone does on this topic) then drop us a line and we'll let the games begin.

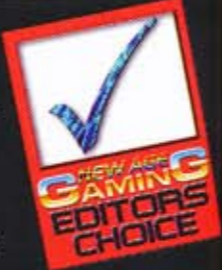
The month of the Underdog

It's been a hit and miss month this issue with games, the strange thing with our current crop is the fact that they appeared out of nowhere, and took everyone by surprise. They're the kind of games you never look twice at on the shelf and would usually ignore completely. It's these same games that hide within their jewelled cases and cardboard boxes some gripping addiction and engrossing gameplay. Aren't you lucky we noticed them!



Jack Nicklaus
Golden Bear Challenge

Finally a sports title comes away with the coveted Editor's



See PG 40

Choice Award for June and deservedly so. After 6 tries the Activision team have finally usurped Links from the 'King of the Golf Simulations'.

The Awards Ceremony

	Myth 2 PG 36		RollerCoaster Tycoon PG 44
	Space Circus Fever PG 58		Tai Fu PG 62
	Sports Car GT PG 50		



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In 1997, Bungie released a real time strategy game. So what, I hear you say, plenty RTS games were released in 1997 and 1998 and 1999. Bungie, however had released Myth: The Fallen Lords. This game took the rest of the world by storm and won many awards such as Best Game of the Year and Best Strategy Game of the Year. Here in good old SA however, it passed without even a whimper. Because of their infatuation with all the Command and Clone games such as StarCraft and Red Alert, South African gamers had missed one of the most innovative and truly absorbing and engrossing real-time strategy games ever. It had incredible graphics, a true physics based world, a fascinating story line and the meanest artificial intelligence around. How did Bungie improve on Myth? They followed an old successful maxim: "If it ain't broke don't fix it!" Is it a new game though or merely an enhancement on Myth? Well read on good citizen!

Reaper

In Myth II, a certain Fallen Lord known as Soulblighter is back and he is ready to rumble. The story is set sixty years after Balor and his Fallen Lords were defeated in the Great War (also known as Myth). With him he has brought back all the old bad boys such as the undead Thrall, the evil Soulless, the lightning wielding Fetch, the exploding Wights and my personal favourite, the meat-cleaver wielding ape-like Ghols. But, wait there's more! This time he has a few new allies such as the mighty pig-like Mauls, the terrifying Myrkridia, fireball wielding Warlocks and the Stygian

MYTH II

SOULBLIGHTER



Myth universe. Graphically Myth was stunning in 3D and the graphics engine in Myth II is even better and has been enhanced using fourfold enhancement of the terrain meshing, allowing for undulating terrain, gorges etc and the units also animate a lot smoother. Bungie have also added a lot more buildings such as castles, draw-



Knights. Not to worry however since the forces of the Light also have a few new units. Together with the usual soldiers of the Legion, the explosive dwarves, the Braveheart berserks and the Journeymen, this time there are also human archers, mortar dwarves, the Heron guards and the giant Trows. There are also a few surprise units popping up every now and then.

So, what were Bungie doing last year? In the past year Bungie have not rested on their laurels and have done a lot of work enhancing the



MILITARY LAW MAY BE CALLED UPON AT THIS RATE.

cities. You will come across deer in the forests and birds flying around. In the villages expect to see pigs and chickens. (All these can of course be blown up by your dwarves!). There are also many more ambient sounds and you will really feel immersed in your environment as you hear howling wind, eagle cries and pigs snorting or was that the Mauls?

Give me something to do!
The game revolves around 25 missions that follow each other in a linear fashion. This may seem outdated but it is necessary to allow the story line to follow a smooth logical course. In between some missions there are cut scenes drawn by a Japanese Anime company. My one problem with Myth was that the cut scenes were too few and far between. Instead of rectifying this Bungie seems to have made them even shorter and I must confess I like the artwork in Myth's cut scenes more than those in Myth II. Before each mission, the story so far is narrated to you and in this narration, one will discover what the purpose of the fol-

lowing mission is. Once the mission begins the fun and fear begins! Thoughtfully Bungie have supplied a window as each mission begins which gives you general tips and level specific tips. This can be accessed at any time during the mission and is helpful. The missions themselves are varied from escaping or fighting the Dark Forces, to saving King Alric, to storming a beach a la Saving Private Ryan, to hunting down an evil Baron in his castle. The missions are well designed and difficult. However the single-player in Myth II is not as difficult as Myth and it seems to get progressively more difficult whereas Myth was extremely difficult from the word go. One tends to get so involved in the story line that you cannot wait to finish the mission to see what is going to happen next. This is what makes Myth II so addictive, as was Myth.

I use a mouse to kill the enemy
Bungie has also done a lot of work in the UI. The entire game can now be played with only your mouse without having to touch the keyboard. You can now see the health status of a unit merely by passing the cursor over him without having to actually click on him. It is now easier to tell the units which direction they should be facing since the "gesture" click is easier. The unit's path finding is also much better. There are many other enhancements and all the bugs from Myth have been worked out. I did find that those damned dwarves were still a little too trigger happy for my liking and were still



RANGED ATTACKS OFFER EXTRA OFFENSIVE STRATEGIES.

prone to lobbing a petrol-bomb into the midst of his own units although he does apologise if he does this! The blood, gore and limbs that flew around Myth are still there but this time Bungie have added a "no blood option" for little kids and sissies. Myth and Myth II must be two of the best physics based environments I have ever seen and you will have to consider this when placing the formations of your units. Archers and dwarves on higher ground can shoot and throw their respective projectiles much further. Units going uphill are slower than units going downhill. Dwarf petrol-bombs will not explode if thrown into water and archer's fire-arrows will set grass alight, which will spread

Strategy, tactics who cares!
This brings me to another point. Is Myth II really a strategy game or is it a tactical game? Unlike other strategy games, you do not have to build up resources. The units you get at the start of a mission are it,



quickly if it is a windy day. It truly is brilliant to observe all this realism in a strategy game. gives you a free Bungie.Net account when you buy the game. You have to try this you cannot possibly have more fun at your house with your clothes on. It really is a blast, excuse the pun! Bungie have also supplied the Fear and Loathing terrain and unit creators enabling budding designers to design their



STAND AND DELIVER!

no more. Sometimes you may receive extra units but this is very seldom. You therefore have to think very carefully how you position your units and which units should attack which type of enemy. The fast Ghols will usually kill your slow dwarves or archers but are no match for your tough Legion soldiers. Myth and Myth II are a hell of a lot of fun on multiplayer and Bungie

own units and missions. Finally, let me say this, if you played Myth then you have probably already bought Myth II. If you missed Myth (shame!) then this is as good a time as any to get involved. It really is only an add-on. However, it is easily one of the best games to be released this year and will be there amongst the awards again this year.



BATTLES TAKE PLACE IN UNIQUE SETTINGS.

Bungie have given us more of the Myth universe and it is good. Combining excellent graphics with an interesting story there isn't much that one can find fault with in Myth II. One of the better games released this year - make sure you go get it!

Developer: Bungie	Publisher: GT Interactive	Supplier: Datarec Crew (011) 233-1111	RRP: R 299.00
http://www.bungie.com			
Multiplayer Yes	Comparatives Myth: The Fallen Lords	Pro's Superb AI Superb Story Excellent Multiplayer	Con's No Continuity
Graphics 93	Sound 92	Control 90	Story 94
Continuity 80	Playability 91	90	

Min Requirements
Pentium 133
32 MB Ram
4 X CD Rom
2 MB SVGA Video
50 MB HD
Windows 95/98
(DirectX 6)

Recommended
Pentium 200
64 MB Ram
8 X CD Rom
2 MB SVGA Video
500 MB HD
Windows 95/98
(DirectX 6)

PC CD-ROM

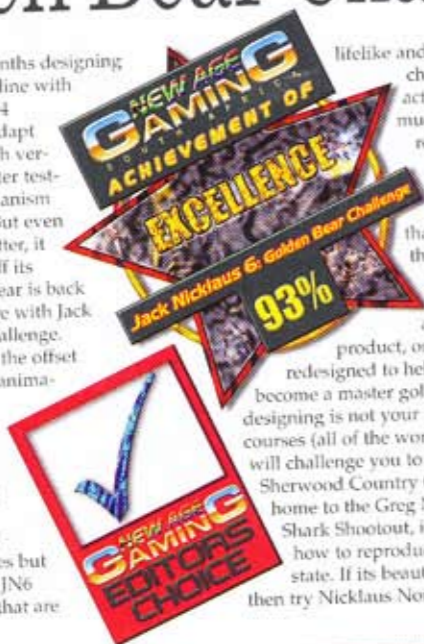
Golf games have been around the gaming industry for longer than I can remember. Thinking back I reminisce about games such as Leaderboard, which enthralled me for many years. Now that Links LS has taken the reigns and held them for some time now, it's increasingly more difficult to challenge for the golfing top spot. Only one has really competed at the same level but has fallen short every time, until now. Jack Nicklaus has returned to sneak up a surprise attack on the golfing crown, and a fine attempt it is.

Storm



Jack Nicklaus Golden Bear Challenge

After spending many months designing courses and playing online with the legendary Jack Nicklaus 4 last year, it took a while to adapt to the new stately looking 5th version of Jack Nicklaus, but after testing out the new swing mechanism and courses I was hooked. But even though it looked and felt better, it could not topple Links LS off its very high perch. Now the Bear is back bigger and better than before with Jack Nicklaus 6: Golden Bear Challenge. What stands out most from the offset are the graphics and golfer animations. A more streamlined engine simulates the golfing genre like no other by creating natural environments that look so real you can almost feel the breeze. Most competitive products utilise FMV golfer sequences but as with all its predecessors JN6 uses graphical animations that are



lifelike and beautiful to watch. Major changes are made to the characters looks and reactions with much attention given to creating realistic golfers with different characteristics and swings. The animation of Jack Nicklaus is superbly done that you would be forgiven for thinking it is an FMV scene. As usual JN6 comes with its own course designer adding to the value of the product, only this time it has been redesigned to help even the hapless beginner become a master golf course designer. But if designing is not your forte then the six packaged courses (all of the world famous Nicklaus design) will challenge you to no end. The narrow Sherwood Country Club of Southern California, home to the Greg Norman/Franklin Funds Shark Shootout, is one of the prime examples of how to reproduce a course in its electronic state. If its beauty and a challenge you want then try Nicklaus North at Whistler, 6908 yards of



COCHISE AT DESERT MOUNTAIN
Home to The Tradition at Desert Mountain, the prestigious major championship on the Senior PGA Tour, the Cochise course is one of the most picturesque courses in the world. Located within the backdrop of scenic mountains, the rolling fairways wind through rich desert vegetation and boulder outcroppings. This Jack Nicklaus Signature masterpiece ranges from 7,048 at the championship (less to 5,184 yards. Cochise has been honoured as one of America's 100 Greatest Golf Courses as well as the 'Best Maintained Course' by Senior PGA Tour players.



SHERWOOD COUNTRY CLUB
Sherwood Country Club is without doubt one of the most beautiful locations in Southern California. There are numerous 600-year-old oak trees on the course, and water hazards come into play on several holes. The course is the site for the Greg Norman/Franklin Funds Shark Shoot-Out. 'Golf Digest' placed it in its prestigious 'American 100 Greatest Golf Courses' for 1995-96. It was also rated as the 9th 'Best in State' course for 1995-96, and the 12th best for 1997-98. 'Golfweek' selected this course 80th best out of 'America's 100 Best Modern Courses' for 1997.



NICKLAUS NORTH AT WHISTLER
Situating in stunning Whistler valley just two hours from Vancouver, British Columbia, this lush course is surrounded by breathtaking mountain scenery on every side. You'll find an innovative and challenging design that will help you improve your game, while remaining fun to play. Nicklaus North is 6,908 yards from the tips. Greens are bentgrass and fairways are bluegrass. The course first opened for play in 1995, and was named best Canadian course for that year by Golf Digest.



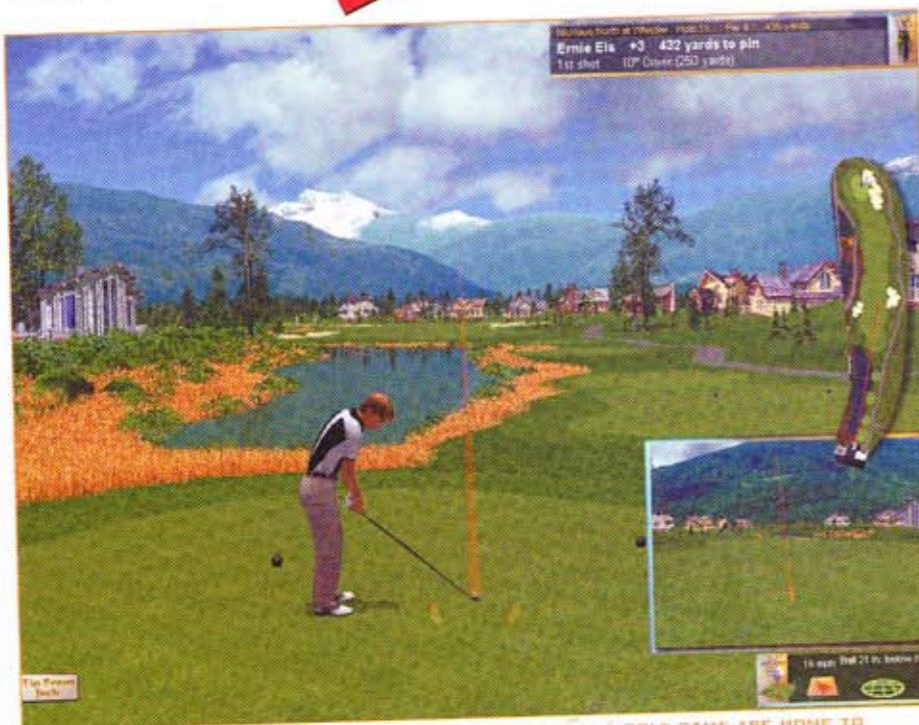
MUIRFIELD VILLAGE
Located in Dublin, Ohio, Muirfield Village was designed by Jack Nicklaus to be a course that offered a tough but fair challenge. With fast, true greens and fairways that yield the finest lies, it's no wonder that it has been voted one of the top ten courses in the country by Golf Digest. PGA Tour players have voted Muirfield Village as one of the best designed and best conditioned stops on the entire PGA Tour. Since its inception in 1976, the PGA's Memorial Tournament has made Muirfield Village its home.



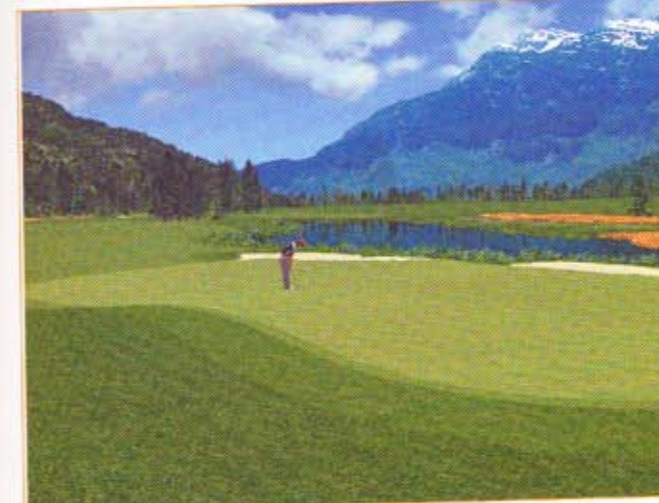
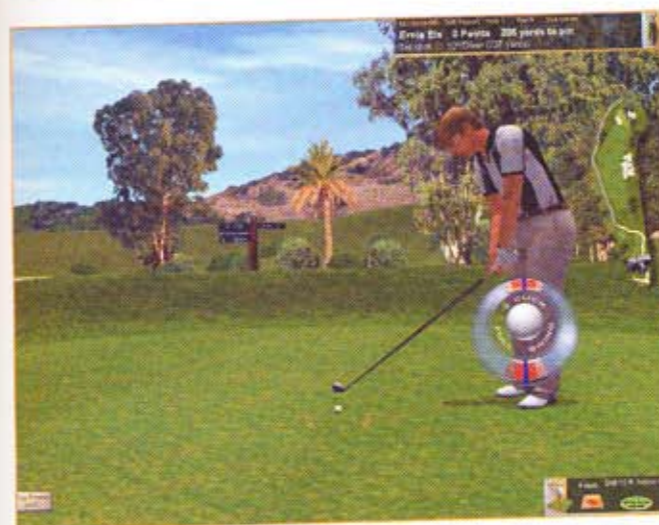
MONTECASTILLO GOLF RESORT
Host to the 1994 and 1995 Turespana Masters, and current home of the Volvo Masters, the Montecastillo Hotel and Golf Resort is quickly becoming a favourite on the Iberian Peninsula. The course is set in the Spanish capital of wine and equestrian art, Jerez de la Frontera. With tees and greens perched in high rolling hills, the challenge is club selection and shot placement. The greens are fast and subtle in their slopes. Water, wind and deep bunkers are common hazards on this course.



SHOAL CREEK
Opened in late 1977, the Jack Nicklaus-designed course near Birmingham, Alabama was, in 1981, the youngest facility ever to host a major championship. The 66th PGA Championship was won here by Lee Trevino. The collaboration of visionary owner Hall Thompson and Jack Nicklaus has resulted in a par 72, 7,145 yard masterpiece cradled at the feet of Oak and Double Oak Mountains at the southern end of the Appalachians. Golf Digest rates Shoal Creek as one of the 100 best courses in the United States, and Golf Magazine agrees, listing it in the top 100 courses in the world.



SOME OF THE BEST GRAPHICAL FEATURES SEEN IN A GOLF GAME ARE HOME TO JACK NICKLAUS 6, AS WELL AS SUPERB GAMEPLAY AND REALISM.



luscious fairways and snow filled mountains that will take your breath away. The ever present Muirfield Village Golf Club, home of the PGA Memorial Tournament (15th on Golf Digest Top100 List), is one of golfs designer masterpieces and could not be left off the selection as well as Shoal Creek (61st on Golf Digest Top100 List), which hosted the 66th PGA Championship that was won by Lee Trevino. All the courses offer something more than just a quick round of golf with a mouse but a true realistic reflection of Nicklaus's talent as a golfer and course designer. But, as ever, it's all about the realism and playability, and JN6 has plenty of both. True ball physics and reactions have always been the key for making golf games winners. The flight of the ball when struck off the clubface and the manner in which it reacts to the different grass may not mean much to an average gamer but in golfing terms is a much-needed entity. JN6 can be considered the best at reflecting

a few interested buddies for multiplayer or join some of the rather empty pay for play servers in the United States. What makes JN6 a cut above the rest? Handicaps and bonus points to start. Yes, strategic elements have finally crept into golf games based on performance. Handicaps have been done before and quite well at that. But have you ever played a spectacular round of golf and had the opportunity to add points to specific abilities such as driving accuracy, distance, sand play or short game? Now JN6 adds to the skill factor of mouse button timing or manual swing mode (a little to easy to master and could be considered a cheat) by challenging you to perform, otherwise points get deducted. The ability to set up a golfer towards your own playing characteristics by setting up shot preferences such as a draw or fade, shot height and length,

this realism. Setting up for power fades and long hooks are easy through a new (similar to Link LS) pop-up interface that can manipulate everything from camera angles to shot selection.

The only missing element is the manual setup for playing certain delicate shots that are not in the shot selection list. A small oversight that always made Links LS' indicative of user intervention, allowing the gamer to attempt something different that may work out better than usual. Keeping up with tradition and protocol, JN6 offers a selection of 12 game types that include Bingo Bango Bongo (lets leave this one to your imagination) and the all new tournament play. You can develop and control an entire tour at your discretion, set up majors, prize money, number of rounds, number of players and the enviable cut point. This offers electronic golfers something more than what we are accustomed to with the Jack Nicklaus franchise of games. Unfortunately the no name brand of AI competitors are all that we can challenge ourselves against unless you have



takes JN6 beyond its competitors. But that's not all, little graphical details also make a big difference such as animated flags bent over from gale force winds, divots from miss timed shots, realistic water splashes and bunker shots being sprayed over the greens. These all make for a polished and superb all round

product. Combine all the gameplay and graphical elements to an excellent sound cast of birds, water and wildlife that set the settings for environmental delight. Commentary is supplied by Jim Nantz and Gary McCord, which offers a unique style of on-course management and humour, though a bit irritating at times. Jack Nicklaus also offers his own comments on shots played/aid tips on how best to play the courses, and who better to offer this than the man who designed them. But as with most games there are faults and bugs with JN6, the biggest being the over 40-ft putting bug. No matter how many times you try, you will more often than not fail to reach the hole no matter how far you putt. Then there is the putting grid that fails to show the entire path to the hole, leaving you guessing half the time. These bugs are being fixed as I type and a patch should be out in a few weeks time. Unfortunately these bugs do affect the gameplay to a certain extent, which in turn affects the overall score.

JN6 has impressed me enough to topple Links LS off the number one spot, and all this by making playing electronic golf enjoyable and realistic with a superb graphics engine. Multiple camera angles that can be manipulated to your hearts content lets you enjoy all the beautiful settings of the available courses. But one of the best features of JN6 is the course designer and the ability to import courses from dedicated web-sites. Augusta National has been reproduced by Scott Chesney and a wonderful job at that. It's a bit of a download but is a lot better than paying R150 for an add-on; it can be downloaded from www.coursedept.com. This is an unrivalled feature and steps JN6 into number one position. I'm sure Access will be back with a vengeance to attempt to take on the Bear, but to tackle Jack's influence, it will take a valiant effort to dethrone Jack Nicklaus 6: Golden Bear Challenge from its number one spot.



Unrivalled course support and an unique graphic engine combined with ultra realistic playability makes JN6 a winner. Links LS has finally been dethroned and a challenge has been set. Setting about creating golfing attributes and handicaps is only the first step to mastering the master of golfing games.

Developer: Hypnos Entertainment	Publisher: Activision	Supplier: Multimedia Warehouse (011) 315-1000	RRP: R 299.00
http://www.goldenbearden.com			
Multiplayer	Competitives	Pro's	Con's
Yes	Links LS Tiger Woods 99 Jack Nicklaus 5	Graphically Superb Ultra Realistic Course Availability	Putting Bug
Graphics	Sound	Control	Story
96	90	89	NA
Continuity	Playability		
95	93		

STORM

GENRE

Golf Simulation

Min Requirements	Recommended
Pentium 166 32 MB Ram 4 X CD Rom 2 MB SVGA (800x600) 400 MB HD Windows 95/98 (DirectX 6.1)	Pentium 233/MDX + 64+ MB Ram 8 X CD Rom Riva TNT 16Mg 580 MB HD Windows 95/98 (DirectX 6.1)

93

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Dear Sirs
I usually don't write letters, but after visiting your amusement park the other day with my wife and kids I felt compelled to put pen to paper. Your park is efficiently run and a wonder to behold, my kids enjoyed the slower paced rides and while my wife enjoys the odd thrill she stopped dead in her tracks when she saw your newest ride the mighty 'NAG Rocking Roller'. I immediately bought my ticket and ever since riding that roller coaster, I'm a changed man. Your park is great and I will be returning soon.
Yours faithfully
RedTide

RollerCoaster Tycoon

and minor details into place in your park. It's always a simple click here or there to basically do anything you like. For example, to install a new ride you select it from one of the different categories such as Gentle Rides, Thrill Rides, Transport Rides, Water Rides or Roller Coaster Rides. Under each of these categories you'll find different types of rides, the gentle rides being things like a Haunted House or simple hedge mazes while Thrill Rides include things like the Swinging Ship. The idea is to balance the rides in your park, so it isn't a good idea to only put up giant vomit inducing roller coasters because then what will the younger visitors ride on, and it pays to remember that not everyone enjoys high speed entertainment. Once you've decided on a location for your new ride you must then place an entrance and exit booth, and then build a queuing area. You must also set the price of admission for the ride and you can even choose what colour each section should be. These are just a few of the number of options you can play with and while naming your ride may seem a little superfluous, it adds personality to your whole creation. One other step to this process is ride testing, this is especially important if you've custom built a new roller coaster as allowing people to go on untested rides usually

results in a call to the paramedics or morgue. Once everything is in place you can open the ride and start making money, repeat this process often with different types of rides and you've got yourself a genuine amusement park. It's all fine and well throwing up different rides and making a killing but now you must consider putting a few eating places in, and don't forget the toilets. Options, attention to detail and flexibility is what it's all about.

What goes up and down must pay
Each different aspect of the amusement park experience is covered in incredible detail. On a macro level you can adjust the height of the land, add lakes and ponds and remove trees. If you find your park is too small then you can purchase additional land for development. Step this detail down one level and you'll be laying pathways which can

A broad definition of this game looks something like this: It's Theme Hospital with roller coasters and the 'patients' in this title are paying patrons, arriving at the bottom of your screen looking for thrills and entertainment instead of medical attention. The bottom line though, as with any business, is to take their money and provide them with an unforgettable service to ensure that they'll return again soon. It is a construction and management game like no other and it has a few tricks up its sleeve that effectively make it one of the most addictive and fun games to play ever.

Nausea
From your isometric viewpoint you must design, build and run an amusement park, make money and research new rides. The playing area can be zoomed in and out, rotated and you can even make the scenery see-through. Your objective for each scenario is to achieve a certain park rating and number of visitors before the time limit is up. If you succeed in this you can either continue playing or move onto the next scenario. You start with either an empty piece of land or an infant, but functional amusement park. From the start you will have a few rides, amenities and other construction options available, more can be researched as you go but right now you'll have to make do with what you've got. The game's simple and effective interface equals a trouble free experience when putting all the major



CLICK ME!
EVERY RIDE IN THE PARK HAS ITS OWN MULTIPLE COMMAND BOX WHERE YOU CAN TWEAK AND FIDDLE WITH EVERY SETTING IMAGINABLE. IN THIS EXAMPLE, WE'LL BE LOOKING AT THE REDTIDE RUSH ROLLER COASTER.

RedTide Rush
HERE YOU CAN START AND STOP THE RIDE, GIVE IT A NAME, ENTER THE CONSTRUCTION MENU OR TEAR THE WHOLE THING DOWN WITH THE DEMOLISH (RUSSIAN SIN) BUTTON.

RedTide Rush
FOR THE MORE CREATIVE, YOU CAN CHANGE THE DIFFERENT COLOURS FOR EACH COMPONENT OF THE RIDE. RIGHT DOWN TO EACH INDIVIDUAL VEHICLE, HUT AND BOOTH.

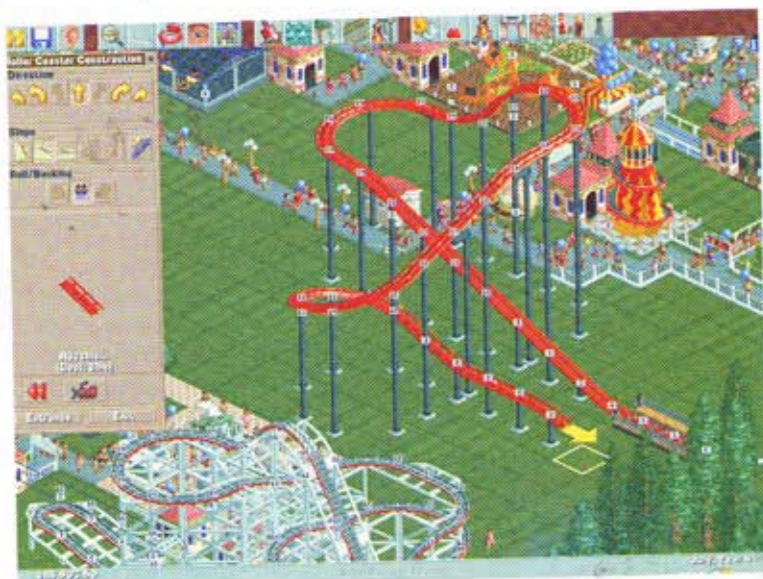
RedTide Rush
EACH RIDE HAS A DIFFERENT NUMBER OF CARS PER TRAIN. TO INCREASE THE PROFITABILITY OF THE ATTRACTION, ADD A FEW MORE SEATS TO THE RIDE.

RedTide Rush
THERE ARE THE RIDE STATISTICS. HERE YOU CAN SEE HOW FAST, HOW LONG AND EXCITING EACH RIDE IS, THE MORE THRILLING THE RIDE THE MORE POPULAR IT IS.

RedTide Rush
MORE STATISTICS - THIS TIME IN A GRAPH FORMAT. A GOOD RIDE SHOULD HAVE A BALANCE OF HIGHS AND LOWS - JUST KEEP AN EYE ON THOSE LATERAL D'S.

RedTide Rush
THE ADMISSION PRICE TAB IS THE MOST IMPORTANT ONE - SET IT TOO HIGH, YOU'LL TURN PEOPLE AWAY, SET IT TOO LOW, AND YOU WON'T MAKE ANY MONEY.

RedTide Rush
MAKING SURE YOUR CUSTOMERS ARE HAPPY IS A FULL TIME JOB, FORTUNATELY THIS INFORMATION BOX MAKES THAT TASK MUCH EASIER TO HANDLE.



THE BEST PART ABOUT THIS GAME IS THE FREEDOM YOU HAVE WHEN DESIGNING YOUR OWN ROLLER COASTERS.



ONE OF THE MANY CUSTOM MADE ROLLER COASTERS

be either dirt, tarmac, crazy-paving or tiled, now fill your park with trees, bushes and shrubs, flowering gardens, walls and fences and even statues and fountains. In each of these categories you will find around twenty different kinds of trees, flower beds, bushes, walls and fences, the only limitation is your own imagination and many mouse clicks. If this isn't enough then you also have access to different themes, such as the Classic / Roman theme which features Roman architecture, statues and objects. All these little extras can be placed and fiddled with for hours before installing your first ride, it's an overwhelming array of options and making your park look good also increases its overall rating. Now on the micro management level you can check your financial situation, profits, losses and so on and there is even an option for you to market specific rides or even the whole park - this advertising helps boost the number of feet moving through your gate. A research and development tab brings up all the different areas you can research and develop such as new rides, shops, stalls and general improvements to all your rides, you can even set the amount of funding you want sunk into this area. Some in-depth information is also on hand for your rides, and you can determine your most popular rides and which ones are making the money. The most important system for checking on how your park is doing is the guests tab, this will let you know what your visitors are thinking and you can quickly find out if a ride is too expensive right down to if you need to install a few more toilets. The overall management of the park is a simple affair and the game lets you concentrate on building and creating instead of worrying about endless lists of charts and statistics. This simplistic management

technique is a smart move on the part of the developers and makes the experience fun and entertaining.

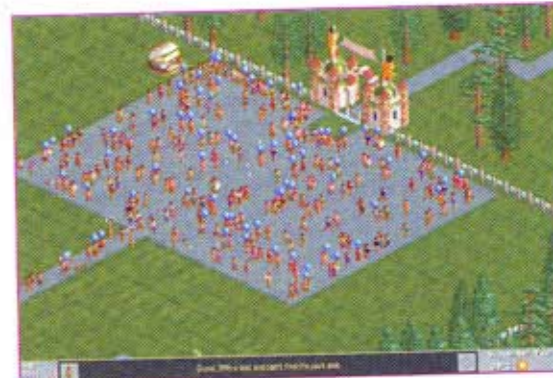
Roller Coasters
By far the best feature of the game has to be the roller coasters themselves. Not only do you have a multitude of different and diverse pre-built roller coasters at your disposal but you can also custom design your own steel or wood monsters. Usually with this sort of 'custom' designing there are limitations but you won't find yourself constrained in any way with this game. Firstly you must lay the station platform sections, these are where your visitors climb on and get off the ride, then comes the chain pulled segments that take the cars to top of the rise, and after that you can let your imagination take over. Special pre-built segments such as 'S' Bends can be included and the number of loops and turns your roller coaster takes is entirely dependant on the amount of cash on hand and your imagination. You can even include an On-Ride photo section where pictures of screaming faces can be sold to vis-



SOME OTHER 'SLOWER' RIDES

itors. This custom designing aspect adds incredible value to an already stunning game. The developers web site, <http://www.rollercoastertycoon.com/> has a few new pre-built roller coasters, more are promised and there is even an area on the site where you can swap roller coasters with other players, it's searchable and nicely categorised and already bulging with hundreds of new designs.

Nuts and Bolts
Finding fault with this game is almost impossible. The incredible levels of detail never ceases to amaze and the



THE TRICK WITH THESE FOOLISH VISITORS IS TO SEAL OFF THE PARK, THEN YOU CAN CHARGE R 135.00 FOR A PLATE OF CHIPS AND R 50.00 FOR THE TOILET AND STILL GET AWAY WITH IT.

first time it rains in your park keep an eye out for hundreds of little umbrellas that pop up along the walkways, that is if you have built an information kiosk where you can sell them. The game's greatest achievement is also its greatest shortcoming, and that is the level of detail. It might be called nit picking but there aren't any automatic banking machines to build and you can only hire three different types of staff to run your park. In spite of all the other things, these small omissions end up looking like glaring oversights that would have been easy to add to the game. This problem lies with the high standard set by the game initially so can therefore be ignored. What can't be ignored is the aggravating and tedious way the interface works sometimes. They are isolated examples but do tend to frustrate a little ruining the flow of the game, for example, there is no easy way to clear mistakes or trees. Everything requires a right-click-on-one-square-at-a-time-to-delete approach, now this isn't a problem when removing one paving block but try it for fun when dealing with thirty or forty trees at a time. The same goes when buying more land, one block at a time - painful but can be lived with. Another gripe is the fact that you cannot accelerate time, often you can achieve your objectives before the deadline but even though you've made the grade you must still wait until judgement day arrives, this can waste between one and two hours a scenario. The last moan is the difficulty level, some argue that the game is really all about tinkering with toys and building an empire and there isn't any need for stress and pressure while playing. This may be true but a few extra difficulty settings wouldn't have hurt. This all said, at the end of the day RollerCoaster Tycoon is probably one of the better games out there right now and nothing comes even remotely close in the same genre. What a game, and now what a way of life.

A masterpiece that everyone should own, even if a game like this isn't your cup of tea you should have a look. RollerCoaster Tycoon has set a new standard by which all others will be measured and it deserves all the praise it has earned.

Developer: Microprose	Publisher: Hasbro Interactive	Supplier: Unknown No SA Supplier	RRP: R 29900		
http://www.rollercoastertycoon.com					
Multiplayer: No	Competitives: Theme Park Theme Hospital	Pro's Building Roller Coasters Attention To Detail Addictive	Con's Some Details Skipped Easy Annoying Control		
Graphics	Sound	Control	Story	Continuity	Playability
89	90	83	NA	94	95
					90

REDTIDE

GENRE
Amusement Park Simulation

Min Requirements	Recommended
Pentium 90 16 MB Ram 4 X CD Rom 1 MB SVGA Video 50 MB HD Windows 95/98 (DirectX 5)	Pentium 200 32 MB Ram 8 X CD Rom 2 MB SVGA Video 180 MB HD Windows 95/98 (DirectX 5)

Set in a mythical land where elven shopkeepers and saurial barkeeps are rife, you take the role of Cyrus, a (very) cynical mercenary whose sister has reportedly vanished. The introduction depicts your feline fixer delivering a letter to you, and the beginning of your quest. The land you are headed towards is your homeland, which you left many years ago. Since then, this country has undergone a violent civil war, at the end of which it joined the growing empire of Tiber

Ever wanted to experience the life of a wandering mercenary on a personal quest in a fantasy world? Well, Redguard provides that opportunity, being an adventure title that reads almost like a good book. **Raven**

The Elder Scrolls Adventures REDGUARD

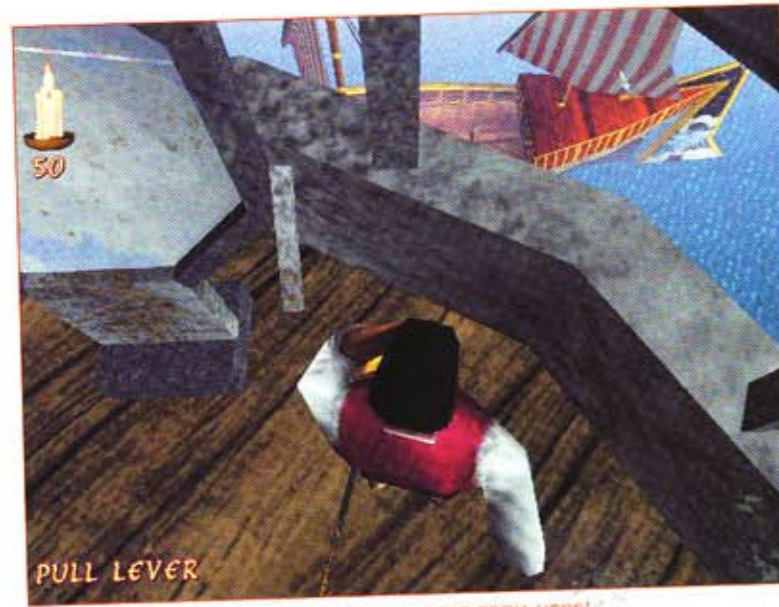


Septim. But Imperial occupation does not sit well with the locals, or with your missing sister... Into this political hotbed you stride, armed with your trusty sabre and your wits. Cyrus is possessed of a dry and cynical sense of humour very reminiscent of the main character of Full Throttle, that classic adventure of yesteryear. Revolving as it does around much political intrigue and shady dealings, there is much in this game to take in. Conversations tend to be long and involved, which may annoy some players, but which I found totally immersing. Of course, you are still prompted with possible conversation topics, but you have the freedom to discuss more or less what you want. The world is quite large, and rendered entirely in 3D. Once again, you are free to move around and explore at will, but certain game events are required in order for some areas to be accessible. There is at

no point any real pressure to follow the plot line, but the story is, nonetheless, linear. As the manual promises, "the story evolves at the pace of your play."

Getting Lost
It is easy to become turned around, or even just to get stuck and not know what to do. Characters are presented along the way to help alleviate this, and you can always check with the contractor on the docks for current odd jobs, or seek advice from the barkeep (how unusual). A shopkeeper can sell you a very nice-looking compass, and I would recommend doing this, as it will help you keep your sense of direction. There is also a logbook, and it fulfils a function similar to that of the journal in Baldur's Gate or Lands of Lore III. This may be called up at any time by a keystroke, and is essential for remembering important details and clues. At the end of the day, that is exactly what Redguard is all about - finding and following clues.

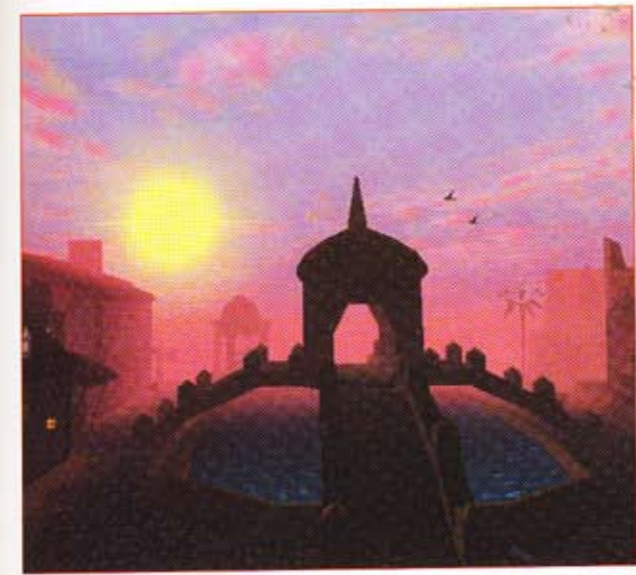
Getting Around
Unfortunately, this title suffers somewhat from a rather unwieldy movement interface. Gamers who are familiar with the Tomb Raider interface will not find it too difficult to master, however. The range of possible movements includes walking, running, turning, side stepping, jumping and climbing (includes ropes, which you can also swing from). Also possible are a number of slashes and lunges with your sword, and blocks (which may be automated, and are as default). Sword fighting is the most co-ordination-challenging element of the game, and you are really thrown in the deep end with it. In fact, as soon as the introduction finishes, you find yourself on the deck of a ship, sword in hand, fighting for your life. While the motions have been rendered realistically, a keyboard is nonetheless an inadequate device for controlling a character who is jumping around and flashing his sabre around. Especially from a third-person perspective. In contrast, the item use interface and the conversation interface are very intuitive and easy to use. The camera changes shots during a conversation, giving the game a movie-like quality, while still using the game engine rather than cut-scenes. The camera has been programmed intelligently, and you will not find yourself looking at yourself through a wall, for instance. In fact, I found the camera to be so comfortable in its default settings that I hardly ever wished for direct control over it. However, should you want to customise it to a different set of angles, this may also be done in the game configuration utility.



PULL LEVER
HEY, I CAN SEE MY BOAT FROM HERE!



THE GUY WITH THE BRIGHTEST SHIRT ALWAYS ENDS UP GETTING THE BLOOD ALL OVER HIS CLOTHING



COLOURFUL, ATMOSPHERIC BACKDROPS AND SETTINGS SET THE TONE FOR THE STORY TO UNFOLD.



As mentioned above, the entire world is rendered in 3D. In general, I found the graphics to be of such a quality that even in software render mode they looked good. However, in this mode characters lack a certain degree of definition, especially when viewed from a distance, and lighting is not ideal. 3Dfx acceleration is supported, and implements volumetric lighting and all the other bells and whistles. The character model has been rendered with detail in mind, and I particularly enjoyed seeing Cyrus turn his head and look behind him when walking backwards. When Cyrus walks or turns, you can see his body flexing correctly and realistically. Sword-fighting moves are simulated accurately as well, and some strikes will leave you vulnerable for a time as you recover. The music for this game has been well composed. It

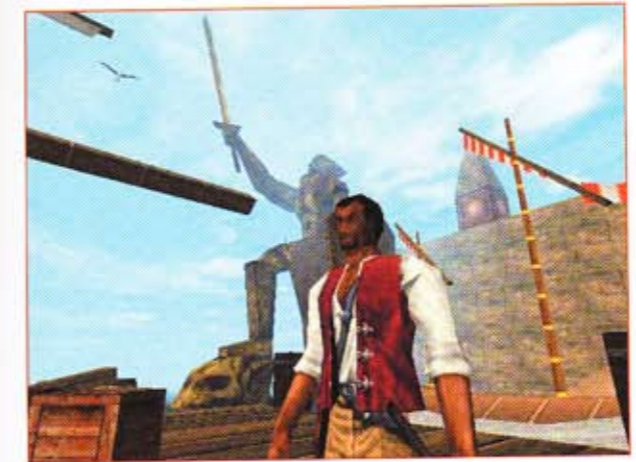
changes according to where you are, but the main theme, which plays through most of the game, can get quite tired after a while. This is not to say that it is an unpleasant track, just that "too much of a good thing..." Sound effects make full and good use of stereo, enhancing the realism of the experience. The sounds are also rendered as realistically as possible. As Cyrus walks over different surfaces, the sound of his footsteps changes. Standing on the dockside

verbal and somatic) which complement each other well. In this manner, each character that you meet in your travels comes across with his or her own personality.

Classic (and somewhat contrived) puzzles in the fashion of older adventure titles do not form a large part of Redguard. Instead, this game concentrates on interacting with other characters ("people", in a virtual sort of way) and unravelling intrigues and the like. Of course, fighting plays a small but important part, and there are times when talking just doesn't do it - draw steel!



I found the story to be challenging, complex and convoluted. This has had the effect of setting a dramatic level of playability - like a good book. I have found Redguard impossible to put down. I don't believe it to be possible to leave it alone before finishing it. However, as is the case with all adventure games, once you have finished it, you have discovered all the essential things and done the mandatory deeds, and replaying it may not be as exciting. Of course, it is always pleasant to reread a good book, if it is done some considerable time after the original read, and Redguard may well prove to be re-playable after, say, three months or so. Some may, of course, like to replay it just to see what they may have missed the first time around.



speaking to Siona, you can still hear the sound of water lapping at the pier, rigging snapping in the wind and timbers creaking. This attention to detail has been applied to every aspect of the game. While the sound effects are good, what really blew me away was the sheer amount of speech in the game. Every conversation of note is long and involved, and new topics open up as old ones are covered - and all of this is handled in speech throughout! Not only is the quantity impressive, but so is the quality. Different characters have well-defined voices and mannerisms (both

RAVEN

GENRE
Action Adventure

Min Requirements	Recommended
Pentium 166 32 MB Ram 4 X CD Rom 2 MB SVGA Video 350 MB HD Windows 95/98 (DirectX 6)	Pentium 166+ 32+ MB Ram 6 X CD Rom 4 MB 3D Accelerator 350+ MB HD Windows 95/98 (DirectX 6)

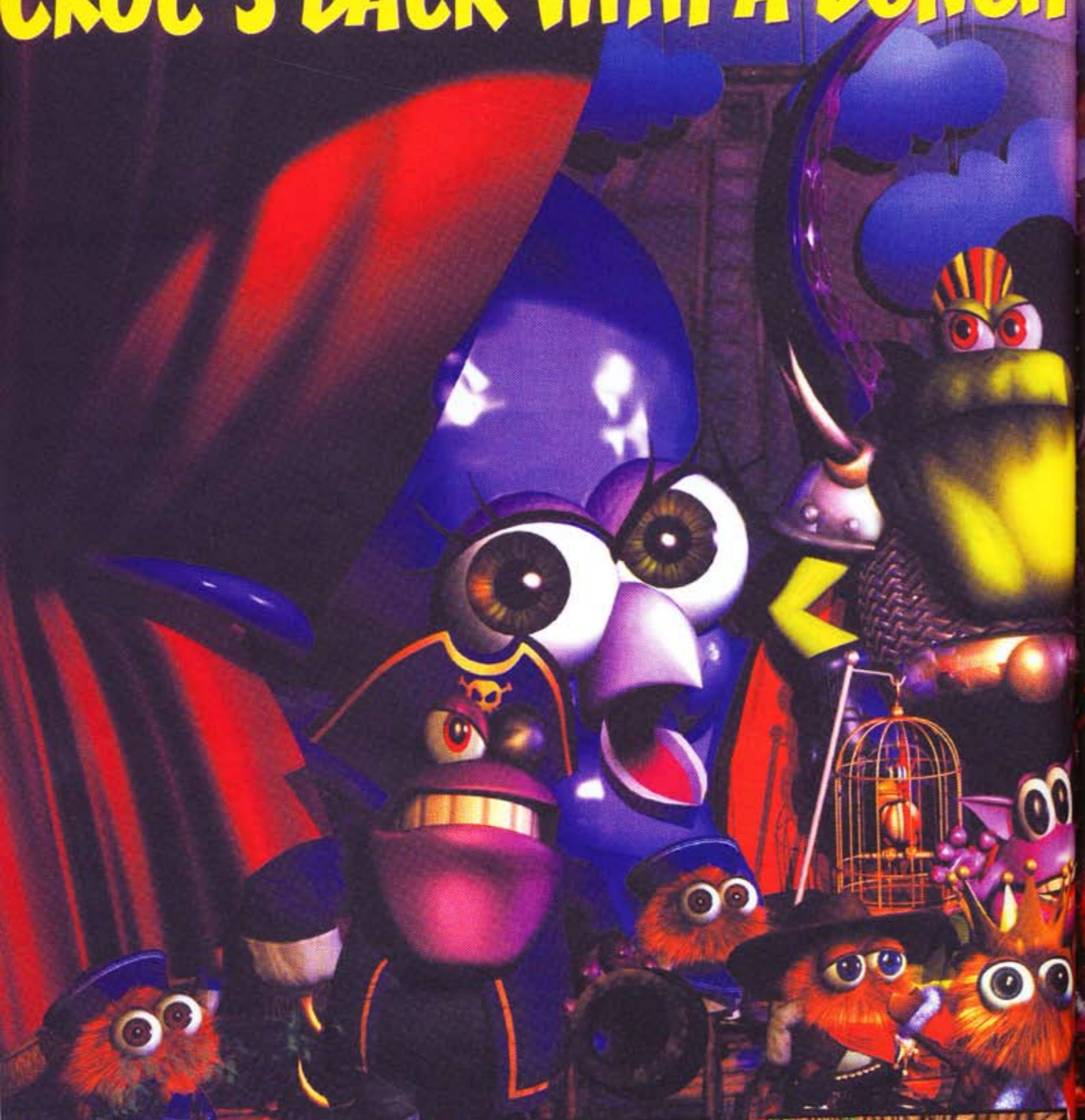
Possessed of an exceptionally complex story line and very appealing graphics and sound, this title's main flaw is the awkward control interface. In all other respects, fantasy adventure fans will love this one. Reads like a good book.

Developer: Bethesda Softworks	Publisher: Virgin Interactive	Supplier: Multimedia Warehouse (011) 315-1000	RRP: R 299.00
http://www.vie.co.uk			
Multityper: No	Comparatives: King's Quest: Mask of Eternity	Pro's: Story Graphics and Sound Addictive	Con's: Movement and Fighting Controls

Graphics	Sound	Control	Story	Continuity	Playability
82	90	70	95	70	85

82

CROC'S BACK WITH A BUNCH OF NEW ZANY CHARACTERS!



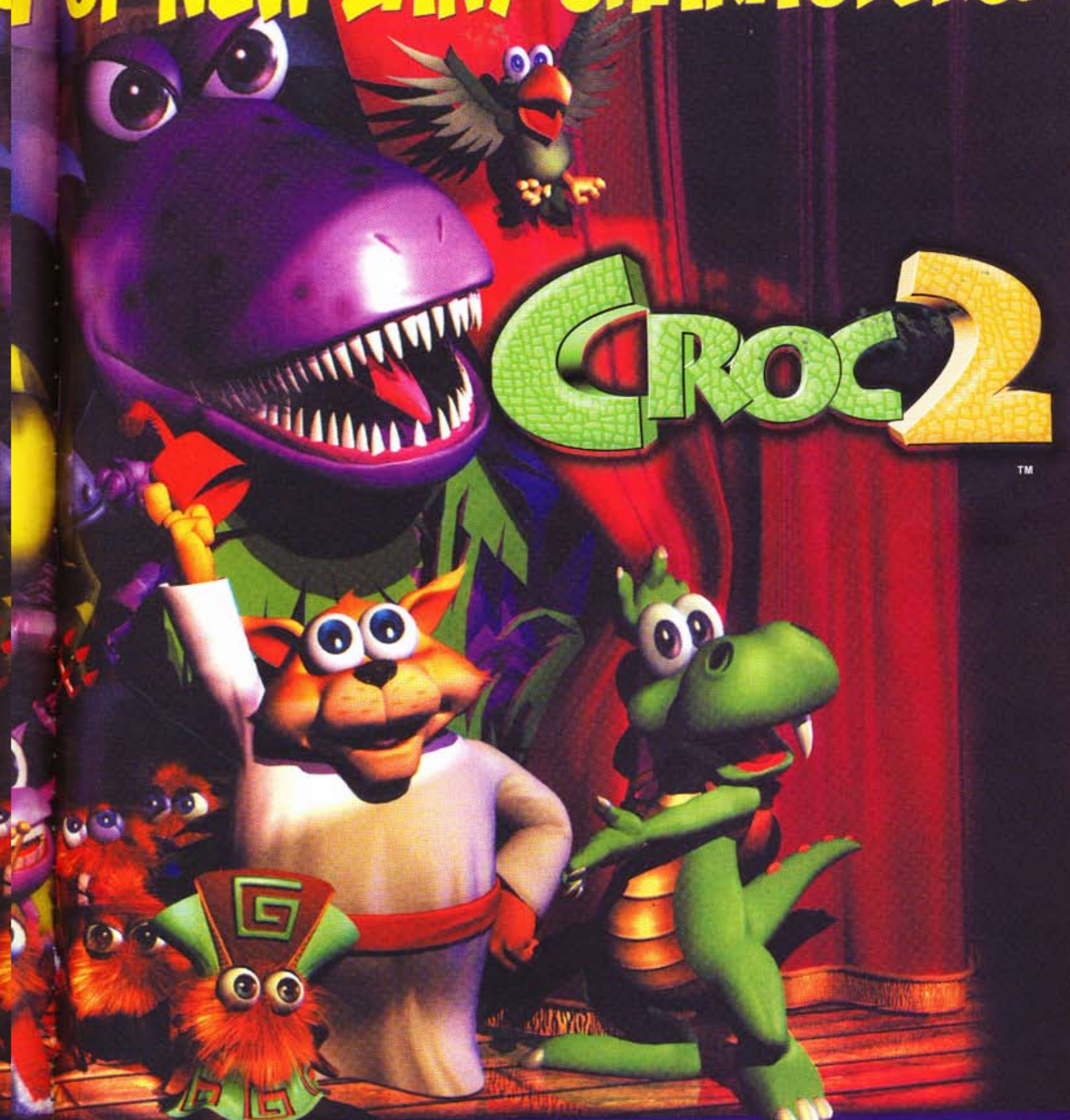
Croc picks up and throws objects to discover hidden clues!



Croc hurries along pathways, and scurries below them.



Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!



Croc's back in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!



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SPORTS CAR GT

HIGH-SPEED RACING IN THE WORLD'S FASTEST SPORTS CARS

Yep, they certainly do bring out a lot of driving simulators, don't they? These days you can drive anything from a superbike to a souped-up, spike ridden pedestrian mangler. All the high speed action of whirling around one of the world's most famous race tracks is just an install and keyboard configuration away. Or is it? As is often the case, there are a lot of driving simulators on the market, but how many of them actually give you the impression of actually driving?

- Shryke

EA (those wonderful folks responsible for the Need for Speed series) have always seemed to be able to get the driving thing right, at least for the most part. Now, with Sports Car GT, they take things just a small, but important, step further. See, games like Need for Speed are great fun, full of heart stopping close calls as you send your virtual car hurtling down the highways and byways, or race tracks, or similar setting. It actually feels like you are speeding along at tremendous break neck speeds as the scenery blurs in your monitor. The question is, though, how much does playing the

Sports Car GT, the answer is a big yes. When playing this game, factors like oversteering, incorrect breaking and poor gear changes all count very heavily towards the performance of the car - sure, this is the case in almost every driving simulator out there, but in this game it goes just that little bit further.

So, the next question that springs to mind is: do you need to be some kind of driving guru to play the game? Quite honestly, if you want to play Sports Car GT on it's most realistic settings, then yes, you do have to know what you're doing. But the designers have catered for Sunday drivers who want to feel the thrill of speed sitting behind a desk rather than behind a wheel by including comprehensive driving assistants that, while making the game easier to handle, do not take away from the amazing "real" feeling that

Sports Car GT generates. Of course, using these assistants does kind of negate the point of the game, but doing so also allows the inexperienced gamer to actually LEARN how to handle the game, while still having an enjoyable experience. Okay, Shryke, get off the soap box and get to the nitty gritty. Sports Car GT is a great game, in short. Firstly, the controls are basically uncluttered and uncomplicated, making game play easy to get acquainted with. This is a big plus - nothing sucks like frantically searching through the manual's control guide while your car goes ricocheting off of every available wall. Secondly, the graphics and sound effects are awesome. The folks at EA have very kindly allowed several modes of both of these factors, so that those gamers out there with lower end PCs

can still play the game without having to suffer one frame a minute jerking. Of course, the better your machine, the better it looks, and trust me, it looks good!

A comprehensive selection of camera modes also makes driving easier, seeing as how some people prefer driving behind their cars, while others kind of like being in it. A little niggle exists with the graphic realism, however - the pit crew is invisible. Yep. Pull into the pits, and a squad of phantom folks change your tyres and fill up your tank. They must be phantoms,



ROAD HOGS KEEP YOU ON YOUR TOES!

'cause you can't see 'em! The game interface is something of a joy, too. You can upgrade your car quite comprehensively, without getting bogged down in the boring detail that games like Nascar insist on harping on. Pull into the pits, and a quick pop up menu allows you to issue instructions to your crew easily and efficiently. The options menu, along with a few others, is hidden at the foot of the race preparation screen, and reveals itself when you move your mouse toward that general area. Game play enters an almost "adventure" type category with your progress through the game. Completing races results in cash bonuses, which in turn get converted in vehicle upgrades. Once you have enough money and enough of a reputation as

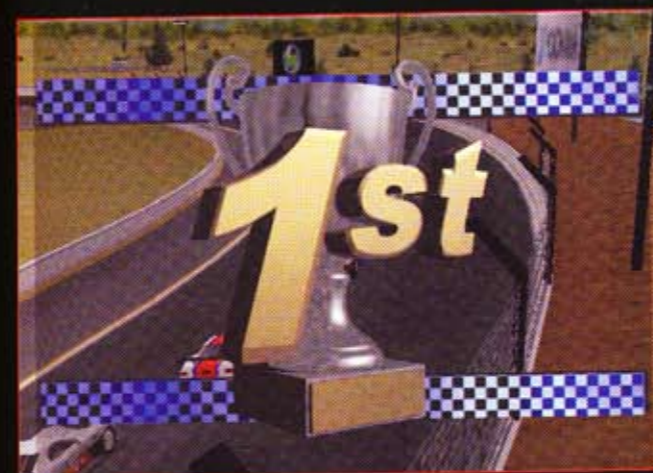


ROAD HOGS KEEP YOU ON YOUR TOES!



LEADER OF THE PACK

game feel like driving a real car at insane velocities? Certainly, things like force feedback controllers add to the feeling as your wheel shudders and shakes, and fights back in a generally realistic manner. But that's not what a driving simulator is about. The most important factor when considering this vital element of a simulator is: does the virtual vehicle handle like it's real world counterpart? With



IT'S THE ONLY THING!



WHERE EXACTLY DID YOU GET YOUR LICENSE, BIRT?



UPGRADING THE RIGHT PART AT THE RIGHT TIME



ROAD HOGS KEEP YOU ON YOUR TOES!

a racer, you can move into higher race classes and purchase better cars, and so on. The amount of money you make while driving in the game's career mode is dependant on the difficulty of the game that you play. The longer the race, and the more difficult the opponents are to beat, the more money you get. Speaking of opponents, the AI on the game is quite smart - it pit stops at appropriate times, and generally makes your life difficult by closing the door when you try to pass opponents, and other similar things that real race drivers would get up to. Of course, their ability is totally in the gamer's hands, and if you set them at the easiest level, it is possible to lap the entire field a couple of times! Another strange feature - but one that is quite novel - is the time over which a race is run. Instead of running a predetermined amount of laps, you are expected to drive for a certain amount of time; anywhere from 15 minutes (at the easiest levels) to an

hour (at the hardest). This is really quite fun, but be prepared for a long, and potentially monotonous, race if you choose the longest time setting. There is a large number of cars to choose from within the game, although you do need to work your way up through the ranks to get to the better cars - this may sound like a bit of a mission, but it adds an element of adventure and changeability to a genre that tends to be very stiff and stilted in terms of development. The tracks themselves pose something of a challenge to the gamer, even with driving assistants enabled, and a measure of skill and memory is required to play the game effectively. But that's part of the fun of it. One could almost accuse Sports Car GT of being something of a "driving trainer", but, although it does help inexperienced gamers to find their feet, it also poses an excellent challenge to all those bud-

ding Michael Schumachers out there. Of course, Sports Car GT offers nothing really new in terms of genre or concept. Lets face it, there are lots, nay, multitudes of driving simulators out there. Why play this one? What can I say, Sports Car GT is a simple, yet challenging, slick production of a somewhat tired genre. It is a refreshing look at things that have been done many times before. It additionally offers an enjoyable experience to everyone playing it. All in all, I think that makes for a pretty good argument in favour of this game.

BHRYKE

GENRE Racing Simulation

Min Requirements	Recommended
Pentium 166	Pentium 233/166+
32 MB Ram	64+ MB Ram
4 X CD Rom	8 X CD Rom
2 MB SVGA (800x600)	Riva TNT 16Mg
400 MB HD	580 MB HD
Windows 95/98 (DirectX 6.1)	Windows 95/98 (DirectX 6.1)

Developer: EA Sports	Publisher: Electronic Arts	Supplier: Electronic Arts Africa (011) 803-1212	RRP: R 299.00
http://www.sportscargt.com			
Multiplayer: Yes	Competitives: Need for Speed Nascar Revolution Carmageddon	Pro's: Caters For All Skills Great Graphics Simple Control	Con's: Where's the pit crew?

Here's a new driving simulator that caters for all levels of expertise. It doesn't get bogged down in pointless details, and offers a truly excellent simulation of real driving conditions. This one is set for pole position!

Graphics: 92	Sound: 90	Control: 92	Story: NA	Continuity: 85	Playability: 95
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Yawn... another WWII simulation. The three big guns of simulators have already answered the prayers of WWII fans by releasing their takes on the genre, we have Microsoft's Combat Flight Simulator, Microprose's European Air War and Jane's Fighter Legends. Now along comes Fighter Squadron: The Screamin' Demons Over Europe (FS: SDOE) from Activision. This title was supposed to have the most accurate physics and flight modelling of any before or since. Did it live up to the promises? Not quite. - **Reaper**

What makes it different? Well glad you asked because this simulation stands out in a couple of respects. Firstly, it's the only WWII sim that models bombers as well as fighters. Not only are you able to pilot a Lancaster for the British, a Ju-88 for the Germans or a B17 Flying Fortress for the Yanks but you can also take up the navigator / bombardier's position or even one of the many gunner's positions found on these big behemoths. The second thing that sets this sim apart is the fact that it incorporates a powerful mission-editor and Parsoft will also soon release OpenPlane, a plane and terrain designer! So, all you budding plane designers will be able to design more WWII planes and different kinds of terrain for later incorporation in the game.

FIGHTER SQUADRON

THE SCREAMIN' DEMONS OVER EUROPE

Physics modelling? What you talking about?

Those of you who hated physics needn't worry. "Hellcats" Parker seems to have loved the subject and it shows in his simulations. Every aspect in this sim has a reality based physics model. From the little shell casing winding its way down to earth to the big bomber yawing to its left because one of its left engines has been shot out - its all there. Well although this sim does not supply all the flash and bang graphics of Jane's Fighter Legends or the impressive terrain of Microsoft's Combat Flight Simulator, it still manages to give you beautiful 3D accelerated graphics. The cockpits are rendered in

full 3D not just 2D panels as in most other sims. The interior of the planes are nowhere near as good as those of Microsoft and Jane's WWII sims but the exterior of the planes are beautiful and are sort of in-between Microsoft's mediocre exteriors and Jane's breathtaking exteriors. As I said you won't see all the eye-candy that comes with a Jane's sim, no dynamic lighting when you fire your guns for instance. They have done a better job on their clouds however and these were pretty impressive in their translucency. The terrain looks like they found it in Hornet Korea... nice, but nothing to write home about. The sim has three different terrain types: the hills and cliffs of Dover in Britain, North African desert and the wooded areas of the German Rhineland. Strangely there was very little to see with regards towns, roads and such-like. Not even London is anywhere to be seen.



EXCUSE ME, DID YOU DROP SOMETHING?

That's real nice but what do I get to fly? There are a number of planes to fly in FS: SDOE. The Yanks get the P-38 Lightning, P-51D Mustang and the B-17G Flying Fortress. The British get the Spitfire, Typhoon, Mosquito and the Lancaster bomber. The German Luftwaffe gets the Focke-Wulf 190, the Me-262 jet and

the Ju-88 bomber. The flight models all correctly differ from plane to plane, as they should do. The bombers will obviously not handle like the little fighters and the Me-262 jet will leave all in its wake... once it is in full flight. In other respects however the flight model leaves a lot to be desired. I could not once get a plane to enter a spin or to stall. The sim comes with a number of missions which can be flown for either of the American, British or German viewpoints. There are the obligatory training missions for each and every plane; there is the scramble mode for instant action and then the campaigns. The campaign missions however are where the first glaring omission rears its head in this otherwise excellent game.

Is that it? Well you are difficult to please aren't you. Right, this game may not offer much more than the other sims out there already but it does offer some rather unique attractions such as the ability to pilot bombers and man their bombardier and / or gunner positions. It seems to be geared towards dog fighting and multiplayer. However considering the other three WWII simulations out there, this one is too little too late!



REAPER

GENRE
WWII Flight Simulator

Min Requirements	Recommended
Pentium II 266 (Software)	Pentium 200 (Hardware)
32 MB Ram	32+ MB Ram
4 X CD Rom	8 X CD Rom
2 MB SVGA Video	2 MB SVGA Video
285 MB HD	285+ MB HD
Windows 95/98 (DirectX 6)	Windows 95/98 (DirectX 6)

Multiplayer Yes

Comparatives EAW, Fighter Legends, Combat Flight Simulator

Pro's Flying Bombers, Nice Clouds, Adequate Graphics

Cons Easy Flight Model, No Dynamic Campaign, No Continuity

Graphics 88 **Sound** 85 **Control** 80 **Story** 70 **Continuity** 78 **Playability** 79

80

After waiting such a long time, they've somehow managed to release a very dumb-down version of this simulator. Its bad points equally squash the games good points down. It simply can't beat the other three.



WARNING:
Enemy Taalden strike force sighted
Mothership under attack.
Taalden Carrier with Missile Destroyer and Assault Frigate Fleet nearing striking distance.
Dispatching Kushan Scout squadron in Delta Formation.
Time to intercept...

Game of the Show E3 1998 -CGW
Winner of UGO's Best Real-Time Strategy Game of E3
NO HYPE ALL GAME



Choose unit types, fleet formations and flight tactics to create the best combat group for each tactical situation.



An advanced research tree lets you construct 54 ships between two distinct races, from lightly armoured fighter class interceptors to gigantic carriers that can build and transport up to 250 ships into battle.



Lead your Arwada through 36 single-player missions, or play against seven opponents over the Internet or LAN in multiplayer scenarios. A mission editor lets you create your own maps for online campaigns.

Find detailed gameplay and ship specifications at www.homeworld.net

Detailed weapon systems - including mass drivers, guided missiles, ion cannons and mines - operate automatically to track multiple or single targets.
Command the smallest scout ship or your entire armada in an unrestricted 3D world for pinpoint control.



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The channel retail live wire

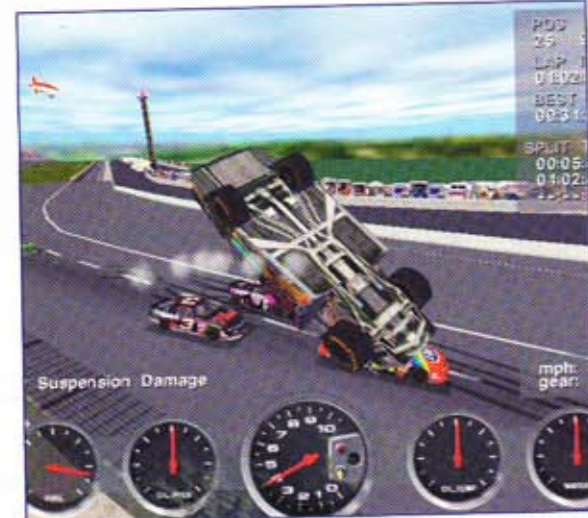
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Every year, the American Nascar championship draws thousands of fans as intrepid men race their high speed up stock cars around tracks at speeds in excess of 150 miles per hour. This thrilling sport provides nail-biting suspense for television viewers and live spectators alike, and gets sponsors vying for the prime position to place their decals. The speed, the tension and the excitement are all at such levels that the sport has a following second to no other motor sport in the United States. - Shryke

It's all of this that EA Sports tried to capture when they put together Nascar Revolution, a simulator that puts you in control of five hundred horses worth of pure, unbridled power. At least, that's what they tried to do. What they ended up with is a rather tame and truly frustrating gaming experience that will leave anyone but the most ardent Nascar enthusiast - people that are rare as hens teeth in South Africa - wanting for a whole lot more. Personally, I had hoped for something of an improvement on the original Nascar game, but Nascar Revolution comes a distinct and sorry second when compared to its predecessor. The worst feature of the game lies in the fact that, unlike simulations such as Need for Speed and Carmageddon,



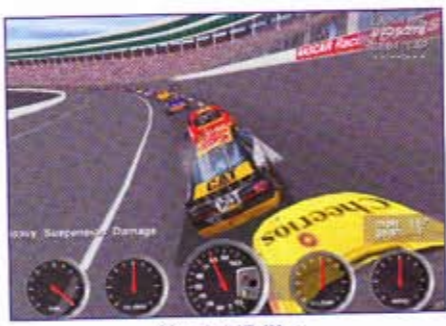
THE UNDERCARRIAGE OF THE CAR SHOWS A FAIR AMOUNT OF DETAIL - YOU SEE IT OFTEN ENOUGH TO NOTICE.

you don't get much of a thrill from this game. Apart from the fact that most of the tracks are oval in shape and therefore condemn you to turning left for the major part of the game, you just don't get that feeling of speed. Instead of heading down the track at breakneck speeds, it seems as though you are taking a leisurely Sunday drive around the oval. Maybe I'm nit picking, but 150 miles an hour is not, in any way, means or form, slow. Why should it feel that way during game play?

Graphically, the game is well presented. The tracks run smoothly, even on low-end computers, and the cars are detailed and well rendered. Unfortunately, the few "people" that you see around the track - pit crews, officials and the like - all look like hastily constructed building block figures, despite the fact that the designers obviously went to great lengths to motion capture all movements (at least, that's what they claim). Another claim that could be considered a little spurious is the big bold lettering stating that you "only have to drive well enough to win". This is, in fact, perfectly true. What they don't mention, however, is the fact that if you don't drive well enough to win, you invariably spend your time

careening off of walls, being rammed by competitors, or lying on your roof. This, needless to say, is not much fun, and does not exactly promote a desire to improve within the player. In truth, it's down right annoying. The controls are easy enough to handle. It's just that the cars react like tugboats in syrup. At least collisions have generally spectacular effects, so that you can kind of enjoy watching your car get smashed up. Then, of course, there are the various adjustments that you can make to your car. Great. Complete a course in engineering and mechanics first, maybe with a bit of physics on the side, and you'll probably be able to understand what the hell is going on here. And I'm not even going to mention the whining commentators. Are there any good points to this game? Yes, a few. The music, for one, is really cool. It's that kind of middle American hick rock that you associate with beer guts, belch-

ing contests and pickup trucks, but it does grow on you. Then again, so do wars. Actually, the sound in general is pretty good. The engines sound real, and the grinding of metal when cars collide is enough to make your toes curl and your skin shimmy. The game is also filled with interesting little facts and statistics that will set the enthusiast's heart a-thump-



ing, delivered during race time by the two obnoxious commentators - who, it seems, have been programmed to take great delight in making you feel like a total moron for every little mistake. It keeps coming down to the enthusiast, the lover of Nascar. These are the people who will get a kick out of turning left a lot and hearing all about a bunch of people and places folks with lives don't give two hoots about - well, folks living in good old South Africa, anyway. The motor enthusiast might even enjoy fiddling with the various vehicle settings, but these guys generally spend their money on cars, not computer games.

In summation, Nascar Revolution does not come anywhere near to the standards of driving simulations like Need for Speed or Carmageddon, or even its predecessor, Papyrus' Nascar (at least you could custom-decorate your car in that one). It's not particularly suited to our market, seeing as how the Nascar championship is a largely American thing - but that's just the legacy of the local game player, having to put up with games that aren't necessarily relevant to our society or culture. There is not much excitement to the game - realistically speaking; frustration levels far outstrip excitement levels. The verdict: buy it if racing around an oval revs your motor, otherwise look elsewhere.

SHRYKE

GENRE
Racing

Min Requirements	Recommended
Pentium 200 32 MB Ram 8 X CD Rom 4 MB 3D Accelerator 370 MB HD Windows 95/98 (DirectX 6)	Pentium II 266 64 MB Ram 24 X CD Rom 4+ MB 3D Accelerator 370+ MB HD Windows 95/98 (DirectX 6)

RRP: R 289.00

http://www.ea.co.za

Multiplayer	Competitives	Pro's	Con's
Yes	Carmageddon Need for Speed	Good Sound Spectacular Accidents	Horrible Handling Annoying

Graphics	Sound	Control	Story	Continuity	Playability
65	66	58	NA	71	42

60

When talking about what's hot and what's not, this falls into the latter category. A poor attempt at a rehash of a classic driving simulation, Nascar Revolution is most certainly not all it's cracked up to be. It misses the mark by a mile.

It is, without question, the most popular sport in the world. Millions of fans watch soccer around the globe, attesting to its unparalleled popularity. And no event is grander than the Football World Cup. For the past four decades, teams from around the world have met once every four years to do battle for the most coveted prize in sports - the world championship soccer title. - Shryke

Viva Football is Virgin Interactive's celebration of World Cup soccer. This game allows the player to pit any number of teams and times against each other. For example, it's possible for East Germany's 1958 World Cup squad to play a friendly match against the 1998 Bafana Bafana team. And, what's more, all the teams that ever took part in any of the ten World Cup tournaments are available for selection, from Albania to Zimbabwe. Outside of the friendly matches (which make for some very strange match ups and some even stranger results) is the History game, where the player can select which year to begin playing in, and can literally take an action filled tour of the history of football. Of course, every soccer game that comes onto the market is compared to Electronic Art's Fifa series, and this review will be no different. To tell you the truth, Viva Football measures up very well against its highly successful competitor. Although graphically, Viva Football is quite impressive it's not quite on par with the Fifa experience, but comes a close second. The players on the field look real, and their motion is accurately represented. The backgrounds are not all that stunning, but they are nothing to cry



about either, serving their purpose without being too flashy or distracting. A nice little feature of the History section of the game is that games played in eras before colour film or TV are black and white on screen; it's a nice touch, really, but can get a little confusing, especially when your opponents wear similar uniforms to your team.

The in-game sound is also well handled, although the lack of



COLOUR TV DIDN'T EXIST IN THE 50'S, AND VIVA FOOTBALL COMPENSATES FOR THAT WITH GREY-SCALE GRAPHICS

a little getting used to, but it's a pretty standard feature of most football games, so lovers of the genre won't find anything new there. Of course, the game works best with a game pad, but I didn't really have to point that out now, did I? As an opponent, the computer is tough, but not unbeatable. Naturally, the computer only performs as well as it is allowed to with the team it has been allocated, but beware - a good knowledge of football history is invaluable, seeing as how a team from 1962 might be far better than it's contemporary counterpart. And, as I said before, there are a lot of teams to choose from. Teams are grouped

according to their controlling bodies - CAF, UEFA or whatever, and when a team has been selected, the year of the team must be chosen. In other words, if Holland had a really good team back in 1980 that's the one you can pick. Any year that whichever country had a team in the world cup is available for selection, making the actual choice of teams even bigger.

Perhaps the whole impact of the game may be lost on younger gamers, or players who just aren't the right kind of soccer nut. The beauty of this game is the fact that it takes the history of football into account. The soccer lover (and I mean the true soccer lover) will certainly appreciate the great players from the past trotting onto the field before a game, but not everyone wants to play a 1958 match to see

any kind of commentary may have some players complaining. Personally, I found the fact that I could hear the players calling to each other on the field instead of some nasal 'expert' spouting rubbish quite refreshing. The game play itself is fairly standard, with the default keyboard keys situated in a nice cluster to avoid fumbling around for the right kind of kick. The game auto-selects team members when you're on the defending side of things, which takes

the computer version of Pele in action. It basically comes down to taste, in the end, and the success of the game, in terms of moving off the shelves, will depend on the amount of true soccer lovers out there who like grabbing the game pad and playing a few matches on the PC. That's not to say that only rabid football hooligans should buy Viva Football. It is a really solid game that will provide hours of enjoyment.

SHRYKE

GENRE
Football Simulation

Min Requirements	Recommended
Pentium 200 32 MB Ram 4 X CD Rom 4 MB PCI Video 100 MB HD Windows 95/98 (DirectX 6.1)	Pentium 166 32+ MB Ram 8 X CD Rom 4 MB 3D Accelerator 100+ MB HD Windows 95/98 (DirectX 6.1)

RRP: R 299.00

http://www.vie.co.uk

Multiplayer	Competitives	Pro's	Con's
Yes	Fifa 99 Actua Soccer 3	Likable Graphics Realistic Movement Original Concept	Confusing Gameplay Difficult Control

Graphics	Sound	Control	Story	Continuity	Playability
75	65	67	NA	71	73

70

Viva Football is a good contender to enter the top ranks of football games, with good graphics, nice sound, easy game play and a totally new approach to a type of game that has been done many times before.

A few of us remember, with fondness, the glorious days of playing games on the Commodore 64. One of the titles prevalent at that time was Karateka, by Broderbund, a martial arts adventure game. With the advent of 3D graphical technology, this particular genre is particularly suited to being redefined.

The full-motion video introduction opens on Death Row, with our protagonist being taken from his cell and led to the electric chair. During the electrocution, some strange and unexplained events take place, and the hero is hurled through the dimensions to some alternate plane. The quest begins with you, as Jack Riley, stranded on an alien world, and in search of Love, Hope and Faith [He was on Death Row right? Ed], which must all be restored in order to save our world from destruction by the forces of evil. While described as an "adventure game", Tunguska is really a beat-'em up with a 3-dimensional environment to explore and the odd item to pick up or put down. If this sounds simplistic, well, you are quite correct - there is little in the way of depth to this title, and it concentrates more

on the fighting aspects. You start the game in a castle (not "a fantastically strange and alien dimension" as the manual would have us believe) and must fight a succession of bad guys hell-bent on beating you to a pulp. As if that weren't enough, these nasty elements have a decidedly bad habit of coming back to life as blood-thirsty skeletons after you've killed them the first time.



Tunguska Legend of Faith

entirely of one three-minute long track that is looped repeatedly. The sound effects are typical beat-'em up fare, and consist mainly of meaty slaps and thuds, a la Hollywood brawls. Otherwise, the sound is not particularly inspired. The controls are pretty much what "martial arts" games



A LITTLE LENS FLARE GOES A LONG WAY, BUT NOT ENOUGH IN THE CASE OF TUNGUSKA.



THIS, A VERY STRANGE 'ALIEN' DIMENSION?



GIVE THAT SKELETON A GOOD KNUCKLE SANDWICH!

aficionados have come to expect, with a bit of Tomb Raider thrown in for good measure. There is a reasonable number of "moves" to use while in combat, including blocks, various kicks and two varieties of punches. One may also run and jump. Control options are the keyboard or a joystick. While walking around, turning is rather finicky, which can be frustrating at times.

Somewhere in-between Where this game really suffers is in the fields of playability and continuity. Beat-'em up fans will not find that this game offers all the flexibility and depth of combat that a game like Tekken has, while adventure game fans will find themselves bogged down by the endless fighting sequences. Furthermore, the "puzzles" are limited to picking up an item somewhere, and putting it down somewhere else. The game tries to be too many things at the same time, and fails to excel at any of them.

Sigh! Graphically, this title is a pleasure to behold - the 3-dimensionally rendered environment features detailed textures and very appealing lighting effects. Unfortunately, the player has no control over the camera, which at times results in rather awkward viewing or nasty things creeping up unexpectedly even from directly ahead. The player model and opponent models are well lit, but lack some detail, compared to other titles currently on the market. Their movements, however, are well animated. The soundtrack is dark and moody, but terribly monotonous, as it appears it is comprised almost



RAVEN

GENRE
Action Adventure

Min. Requirements	Recommended
Pentium 133	Pentium 166
16 MB Ram	32 MB Ram
8 X CD Rom	8+ X CD Rom
2 Mb SVGA Video	2+ Mb SVGA Video
90 Mg HD	290 Mg HD
Windows 95/98 (DirectX 5)	Windows 95/98 (DirectX 5)

Multiplayer: No
Comparitives: Torrid Raider (almost), Deathtrap Dungeon
Pro's: Pretty Graphics, Low System Specifications
Con's: What Story?, Lots of Loading, Lots of Saving

Graphics: 85, Sound: 75, Control: 75, Story: 50, Continuity: 50, Playability: 60

66

While Tunguska boasts some very impressive graphics, it fails to provide any depth of play, and suffers from an identity crisis, stuck somewhere between an adventure and a beat-'em-up. It is, however, remarkably efficient on resources, and does not require a ninja machine to run well.

Developer: Exortus
Publisher: Project 2 Interactive
Supplier: Gametronix (011) 886-1972
RRP: R 289.00
<http://www.project2.com>

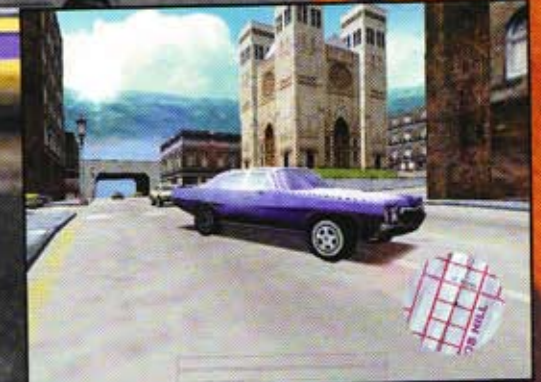
Multiplayer	Comparitives	Pro's	Con's
No	Torrid Raider (almost), Deathtrap Dungeon	Pretty Graphics, Low System Specifications	What Story?, Lots of Loading, Lots of Saving

Graphics	Sound	Control	Story	Continuity	Playability
85	75	75	50	50	60

DRIVER

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YOU ARE THE WHEELMAN.



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The channel retail live wire



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JHB (011) 233 1111 - Cape Town (021) 418 4240 - Durban (031) 579 1974 - PE (041) 513 51

Sometimes it happens that certain games just look so darn misleading. You see it on the shelf and think to yourself: "no way am I playing that kids' stuff!" Then you pass it over and buy something really rotten, rather than be seen looking at a game that looks like it falls into the same category as Magic School Bus.

Shryke

Well, don't be fooled by Starshot: Space Circus Fever. What we have here is failure to communicate, as the man says, because the artwork on the box looks like something aimed at three year olds, while the game itself has a twisted sense of humour that only adults would truly comprehend. As a matter of fact, the misleading appearance of the box is just about the only problem I could find with this winner. Wait. That can't be right. Let's think carefully now... Okay, graphics... The graphics in this game are slick, smooth and well handled. Sure, they look like a cartoon, but the wit hidden within them will get most people chuckling to themselves and that's not to say that the wit is always hidden. The female



cops on the planet Tensuns, for example, have, um, features that would make Pamela Anderson turn green with envy. So, nothing wrong there. How about the general sound of the game? Okay. Excellent quality sound effects are set off by a good music score, making the game as fun to listen to as it is to look at. In addition, the comments that some of the characters within the game come up with are quite hilarious. So then there has to be a problem with game play, doesn't there? No! The controls are responsive and easy to use, although they do take some getting used to. A nifty feature lies in the fact that the camera angle and zoom is completely at the player's mercy, enabling you to zoom in, spin around and generally play with the kind of view point that you prefer. But the camera facility is more than just a feature - in certain sections of this fast paced arcade style thriller, getting the correct camera angle from which to work is vital. This lifts the camera angle adjustment from the position of "a nice feature" to the point of being a powerful game aid. The game is really meant for a game pad, but using a keyboard still leaves the game totally playable and enjoyable, although some obstacles or puzzles take a little work to get around, over or through - even with the game pad. This can, of course, lead to bouts of frustrated sulking and keyboard smashing, but the game is so addictive that any tantrums are guaranteed to be short lived. So then, how about the story? It's great! We're not talking Hitchcock thriller or anything, but the story is fun in its own silly, arbitrary

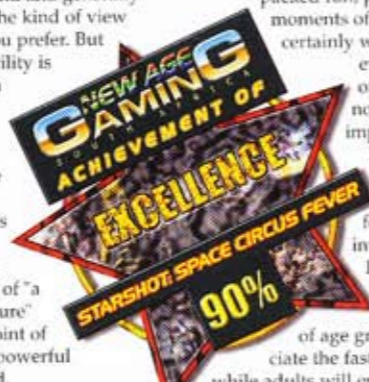


A NICE PLACE TO BRING THE WIFE AND KIDS...

way. Basically you take the part of Starshot, a rather dim circus performer whose job it is to find new acts to save the circus from financial ruin, all the while dodging the evil machinations of the evil (and rival) Virtua Circus.

There is very little wrong with this strange, truly amusing MDK - Sonic the Hedgehog hybrid (yes, you read that correctly). It's fast paced, action packed fun, punctuated by mirthful moments of delightful interaction that will certainly warrant at least a chuckle from even the most jaded player. It offers the player a challenge, but nothing held within the game is impossible. So maybe the mysteries held within the game are easy to solve, but you don't tackle something like Starshot for the agonising deliberations involved.

Perhaps the best thing about Starshot is the fact that it appeals to a wide spectrum of age groups. Kids will certainly appreciate the fast and furious action of the game, while adults will enjoy the finer, often hidden details and innuendoes that dot the game. Of course, an added bonus is the fact that the specifications of the machine required to run the game have been kept down, meaning that the average user can enjoy the game without having to either play in stop motion or blow four months' salary on a new machine. I am the first to admit that I am not easy to please, but Starshot is very difficult to fault. So, whether you are a serious, all out, foaming-at-the-mouth game junkie or a weekend key-tapper, Starshot will tickle your gaming taste buds with its fun flavours and witty nuances. What are you waiting for - go and buy it!



THIS GAME HAS FEATURES SO BIG, THEY MAKE YOUR EYES WATER...

This is one that cannot be ignored! Despite appearances, the fun is fast paced and furious, and the story line is witty and clever, without being overwhelming. Even the hardest problems within this game are achievable. Several thumbs up for this gem!

Developer: Infogrames		Publisher: Infogrames		Supplier: Datalec Crew (011) 233-1111		RRP: R 299.00	
http://www.infogrames.co.uk							
Multiplayer: No		Competitives: MDK Sonic (Sega)		Pro's: Great Fun Easy to play Low Specifications		Con's: Tricky Controls	
Graphics: 91	Sound: 92	Control: 87	Story: 89	Continuity: 90	Playability: 91	90	

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[ultra su:per/nus ga/moid]

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ARCADE

Try as I might, I can't find much to say about this game. Although it has all the bells and whistles, great graphics and good sound effects, MIA leaves you feeling that something important is missing. **Raz(r)**

M.I.A.

MISSING IN ACTION

The game is set during Vietnam where you are required to fly a number of missions in a variety of helicopters. Starting with the good points, the graphics have been exceptionally well done. The game uses an oblique 3D view much like that used in Dark Omen and Myth. The terrain and scenery are detailed and realistic but I can't help but feel that it would have been so much more effective in the first person. Playing the game while looking down on a little toy helicopter is really what defines

this title, which should categorise it as a children's game except for the warning printed on the box: "mild animated violence & strong language", bang goes that theory. The game interface is similarly simplistic. From the chopper, you can select various weapons that while



realistic, are far too tame for me, this is an arcade shooter after all. Instead of the boring Vulcan mini-gun, rocket and grenade launcher, I would have preferred a variety of slicing lasers, cutting beams and apocalyptic nuclear weapons. My next gripe is the extremely simple missions which last on an average of 5 minutes, multiply that out by the 26 missions and you wonder why they didn't supply it on stiffy

disk. Even when you play the game in veteran or ace mode all that happens is that the enemy seem a little more aggressive but it doesn't affect the level of complexity of the mission. The game interface includes a simplistic map where targets appear all neatly highlighted in red and yellow, just so you won't have any surprises. Blow up all the yellow targets first, which indicate your mission objectives, and then if you are still flying and have ammunition left, go after the red targets, to boost your score. This game has really been designed for dummies. At no time are you expected to more than point your toy chopper at a target and squeeze the trigger. No taking off, no navigating various way-points or the need to communicate with HQ. The only exception, which I found really enjoyable, was that in some campaigns you need to mark a target with a flare so that bombers can help you out by blowing up some enemy. This worked well and was fun but not enough to save the game. It's not that MIA is a bad game when you analyse each component, it's just that it falls apart when you put it all together. I would have really enjoyed it in the first person with a bit more detail added to the game play - failing that more explosions and - power ups - and more challenging terrain, seeing that you can't crash in MIA unless you're shot down. Hmm, come to think of it - there is no way to save this game - it just sucks! **Raz(r)**

Pro's: Nice Looking Graphics
Above Average Sound
Con's: Too Short and Easy
Limited Gameplay
Comp: Jungle Strike
R 299.00 (RRP)
GT Interactive
www.gtgames.com
Datatec Crew
(011) 233-1000

PC CD-ROM
47

Action Thriller

The mysteries of the unknown are often the subject of books, films or television programmes - and, more recently, PC games. It seems that humanity has a strange fascination with what can't be explained in rational terms, and many entertainers and entertainment companies are capitalising on this trend. That's quite fun, provided the people who are supplying the entertainment know what they're doing. That doesn't seem to be too much to ask, does it? **Shryke**

Perhaps it is, though, when considering this offering from Cryo. The potential contained within the concept for Guardian of Darkness, as well as the stunning artwork decorating the box, leads the gamer to believe that contained within is a huge epic of simply heroic proportions. This is just not the case, though, as all that the game delivers is a mediocre adventure that muddles along at a slow pace and presents the player with puzzles and challenges that are, to be brutally honest, neither puzzling nor challenging. So where did the designers go wrong? Firstly, the hero of the game is a bald dude who wears something resembling a frock. So maybe I'm being a bit materialistic, but why couldn't they have given us something slightly more attractive than a monk? Let's face it: if Tomb Raider didn't have the luscious Lara Croft, it might never have

been the success it is today. And no self-respecting gamer is going to trade up the worst most loved cyber-babe for some overgrown version of Yoda. Especially when the Yoda-clone is investigating some pretty lame esoteric mysteries. But let's look beyond the dopey looking hero, and consider the game's graphics as a whole. They tend to be dark, dingy and poorly put together, resulting in a rather annoying square headed appearance to all the people, and flat, featureless appearances to all the backgrounds. Controlling the hero (whose name is not pronounceable to humans) is simple enough, at first glance. However, he either runs too quickly or walks too slowly, turns to sharply, and takes way too long to strafe or fire off spells. These facts result in a pretty dead character pretty quickly,

THE GUARDIAN OF DARKNESS

and add to the already high frustration levels of what can only be described as a second rate Tomb-Raider rip-off. The nice thing about the game is that it does contain several missions for your intrepid monk to embark on, and things like maps and spell lists are fairly easy to access. Unfortunately, these don't do much to redeem the generally poor quality of the graphics and game play. The music is nice, though - probably the best thing about the whole game. The game also performs favourably on lower end machines, making it quite a refreshing break from the slew of products requiring super-computers to run that have recently hit the shelves. Lastly, even the game's manual is poorly put together. It appears to have been written by someone who does not really understand the finer points of grammar and punctuation, making it very difficult to read. Add to that the fact that the default key list printed in the manual has a few mistakes on it, and we're really doing well. Guardian of Darkness is a long way from being lame, but it is very, very definitely tame. Maybe they should have called it Guardian of Dullness. **Shryke**



Pro's: Nice Music
Easily Accessed Menus
Low End PC Friendly
Con's: Difficult to Control
Poor Graphics
Puzzles too Easy
Comp: Tomb Raider Franchise
R 299.00 (RRP)
Cryo Interactive
www.cryo-interactive.fr
Multimedia Warehouse
(011) 315-1000

PC CD-ROM
46

Rainbow Six was the first really successful realistic first-person shooter, following in the footsteps of Zombie's Spec Ops. Gamers were blessed with a whole new way of thinking with the addition of mission planning and the control of team members. Rainbow Six: Eagle Watch expands on this winning recipe, adding new features to this already successful shooter. **Memnoch**

Although Rainbow Six didn't contain all the fast action and glitzy appeal of Quake2, it gave gamers the opportunity to experience first-person combat in a more realistic environment. Despite some bugs in the original release, Rainbow Six



Tom Clancy's RAINBOW SIX

MISSION PACK: EAGLE WATCH

became a very successful title, with exhilarating single-player missions and fun multiplayer scenarios. Eagle Watch aims to take this experience even further by introducing five new maps, two new training levels, a few new weapons, and even more multiplayer game modes. Where the original Rainbow Six featured hypothetical venues for the maps, Eagle Watch introduces famous landmarks such as the Russian Space Shuttle Buran launch site, Big Ben, Taj Mahal, the Forbidden City in China, and finally the U.S. Capitol Building. The new maps are much bigger and more complex than those found in the original, and will require more skill from the player to complete successfully. New weapons are featured in the form of the Heckler & Koch G36K and G3A3 assault rifles, and the popular IAI Desert Eagle .50 pistol. Four new operatives from the Tom Clancy novel are also includ-

ed, giving that personal touch when selecting your team. Eagle Watch also features a new Full Watch mode, which allows the player to watch his team members in action without taking part, except for giving go-codes and other orders. The AI in Eagle Watch is also much improved over the original. Tango's will react more realistically now, and will investigate when they hear noise such as footsteps and gunfire. Team members are brighter altogether, moving along much more efficiently, covering your rear when you come to a halt, and won't get stuck around corners all that often. In spite of all these improvements, the AI is still suspect at times. A Tango will stand motionless while his buddy is shot to oblivion right next to him, not moving a muscle to react to the situation. Hopefully Red Storm will fix this in the sequel. The multiplayer contains new game modes such as Assassin, where each team must try to assassinate the other's general, Team Terrorist Hunt which speaks for itself and a Scatter mode that place players of each team away from other friendly players, making target identification a necessity. Although Rainbow Six: Eagle Watch falls a bit short on content, it excels as an expansion pack, and will satisfy the original Rainbow Six players looking for new challenges. **Memnoch**

Pro's: Adds New Weapons
New Maps
Full Watch Mode
Con's: AI Still Dodgy
Too Few Missions
Comp: Delta Force, Spec Ops
R 249.00 (RRP)
Red Storm Entertainment
www.redstorm.com
Multimedia Warehouse
(011) 315-1000

PC CD-ROM
78

I remember playing the final copy of Sin last year and how disappointed I was that such a good game can be so bug ridden. If it wasn't for the bugs and the 20 Mb patch required to fix all of them, Sin could have given Half-Life a run for its money, but that is all in the past now. **Soul Assassin**

Now we have the just released Sin add-on pack, Wages of Sin and can at last look at the game as it should have been since the add-on pack installs version 1.03 with a host of bug fixes, unfortunately after installation I found the first new bug. It seems that Wages of Sin has some issues with Sound Blaster Live! Cards. On the two machines we installed Sin with SB Live! Cards we only had partial sound even after following the recommendations in the readme file.



SIN

WAGES OF SIN

Since the disappearance of Elsa Sinclair, Blade has had a hard time bringing the criminals from SinTEK to justice due to the inefficient court system. Now Mob bosses are



getting killed left and right and none of the rival families are claiming responsibility. In steps Blade and in the back of his mind he still remembers Elsa, now he has to solve the mystery behind all the mob killings. Wages of Sin adds 17 new levels for you to explore as Blade tries to solve the mystery surrounding these murders. There are 4 new characters and 12 new enemies to take on and I must admit that the AI is slightly tougher in Wages of Sin than the

original game. I think the most unique aspect of the Wages of Sin add-on is found in the multiplayer department. Two new DM modes are included namely Mobster Mayhem and Hoverbike DM matches. In Mobster Mayhem everybody tries to gun down the informer (randomly selected player) and in Hoverbike DM everyone has a Hoverbike and must complete laps while trying to take out the opposition. Both are interesting and add a little extra enjoyment to DM games. One unresolved irritation is still found when starting up Sin, it keeps changing resolution and switching between full screen mode and the desktop as the game displays all the logos and intros before actually getting into the game, surely they could have done something about this. Wages of Sin adds to the value of Sin, unfortunately there are some bugs and patch 1.04 has already been released at a whopping 11 MB in size. If you are willing to put up with the small bugs and irritations of Sin and already have the full game, you might want to consider getting the add-on pack, otherwise just wait for Quake III (hopefully with almost no bugs this time around). **Soul Assassin**

Pro's: Better AI
Includes 103 Patch + Weapons & Levels
Con's: New Bugs
Patch 104 Out Now
Irritating Startup
Comp: Sin
R 249.00 (RRP)
Ritual Entertainment/2015
www.activision.com
Multimedia Warehouse
(011) 315-1000

PC CD-ROM
70

Right, so you're a tiger, a Kung Fu tiger to be precise, and you must travel through the game world fighting enemies with your unique fighting style, facing end of level bosses and collecting things. It sounds like Crash Bandicoot, plays like Tekken and looks like a dream, it's Tai Fu and it's punching and kicking its way to the top of the PlayStation heap.

Panda Bear

Our story begins many years ago in ancient China and tells a story of many different 'animal' clans, each one uniquely different and each one with its own distinctive style of Kung Fu. Besides simple martial arts an ethereal force called Chi also exists in this ancient land. Chi can be tapped by the more studious scholars and used for defence and attack. The evil Dragon Master from the Dragon Clan uses Chi for his malevolent purposes and along with a slimy army of reptiles from the Snake Clan causes grief and misery wherever he goes. Eventually, as bad guys tend to do, the Dragon Master picks on the wrong good guy to mess with and after destroying a sacred temple, picking on the poor Panda Clan and knocking down the hero of the game, starts something he cannot finish. You come into the game as Tai Fu from the Tiger Clan, an agile and adept hero that must now avenge the destruction of the Panda temple and rid the land of the Dragon Master forever. It might sound a bit lame on paper but makes a strange kind of sense while you watch the opening sequences of the game. Before you know it you're drawn completely into the game world and don't find it strange that you're taking Kung Fu lessons from a panda dressed in a robe. It's good solid story telling executed with flair and never takes itself seriously. If you needed a good cause to fight for, now you've got one. During the game, numerous game engine movies continue the tale as you learn new fighting moves and get to know the main characters in the world of Tai Fu.

Kung Fu Sushi

The world of Tai Fu is presented to you using a lively and richly varied 3D environment, and the action is viewed via a floating camera that you have no control over. This lack of camera control is usually a problem in countless other games but in Tai Fu, the game's creators have

TAI FU

Wrath of the Tiger

The ingredients for a good game are hard to come by, that said, even the best chef will sometimes take the perfect recipe and cook up a stinker. Often a brilliant idea ends up looking limp and sad when put together by unskilled developers and more often than not, the opposite is also true. Now everybody start thanking that great cooking pot in the sky. Tai Fu has arrived and it tastes real good. **RedTide**



thought of everything, never once is your view of the game obstructed in any way. Your view into the world has been intelligently implemented for a change - a big thumbs up there. The main character is fluidly animated and for a tiger, comes across as a seasoned martial arts expert right from his idle stance to leaping through the air at an attacker. Essentially Tai

Fu is an action adventure with the emphasis on fighting. You explore the world along a linear route populated with other animals from the various clans who are out to stop you. When the game begins, you have an impressive but limited range of fighting moves enough to get you through the first few levels. Where the game comes into its own and offers the player something different is on the third level. Here you must face the first boss, a Crusher Python. After defeating him you meet the Mantis Master where you learn a few new moves. These new moves are essential to complete the next two levels before you meet the Leopard Master, after defeating his daughter he will instruct you in the ways of the leopard. This learning of new Kung Fu styles is a big bonus in an already superb game - it's the carrot and donkey syndrome and you simply can't resist the temptation to play just a few more levels to perhaps learn a



FAST PACED FIGHTING ACTION EXEMPLIFIES THE GAMEPLAY.

few new moves. These new Kung Fu styles are indicative of the various clans encountered, for instance the Monkey Master will teach you the Monkey Roll and Monkey Bounce and the Leopard will show you how to pull off a Leopard Dash. The only catch is that sometimes you must use all the new moves acquired before you can enter the next level, a kind of preparation for what is to come as many future levels require your skill in the different styles to completed successfully. There are around seventy-five moves in total to master, so you'll be busy playing for a while. A few of the new moves and combinations include using Chi such as the Chi blast and Chi Shot. Once you learn to use Chi a new bar will appear on the screen. The Chi bar fills gradually for every successful combination move you complete but can also be topped up by collecting special Chi Orbs. There are two ways to release Chi at opponents, one is a simple Chi Blast and the other is a super magical spell that comes in five different flavours, fire, lightning, wind, earth and water - these powers are gained by collecting Chi Scrolls. All the scrolls cause an effect linked to their name, for example the Fire Scroll releases a ball of fire engulfing all enemies within range and the Earth Scroll turns all victims into stone. This adds a new dimension to the action and you'll need to time each attack carefully as Chi is rare stuff.



Internal Level Map

TAI FU: WRATH OF THE TIGER (CONTINUED)



Scattered around most levels you will also find extra lives, health and jade - collect fifty jade pieces and you can add another life to your total. Some of these items are well hidden and thorough exploration of each location is essential to find all the secrets a level has to offer. Power Tablets are also

hidden on a few levels and these tablets offer either Invincibility or Stealth, the stealth mode is useful for sneaking up on your enemies. The effect of both tablets is linked to your Chi bar and the more Chi you have the longer each effect lasts.

Monkey me this

There are plenty of colourful and well-animated enemies on each level and as you move through the various levels you'll meet all the different clans, from the monkeys to the leopards each is well suited to its environment. The artificial intelligence is nothing exceptional and most foes are easily dispatched only really posing a threat in great numbers. Every aspect of this game is highly polished - the twenty levels are inspired and no imagination has been spared in creating the colourful and dangerous world. All the

characters in the game have a unique personality and traits that force you to deal with each new animal cautiously, never knowing if they're going to spit fire at you or simply smash your head in. There is very little to find fault with and the few problems can easily be ignored. One minor complaint is the difficulty level, it's too easy and the best possible way to play the game right from the start is with the difficulty level set to high otherwise you'll finish the game over a weekend and miss all it has to offer. There are also a few clipping problems here and there but they never detract from the overall experience and are only really evident when going places you don't belong. A multiplayer option would have added tremendously to the game and by not putting it in the developers have wasted an excellent opportunity, a pity but not a flaw. Overall, the most important aspect of Tai Fu is the fun element - you just play the game, the graphics, game engine and everything else never intrudes, its fun and transports you away from real life with compelling action and good solid adventure. Tai Fu is one of the best PlayStation titles out there so if it sounds like your cup of tea go get it!



Tai Fu is pure fun without equal. The new ideas and concepts are executed without flaw and make this title unique in many ways. The graphics are great and the game plays as good as it looks. The only problem is that it's a little easy.

Developer: DreamWorks Interactive
 Publisher: Activision
 Supplier: Multimedia Warehouse (011) 315-1000
 RRP: R 399.00
<http://www.activision.com>

Multiplayer: No
 Competitives: Fighting Force Fantastic Four
 Pro's: Graphics Sounds New Ideas
 Con's: Easy Clipping

Graphics: 93
 Sound: 91
 Control: 89
 Story: 86
 Continuity: 79
 Playability: 95



REDTIDE

GENRE
 Fighting Adventure

Controller Support

Analog Controller Compatible
 Vibration Function Compatible

Optional Extras

Memory Card I Block
 1 Player

89

Dreaming has fascinated great and small minds for ages. Every human at one point or another has pondered questions about their meaning and relevance in day-to-day life. There is an explanation - every second of every day your brain is constantly sorting through the inputs your five senses send it and during this chaotic process, plenty of rubbish is accumulated. So dreaming is merely the brain dumping mental garbage.

The intriguing and in-depth story that gives purpose to the proceedings in *Dreams* occupies one whole page of the CD-booklet manual. This flimsy scrap of imagination is further backed up in the game by weird and unrelated video footage that can neither be understood nor linked in any way to the rest of the game. It's made by a French company, Cryo Interactive Entertainment which goes a long way to explaining its quirky and 'surreal' nature. In case anyone is still wondering it involves four priests, you being the fifth. The story goes that all of humankind's dreams must pass through a Well of 'Blue Water', as the priests experiment and research the Well they discover it holds a great power. During a routine ritual, something goes wrong and you are plunged into the world of dreams where you must face the Will, a malevolent and evil entity - and so your greatest challenge begins.

Rapid Eye Movements
You'd think with all the possible scope the world of dreams and dreaming has to offer, the developers would have gone to town on the themes and graphics in the game - but they didn't. Initially this 3D-platform affair looks interesting, you've got three unique characters to choose from that you can swap around during the game when a little alarm clock goes off - an interesting change of pace. Unfortunately, this is where interesting begins and ends. Throughout the game you'll find yourself jumping alot, collecting strange objects and fighting bizarre monsters, bearing in mind you're never sure what you're supposed to be doing in the first place as the game has you confused and unsure right

DREAMS

from the beginning (it doesn't get any better either). There are two main types of levels in the game, one can be aptly described as tiresome jumping around on platforms in the sky and the other, running and jumping while fighting viewed from the side, yawn, kill a few monsters until you get to the end. The boss levels are also the standard 'run around and dodge the teeth, claws and tentacles while trying to figure out how to kill it' stories. We've all seen this before and the inclusion of an oddball story will never change a boring game into a good one. The music is excellent though, atmospheric thumping and droning - it sounds good... but is let down by the dull sounds effects. The developers should figure out who designed the graphics and put the music together and then fire everybody else, such a pity.

to fire missiles and holding down the button produces a smart bomb effect that kills all visible monsters. This magic ability is laughable and only really proves useful for flying around with the female character. One extra area of confusion is the odd collectibles, objects you must collect while you play. Never do you have any indication of what they are and we're talking strange, anything from musical notes to funny orange things that look like floating cash registers - the only items



FOR A CHANGE OF PACE LET'S JUMP ON THESE PLATFORMS - IT'S SUCH FUN

that make sense are the giant hotdogs and hamburgers you need to grab to replenish your health. Another big problem is the predictable gameplay - the first five levels are different in many respects to each other but after that everything starts looking the same. It's almost as if the developers didn't think anyone would want to play past level ten, so why bother changing anything except the colour and objects to collect. That said though the game is quite addictive, but this is only because you really want to see if it gets any better after spending a few hundred bucks on it. Play long enough and you will ultimately end up disappointed as it is not only very short but also doesn't in fact get any better.



Why is it so bad then?

The games good points are drowned out by the bad, starting with the artificial intelligence. The monsters are pathetically easy to slaughter and sometimes you must actually run into them and provoke them into attacking you just so they'll turn around to be attacked. They also just line up for the killing and you never face more than one creature at a time, unless actually running past a few and getting them to follow you. You have two main types of attack, a kick and punch routine - that is one kick and one punch. You can also use magic



LOOK IT'S A BIRD, IT'S A PLANE - NO IT'S A HALF NAKED WOMAN FLYING TOWARDS A PINK THING

Dreams isn't a terrible game, but it commits a few serious crimes. It does nothing new or even interesting, it's dull and rigid gameplay quickly annoys and it never offers a serious challenge. A great pity, because it's got plenty character and style.

Developer: Cryo Interactive Entertainment	Publisher: Cryo Interactive Entertainment	Supplier: Multimedia Warehouse (011) 315-1000	RRP: R 399.00
http://www.cryo-interactive.fr			
Multiplayer: No	Comparitives: ODT Apocalypse	Pro's: Surreal Style Character Quirky	Con's: No Challenge Nothing New Frustrating
Graphics: 78	Sound: 69	Control: 63	Story: 47
Continuity: 43	Playability: 51	59	



REDTIDE

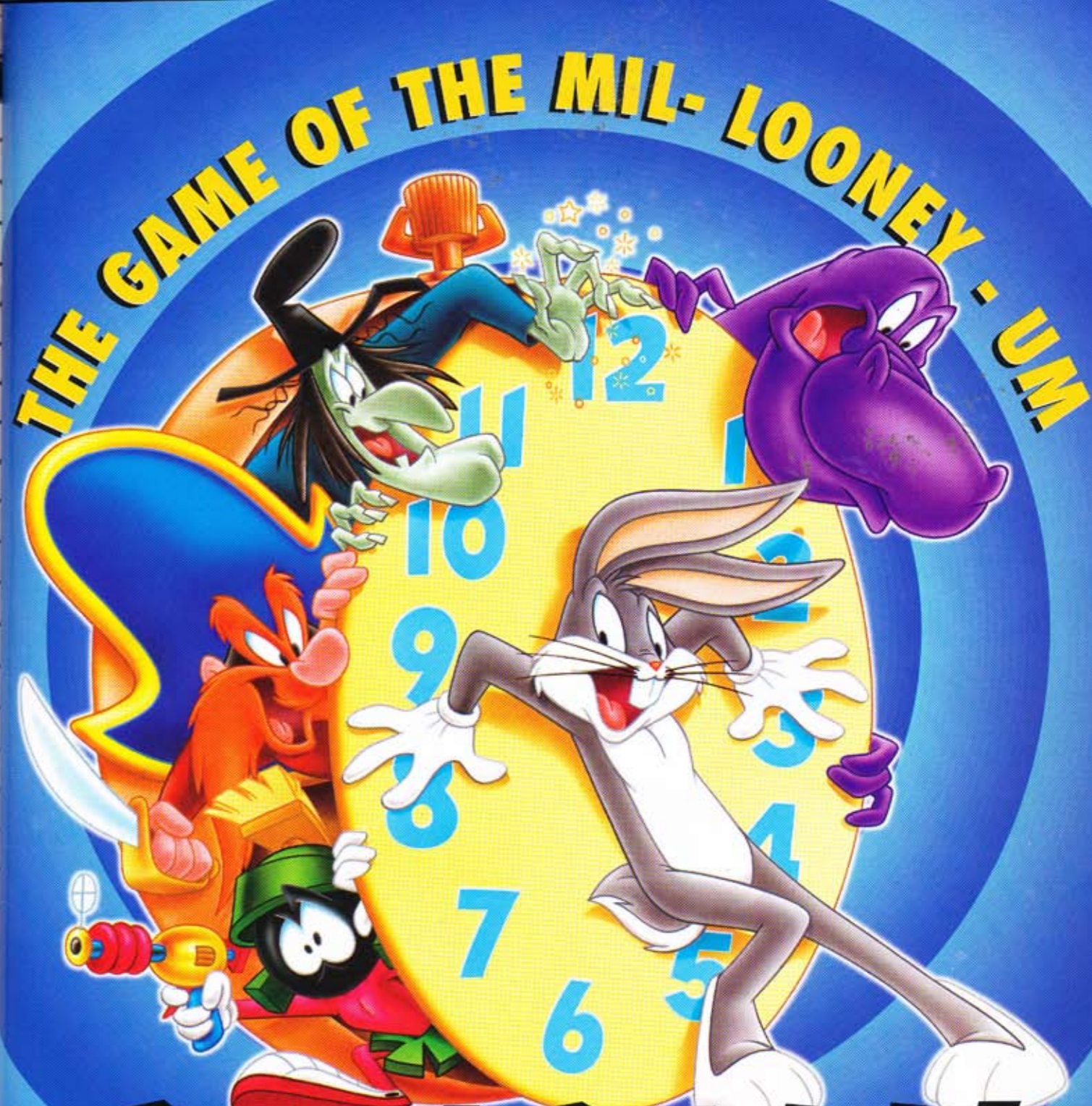
GENRE
Action Platform

Controller Support

- Analog Controller Compatible
- Vibration Function Compatible

Optional Extras

- Memory Card 1 Block
- 1 Player



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Heritage and character breeds sequels, but how far can you take it and when will you hit the perfect version? These are questions that have never been truly answered but have been asked many times. Ridge Racer Type 4, the next generation of the popular Ridge Racer franchise tries to answer the questions and succeeds in advancing towards the threshold, but falls short of its intended target.

Storm

Relying on heritage and past performances can be disastrous for certain titles but extremely beneficial to others. Ridge Racer Type 4 is one of those titles that can certainly piggy-back on the success of its predecessors and has a strong following of supporters that it has picked up over the years. Sony have predicted RRT4 to be the next blockbuster game in their portfolio and they are not far wrong. The most substantial change to RRT4 is the supremely smooth and beautiful graphics engine that has an extremely close resemblance to Gran Turismo's looks and special effects. Running along at a smooth 30+ frames a second should be difficult for most high graphic titles, but RRT4 has been streamlined to compete at the top of its game. Special effects such as tail-light blurring, spot lighting and reflective car surfaces are glorious to behold but have been done before. RRT4 has even been

considered to be better looking than the king of racing Gran Turismo, but in my humble opinion GT still rules the tarmac, though by a very slight margin. This version comes filled with gameplay options, bonus levels and bonus cars.

RRT4

RIDGE RACER TYPE 4

original concept of releasing the accelerator and then sharply hitting it again in order to slip into a sideways slide. This does however make the brake pedal a bit useless at times because there is absolutely no use for it. This leaves no other technique but pedal to the metal if you are going to make up the ground to catch your competitors. RRT4 has four distinctive modes of play that are made up of Trial mode, VS Battle, Extra Trial and the crème de la crème Grand Prix mode. Somehow the developers have added a small story to the battlefields of Ridge Racer by giving each team owner and management a history. This leads to each team having its own characteristics and its own agenda, as well as capabilities and resources. This is where the difficulty settings set in and quite impressively at that. Whichever team you decide to drive for will make it more difficult or easier to complete the so called gruelling Grand Prix. Unfortunately we found the Grand Prix incredibly easy to complete no matter which team I drove for. No matter how many times we think about it there is no amount of beauty that can justify the lack of serious challenge and depth, even with a selection of over 45 unique

Whether its taking on your mate or trying your skills against the AI of the PlayStation, the gameplay is filled with fast furious racing action. Initially you will race through 8 well-designed tracks over two continents in places such as Japan, New York City (should have guessed) and the earthquake riddled California. The tracks are designed to test driving skills but could also be used for testing how fast you can ram a racing car into a cliff side. Sharp corners and fast bends have the ability to pop-up on a regular basis. Without previous Ridge Racer experience it will take the novice driver a few hours to learn how to negotiate the tracks without serious time penalties. The most intriguing part of Ridge Racer has always been its close, thrill filled action racing that has a unique control mechanism that must be used to negotiate the sharp bends. The developers have not changed from the



CONCENTRATION BECOMES A PROBLEM WITH MINI SKIRTS AROUND

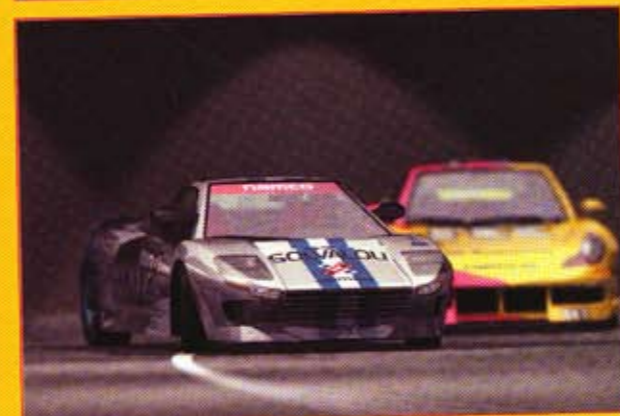
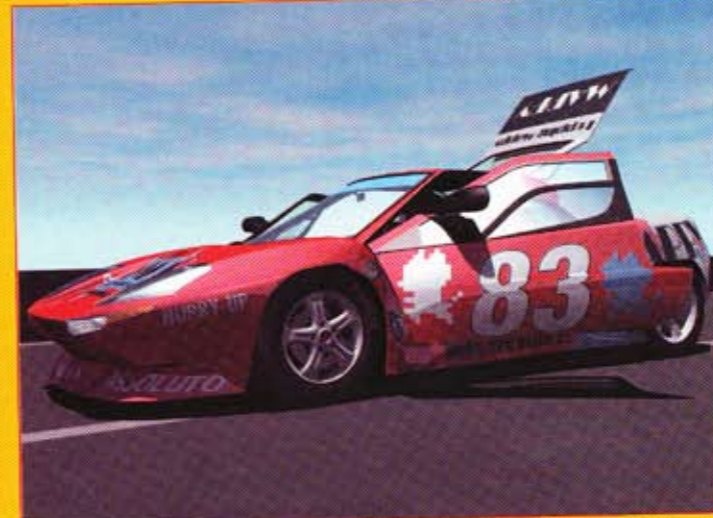
cars and over 300 possible car variants. The bulk of the depth has to be weighed on the shoulders of the VS Battle mode that uses split screen gameplay against a friend, or enemy. Most racers have a common problem, especially on the PlayStation, the portrayal of speed. Frame rates might fly by and they do with RRT4, but the true foot down pace of trees and objects flying by is slightly lacking. If anybody has been in a motor vehicle cruising at 230kph, you will understand the impression of speed. Fortunately this is but a small oversight and is decent enough to get away with what it offers. But, RRT4 does not get away with its gross negligence of omitting car reactions to different surfaces. Yes, this might be an arcade racer, but to challenge (or rather not) the driver by allowing him no penalty or handling error once he steps



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SUPERBLY RENDERED CUT SCENES BRING RIDGE RACER TO LIFE.

up on the curve is a sin in racing terms. This allows you to utilise all of the racing circuit, making the game easier to compete in. The tracks, though well designed, have barriers that are synonymous with PlayStation racers (almost imaginary) that keep reminding you that you are swaying off the road. In its predecessor there were no markers or indications that

would warn you, but rather invisible (and annoying) barriers guiding you back on your true course. Slaps on the back to NAMCO for at least alleviating this annoyance by putting up visual representations of barriers, whether it be a wall or cliff, it does help overcome the irritation. The computer AI has some elements of contest but overall is more of an obstacle than a competitor. The best feature of RRT4 has to be the sound tracks based on

modern techno tempo with funky rhythm. Music selection before each race is a welcome addition because though there are more enjoyable songs than not, keeping the right frame of mind for the race is important (that's deep - Ed). The intro movie must be mentioned because of its inspirational animations and realistic settings combined with the all new Ridge Racer soundtrack. Full marks go to NAMCO for creating a short yet enjoyable few minutes worth of some of the best animation yet seen on the PlayStation, setting the scene for what's to come. Ridge Racer Type 4 is an enjoyable experience no matter how you look at it. The style of racing (and cornering) is excellent for multiplayer battles. NAMCO have honoured its predecessors by keeping the same adrenaline style and added modern graphical technologies that are comparative with the best 'lookers' out at the moment. Though not as comprehensive as Gran Turismo, it does feature as a solid competitor to the crown, though we do think it falls a touch short. There will most certainly be a race to the finish between these two contender's if NAMCO pick up on a few tips from GT and features them in the next episode. Overall RRT4 does impress enough to keep all fans of the Ridge Racer series happy and to bring in a few 'newbies' to the art of ridge racing.

STORM

GENRE

Racing Simulation

Controller Support	Optional Extras
Analog Controller Compatible	Memory Card 1-2 Block
Vibration Function Compatible	1-2 Player

Developer: NAMCO	Publisher: Sony Computer Entertainment	Supplier: Star Kinetix Interactive (011) 445-2900	RRP: R 399.00
http://www.playstation-europe.com/ridge4			

Multiplayer	Comparitives	Pro's	Con's
Yes	Gran Turismo Colin McRae Rally	Ridge Racer Racing Beautiful Graphics Ample Bonuses	Lacks Depth Easy to Complete

Graphics	Sound	Control	Story	Continuity	Playability
90	94	89	NA	64	80

82

Beautifully rendered graphics and fast paced action are added to the already strong heritage of the Ridge Racer family. Slip sliding around sharp bends and careering off roads presume to be the gameplay. Though lacking in depth and continuity, Ridge Racer does enough to keep the interest.

Often the difference between a mutt and a champion is a simple matter of pedigree. Irem, the developers behind R-Type Delta have the pedigree, in fact they should be the ones issuing the pedigrees. They've been very quite for a long time until now; R-Type Delta has an impressive history, a history that is about to be relived in all its glory. - RedTide

R-TYPE Δ

R-Type Delta is a remake of the classic R-Type games that were so popular in arcades around the planet many years ago.

The reason why it was so popular then is the same reason why it rocks now - it is the very best at what it does. To put a firm finger on the magical ingredients that separate a game like this from its competitors is a difficult task because it's all about feel, an intangible quality that differs from person to person. R-Type Delta has managed to recapture that special quality that made it so successful in the first place, it's a roller coaster ride of special effects and playability that really does leave your fingers aching for more. Unlike many other games R-Type Delta doesn't hide under a veil of misdirection, it doesn't try and pretend to be something it isn't and it doesn't try and sell you on a false concept wrapped up in hype. It's pure arcade action and nothing more. The story can be forgiven for being sketchy and limp because it doesn't matter to the game, it's you against the bad guys full stop.

Force Unit armed

If you can't figure it out for yourself from the screenshots, R-Type Delta is a side-on arcade action shooter that has now added polygons to its arsenal of eye candy. Strangely enough, it can also be loosely classified as a strategy game in one sense by the introduction of special 'Force Units' into the gameplay. Besides flying a standard spaceship against hordes of alien craft this game gives you three different ships to play with and each one has a unique Force Unit that is summoned by collecting special power ups. When collected, these Force Units appear on screen and attach themselves to either the front or rear of your ship, at the press of a button they will detach and independently move around the screen shooting as they go. The strategy part is derived from your decisions



SPECIAL EFFECTS AND EYE CANDY GRAPHICS SPRING R-TYPE DELTA TO THE TOP OF ITS CLASS.

level or not. Another aspect of these floating devices is how they are tethered to your ship, one has a tentacle link to the main craft that destroys anything it touches making short work of those endless queues of alien ships. The last and most used for the Force Unit is the smart bomb Delta weapon. As these Force Units fly about the screen they take damage by crashing into ships and gun emplacements, this damage is converted into energy and when the tanks are full you can unleash the Delta weapon, a dazzling display that destroys everything on the screen. Your ship also has a few surprises of its own and the most useful weapon besides the standard laser is



THIS IS THE GIANT ROBOT WALKER YOU WILL HAVE TO GO UP AGAINST AT SOME STAGE.

the beam weapon. Holding in your controller button causes this weapon to start charging up, when fully charged it unleashes a super bolt of death and destruction - the only catch is that you cannot fire when it is charging. Now bear in mind that all of these weapons are completely different in

effect and for each ship you've got yourself not only many options but some serious firepower as well.

The gameplay is fast and furious and you'll be playing for many weeks to complete this title, it's not that it's terribly long but rather very difficult to master, you'll also need to rest often as playing for any serious length of time reduces your thumbs and wrists to jelly. The variety of alien craft to destroy and levels to fly through is awesome, just when you think the game has thrown everything it has at you another huge boss will appear to make your life harder. The bosses in question are huge in comparison and one that bears mentioning is the walking robot, it starts from behind you and looks a little like a giant robotic dog, it's so big that you have to fly between its legs for some time before destroying it completely.

It's not perfect though

If you're going to criticise anything then you could say that it's a little difficult and doesn't get easier as you go, one for the experts. The other weak area of the game is the sound effects, they sound a little washed out and lack the audio complement the stunning graphics should have. But other than that R-Type Delta is a must for anyone who remembers playing it in the arcades. Irem have managed to capture the nostalgia and frantic action that made it so popular in the first place and have

successfully updated the technical side for the nineties. A classic arcade game that is just about perfect in every way if that's your thing.



REDTIDE

GENRE
Arcade Action

Controller Support

- Analog Controller Compatible
- Vibration Function Compatible

Optional Extras

- Memory Card 1 Block
- 1 Player

Developer: Irem

Publisher: Irem

Supplier: Star Kineskor Interactive (011) 445-7900

RRP: R 399.00

<http://www.irem.com>

Multiplayer

No

Competitives

Einhander
G Darius

Pro's

Graphics
Frantic Action
A Classic

Con's

Difficult
Poor Sound Effects

Graphics

88

Sound

81

Control

83

Story

62

Continuity

74

Playability

90

80

R-Type Delta is the best arcade action shooter out there, many have tried to copy its hectic pace and gripping gameplay. Ultimately there can only be one master of this genre and R-Type Delta is it. What an adrenaline rush.

SILVER

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The channel retail live wire



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Having never played Civilization II on the computer (gasp, it is true), I wasn't quite sure what to expect when I slid the CD into my PlayStation for the first time. I'd heard the hype around Civilization II and had played the sequel that has just arrived on the computer so my expectations were pretty high. At first, I wasn't particularly impressed. The game greets you with two options for a new game, beginner (for, you guessed it, beginners) and the imaginatively titled New Game for those who have played Civilization II before. The next step is to define the options for your game aided by the Goddess of Victory. Options include the difficulty level, world size (in direct proportion to the length of the game), number of rival tribes, city design (Bronze Age, Classical etc.), your nation (one of 21 on offer, my particular favourite being the Romans) and a few others.

CIVILIZATION II

To quote my good friend Julius, "Veni Vidi Vici". At long last Activision bring to the PlayStation perhaps the most successful strategy game of all time, Civilization II. Three years after its original release on the computer it may be, but it has definitely been worth the wait.

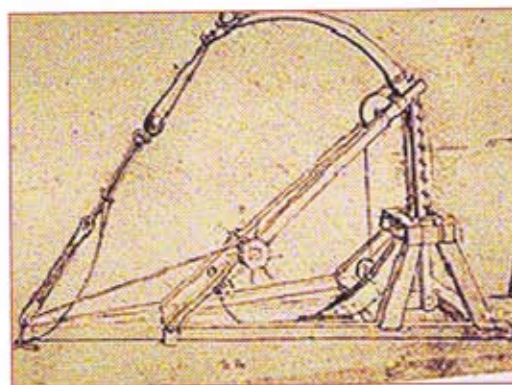
Madman

other aspects of the game. The learning curve is steady and even a beginner should get the hang of it within 2 hours. That said, if you're the type who enjoys a quick punch-up rather than anything requiring more than 10 minutes of your limited attention span, stay away, stay well away! It isn't uncommon for games to last longer than 30 hours

video and specific advantages. Having built the Statue of Liberty in 500BC did leave me a bit puzzled however! During the game, you will have numerous opportunities to make or break treaties with the other nations and also to trade knowledge and other information. Being a particularly vicious player, I found it quite useful to make a treaty with

utes of spare time. Also be sure to have a couple of memory cards on hand because each save costs a whopping 10 blocks. That's 2 thirds of a standard memory card!

Oh, sorry! Was that your foot? Graphically, for me to say that I was under-impressed would be an understatement. The graphics are fuzzy and it's hard to distinguish between your different units. Another problem is the small, also fuzzy text which makes playing from further than 1 foot away from the TV a near impossibility. 28 Wonders of the World are present and each comes complete with its own



CIVILIZATION BLOCKS!!

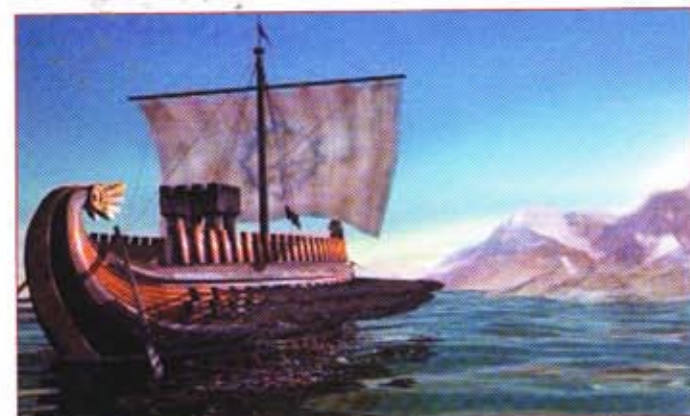
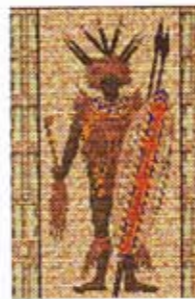
The Price of Freedom
The aim of the game is to either eliminate all of your opponents or be the first civilisation to reach Alpha Centauri. The game's time range spans from 4000BC to 2020AD. After completing the game you are scored, your score being affected by a number of things including how many opposition tribes you played against etc. Your people will also award you with an adjective they deem fitting. Strangely enough, more often than not they crowned me "Caesar the Mad"... odd! The manual is lengthy and goes to great lengths to make you feel at home with the controls and



and it's a very hard game to put down. Civilization II requires patience aplenty and if you don't meet the requirements you're better off sticking with Tekken. You'll need to build your Civilisation up slowly and methodically, taking time to adjust taxes, research Civilisation. Advances, build wonders and make the same improvements for each of your cities. Not a game to play when you have only a few min-



another nation until I'd produced enough combat units to destroy them. Beware of breaking your treaties too often as your reputation will decrease and other nations will become suspicious of making peace with you.



GRAPHICS ARE NOT THIS GAME'S STRONG POINT AS YOU CAN TELL.

On hand, if you get stuck with any of the options or numerous buildings, advancements and improvements, available to you is the online Civlopedia. This tomb contains more information on any particular topic of the game than most people will be able to stomach... makes some good bedtime reading though, if your bed is close enough to the TV that is.

Bring in the earphones
When it comes to sound, my advice to you is to select the option that says "No Background



Music" - the 4 tunes on offer never failed to drive me out of my skull... now I'm beginning to understand why I was known as "Caesar the Mad!" Sound effects aren't particularly aurally pleasant either but fortunately they

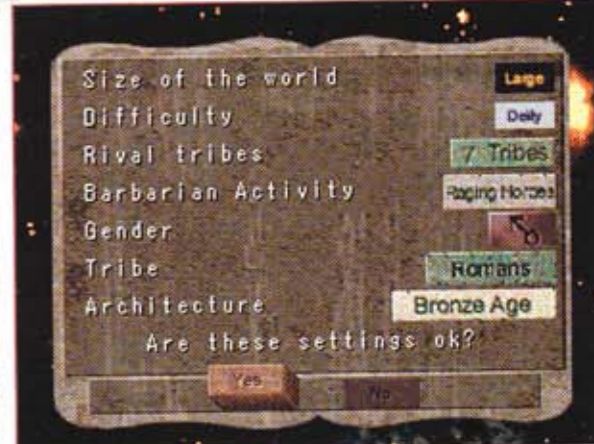


REDESIGNED INTRO'S BRING THE PSX VERSION TO LIFE.

are bearable. Whilst the game fails to excel either graphically or aurally, it really comes into its own in terms of playability, control and re-playability. It's easy to pick up, hard to put down and will have you consistently coming back for more. I was expecting the control to be a nightmare without use of a mouse or similar paraphernalia but I was pleasantly surprised at the ease with which I managed to steer my forces towards world domination. A great job has been done with the control and it never makes you feel restricted or frustrated. Civilization II isn't the kind



PlayStation



of game where after dominating the world once you'll never want to play again. You'll always want to better your scores, win the space race faster or build more wonders than your rivals. The highest 3 scores are saved in the hall of fame so you can show them off to anyone who dares to think they are better than you. If you finish the game before reaching Alpha Centauri there is also an option to continue playing although for no score.

Time is of the essence
Overall, Civilization II is an absolute must have for anyone with enough time and patience to play it. It is thoroughly rewarding and the gameplay and continuity more than make up for the game's graphical shortfalls. However, as I've said before, if you're an adrenaline freak looking for some quick, high pace, heart stopping action this isn't the game for you.

MADMAN

GENRE
Strategy

Controller Support

Optional Extras

Memory Card 10 Block

1 Player

82

Developer: Microprose
Publisher: Activision
Supplier: Multimedia Warehouse (01) 315-1000
RRP: R 399.00

<http://www.activision.com>

Multiplayer: Yes / No
Comparatives: Civilization I (PC), Civilization II (PC), Alpha Centauri (PC)
Pro's: Mentally Challenging, Good Control, Immensely Playable
Con's: Mentally Challenging, Rubbish Graphics, Painful Sound

Graphics: 57
Sound: 68
Control: 91
Story: 87
Continuity: 93
Playability: 95

The PlayStation has never been the ideal tool for simulating golf in its true form. The closest contenders have the slapstick Hot Shots Golf (also known as Everybody's Golf), which did a great job of making the sports title entertaining. Now Psygnosis are trying to claim the title of supreme PlayStation Golf Game, but have come up a little short with this below par attempt. - Storm

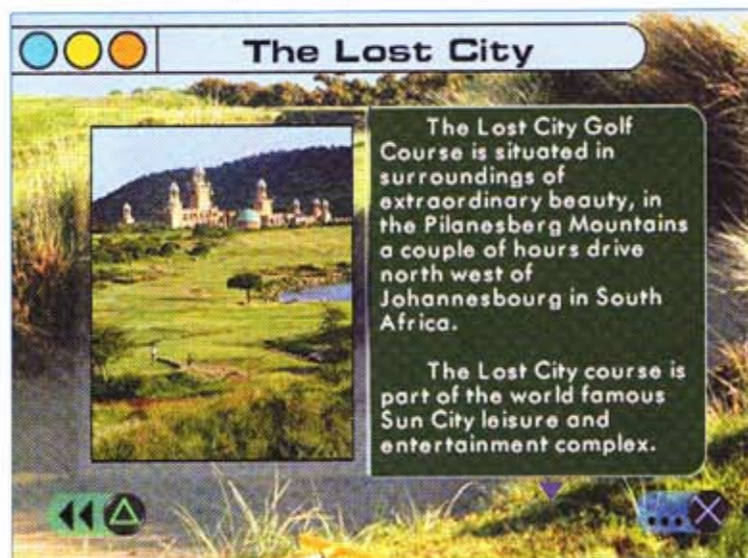
Before we even get into the review I would like to mention the inclusion of the Gary Player designed Lost City Course, finally a developer has realised the potential of our courses down south. Now that I have gloated a little it pains me to say that all the hype and marketing dazzle around this title is sadly all for nothing. Lets start with the good points as there are not many. Firstly the graphics are a cut above the rest with the worlds top golfers being represented with full motion video. These include the in-form Mark O'Meara, Tom Lehman, Colin Montgomerie, Vijay Singh, the volcano ash eating Jesper Parnevik and the powerhouse Ian Woosnam. For all those female fans Psygnosis have included the likes of golfing greats Laura Davies and Dottie Pepper.

A fair selection of modes of play starts at the practice ground (and boy are you going to need this), which has its own driving range, chipping and putting greens. Then you can move onto strokeplay, fourball, shoot out, skins and finally the all mighty World Tour Tournament which has you competing against everybody (ladies included) for healthy prize money. Setting up your golfer attributes and clubs is easily configured through a simple interface mechanism. Once you have hit a few balls at the range you should be all set to aim high and shoot low.

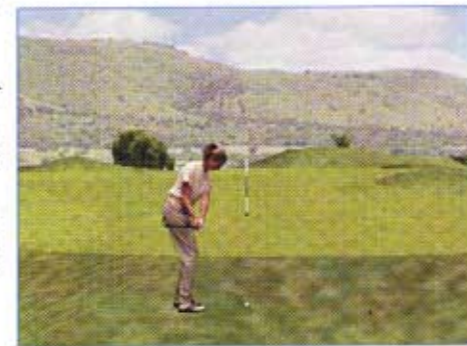
PRO 18 WORLD TOUR GOLF

Surprise, surprise - things get a little hairy around this point with a new swing meter that is difficult to master, but hey, golf isn't supposed to be easy. The mechanism uses the standard three-click technique as well as an extra after swing meter that controls your draw or fade movement. This unique swing meter is an innovative idea and should be commended for the challenge it sets. The omission of difficulty levels, makes it extremely difficult to judge the distance of clubs being hit (more time on the range should sort this out). The

The first time a South African course is featured in a golf game and what happens? It's terrible. Unrealistic gameplay and bugs destroys its chance at competing on any level with its competitors. This is a prime example of how not to develop a game.



THE INCREDIBLE LOST CITY GOLF COURSE FROM SUN CITY IS FEATURED AS ONE OF THE THREE INCLUDED COURSES ON THE DISK.



FMV GOLFERS ON RENDERED BACKDROPS.

The Lost City Golf Course is situated in surroundings of extraordinary beauty, in the Pilanesberg Mountains a couple of hours drive north west of Johannesburg in South Africa.

The Lost City course is part of the world famous Sun City leisure and entertainment complex.

The general chit-chat is bearable by low standards and if you happen not to fall asleep and make the green, you will be given more often than not the wrong line to putt the ball. It got so bad that I would do everything the opposite to the commentators and it would almost work out. The crowd effects are also totally off beat, when you duff your chip onto the green 60ft from the hole, a sudden cheer of praise welcomes you. Not what was expected, but a clear representation of how bad the coding was performed for this title. There can be only one thing to say about these basic errors and bugs that are crammed into Pro 18, 'we won't stand for it'. Golf is a game of skill and control, something that can easily be copied by computer entertainment. Somehow the team of Developers forgot to put this title through the Q&A department, if not, then fire the lot of them. If you are a fan of golf games on the PlayStation then avoid this title if you can.

To continue on the woes of Pro 18, we come to the totally off sink and unreliable commentary team of familiar commentators of the European Golf Tour.



STORM
GENRE
Golf Simulation

Controller Support

Optional Extras

Developer: IGL
Publisher: Psygnosis
Supplier: Star Kinekor Interactive (011) 445-7900
RRP: R 399.00
<http://www.psygnosis.com>

Multiplayer: Yes
Comparitives: Tiger Woods 99, Actua Golf 3
Pro's: The Lost City Course, Good Graphics
Con's: Commentary Bugs, Overswing Bugs, Flawed Realism

Graphics: 85
Sound: 35
Control: 42
Story: NA
Continuity: 38
Playability: 20

44

Sold Out Software

A budget range means two things - good prices and low system specifications, it also means no state of the art technology and mind blowing sound and graphics. It's a tough call, and it's also the only time you might ever get to play the classics. Ultimately you must decide.

Distributor: Gametronix
Tel: (011) 886-1972

Railroad Tycoon



Railroad Tycoon from Sid Meier is the first game in the Sold Out Software range. This title, although old and showing it, reeks of class and gameplay. Similar to other Sid Meier titles, graphics aren't Railroad Tycoon's strong point. What it does do well is put on a good game, it's all about managing

trains and building an empire across six different regions. As a winner of numerous awards in its time this game built the foundations upon which others are built.

WarCraft Orcs & Humans



Humans or the Orcs across a number of progressively harder levels managing resources and building units. The sheer number of unique units and buildings and the numerous strategies made this one a winner, still good fun to play today.

What can we say about WarCraft that you don't already know, other than it was the game that brought StarCraft to life and the game that changed the way people perceived games for all time. One of the great grandfathers of real time strategy, WarCraft saw you take on either the

Sensible Golf

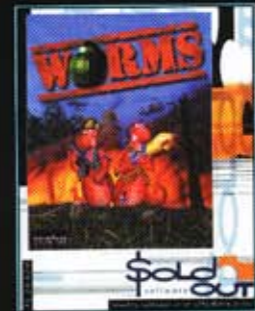


Another game that only needs a 486 DX 33 to run and a massive 3 Mb of free hard drive space, do you realise that you could install this game about 330 times onto a gig hard drive! From the same people who created Cannon Fodder and Sensible World of Soccer comes

Sensible Golf, a 'cute' golf game that was ahead of its time. Featuring 25 courses, 4 different skill levels and the scope for 72 players in a single round made this title famous at the time. It looks a little dated now but for the price it's a bargain.

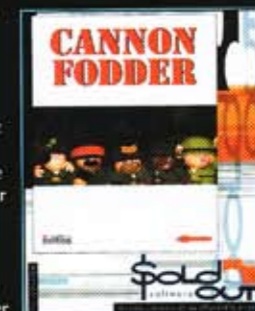
Worms

Gameplay doesn't come any better or slicker, Worms is a bizarre turn based 'strategy' game that has you playing as a worm pitted against up to 16 other computer or human players. The idea is to use your ridiculously huge arsenal of weapons to kill your opponents. It's easy to play but difficult to master and only the most devious minds will win the day. Funky graphics, addictive gameplay and unlimited possibilities make Worms a winner.

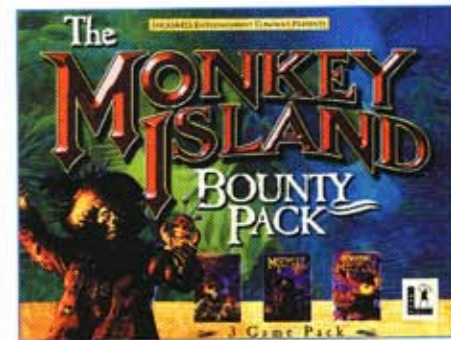


Cannon Fodder

From the days when you had to hold a tight management regime over your memory comes one of the all time classic games, Cannon Fodder. From a wide selection of 360 eager cadets, you must select 15 of the best and lead them through some of the toughest combat ever witnessed on screen. Plenty of weapons and a strange sense of humour made this game fun originally. Cannon Fodder is great for some rough and ready action, which definitely won't strain your hardware.



Available at all leading Retail Outlets
Price: Only R99.00



Monkey Island Bounty Pack

Distributor: Multimedia Warehouse
Tel: (011) 315-1000
Price: R 299.00

LucasArts adventure games are regarded as being of top quality even way back when, when they brought out Monkey Island. All three of the Monkey Island games in the series have been regarded as classics and now LucasArts makes it possible to own all three of these games by introducing the Monkey Island Bounty Pack into their LucasArts Classics budget range. It contains the original The Secret of Monkey Island, Monkey Island 2: LeChuck's Revenge and The Curse of Monkey Island.

In all of the adventures you play as swashbuckling pirate wanna be Guybrush Threepwood. Join him in his adventures as tries to get rid of the ghost pirate LeChuck who is too stubborn to realise that he is dead. Of course there is a problem, Guy falls in love with a beautiful woman named Elaine, and guess who her jealous suitor is - none other than LeChuck. Guy has to solve numerous puzzles and risk his life on several occasions to try and win her affection throughout the series.

The first game revolves around Guy wanting to become a pirate and having to pass three tests to do so. This is where he meets Elaine. She is both beautiful and dangerous, everything a pirate wanna be can ask for in a woman. The only problem is that her current suitor is a dead pirate named LeChuck - who is too stubborn to realise that he is dead. In the second game Guy has to put up with LeChuck once again, after he though he had permanently rid the world of LeChuck in the first game. Guy has to find a lost treasure that supposedly has immense powers to try and get rid of LeChuck once and for all this time.

In the third instalment Guy proposes to Elaine only to find that she turns into a gold statue as soon as she puts on the engagement ring. This is probably another sick joke from LeChuck as his hands reach out once again from beyond the dead to ruin what should have been the best day in Guy's life. One unique and totally hilarious feature of the Monkey Island series of games is the mechanism used for sword fighting. Your skill with the sword isn't what matters, it is how crafty you can be at insulting your opponent.

The graphics date from the early days of computer gaming right to current up to date techniques. Most gamers today will smirk at the graphics quality of the original Monkey Island, but back in those days it was top notch and it was the gameplay that was important anyway. The third game Curse of Monkey Island has up to date graphics with full cutscenes and detailed animated characters. I would definitely recommend this to any avid adventure fan. All three of these games is a must have for your collection, if only to relive the glory of days gone past when the urge arrives.

So you've bought the game and played it right through to the end, twice. Now what? Well that question has been addressed in recent time with the advent of the multiplayer game. An idea so good you have to wonder why nobody thought of it before. Multiplayer is all fine and well over a local area network, but how many of us have access to one

Server Surfing

of those? The idyllic fantasy of being able to play a game against human opponents anytime you want is possible only across the vast expanses of cyberspace, the lagged world of the Internet.

After receiving a deluge of mail about on-line servers, Half-Life ping problems and people wondering why they can't move while playing Quake II on an overseas server, we've decided to stop the madness and give you a comprehensive list of working* game servers right here in South Africa.

* Working at the time of writing that is! Sometimes these servers are down for any number of reasons, sometimes the games are changed so to keep up with what is happening out there check out the web pages linked to these servers for up to the second information. Specific information on how to connect to a particular game can be found in most good manuals, usually supplied with the games in question. Have fun out there and who knows you might even end up going against the mighty RedTide, the raging Storm or even the coffin dodging Soul Assassin - watch your back, we only aim between the shoulder blades.

Global



<http://quake.global.co.za/>

Server Type	IP Address	Mod
QuakeWorld	196.3.167.167:27500	QuakeWorld
Tribes	196.3.167.167:29710	Quake 2

Mweb



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

Server Type	IP Address	Mod
Quakeworld	196.2.129.11:27500	QuakeWorld
Quake 2	196.2.129.11:27910	Lithium II
Quake 2	196.2.129.11:27920	Combat Arena 1
Quake 2	196.11.62.50:27920	Action Quake2
Quake 2	196.11.62.50:27910	Lithium II
Quake 2	196.11.62.50:27930	LMCTF 4.21
Unreal	196.2.129.11: 7778	Unreal Deathmatch
Half-Life	196.2.129.11:27015	Half-life Deathmatch
Tribes	196.2.152.254:28001	

iAfrica



<http://games.iafrica.com/>

Server Type	IP Address	Mod
Quake 2	196.7.0.142:27910	Lithium II
Quake 2	196.7.0.142:27911	Lithium II CTF
Quake 2	196.7.0.142:27912	G. E. T. Mod
Quake 2	196.7.0.142:27913	3-Team CTF
Quake 2	196.7.0.142:27915	Duel Server
Quake 2	196.7.0.142:30005	Action Quake
Unreal	196.7.0.142:7778	Unreal Deathmatch
Tribes	196.7.0.142:28001	Half-life Deathmatch

HalfLife.co.za



<http://half-life.co.za/>

Server Type	IP Address	Mod
Half-Life	196.25.29.3:27016	Team Fortress
Half-Life	196.25.29.3:27015	Legacy

SAIX



<http://www.saix.net/toys-tools/quake.html>

Server Type	IP Address	Mod
Quakeworld	196.25.1.132:27500	QuakeWorld
Quake 2	196.25.1.132:27910	Lithium II
Quake 2	196.25.1.132:27911	Duel
Quake 2	196.25.1.132:27912	LMCTF
Quake 2	196.25.1.132:27913	Freeze

Club Internet



<http://games.lla.net/>

Server Type	IP Address	Mod
Quakeworld	196.25.1.132:27500	Competition Mod
QuakeWorld	196.25.1.132:27910	DeathMatch
QuakeWorld	196.25.1.132:27911	Frag Town
QuakeWorld	196.25.1.132:27912	Rocket Arena

GameCity



<http://www.gamecity.co.za/>

Server Type	IP Address	Mod
Unreal	196.3.167.176:8888	Unreal Deathmatch
Tribes	196.3.167.176:28001	
Half-Life	196.3.167.176:	Default

Please note the formulae of these addresses are as follows:

Quake II
 <IP Address>.<IP Address>.<IP Address>.<Port Number 00000>

Games like Quake can be connected to an Internet game by pressing the tilde key and typing in Connect IP Number:Port - For example Connect 192.0.0.0:10000

The name of the actual game i.e. Quake, Quake II, Unreal, Half-Life Etc.
 The IP Address - This is the address of the server in cyberspace, an important number
 The Port - This is the second part of the IP address and is normally the games default

All the strange abbreviations after each address indicate what kind of game modification is currently being played. For Example CTF is short for Capture the Flag, if you're not sure what's going on then check out the corresponding web site and read everything.

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Please fax this to (011) 805 0190 should you require further information on 3D Blaster Savage4.

Name & Surname: _____ Company Name: _____
 Telephone: _____ Fax: _____ E-mail: _____
 Postal Address: _____
 Province: _____ Code: _____

Would you be interested in getting information about other CREATIVE products? Yes No

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We finally got our hands on a Riva TNT 2 reference board and I must admit that I have looked forward to this moment, the Riva TNT 2 is going to bolster nVidia even further as a leader in the 3D acceleration industry. Not only have they convinced many 3dfx users to switch over the TNT, but now they are bringing out a card that's going to be the fastest 3D accelerator available.
- Leonard Diamond

The TNT2 is the second-generation 128-bit Twin Texel chip from nVidia and builds on the success of the TNT. The card is a 2D/3D solution and comes with a 300MHz RAMDAC, which supports resolutions up to 2048x1536. This will make the TNT2 ideal for home use as well as high-end graphics designers. The TNT2 will also support 4x AGP, which has twice the bandwidth to memory and the CPU of the first generation TNT cards. Riva TNT2 based cards are capable of drawing 9 million triangles a second and have a fill rate of 300 million pixels per second. The TNT2 will support colour depths of 8, 16, 24 and 32.1 for one am pleased with the addition of



RIVA TNT 2 First Look

the 24-bit colour depth. 32-bit colour requires too much video memory and there is no noticeable difference between 24-bit and 32-bit colour. The TNT2 also supports a host of additional facilities such as digital output (for the new LCD monitors), DVD acceleration and video capturing. The only question here is how many of the card developers will actually produce cards to take advantage of these features. It requires that they put on extra ports and customise the design a little. This means increased cost to the manufacturers and a slightly higher street price to end-users. I do think everyone will agree that the added value will definitely be worth the extra cost. First thing we did when we received the card was to have a fragfest of Quake 2 and then proceed to benchmarking the card under



Quake 2. Unfortunately we do not have a 4x compliant motherboard and had to run our test on a Pentium II 450MHz Intel 440BX board. I must say that the results are phenomenal even on the BX motherboard. Note that this is a reference board and the result will vary from final shipping products, but it does give a good indication on how the Riva TNT2 cards will perform. The card should also perform better on a Pentium III since the drivers will be optimised to take advantage of the new Katmai instruction set introduced on the Pentium III. Currently Diamond and Creative are slated to release video cards based on the TNT2 chipset and they should probably be out by the time you read this. Keep your eyes open for these if you are in the market for a new graphics accelerator.

We will be doing an in depth review of all new graphics accelerators in the near future, actually as soon as we can get our hands on all of them and bring you the scoop on what is the best on the market.
- LEONARD DIAMOND

**3D MARK 99 MAX
3543 3DMARKS**

QUAKE 2 (VERSION 3.15) TIMEDEMO BENCHMARKS			
RESOLUTION	TIMEDEMO	RESULTS (FPS) 8-BIT TEXTURES	RESULTS (FPS) 16-BIT TEXTURES
640x480	Timedemo 1 demo1.dm2	81.5	81.4
640x480	Timedemo 2 demo2.dm2	80.7	80.2
800x600	Timedemo 1 demo1.dm2	76.2	76.2
800x600	Timedemo 2 demo2.dm2	77.2	77.3
1024 x 768	Timedemo 1 demo1.dm2	55.9	55.8
1024 x 768	Timedemo 2 demo2.dm2	57.1	57.2

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance (Intel PII 450, 128Mg Ram, Win 98)

With the multitude of driving games available for the Sony PlayStation it not surprising we would start being inundated with PSX steering columns. But surprisingly we haven't been as spoilt as the overseas communities and only have a few options to choose from, one of which being the Top Drive 2 from Logic3 (what happened to the first version?) - Warren Steven

The Top Drive 2 can quite simply be described as a simple, effective digital/analogue wheel controller that enhances driving playability for the PlayStation. As usual the box consists of a steering column and pedals made from a cheap durable plastic. Though the steering wheel is made from the same material, it has a cheap leather cover that acts as though it is trying to offer something of value to the overall finish of the peripheral. The leather cover does however make for a sturdier grip but fails dismally in its attempt to add value to the product. Unfortunately the low grade doesn't stop there, the pedals look like they have been designed from a lucky packet and use the same low-grade plastic for finishing. The pedals still utilise the out of date cog based mechanism and the set I received had a major problem with the cog coming off the teeth. But to most gamers, especially PlayStation gamers, looks are not everything. The performance and ease of use make up for it lack of beauty by offering a simple installation procedure as well as fully programmable features. It's as simple as plugging in a



LOGIC3 Top Drive 2 PlayStation Steering Wheel

controller, why? Because it plugs into the same slot as your PSX controller which in-turn auto calibrates the controller for most of the latest game releases. Logic3 have jam-packed the controller with value added features that out-shadow most of the competitors. It has a twin vibration mechanism used with dual shock compatible games adding to the realism of the game. A digital thumb D-Pad for menu selection or actual gameplay (not recommended) that is strategically positioned under your left thumb position. All the standard buttons are available that are normally on the PlayStation controller as well as gear shift button located under the steering wheel which are easily reached. All the buttons can be configured using a unique pedal and button system that is explained in the small, uninspiring manual. The controller also comes with settings for digital, analogue and dual shock modes and can be set with a switch of a button. There is also a mode button that can be used for advanced steering settings but truthfully I could not tell the difference between the two.

For actual use and control enhancements there is nothing better than having a steering wheel and pedals to bump up the gameplay factors. The Top Drive 2 performed well under some extremely vigorous driving conditions and was test-

ed with Colin McRae Rally, GT2 and Ridge Racer Type 4. The peripherals unique auto-centering keeps the wheel straight at all times helping alleviate the common problem of drift. There was one serious problem that I encountered in my quest to set up the controller. There was no desk to mount the steering column onto. Normally we don't need such luxuries for the PlayStation, this oversight led to much mayhem in the office after I had borrowed the Editor's desk for the experiment. Nevertheless I only received a warning and a pat on the back for effort. The mounting brackets are easy to insert and basic to clamp down. There are also three large suction pads that can be slipped into place if you are unable to source a suitable table for the clamps. There are definite pro and cons with the Top Drive 2, but enhancing the playability and gameplay counts more than cosmetics. NAG recommends you buy the Top Drive 2 steering wheel if you enjoy racing games and are not fussy about looks. For the price of R799.00, the feature riddled package is value for money and will eventually grow on you like a fungal infection.

- WARREN STEVEN



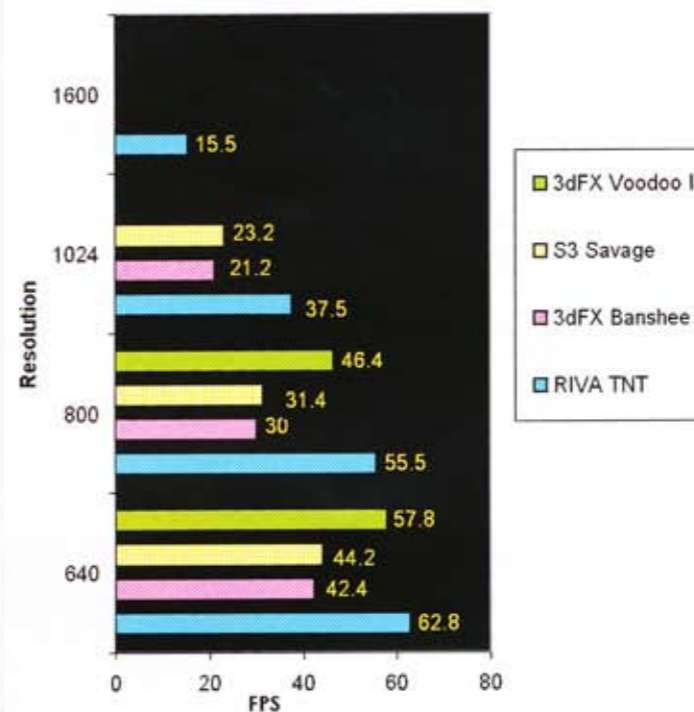
Pro's: Vibration Mechanism
D-Pad Onboard
Programmable buttons
Con's: Tacky Finishes
Pedals Uncomfortable
Gear Lever Optional
R 799.00 (RRP)
GameTronix
(011) 886-1972
www.gametronix.co.za

All the graphic cards we're looking at on this page are classified as first generation cards, what this means is that when they were released a good long while ago they were overpriced toys that only the very few could afford. Now with the imminent release of the second-generation chipsets, the price of these older cards will drop. If you've been contemplating buying a 3D card, this brief overview should help make up your mind for you. We've already looked at all these cards when they were released but now you can see how they measure up against each other. There can be only one. - James Melliar

Most of us will be familiar with the Genius range of computer products, particularly their mice and network adapters. Recently Genius has entered the turbulent world of gaming and brought a number of high-end 3D graphics cards to the market. Genius is not entirely new to the gaming scene though, and produces an extensive range of joysticks and game pads. With the wide variety of 3D accelerators available, Genius is not taking any chances and has produced OEM versions of all the top chipsets. These include the RIVA TNT, S3 Savage and 3Dfx's Voodoo 2 and Banshee. Distributed locally by TVR, these products are available from retail outlets nationwide. With the exception of the S3 Savage, most of these cards have been available in South Africa for quite a while. Of the four, my favourite is the RIVA TNT. On my Pentium II 400 the RIVA TNT is faster than the Voodoo 2, is able to run higher resolutions and is a single card solution



Pentium II 400 Quake II Demo



seems washed out and grainy by comparison. 3Dfx's Banshee, which provides 2D and 3D graphics acceleration on a single card was expected to be the answer to entry level gaming but it really disappointed, which is a puzzle seeing how well its bigger brother, the 3Dfx Voodoo 2 runs. The 3D-image quality of TNT is definitely way ahead of products with 3Dfx chips and it is certainly my choice. The only down side is that some of the older games only support the 3Dfx so if you have plenty of spare cash I'd suggest buying one of each. Another disappointment was the S3 Savage. I have always been a real fan of S3 and the hype that preceded this card had me hoping, but it was a goof running nearly 20 fps behind the RIVA and also limited to its maximum resolution. That said the card runs very well at lower resolutions, is quite cheap and has good OpenGL support. This is a definite budget option.

How we tested
Rather than an arbitrary benchmark application, we used the definitive gamers test of running a demo in Quake 2 and using that to calculate the average frame rate where I chose the best of three runs. As you can see from the tests, there really isn't any choice.
James Melliar

NAG would like to thank TVR Computers and Genius for the use of their range of graphic cards. You can contact TVR for further information on these and upcoming products at (011) 807-1390 www.tvr.co.za



1 Genius Riva TNT



3 Genius S3 Savage



2 Genius Voodoo 2



4 Genius Voodoo Banshee

providing excellent 2D and awesome 3D performance. Resolutions of 800 x 600 might have been sufficient a year ago but with the increase in demand in 15 and 17-inch monitors and faster processors from AMD and Intel, resolutions of 1024 and higher are becoming popular. The RIVA TNT, with its 16MB of RAM is able to drive Quake 2 and an incredible 1600 x 1280 at an average frame rate of 16 fps on my Pentium II 400 and a very impressive 37.4 fps at 1024 x 768. The only way to get a Voodoo 2 to run higher resolutions is to buy two of them and run them in SLI (Scan Line Interleave) mode. Two Voodoo 2 cards are considerably more expensive though and you won't necessarily experience a major difference in performance and even then your maximum resolution is only 1024 x 768. Another disadvantage of the 3Dfx products, including the upcoming Voodoo 3 is that they are limited to 16 bit colour (65 000 colours) as opposed to the RIVA TNT which can display 24 or 32 bit colour. This might sound like a bit of overkill but there is a definite quality difference between the two cards. The RIVA's colours are rich and smooth while the Voodoo 2

This section is for PlayStation cheats exclusively, PC gamers please see the Cover CD where we place any new cheats for PC games. The archive on the CD is ongoing and contains all PC cheats to date. In the future we may consider placing a PlayStation cheat archive on the CD.

PLAYSTATION CHEATS

TRIPLE PLAY 2000

Automatic Homerun

While batting up, hold all four shoulder buttons then press Triangle, Square, Triangle, Circle, X, Square, Left, Right.

Automatic Strikeout

When pitching, press and hold L1 + L2 + R1 + R2 and while holding these buttons, press Up, Down, Triangle, Square, Triangle, Circle, X, Square.



Camera Control

While playing, hold all four shoulder buttons (L1+R1+L2+R2), then press Right, Left, Up, Down, Right, Left. To operate the camera do the following: R1+Directional buttons will turn the camera. L1+Directional buttons will make the camera move faster. Just L2 by itself will make the camera zoom out and R2 will make it zoom in. Triangle button by itself will give a high view. Square button by itself will give a low view.

EA Dream Team

Start an Exhibition game. At the Team Select screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

SYPHON FILTER

All Weapons and Infinite Ammo

Pause the game and highlight the Weapons menu. Now press and hold RIGHT + L2 + R2 + CIRCLE + SQUARE + X.

Backup Agents

This code will enable you to get a backup of 8 or 10 CBDC agents. At any level or any time, pause the game and press: Up, Down, Square, Square, Triangle and Select. The CBDC agent phrase, "Move, Move, Move!" will confirm the code and 8 or 10 fully armed CBDC agents will come to help you.



Easier Enemies

To make your enemies easier to kill, pause the game and highlight the MAP entry. While it's highlighted, press and hold Right, R1, L2, X. A laugh will confirm the code.

Harder Game

At the title screen press and hold

Left, L1, R2, Select, Square, Circle, and X. The word "dammit" will confirm the code.

Level Select

Pause the game, go into the Options menu. Highlight the Select Mission option, then press and hold LEFT + L1 + R1 + SELECT + SQUARE + X. It's hard to do this, but the code has been confirmed, and forth). Hide behind a wall and hold L1 to manual aim. Then hit L2 or R2 to do a quick pop out. Then you simply shoot the heck out of the guard then let go of the buttons.

Instead of using your R1 auto aim, use the L2 manual aim. Wait until the screen says "head shot" then fire. You will use only 1 bullet and it kills him on the first shot.

When using stealth; shoot out spotlights so guards can't see you. If a guard is by a spotlight, snipe-out the guard first, and then shoot the spotlight.

Super Ammo

Pause the game, then select WEAPONS and highlight 9MM. Now press and hold Left, R2, Select, L1, Square, and X. You'll hear "understood".

Survive Burning

If you're lit on fire, quickly press the START button then press the START button again. You'll be hurt, but alive.

View All Movies

To view all the movies, go to the movie theater in the first level (in the back alley outside the window where you fight endless enemies behind the police cars.) Now pause the game, highlight MAPS, then press and hold Right, L2, R1, and X. You should hear "Got it".

X-Ray Vision

Use the virus scanner to look through walls to see if an enemy is waiting for you.

TOCA TOURING CARS 2

All Cars

Type in your name as "MECHANIC" to access all of the cars.

All Tracks

Type in your name as "BIGLEY" to access all of the tracks.



Bumper Cars

In single player mode type in "BCASTLE" to bounce away from collisions. Cheap Chassis

In single player mode, type in your name as "DUBBED". As soon as you touch another car, there will be instant damage.

Does This Race EVER End?

To race a ludicrously long 40 laps, type in your name as "LONGLONG" in single player mode.

Expandable Track

Literally. In single player mode type in your name as "ELASTIC" to stretch the track higher - be careful though, you can fall off the edge!

Flying High

In single player mode, type in your name as "LUNAR" to stay in the air longer when you crash.

Just Feet

In single player mode, type in your name as "JUSTFEET" and when driving you will only see your wheels.

Like, Whoa Dude...

For a psychedelically blurred background, type in your name as "CASTLETRIPPY" in single player mode.

Micro Machines?

In single player mode type in your name as "MINICARS" to get a Micro-Machines-looking view.

Speedy Car

In single player mode type in your name as "FASTBOY" to make your car go faster than a bat out of...

Stay in the Race

Enter your name as "punchy" when you are entering the full championship (not the support car championships) and no matter how many points you score, be it 1 or 50, you will still be able to continue in the championships.

SMALL SOLDIERS

All Weapons

At the code center press Triangle, Triangle, Circle, Circle, Circle, X, Square, X.

Infinite Ammo



At the password screen press Triangle, O, O, O, Square, X, Triangle, Square.

Invincibility

At the code center type Circle, Circle, Triangle, Triangle, Circle, X, Square, X.

FIFTH ELEMENT

Level Select and More

At the main menu press L1, L2, R2, R1, Select, Start. Press circle, square, L2 instead for the PAL version.



Please send any cheat request to assassin@nag.co.za we will do our best to fulfill any requests and either place them on the CD or inside the magazine.

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CONTINUING OUR SERIES ON STARCRAFT STRATEGY, WITH SPECIAL REFERENCE TO THE BROOD WAR EXPANSION, THIS MONTH, WE COVER (STRICTLY IN ALPHABETICAL ORDER) THE TERRAN FORCE, AND WHAT CAN BE DONE WITH IT. - R.A.V.E.N.

Now that the Starcraft Expansion: Broodwar has been around for a couple of months and has become, essentially, the standard version of Starcraft, we thought it was time to update our strategy notes. In this three-part series, we take a close look at each of the races and their new units, as well as how these units fit into the original, and hopefully make some victors out of victims... Please note, all information contained herein is based on the latest official version of Starcraft, v 1.05, which is available for download from Blizzard's web site.

STAR CRAFT

EXPANSION SET

BROOD WAR

TERRAN BASICS

The key with any race is to accurately and correctly determine how high one should climb on the tech-tree. With Terran, this decision is somewhat easier, as it has been demonstrated time and again that a Barracks-only approach is doomed to failure against a competent opponent. Therefore, it is advisable to always build at least up to Factory level. However, many upgrades are not available without a Science Facility, and that requires a Starport to be built first.

The Terran force is unusual in that it is particularly suited to choked up maps where one can "camp oneself in" with Bunkers, Missile Turrets and Siege Tanks. This is not as universally true now in Brood War, with the advent of Corsairs, but still holds true for the most part. With the Nuke production time halved in patch 1.05, it is now particularly useful to be able to be left alone while taking care of the finicky subterfuge of dealing out nuclear punishment.

LAND MAPS

On a land map one should always assume that the opponent is going to try to rush. This shapes a very classic Terran base - surrounded on all sides (if open) or at choke points (if convoluted) by clusters of one or two bunkers, a couple of siege tanks and a few missile turrets. If you are opposing a Protoss or Zerg player, include one or two Firebats per bunker - they rip up groups of close-up fighters.

A central strategy of a Terran player, or at least a prominent option, should be the "dispensing" of Nukes. To that end, climb up to a Science Facility, even if you are unlikely to use your starport. Don't build unnecessary structures or add-ons - if you are not planning on using your Starport, there is no need to build a Control Tower. However, should you require a dropship, you will need to quickly rectify the situation.

Use Vulture bikes. These, along with the

Goliath, are two of the most underrated units in the game. Remember that Spider Mines are detectors - not only helps against opponents trying to nuke you, but also spots Lurkers and Dark Templar. Goliaths are also much more worthwhile now - with their



Terran

and Protoss stealth attack capabilities, and that needs to be countered. Also, station lots of defences around your Comsat, as it will be the primary target for Dark Templar rushes.

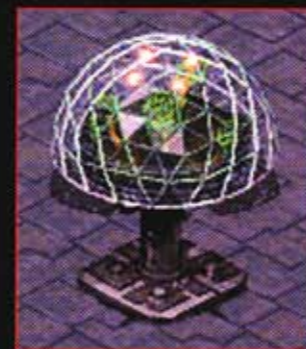
Don't underestimate the usefulness of using Siege Tanks out of siege mode - they pack a smaller punch but fire more rapidly, and can fire directly in front of themselves.

A Starport is also almost a must, if only for the Science Vessels. These are another underrated unit, and a good spellcaster. Useful for taking out enemy High Templars or groups of Zerg

fliers using their Irradiate ability and Defensive Matrix can be vital. Remember that EMP Shock wave not only strips Protoss shields, it also destroys the energy of any units in the area - Ghosts and Wraiths decloak when they run out of energy, Templars cannot Psi Storm, etc.

AIR MAPS

A special tactic that may be employed on "island-based" maps is "spawning bases" off other bases. Terran have the ability to fly some buildings, something that is often overlooked. If you know where you want your next base to be, build a Command Centre and a Barracks, Factory or Starport, or any combination of the latter, and then fly the whole lot over to the new site. Hey presto! Instant base. Especially since you should have at least two of each of the above, so moving one elsewhere is not such a drag. Just make sure that your flying city is well escorted, or you may be unpleasantly embarrassed en route. Alternatively, do this while attacking your enemy, when his attention is otherwise occupied.



Always remember the value of misdirection. Especially when nuking someone. It is difficult to nuke a player who guards well against it, so simultaneous drops on opposite parts of a base, or different bases altogether becomes necessary.

Accept the fact that maybe only one out of every three Nukes will get through. When nuking a Protoss player, EMP Shockwave a part of his base before you nuke it - pop! Alternatively, EMP Shockwave the opposite side of his base, and nuke him while he's searching in the wrong direction.

UPGRADES

One of the most important upgrades in the early game is the Marine U-238 Shell (@ Academy) - this extends the range of Marines' attacks, and is an absolute must.

Another important upgrade is the Charon Booster for Goliaths (@ Armory) which extends Goliaths' anti-air attack range to equal that of Guardians.



NEW UNITS

Medic: The most obvious use for these is to keep your Marines and Firebats alive. However, the Medic is also a potent "spellcaster" in her own right. The Optic Flare ability will permanently blind an enemy unit - most useful against Overlords, Observers and Science Vessels. Restoration will allow you to shake those embarrassing Lockdowns, as well as getting rid of those annoying Parasites. Always, always get rid of a Parasite if you find one.

Valkyrie: This is the Terran air-to-air group killer. Awesome at taking out groups of enemy fighters, these heavily armored ships lay down a



blanket of rocket fire that strikes an area. Weapon upgrades to the Valkyrie make a big difference, as their base damage per rocket is 5, increased by 1 (20%) per upgrade level. Watch out against Scourges though - if your Valkyries are moving at the time, they will get chopped up.

FINAL NOTES

Overall, the key is to be totally unpredictable. To that end, a player should always strive to keep as many options open as possible (something that rush players generally don't do) in order to be able to surprise his opponent. Try faking out your opponent with under filled Bunkers - a wonderful bluff that works more often than not - nobody wants to walk into a Bunker full of Marines or Firebats. Brood War teaches an important lesson with its new units - to advance more than one branch of the tech-tree at all times. Because it now becomes necessary to build Science Vessels and Comsat Stations, it means that the Academy gets built earlier more regularly, and Science Vessel abilities like EMP Shock wave can be used because the facilities are already there.

NEXT MONTH
THE FINAL SAGA
PART 3 - ZERG



A NEW BASE ON ITS WAY TO GREENER PASTURES - WITH VALKYRIES FLYING ESCORT.



Yip you guessed it, another issue under wraps. It has been quite an interesting What an issue! I am referring to the May issue of course. Most of you will have noticed that we have changed our magazine once again and it now features a book binding instead of the staples. This should alleviate a lot of problems concerning staples tearing through covers and pages. We have also started including the CD inside the magazine, instead of on the Cover, and the sealed plastic sleeve will also become a monthly feature. Unfortunately these steps were necessary due to the amount of Cover CDs getting stolen. I don't know why these people just don't buy the magazine, we try and keep our Cover price affordable and some people still have the nerve to steal the Cover CD. If you see anyone doing this while at the C.N.A. or one of the other shops selling New Age Gaming, please report them to the store manager. However, enough of my ranting and on to more important things.

It has been quite an interesting month, our Editor made his debut on TV, the Quake III test was released, eating up a lot of our time, and the Bexa Faire has come and gone. I think most of you will agree when I say that what South Africa needs is its own computer gaming faire, Bexa is too IT orientated and has very little focus on games. Maybe in the future our market might grow large enough to warrant such a faire but until then we will just have to keep our ears to the ground.

We have also received numerous replies from our request for reviewers in the

Johannesburg area. Some were accepted, a lot were rejected, and one lucky person has earned his way into our graces. Starting from the next issue of NAG we will have a new full time employee, Walter Pretorius who will be joining as Staff Writer. He has a very impressive resume including some work for Top 40 magazine and various other publications. Welcome aboard and we hope that you will enjoy working with our overworked but dedicated team. Now that the boys are back from their E3 trip and currently working very hard through all the tons of press releases, demo CDs, product sheets and other paraphernalia that they have collected at E3, its time to let the cat out of the bag about our July issue. Our July issue will contain a special section dedicated to bringing our readers the latest and greatest news about titles coming for the next year. We will also be adding some video clips of E3 to our Cover CD, so that all of you can see and hear the event for yourselves. I have absolutely no idea how I will accomplish this feat, but do not fear - it will be on the CD.

Time to have a peek and see what upcoming titles might make an appearance in the next issue of New Age Gaming. Note that I have used the word 'might', this means it is not a definite yet, only that these titles might grace our review machines with their presence. Here are some of the titles that I expect to arrive (developers & publisher willing).

Here They Are, But You Never Heard It From Me...

Kingpin has stirred up a lot of controversy since its demo was released recently. Apparently banned in some countries, luckily not South Africa, we will have a look at this game, which uses a modified and enhanced Quake 2 engine. There are apparently lots of weapons, upgrades, levels, and last but not least blood to look forward to. The engine has been heavily modified and from what we saw from the demo we can expect a title that might surprise a few people. The main feature of Kingpin has to be the cursing and swearing through out.

Strap in and put your foot on the gas in this racing type game. You assume the identity of undercover cop Tanner, players sell their services as a driver-for-hire to the highest bidder in order to infiltrate a powerful crime ring spanning four of the nation's largest cities - New York, Los Angeles, San Francisco, and Miami. You are the Wheel man!

You have read the preview, probably own the posters and watched the movies. Now its time for the release of Alien vs. Predator the game. Play as the Alien, Predator, or a human marine as you take on other players via Deathmatch or play through the story in single player mode. At last there will be a mechanism to sort out the Alien vs. Predator debate. We will make sure to bring you the news on just who exactly is the best.

I know our Flight Sim guy has been looking forward to this title, and believe me that not a lot of games have attracted as much attention as Fly! from DSI. With an almost real time on-line weather update players will be able to fly in their region without having to look outside to see what the conditions are like. This casual flight simulator should attract a lot of Pilot wanna be's attention and even commercial pilots can use it for improving their skills. Wonder if I can land on a bridge in this flight sims.

From what I saw from the movie that is on this months CD, I must admit that I am looking forward to this game. Enter the dark world of Mike LeRoi, Voodoo hero. Dead man, ShadowMan. Gather Voodoo artifacts - eyes, ears, nail clippings, necklaces of human teeth and the Govi in order to solve the mysteries of Deadside. The type of game that is right up my alley, last good Voodoo game I played was Gabriel Knight.

The fourth in the Need for Speed instalment is coming for the PlayStation, unfortunately the PC version will be slightly delayed. More cars, more tracks and off course better graphics are but a few of the features we can look forward to. I just hope they kept the Lamborghini in the game otherwise I know of a couple of NAG employees that are going to be ticked off.

Supposedly similar to Diablo and according to Delphine it boasts a stronger storyline and characters. You can use one or two characters per games from any of the main classes which include the usual fighter, magician, priest combination. There is a catch off course, one character will gain more experience and two will make fighting easier. We will just have to see about that.

That's it for this issue and I hope that you have thoroughly enjoyed it. We strive to bring to South African gamers only the best. Keep those letters coming and continue to give us feedback so that we may improve the magazine. As always, till next month.

KEEP FRAGGIN, KICKIN BUTT, STRATEGIZING, SPORTSIZING AND PLAYING GAMES - SOUL ASSASSIN

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