

amBX Explained

Issue 1

amBX: change the way you play games forever

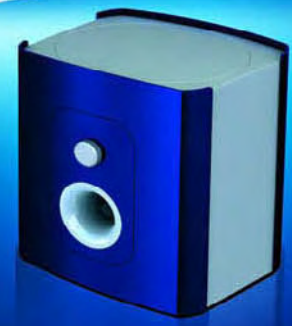
Get the amBX experience on your existing PC games with the revolutionary FXGenerator

amBX demonstrates peripheral vision

See it, hear it, feel it: Philips' hardware kits give you amazing ambient effects



Supreme Commander
Now with added amBX - details inside



amBX - how it works
How amBX brings games out of the screen and into the real world

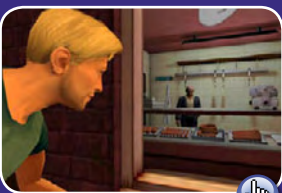
amBX games reviewed



DEFCON



TOCA Race Driver 3



Broken Sword: Angel Of Death

Welcome

To the very first edition of amBX Explained, the magazine for everything to do with amBX, the revolutionary new sensory surround technology from Philips.

If you've been directed to amBX Explained having bought one of the amBX Gaming Peripherals kits, the chances are that you know a little bit about how amBX can transform your PC gaming experience. In this magazine however, we aim to show you how the potential of amBX spreads far beyond gaming, into music, film, the web and your home environment.


If you'd like to know more about how amBX works and the hardware that goes with it, we have pages dedicated to this, and also a round-up of all amBX-compatible and amBX-enabled games currently available and coming soon.

Whatever your level of interest in amBX, we hope you find this magazine both interesting and useful – email us if you have any feedback or questions for us and we'll endeavour to help.

Cheers,
The Philips amBX team



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What amBX can do for your PC games and how it works.

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The revolutionary FXGenerator means you can enjoy amBX effects with your existing PC games.

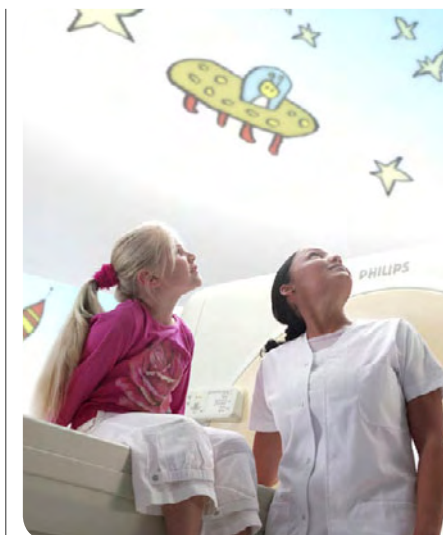


06 - 08 Games

06 amBX-enabled games – total immersion comes with fully-scripted amBX games. We'll tell you what's out now and what's coming soon.

07 amBX-compatible games – play these with the amazing amBX FXGenerator.

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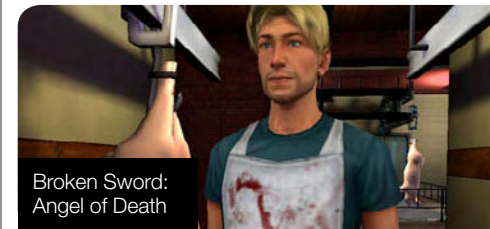
From the initial concept seven years ago to the technology of today.

10 FAQs

Your amBX questions answered.



TOCA Race Driver 3



Broken Sword: Angel of Death

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Website: www.amBX.com
Email: info@amBX.com

Produced by Cranberry Publishing
www.gamerzines.com

INTERACTIVE CONTENT 

See, hear and feel the game!

Out of the box

To make it as easy as possible to get going with amBX on your PC, Philips Peripherals & Accessories has produced a range of affordable amBX-enabled hardware.



THE amBX PC GAMING Peripherals come in four different kits. Fully modular, you can add new items to your set-up as they become available, you can mix and match between ranges and use as many or as few of the devices as you like.

Detailed in graphite and silver, the peripherals have been designed to complement a typical PC system and to be visually attractive in their own right.

The peripherals link via USB outlets into a wall washer unit which connects directly to your PC and normally sits behind the PC screen, creating light effects

as well as acting as the hub for the peripherals. When you need to expand your amBX set-up, you can connect a second (and subsequent) wall washer unit to the original model.

User-friendly

Philips amBX PC Gaming Peripherals are easy to set up and control, with clear instructions explaining the best locations to place each of your amBX-enabled items. User-friendly software then enables you to specify where each of the peripherals are positioned, and the Configuration Manager adjusts the various effect levels

to their exact location. More adventurous players can even customise the settings to create tailored effects for their own environment through sound and light tuning and balancing.

Thanks to the amBX gaming FXGenerator, Philips' amBX PC Gaming Peripherals range is also backwards compatible with up to 80% of existing PC games. So, your amBX-enabled lights display amBX lighting effects, when used in conjunction with the FXGenerator software. With this set-up, you can even experience amBX light shows while listening to music on the PC. ●



Starter kit

With the Starter Kit from Philips Peripherals & Accessories, you'll get a range of amBX-enabled lighting effects in your PC games. The kit comprises the wall washer light and controller unit, plus left and right front units. And if you can't wait to see amBX in action, the Starter Kit also includes the amBX-enabled adventure Broken Sword: The Angel Of Death – completely free of charge.



ProGamer Kit

The next step up is the ProGamer Kit. Here the standard wall washer light and controller unit is included in the package, accompanied by left and right front 2.1 speaker lights for audio enhancement as well, and a sub-woofer. You can see the amBX effects in action straightaway with the two free games also bundled in the box – Broken Sword: The Angel Of Death and a playable demo of the highly-rated strategy game DEFCON.



Premium Kit

Top of the range is the Premium Kit, which adds a wrist rumbler and a set of fans to the components in the ProGamer Kit: the wall washer light and controller, left and right 2.1 speaker lights and sub-woofer. Now you can experience the vibration and airflow effects that are scripted into amBX-enhanced games. There are three games included in the Premium Kit: Broken Sword: The Angel Of Death, DEFCON and with airflow and rumble effects to the fore, the high octane racing game TOCA Race Driver 3.



Extension kit

As well as the kits listed here, don't forget the Extension kit, which upgrades your ProGamer Kit to a top of the range Premium set-up, with the same wrist rumbler and set of fans incorporated.

[See next page for more peripherals >>](#)

amBX hardware in detail

The perfect peripherals to bring your games to life...



Lights

The left and right satellite lights will change colour and intensity in the context of what's happening onscreen, capable of representing a staggering 16 million different colours.



The high performance RGB LED lights are able to represent countless in-game lighting situations. These include rapid flashing, from white lightning to red-hot explosions, and more subtle changes in ambient lighting, from a hypnotic fireside flicker to a tranquil blue sky. The left and right satellite 2.1 speaker lights and subwoofer also offer 160-watt multidirectional sound complete with dynamic bass boost, adding realism while reducing the clutter of separate speakers, saving on all-important desk space.



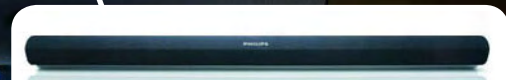
Fans

Compact, adjustable and with variable rotation speed, the desk fans allow both slow and fast airflow, up to 5,000 RPM - simulating a variety of in-game experiences. These include wind, collision impact, acceleration, velocity, airflow from an airplane propeller or a draught under a door - or even a drop in ambient temperature. Philips has conducted extensive focus testing with the PC gaming community and the desk fans have proved universally popular.



Wall washer

Serving as the central control unit, the directional wall washer light and controller unit flood the wall behind the PC or laptop screen with different coloured light through three powerful banks of LEDs. The amBX peripherals are linked to the central control unit through USB 2.0 connections on the wall washer unit, making it the hub of your amBX system.




Wrist rumbler

With two integrated motor drives and variable rotation speed, the wrist rumbler enables gamers to actually feel movement in the game, experiencing the action through vibration. The rumble will work simultaneously with the light and air movement to create immersive experiences, in a wide range of applications. The rumbler is used to atmospheric effect to recreate the vibration of an engine - in a racing game, or flight sim, say - or to mimic unseen footsteps just off screen in an adventure.

The amBX effect

How amBX works and what you can expect from your ambient experiences engine

 AS GAMES SOFTWARE gets more realistic and more atmospheric, it's easy to get sucked into what's happening on-screen and suspend your disbelief ... if only you could ignore your surroundings. Whether you play games in the living room, a study or a bedroom, PCs are not exactly the most atmospheric piece of kit.

amBX is set to change all that. amBX brings games right out of the screen and into your room. Think of the difference which surround sound can make to a game or a film – then imagine that principle being applied to other game effects: lighting, vibration, airflow, and more.

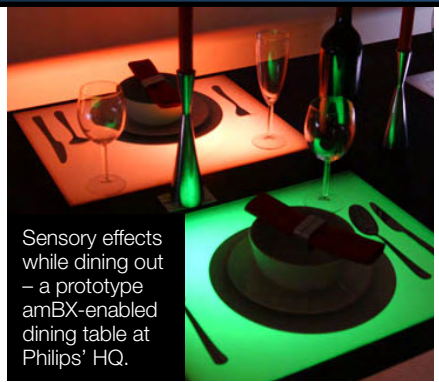
amBX combines bespoke software and amBX-enabled peripherals. The software enables the devices (providing surround lighting, vibration, heating, cooling, air movement etc) to react with the on-screen content to deliver additional effects right into the room.

the electronics giant Philips, amBX is a vision towards a full 'sensory surround experience'. Philips has designed amBX to be as accessible as possible. While in commercial products, developers, publishers and hardware manufacturers can create amBX-enabled games and gaming peripherals under licence, Philips is also keen to see users create their own amBX effects. This is possible because amBX itself is essentially middleware incorporating a software engine with a scripting language – and scripts can be written, modified, and exchanged online. You can even enjoy amBX lighting effects without buying fully scripted amBX-enabled games. With the amBX FXGenerator installed on your PC, hundreds of existing games can be enhanced with amBX lighting effects – see here for the full list of FXGenerator compatible titles.

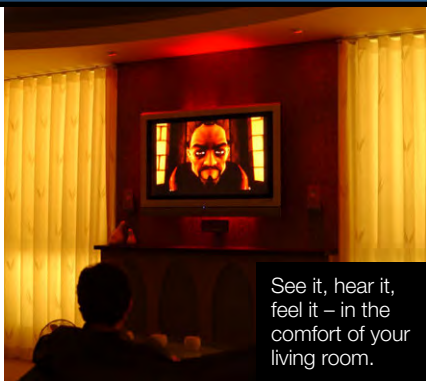
And in the future many of your existing games can be amBX-enabled via downloadable patches. ●

“amBX brings games right out of the screen and into your room”

Created by




Sensory effects while dining out – a prototype amBX-enabled dining table at Philips' HQ.





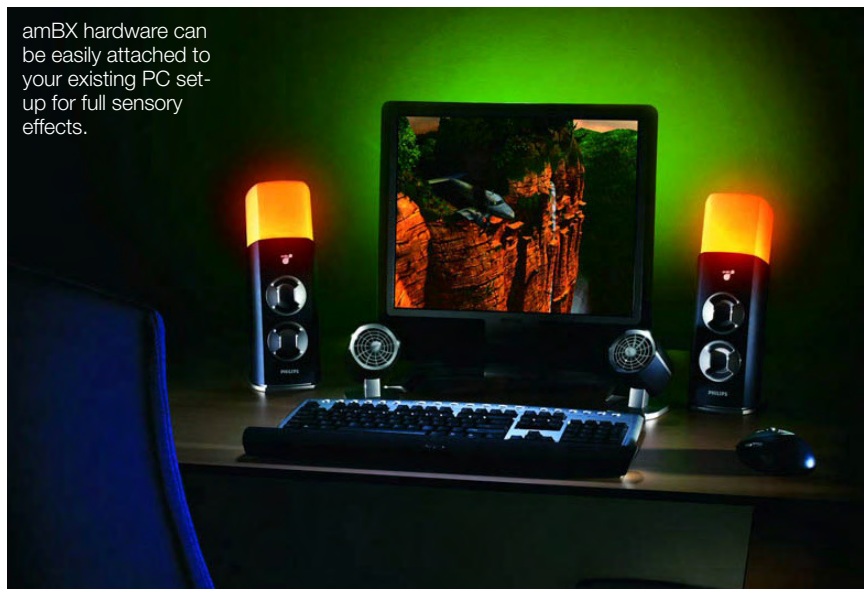
See it, hear it, feel it – in the comfort of your living room.

INTERACTIVE CONTENT

See the award-winning video which introduced amBX to games players.





amBX hardware can be easily attached to your existing PC set-up for full sensory effects.

“WHAT THE PAPERS SAY

“The result is something that I found actually drew you into the gameplay, rather than distracted you from it.”

TrustedReviews.com

“As soon as the Philips amBX fans hit me, I was hooked. This really is the next step in immersive technology.”

Gametrailers.com

“amBX will work just as creatively with CDs and DVD, expanding the whole entertainment experience. It will even react to websites when you go online. How cool is that?”

Flipside magazine

“Running in a game and feeling the wind in your face is a real hairs-on-the-back-of-the-neck moment.”

Mail on Sunday

“Think of it as electronic Feng Shui, your room becoming at one with whatever you're playing.”

PC Gamer

Games without frontiers

Discover how you can get amBX effects out of the box



TO EXPERIENCE THE fully immersive power of amBX, there are a growing number of games on the market which have been scripted specifically to integrate amBX effects. These titles have the effects tailored to deliver maximum impact and the ultimate in atmosphere.

Revolution Software started the ball rolling with its haunting series of amBX effects in Broken Sword: The

Angel Of Death, which is reviewed here on page 8. Definitely one to be played late at night. However, as if just to prove that amBX is applicable across many different game genres, the next two developers to take up the challenge of developing an amBX script, Codemasters and Introversion, could not have been more different.

TOCA Race Driver 3 demonstrates how amBX,

particularly with fans and rumbler used creatively throughout, could heighten the impression of extreme speed. Introversion's nihilistic strategy game DEFCON intensifies the chilling atmosphere with every new screen. Check out our reviews of all these amBX-enabled titles over on page 8.

New games on the block

The next wave of games to

have fully scripted amBX effects integrated in the game code will continue to show how diverse the applications of amBX can be. The award-winning real-time strategy game Supreme Commander is also getting the amBX treatment, with fully-scripted amBX effects integrated into the game with its first expansion pack. Supreme Commander's creator, Chris Taylor first encountered amBX over a year ago and was an immediate convert. "I really liked the way it added to the visual experience," he says. "I also liked feeling the wind in my face, it made the whole game experience more real."

Recently Philips amBX announced that Second Life, the 3D online digital world, which has 3.75 million users worldwide, will be enhanced with amBX technology. The virtual world design agency Rivers Run Red, which has been a part of Second Life for three years, will be creating amBX effects throughout the environments in Second Life.

Kuju's Rail Simulator is also getting the full amBX treatment, bringing sensory effects to a huge audience of train enthusiasts worldwide, while Introversion, fresh from their experiences incorporating amBX into DEFCON, will be scripting amBX technology into their breakthrough title Darwinia.

New games are being signed up all the time and you'll find the information first on the amBX website. ●

WHAT THE PAPERS SAY

"No more false claims of immersive gaming - amBX delivers."
Worthplaying.com

"Developers take heed: the Philips amBX is the future of immersive gaming."
Wired Magazine

"If the latest technological push from Dutch electronics giant Philips is anything to go by, there's plenty of extra-sensory excitement to look forward to."
Edge magazine.

"Beyond surround sound: the ultimate reality TV. amBX brings movies and games out of the monitor and into the room."
Official Windows XP Magazine.

"amBX could revolutionise the whole gaming experience, particularly in the age of HD"
What Video & High-Definition TV

"After a couple of laps in TOCA 3 I was pretty well convinced: it really did add a sense of speed to the game that I wouldn't have expected."
GameSpy.com



INTERACTIVE CONTENT

 Click on an image to enlarge



 Supreme Commander



 Broken Sword: The Angel of Death



 Second Life



 DEFCON



 Darwinia

 CLICK TO PLAY SUPREME COMMANDER VIDEO




Join the FX generation

The amBX gaming FXGenerator means you can enjoy amBX effects with your current collection of games and music



TO GET THE FULL AND most enriching amBX experience, amBX code needs to be embedded in each game. Over the next few months, you'll see more and more new games coming out with bespoke amBX effects scripted in just that way – but what of your existing games?

▼ Tom Clancy's Ghost Recon Advanced Warfighter



Philips has devised the amBX FXGenerator (FXGen) to provide amBX light effects in around 80% of existing PC games, enabling you to enjoy the enhanced gameplay that amBX offers right out of the box. If you play music through your PC, the audio FXGen gives you a set of preset mood options flooding your room with ambient lighting as you play

through your song collection.

The FXGen is bundled free with all the amBX peripheral kits. So, when you buy your amBX kit you simply install the FXGen software. The application enables you to experience amBX light effects in synchronisation with your existing games, and your music, when played through your PC.

Up to 80% of most recent and classic PC games run with the amBX gaming FXGen without any problems. Philips amBX constantly updates new PC games that are compatible with the gaming FXGenerator.

Here are just a few of the titles known to be amBX compatible – the full and updated list is available at www.amBX.com.

“Enjoy the enhanced gameplay that amBX offers right out of the box”

▼ Teenage Mutant Ninja Turtles™



amBX-COMPATIBLE GAMES LIST



- | | |
|---------------------------|---------------------------|
| Armed Assault 505 Games | Microsoft Flight Sim 2004 |
| Battlefield 2 EA | Microsoft |
| Black And White 2 EA | Need For Speed |
| Call Of Duty 2 Activision | Underground 1, 2, Most |
| Civilisation IV 2K | Wanted EA |
| Command & Conquer | Quake 3, Quake 4 |
| Generals, Zero, Tiberium | Activision |
| Wars Hour EA | Rome Total War, RTW |
| Conflict Desert Storm II | Barbarian Invasion |
| Gotham Games | Activision |
| Doom 3 Activision | Sonic Adventure SEGA |
| Fahrenheit Ubisoft | Teenage Mutant Ninja |
| Far Cry Ubisoft | Turtles Ubisoft |
| FEAR Vivendi | Thief Eidos |
| Fifa 2006: World Cup EA | Titan Quest THQ |
| Grand Theft Auto Vice | Tom Clancy's Ghost |
| City, San-Andreas Take- | Recon Advanced |
| Two | Warfighter Ubisoft |
| Half-life 2 Sierra | Unreal Tournament 2004 |
| Halo: Combat Evolved | Activision |
| Microsoft | Warhammer 40,000: |
| Hitman: Blood Money | Dawn Of War THQ |
| Eidos | World Of Warcraft |
| Juiced THQ | Blizzard |
| Lara Croft Tomb Raider | |
| Legend Eidos | |
| Lord Of The Rings Battle | |
| For Middle Earth 2 EA | |



Reviews

With amBX effects fully switched on, Greg Howson tests the latest games

INTERACTIVE CONTENT

Select a game to read the review

DEFCON


Broken Sword: Angel of Death

TOCA Race Driver 3



DEFCON

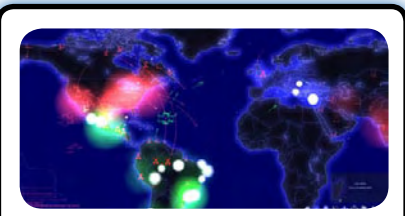
Publisher: Introversion | Developer: Introversion | Available: Out Now

 YET ANOTHER 80S revival then – remember the movie Wargames? - but sadly DEFCON concerns itself with impending nuclear war rather than Duran Duran's comeback. Yes this is serious stuff, despite the dark humour which permeates the action. So how does it work? Players are given their own landmass to populate

with weaponry, radars and, you'd imagine, some heavy duty nuclear bunkers. Then you can begin your attack. The action goes global, with the ultimate aim being to win what was previously thought unwinnable - a nuclear conflict. Tactical thinking is vital, with radar stations, silos and your navy all awaiting your command. Do you go on the attack, sending your subs to the coastline



of your enemy? Or do you sit back and wait to pick off enemy bombers as they approach? What looks like a basic game – no 3D or cutscenes here – is in fact a deep and quite powerful sim. ●



The amBX effect

Switch the amBX gear on and it becomes an even more serious affair, with the moody blue lighting giving the world map a sense of gravitas.

Red lights flash – very Das Boot - when subs attack, while each DEFCON phase is marked by yellow and white lighting, heightening the sense of panic. The ambient Vangelis-style music adds to the reflective atmosphere – feeling guilty about sending those bombers into Russia? - although the tutorial text soon ruins the mood. “Lets rack up some MegaDeaths” it exclaims, in a manner that would warm the heart of any watching neo-cons.

Watching your subs nuke the millions of innocent civilians is uncomfortable, with the tasteless use of figures - 1.8 million dead! – not assuaging the guilt. But the piano music and blue light combine to make it feel quite moving. The graphics are crude, with the green outlines of the ships and missiles oddly reminiscent of arcade classic Asteroids. DEFCON is a slow burn, but those who buy-in will find lots to love.

“The ultimate aim is to win what was previously thought unwinnable - a nuclear conflict”

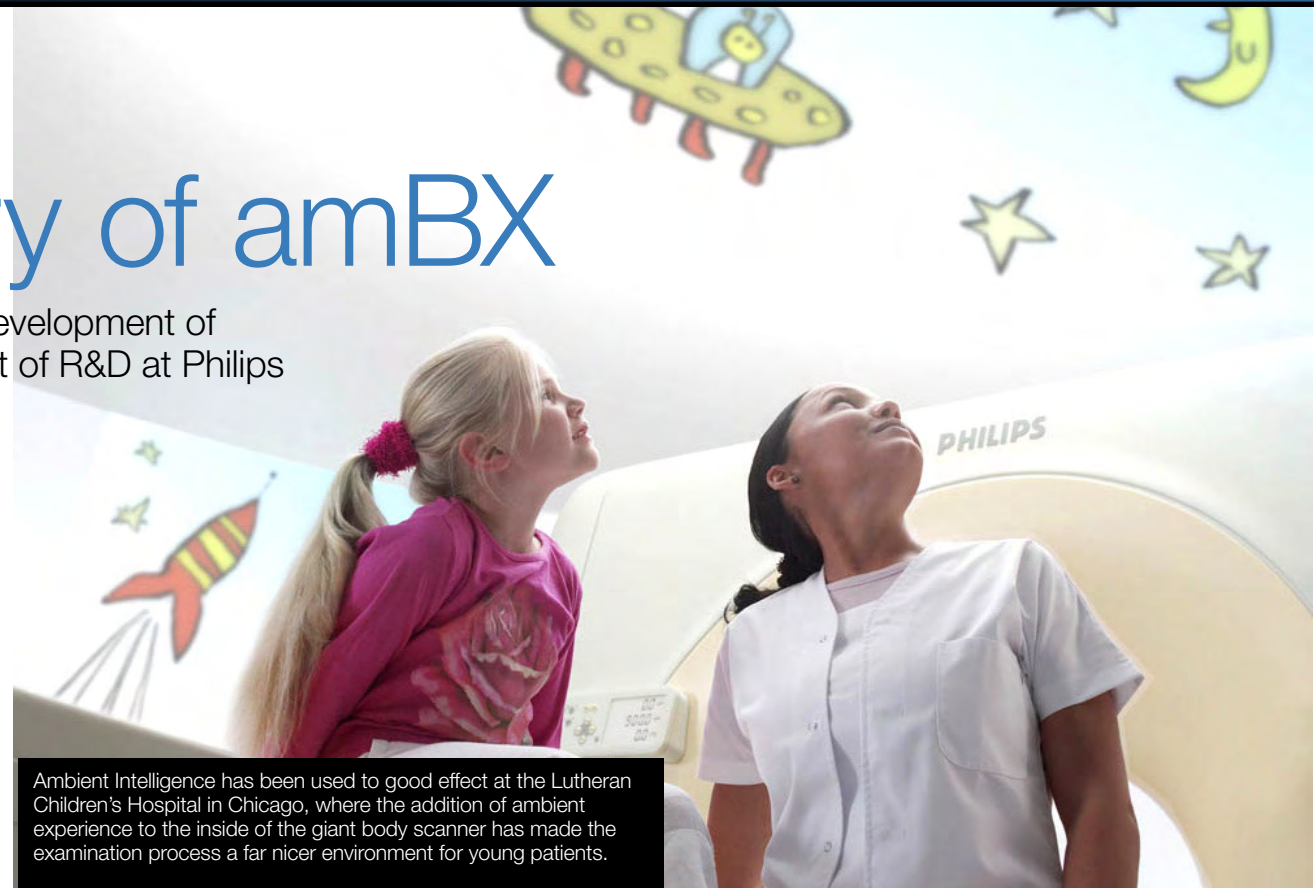
The story of amBX

The vision that led to the development of amBX has been the subject of R&D at Philips for the last seven years

 ALTHOUGH amBX IS A new technology which is only just coming on to the market, it has been the subject of research at Philips for the last seven years and is just one part of Philips' vision of ambient intelligence.

Ambient Intelligence describes a vision in which people have more control over their everyday environment – in other words, to create their own ambience. With interactive units embedded in many everyday devices, these can be designed to be responsive to people's requirements. A good example would be the Philips Miravision: switched on, this is an LCD TV; switched off, it becomes a mirror.

amBX itself came about when Philips researchers were looking at ways in which mark-up languages could be used. Realising that we are already surrounded by things that provide us with real experiences - heat, light, etc - and which are potentially controllable, the researchers began investigating how this might work. amBX – providing a



Ambient Intelligence has been used to good effect at the Lutheran Children's Hospital in Chicago, where the addition of ambient experience to the inside of the giant body scanner has made the examination process a far nicer environment for young patients.

wide range of in-room effects which respond to computer game events – is just the first application of this technology.

Beyond gaming

amBX has many other applications, beyond PCs, beyond consoles, beyond interactive gaming.

Three other media spring to mind almost at once: film, music and the web. Already, with music, the audio FXGenerator produces amBX mood lighting effects with your music. But Philips is hoping to extend this greatly in the future, with scripted

content, as in games, producing more varied effects more closely related to the music itself. amBX technology could also be used to recreate a live concert in your living room, taking control of the light-show, for example.

Similarly, with film, amBX can enhance the movie experience in your home cinema, with lighting, sound, and sensory effects all tailored to the film in question. It needn't just be commercial films, either: Philips hopes that amBX could be made available, perhaps by providing some tools for general

release, for people to write amBX scripts for their own home movies. Making it possible for users to create their own amBX experiences is an integral part of the overall amBX vision.

The web is another rich media environment which Philips believes could be enhanced by amBX technology. An Internet Explorer plug-in is currently in development, and amBX tools should become part of the web designer's inventory.

In the home of the future, all electronic devices can be amBX-enabled. ●


amBX IN TIME

Roll over the icons to discover more details...


-  1997 Ambient Intelligence defined as a vision for Philips.
-  2000 amBX concept begins development at Philips.
-  2002 Philips Homelab research and testing centre opens in Eindhoven. 
-  2004 Ambilight TV launched by Philips. 
-  2004 Miravision launched by Philips. 
-  2004 Ambient Intelligence Research Group set up at MIT Media Lab, US.
-  2005 amBX technology officially announced.
-  2006 FXGenerator for games and audio is announced.
-  2006 The first amBX-enabled games, DEFCON, TOCA Race Driver 3, Broken Sword Angel of Death, are published.
-  2007 First range of amBX peripherals become available. 
-  2007 Philips Electronic Gaming & Peripherals begins a three year sponsorship of the World Cyber Games, with tournament players competing for the Philips amBX Cup and amBX peripheral devices integrated into selected tournament gaming stations. 

FAQs


If there's anything you don't understand about amBX or you have questions about the availability of amBX products, check our FAQs on the right. And if you still have questions you'd like to see us answer, email us and we'll do our best to help you out and then publish the answer in our next issue.

How will I be able to tell if a game is amBX-enabled? 


When and where can I buy amBX products? 


Is amBX 'backwards compatible' with older PC games? 


Will other companies be bringing out amBX products? 

What about next-gen consoles and amBX? 

Why are amBX games different? 

What other amBX effects might there be in the future? 

How much will amBX kit cost me? 

INTERACTIVE CONTENT

Roll over a question to reveal the answer

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BioShock

EXCLUSIVE REVIEW! Colin McRae: DIRT Down and dirty with the best Collin game yet

LATEST NEWS **CRYSIS** The best looking game ever is getting closer...

EXCLUSIVE INTERVIEW! TABULA RASA MMO master Richard Garratt wipes the slate clean for Tabula Rasa

REVIEWS

- 1 Shadowrun Mega-fantasy shooter
- 2 Dawnspire The brand new MMO
- 3 Monster Madness It's Gauntlet vs...

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P3Zine

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PRO EVOLUTION SOCCER™

VS

FIFA 08

EA SPORTS

EXCLUSIVE PREVIEW! Next-gen football season kicks off inside

REVIEWED & RATED **Tomb Raider Anniversary** The lovely Lara comes of age

HANDS-ON **Call of Duty 4** Watch the Modern Warfare trailer inside

AND THERE'S MORE

- WARHAWK To play? Not fast
- NINJA GAIDEN SIGMA Stunning martial arts on PS3
- BURNOUT PARADISE Rev up for a crash spectacular
- PLUS! GTA IV...

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360Zine

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PLUS! MORE PREVIEW! CALL OF DUTY 4 TONY HAWK'S PROVING GROUND SKATE! DEVIL MAY CRY 4

WIN! LEGENDARY EDITION

BETA PLAY TEST PREVIEW!

HALO 3

After weeks of playing it to death, what does the beta mean for Halo fans?

FIRST LOOK PREVIEW! **PROJECT GOTHAM 4** See the stunning new trailer inside

LATEST PREVIEW! **GTA IV** News from Liberty City

INTERVIEW KEVIN MULLARD DELVES INTO OVERLORD

ALSO INSIDE!

- 1 COLIN MCRAE DIRT Rally driving goes global
- 2 FORZA 2 Top new racing sim
- 3 SHADOWRUN Smack up PC gamers

PLUS! LOADS MORE!

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HGZine

Issue 5 | July 2007

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Worms: Open Warfare 2

The slippery critters head to the Gulf!

WIN! MASSIVE SUPERBIKE SBK 07 GIVEAWAY INSIDE!

THEY'RE BACK! **Konami Classics** The best DS retro collection yet?

SBK 07 The best bike game on PSP!

Pursuit Force 2 Lethal Weapon meets GTA on PSP!

FULL REVIEWS!

- DS **Metroid Pinball** Samus' keeps on rollin'!
- PSP **Dragon Ball Z** Crazy Jap air-battles!
- PSP **Smash Court Tennis 3** Better than Virtua Tennis?

PLUS! The latest retro games revealed

HELP PRINT HGZine SAVE HGZine SEARCH HGZine ZOOM IN ZOOM OUT TOGGLE FULL SCREEN VIEW NEXT PAGE