

# G NEW AGE GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

## SIDER

Slashing Review

**STAR TREK**  
BIRTH OF THE FEDERATION  
Scoop Preview

Reviewed

## EVERQUEST

## TOCA 2

TOURING CARS

## TUROK 2

## STAR WARS X-WING ALLIANCE

## ALIENS VERSUS PREDATOR

3 POSTER  
BONANZA



## LANDS OF LORE III

Snapping Review



NO HYPE ALL GAME

## HOMEWORLD

SA Exclusive Preview

Upgrade Feature  
SA Developers Uncovered  
Brood War Strategy Guide  
EA Cricket 99 Previewed  
PC & PSX Tips & Cheats  
+ Much More

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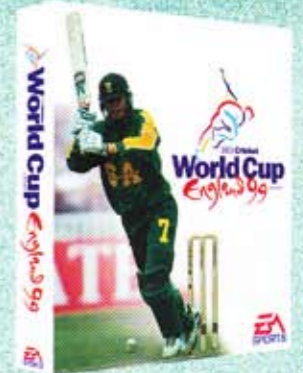




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# ED's Note

## WARNING: READING THIS MAGAZINE COULD CAUSE...

IN MY FUTILE PURSUIT TO POINT OUT THE OBVIOUS AND MAKE PEOPLE AWARE OF THE GREATEST GIFT BESTOWED UPON US BY THE GODS, COMMON SENSE, I'LL BE TAKING A BRIEF LOOK AT WHY PLAYING GAMES ISN'T HAZARDOUS TO EITHER YOURSELF OR SOMEONE ELSE. IF YOU LOOK AT ARTICLES IN THE PAST ABOUT THE 'EFFECT' CERTAIN FORMS OF ENTERTAINMENT SUPPOSEDLY HAVE ON OUR INNOCENT YOUNG CHILDREN THEN YOU'LL DISCOVER THAT IT'S USUALLY SOMETHING 'ADULTS' DON'T UNDERSTAND. THESE SELF-PROCLAIMED PROTECTORS OF THE INNOCENT AND EASILY MISLED WILL STAND AND WATCH A FEW BRIEF SECONDS OF A GAME LIKE QUAKE AND WALK AWAY THINKING IT ADVOCATED NOTHING BUT VIOLENCE. QUAKE MIGHT BE VIOLENT BUT WHAT ABOUT MOVIES, AND HAS ANYONE READ A NEWSPAPER LATELY? RECENTLY, THE MEDIA HAS HAD MANY GOOD REASONS TO TARGET COMPUTER GAMES AS THEIR LATEST SOURCE OF BLAME. 'HIGH SCHOOL SHOOTING TRAGEDY, COMPUTER GAMES BLAMED' IS ONE HEADLINE THAT GOES TO SHOW HOW DANGEROUSLY LOW THE GENERAL MEDIA'S KNOWLEDGE OF PLAYING GAMES REALLY IS. EXACTLY HOW DOES A COMPUTER GAME AFFECT A PERSON'S BEHAVIOUR SO MUCH THAT THEY PICK UP A GUN AND START SHOOTING PEOPLE? THIS IS A RIDICULOUS CONCEPT AND THE ONLY PEOPLE WHO BUY INTO THIS SORT OF THING ARE IGNORANT AND MISINFORMED, I HESITATE TO ADD, MORONS. COMPUTER GAMES OFFER A FORM OF ESCAPE THAT DOES MORE TO PREVENT VIOLENCE THAN ENCOURAGE IT. IF YOU REALLY WANT TO BLAME SOMETHING FOR VIOLENCE THEN BLAME REAL LIFE.

AS YOU MIGHT HAVE NOTICED, THIS ISSUE AND ALL THAT WILL FOLLOW IT ARE NOW STAPLE FREE AND PERFECTLY BOUND - SO NO MORE LETTERS ABOUT THE COVER COMING OFF, BECAUSE IF IT COMES OFF NOW IT MEANS YOU'VE USED THE MAGAZINE TO HIT THE DOG. SECONDLY WE'RE GOING TO PUT THE MAGAZINE INSIDE A PLASTIC BAG FROM NOW ON SO NO MORE LETTERS ABOUT MISSING / STOLEN COVER GDS AND THE GREAT CNA SCANDAL. SOME PEOPLE SAY NO TO THE PLASTIC BAG BECAUSE THEN THEY CAN'T BROWSE THE ISSUE AT THE NEWSAGENT WHILE OTHERS SAY YES. SO LET THE DEBATE RANGE ON ALL IT LIKES, WE HAVE THE FINAL SAY AND WE ARE SAYING BAGGED, THAT IS UNTIL SOMEONE GIVES US A BETTER ARGUMENT. LET US KNOW WHAT YOU THINK ABOUT THIS - GO ON WRITE THAT LETTER NOW WHILE YOU STILL REMEMBER.

### WHY TWO K

BECAUSE SO MANY OF YOU KEEP ASKING US ABOUT THE YEAR 2000 AND THE DREADED (READ 'MEDIA FESTIVAL') MILLENNIUM BUG (EVEN THOUGH THERE HAVE BEEN WORSE VIRUSES AROUND FOR YEARS BEFORE THEY EVEN DISCOVERED THE PROBLEM) WE HAVE A STATEMENT TO MAKE. THE EDITORS AND STAFF AT NEW AGE GAMING HEREBY PROCLAIM OUR PUBLICATION TO BE ONE HUNDRED PERCENT YEAR 2000 COMPLIANT. SHOULD SAID PUBLICATION STOP WORKING ON THE 1ST JANUARY 2000, WE WILL BE MORE THAN HAPPY TO REFUND YOU THE FULL AMOUNT PAID, THAT IS IF OUR BANK ACCOUNT STILL EXISTS.

**MICHAEL JAMES, EDITOR**

DUPS, I NEARLY FORGOT TO WELCOME WALTER PRETORIUS WHO HAS JOINED US AS A FREELANCE WRITER THIS MONTH. HE CLAIMS TO HAVE A FEW OTHER HIDDEN TALENTS AS WELL BUT NONE HAVE SURFACED YET - MUST BE WELL HIDDEN HEY WALTER? SO, WE'LL JUST HAVE TO WAIT AND SEE. NATURALLY, WE GAVE HIM A STINKER TO REVIEW BY WAY OF INITIATION AND HE'S DONE WELL. SO YOU'LL BE READING MORE FROM HIM IN FUTURE ISSUES. ANOTHER WELCOME ADDITION TO THE NAG TEAM IS DEREK DELA FUENTE, A GRAND MASTER OF HIS CRAFT. HE'LL BE BRINGING US ALL THE LATEST INFORMATION ABOUT GAMES EVEN WE HAVEN'T HEARD ABOUT YET. NO AMOUNT OF BRIBING WILL GET HIM TO DIVULGE HIS SOURCES SO WE'RE GOING TO TRY GOOD OLD FASHIONED TORTURE NEXT.

I MUST ALSO APOLOGISE TO OUR READERS FOR SOME FALSE ADVERTISING ON LAST ISSUE'S COVER - WE BOLDLY STATED THAT WE HAD A FIRST LOOK PREVIEW OF RIDGE RACER TYPE 4 INSIDE THE MAGAZINE BUT IT WASN'T INSIDE THE ISSUE... INSTEAD OF MAKING UP EXCUSES LIKE OUR LAYOUT STAFF DIDN'T GET THE FILES IN TIME OR OUR PRINTER MESSED IT UP, WE'LL JUST SAY SORRY AND GIVE IT TO YOU THIS MONTH. NOW, HAVE YOU SENT THAT MAIL YET OR DON'T YOU KNOW WHAT I'M TALKING ABOUT?

**NEW AGE GAMING**  
SOUTH AFRICA'S OWN GAMING MAGAZINE  
AN  
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# C O N T E N T S



HOMEWORLD PG 30

LANDS OF LORE III PG 50

ROLLCAGE PG 70

TOCA 2 PG 44

## REVIEWS

### 38 REVIEWS INTRODUCTION

#### PC

- 40 Everquest ON-LINE RPG
- 44 Toca 2 Touring Cars RACING
- 46 Starsiege FIRST PERSON ACTION
- 48 F16 Aggressor FLIGHT SIMULATOR
- 50 Lands of Lore III FIRST PERSON RPG
- 52 Turok 2: Seeds of Evil FIRST PERSON SHOOTER
- 54 Liath ADVENTURE
- 56 Silver RPG
- 58 X-Wing Alliance SPACE COMBAT
- 60 War Of The Worlds STRATEGY
- 62 South Park FIRST PERSON SHOOTER
- 63 Recoil ARCADE ACTION
- 64 Biosys ADVENTURE

#### PLAYSTATION

- 66 Guardian's Crusade ACTION ADVENTURE
- 67 Retro Force ARCADE ACTION
- 67 Sentinel Returns PUZZLE
- 68 X-Games Pro Boarder SNOWBOARDING
- 70 Rollcage ACTION RACING

## PREVIEWS

#### PC

- 28 Cricket 99 CRICKET SIMULATION
- 30 HomeWorld 360° STRATEGY
- 32 Star Trek: Birth Of The Federation ACTION STRATEGY
- 34 Stars: FA Premier League FOOTBALL SIMULATION

#### PLAYSTATION

- 36 R4 Ridge Racer Type 4 ACTION RACING
- 37 Tank Racer ACTION RACING



OUR EDITOR'S CHOICE THIS MONTH GOES TO THE MAGICAL SILVER PG 56



ON-LINE GAMING IS POSSIBLE EVERQUEST SHOWS US HOW PG 40



X-WING ALLIANCE PG 58



STAR TREK: BIRTH OF THE FEDERATION PG 32

### NAG EXCLUSIVE FEATURE... PG 24



SOUTH AFRICAN GAME DEVELOPERS EXPOSED FOR WHAT THEY ARE - HARD WORKING AND VERY TALENTED!

## HARDWARE

- 72 Creative SoundWorks FPS 2000 SPEAKERS
- Creative PC-DVD Encore 5X DVD PLAYER
- Monster Sound MX300 SOUND CARD
- 73 Creative Blaster PC Premium PC SOLUTION

## DEPARTMENTS

- 4 Editor's Note
- 8 The Web
- 14 Top 10 & Competition
- 10 Bits & Bytes
- 16 Backchat
- 18 Archives
- 20 The Demo Scene
- 22 The Magic Zone
- 24 Feature: The Twilight Zone
- 26 Feature: Upgrading for Idiots
- 74 Multiplayer Mayhem
- 76 Clueless
- 82 Send Off

**NEW AGE GAMING SOUTH AFRICA**

**STAR WARS X-WING ALLIANCE**

----- COVER CD 6 VOLUME 2 ISSUE 2 -----

CD also includes: Half-Life Teamfortress Classic, Wing Commander Movie Trailer, StarSiege Tribes Skin Tools, Half-Life Models, Falcon 4 Add-On Missions, Alien vs Predator Marine Demo, New Cheats, DirectX 6 plus many more Demos, Movies, Patches and Add-Ons.  
(This is a PC-CD, Not for PlayStation)

Well what can we say, it's pink!

## NAG COVER CD

### DEMOS

- AvP (Marine)
- Apache Havoc
- BattleZone Red Odyssey
- Championship Manager 3
- Daikatana
- Kingpin
- MechWarrior 3
- Requiem
- Sports Car GT
- Tank Racer
- X-Wing Alliance

### PATCHES

- Blood 2
- Brood Wars
- Falcon 4
- Links LS 99
- Mask of Eternity
- Myth II
- Shogo
- Sin
- Alpha Centauri
- StarCraft
- World War 2 Fighters

### CHEATS

New PC Cheats added every month.

### MOVIES

- BattleZone 2
- Diablo - Amazon
- Planescape Torments
- Silver
- Wheel of Time
- Wing Commander Trailer

### ADD-ONS

- Daikatana Wallpaper
- Falcon 4 Barcap Mission
- Falcon 4 Wondomal
- Teamfortress Classic
- HL Barney Model
- HL FrostBlade Model
- HL Decals
- HL Refinery DM Map
- Tribes Skin Tools
- Tribes Skins Makeup

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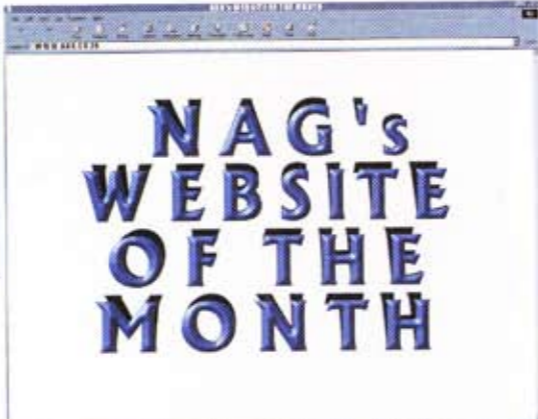
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If you haven't heard about Homeworld yet then get your browser over to the official site. It's a new space combat strategy game that is making promises bigger than anything that has come before it.



## NAG's WEBSITE OF THE MONTH

### www.homeworld.net

Try and imagine having no limitations to what you can do, with your playing field in deep space where the enemy can attack from any direction. It certainly looks exciting and we take a closer look at it in this issue. On the site you can download the unit viewer that will allow you to examine some of the stunning spaceships in the game - as the weeks go by the developers have prom-

ised to release new ships for the unit viewer which can be downloaded. The screenshot section deserves a special mention, the site even goes as far as to state that the images are actual screenshots and not retouched rendered images, they are without a doubt some of the best looking shots ever seen in any game. You can also get movies, look at some of the concept art for the game and download screen savers, themes and icons as well as a number of sounds such as ship ambience, radio chatter and even some music from the game. All the usual areas are present and accounted for and this site provides the very best information about the game, almost as if it was a dedicated fan site. For another look at the game from a fans point of view go and have a look at <http://www.homeworld.org/> and you decide.

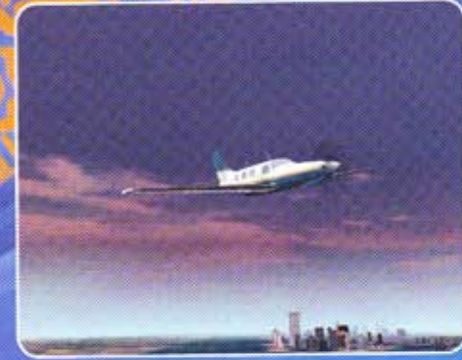
### NAG's Favourite Websites of the Month

<a href="http://www.lucasarts.com/">http://www.lucasarts.com/</a>	<a href="http://www.q3arena.com/">http://www.q3arena.com/</a>	<a href="http://www.unrealtournament.net">http://www.unrealtournament.net</a>	<a href="http://www.station.sony.com/everquest/">http://www.station.sony.com/everquest/</a>	<a href="http://www.metalgear.com/">http://www.metalgear.com/</a>
You might have noticed by now that we're all huge Star Wars fans here at NAG, so what this means is you're going to be inundated with Phantom Menace news and information on a monthly basis - if you're not a fan ignore everything, if you can, LucasArts is already working on two new games based on the characters and events from the new movie. The first game is an action adventure of sorts and the second is a simulated racing game in those pod-like racers from the movie - we're talking some serious speed and action on this one. Besides the Star Wars movie mania you can also check out more information about the latest X-Wing game, Alliance - finally the Millennium Falcon is yours to fly, and you'll even go up against the Death Star. The LucasArts web site is a regular stop for the team at NAG, Star Wars is probably the best thing ever invented.	Would you consider Quake Arena to be the biggest game ever? Well, if accurate information and all the latest news are your thing then <a href="http://www.q3arena.com">www.q3arena.com</a> is the place to go. It's not the flashiest internet site around but it is the most jammed packed with information and goodies. Their new section is rather remarkable when it comes to updating - with around two to three news updates every day. One nice feature on the site is a notification e-mail service they provide to tell fans when the first Internet Test version of the game is released. We've subscribed twelve times already just so we don't miss the big event you understand. Everything you'd expect from a web site can be found within including screen shots and updates from the developers. Just remember it might not be a graphic intensive site but it really has it all - we just can't wait for Quake Arena!	Unreal is quite possibly one of the best first person shooters to ever grace the humble PC since Quake 2. Now comes what you might call a second game, it isn't an add-on and does not need the original game to run. This site has the most information about a game that you've ever seen, there are so many menus and options you often feel a little lost trying to uncover everything this site has to offer. The gallery on the site features some awesome screenshots and if you haven't seen the game yet then this is sure to get you drooling. In the press area you can find out what other people think about the game and there is also a forum dedicated to the players of Unreal Tournament. If all that isn't enough then the site also includes a nice download area where you can get a few screenshots and movies that'll make your friends jealous.	Everquest has everyone talking. It's a new on-line game that is challenging all the rest and with it's engrossing world and sharp internet play, might soon become the king of the hill (look for the full review in this issue of NAG). If you've ever wondered what playing a quest game online is all about then make sure you have a look at this site. It deals with a number of different issues regarding the game and for current users there are comprehensive sheets on the current state of the servers. The message board section is a forum for the players of the game and often provides answers to problems you may have experienced. There is also a player guide section that has nice toys like an encyclopaedia and an atlas for those of you who are lost and don't know how to press the map key. Another site worth looking at is <a href="http://www.eqvault.com/">http://www.eqvault.com/</a> for additional information.	Metal Gear Solid has caused quite a stir, it even got our coveted Editors Choice award last issue. It's a great game that now has an official web site with all sorts of information. It has a screenshot section that highlights some of the better features of the game and also a mission briefing detailing the history of Metal Gear Solid. There's a nice section that details all the characters in the game, giving you some information about who you'll be shooting and of course the usual download section that doesn't really have much to offer except a few movies and the commercial. If you're stuck in the game you can always have a peek at the Bulletin Board where you'll find a number of other players who probably have similar problems. There is plenty of information here and if you've never seen or played Metal Gear Solid yet then this site is a good place to start.

# YOUR EARS MIGHT NOT POP BUT YOUR EYES WILL



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## The Ultimate Flight Simulator

### MARCH ISSUE

#### COMPETITION WINNERS

NAG & FAA March Competition Winners Bingo! We have 10 winners for our March SimCity 3000 and Superbike World Championship Competition. Thanks to Electronic Arts Africa who sponsored all the prizes. Five of the ten winners will receive a copy of SimCity 3000 and the other five a copy of Superbike World Championship. Without further ado, here are the winners <Drum Roll>:

#### SimCity 3000 Winners

- 1 Johan du Plessis, Jeffreysbay
- 2 Mr S. B. Boshoff, Aliwal North
- 3 Ryan Beasley, Knysna
- 4 Robert Anderson, Carletonville
- 5 Rob Forbes, La Lucia Ridge

#### Superbike World Championship Winners

- 1 Darryl Campbell, Port Elizabeth
- 2 Martin Steenkamp, Tzaneen
- 3 Christian Jenkins, Wendywood
- 4 Quinton Kopke, Sunnyside
- 5 Wayne Jackson, Nelspruit

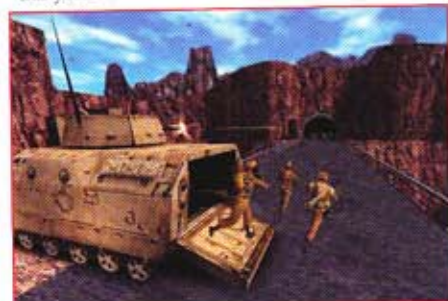
Congratulations to the winners, and better luck next time for everyone else that sent in entries. Remember you have to be in it to win it, so keep sending in those competition entries and one day we might make you famous and publish your name as a winner in New Age Gaming, not to mention that you will receive a free game or hardware peripheral.

### DIAMOND MULTIMEDIA RIO CORRECTION

Last month we made a mistake in the Diamond Multimedia Rio MP3 player review regarding the price. The price in the article was correct, but unfortunately the price in the info box was incorrect. We apologise for the mistake and getting all those MP3 fans blood racing with the low price in the info box. Apologies to CyberDyne Systems the distributor of the Rio PMP300 player and I hope that you will forgive us for the bazillion telephone calls you got regarding the mistake. The correct price is R 1350.00.

### TEAM FORTRESS 2 DELAYED?

After Team Fortress Classic finally made it to release, a full demo can be found on the Cover CD, there are rumours flying around that Team Fortress 2 for Half-Life might be delayed until October. Recent release date lists have put the date at mid to late summer for the highly anticipated add-on for Half-Life. According to a Sierra Representative. "We haven't made any official announcements on the ship date. I believe we've only stated we are targeting the second half of this year."



First Team Fortress Classic was delayed now this, it's enough to make you want to cry. Luckily we will have Team Fortress Classic to keep us company until Team Fortress 2 arrives. Hopefully Sierra Studios will have the title finished before October, and all of the rumours turn out to be false.

### STAR WARS: EPISODE 1 THE MENACE ON PC & PSX

Star Wars fever is building up as we approach the release of Episode 1. Scheduled for release in May in the US and then in June for South Africa, Star Wars is sure to make an impact, especially now that its creator, George Lucas, has LucasArts Entertainment to backup the film with authentic games.

Just after the film premieres in the US, Star Wars Trilogy, Episode 1 - The Phantom Menace will be released for both the PC and PlayStation gaming platforms. Activision is already gearing up for a high profile marketing campaign. The Phantom Menace will place you in the position of various characters from the movie including Obi-Wan, Queen Amidala and others as you use your wits and cunning to navigate obstacles that loom behind every corner. At times, only a skilfully wielded lightsaber, Jedi mind tricks, Force push powers or a handy blaster will suffice. BTW - New Age Gaming will be closed on the day that the Star Wars: Episode 1 movie is released. [Probably gonna be watching it more than once! Ed]



### GTA: LONDON 1969 COMING

Gran Theft Auto's first add-on, GTA: London 1969, is coming to PCs. This popular title stirred up a lot of controversy when it was released and it remains to be seen if GTA: London 1969 will have the same effect. The add-on is being produced by Rockstar Games and should be available in May or June.



It's London, 1969. The swinging '60's meets the psychotic '70's. You are a stylish hooligan entering a new decade of grievous bodily harm, car-jacking, and general thug like activity. The add-on features over 30 multistage missions, new characters and maps, a garage of 30 classic cars, and a 60-minute soundtrack featuring Ska and dance music. Grand Theft Auto: London 1969 also introduces players to beatniks, famous faces, themes, hippies, and criminals of 1960's British life.

### LARA CROFT MOVIE FINALLY UNDERWAY

Finally some progress on the Lara Croft / Tomb Raider movie. Paramount pictures have recently assembled the creative core for the movie and there are some very talented people included. Firstly, the writer will be Steven de Souza who has written such hits as Die Hard, Die Hard 2 as well as Hudson Hawk. He is in the process of polishing his script which Paramount Pictures has deemed ready. Directing this highly anticipated film will be director Stephen Herek who directed Bill and Ted's Excellent Adventure and Mighty Ducks (no comment). Unfortunately there is still no news on which actress will play the coveted role of Lara Croft.



### CRICHTON ENTERS GAMING MARKET



Michael Crichton, best selling author of Jurassic Park is now producing video games. He has formed Timeline Studios with the intent to develop and distribute the next generation of computer gaming software. "As a computer gamer for the past 20 years, I've noticed a lot of 3D

games have featured large environments, big worlds, a few monsters, some puzzles but limited interaction," Crichton said. "Timeline is going to change this standard through fast-paced gameplay in a tight, complex and highly interactive world."

"One of the keys to achieving our goal of developing next generation computer games is the OpenSpace3D architecture from Virtus Corporation," Crichton added. "OpenSpace3D is a powerful development tool that allows us to make games with dozens of characters and hundreds of objects with which a player can interact." Timeline Studios will also leverage the diverse talents of visual effects expert Michael Backes. A co-founder of Timeline, Backes was named by Premiere Magazine as one of the ten people who have made the greatest contribution to the motion picture industry's digital revolution. He worked on Jurassic Park as display graphics supervisor and on Rising Sun as co-screenwriter with Crichton. He will resume a working relationship with David A. Smith, founder of Virtus and developer of the first 3D computer game, "The Colony," in 1988. Backes and Smith pioneered the use of computer visualisation techniques for film production on James Cameron's The Abyss, which led to the creation of Virtus Corporation. Backes will serve the new company as executive producer. "The visual effects work I've done in the motion picture industry, has exposed me to each advance in 3D computer imaging technology," Backes said. "Michael Crichton's innovative story lines, combined with Virtus' technology, will create gaming worlds that offer a level of realism and interactivity like nothing we've ever seen." Timeline's development team includes concept designer Ron Cobb (Aliens, Star Wars, and the hit game "Obsidian"), producer Bob Griswold (Deathmatch Maker for Quake, HexMaker for Hexen II, and Deathmatch Maker II for Quake II), and engineering lead Rick Towson (the Deathmatch series and a host of educational games). Being a Jurassic Park fan myself, I am looking forward to their first game, which will be announced at E3.

### SCORE - EMULATOR 1 SONY 0

The recently announced PlayStation Emulator for the Macintosh, bleem!, has come under fire from Sony. Sony has also requested a temporary restraining order to stop the shipment of the Emulator, but the request was denied in a Federal District Court in San Francisco.

A bleem representative wrote on their web site - "While today's decision is certainly great news for us and bleem! fans everywhere, we can't help but be a little disappointed. We're big fans of the PlayStation platform. From the get-go, our design philosophy has never been to compete with the PlayStation, but to complement the [console system] by bringing its huge library of quality game software to millions of PC users." According to the representative, before the legal battle started, the company attempted to reach an amicable solution, and even tried to reach out to the highest levels of SCEA's management with an invitation to address all legitimate concerns, but these attempts were rejected.

Below are some screen shots from the Bleem emulator. The first is in software mode and the second uses Direct3D acceleration. Can you say DAMN!



For more information on the emulator you can visit [www.bleem.com](http://www.bleem.com)

### TIBERIUM SUN LEAD DESIGNER LEAVES WESTWOOD

On a sad note it has been announced that Command and Conquer 2: Tiberium Sun's lead designer has decided to leave the development team at Westwood Studios to establish a new game studio with Lewis Paterson, former producer for Westwood Studios who left one year ago. Erik Yeo and Lewis Paterson are calling their venture 7 Studios. According to Westwood Studios, Yeo's departure will not affect the completion of Tiberium Sun the sequel to Command & Conquer. Taking the helm will be Adam Isgreen as lead designer. Aaron Cohen from Westwood Studios stated that the development team, which numbers 20, have had a couple of months to prepare for the departure of Yeo. "We hate to see him go and wish him the best." Erik will be serving as Design Director and Lewis as Managing Director at 7 Studios. Their aim is to gather gaming veterans and create successful games and franchises the same as they did at Westwood.

### EXPANSION FOR HALF-LIFE

Sierra Studios have announced that they will release an expansion for Half-Life this fall. In Half-Life: Opposing Forces players return to the Black Mesa Research Facility to engage in an entirely new episode of single player action. You get to play as a soldier on the opposing force and get to experiment with a host of new military, experimental and alien weapons. Multiplayer fans will be pleased to know that there will also be an enormous variety of new multiplayer content offered. The expansion is being developed by Gearbox Software, founded in January 1999 by a team of veteran 3D game developers. Gearbox is made up of artists, designers and programmers who joined forces to form their own development house after working at a variety of companies, including 3D Realms, Microprose and Ritual.

### POPULOUS ON PSX

Electronic Arts has just released Populous: The Beginning for the PSX console. Released last year for the PC, you take on the role of a Shaman, a mystical Priest who must use her divine powers to protect and lead her tribe, and ultimately become a god.

Developed by Bullfrog Productions, Populous features a unique 3D engine that allows players to smoothly scroll and rotate over a true globe, not a flat map as in other strategy games. The powerful engine permits the player to view the action from almost any angle and zoom from a ground level view to a cosmic view of the world as a whole. The title should reach South African shores soon so keep an eye out for this excellent game.

### INTELLIVISION RISES FROM THE ASHES

Intellivision video games have risen from the ashes as Intellivision Lives! Two Intellivision programmers have decided to put 50 classic games that were available for the Intellivision console on CD-ROM for play on a PC. Complete with dated graphics and sound you can relive the past glory of the Intellivision as well being able to play 20 never before released games.

The Intellivision Lives! CD-ROM is available from Intellivision Productions website at \$29.95, visitors can also download six games for free. You can reach their web site at [www.intellivisionlives.com](http://www.intellivisionlives.com)



### QUAKE 3 TEST CLOSING IN

Latest word from id Software's Greame Devine is that the Quake 3 development team is close to releasing the public test. The aim of the test is to get feedback from the community on video, sound and multiplayer performance so that the product can be refined and bugs fixed before Quake 3 ships later this year.



Note that this will not be a full demo, and will only contain two maps from the final game. The public shareware demo is expected later when Quake 3 is finally released. The main aspect the team is looking for feedback on is the multiplayer code, including load and stability in the current maps under heavy use and to ensure the client-server communication code is operating securely. The Quake 3 test might even be out by the time you read this so get your butts over to the id Software web site and start fraggging away, just remember to give them feedback on any problems. The Quake 3 Test will also be available on our Cover CD as soon as it is released.

### INFOGRAMS TO ACQUIRE GREMLIN GROUP

CTW News Digest has reported that Infogrames Entertainment is set to acquire Gremlin through a recommended cash offer. Infogrames has offered 120 pence in cash for each Gremlin share, valuing the company at an estimated £22.9 million pounds. The directors will unanimously recommend that Gremlin shareholders accept the deal. The announcement came as Gremlin reported a loss of £1.15 million on ordinary pre-tax activities for the half year ending Jan. 31st 1999. Should the deal go through I guess we will be receiving all the Actua range of sports titles from Dabatec Crew from now on. Rumour has it that Infogrames is also set to acquire another company as well, unfortunately no details are available yet.

### CREATIVE ANNOUNCES NOMAD MP3 PLAYER



Creative has finally made some details available on their upcoming NOMAD MP3 player. The unit will ship in two versions namely a 32 MB and a 64 MB version, which uses a 32 MB Flash Memory Card, making the total playtime on the 64 MB two hours. The players will also have a built in FM tuner and be capable of recording voice memos. You might see a version of the player at this year's Computer Bexa Faire at the Creative stand if it ships in time. The MP3 players works off 2 rechargeable Nickel Metal Hydride AAA batteries and also comes complete with Docking station to make transfers between the PC and Players as easy as possible.

The Nomad players will also include tools and applications for CD audio ripping with variable bit rate encoding for longer playtime. Compilation CDs bundled with the Creative NOMAD will also include more than 100 free MP3 songs from a variety of genres provided by Creative's content partners GoodNoise Corporation, MP3.com, Audio Explosion, Inc., songs.com, SINC Recordings and www.BigHeavy World.com and a host of spoken-word and news audio content and software from Audible, Inc. and audiohighway.com. I must admit that I am looking forward to getting my hands on one of these units, and with an announced car accessory kit it might find a home in cars everywhere. Just one question - When will we see dedicated MP3 players for cars?

## ELECTRONIC ENTERTAINMENT EXPO LINEUPS

The following companies have announced their line-ups for the E3 show. Of course you should know by now that Michael and Warren will be attending the E3 show and bringing back lots of news and information on all the titles that will be on display there.

### SquareSoft

Final Fantasy 8  
Ehrgeiz  
Chocobo Racing  
Chocobo's Dungeon 2

### Acclaim

Sequel to South Park  
Sequel to Turok 2  
Velocity  
Amorines

### Blizzard Entertainment

Diablo II

### Southpeak Interactive

20,000 Leagues - The Adventure Continues  
Wild Wild West  
Soldier

### WizardWorks

Rocky Mountain Trophy Hunter II 3D  
Deer Hunter II Extended Season  
Carnivores II  
KISS Rock n' Roll Trivia  
Bird Watcher  
Pro Disc Golf  
Total Adrenaline 3D Drag Racing

That is it for now. On an ending note Rockstar Games is planning a soccer tournament for the final day of E3.

"We're holding a soccer tournament at E3, and maybe the teams will be Rockstar against the world, maybe it'll be reporters against developers. And maybe, just maybe, it'll be Shigeru Miyamoto facing off against Yoshiki Okamoto," said a riveted Rockstar spokesperson. "There will be a huge prize and alcohol. What could be better?"

What indeed... Knowing Warren, he will be first to volunteer for a soccer team. The winning team is also rumoured to get a killer prize.



## LOST IN TIME...

Infogrames is busy developing an adventure/platform game, Lost in Time starring the popular cartoon character Bugs Bunny. Old "Whats up Doc!" gets lost in time and must collect clocks to find his way back. Based on nonlinear gameplay, players can explore the different worlds that Bugs may find himself in. The different environments will be made up off the 30's, the stone age, medieval times, a futuristic setting, and the pirate years. There will also be an environment named Merlin's Nowhere land, where players can practise their skills as Merlin acts as a guide. As can be seen from the screenshot the game is



played from a 3rd person viewpoint, but can also be played from a first person view, and the camera can rotate a full 360 degrees. With a total of 22 levels, and a host of other Warner Bros. Characters - Yosemite Sam, Elmer Fudd, Witch Hazel, Marvin the Martian and more, the game is targeted towards an 8-14 year old audience. Bugs Bunny fans keep an eye out for this title, which will be released later this year.

## MICROSOFT TO FEATURE FORD VEHICLES IN UPCOMING GAME

At the recent 35th Anniversary of the Ford Mustang, Microsoft announced it has reached an agreement with Ford Motor Co. to feature a selection of licensed Ford vehicles in their upcoming Midtown Madness racing game for the PC. Players will be able to test drive four of Ford's cars, including the new Mustang GT and Mustang Police cruiser.



Midtown Madness will feature ten vehicles for racing through city streets, each designed to handle the roads with accuracy. The game will have five styles of gameplay, including free-form circuit racing. In-game cities, which is based on the streets of Chicago, will come complete with changing weather, traffic, city monuments, an active police force and hundreds of pedestrians (Wonder if you can frag them like in Carmageddon? Ed) What makes the game interesting is its unrestrained exploration within a realistic city environment. Players will be able to blaze through roads, shortcuts, neighbourhoods and sometimes even buildings in order to beat the competition. Midtown Madness is slated for release this June.

## CREATIVE TO INTRODUCE EAX 3.0 API IN MAY

Creative Labs recently introduced EAX 3.0, a new version of its popular Environmental Audio Extensions (EAX) application programming interface (API) for developers. EAX 3.0 provides sound design tools that produce new levels of realism for morphing between environments, localised reflection clusters, individual reflections for distant echoes and improved distance cues utilising Creative's novel statistical reverberation model. As such EAX 3.0 offers developers full control of environmental sound parameters that intensify the gaming and entertainment experience. The new sound design tools in EAX 3.0 build on Creative's Environmental Audio Extensions API that is being used by top developers world-wide to add environmental effects to 3D games. With the Environmental Audio Extensions API, Creative is focused on delivering a powerful sound design tool that allows developers to truly explore the art of creating compelling, immersive audio environments in games, Internet audio applications and interactive entertainment titles. The new features in EAX 3.0 leverage the power of the EMU10K1 processor in the Sound Blaster Live! family of audio accelerators to deliver a new level of intensity to the Environmental Audio entertainment experience. There are currently over 70 Environmental Audio titles, of which 36 are available today.

EAX 3.0 builds on EAX 2.0 with powerful, easy-to-use sound design tools. EAX 3.0 introduces new levels of realism to interactive audio applications. The new tools include the ability to use and tune localised reflection clusters or isolated individual reflections, to continuously "morph" between environments, and to further improve distance rendering and naturalness with Creative's proprietary statistical reverberation model. These features allow the developer to create dynamic reverberant environments with superior, more robust distance cues and enhanced control over each audio event in the virtual sound scene. Creative plans to debut the EAX 3.0 SDK at its annual developer's conference, Creativity, taking place on May 17 and 18 in Universal City, California.

## VR-1 & PSX2 ONLINE?

With the recent announcement of the PlayStation 2, it comes as no surprise that companies are introducing their own projects for the console. VR-1, one such company is a developer of online games usually licensed to online service providers such as AOL and MSN Gaming Zone, have recently purchased console developers Devil's Thumb and Japan based POW Games. They have announced their intention to capitalise on the online potential of upcoming consoles. Tony Harmon at VR-1 says recent public indications by Nintendo, Sony, and Sega have led the company to believe there will soon be a convergence of console and online gaming. "VR-1 is developing new technologies internally that will fit perfectly with the recently announced specifications for Playstation 2," Harmon said. "For the last year, VR-1 has been striving towards this convergence of online and console gaming, and we feel the time is right to combine the two areas." Unfortunately VR-1 is not yet willing to answer questions on any titles that are under development for this endeavour.

SOUL ASSASSIN

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# JUST CHARTS

## Local PC Charts

Position	Name	Last Month	Total Months
1.	Brian Lara Cricket	New	New
2.	Sim City 2000	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

## International PC Charts

Position	Name	Developer/Distributor
1.	Alpha Centauri Firaxis	Electronic Arts
2.	Baldur's Gate	Bioware/Black Isle/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

## 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 2 Touring Car Platinum	10	3
8.	Small Soldiers	7	3
9.	Spyro The Dragon	9	3
10.	Gran Turismo	4	5

## 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	Reggies
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
Recoil (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 Lightning 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 Reaver
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 Millennium
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 IF 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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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 **Quintin Pan** who wins our editors choice this month - keep the questions coming. Until next month...

Backchat  
PO Box 2749  
Alberton  
1449

letters@nag.co.za

## Hopeful

Please can you send me demos for P.C. of the following games:

Cricket97  
Quake2  
Total Annihilation  
Unreal

**Renee Moriarty**  
E-mail

No problem, we've just sent them and by the time you've read this, the e-mail will finally be finished downloading. I can't imagine why anyone would request a little under 600 Megs through e-mail. Oh, well.  
Ed

## Brain Drain

Good magazine, my brother buys every issue and of course I read them. [You have to wonder if this was intended to make us happy and pay attention to his mail when he reads it without buying it? We always advocate at least two copies of NAG per household - now for the topic he really wanted to write about - Ed] Anyway all my life I've been madly interested in computer games, I've played most of them and I've been trying to make my own games. But it's impossible to keep up with it all and try make a game at the same time by myself and so far I haven't really found anybody yet that is doing the same thing. I've had the idea of going overseas and trying to join a game making company there as a programmer, to get more experience or if they don't want me as a programmer maybe a floor sweeper as long as I get the experience. The point is, isn't there a company or at least a group of people in this country that's attempting to make game's that I could try join or speak to?

**Ralph**  
E-mail

Firstly, don't leave this lovely country of ours just yet - there is a new hope that might go a long way to getting you in gear and perhaps connecting you with the right people. In this issue of NAG you'll find an article all about a local developer/publisher that already has one successful game published and is working on a few others. This might not be exactly what you're looking for but they definitely will help you. At the bottom of the article you will find an e-mail address, mail them and see what hap-

pens. A couple of things you need to bear in mind before rushing out and making a computer game:  
*You'll need a few original ideas. A concept isn't enough and therefore a design document must be prepared - these design bibles usually start at around 500 pages.*  
*You probably aren't talented enough to create the music, graphics and do the programming yourself so a group of dedicated people is always better.*  
*And finally it's not as easy as you think, have you got 2-3 years worth of dedication and patience to work on something that might never get anywhere?*  
Good luck anyway.  
Ed

## A loyal subject writes, we are pleased

I am pleading to our masterly, charming, amazing NAG gods to grant me another two wishes, after they have so greatly exceeded all my expectations with their amazing cover CDs. Firstly, a great keeper of all gaming knowledge. I would like a short tutorial on how to create player models for Quake2, or Quake3, or maybe a short step-by-step on how to set up a gaming network.  
Secondly grippers of the stick that brings joy, it would be very handy if you could please put the new drivers for the diamond monster sound MX300 on the holy rainbow disk. (You could put in one driver for a different piece of gaming hardware each month.) I have already offered a sheep or two in your honor (virgins are so scarce these days). Oh, I almost forgot. Please, if possible, try making the big foldout of software paintings that we can put on the walls a monthly ritual. (I missed this artifact with the last issue I bought). May the NAG gods live long and may their loins be fruitful.

**Louis van Zyl**  
**Wolmaranstad**

Where exactly is Wolmaranstad anyway? Isn't it that place where a number of chicken remains and half-burnt candles were found in the bushes just out of town? We've decided to grant one of your wishes and seeing that it comes from the highest order - you'll find not one but three software paintings in this issue. As for the rest of the begging... you'd better find a few virgins, we don't like the smell of burnt sheep.  
Ed

## Another nut

Ah, the sweet smell of stale air, the croaking of the keyboards, the dilemma... Oh, sorry, I forgot to include a eulogy (oops, that's what they do when you die! - this is not a prophetic statement) or is that an effigy [You could always erect one in honour of us - Ed] on how great thou art as a magazine... blah blah blah. Okay I think you have had enough people sucking up and hoping to earn some favor in getting their letters printed so that they can go to their friends and have an ego boost. [It does work every now and then you know - Ed]. What I am writing about is this. Did I not last month (March) attempt to purchase your magazine only to have the news told to me by my local CNA, that it was sold out in 24 hours?!?! Now that deserves a special mention, due to the fact that your rival spends about 3 weeks on the shelf (LOL). Doesn't it make you happy to know that you have such a rabid horde that it appears they

camp outside the newsagent waiting for your release? I was unfortunate in not being of the chosen to receive your magazine, so behold I visited every CNA and could not get a copy. I was heartbroken cause I have every issue since number three. And thus my reason for writing... Do you keep back issues? It would be a valuable service, as I would love to get my hands on those precious first issues and the latest I missed. Just think in a few years, your magazine will be worth many hundreds of Rands. Just like comics, or could we imagine that? Anyway, what else do I have to say... hmmm? I can't remember, I am hungry and I have to go... I missed my test lecture.

**Luke Osborne**  
E-mail

Firstly a eulogy is a tribute and an effigy is the name you call a screw that slips out of your fumbling fingers disappearing inside your PC whenever you open it. Back issues are very hard to come by.

## The Hollywood PC

Ever seen movies and TV programs with computers in? Of course! But every one I see, I get frustrated. Why? Well, not a single one has the PC being used like in real life. Take "You've Got Mail" for example: since when do people click in the middle of the desktop and "Boom!" you're on the Internet. And in "Fallen", the guy uses the middle mouse button to click. I mean, you can shout "Hey you moron! Use the left mouse button" at him all you like but in the movie, the middle mouse button worked just as well as your every-day left one would. And in "Bugs", the guy checks out what's on a CD by going to the Control Panel. When I go to the Control Panel on my computer, I don't see D: drive anywhere. And since when do you need a 3-GigaHertz CPU just to render a simple model of a brain in real-time 3D? (You guys should teach them a thing or two on how to use a 3D accelerator). But the bottom line is this - although these movies might make a person who knows nothing about a PC say "Wow!", they should consider that the people who even know a little about computers (which should be the majority of people in the world - even a Newbie knows that you don't "Surf the Net" by clicking in the middle of your desktop, unless that's where a shortcut to connecting to their ISP is) would say "That's just bullsh\*t!"

**Quintin Pan**  
E-Mail

Funny you should mention this, it's been a personal pet hate for me ever since I can remember. We've all seen it before - the blatant disregard for realism when it comes to Hollywood taking 'liberties' in directing computers in movies. I never know whether I should laugh or cry when I watch the 'hero' dash up to a PC in distress and then with a stern and composed voice tell whoever is listening that a virus has overheated the power supply and blown the CPU. But then I suppose if we believe that one man can eliminate a room full of terrorists with a few leaps and rolls, then we can't really blame Hollywood for taking a few shortcuts in the world of silicon chips. A mission then to all our readers to go and seek out these blunders and report back to the NAG team - we might even run a feature and a few of you could become famous. Please, just don't report on Star Wars, we are prepared to eat anything George Lucas dishes out with a smile.  
Ed

I always used to read with some amusement when other PC magazines didn't have any back copies for certain issues - bragging with a bold sold out sign. Well it's happened to us. We simply don't have any copies of certain issues left anymore. Do not despair we will be including a full listing of what we have left and relevant pricing soon. We have also increased our circulation as of the April issue so there will always be more copies around. You have three clear options here. (1) Subscribe. (2) Ask your CNA to keep a copy for you (this is called a call order and they do it for free - I still can't understand why so many people don't know about this?). (3) Suffer, if you have nothing else you'll always have our empathy.  
Ed

## Greetings Mr. Ed

Nagger annoyed: Where is the Poster?  
The two main reasons why I buy NAG: The Demo Scene and the Poster!  
In the Backchat section of March 99, PL Young wrote that he could write articles on a step-by-step make your own game project for the cover CD. I hope you are seriously considering this, because my only option as an aspiring games programmer is to go overseas after school and that is exactly what we should try to prevent! Please run PL Young's D.I.Y game project. If space on the CD is a problem, leave out one of those themes, no one I know has Microsoft Plus.

**Div Zero**  
**Brackenhurst**

Don't get annoyed about the poster, you'll spend sleepless nights worrying about it, which will eventually lead to aggression and a sleeping disorder. The poster is a special gift we give to our readers when we can, now in this issue you've got three posters so that technically allows us to miss another one and no one should complain - right? In this issue we've got some information about local developers in South Africa, momentum is being generated all the time when it comes to making games in this country. We will be doing something on this when space permits but rest assured it's going to be special. Finally, everyone I know has Microsoft Plus.  
Ed

## Pirate overboard

The first time I saw your magazine was in December. I don't really read computer mags but yours was so cheap I decided to buy it and now I am seriously hooked. I read about people complaining about piracy but what is being done about it? If computer companies know about piracy why are they just sitting back, why don't they do things to make people unable to copy CD's like hiding files or making CD's that have locks so you can't copy the games. I saw a few weeks ago at a flea market that a guy was selling pirated Interplay and many other games.

Are people ever gonna bust these guys at the flea markets or are they just gonna make all the money with the designers of the game?

**David Sun**  
**Glenvista**

Just quickly, the developers are always coming up with different ways to protect their property but the pirates out there find ways to disable this protection - it's a never ending cycle. The flea market crimalinals have taken a knock with stock confiscation and an arrest recently - we will be publishing the details on this as soon as the legal process is over. Don't worry, South Africa's local distributors are working against piracy - it just takes a long time with this countries legal system.  
Ed

## Dear NAG

I have a tricky question for you guys. Where are we headed? Every 6 months or so, a new processor, 3D Card, Sound Card etc. is released, and we all keep on upgrading, spending our hard earned cash in pursuit of the holy grail called the ultimate gaming rig. Where is this going?  
Take 3D graphics. At the moment there is still much that can be improved, but give it a few more years and the graphics will almost certainly be photo-realistic, moving at 90 fps and all this in ludicrous resolutions. So where will we go after that? Could upgrading become absolute? Of course we don't know what type of games we will be playing then, maybe 3D graphics will have become old hat. You're probably wondering where I'm going with all this. My point is that we cant possibly know where we are headed with this wonderful hobby of ours. If you think of the advancements that were made in the last decade, who knows where we will be at the end of the next decade. This must be the greatest hobby on earth! Why don't you guys give us your predictions on what will happen. Then in 10 years time we can read them and see how right (or wrong) you were. By the way, your magazine is excellent. It wipes the floor with your competition. And the Cover CD is great. Keep it up!

**Mark Hansen**  
**Gerdau**

Nobody really knows where it'll all end but it must stop somewhere - I'd imagine the ultimate gaming machine would be the Halo-Deck in Star Trek, but then there has always been talk of playing games in your mind, like a dream, so that might give you an idea. It certainly is a great hobby and as things stand right now - there hasn't been a better time in the history of this planet to be a dedicated computer game player.  
Ed

PS If we ever manage to get the Assistant Editor's crystal ball fixed we'll have a look into the future and let you know.

## Hi

I hope this isn't too violent but I thought it would prove a point. This is a picture of an organisation called Anti-NAG. As you can see, people like this do not last long. Everybody, watch out what you say about NAG and make sure it is only good things. Great magazine guys! Keep up the good work. I got this picture from one of the basic Half-Life stages I made.

**Grant James**  
**Cape Town**

Well, it looks like we started something here. Don't worry, I'm sure Grant will let anyone say what ever they like about NAG... Although, if I lived in Cape Town, I'd keep any personal details off any e-mail I send in.  
Ed

## Gaming Gurus?

NAG is an amazing magazine in most respects, but it doesn't have an important section in it! What I'm talking about is a place in your magazine that helps people with problems they are having with computers like things not working and hardware installing and stuff like that. I bought a new graphics card that didn't work properly and after asking and phoning many people a friend solved the problem for me. My suggestion is for NAG to have a hardware problem solving section so many people with the same problems can read it and learn things. You say you're the gaming gurus so let's see what you got! Also, I like your reviews for the PlayStation games, my friend has a PlayStation and we always fight over the last magazine in CNA.

**G. Owen**  
E-mail

Coincidence is a strange and wonderful thing, you ask and we deliver. In the next few months, we are going to launch our Backchat Technical section where we'll be reading and answering / solving all your technical gaming and hardware problems. The great thing is that if we don't have the answer to a question then we just toss the letter in the bin and nobody will ever be any wiser. So, if you're going to send in a letter please include a few vital details like what kind of computer you have and what's wrong with it and not something like this, "My computer won't work, please can you



The Anti - NAG organisation: From left to right. B. Dugliochi (C.E.O.), A. Sprikolgy (M.D.), G. Yizuli, S. Truffil, W.S. Runtioipi, J. Oli van yuti

help me?" Marking the letter Backchat Technical will also help so it doesn't end up in the competition box. So start sending in those questions, and don't pretend like you don't have any problems because we know you don't know what you're doing!  
Ed

## Greasy Paws

Today when I picked up the latest copy of NAG, I was horrified to see the salesperson at the counter, pulling my cover CD from a pile of ten, randomly discarded in an untidy drawer. The glue strip on the package stuck to another CD and I was dismayed to see the gentleman twisting the CD to get it loose from the other. As a result, I asked the gentleman to show me the CD. In the same ignoramus fashion as before, he planted his fatty imprints squarely on my brand new CD. Then when I said I wanted another CD, he refused. Consequently, every time I run the CD, my PC locks up. Can't you guys at NAG please put the cover disk in a jewel case next time? It would help a lot when it comes to ignorant sales people and would save the poor unfortunates, such as myself, a lot of trouble. Oh, by the way, excellent magazine in all ways.

**Bammer**  
E-mail

You've painted quite a nasty picture here, but one that I'm sure many of our readers can identify with. But, never fear NAG is coming to your rescue, you'll be happy to know that we are now going to bag our magazine every month to avoid a fatty fingerprint situation. I hope you lot out there are grateful for all our effort and remember none of this is going to cost you one extra cent!  
Ed

Please send all your Technical and Troubleshooting questions to **Backchat Technical** regarding all hardware and software problems. Thanks to all the people who sent us tons of letters this month.

When I was a little lad I used to get 20c pocket money per week. "Save it my dear boy!" my parents tried to argue, but it was to no avail. There were more attractive things in life than saving. Especially when the arcade down the street had all the latest video games. And so it came that week after week I spent my pocket money eating away at those Pac pills and blowing aliens to smithereens!

AtariBaby

Somewhere along the way, even before you got your dazzling PC or Playstation you must have stopped off at a Street Fighter or maybe even gone head to head on Rage Racer. But before the glorious days of Namco's Rage Racer and Midways bloodcurdling action packed Mortal Combat, there was an era of games that broke ground and records in both the arcade and home entertainment era ... Yeah, Yeah we've heard it all before you might say! Well actually you haven't!

### The Inspiration and Creation

A long time ago in a galaxy far far away... Well maybe not, but it was roundabout the same time, 1978, that a young boy smashed his toy building blocks around his fathers lounge. Every time someone built a structure, the young lad would smash it down, with blocks flying in all directions. Little did he know that his actions would inspire probably one of the biggest cult videogames to hit the gaming world - Asteroids!

Lyle Rains was the man who took his sons building block idea to the then head game developer at Atari Arcade division Ed Logg, and suggested that they look at creating a video game based on the concept of reducing big structures to smaller ones. "I guess the way I describe it makes me the father of Asteroids", Rains said. "Ed Logg is the mother of Asteroids, as he had to live with the idea and deliver the perfect finished product. All I had to do was provide the seed!" Ed Logg pondered on the idea for months, and it wasn't until May 1978 when he saw a television series on the possible threat that renegade Asteroids pose for mother earth that the inspiration finally came. Initially Logg thought that the idea was too simple and that the concept would prove a hit with gamers, but he decided to give it a shot anyway.

### Project Asteroids

The Asteroids project became so intense for both Logg and Rains that they often dreamt about the game. "In the course of my work I have always found that there are times during the development process when the project gets to me in such a way that I'm eating drinking and sleeping the project. When we were working on Asteroids, I would play the game for a number of hours then I'd go home and as I closed my eyes to go to sleep I'd see the asteroids floating across the screen! I was shooting Asteroids all night long. I'd just play the game over and over in my head, just as I would be in real life!"



# ASTEROIDS



AtariBaby

## ASTEROIDS! - BACK IN TIME

Will Granzier AKA AtariBaby turns big blocks into small blocks.

### Technical obstacle

Now lets keep one thing in mind here. In 1978 there were no dedicated sound chips like there are today. So they had to create hardware circuits for every sound in the game. In essence they would use a synthesizer to create the sound they wanted. Then they would string together electrical circuits that would produce and output waveform that would correspond to the waveform of the sound created on the synth. When put through an amplifier these sounds would sound like what ever the programmer was trying to create. For those of you who have played Asteroids you might recall the well-known boom boom boom sounds that seem to speed up as you played along. The idea was that the sounds would create an even more stressful ambience for the player to play the game in - quite ingenious if you think about it!

### The facts

Asteroids was the first success for Atari in the Vector game market. After experimenting with the vector display technology pioneered by Vectorbeam in 1977, Atari's first Vector release was Lunar Lander, a vector clone of the antique 1968 PDP-11 computer program. Lunar Lander did not do well in the arcades, as it was really not designed for the arcade gamer. While a good game in its own right, simulations are known to flop in the arcade arena packed with action shooters and of course the now very famous PONG.

### Popular from the start

A good indication of the games' future success was how popular it was within the labs of Atari. The software developers often had to chase people away from the proto-type machines when they arrived at their desks in the morning or returned from lunch. And boy was it popular! When Asteroids was finally released in 1979 it became the biggest production videogame in the world at the time, Atari just couldn't keep up. At one stage the entire Lunar Lander Production line was halted and all the cabinets were used to build more Asteroids units. All in all a total of just over 70 000 units were manufactured bringing in over \$ 5 Million dollars in 25c 's.

The games main draw was the outstanding gameplay that was present beneath the bright warm glow that emanated from the machine. The game only had 5 buttons - LEFT < RIGHT < THRUST < HYPERSPACE and of course FIRE. Quite basic if you compare it to the complex button array of a Street Fighter. Gameplay was indeed basic but very challenging. It featured a small triangular Spaceship surrounded by a mass of large rocks. Every time you blasted a boulder it would break into smaller fragments that would change direction and move faster. You repeat the process until all the fragments are completely destroyed. From time to time you would be threatened by spaceships that drifted across the screen and shot at you. When you cleared a level, alas more asteroids appeared and in greater numbers. Kinda basic BUT VERY ADDICTIVE.

Edd Logg was once noted in saying "What Asteroids allows players to do is to put themselves in an incredible predicament, and then extricate themselves from it. You feel like a hero coming out of it!" Asteroids remained the number one game in many an arcade for years. In 1980 Asteroids Deluxe was released. The concept in game play was the same, but it had one minor change in that the Hyperspace button was replaced with a shield button. Oh yes and the vector colors were bright green instead of white!

### In conclusion

Today vector games are seen as collectors' items around the world and are really very hard to come by. If compared to today's machines that are assembled in some operators' workshop, all the Asteroids games were built in the USA and the quality is impeccable. And the plus factor is that all of them were shipped in 'dedicated cabinets', which means that the cabinet was designed and built by Atari with the original game logos and display signs. If you can find an Asteroids machine in decent condition, GRAB IT. However most operators not knowing that the value these antiques would have in years to come literally dumped them at the local refuse dump just to clean out their warehouses. Asteroids is to the gaming industry what the model T ford is to the car industry.

AtariBaby

# OUTCAST



A team of scientists have discovered the existence of many parallel universes. A probe from earth is soon deployed to reach one of these planets called Adelpha...

A few minutes after landing and sending data back, the probe is blown up by a humanoid entity creating a type of energy backlash through to Earth and causing a molecular chain reaction...

A black hole has formed and sucks up everything in its vicinity. Immediately an intervention team lead by Cutter Slade, ex Navy Seal is sent to Adelpha to fix the damaged circuitry in the probe with the hopes that the repairs will have a neutralizing effect on the expanding hole.



The most advanced AI system ever created



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Original soundtrack from the Moscow Symphony Orchestra



Non linear gameplay, total freedom

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The channel retail live wire



www.datatec.co.za

# The Demo Scene

## It takes all sorts

After a few months of following this column on demo design and structure, a friend who's heavily into the scene as well as commercial games programming has pointed out a fairly glaring omission. Writing timer-based demos with scripts and design is all very well - until you realise that not everybody in the world has the same speed CPU, the same graphics card and the same amount of memory available. These three factors all impinge on what has become the Holy Grail of all benchmarking these days - frame rate.

Very simply, the frame rate of an application is the number of times it updates the screen with new information divided by the number of seconds it took to do it. Do the division and the number you end up with is the number of frames per second it's running at. Note that this is nothing to do with the number of times your monitor refreshes per second - although synchronising the two to eliminate tearing artefacts is a related issue. The human eye's natural "Frame Rate" - the rate at which separate images blur into persistent motion - is around 30 frames per second. Higher frame rates look better - but only up to a point. Higher than the monitor refresh rate - typical figures are 72Hz and 60Hz - and the application is

## DEMO DESIGN

### THE HOLY GRAIL - FRAME RATES

BY PAUL FURBER

- PART 9

[HTTP://WWW.OVERLOAD.CO.ZA/SASCENE](http://www.overload.co.za/sascene)

E-MAIL: [SADEMO@EGROUPS.COM](mailto:sademo@egroups.com)

E-MAIL: [MAVERICK@IS.CO.ZA](mailto:maverick@is.co.za)



drawing more frames to the screen than the monitor can physically display to the tube. Demo authors would normally love to have this problem. What they are interested in is getting the highest possible frame rate on - here's the catch - all machines out there. This must be within reason of course and it's a limitation games get around by dictating them - check out those Minimum Requirements text boxes on the bottom of the next game you buy.

The demo author has less freedom. A programmer can be in for a shock when the kick-butt demo he programmed on his P-166 looks like sludge when a friend with a P-100 and a cheap VGA card fires it up to have a look. The trick is to make the demo effects run in the same time on both machines.

#### A question of timing

Timing a program properly is not a new problem. One of the earliest examples I can think of harks back to the original MOD format as invented by Mahoney and Kaktus - two great Amiga programmers of days gone by. They used the refresh rate of the screen to advance the music in a fixed time. There are even two different formulae for calculating the playback frequency of a MOD that apply to this day. One is for NTSC, the other is for PAL - a legacy that survives. The best method of timing a demo today is to use a

clock function - obvious isn't it? What's not so obvious is how to juggle everything so that the demo runs in the same number of seconds across platforms.

Without further ado here's one method that works very well. It's based on the principle that one or two things should be fixed to run in the same time regardless and that other elements should be adjusted accordingly.

1. Fix your clock "rate". This can be done by either dynamically reprogramming it to fire at a certain rate (good choice in DOS) or choosing the smallest resolution unit of time available to you from the system (good choice in Linux).
2. Peg your music playback routine to work off the clock. MODs, MP3s or whatever is accompanying the visuals are VERY time-sensitive. If a soundtrack slows down or drags it will detract from the production.
3. In the main loop that processes your demo parts, separate your "thinking" code and "display" code. What you're aiming at is for the thinking code to control the visuals so that they move a fixed amount in the same time. If you want to rotate a cube once every second, then you know how fast it will have to be rotated. Then you display as often as possible. Faster machines will be able to display each movement. Slower machines will have to skip a few frames before updating the progress.

Simple? No, it's not. Look out for some detailed examples next month and even - gasp - some code. Mail me with your comments - [maverick@is.co.za](mailto:maverick@is.co.za)

Paul Furber - 'Maverick'

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



# The Magic Zone

The best of the best ... the 1998 South African Magic: The Gathering team placed 10th at the World Championships in Seattle. They are (back): SA Champion Ruaan Marais, John Bromberger, Kelvin Bosch and (front) Michael Nurse. This year's team will be crowned at Eastgate in Johannesburg in June.



The top four South African Magic: The Gathering players in South Africa will be winging their way to Japan in August to take on the best the world has to offer. These four will be selected at Eastgate on 5 and 6 June '99 at the SA National Championships.



"This is the most important event on our calendar," says Martin Frain, SA co-ordinator for DCI Magic: The Gathering's international body for organised play. "It's an invitation only event, featuring the top players." Last year's National Team and the top ranked 25 players are invited. The rest of the country's Magic players fought for invitations at Regional Championships, which were held in April.

The following people were the top players at the time of going to press and will be attending:

1. Marthinus Koekemoer, Port Elizabeth
2. Michael Nurse, Johannesburg - 1998 National Team
3. Andrew Mitchell, Cape Town
4. John J Bromberger, Cape Town - 1998 National Team
5. John Irvine, Johannesburg
6. Shannon Evans, Johannesburg
7. Savvas Themistocleous, Johannesburg
8. Alexander Kromhopt, Port Elizabeth
9. Glynn Keenan, Johannesburg
10. Steve Gerson, Johannesburg
11. Chris Gibbons, Johannesburg
12. Johnathan Tsao, Johannesburg
13. Daniel Ruscic, Johannesburg
14. Filip Ruscic, Johannesburg
15. Andrew Monteith, Cape Town
16. Hylton Cameron, Johannesburg
17. Shaun Rumble, Port Elizabeth
18. Kelvin Bosch, Durban - 1998 National Team
19. Gareth Whitaker, Johannesburg
20. Ruaan Marais, Capetown - 1998 National Champion
21. David Chou, Johannesburg
22. Pieter Loubser, Cape Town
23. Marinos Sigalas, Johannesburg
24. Wynand Geysler, Pretoria
25. Marvin Hsiao, Johannesburg
26. Russel Lunt, Cape Town
27. David Irvine, Johannesburg
28. Tim Lawrence, Cape Town
29. Clint Van Alten, Durban

## Sneak Preview

*Urza's Destiny*, the final expansion in the *Urza's* block, is set for release on 7 June '99. *Urza's Destiny* is a limited edition expansion featuring over 140 black bordered cards and includes foil enhanced collectable premium cards. It is available in booster packs and four pre-constructed decks and is aimed at expert players. There will be sneak preview pre-release tournaments around the country, where you can get a look at the cards before they are available anywhere in the world. The Wits University games convention WitsCon will host the Johannesburg event on Sunday 30 May '99. Other events, on the same day, will be held in Cape Town at The Atrium, in Durban at the Lahee Park Sport Club in Pinetown, and in Port Elizabeth at the PE Bridge Club. There are also plans to hold an event in Bloemfontein at the St James Pub and Restaurant in Zastron Street. All events start at 10am. Players will get an *Urza's Saga* tournament deck and three *Urza's Destiny* boosters to build their decks from. Cost is R110, and places are extremely limited.

### Player Profile



#### Player Stats

Name: John Bromberger	City: Cape Town
Age: 29	Occupation: Actuary
DCI comp rank: 1749	SA Rank: 4

1998 National team member  
Winner, Pro Tour Qualifier Los Angeles  
Semi-finalist Pro-Tour qualifier  
New York

## Klein Wins in Cape Town

Andrew Klein won the Western Cape Regional Championship on 11 April '99, while Nicolette Abrahams became the first female player to qualify for this year's National Championships. 49 players vied for the honours and invitations to the nationals at the Atrium Shopping Centre in Cape Town, with the following 12 competitors making the cut - Andrew Klein; Grant Van Dyk; Jordan Boyle; Udesch Moodley; Andre Fourie; Clement Wilton; Pieter Norman; Tien-Ming Cheng; Alan Campbell; Peter Klein; Nicolette Abrahams; Charles Freestone.

## Learning Curve

New players often try to put too many cards in their playing decks. Remember, more is not always better. In fact, the more cards you have, the less chance you have of getting the right card at the right time. Try and stick to a 60-card deck, with no more than four of any one kind of card (except basic land: Mountains, Swamps, Plains, Forests and Islands). Use two colours (not all five), and around 22 to 24 of your cards should be land. This is the basic structure of a basic DCI tournament legal deck. For full DCI tournament rules check out the Games Emporium site at [www.geon.co.za](http://www.geon.co.za).

## It's a Classic

Released late in April, the Classic (6th Edition) of Magic: The Gathering has a new set of rules and a different card mix to the Fifth Edition, which until recently was the core product. The new rules go into effect in DCI tournaments on 1 June '99 (and will be used at the National Championships). Packaged in 15 card boosters, 75 card tournament decks and ready-to-play, two player Classic Game (which has the new rules), the new

**CLASSIC**  
SIXTH EDITION



release is a 350 card white-bordered set including cards from older, out of print expansions including Visions, Mirage, Alliance and Weatherlight. It is an ideal way to move from Portal to the more complicated Magic: The Gathering Game.

## Tanchell Pounds the Opposition

Russell Tanchell snatched the title of Gauteng Regional Champion on 11 April '99, in a grueling nine hour, nine round Standard event at the Balfour Park Shopping Centre in Johannesburg. Fending off the 44-player field, Tanchell's green and red deck was good enough to give him eight wins over the course of the day, his only loss to second placed Mark Oppenheimer in round four. Playing his first DCI event, newcomer Andries van der Walt surprised the field of experienced players and won through for an invitation to nationals. The top 11 players at the event won invitations to the National Championships.

Russell Tanchell 24 points; Mark Oppenheimer 21 points; Peter Battiscombe 21 points; Benji Rosman 21 points; William Cairns 19 points; Brent Moldenhauer 18 points; David Purchase 18 points; Jason Neale 18 points; Daniel Messem 17 points; David Hofmeyer 16 points; Andries van der Walt 16 points.  
Russell Tanchell's deck - 8 Mountain, 6 Forest, 2 Mogg Hollows, 2 Wasteland, 3 Treetop Village, 1 Ghitu Encampment, 4 Winter's Grasp, 1 Tranquility, 1 Might of Oaks, 4 Llanowar Elves, 4 Argothian Wurm, 2 Avalanche Riders, 4 Stone Rain, 3 Incinerate, 2 Shock, 1 Earthquake, 1 Shattering Pulse, 4 Mogg Fanatic, 4 Lightning Dragon.  
Sideboard - 1 Maze of Shadows, 1 Wall of Blossoms, 1 Repopulate, 1 Tranquility, 1 Tsunami, 3 Spreading Algae, 1 Shattering Pulse, 1 Earthquake, 1 Fireball, 2 Flashfires, 2 Pyroblast.

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ATMOSPHERE STRAIGHT FROM THE  
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PITTING THE THREE DEADLIEST  
HUNTERS IN THE UNIVERSE AGAINST  
EACH OTHER.



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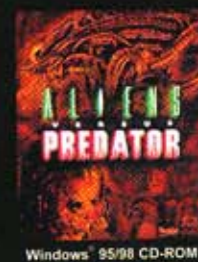


BE A PREDATOR



BE A MARINE

NOW BE AFRAID.



Windows® 95/98 CD-ROM

NAG recently had a chat with Travis Bullford from Twilight Productions who, along with South Africa's Celestial and Moon Cow have joined forces and resources to develop Computer games and related products and put South Africa

on the map when it comes to the world of gaming. Naturally NAG left at the chance to speak to Twilight Productions and find out a little more about their upcoming titles and dig a little deeper into the work ethos and find out why it is that the only steam these guys work on is heart and soul. Celestial is the same company that successfully published Toxic Bunny, a game that was entirely produced and developed in South Africa. So, if you thought South Africa was a dead fish when it comes to computer game development you're dead wrong. The three companies are currently working feverishly on six new products. We've already included a Cover CD demo of The Tainted and after a deluge of mail from gamers around the country a number of new features will be making it into the final cut, which we'll highlight in this **exclusive feature**

# The TWILIGHT Zone

Big Waves in a Little Pond - SA Games in Development



An online 3D-space combat and trading strategy game.

**What is it?**  
Dissention is an on-line space strategy game that does something very unique - it has been designed to work perfectly in South Africa. No mean feat considering the poor quality of most home Internet connections. Travis went on to explain, "It's designed for South African Internet Play. A lot of people complain about things like why we can't play on-line worlds because they're too slow or this that and the next thing. This game design requires only a ping time of a second or 1000 milliseconds and you can still play with less. You won't suffer, at a ping time of 2000 milliseconds." The game promises to take strategy to the next level and avoids the whole base building and attacking format that we've become so accustomed to with recent strategy titles. Often the 'strategy' part of most games is clouded and it seems that people have forgotten what strategy really means. With Dissention you'll be able to set up ambushes that really work like they should in reality. One good example is the kind of thinking you'll need to use when passing through a deep space minefield. Firstly build a huge ship with just a hull, engines and docking bays, now populate the docking bays with smaller fighters and then fly the whole lot through the minefield. Obviously the big ship will end up severely damaged as it punches its way through the mines but your fleet of smaller ships remain untouched. Considering the make up of the larger ship it'll cost you very little to produce so what you have is a smart sacrifice move, loosing the big ship isn't a problem seeing that you've just managed to get fifty smaller fighter ships through a mine field. If you'd attempted this with the fighters, most of them would have

been destroyed. As you can see from this example the game engine is very opened ended, the possibilities are endless. The game will feature a code based system for issuing orders to your forces, its a rudimentary programming language of sorts that won't be too difficult to understand and implement.

**A big world**  
Inside the universe you can build factories, conquer planets, expand, learn technologies and discover artefacts. Everything will behave like it should in the game world and you'll be able to build small ships right up to gargantuan sized vessels like the Death Star. Creating such a diverse range of ships is made possible by a complicated modular building process where all the building blocks for ships are available to be stuck together to form your vessel. In this world the planets will actually be accurately sized so you won't end up flying past tiny marbles that are supposed to be planets - flying too close to the sun will also have serious heat implications. It's not all just about space combat and you'll need to protect your bases on certain planets because they'll be providing you with valuable resources. A typical attack on a planet will include infantry on the ground painting targets with a laser for the big ships orbiting the planet to bombard the target. With so many opened-ended options basically any strategy can be implemented. Travis detailed one that he finds particularly nasty - dubbed the Asteroid Drive. Certain technology will allow you to fly entire asteroids straight into a planet, destroying defenses and crippling the base, now you can land your invasion party and mop up the survivors while your ships stay in orbit to cover your back. The servers that run the game will be able to handle 100 players at a time and considering that the game doesn't require a super fast Internet connection should make it very popular.

## English-Boer-Zulu Conflicts

(Working Title) 3D Strategy game based on the historical battles in early South African history.

**A real South African game**  
The other game, which is still in an early design phase, doesn't even have a working title yet but after a few beers and some veiled threats we got a few details. It's another strategy game that involves South African history - it's a game all about Anglo, Boer and Zulu conflicts. A few of the ideas that have been solidified include getting the Zulu witch doctor to charm wild animals getting them to attack their enemies.

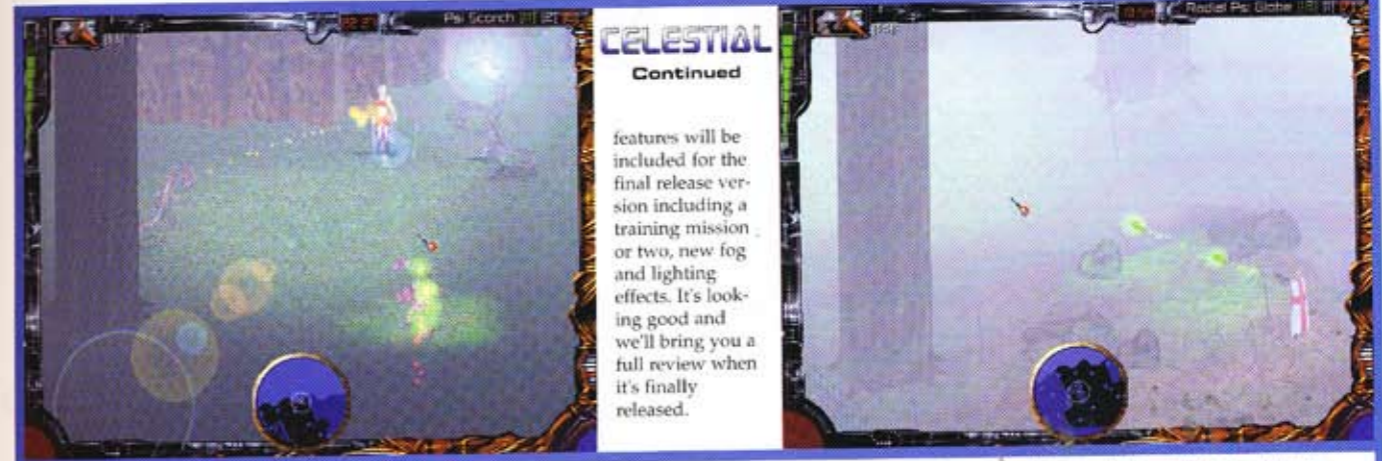
On the Boer side you'll be able to get troops and ox wagons to form a defensive lager against attacks. Much of the game will have its roots in actual history with the developers taking a few creative liberties to make things a little more fun. The game might even feature actual historic footage to pre-empt each battle. This game is still a long way away but it certainly sounds fascinating and will be one to watch as it nears completion.

## CELESTIAL



An isometric role-playing Action game set in a futuristic universe.

We recently gave away a demo version of Celestials upcoming game, The Tainted. This is probably the first game that will end up on the shelves before the end of the year. A number of new



CELESTIAL Continued

features will be included for the final release version including a training mission or two, new fog and lighting effects. It's looking good and we'll bring you a full review when it's finally released.

## Arkana Mage Wars

3D Strategy game of Magic.

to restore the balance is for one of the other elements to become dominant. You'll play one of the elements and at the beginning of the game you have six different fairy folk who represent the different units in the game. Each of the fairy folk are attached to different elements and depending on who and what

Mage Wars is a strategy game in the time of ogres, dragons and magic. It concerns a world of six elements, chaos, order, fire, water, air and earth. In the game Order dies and chaos takes over leaving the mixing pot slightly unbalanced, the only way

you play you receive favor from these fairies and this will affect what you have access to in the game. As you move through the different levels of the game you'll be able to take a certain number of units with you to the next challenge, this is important because your units will gain experience points. All the units in the game will have different levels of experience. For example a first level Ogre will only smash opponents on the head, but a second level Ogre might pick up an enemy by the foot and hit another enemy with the fist, this will ensure a constantly changing game making it hard to predict what will happen next. Into this complicated environment you can add the fact that some creatures require ethereal energy to attack creatures and exist in the game. If your supply of energy is depleted you creatures will go into hibernation and become vulnerable to attack. One nice touch is the humor side of the game and you can expect to see Goblins pulling off the wings of fairies and other such 'funny' incidents.

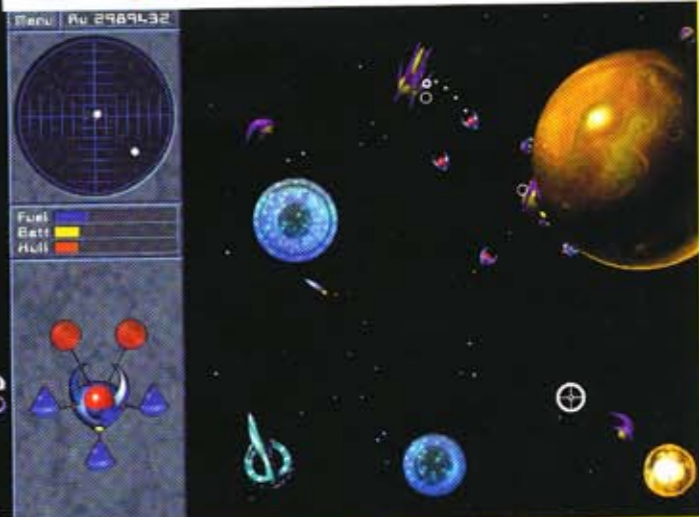


## ALIEN OVERLORDS

An action space shooter with alien alliances.

Alien Overlords is a top down action space fighting game with emphasis on forming political alliances between the different races. Depending on which side you're positioned politically will determine which ships you've access to. You'll be transferring your essences from ship to ship as you play with artificial intelligence pilots controlling the others. It promises to be a great arcade blaster that requires a little brain power on your side to be successful. We'll bring you a demo as soon as we can convince the guys to give us one. Well that's a brief idea of the line up we can expect out of our very own home brew. The guys and girls at Twilight Productions remind one of the way people used to make games in the past, plenty of passion and dedication. Hats off to Twilight Productions for perhaps changing the way people make games here on this Dark Continent of ours.

## MOON COW



Twilight Productions is making games that they would want to play and not pumping out 'safe' titles. Their main aim is to go a step further and integrate what they think is cool and unusual. This roughly translates into excellent news for us gamers.

**Phone home**  
Ending on a light and encouraging note Travis stressed that, "Twilight Productions is helping anybody who wants to make computer games in the country that is willing to work with us. Okay, work with us, we're not saying like even and control. If there's a group of people and they're making a game out there and they've got this idea for a game and they've got the people but they don't have the 100% direction required and maybe need a little help. When it comes to publishing they have no idea - they're not interested in that side they just want to make a game and see it in a box one day. That's what we are doing, helping people like that and the more we come across the better." You can contact Travis at this e-mail address: [tbullford@mweb.co.za](mailto:tbullford@mweb.co.za) NAG extends its thanks to Travis and the gang for making this article possible

# UPGRADING FOR IDIOTS

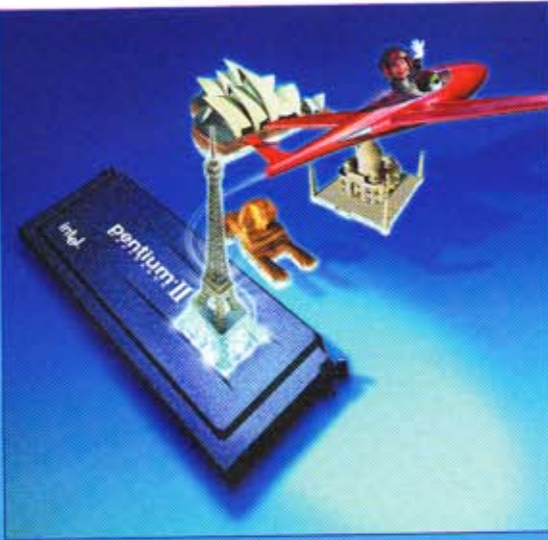
FOR IDIOTS

## PART 1 - PROCESSORS



Over the last couple of months it has become apparent to me that a lot of people don't know what to look for when buying a complete PC, building their own PC or upgrading an existing PC. This is largely due to the fact that almost everyone wants to buy the cheapest on the market, never mind if it will be outdated in 6 months. PC's are expensive to maintain and even more so if gaming becomes your hobby. You need fairly up to date equipment to play the latest games and the minimum requirements keep changing every 6 months.

I am starting my series of articles on processors since the make and type of processor will affect everything else you might want to purchase. I have tried to stay away from issues too technical and the article is aimed at the general gamer. Processors are the first component of a PC to be considered but should always last in line for purchasing. The reasoning behind this is that processor prices drop every couple of weeks and by the time you have everything else for your PC you might pay less for the processor than what you would have if you purchased it first. I will



not tell you which processor to buy but only state the advantages and disadvantages of the different makes and types of processors. Each has their merits and flaws and it's up to you to decide what to buy. At the end of the day it comes down to what you want and how much you're willing to pay for it.

There are currently only two processor manufacturers to seriously consider when deciding on a CPU. Intel processors and AMD processors, there are however other processors available such as Cyrix, IBM and a couple of others. Personally I would stay clear from these processors as a lot of games has had problems with them in the past and they seem to perform slower when compared to a similar Intel or AMD solution. Intel and AMD processors are also more widely available than these other processors. An important factor to consider when buying a processor is the MHz it is running at. A higher MHz means the processor is faster and can thus move information faster to other peripherals such as 3D acceleration cards.

A rule of thumb in the processor industry is the higher the MHz, the longer you have until you need to upgrade again.

### INTEL VS AMD

There is a big debate surrounding AMD and Intel processors. Both sides have their supporters and they have been fighting with each other for what seems like forever. I actually think both companies processors have their merits. Intel is more widely supported and have gathered a solid following over the years, the only drawback is that an Intel processor is fairly expensive. AMD is still fairly new in the market as most people only started considering AMD processors since the release of the K6-2, prior chips from AMD had their share of problems, and AMD has also had problems with processor manufacturing yields in the past. Intel's MMX has gathered support right from the beginning and a lot of developers actually make use of the multimedia extensions offered in MMX for multimedia applications. On the other side of the coin 3D Now! has only gathered a lot of support recently and more and more companies promise to optimise their applications and games for 3D Now!.



of last year and games will move on to a minimum requirement of a Pentium 200 MHz soon. Currently the lowest Intel processor still in production is the Pentium II 350 MHz CPU. As you can see the minimum requirements of games usually lack behind the current entry level PC by almost 18 months and the gap between the two keeps on getting smaller.

Currently only the Pentium II Celeron, Pentium II and Pentium III processors are available from Intel and the rest have been discontinued. There are also the Pentium II Xeon and Pentium III Xeon processors, but these are aimed at high-end workstation and servers and generally should be run under Windows NT for optimal performance. We will skip these and just have a look at their mainstream processors for home use. Also note that all of Intel's processors currently shipping a 100MHz bus speed. This enables faster accesses to memory and peripherals and increase overall performance.

Lets take a look at Intel's range of processors:

#### PENTIUM II CELERON

These processors are Intel's solution to low-level entry PCs, they are cheap but don't offer the performance of a comparable Pentium II CPU. On a Celeron processor the

Level 2 (L2) cache has been scaled down, and at the moment the Celeron chips ship with either a 128-Kb cache or a 256 Kb cache. This is a quarter or half of the size of the L2 cache found on a Pentium II processor, which has a 512 Kb L2 cache. The Level 2 cache is an off

processor memory chip which can be accessed faster than normal memory.

The bigger the Level 2 cache the faster overall performance of your computer. A Celeron processor wouldn't be my

first choice for a processor,

but if you are working with a small budget you might have to consider it. For a little bit more you can have a full-fledged Pentium II processor with a 512-Kb cache which will extend the period until you have to upgrade again. The Celeron range currently consists of 333MHz, 366MHz, 400MHz and 433MHz processors.

#### PENTIUM II

The Pentium II processor has been Intel's flagship for the last 2 years and is an excellent upgrade option, especially now that the Pentium III has been released. This has a positive effect on the prices off the Pentium II since Intel is now dropping the Pentium II prices to make them more attractive to potential customers, while at the same time bring-



#### INTEL PROCESSORS

If you currently own a Pentium 166 MHz you should seriously consider upgrading, the Pentium 166 MHz processor was discontinued at the beginning



ing the Pentium III processors at reasonably the same price that a top of the range Pentium II processor use to cost. The only disadvantage is that the Pentium II processors will not be able to take advantage of programs that will make use of the new Katmai Instructions added on the Pentium III processor. The Pentium II has a well-established installation base and has support from all games developers and rarely do you find a game that won't run on an Intel processor, and even then it could be a conflict problem rather than an error from the CPU. Currently the Pentium II range consists of a 350MHz, 400MHz and 450MHz processors.

#### PENTIUM III

Unveiled in March of this year the Pentium III is Intel's new flagship and introduced the Katmai Instructions. This is the ultimate Intel processor to purchase at the moment and is faster than a comparable Pentium II processor. The only bad news is that it currently costs an arm and a leg. Definitely only for the very serious gamer out there with money burning a hole in his pocket. Currently all Pentium III processors supports a 100 MHz bus and by the end of the year we might even see bus speeds as high as 150MHz. The Pentium III is currently available in 400 MHz and 500 MHz flavours. The main reason for purchasing a Pentium III would be the added performance as well as the new Katmai Instructions. These instructions build on MMX to provide even faster performance for multimedia applications such as games. The only downfall is that there are currently no games making use of the Katmai Instructions, but with Intel's support from developers it won't be long before we some games popping up that supports it.

#### ADVANCED MICRO DEVICES

AMD has recently started to gather support for their processors and games developers are even climbing on board. They surprised everyone with the K6-2 processors,

with its 3D Now! Technology (which is comparable to Intel's MMX). AMD's chips are currently the only processors on the market that closely approach the performance of high end Intel systems, they are also less expensive than Intel processors and this makes them a viable alternative. Unfortunately AMD processors are still an emerging product and still hasn't gained as much support as Intel. The AMD processors use a different slot/socket than Intel Pentium II and Pentium III

processors. This makes a motherboard for AMD processors incompatible with Intel's Pentium II and Pentium III processors, and vice-versa. AMD processors are excellently suited for overclocking (making the processor run faster than its intended specifications) if you know what you are doing.

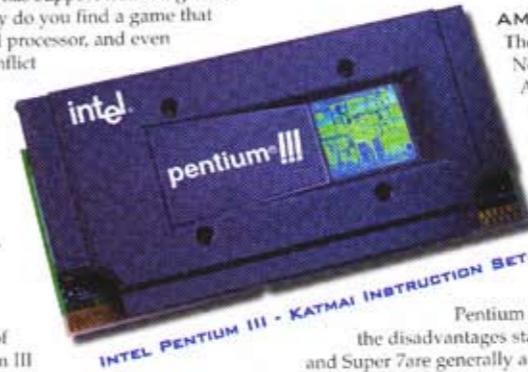
#### AMD K6-2

The K6-2 processor with 3D Now! Technology was AMD's first big break in the market. The processor was stable, and had no serious issues with it. Unfortunately due to the proprietary nature of Intel's Slot 1 connector, the K6-2 had to stay on the old Socket 7 used for

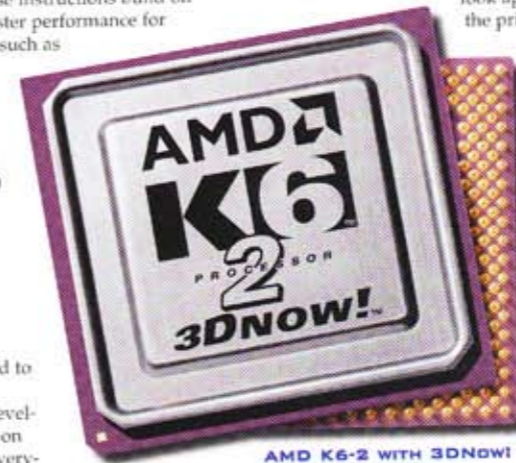
Pentium processors. This is where the disadvantages start to appear. Socket 7 and Super 7 are generally a hassle to deal with, due to heatsinks, thermal glue and generally the M/B configurations are still widely based on jumper configurations. The jumper configuration makes overclocking possible, but does tend to be cumbersome. There are two version of processor in the K6-2 range, namely one that supports a 66MHz bus (Socket 7) and the other supports a 100MHz bus (Super 7).

#### AMD K6-3

AMD has also just launched the K6-3 range of processors to take on Intel's Pentium III processors and I must admit that from specifications the K6-3 with its TriLevel cache does look appealing especially for the price. This design adds a Level 3 cache to further improve performance, it is actually the motherboards L2 cache being implemented as a L3 cache. In pure processing performance the K6-3 is slower than a comparable Intel processor, especially when it comes to intensive FPU calculations. Once again the K6-3 only works on Super 7 motherboards, and has the same hassle



INTEL PENTIUM III - KATMAI INSTRUCTION SET.

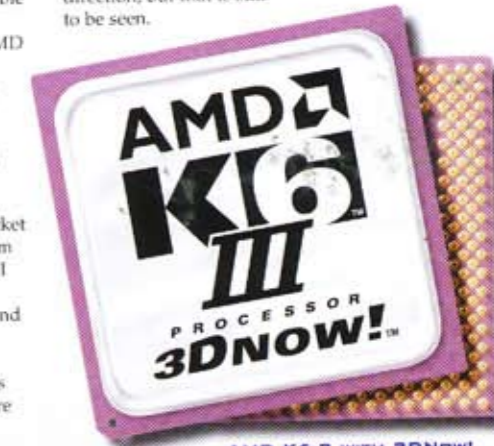


AMD K6-2 WITH 3DNow! TECHNOLOGY.

# UPGRADING FOR IDIOTS

problems as the K6-2, heatsinks, thermal glue etc. At the moment the K6-3 only comes in one configuration for bus speed namely a 100MHz bus and this is why it will only run at specifications on a Super 7 motherboard.

At the end of the day you pay for performance and up to date technology. We here at NAG still recommend Intel processors due to the wide install base and hassle free installation and pure performance power. AMD is catching up and their K7 processor might be the one to sway us in the other direction, but that is still to be seen.



AMD K6-3 WITH 3DNow! TECHNOLOGY.

What we look for is ease of use hassle free installation and support from device drivers. At the moment Intel's MMX has more support than 3D Now!, although the picture is changing on a daily basis. AMD is good alternative be it due to budget constraints or an urge to have a processor that is overclocking friendly. Even then, by running a processor over its recommended operating specifications you will void your warranty, and it is not recommended. Lastly whichever processor you choose, make sure you buy it from a reputable company. There have been cases in the past of remarked processor, which state that they run at a higher MHz than they actually do.

We at NAG have had first hand experience at upgrading processors over the years and after many wrongs and rights have finally matured to experienced critics of the hardware industry, especially where gaming is concerned. Next month we look at criteria for choosing a motherboard to slot your processor into, until then, overclock away. NAG

### South African Processor prices at time of going to press.

(Cheaper Price + 20% (Exc. VAT))

PENTIUM II CELERON 333 MHZ (R491.00)  
PENTIUM II CELERON 366 MHZ (R534.00)  
PENTIUM II CELERON 400 MHZ (R753.00)  
PENTIUM II CELERON 433 MHZ (R1038.00)

PENTIUM II 350 MHZ (R1272.00)  
PENTIUM II 400 MHZ (R1859.00)  
PENTIUM II 450 MHZ (R2989.00)

PENTIUM III 450 MHZ (R3106.00)  
PENTIUM III 500 MHZ (R4772.00)

K6-2 350 MHZ (R595.00)  
K6-2 366 MHZ (R625.00)  
K6-2 400 MHZ (R875.00)  
K6-2 450 MHZ (R1015.00)

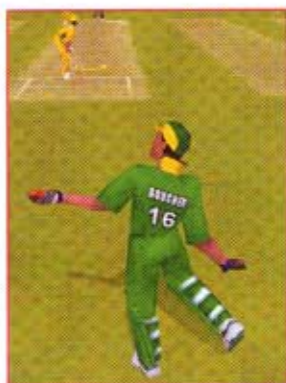
K6-3 400 MHZ (R2745.00)

Prices taken from registered Intel Distributor



<b>GENRE:</b> CRICKET SIMULATION
<b>DEVELOPER:</b> EA SPORTS
<b>PUBLISHER:</b> EA SPORTS
<b>SUPPLIER:</b> EA AFRICA TEL: (011) 803-1212
<b>INTERNET:</b> WWW.EASPORTS.COM.AU

It has been quite a break between EA Cricket 97 (which was one of EA Africa's biggest sellers, and is still going strong on budget) and their latest cricket offering, two and a half years in fact. This doesn't sound too promising for the cricket lover who plays games, but actually, it adds a new lease on life to this lacking genre. As with most World Cup's, EA have their finger in the pie and intend to add cricket to their existing franchise but on a more permanent basis. New acquisitions in the land down under (Australia) has secured experienced developers for the sports we African's normally don't see on C.N.A.'s shelves. One of which is most certainly cricket, which has an amazing following of supporters on the cricketing platform. EA expects to launch WCC99



HEY MARK! KEEP THE TWO-STEP FOR THE AFTERPARTY.

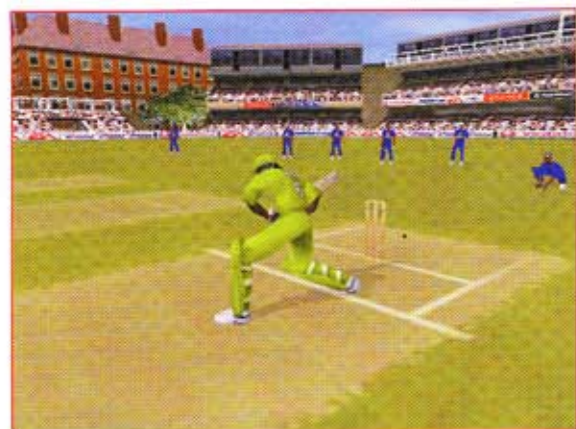
Many years before the invention of one-day cricket, there was the misconception that cricket was boring. The excitement was generally left to quick singles and a run out. But things have changed, and drastically I might add, because spectators love to see a hard ball being clobbered around a circular field in a limited overs set up. Now that the world is cricket mad and hungry to spend as much time behind a TV watching it, we the gamers need something to feed our obsession. Step in Electronic Art's and Cricket World Cup 99.

are quite a few interesting additions. Firstly being able to control the bowlers delivery by means of pace (the version NAG received did not allow you to control the bowler until point of delivery but EA Africa has confirmed its inclusion). At the same time the batsman can move around his crease at will, even down the track. This simulates the tussle between the batsman and bowler the way it should, right up until point of contact with the bat and ball. Shot and delivery planning becomes imperative with little glory coming from heroic attempts at sloggng. Shot placement is decided in a number of ways, the most popular being a cone shaped direction marker that is smaller for the better batsman and larger for the higher order batters. This allows the mouse to become a very effective control mechanism



performing a textbook cover drive. If you think playing cricket takes immense concentration, you will be happy to know (or not) that the same values are expected with the computer version. With the current build we have, playing a shot and timing it are two entities that need to be used correctly. If you are batting you will be shown a delivery spot and given the opportunity to position the batsman and shot direction marker. But the fun part is still to come, you need to watch the ball and as soon as the marker on the ball flashes that would be the timing required to hit the button and play the shot. The more out you are at timing this simple task,

the more chance you have at playing a bad shot or eventually being shown the finger. This makes for a more skill orientated style of gameplay that the gamer has control of, not the computer (well maybe a little). Currently there are four different game options that are made up of a Training Mode, World Cup Super Six Competition, One Day International and the mighty World Cup Competition. If there is ever a time to exact revenge on



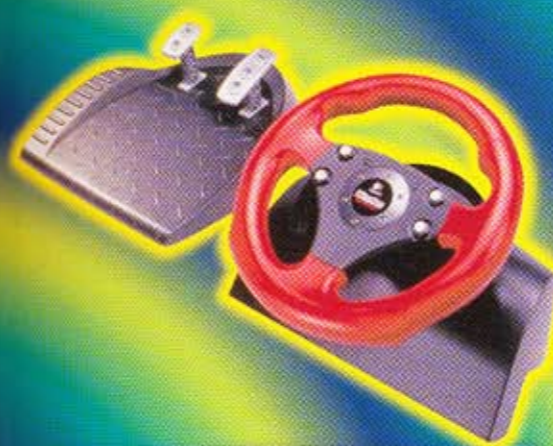
just before the start of the World Cup and hopes to ride on the enormous marketing power that the event attracts. But we don't mind because all the titles thus far have been superb representatives of the sports concerned. This does raise the stakes and standards quite a bit because we want the game on time and it must be fantastic. Well I cannot confirm the release date but from the version we have it looks to be shaping up pretty fanatically already. WCC99 utilises a full 3D environment using a proprietary engine that is looking better than anything NAG has seen before in this category. Something missing from other attempts at a 3D cricket game is the freedom of movement and camera positions. WCC99 has a full array of choices and custom settings that creates intense gameplay and visual effects. Zooming into a specific player is a joy to watch and should be a welcome addition especially for those slow motion action replays. As far as changes to gameplay are concerned there

because it can rotate and manoeuvre these markers with precise ease. WCC99 does the trick of supporting all the current teams and players with updated statistics and figures regarding their careers. There are however inclusions of a few older players in the SA side that won't be making the trip to England and hopefully this is rectified when the release edition hits the shelves. Player names are a feature of the countries kits making it easier to identify with the characters on the field. It's always a great feeling identifying with someone like Hansie in his familiar position in the covers. Player animations are at this point looking beyond what we are accustomed to. All the fielding and batting techniques are animated by motion capture technology and are showing great promise of realism. It is quite a sight watching a bowler steaming in and a batsman

the Windies after their timeous defeat of South Africa in the last World Cup then glory will be yours if you have the balls. WCC99 is looking to become the dominant force in computer cricket and with Electronic Arts behind them, they should have little difficulty reaching this goal. With Brian Lara Cricket's setting the standard and a high one at that, it will be interesting to see how EA take on the challenge. With pace, NAG hopes. Check out the review in an upcoming issue.



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



### Wingman Formula Force

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



### Wingman Interceptor

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



### Wingman Force

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



### Wingman

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



### Wingman Gamepad

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



### Thunderpad Digital

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



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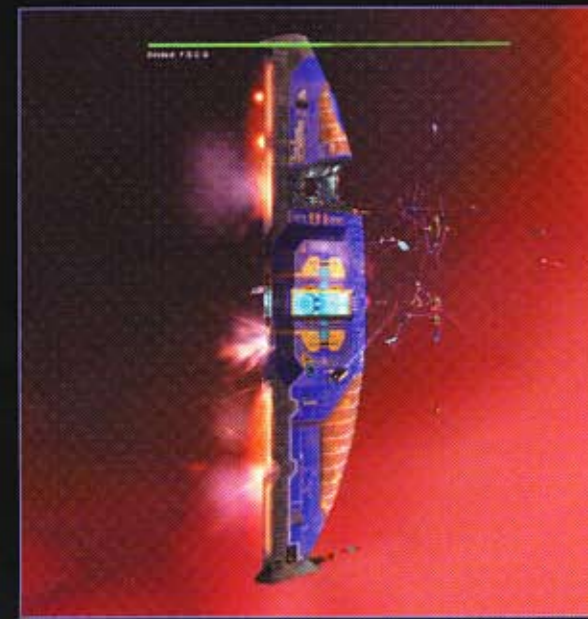
### NO HYPE ALL GAME

# HOMEWORLD

After nearly three years of development, Homeworld has entered its final beta testing phase. For those of you who have not heard of the potential hit Homeworld plans to be, it has walked away with two E3 Electronic Expo awards and has had the gaming industry in a state of awe for some time now. But the main reason why most of the world has forgotten to follow this inspiring project is because the development team wanted it that way. But NAG's persuasive influences have managed to get their hands on a preview copy of Homeworld and spill the beans - this game demands attention. Alex Garden, the Director and inspiration behind Homeworld officially started Relic Interactive in

GENRE: 360° STRATEGY
DEVELOPER: RELIC
PUBLISHER: SIERRA STUDIOS
SUPPLIER: DATACREW TEL: 0111 233-1000
INTERNET: WWW.HOMEWORLD.NET

words of accountability and regret, we the gaming public have high demands, but from what has been seen it looks worth the wait. The original idea of Homeworld was taken from a vision of a great battle on the scale of a Star Wars movie and Battlestar Galactica, with ships flying around in true 3D



THE MOTHERSHIP ON THE MOVE.



UNMATCHABLE GRAPHIC QUALITY WITH SUPERB FIGHTING STRATEGY.

May of 1997. Sierra Studios realised the potential of the project and with little difficulty decided to be the benefactor behind Relic and Homeworld. Now as things would have it, nothing ever runs as smoothly as Space Invaders on a Pentium 3. Alex had this to say about his encounters with the gaming public, "The biggest lesson we had to learn with Homeworld was honesty and accountability when it came to development disasters. Working so closely with a publisher who really understood what we

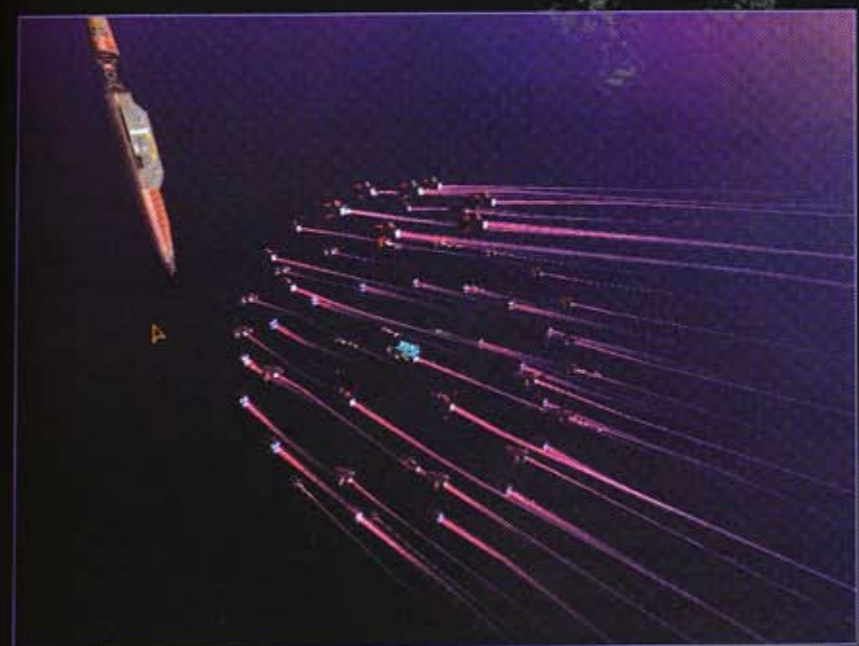
were trying to do was a great way for us to develop this honesty. When we announced the slip in the ship date, I got a ton of e-mail from people who wanted to know why we were slipping. There was a lot of animosity toward Relic, particularly from fans who had been patiently waiting for the game to be released. What I told them is that game developers make mistakes just like everyone else. As a group, we severely underestimated the time we would need to finish the game properly." Even with these

with engine trails coming from behind them. In fact, the original code name for Homeworld was 'Spaghetti Ball'. The screen, filled with moving objects all leaving trails of engine wash could definitely give that impression, and it does. But the most captivating feature of Homeworld has to be its graphics that depicts this 'Spaghetti Ball'. Superbly detailed ships and objects are scattered around the nebula of space in a way never before seen in a space game. Colours are vivid and clear with cameras that zoom into almost nose length distance without affecting the detail levels. This is all capable because of a propriety engine developed by Relic solely for the purpose of astounding gamers and from what can be seen - it does just that. But what does a good engine do for the gameplay and playability? This is a debatable subject now that I have seen Homeworld in all its glory, but in normal circumstances it doesn't help a flawed game. Homeworld has the personality not to rely on good looks to sell itself, actually it has a glorified story and 'genre specific' gameplay that does itself proud. If you could pick a genre for Homeworld, it would fall into the 'strategy' category. Now how does that work? Very easily if you take the control mechanism of a strategic title such as Starcraft, make a few tweaks and add a few necessities. But this is unheard of, a 360 degree 3D game with the playability and gameplay of a top-down strategy. This is Homeworld's way of challenging the genre mad gaming community, which is constantly looking for

Homeworld's epic tale begins in the far reaches of the universe. You were the benign lords of a peaceful society located in the centre of a lush spiral galaxy. For as long as anyone can remember, no one challenged your peaceful existence. But then came the conquerors, invading with the sole purpose of overtaking your world. Billions died, and the survivors were relocated to a cold, lifeless planet on the edge of the galaxy. Hundreds of years later, all knowledge of your previous existence has been lost. Only vague myths remain, until the discovery of an ancient tablet buried within the ruins of a half-destroyed craft in the great banded desert. This Guidestone reawakened the knowledge of your ancestry, and set your race on the path home - co-ordinates leading straight into the heart of the galaxy. Sixty years ago construction began on the giant Mothership that will carry mil-

## The Story

lions of your people into deep space. Construction is now complete. Your journey to the planet of Kharak was the destination chosen by the Conquerors as the New World. The discovery of the First City, Khar-Toba, was made by a dysfunctional satellite that was placed to scan the solar system, but accidentally scanned 75 metres into the surface of Kharak. This led to unimaginable leaps forward because of the discovery of a Hyperspace Induction Module that was the initial step needed to explore space. Though these discoveries were considered unmeasurable it was another that motivated the Clans to join forces. The Guidestone, though badly damaged and corroded, was the guiding light to the origination of the people. It clearly showed directions and the proof of the existence of Hijgara... the Homeworld.



'ATTACK SEQUENCE STARTED, PREPARE TO FIRE, CAT ONE.'

innovative titles that conform to their ideals. Sierra and Relic are about to find out whether evolution on this scale is worth the time and effort, but if the first look is anything to go by, NAG thinks it has moved in the right direction. As with most of the new titles, Homeworld's initial development was multiplayer orientated. The intention was to add the single-player elements after the base work was done. This left only a few months from the original deadline to come up with a concept and idea for the one-player gameplay. As Alex explained, that was a negligent thought brought about by inexperience and lack of planning. Luckily Relic's association with Sierra was rewarded by patience and advice. Dan Amdur, the product manager at Sierra Studios, sternly sent Relic back with orders to notify the community that Homeworld would be delayed in order to spend the needed time on the single-player aspect of the game. With the support from Sierra, Relic dedicated the balance of their time going back to the beginning and conceptualising a challenging and hopefully rewarding single-player experience. It's interesting to know that the FMV sequences

are not of the normal kind, but more a set of anime-inspired sequences done with moving 2D images. The effect is like watching a narrated slideshow of lengthy proportions. Alex says, "To better explain what is happening in the missions, we further leveraged a game engine device called the sensors manager. Here, we created an interactive 3D mission briefing that does a great job of seamlessly explaining what is expected of you during the missions." If Homeworld is going to be different then Relic are going about it in an unusually effective way. And what is the verdict? That will come with the review, but after being engaged by the story and history of the planet Hijgara, finding our way back to this Homeworld is going to be an intriguing journey. NAG has already booked its copy of Homeworld for dissection, we only hope the operation is as clean and decisive as Relic's first attempt at entertaining its scrupulous gaming community.

Homeworld Attacking & Defensive Formations		STORM
<b>Broad</b>	This flattened line is an effective strike craft as it disperses their firepower. It is most useful for a squadron of Capital Ships whose quick unit identification and selection are as important as firepower. A useful formation to approach in if you are planning to break ships off to strike at specific targets once the battle is joined.	This is the deadliest of all formations in terms of continuous firepower. Ships in the formation lose their ability to perform complex flight manoeuvres but gain the ability to fire at targets constantly from every angle. This is also an effective guarding formation as it puts the vessel to be protected in the centre of the sphere.
<b>Claw</b>	Like its natural namesake, this formation is deadly when striking out at an individual target. The claw is a superb formation for Strike Craft when they are targeting Capital Ships. The four curving lines of Fighters make concentrating firepower and movement doubly efficient with the only drawback being identifying and selecting ships inside this complex formation.	Most effective for Capital Ships, this formation allows larger vessels to concentrate firepower without dangerously crowding each other. The wall is not a viable formation but it does give large groups of big ships an effective attack mode.
<b>Delta</b>	The standard flat triangle formation is an excellent way of organising groups of strike craft into effective squadrons but it lacks the flexibility and firepower concentration available to the more 3-dimensional formations.	When ships are first built, they come out of the Mothership or Carrier and go into Military Parade formation with that ship. These ships can be put back into parade formation at any time, although there is a limited tactical benefit for arraying the fleet in this fashion.
<b>Sphere</b>		The Flying X formation is an excellent strike craft formation as it concentrates a large number of vessels into a relatively small 3-dimensional space. Its only drawback is that the dense formation makes individual ships vulnerable to slow burner fire they might otherwise avoid if they were dispersed.
<b>Wall</b>		
<b>Military Parade</b>		

	<b>Kushan Interceptor: Blade Mk.5</b> Mass: 60 tons Firepower: 24 Armor: 80 Coverage: 10% Maneuverability: High Maximum Velocity: 800m/s
	<b>Kushan Cloaked Fighter Spectre</b> Mass: 40 tons Firepower: 20 Armor: 55 Coverage: 10% Maneuverability: High Maximum Velocity: 750m/s
	<b>Kushan Gravwell Generator Trapper Mk.4</b> Mass: 5800 tons Firepower: N/A Armor: 4000 Coverage: N/A Maneuverability: Low Maximum Velocity: 325m/s
	<b>Kushan Heavy Corvette Hammer</b> Mass: 750 tons Firepower: 480 Armor: 900 Coverage: 30% Maneuverability: Medium Maximum Velocity: 350m/s
	<b>Kushan Ion Cannon Frigate Fire lance</b> Mass: 13000 tons Firepower: 3040 Armor: 4200 Coverage: 2% Maneuverability: Low Maximum Velocity: 300m/s
	<b>Taldan Assault Frigate Kudsark</b> Mass: 15000 tons Firepower: 2548 Armor: 4500 Coverage: 75% Maneuverability: Low Maximum Velocity: 325m/s
	<b>Taldan Cloak Generator Pushal</b> Mass: 4200 tons Firepower: N/A Armor: 4000 Coverage: N/A Maneuverability: Low Maximum Velocity: 325m/s
	<b>Taldan Defense Fighter Koshir Ra</b> Mass: 55 tons Firepower: N/A Armor: 85 Coverage: 60% Maneuverability: High Maximum Velocity: 800m/s
	<b>Taldan Light Corvette Raachok</b> Mass: 275 tons Firepower: 275 Armor: 450 Coverage: 30% Maneuverability: Medium Maximum Velocity: 375m/s
	<b>Taldan Scout Firkan</b> Mass: 40 tons Firepower: 6 Armor: 47 Coverage: 8% Maneuverability: Very high Maximum Velocity: 1000m/s





Fill me in  
The background story to the game is that you control one of the five races from the Next Generation, including the Federation, and the Klingons, Romulans, Cardassians and Ferengi. Basically you go back in time, to a parallel universe, for we are not following the direction of the show. You start back where there was only one solar system and expand from there, controlling the empire as it grows and colonising the planets. As you advance you will find minor races, such as the Vulcans, and incorporate them into your empire and eventually conflict with the other major players. The objectives depend on who you are. There is an option where you can select 'king of the hill', where you have to eliminate all the other players but the default, which is more in keeping with Star Trek, is that each player has a different objective. The Federation wants reform but to do so they need to incorporate 50 percent of minor races into the Federation and also be at peace with everybody. The Klingons want to establish dominance so they have to defeat every other player in a war to show their superiority and

# STAR TREK BIRTH OF THE FEDERATION

With our special agent, **Derek dela Fuente**, utilising all his powers we warped him directly to Jeff Holzauer, who is the producer and designer of this game, to give us the precise information we wanted on this turn based game of exploration and tactical combat using this top licence!



**GENRE:** 3D ACTION STRATEGY

**DEVELOPER:** MICROPROSE

**PUBLISHER:** HASBRO

**EXPECTED RELEASE:** 3RD QUARTER 1999

**SUPPLIER:** UNKNOWN (NO CURRENT SA DISTRIBUTOR WITH LICENCE.)

**INTERNET:** WWW.MICROPROSE.COM

have the strongest military".  
**Shot to learn**  
"The game offers different technology paths for each race. The Klingons have disrupters, the Ferengi always use their force plasma beams, The Federation phasers and protons, and it is all drawn from this show. The technology itself is fairly generic and easy to understand, with each level advancement of the game you will see improvements in weapons, propulsion, even biological. All the level changes are, of course, appropriate to the race. The Federation, for instance, will never get a disrupter, you cannot change other people's technology although you can steal it but you will get points as a player and the ability to use them. An idea being you steal an advanced disrupter from the Klingons and it could teach you facets about the enemy that you could apply to your own phasers".

**Elementary**  
"Resource management for the player revolves around controlling the economies for the solar system, you produce food and energy. Food is used to feed people, energy to power factories, to produce ships, etc. We have also dylithium to build star ships.

**CARDASSIA SYSTEM**  
TURN 8  
PRODUCTION SUMMARY  
8 Artificial Climate Chambers  
OUTPUT: 462 Food  
24 Remote Control Factories  
OUTPUT: 2300 Industry  
3 Charge Collectors  
OUTPUT: 14 Energy  
5 Industrial and Biological Chambers  
1 Experimental Simulator  
OUTPUT: 70 Research  
Battleship 1  
Central Command  
Re-education Center

**SYSTEM INFO**  
POPULATION: 310  
GDP POP: 345  
CREDITS RATE: 2.8

**ROMULUS SYSTEM**  
TURN 14  
PRODUCTION SUMMARY  
3 Class III Farms  
OUTPUT: 803 Food  
18 Class III Factories  
OUTPUT: 1191 Industry  
3 Class III Power Plants  
OUTPUT: 104 Energy  
3 Class III Laser Rcs  
OUTPUT: 400 Intelligence  
3 Class III Laboratories  
OUTPUT: 230 Research  
Battleship 2  
Central Command  
Re-education Center

**SYSTEM INFO**  
POPULATION: 340  
GDP POP: 340  
CREDITS RATE: 3.2%

A STRATEGY FANS DREAM COME TRUE. MASTER OF ORION REVISITED.

**SUMMARY**  
TURN 1  
EMPIRE TECH INFO  
AVAILABLE POINTS: 400  
EMPLOYEES: 0  
RESEARCH: 0  
COMPUTER: 0  
CONSTRUCTION: 0  
ENERGY: 0  
PROPULSION: 0  
WEAPONS: 0

**RESEARCH**  
RESEARCH FIELD: 0  
OBJECT DATABASE: 0  
REQUIREMENT: 0

**ENERGY DEFENSE SHIPS**  
SHIP LISTINGS  
Cruiser upgrade  
Heavy Cruiser upgrade  
Strike Cruiser upgrade  
Attack Cruiser upgrade  
Black Cruiser upgrade  
Remot Colony Ship upgrade  
Colony Ship upgrade  
Outpost upgrade  
Starbase

**TACTICAL MAP**  
SYSTEM: ORION 002  
EVENTS: 12  
130  
1.2%

**NAVIGATION**  
ECONOMIC  
EVENTS  
MILITARY  
FEDERATION

**CARDASSIA SYSTEM**  
TURN 8  
PRODUCTION SUMMARY  
8 Artificial Climate Chambers  
OUTPUT: 462 Food  
24 Remote Control Factories  
OUTPUT: 2300 Industry  
3 Charge Collectors  
OUTPUT: 14 Energy  
5 Industrial and Biological Chambers  
1 Experimental Simulator  
OUTPUT: 70 Research  
Battleship 1  
Central Command  
Re-education Center

**SYSTEM INFO**  
POPULATION: 310  
GDP POP: 345  
CREDITS RATE: 2.8

STAR TREKKING ACROSS THE UNIVERSE HAS NEVER BEEN THIS EASY.

When you fight wars you can invade planets and take them over. The planet will still keep its identity so if it is a Klingon planet it will still be inhabited by Klingons but they would not be as happy if they were ruled by the Federation. You may have to implement marshal law. If the people find out that The Federation have lost battles afar then the Klingons will cause even more unrest. You cannot use the technology of the Klingons even though you are in control".

**Alliances**  
"There is a complex diplomacy system in keeping with Star Trek. You can make alliances. There are four states of relationships between nations: War, Neutrality, Peace and Alliance. Alliances share all their military information, you are allowed to travel through each others territory. Peace ensures you have good relationships and can't raid each other, spy on each other but you cannot travel through each others area, and you do not co-operate in combat".

**Combat**  
"We have implemented true 3D combat and we have actually used a Falcon 4 3D engine and it is all turn based. You have 3D models of all your ships, you give an order to your ship and watch it play it out. It looks like combat you see in the TV show or at the movies. After a few seconds of combat you give another order if you feel you need to change tactics. For the AI to handle multi dimensional space combat is more akin to it working like a flight simulator. Each ship has similar AI to that of a flight sim and follows your orders based on the situation to the best of its ability".  
**Hear Hear**  
"We are using voice narrative for diplomacy and combat scenes. We have significant voices for each of the five races

panels so that these will look like those from the TV series. The fonts and even colour will give the player more familiarity with what they have seen on television and this adds a nice touch. Sound effects from each of the computers have also been implemented. A Klingon beep is different from a sound from The Federation's computer. We have had so much input from Paramount that it has been really great".

**Overview**  
"We have gone for this style of game and look as opposed to that of Command and Conquer because it conveys more depth. Star Trek is a very rich universe and is a perfect setting for this kind of game. We have had so much material to source from. We have ploughed through encyclopaedias from all the shows and if there are big events we have tried to implement them in the game and they would pop up as a random event. There are no individual members within the cast the public will recognise, as the game spans 100s of years. As you can expect, there are only Next Generation characters within the game".

**DIPLOMACY RELATIONS**  
TURN 6  
Cardassians accepted a truce with the Federation.  
Federation accepted a truce with the Klingons.  
The agreement is simple, they will not attack, and we will not attack them. Perhaps we will reach the beginning of a more lasting association.  
FEDERATION: 25 Tons  
Klingons: 25 Tons

**TRUCE TREATY - ROMULANS**  
25 Tons

WE COME IN PEACE, SHOOT TO KILL.

but we shall not be using any of the actors from the TV series - too much money, I am afraid, and for this kind of game it really does not add anything anyway".

**Face**  
"There are different interfaces, user controls for each of the races. The look is different but the actual buttons, etc. are the same, so once you have learnt how to use one you will find them all very much the same, so there is no real learning curve.

Paramount has set up the different controls and computer

After the intense quiz session, Derek beamed directly into the Star Trek Enterprise and downloaded this top secret information. Read with extreme prejudice.

## For Your Eyes Only

### Me Me

The races to choose from include The Federation whose strengths, weaknesses and abilities are equally balanced. Romulans are good at espionage and have stealth qualities. Klingons are top in combat. Ferengi expertise is in trading and economics. Cardassians are ruthlessly efficient".

### Let's all Play

There is a five-player multi player option. One for each of the races and it will support LAN, serial modem, head to head and hotseat play and negotiation with Paramount for internet play".

### 3D

"Game players are able to select from more than 50 3D models of starships that are utilised in ultra realistic 3D space combat missions".

### No Limit

"The player is not limited to what he can own or do. The ships are very expensive so building is far from easy. Even in the largest of games you will possibly not own more than 50 ships".

### Different

"This is a different style of game than previous releases - we wanted to give the player a different perspective of all the very best from the Star Trek series. Why continue to produce the same game style?"

### Size is everything

"A small galaxy, and all the galaxies and systems are different shapes which produce different gameplay, would contain about 20 stars. A large galaxy could be up to 100 stars. The idea is if you play a small galaxy and start at the highest technology level, which will be eight out of ten, then you reach each other on the first turn. So if you want to play a fighting game, you set it up this way and it will last around 3 hours. If you wish to play an epic struggle for eternity, you start at the lowest technology and it will last for 40 plus hours".

### Summary

Star Trek: Birth of the Federation sounds like a game of immense challenge which is similar to games such as Civilization II and Masters of Orion II where the game's focus is on resource management, diplomacy and combat. It also offers many surprises like black holes, so find one of these and your ship will be sucked in and destroyed. Pulsars to interfere with sensors. Random system generation will give the players something to really fight over as some planets will have more resources captured. Even planets exploding for no reason will occur. Plenty of thought and time has gone into ensuring this is an experience not to be missed!



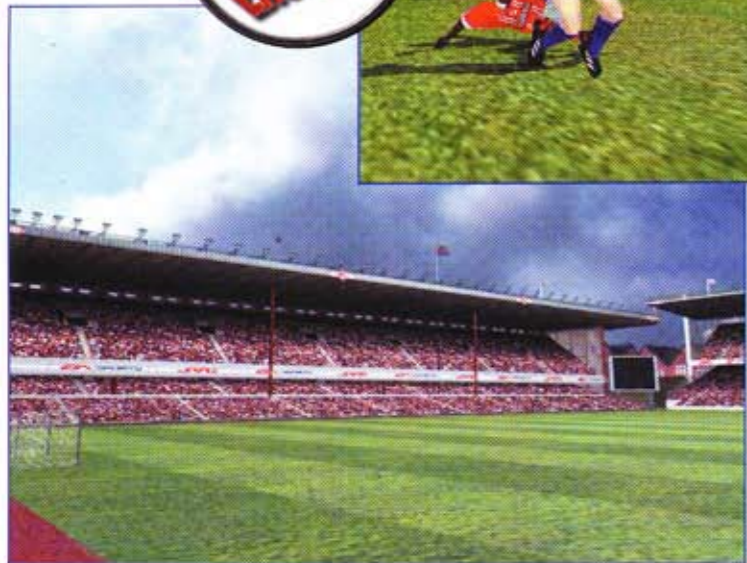
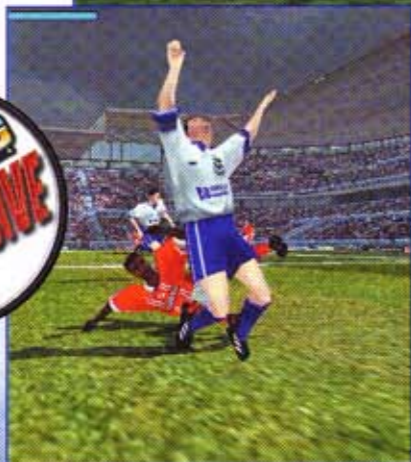
# STARS

## FA Premier League



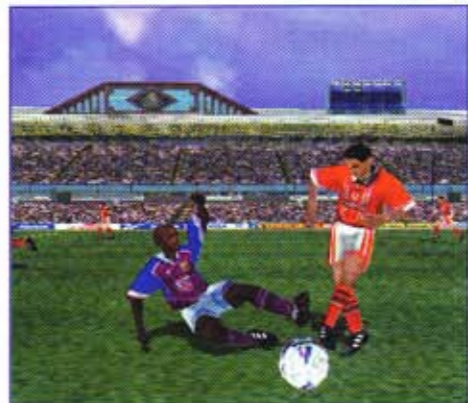
Derek dela Fuente trips on his boot laces while sneaking into EA Sports UK Offices and finding out about their latest footie title.

It seems that the EA Sports label just keeps growing and growing and if you blink up will crop a new game. With EA producing FIFA you would not suspect that a new Football game would enter into the fray but as the season just ends, EA are ramping up for the start of next season with a game based around the FA Premiership! Of course it may come under a different name in Europe but the actual gameplay will be the same and coming on both PC and PSX from the screen shots this looks more than an interesting title, it actually look fabulous! The F.A. Premiership has no equal in world soccer. It attracts star players from all over the planet in a carnival of skill and sweat. Now it's the turn of the fans, who scream themselves hoarse on the terraces, to live every kick for real. Experience the



SPOT THE GROUND? A CLUE, RYAN GIGGS SPOILT THEIR FA CUP PLANS.

stars, rivalries and passion of the world's most exciting and most watched football league first hand as EA SPORTS presents The F.A. Premier League STARS, scheduled for release for the PC and PlayStation on 13 August 1999. The F.A. Premier League STARS gives you all the realism you could ask for - the ultimate in Premiership action. Its all in there...hard hitting local derby games, the skill of the world's top international stars, the passion of the most



GENRE: FOOTBALL SIMULATION
DEVELOPER: EA SPORTS
PUBLISHER: EA SPORTS
EXPECTED RELEASE: PC & PSX 13 AUGUST 1999
SUPPLIER: EA AFRICA TEL: (011) 803-1212
INTERNET: WWW.EASPORTS.COM

improve any of your players' skill ratings in key areas such as shooting, tackling, passing, etc. or to buy new players from other clubs. Your customised teams will then be available to export so that you can challenge your friends with a team entirely of your own making.

BALL AND ALL, THE OUCH FACTOR.

dedicated and fanatical fans in the world, and it is the only action football game to carry The F.A. Premier League seal of approval. It allows you to recreate different methods of play to win in style - whether you go for the long ball over the top, lightning counter attacks or a more deliberate build up play - the choice is yours. Introducing a revolutionary new STARS concept - where you are awarded "stars" according to your performance in matches - you will be able to customise your team and players continuously. Use these stars to

"Our commitment to providing the best footballing software in the world is growing ever stronger with the development of The F.A. Premier League STARS", commented producer Danny Isaac. "The game will combine the high excitement of the Premier League with a brand new gaming concept to break the mould set by more traditional football games." The game also brings previously unheard of realism to the football genre - with commentary from the SKY SPORTS team consisting of presenter Richard Keys, commentator Martin Tyler and expert analyst Andy Gray. All the stadia are fantastically rendered to provide an awesome atmosphere for home teams whilst making away trips all the more daunting. All the team emblems and kits are represented in full detail, even down to individual kit sponsors. It doesn't just end there, because once you have mastered The F.A. Premier League you can go forward into a series of fantasy cups against some of the greatest teams from all round the globe. Whether it's a wet Wednesday in February at Selhurst Park or a glamour tie at Old Trafford on a summer evening in August, The F.A. Premier League STARS offers the most exciting and realistic action football game for fans of The F.A. Premier League.



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Codemasters

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Memories of throwing 50c pieces into the original arcade Ridge Racer many moons ago bring tears to my eyes. Why, you ask? Because after spending all my pocket money for a good year in trying to master it, I could have bought six PlayStation's and the games for the same value. This is the way to play games, pay once and live it up.

Storm

<b>GENRE:</b> ACTION RACING
<b>DEVELOPER:</b> NAMCO
<b>PUBLISHER:</b> SONY COMPUTER ENTERT.
<b>SUPPLIER:</b> STER KINEKOR INTERACTIVE TEL: (011) 445-7900
<b>INTERNET:</b> WWW.PLAYSTATION-EUROPE.COM/RIDGE4

balance is something the developers have followed through on. We remember the adrenaline pumping speed and thoroughly challenging tracks, well they're back and even more poignant. NAMCO have spent over two years developing RRT4 to represent the finest the genre can offer. The

# RRT4

## RIDGE RACER TYPE 4™

that's what we want, and that's what you're getting. Programmers have certainly added something extra to the gameplay and that's without really changing anything, hopefully the final product stays within these boundaries. Certain gameplay changes do effect the playability for the better, remember the irritating imaginary boundary that you keep bouncing off in the older versions, they are gone and replaced with curbs, grass and walls. A slap on the back to the developers for listening to the people and ringing the necessary changes.

What does RRT4 offer in the way of features? All new and revamped playing styles. Starting with 'VS Battle' mode, which is pretty self-explanatory but is bigger and better with players able to load cars that they earned and saved in Gran Prix Mode. Then 'Time Trial' mode lets the egotistical racer test his speed skills against himself and friends in puny attempts to bring time scores down. The biggy of the lot is the ultimate 'Grand Prix' mode which allows you to join a racing team and hone your skills following a racing circuit on eight stunningly designed race tracks. Over 300 possible car variants will leave you with sleepless nights deciding on which best suits you and your style. Then finally the 'Extra Trial' mode is available if certain 'Grand Prix' performances are met and this pits you against the other teams top drivers in their top cars in one ultimate race for perfection. Bundle the features and graphics with sound analog support and sound tracks of dance hit proportions and you have a possible sleeping giant. These assumptions all

still to be finalised but with our first look and feel we are confident that NAMCO cannot disappoint its loyal fans. This title has crept up slowly and quietly and is ready to bite, check you pant bottoms the next time you walk into your favourite retail store.



STORM

Coming up on the tail of the highly successful Gran Turismo is no mean feat for any common racer, but Ridge Racer Type 4 is no common racer. Building on the heritage of its predecessors and maintaining the high quality and superb speed

major advancement that is seen from the offset is the new graphics engine that looks and feels sleek enough to touch. Even with this Beta copy it is clear that the renovation is some of the best graphics seen on the PlayStation and that is against Gran Turismo. Frame rates simply fly by with little effort and all this from a small box next to your tele, impressive. Something that we as old Ridge Racer fans do demand is the same charismatic riddled gameplay of old that is present in this release. Sliding the vehicle at break neck speed into a corner might raise the heart rate level slightly but



NOTICE ANY SIMILARITY TO GRAN TURISMO?



Glass Ghost, deriving their inspiration from titles such as Micro Machines V3, where you'll remember a tank being available for a few tracks, have brought us the first tank-only racing game for the PlayStation which, when it is released, is sure to be something very, very different.

Madman

<b>GENRE:</b> ACTION RACING
<b>DEVELOPER:</b> GLASS GHOST
<b>PUBLISHER:</b> GROGIER INTERACTIVE
<b>SUPPLIER:</b> MULTIMEDIA WAREHOUSE TEL: (011) 315-1000
<b>INTERNET:</b> HTTP://TANKRACER.GROGIER.CO.UK

Tank Racer promises a number of features that combine to make for multiplayer mayhem and single player fun. We've been promised a wide variety of tanks (15 in all), a number of different tracks and modes and loads of power-ups. The whole idea

### Multiplayer Madness

Whilst the PlayStation version of Tank Racer obviously does not boast LAN support, as the PC version will, it still does have multiplayer capabilities that promise to make Tank Racer the life of the party. Battle Mode will let you fight it out against 1-8 of your friends (or enemies) where the objective is to simply wipe out the opposition. In Battle Mode there are 8 different arenas in which you can battle. In Racing Mode on the other hand, you race on 6 tracks to determine the winner. 2 players can race split screen and as in other titles there is a catch up feature for less experienced players.

### Lock, Stock & Barrel

In addition to the standard turret atop your vehicle,

# TANK RACER



is to get your tank to the finish line (duh) but in your way there are a number of obstacles and, you guessed it, opposition tanks. If you can't shoot things that get in your way, you can most likely drive right over them! Up for grabs in the first player modes are hidden tanks and tracks.

gamers can look forward to homing missiles (quite obvious), concussion shells (causes a shockwave), turbo acceleration, mines, shield, alien abduction (targeted tank will be picked up by a UFO and dropped further back along the track), electro mine (lose turret control) and slider rizers (causes the targeted tank to slide around, out of control).

Overall Tank Racer has promised to be different and from the preview copy I played, it certainly achieves success in that field. Glass Ghost are bent on bringing the ultimate friendship ender to the PlayStation and if it offers as much in the way of multiplayer as it does in single player mode then it is a definite to look forward to. Tank Racer has great potential and it may just be the definitive racer on the PlayStation for 1999.



MADMAN



THE DURBAN HIGHWAY IN A FEW YEARS TIME.



RACING TANKS IS ONE THING, BUT TAKING ON UFO'S?



**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. If 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.

## STRIKING A BALANCE

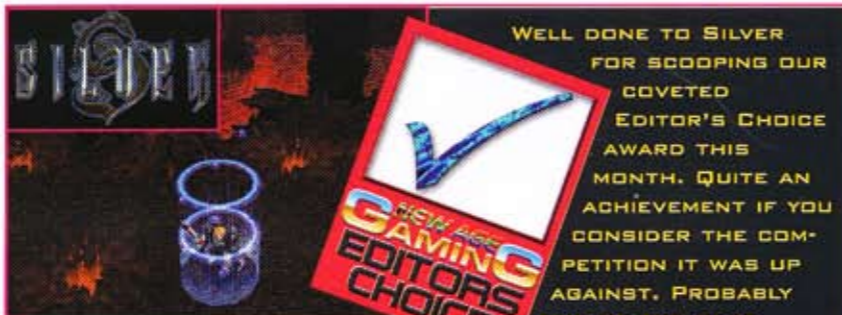
### PlayStation Drought

PlayStation fans don't despair! Glancing through this month's line up you've probably noticed that we're leaning a little heavily over to the PC side in this particular issue - there is a good reason for that and simply put, there are no new PlayStation titles around this month. That was the bad news. The good news is that even as this issue is being put together hot new PlayStation games, previews and news items are trickling in fast for the June issue. So we'll be full up with PlayStation stuff next issue and restore the balance again.

### E3 Tribune

On the PC side of the pond one concern we've had is the lack of big titles out there at the moment - everyone seems to be waiting for E3 to announce releases to get the press all hyped up about new games. NAG is currently preparing an awesome E3 guide for our readers that we'll have ready for you when the NAG team gets back from Los Angeles in late May. One thing we've noticed is that many people don't have any idea of what exactly E3 is all about and we're determined to put that straight. Most journalists incorrectly assume that anyone who owns a computer or PlayStation knows all about the biggest gaming event on the calendar. Judging from the amount of letters we've had from readers

wanting to know more about this big event we've realised just how little everyone does know. As we land at Los Angeles we'll be going in undercover, commando style, stealing extra promotional gifts, lifting demo products and who knows we might even end up kidnapping and interrogating industry leaders in our quest to bring you the whole E3 and nothing but the E3. One mission we've carefully planned is to try and bring back a few exclusive prizes for our readers, the kind of sought after items you only see hanging on walls behind glass frames in the Editor's office of a gaming magazine. As far as trip scheduling goes the Editor In Chief has bought a fake Rolex watch and a new 'expensive' suit in the vain hope that someone out there will take him seriously for a change. The Assistant Editor has been foretelling of the great Earthquake of 1999 and predicts that sometime in May the whole coastline along with the big knobs of NAG will slip screaming, joystick in hand into the sea. The Editor is still running around in a panic trying to organise some exclusive scoops and sneak peaks, what he really wants are a few movie tickets so he can see The Phantom Menace in L.A. before everyone else in South Africa - the swine! So think of those few brave souls of NAG, far away from home when you're reading this page, they'll be loaded with Demo CDs, brochures and new games just for you - what a spoilt lot you are.

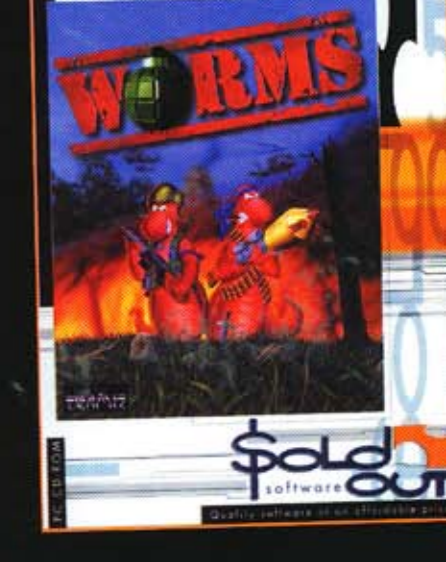
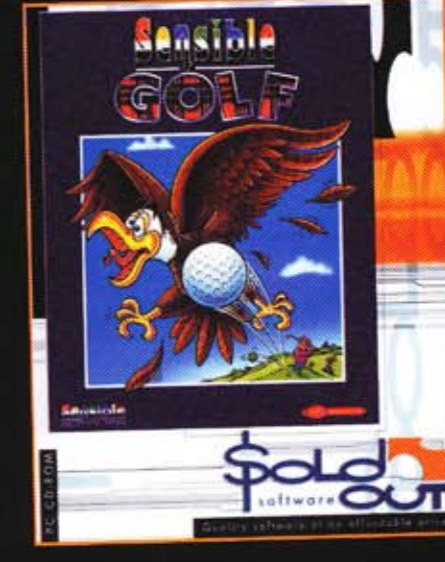
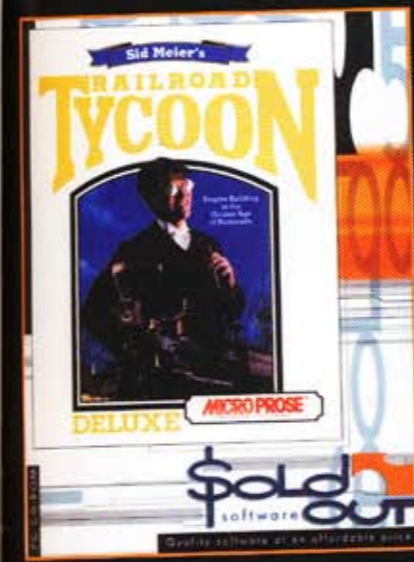


**ON PG 56**

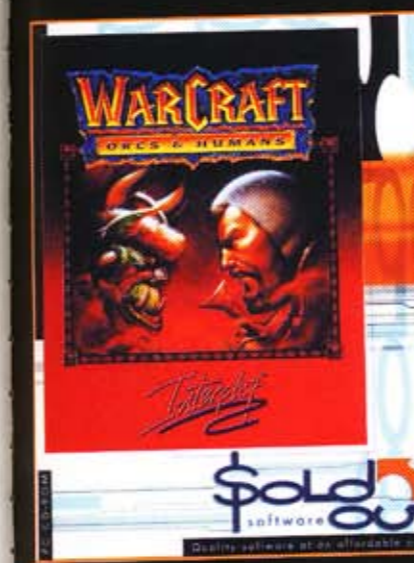
### The Awards Ceremony

	Rollcage PG 70 <b>90%</b>		X-Wing Alliance PG 58 <b>90%</b>
	Recoil PG 63 <b>85%</b>		Toca 2 PG 44 <b>92%</b>
	Everquest PG 40 <b>88%</b>		Starsiege PG 46 <b>88%</b>
	Lands of Lore III PG 50 <b>91%</b>		

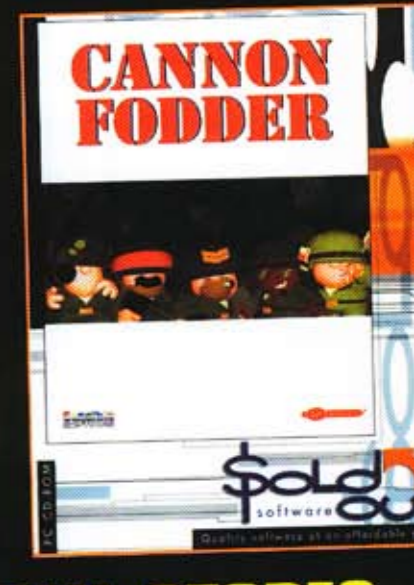
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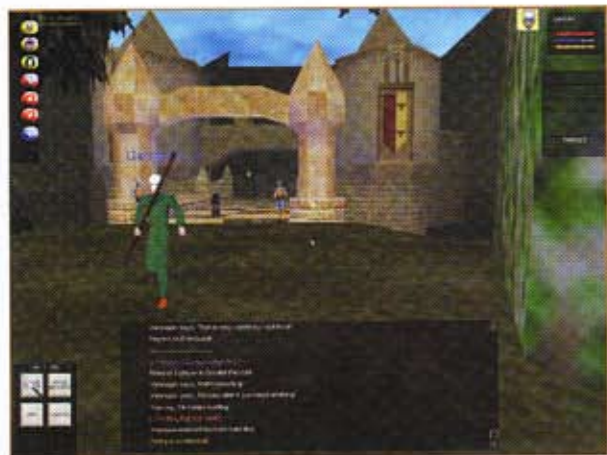
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Distributed by GameTronix, Suite 9 Ground Floor, 177 Blairgowrie Drive, Randburg. For more information contact Tel: (011) 886-1972, Fax: (011) 886-1966, gametronix@icon.co.za.

The answer is a resounding Yes! For the first time an online RPG game has captured my imagination and 989 Studios has fixed all the gaming problems found in other similar online games. So far, I have played Meridian 59, Ultima Online and Ultima Online: The Second Age as well as a few others not worth mentioning. None of them particularly captured my imagination and I usually ended up with hack & slash sessions without any real social interaction. Player killing has also been a problem in the past - it just takes a couple of idiots that think they

# EVERQUEST

Rarely does one come across any Internet based pay for play RPG games sold in South Africa. The classic examples being Ultima Online and Meridian 59, both of which have South African players. So how did the players come by the game? Easy but expensive - they imported it by ordering it from overseas. Now EverQuest from 989 Studios has been released and once again we are forced to order it from overseas. Is it worth all the extra expense incurred with shipping and customs? - **Soul Assassin**



SOUL ASSASSIN'S HOME AWAY FROM HOME - NOW ALL HE HAS TO DO IS CLEAN IT UP AND WE'LL COME VISIT.

can kill everything that moves to ruin the game for everyone. Gone are those days and up steps EverQuest that takes some initiative and provides interesting ways to solve the problem of player killing and encouraging social interaction. First lets take a look at the world that is EverQuest. The story of what is now Norrath is a tale to tell, and so it is recorded. "It is said that outside of space and time an entity known only as the Nameless exists, and that this being created all that is, was and will be. It is also written in ancient text that from his mind sprang not only the universe and its countless suns and worlds, but also a myriad of sentient, powerful, yet finite creatures whom one such as a man, or elf, or dwarf would call a god. In aeons past came one of these gods upon the world of Norrath. Veeshan, Crystalline Dragon and ruler of the plane of sky found this world pleasing and deposited her brood onto the Frozen continent of Velious. With one swipe of her mighty claws,



Veeshan opened several wounds upon the surface of Norrath, staking her claim to this promising new world. Dragons then walked the land and flew the shoes, powerful beings of great intellect, wisdom, and strength. Thus began the Age of Scale. Since then many ages have passed and many gods have visited Norrath, both good and evil, to deposit their race onto this planet. Now we find ourselves in the Age of Turmoil, an age filled with wonders. The elder races have begun to reclaim their former glory. The younger races have matured, and an active economy stretches across the continents.

It's a big big world EverQuest is based on this world called Norrath, which is huge to say the least. The whole world consists of 70 different zones - think of it as 70 huge levels with a short load delay whenever you move from one zone to the other. The delay is usually only about 20 seconds, nothing to complain about. Norrath consists of 4 big landmasses with approximately 5 sets of islands, big enough to get lost in, which is often the case. The most important aspect of EverQuest is of course your character, and with 12 races and 14 classes I think everyone will be able to find the type of character they want to play. Your choice of race will determine your starting point in the world, which can complicate things if you want to play with a friend. If you and your friend don't play fairly similar races, meeting up in the world could take a while. You could start on totally different continents and at lower levels moving from one continent to another is a costly business. To complicate matters even further, when you die you return to your home city, even if you are two continents from it. And die you will, often! At higher levels,

things become easier as characters can be bound to different parts of the world via spells, meaning you spawn where the spell has bound you. This whole concept forces you to socialise with your own race, the way it should be. Elves running around with Ogres is just too strange, and you will find that many of your own kind will scoff at you for doing so. In EverQuest you will also find yourself grouping with other characters often to gain the experience needed for your next level. Monsters have varying difficulties, which can be ascertained by studying them. Red means you will die trying to kill it and green

means it is too easy for your character. The trick lies in grouping with the right characters so that every one has a goal during a fight for example a Wizard, Cleric, Warrior and Ranger make a good combination. The warrior takes the fight up close, the Wizard casts spells from a distance, the Cleric heals the Warrior if he gets damaged too badly and the Ranger can use his ranged attack for extra damage. With a group like this you can take on monsters that are higher in level than you and move through the levels that much faster than fighting on your own. The key is to socialise and meet people who are interested in joining up and fighting the good fight together. Not only can you gain experience fighting but also from learning trade skills, such as becoming a blacksmith, baking, tailoring or jewellery crafting. Again socialising is stressed, as shopkeepers will only pay you the amount of gold you paid for making a specific item. You have to go out and market your wares to players. Charge a little less than what the shops charge for a similar item and you might make a fortune. It takes time and patience to become a master at any craft, not to mention money, but in the end it pays off and you get to socialise with players from all over. Your character

This is a list of all the Races and Classes you can choose from.

### Races

- Barbarian
- Dark Elf
- Dwarf
- Erudite (High Men)
- Gnome
- Half-Elf
- Halfling
- High Elf
- Human
- Ogre
- Troll
- Wood Elf

### Classes

- Bard
- Cleric
- Druid
- Enchanter
- Magician
- Monk
- Necromancer
- Paladin
- Ranger
- Rogue
- Shadowknight
- Shaman
- Warrior
- Wizard

may also earn experience by fulfilling quests, which can be found from NPCs, books or special quests that are made available via the Game Masters. It can be a simple quest such as getting a wolf skin for your guild master or a complex quest that requires you to travel all over the world to complete. One thing that you don't have to worry about is Player Killing. In EverQuest only player killers can kill player killers. When starting your character you

are given the option to register as one, if you don't then the world is a fairly safe place to travel around in. There are enough bandits and monsters on the road to worry about, without having to fear other players. Of course you may duel with another player if both consent to the battle. This resolves the "my character is better than your character" arguments.

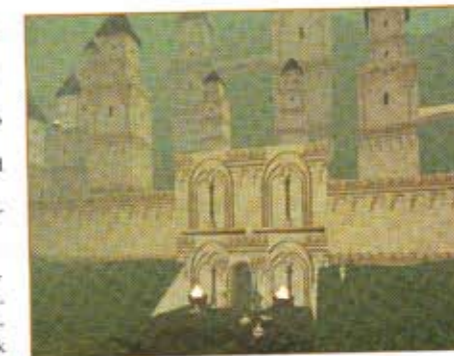


Graphically EverQuest is beautiful and reminds you of a fantasy world everywhere you go. Each part of the world is unique and I often found myself in awe at the totally different architecture and lifestyles of the different races. From the High Elf city, to the Wood Elf tree city and from the Gnomes tunnelled caves to the Orcs small encampments - each designed and textured to inspire role playing. I take my hat off to the designers - they did one magnificent job of inspiring players to look in every nook and cranny in the world. Unfortunately you need a 3D graphics accelerator to play the game. EverQuest was designed from the ground up for 3D acceleration. This keeps everything fair and no one player has an advantage over the other, besides ping of course. You can view the world from a variety of angles. Most players stick to the first person view, although you can also view your character from a top down view or third person.



WHAT WOULD YOU LIKE YOUR TOMBSTONE TO SAY?

I found myself travelling in first person, and switching to a top down view for fighting. This makes it easier to see the other characters you're playing with during battles. EverQuest is pretty tolerant as far as lag goes. Even with a ping as high as 1500 you can still play the game without any noticeable problems. The only effect I saw was the odd monster being in view on my screen, yet the server insists that it isn't there. It doesn't happen too often and you can usually track down the monster in question quite easily. There are so many more aspects that I want to discuss about EverQuest and how everything just blends so well together. Unfortunately, I must stay with-



in my word count [You better! Ed]. There is one complaint that I have so far, and that is the lack of online Game Masters to assist players who encounter bugs and lose everything they own. Although it hasn't happened to me yet, I have heard from other players that it does happen. Hopefully Sony will get more GMs online soon to help out with problems such as these. My final verdict. If you enjoy RPG games and have dabbled in MUDs, UO or Meridian then definitely get EverQuest, while not perfect in every sense, it is the best online RPG world available to date.

SOUL ASSASSIN

GENRE  
On-Line RPG

Min Requirements	Recommended
Pentium 133 16 MB Ram 8 X CD Rom 2 Mb SVGA Video 500 Mg HD Windows 95/98 (DirectX 6.1)	Pentium 233 32 MB Ram 12 X CD Rom 2+ Mb SVGA Video 500+ Mg HD Windows 95/98 (DirectX 6.1)

EverQuest rekindles the fire of online RPG games with innovative solutions to problems that plague this type of game and a World that inspires players to interact with each other. Lots of races and classes makes sure everyone finds a character to play.

Developer: 989 Studios	Publisher: Sony Computer Entertainment	Supplier: None	RRP: \$49.00 + R300.00
<a href="http://www.everquest.com">http://www.everquest.com</a>			
Multiplayer	Comparitives	Pro's	Con's
No	Ultima Online: Meridian 59	Huge Immersive World Excellent Graphics Variety of Characters	Not Available Locally Import Duties Monthly Cost to Play

Graphics	Sound	Control	Story	Continuity	Playability
90	87	86	87	85	90

88

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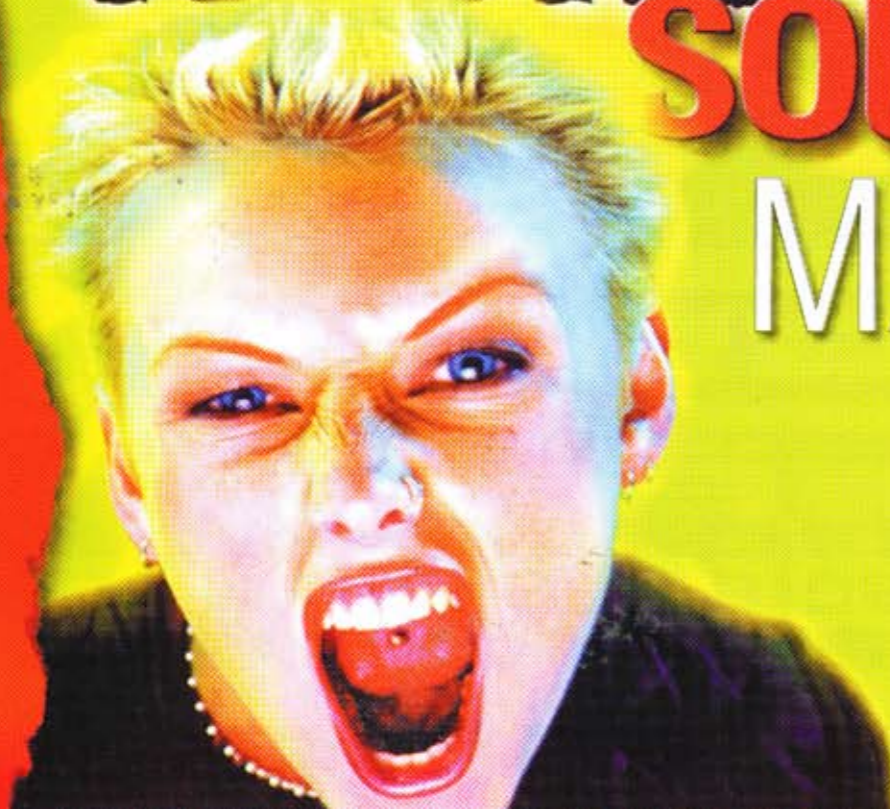
It pinpoints every individual sound in 3D space and dunks you in the action for an incredibly realistic gaming experience.

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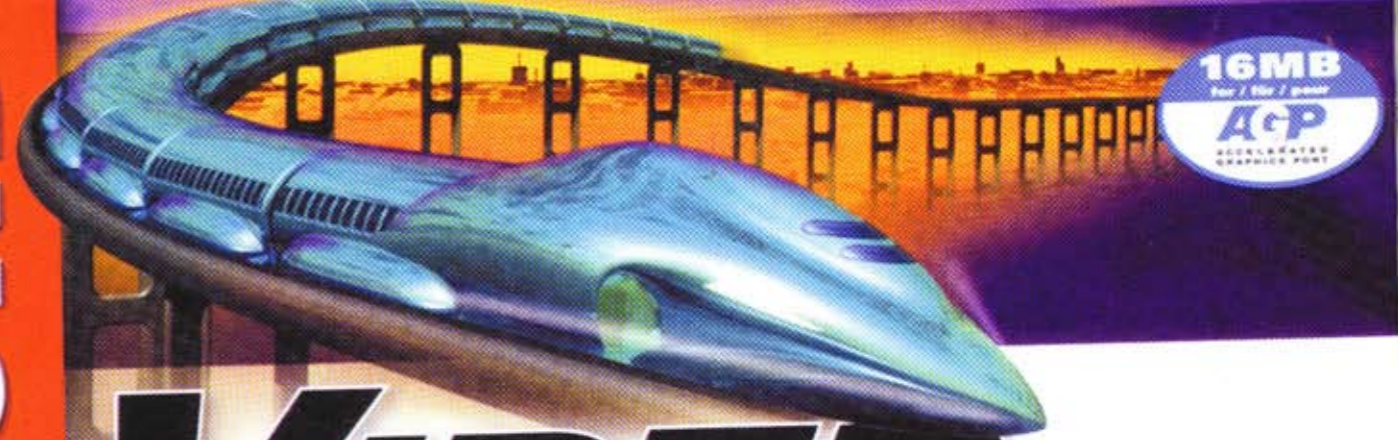
For a full, comparative review of the Monster Sound MX300 check out this URL: [http://www.cdmag.com/articles/016/185/mx300\\_review.html](http://www.cdmag.com/articles/016/185/mx300_review.html)

- PCI Controller: Aureal Vortex 2™
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- Audio Input: Microphone In, Stereo Line In, CD (internal), Modem (internal), Aux (internal)
- Signal to Noise Ratio: >90dB
- Connectors: MPU-401/MIDI / Game Port, Wavetable Header
- API Support: Aureal A3D/A3D 2.0, Microsoft DirectSound™, Microsoft DirectSound 3D™
- Supports Windows 95/98/NT™ 4.0 and DOS

# Monster Sound MX300



DIAMOND



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ACCELERATED GRAPHICS PORT

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**CYBERSTORM  
COMPUTERS**

The original TOCA from Codemasters revolutionised the racing genre with entertaining gameplay and inspiring graphics - following on that class act would be difficult. With TOCA 2 Touring Cars finally installed on our machines it became surprisingly clear that Codemasters had done it again, another podium position. Wiping the cobwebs off my steering wheel was about the only problem I found with TOCA 2. **Storm**

Many debates have been won and lost over the necessity and originality of sequels to highly successful titles. Jumping on the bandwagon of the publicity trail is only one of the many benefits Developers gain from producing sequels. More often than not we are disappointed with the attempts of the Developers to update the title to something more than just a carry on of the predecessor. Codemasters has finally entered its next generation mould of TOCA Touring Cars with the aptly named TOCA 2 Touring Car Championship and with some extremely interesting changes and additions.

This is by no means a totally different racer to the original but there are a significant amount of tweaks that make this a world class racer beater. As always, TOCA 2 follows on the BTCC Touring Car season, only this time it is updated with the 1998 stats, vehicles and drivers. A little disappointing that it couldn't be 1999 updates, but then the season has only just begun anyway.

The first and foremost change is the amazing graphical outlook of TOCA 2, which has a new engine that runs at higher resolutions and offers better looking special effects. See through windows, drivers in cars, better smoke and tyre mark trails raises the stakes and propels TOCA 2 beyond your average looking racer. To put it mildly, TOCA 2 brings the virtual realm of racing as close to the real thing as anything I have seen. Lighting effects and reflective polygons are an absolute delight to see, especially when using the external camera views. The TOCA 2 interface is similar to its original, only

it has a few nice additions that were not available before. The main addition is the Support Car Championship which has you racing support cars such as Ford Fiesta XR2 and Formula Ford, as well as the ability to open up a few of the rather quicker bonus cars such as the Jaguar XJ220 and powerful Lister Storm. Follow overs from the original come in the way of Time Trials, Single Race and Network Game. The multi-player aspects of

# TOCA 2 TOURING CARS

But what makes TOCA 2 the king of the heap? Well, it's the Championship mode, a fully functional season of double heats according to the new 1998 rules that can be played in three difficulty settings of novice, standard and expert. With the changes to the rules in 1998, the actual racing became more of a strategic forethought than an outright bash and pass technique, and that has been transferred with eerie realism to its computer counterpart. Each track is superbly recreated in cyber heaven and is exactly true to scale with the help of devilish techniques from Codemasters and this shows in my most hated track Brands Hatch. The championship is made up of two rounds per track but with a subtle difference than the original. You have a speed race that is shorter than normal and a feature race, which is a true test of your racing prowess. The ace in the pack is the inclusion of flying qualifying laps (of which you only get one) and the all new compulsory pit stop for the feature race. This adds a large



THE VEHICLE AND ENGINE DAMAGE IS AWESOME TO BEHOLD, TRY NOT TO LET YOUR RACER LOOK LIKE IT'S ON ITS WAY TO THE JUNKYARD.



THE COMMON OCCURENCE OF BEING AT THE BACK OF THE FIELD CAN BE RECTIFIED WITH A DARE DEVIL APPROACH.

friends can muster up a few machines. As we tested, the network support was much better and easy to setup, not to mention a heck of a lot of fun. The game also comes with Challenge Mode which adds elements of arcade style racing by giving you time segments to complete just as if you were in the arcades.

element of planning and strategy to the way you approach each race. Add the ever changing weather conditions and you have a racing game that actually makes you think before setting up your car. The car set-up is something that I missed from the first game, but then I am not a fan of a game that is too technical about its selections. TOCA 2 offers a simple set of changes that can be made to the vehicle and these include gear ratio's, suspension settings, tyre selections (very important according to weather), brake bias and downforce percentages. I found the effects of the settings to be subtler than expected and not absolutely necessary except for the final gear ratio, which gives you more top-end speed down the speed sections of the circuits. One of the general irritations of the original was the unpredictable AI coding. You more often than not had to worry more about your opponent's lack of driving skill and dangerous driving tactics than your own driving techniques. Now we see a great improvement in the AI with TOCA 2 drivers stick-

## TOCA 2 TOURING CARS (CONTINUED)

	<b>Drivers</b> Yvan Muller, John Bintcliffe <b>Engine</b> 4cyl, 1998cc, 16V <b>Output</b> 296bhp@8250rpm <b>Drive</b> FWD
	<b>Drivers</b> James Thompson, Peter Kox <b>Engine</b> 4cyl, 1998cc, 16V <b>Output</b> Not Quoted <b>Drive</b> FWD
	<b>Drivers</b> David Leslie, Anthony Reid <b>Engine</b> 4cyl, 1998cc, 16V <b>Output</b> 297bhp@8300rpm <b>Drive</b> FWD
	<b>Drivers</b> Tim Harvey, Paul Radisich <b>Engine</b> 4cyl, 1998cc, 20V <b>Output</b> 300bhp@8300 <b>Drive</b> FWD
	<b>Drivers</b> Alain Menu, Jason Plato <b>Engine</b> 4cyl, 1998cc, 16V <b>Output</b> 296bhp@8250rpm <b>Drive</b> FWD
	<b>Drivers</b> Rickard Rydell, Gianni Morbidelli <b>Engine</b> 5cyl, 1999cc, 20V <b>Output</b> 290bhp@8500rpm <b>Drive</b> FWD
	<b>Drivers</b> John Cleland, Derek Warwick <b>Engine</b> 4cyl, 2000cc, 16V <b>Output</b> 295bhp@8400rpm <b>Drive</b> FWD
	<b>Drivers</b> Will Hoy, Nigel Mansell, Craig Baird <b>Engine</b> V6, 2000cc, 24V <b>Output</b> 295bhp@8500rpm <b>Drive</b> FWD

ing to respectable driving techniques resulting in a more enjoyable experience because of not having to worry about being unwillingly wiped off the track. This certainly does not mean that the AI is easy or gutless, actually the AI is smarter and competitive. The AI will always be looking to give you a nudge or looking for a passing line to overtake. You will become accustomed to the AI in certain areas of the tracks and learn where the overtaking points are but he will do his utmost to keep his nose ahead of you. This makes the single player racing fast, fun and addictive. If you keep to the specified driving lines and respect the accelerator as in real racing, you will almost always give yourself an opportunity of a podium finish. But make one mistake and you will be relegated to the back of the pack within the blink of an eye.

There are five different driving camera's, each giving a certain advantage to the next. I usually utilised the 3rd person perspective in the original but after testing out and succeeding with the 1st person bonnet view, I am now a converted man. Control within TOCA 2 has not changed much and is a slight bit more sensitive than usual. Even though there are settings to customise your controllers, we found the sensitivity, even at its lowest to be a slight bit jerky. It takes a few races to get used to, but as with any game you become accustomed to the quirks and start using them to your advantage. If there is a racing game that can beat TOCA 2's realistic sound effects, I have not yet found it. All the effects from tyre screeches and engine revs to metal on metal are superbly recorded and timeously inserted with amazing surround positioning. Cars that come up on your right might not be seen but are definitely heard, springing more than a gen-

PREVIOUS TOCA CHAMPIONS
1990 Robb Gravett Ford Sierra RS500
1991 Will Hoy BMW M3
1992 Tim Harvey BMW 318is
1993 Jo Winkelhock BMW 318
1994 Gabriele Tarquini Alfa Romeo 155
1995 John Cleland Vauxhall Cavalier
1996 Frank Biela Audi A4 Quattro
1997 Alain Menu Renault Laguna
1998 Rickard Rydell Volvo S40



happen to be dwindling in last place. Codemasters are known for their funny cheat codes that are normally won by completing certain objectives within their games. TOCA 2 is no different and has a large amount of cheats codes that can be uncovered as well as bonus tracks (try Castl Bavaria, its special) and cars. Depth is abounding with this title, not because of its large selection, but because its addictive gameplay will keep you trying to achieve the impossible. Getting your lap times down to respectable levels

and achieving consistency with them is a challenge in its own right. The TOCA 2 cars are slightly quicker than their TOCA counterparts and are similar to drive. Picking which vehicle is a personal choice and every car has chance of winning the championship. Once again Codemasters have released a classic game that will go down in NAG's history books. This is their best yet leaving little room for improvement on their next attempt. TOCA 3 is going to battle to beat this. Amazing realism, addictive gameplay and sublime graphics secures TOCA 2 a place in NAG's game scoring history. There is no doubt that every racing fan and game lover that gets their paws on this game will be as enchanted by its gaming magic as we were.

So you think you are the meanest and fastest racer of the pack? Well you will be able to test your lap times against the rest of the world if you enter your fastest lap times at the Codemasters website ([www.codemasters.com](http://www.codemasters.com)). The quickest time of each track will win a few Pounds courtesy of Codemasters and TOCA 2. Come on, get those lap times in, it would be great to see a South African on the leaderboard. Perhaps NAG will see you there.

Graphics, gameplay, realism and addition are all out of the top drawer. Racing does not get much better than this with advanced AI and challenging tracks. New strategic elements of car set-ups, compulsory pitting and changing weather conditions brings life to the normally bland driving genre. This is a must buy for all game lovers.

<b>Developer:</b> Codemasters	<b>Publisher:</b> Codemasters	<b>Supplier:</b> Multimedia Warehouse (011) 315-1000	<b>RRP:</b> R 299.00
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<http://www.codemasters.com>

<b>Multiplayer</b>	<b>Comparatives</b>	<b>Pro's</b>	<b>Con's</b>
Yes	TOCA Touring Car Championships Viper Racing	Eye Candy Graphics Addictive Gameplay	Old Statistics Difficult

<b>Graphics</b>	<b>Sound</b>	<b>Control</b>	<b>Story</b>	<b>Continuity</b>	<b>Playability</b>
95	94	90	NA	90	92

**STORM**

**GENRE**  
Racing

Min Requirements	Recommended
Pentium 166 16 MB Ram 8 X CD Rom 2 Mb SVGA Video 120 Mg HD Windows 95/98 (DirectX 6.1)	Pentium 233 32 MB Ram 8+ X CD Rom 2+ Mb SVGA Video 120+ Mg HD Windows 95/98 (DirectX 6.1)

**92**

# STARSLIEGE

Haven't you noticed that through the ages, when mankind goes to war, there seems to be more of him out there on the battlefield? First, it was shiny metal armour that eventually led to tanks and in the future it seems we'll be riding around in huge robotic exoskeletons to get the job done. Starsiege is all about a desperate battle in the future and again it's all up to you to save the day.



IF YOU EVER HAPPEN TO ENCOUNTER ONE OF THESE HERDS AT THIS RANGE, RUN!!!

Well the box certainly is heavy, (a good sign these days) and inside you'll find two huge tomes of information about the game. The one is a pilots manual and the other is a stunning historical guide to the universe you'll find yourself in during the game. To try and convey the intricate expanse of history and colourful characters detailed in the compendium would take about nine pages so an abridged version will have to do. The history behind the game is detailed and the compendium focuses on highlights over the last 400 years of the struggle between the Cybrids, the empire and the subsequent resistance movements on the outlying colonies. The date is now 2829, with the rebels fighting against the Imperials, the Cybrids see an opportunity to finally squash the humans / animals, once and for all. The game is an action shooter where instead of your marine running around in corridors you now pilot a huge robotic exoskeleton with guns strapped on against anyone who gets in your way. Initially you begin fighting against the imperial threat but when the Cybrids begin their assault, the humans band together against this new deadly threat.

Pass the tin opener  
Now, with the history of the future behind us we can concentrate on how this all fits together while playing the game. On a crass and basic level Starsiege is nothing more than a glorified first person shooter, even to the extent that the control system is a near replica of many popular Quake style games. By simplifying the control system and game world environment, the developers have successfully brought the engrossing world of robot warfare closer to the masses. In the past these games were simply too complicated for the casual player to get into with involved control systems that moved the games away from straight action and onto another plane, the robot action simulation. Although a touch

sions being the hardest to master. This adds tremendously to the longevity of the game and for a change, you get to use two sets of diverse vehicles - the standard human designed ones and the more Alien looking Cybrid vehicles. Starting with the humans is advised as these missions are easier and will gently ease you into the game.

There are a few basic training missions that you can play to familiarise yourself with the workings of your gear, the training sorties are effective in that they all focus on one specific area of the game and present it clearly. Once you've completed the training you'll be ready to participate in a few handholding missions until you're ready for some serious action. As you play through the first few levels things do seem a little easy, objectives are met with little resistance and initially you'll be lulled into a false sense of security, master of your domain as it were. This will end abruptly once you leave Mars - from then on things become difficult, but not impossible. A typical mission will start with you selecting your vehicle from the many on offer, now you can equip it with a number of different weapons and special attachments. The list is long and interesting and once you progress up the ladder you'll discover that some sacrifices must be made when setting up

your vehicle. Sometimes you might be tempted to pile on the heavy energy weapons only to come short in battle when a single linked shot drains your power supply to nothing, leaving you helpless - a balance must be struck. From vehicle selection it's on to the mission briefing, this is where the game smartly picks up the story and pulls you inside the Starsiege universe. All the missions are going some-

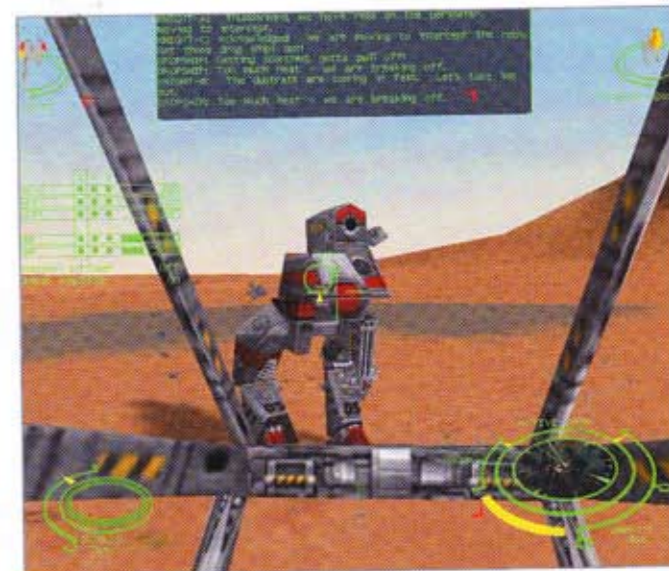
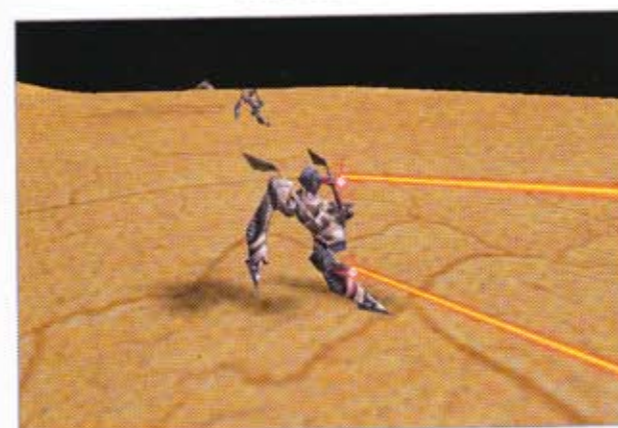
where and the follow on from each mission is well handled, you always know what's going on and why you must stop those shuttles from taking off. After a mission, you'll find out how well you did and, if there are any movements up the rank ladder for you, your rank increases and you'll gain access to new vehicles and weapons - the eternal carrot. Most missions involve shooting the enemy, destroying things and escorting things, it's all very basic but unlike some other titles never, leaves you feeling bored as the missions are well structured and varied.



feeling bored as the missions are well structured and varied.



IF YOU DECIDE ON THE CYBRID CAMPAIGN, THESE GUYS WILL END UP BEING YOUR ROOMMATES.



Open the can  
Just when you think this game has shown

you it's final surprise another skin magically peels away revealing more - player addition is handled in a similar fashion to that classic space trading game, Elite. Do well in the mission and subsequently the game and you'll rise up another level. What you get for your efforts is twofold, a somewhat superfluous but impressive title and more importantly new technology to play with. This all equates to a level of addiction that not many other games can boast. Some have complained about the control system but perseverance, and not much of it, will soon see you piloting your Herc like a pro. The control system uses the mouse for aiming, Quake style and the keyboard to move backwards and forwards - it's simple and easy to get to grips with. Besides the movement, the other keys needed are few and you could almost say redundant, it's entirely possible to play this game with around half the available keys. One example to illustrate this point is the fact that even though you have a number of wingman commands you rarely need to use them. It is a pity but then considering that this is a get up and go type of game who needs fifty keys to have a little fun.



The worms  
Problems are few and far between and looking at the whole package very few of these should even be mentioned. Shooting is more of a hit and miss affair than it should be, and with no visible connection of laser, bullet or missile it's hard to become totally absorbed in the game when you're always left wondering if you actually hit the enemy or not. There is very little else to fault this game on, it will provide you with a serious challenge and an in-depth universe to explore. It comes highly recommended for people who have always looked through the windows at the giant robot displays and who were afraid to go in and commit themselves. Starsiege is a cracker and if you like smart action, an excellent story and plenty of fun then grab a copy, you won't be sorry.

Starsiege is without a doubt one of the better games released this year. It manages to successfully bring the world of giant robot warfare to the average game player without all the overwhelming controls and options usually associated with games like these. The few minor problems can easily be ignored.

<b>Developer:</b> Dynamix	<b>Publisher:</b> Cendant	<b>Supplier:</b> Datacube Crew (011) 233-1111	<b>RRP:</b> R 299.00
<a href="http://www.starsiege.com">http://www.starsiege.com</a>			
<b>Multiplayer:</b> Yes	<b>Competitives:</b> Mechwarrior 2 Heavy Gear Earthsiege 2	<b>Pro's:</b> Excellent Story Compelling Gameplay Good Missions	<b>Con's:</b> Poor Hit Detection A Little Easy Unbalanced Vehicles
<b>Graphics:</b> 89	<b>Sound:</b> 87	<b>Control:</b> 83	<b>Story:</b> 93
<b>Continuity:</b> 84	<b>Playability:</b> 91	<b>88</b>	

**REOTIDE**

**GENRE**  
First Person Action

**Min Requirements**

- Pentium 200 (Software)
- 32 MB Ram
- 4 X CD Rom
- 2 Mb SVGA Video
- 120 Mg HD
- Windows 95/98 (DirectX 6.1)

**Recommended**

- Pentium 166 (3D Card)
- 32 MB Ram
- 4+ X CD Rom
- 2+ Mb SVGA Video
- 300 Mg HD
- Windows 95/98 (DirectX 6.1)



Unfortunately Virgin Interactive decided to release this simulation just after Microprose released the mighty Falcon 4.0 and what this means is that one either produces a better simulation than Falcon 4.0 or at least tries to cater for a different market. Virgin Interactive wisely decided to go for the second option. F16 Aggressor is not really aimed at the hardcore flight simulation fanatic but rather at the casual player who would like a taste of throwing the F-16 around the air. Aggressor's story line is based upon the idea that a certain mercenary outfit has acquired F-16s and is now for hire to the highest bidder. They target terrorist groups around the world - more specifically in Madagascar, Morocco, Ethiopia and the Rift valley of Kenya and Tanzania. So that's about all you get by way of a story. The simulation is as weak as its story line in most respects. The graphics may have been awe-inspiring a year ago

First there was Castle Lite, then Coke Lite and now Falcon Lite. Yes Virgin Interactive have decided to provide us with yet another simulation of that work-horse of the USAF (and many other airforces around the world), the F-16 Fighting Falcon. - **Reaper**

## F-16 AGGRESSOR



THE F-16, A SIGHT TO BEHOLD.

but compared to releases such as Falcon 4.0 and WWII Fighters, they look decidedly average by today's 3D standards. They rather remind me of the graphics of Flying Corps and that was released over a year ago! But wait there's more, problems that is. The manual is quite thin compared to the tomes released by Jane's Combat Simulations and

Microprose. It's a scanty total of 200 pages.

However it does include everything one needs to know since the simulation is actually quite a casual experience than a hardcore one. One very annoying thing is that there is no key card in the box which means that every time you want to look up a key command you have to page to the relevant section in the manual - I hate that! For R300.00, they could at least provide a key card! Anyway, enough about that since there is even more to rant about.

### Promises and lies

The box says, "Basically if F-16 were any more realistic we would



have to shoot you". Well after seeing realistic simulations such as Falcon, I've been keeping a look out for those Men in Black from the CIA. However, I'm afraid they won't be killing me for anything I've seen in Aggressor. The flight model is not very realistic at all, things such as deep stalls are not modelled, and I felt that the jet

was much too easy to fly. If that is realistic, I'm applying to the USAF right away. Man they could send me to Kosovo without any training whatsoever. Speaking of training there is very little in this game - approximately five rudimentary training missions and you can fly this baby... yeah right!

The avionics although realistic in the aspects they model are not complete and leave out many facilities of the realistic avionics suite of the F-16. It doesn't cost \$30 million for nothing you know. Other than the usual instant action type missions that are self-explanatory, the other way to get into the action is to begin a campaign. The campaign style is the archaic linear-based model. In other words, the campaigns are a bunch of scripted missions in which you have to succeed in one to progress to the next.

Now this is certainly ancient history as far as simulations are concerned. No dynamic real-time campaigns spell zero re-playability. No re-playability spells boring after completing the whole campaign. Boring spells sitting on the shelf within a week. Come on people, linear scripted campaigns went out with the dinosaurs. Well I suppose there is always multiplayer for more action. Aggressor offers all the standard protocols such as TCP/IP, LAN via IPX and serial play.

### Just plain ugly

Aggressor has all the usual view keys but a rather shocking omission was the lack of a padlock view. How am I supposed to track a target considering I'm not really in a cockpit? Another problem is the lack of wingman commands. Yes there are wingman commands but only about eleven of them in total, which is slim considering there are thousands of words in the English language. Most of the standard commands are present except in my opinion the most important one... the "Help!" command and the "Clear my six!" command. The nastiest thing in this game has to be the interface. It is the most simplistic and ugly interface I have ever seen in a simulation. It's just so plain, lacking any imagination. You've probably gathered that I wasn't impressed by this title at all. In fact, it's not really a simulation but more of an arcade game. I mean mercenaries that can afford F-16s, give me a break. Even if I was a casual simmer I'd rather spend my well earned bucks on the F-16 simulation already mentioned in this review and just play it in casual mode - it works out to the same thing with one notable exception - if you want more realism then you've got it.

REAPER

**GENRE**  
Flight Simulator

Min Requirements Recommended

Pentium 166  
32 MB Ram  
4 X CD Rom  
2 Mb SVGA Video  
250 Mg HD  
Windows 95/98  
(DirectX 6)

Pentium 200  
32 MB Ram  
8 X CD Rom  
2 Mb SVGA Video  
350 Mg HD  
Windows 95/98  
(DirectX 6)

Developer: General Simulations Incorporated  
 Publisher: Virgin Interactive  
 Supplier: Multimedia Warehouse (011) 315-1000  
 RRP: R 299.00

<http://www.vie.co.uk>

**Multiplayer** Yes  
**Comparatives** F-16, F-18, Carrier Strike Fighter  
**Pro's** Good Avionics Modelling, Adequate Graphics  
**Con's** Easy Flight Model, No Dynamic Campaign, No Re-playability

**Graphics** 82 **Sound** 85 **Control** 82 **Story** 50 **Continuity** 50 **Playability** 75

**70**

An attempt to create a Falcon simulation that turned out to be more of a Falcon Lite than a simulation. It's not really a serious simulation and considering that you can turn down the realism and other settings in a game like Falcon4 it's hard to recommend F16 Aggressor.

# REBUILT FROM THE BATTLEGROUND UP.



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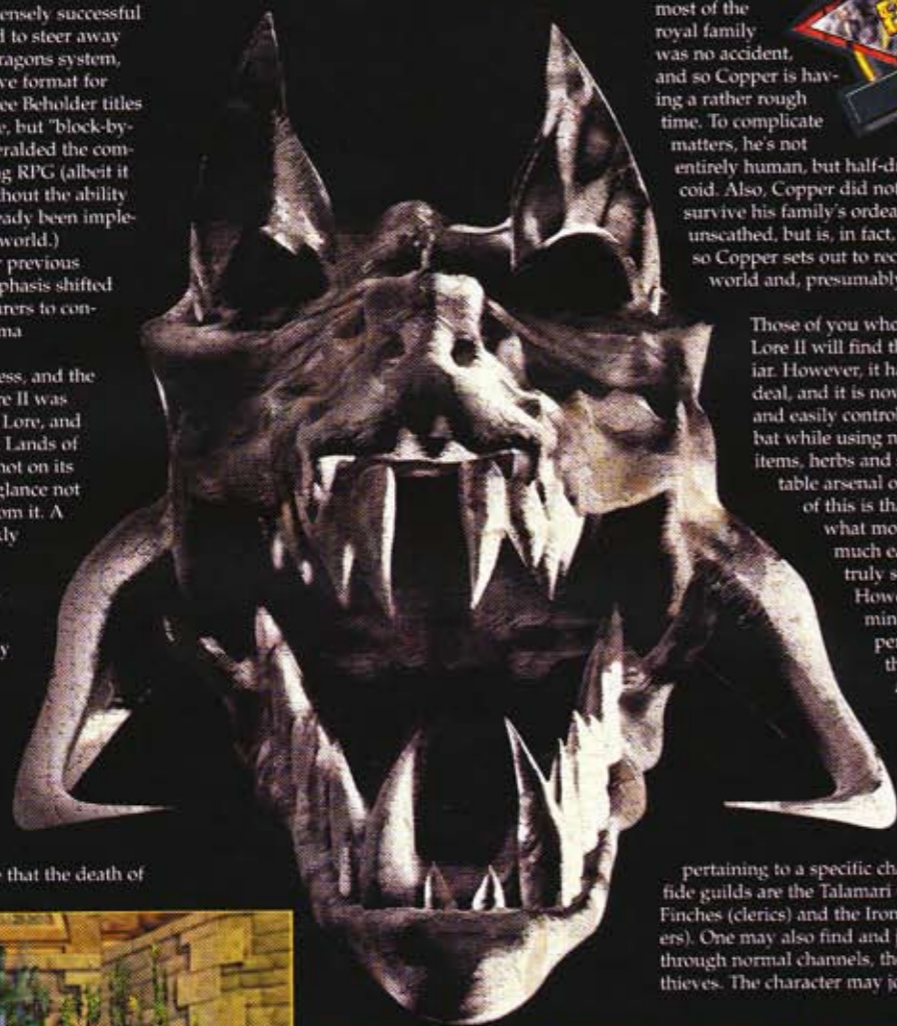
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# LANDS OF LORE III

As well as for their Command & Conquer series of strategy games, Westwood Studios are also well known for their long history of groundbreaking role-playing games, including titles such as The Eye of the Beholder trilogy and the long-running Lands of Lore series. The third episode of the latter has now appeared, and it doesn't disappoint.

After Westwood andSSI's immensely successful Beholder trilogy, they decided to steer away from the Advanced Dungeons & Dragons system, and implement a new and distinctive format for their fantasy role-play titles. All three Beholder titles featured a "first-person" perspective, but "block-by-block" movement. Lands of Lore heralded the coming of Westwood's first free-scrolling RPG (albeit it was limited to two dimensions, without the ability to look up or down, which had already been implemented by Origin in Ultima Underworld.) Westwood also diverged from their previous designs in another respect - the emphasis shifted from controlling a party of adventurers to controlling a single character (a la Ultima Underworld). Their first "experiment" was a success, and the series grew. However, Lands of Lore II was very long in coming after Lands of Lore, and few really even suspected a sequel. Lands of Lore III, on the other hand, comes hot on its precursor's heels, and may at first glance not appear to be that much different from it. A longer second look, however, quickly changed my opinion...

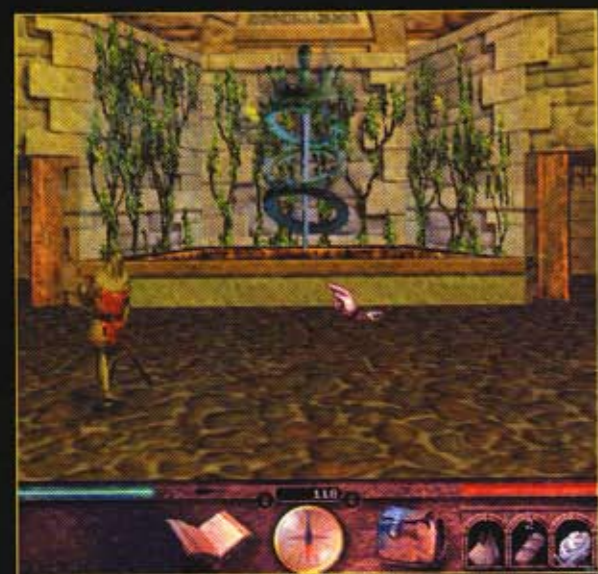
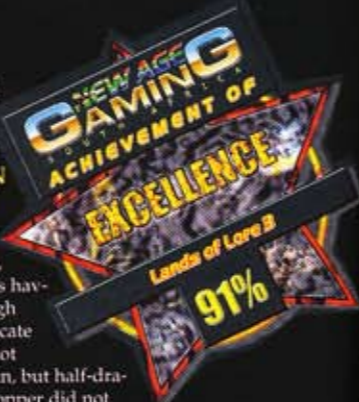
The story picks up where Lands of Lore II left off. A few years have passed, and the current royal family of Gladstone is divided by some internal conflict - the king's two legitimate sons refuse to accept Copper, the king's bastard son and their half-brother. Tragedy strikes and the king and his two legitimate sons are killed. Copper is left as the sole heir to the throne of Gladstone. Of course, there are those who believe that the death of



most of the royal family was no accident, and so Copper is having a rather rough time. To complicate matters, he's not entirely human, but half-draconid. Also, Copper did not survive his family's ordeal unscathed, but is, in fact, missing his soul! And so Copper sets out to recover his soul, save the world and, presumably, claim his inheritance.

Those of you who have played Lands of Lore II will find the interface fairly familiar. However, it has been refined a great deal, and it is now possible to smoothly and easily control your character in combat while using numerous magical items, herbs and spells, as well as a veritable arsenal of weapons. The result of this is that combat is now somewhat more challenging, but much easier to manage, with truly spectacular results.

However, please bear in mind that this is not a first-person shooter, and neither is it meant to be, and the interface reflects this. One of Copper's first tasks is to join one or more guilds. There are three official and one unofficial guild, each pertaining to a specific character class. The bona fide guilds are the Talamari (guild of wizards), the Finches (clerics) and the Iron Ring (guild for fighters). One may also find and join, though not through normal channels, the Bacchanal, or guild of thieves. The character may join none, any or even



THE 3D ENGINE IS A VAST IMPROVEMENT ON ITS PREDECESSOR'S FEEBLE ATTEMPT.

all of the guilds. Of course, the more classes that Copper belongs to the slower will be the experience progression. Guild membership not only bestows a class upon the character, but also opens that guild's shops to the player, allowing him to buy equipment, pharmacopia and spells.

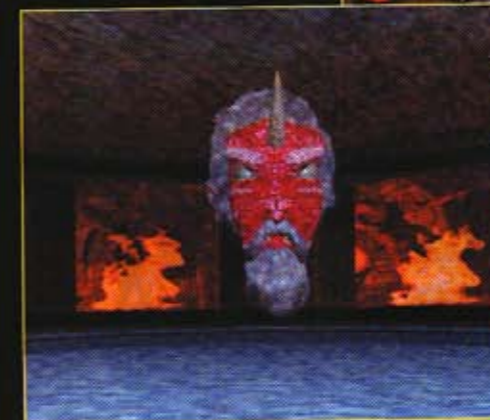
Also in keeping with its predecessor, LOL3 boasts an alchemical system. This is referred to as "pharmacopia" within the game, and pertains to magical and non-magical herbs and concoctions, and the results of mixing various combinations thereof. To prevent random trial-and-error attempts to combine reagents and enhance role-playing, the available choices of combinations are limited to those recipes your character has obtained or derived himself from skills. This pharmacological cookbook, as it were, is part of your journal. This journal also holds transcripts of all conversations, a "to-do list" of current and completed quests, a character's remarks section, the automap, information on all items the character has ever held, a bestiary that is updated as new creatures or monsters are encountered. Character-specific information (or the character sheet, if you will) is also stored in the journal, and includes details on guild affiliations, levels and rank within the various guilds, if applicable, as well as the spellbook (which includes descriptions and explanations of all spells that the character possesses). The graphics are both worse and



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better than could be expected. Outdoor and forest scenes suffer from being rather planar and blocky, making them somewhat unrealistic. Built-up areas, on the other hand, are exquisite. In particular, much attention has been paid to spectacular supernatural features, and magical effects have to be seen to be believed. 3D acceleration is supported. Non-player character models are a bit blocky and

indistinct, but they have been animated in a very life-like fashion (mostly). The terrain types are varied, and the player can expect to enjoy the visual delights of a small feudal kingdom, a frozen wasteland, a volcanic wonderland, a shattered desert, the underworld and one very, very alien world indeed.

Westwood appear to have striven to make LOL3 as vivid an experience as possible. This is evidenced by the sound effects. Not only are there very lengthy conversations and video sequences, but the Copper and his familiar often chit-chat, and even hurl verbal abuse at their enemies in combat (though not of a nature to necessitate an age restriction). The soundtrack is very well suited to each area, and, along with the ambient sounds, conveys the appropriate mood. As always, Westwood have produced some outstanding cut-scenes for their latest title, and much attention has been paid to presenting a coherent story-line. The plot may not be the most fiendishly complex intrigue you have ever come across (though there are a couple of interesting surprises) but at least it sticks together well and is quite detailed.

As is usual with computer role-playing games, the key is to explore thoroughly and leave no stone unturned. None of the puzzles require a rocket scientist, but often spotting the one tiny factor that will make the current task so much easier is not that easy, thus ensuring challenge at the level you prefer - do you not think much but rely on reflexes and co-ordination or do you meticulously examine a situation and plan accordingly? Both methods are effective.

This game has cost me many hours of sleep already (and will continue to do so, I'm fairly certain) and I'm confident that role-play and adventure fans everywhere will suffer likewise - this title lives up to the claim printed on its box: "Easy to play. Hard to resist."

This one will delight your senses - the graphics are beautiful and colourful, the sound is moody and engrossing, and you'll want to try every spell and weapon just to see what they look and sound like. If you prefer one character to a whole party, a worthwhile alternative to Baldur's Gate.

Developer: Westwood Studios  
 Publisher: Electronic Arts  
 Supplier: Electronic Arts Africa (011) 803-1212  
 RRP: R 299.00

<http://www.westwood.com>

Multiplayer: No  
 Comparatives: Lands of Lore II King's Quest: Mask of Eternity  
 Pro's: Good Story, Awesome Effects  
 Con's: Resource Hungry, Occasional Stutters

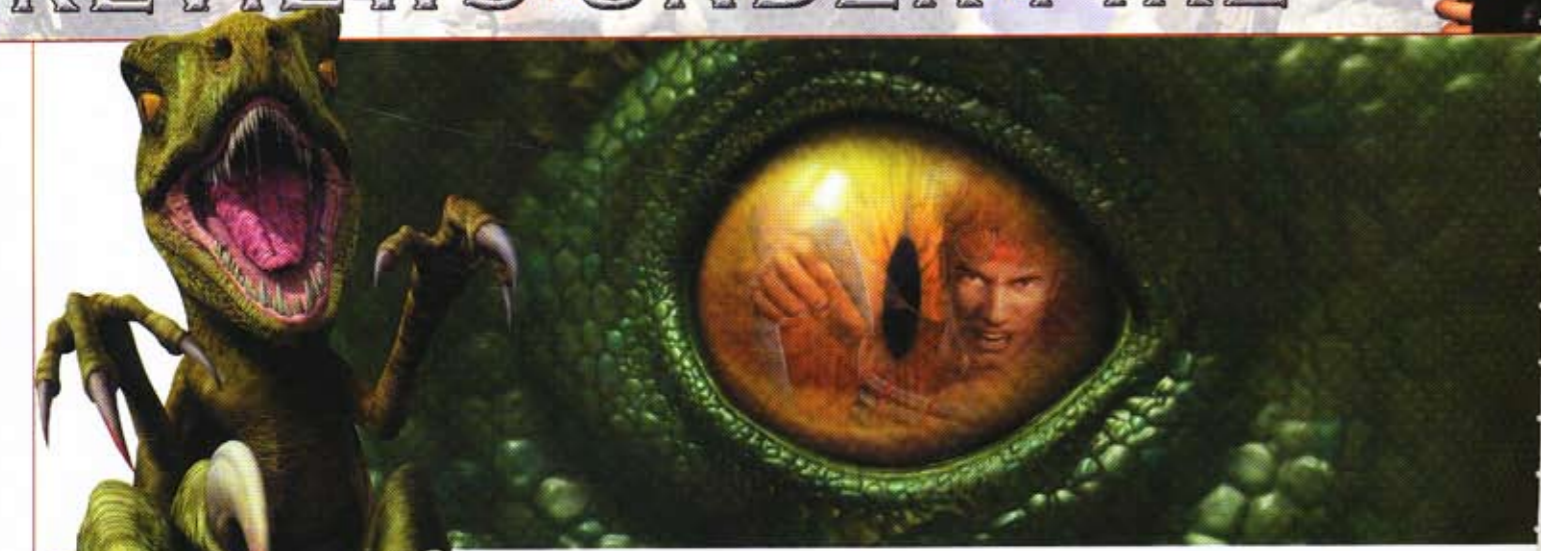
Graphics: 95  
 Sound: 90  
 Control: 85  
 Story: 90  
 Continuity: 90  
 Playability: 95

91

RAVEN  
**GENRE**  
 First Person RPG

Min Requirements	Recommended
Pentium 166	Pentium II 233
32 MB Ram	64 MB Ram
4 X CD Rom	32 X CD Rom
2 Mb SVGA Video	4 Mb SVGA Video
500 Mg HD	1000+ Mg HD
Windows 95/98 (DirectX 6.1)	Windows 95/98 (DirectX 6.1)





When it comes to sequels, computer games usually boil down to an elaborate spot the difference exercise. Ordinarily sequels always leave you wondering if anything has really been improved upon - besides a few new weapons, a handful of maps and perhaps a coloured light thrown in here and there. How refreshing then that Turok 2: Seeds of Evil is about as far removed from its original version as the space shuttle is to the first caveman's attempt at the wheel. That said though even the shuttle is prone to a few design flaws. - RedTide

# TUROK

## SEEDS OF EVIL™

The tale behind the action in Turok 2: Seeds of Evil has obviously been written by a storyteller free from the normal constraints of imagination and inspiration - it's about twice as long as the introduction to this review and goes something like this. In the first game, Turok the Dinosaur Hunter achieved victory by slaying The Campaigner and the Chronoscepter, but at the same time, he unknowingly unleashed an even deadlier threat - Primagen. Now you, playing as Joshua Fireseed, must prevent this evil creature from escaping his prison by protecting a series of Energy Totems on each level, killing all the monsters, facing level end bosses and rescuing a few children. Much is at stake but don't worry - you've got a razor sharp wit and a bow and arrow.

**Jurassic Park meets Unreal**  
Clearly, the team behind Seeds of Evil have drawn their inspiration from Unreal, so much so that a few sections in the game, especially the queen boss level, remind you immediately of Unreal. Now this isn't necessarily a bad thing because Unreal was a cracker title only flawed somewhat by ridiculous system requirements. Turok 2 needs fewer resources to run than Unreal to function at an acceptable level although it does require a 3D accelerator. So can one say that Turok 2 is the perfect first person shooter? Not really.



I BET YOU'VE NEVER RIDDEN A PONY SUCH AS THIS IN YOUR LIFETIME?

It's plagued by a few annoying problems that have everything to do with design, so a wasted opportunity in some respects but a stroke of genius in others. Graphically the game is simply delicious. All the levels use high-resolution textures that bring the diverse and mysterious Lost Land alive. Fires rage after explosions and some of the set pieces drop the

jaw when first looked upon, birds circle above and water ripples realistically. Two criticisms regarding the levels involve slightly uninspired design, they look lovely but are badly put together and that bothersome fog has returned. Your particular position and subsequent range of vision on any level is constrained within a boundary of fog, meaning you can't see into the distance, which renders the superb sniper mode a white elephant. The speed gain in shunting the level textures around the screen seems to be an adequate trade off against the fog, but it does spoil the experience a little especially when you're standing inside a building and you can't see across to the opposite wall. Another useful and rare feature in Turok 2 is the map, which takes the form of an overlay on the screen, so you always know where you're going and what you haven't explored. It's not perfect and on more than one occasion the edges weren't filled in causing confusion. The enemy creatures are also well animated and designed (just have a look at a few of the screenshots), each displaying a few different death sequences and damage skins. One set of creatures, the War Clubs, while looking dangerous as they bound towards you, when shot in the chest go down with a huge cavity in the centre of their chests. Other creatures



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THE MAPS FEATURE SOME INCREDIBLE ARCHITECTURE.

lose limbs and it's even possible to fire a delayed explosive arrow into any eye socket and watch a head or two explode in a fountain of blood and gore. Each monster is divided up into different 'zones' such as head, arms, body and legs - it is possible to shoot an arm or a leg right off and watch the creature writhe around before fading away. In the audio department the game offers subtle sound effects throughout and you never doubt where you are in the game with slushy squishing sounds in the marsh and strange insect clicking and scraping in the technologically enhanced prey mantis colony. The game is a feast on the eyes and a dream on the ears combining into a truly gripping and streamlined experience.



+48 15

**Wading through syrup**

On the gameplay front Turok 2 suffers a little, mainly due to the sluggish speed at which the main character moves, it's like he's wading through a sea of cold syrup. Eventually you do get used to it but only after playing for a few hours - initially you'll find yourself searching for some other 'always run' command but ultimately slow is the way it is. This can be lived with for the single player experience but it's definitely far too slow during a deathmatch, making the multiplayer game dull. Another little gameplay quirk is the way some of the levels are hub based, forcing you to retrace your steps often, this isn't a terrible thing and the way some of the levels are constructed cleverly get you back to older locations in new and different ways. This going backwards and forwards through levels would normally be fine but in Turok 2 some of the monsters reappear depleting ammunition and more importantly health. Fortunately, the

use of the hub system isn't there to just waste time and make small levels seem huge, the levels in this game are huge, overwhelming in some cases - they never seem to come to an end and you usually feel quite lost in the grand scale of things. This daunting task of exploring and discovering the secrets the levels hold increases the total playing time of the game, so good value for money is arrived at. Artificial Intelligence is a joy to behold. Despite a few stupid actions every now and then the enemy AI is inspired with creature ducking and rolling and actually ducking behind boxes and crates to avoid getting shot, they'll even pop up and let off a few rounds before hiding again. With the huge levels and the clever monsters this title offers an immense challenge that will take you many days to complete. As mentioned previously the death match game isn't all that exciting due to the sluggish movement that isn't a technology problem but rather a design problem. It could have been so good with all those tasty weapons but largely disappoints. One nice touch is the ability to play the Raptor, a no weapons wall climbing package of death that will always strike fear into the heart of it's prey.

**Millions of particles**

On a big plus side the game lets you use around twenty five completely different weapons. There are talismans and some other items for you to collect - the sheer range of available weapons put this game in a different class altogether. Overall a good performer in the first person shooter arena - the important thing is that out of all the other ones out there it is distinctly remembered. The most incredible thing about it is the huge improvement it makes over the last game.



+100 50

I GUESS A TOOTHBRUSH WOULD BE OUT OF THE QUESTION?



**REDTIDE**

**GENRE**  
First Person Shooter

Min Requirements	Recommended
Pentium II 266 32 MB Ram 4 X CD Rom 2 Mb SVGA Video 200 Mg HD Windows 95/98 (DirectX 6.1)	Pentium II 266 32+ MB Ram 8 X CD Rom 2+ Mb SVGA Video 200+ Mg HD Windows 95/98 (DirectX 6.1)

Multiplayer	Comparatives	Pro's	Con's
Yes	Unreal Half-Life Quake 2	Twenty Five Weapons Stunning Levels Huge Game	Fog Sluggish Movement Nothing New

Graphics	Sound	Control	Story	Continuity	Playability
87	88	90	72	83	87

**83**

Turok 2: Seeds of Evil is a remarkable game in many ways - twenty-five weapons for a start and some stunning levels! Unfortunately it is let down by sluggish character movement and a perpetual fog that limits your view. The game also only runs with a 3D card, so many will never see it.



## Worldspiral

# L · I · A · T · H

Not many games originate from outside the United States or the United Kingdom, and it is refreshing to see a game such as Liath finding its roots in Moscow of all places. Just what can we expect from the Russians besides vodka, potatoes and an ailing economy? - Soul Assassin

Liath is set in a fantasy world filled with magic, mystery and ancient lore, where a young magician by the name of Criss has just received a letter from a friend. In the letter Tiche invites him and his not so ordinary fairy companion Ithena to come visit her in Azeretus, "where one can see many interesting developments" - as she puts it. What he doesn't know is that the handwriting on the paper is three hundred years old.



THE GAME HAS STUNNING VISUALS

A not too overly inventive story as seen from the introduction, besides the fact that not one word is spoken in it. The developers instead opted to introduce you to the game using a mirage of flipping images that seem like they are moving in slow motion. Very similar to scenes in some Manga films. So Criss arrives in Azeretus only to find a cryptic hologram message from Tiche warning of danger. Of course part of the story is not covered in the game, but instead thrown into the manual. Without



SINCE WHEN DID THEY BUILD THIS THING IN THE MIDDLE OF THE GOLDEN GATE BRIDGE?

reading it you don't find out that by going to Azeretus, Criss becomes trapped in it by the curse and has to lift the curse to enable himself and his friends to leave the area. If you are like most gamers who just slot in the CD and start playing, believe me you will be totally confused as to what exactly your objectives are in Liath.

Render me this What Liath lacks in an introduction it makes up for with splendid visuals and ambient music to set the mood. The game uses stunning pre-rendered backdrops with the characters animated on top of it. Locations in the game range from bleak alien landscapes to lush green tropical



EXCUSE ME, DO YOU HAVE THE TIME?

lakes and swamps inhabited by hermits. The main town of Azeretus, where you initially arrive, also sets the tone for the rest of the world with its interesting and unique characters. Here you meet a variety of races including Elves, Leeches, and Aquinites (a race living in underwater) to name but a few, all of them beautifully rendered. It seems that most of the developer's time was spent on graphics and sound, because from here on in everything goes downhill.

The gameplay in Liath lacks flow. It is hard to describe on paper, but the in-game story doesn't move smoothly and at times you have absolutely no clue as to what 'to do' next. Usually you stumble onto the next course of action instead of the game giving you some indication as to what to do. Most of this is due to an uninformative interface, which is used to accomplish everything. By right clicking you can bring up an icon bar that is used to do things such as cast spells, take items, combine items in your inventory, speak to characters and examine objects.

Unfortunately it gives you no feedback as to whether you're on the right track or not. It would have been useful to know when you cannot use an item for example, or that you cannot use a spell or at least give you an indication as to what spell to use, since a lot of problems are solved using spells. Instead I found myself trying to cast all the spells and use all

the items everywhere I went just to make sure I didn't miss anything. There is a hint system built into the game that operates the same as the one found in the Tex Murphy series. Helpful if you really do get stuck, which is more often than not. Every hint costs a certain amount of points and each time you use it that amount is subtracted from your score total. Another annoying feature in Liath presents itself when interacting with other characters. The characters use text along with an animated char-

acter on screen providing speech. I should actually say the characters mouths are moving while they talk and this is where the problem lies. Their mouths usually keep on yapping even after the speech has ended usually a good couple of seconds afterwards. I tended to listen to the speech and read text on the screen just in case I missed a word or two. This is where I noticed inconsistencies between what the characters are saying and the text displayed on screen. In many instances they aren't exactly the same, making me wonder if they had some translation issues over in Russia. The voice acting also lacks depth or feeling. Sounds as if someone just read the script instead of acting the scene out with his or her voice.

Overall, Liath was enjoyable even if it is just to see the magnificent visuals with its accompanying ambient music. Liath does however suffer from many problems and splendid graphics and ambient sound do not make a good game. I can only recommend

Liath to hardcore adventure fans that have nothing else to play at the moment, otherwise look elsewhere.

Liath to hardcore adventure fans that have nothing else to play at the moment, otherwise look elsewhere.

SOUL ASSASSIN

GENRE  
Adventure



Min Requirements Recommended

Pentium 133 16 MB Ram 6 X CD Rom 2 Mb SVGA Video 40 Mg HD Windows 95/98 (DirectX 6.1)	Pentium 166 32 MB Ram 8 X CD Rom 4 Mb SVGA Video 40+ Mg HD Windows 95/98 (DirectX 6.1)
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Developer: Amber Company  
Publisher: Project 2  
Supplier: Gametronix (011) 886-1972  
RRP: R 299.00

<http://www.project2.com>

Multitplayer	Comparitives	Pro's	Con's
No	Riven Lighthouse Starship Titanic	Good Graphics Ambient Sound	Uninformative Interface Gameplay Lacks Flow Confusing Story

Graphics	Sound	Control	Story	Continuity	Playability
84	82	61	67	62	60

69

Liath is set in a very graphical fantasy world. You play the part of Criss, a magician who has to escape a 'time' curse to leave an area called Azeretus. Good graphics and good sound but lacks in everything else.

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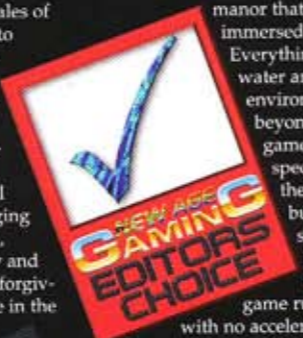
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There comes a time when a title comes into the market so quietly that people are unaware of its existence. The Developer is so busy creating a masterpiece that they forget to tell us of its ensuing birth into the market. Luckily at NAG we realised the potential of such a title and can honestly say that Silver has astounded us. Silver is the game Final Fantasy 7 should have been and more. The fight between good and evil has never been this good.

Storm

# SILVER

rible scripts. Many times over the tales of good and evil have been shaped into computer games, so the question is what is different in Silvers presentation? To name a few, the sheer depth of characters, the undying need to defeat the evil that is brewing in the enemy infested land of Jarrah, a combat technique that will have Diablo fans slashing and slinging at every demon imaginable, backdrops of intense clarity and splendour that you will be forgiven for stepping back to take in the detail, and last but not least the inception of a tale of



manor that you will be totally immersed in the world of Jarrah. Everything from the rain, snow and water are realistically portrayed in environments that are detailed beyond anything yet seen in a game. The 640x480 resolution specs might send a message to the gamer of non-conformity, but it actually allows a vast sector of the market to enjoy the title because of its low system specs. The game runs smoothly on a P166 with no acceleration needed, something almost unheard of in today's 3D dominated industry. The coding shows signs of brilliance by taking the 3D characters and interacting them with the rotational backdrops by simple routines such as deflecting arrows off steel but impaling it in wood. These simple little details are something a gamer appreciates and rounds off the overall impression of the game.

The characters of Silver have a certain teaching quality about them. They are respectable yet vulnerable to the delicacies that evil puts on a plate for them. Casts of talented voice actors that cannot be faulted for their efforts wonderfully portray the depth of each characters personality. Each character has its own voice and with this you gain a sense of individuality and conscience depicted by tones of feelings. When angry and upset the character animation follows the voice timeously adding to the already polished effects of the game. Silver could have however added to their character portrait that is shown in the top right corner of the screen when they are speaking. They show no purpose except to give an indication of who is currently having their say. A lip synching picture or animation could have been more effective, but then I regard this as not a lack of imagination (there is tons of that), but rather a simple representation that could have been more effective. But what feature makes all these characters, graphical backdrops and environments immersive? The awesome sound. Yes, Silver has some of the best sound effects and musical scores we have heard in any game. Hats go off to Dean Evans and his team of talented musicians for producing an awe inspiring listening environment that will twinkle your

courage and honour told with such passion that you would live the story as if your own. Utilising a rendered background and 3D-polygon based engine, Infogrames have come up with a similar technique to the one that made Square a household name because of Final Fantasy 7. But as

DAVID



MAGICAL PORTALS AND SPELLBINDING MAGIC ARE GLORIOUS TO behold in every corner of the game.

Based on a concept by Warren Lancashire, Silver is the culmination of three years of intense work. The story revolves around David, a simple hero with a strong heart and vengeful disposition. His wife is taken from him by an evil sorcerer named Silver (aptly named after the title) who, it seems at the time, is after a wife for himself after he regrettably strangled his own sibling. The love and passion between David and Jennifer is so strong that Silver unknowingly unleashes a fury of catastrophic proportions. The forces of good and evil are about to collide in what is a magical story told in an interactive book of beauty and pleasure. David will travel on an adventurous journey to find the eight magical orbs that will help him save his imprisoned wife. This may sound all soppy and pitiful to a certain sector of the gaming community but a story such as this brings hope to the interactive business after dismal attempts at game making were let down by ter-

most portals between the different game machines, Final Fantasy 7 on PC was a disappointment if compared with its PlayStation counterpart. Now Silver has taken up the challenge and expanded on the universe of backdrops by adding a storybook of pictures that are rendered in such a believable



FIRE ARROWS AND DOUBLE-DOUBLE EDGED SWORDS WILL BE YOUR COMPANIONS OVER THE COURSE OF YOUR ADVENTURE



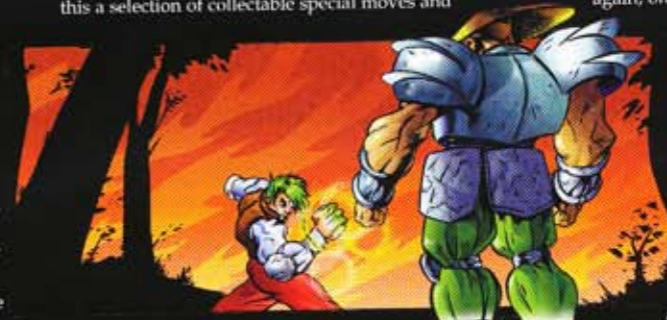
YOUR TEAM OF COURAGEOUS HEROES WILL ENCOUNTER BEAUTIFUL YET TERRIFYING SETTINGS.

earlobes around every turn. Many times I was caught slipping Silver into the drive and pumping up the volume as the orchestral music soothes a long days gaming. Sound

effects are eerily realistic and give life to the movements of the environments. A slight oversight comes from the character movements as the effects lack the footsteps of the heroes and their emissaries. It seems a little odd to get sound effects of swords clashing and spells brewing but everybody is whisper quite in their movement. Another thing lacking is support for 3D positional sound, but you still get the distinct feeling that you are in the environment that Silver is depicting. Birds chirping and water splashing in the forest, cries of pain and suffering in the prison, though we would have taken nothing less, we are still surprised at the clarity of the realism and genuinity of the sounds of Silver. Though easy at first, Silver pits you against some extremely tough boss creatures that get increasingly more difficult the more you explore and uncover. Around every corner there is something or someone waiting to rearrange your vital organs. Certain

VIVIENNE

depicts the direction of the blows and after five minutes you will be wielding your weapons with ease and grace. For example, hold the control button and right mouse button down, and move the mouse in an upwards direction and you will get a strong lunge forward. Every gamer will fit into this process quite easily and will enjoy the game more because you will be more than a strategic entity to the fight and offer your own brand and style of fighting. Add to this a selection of collectable special moves and



you can take strategic real time fighting to the next level.

The control mechanism and interface gel fairly well into the game. Being able to manipulate and pick your weapons, spells, potions, shields and other items is important for real time combat. A circular graphical interface is brought up by simply clicking your left mouse button and picking the item from a selection. This might sound strange and it is at first but it's highly effective for keeping the flow of the game going. There is a certain difficulty in controlling all of your characters especially during intense combat, but with the shortcut key-



JENNIFER

Silver and his son Fuge. Silver does lack a multiplayer option which is almost a sin in this day and age, but after much deliberation we found that it doesn't drastically affect the games overall impression even though we finished the game after 5 full days of solid gaming. There is an indescribable urge to play the game again, only this time collect and wipe out everything that was missed before.

If you are looking for an all round package of adventure, intrigue, storytelling and good old fashioned fun, then Silver should not be overlooked. Actually NAG recommends this as a must buy even if your pleasures are not in the specific genres of Silver. You will be engrossed at the enormity of the production and once you are finished (it has a few interesting surprises before you are finished though), you feel that the money invested in buying Silver will be one of satisfaction on a complete and entertaining game. We only hope that the adventure continues, but then if we go according to history, Silver 7 will be a sight for sore eyes.

STORM

**GENRE**  
RPG

Min Requirements	Recommended
Pentium 166	Pentium 233
32 MB Ram	32 MB Ram
8 X CD Rom	16 X CD Rom
2 Mb SVGA Video	4 Mb SVGA Video
150 Mg HD	150+ Mg HD
Windows 95/98 (DirectX 6.1)	Windows 95/98 (DirectX 6.1)

<b>Developer:</b> Infogrames	<b>Publisher:</b> Infogrames	<b>Supplier:</b> Datatec Crew (011) 233-1111	<b>RRP:</b> R 299.00
<a href="http://www.silver-game.com">http://www.silver-game.com</a>			
<b>Multiplayer</b>	<b>Competitives</b>	<b>Pro's</b>	<b>Con's</b>
No	Final Fantasy 7	Excellent Narrative: Engrossing Story	It Ends Predictable AI

<b>Graphics</b>	<b>Sound</b>	<b>Control</b>	<b>Story</b>	<b>Continuity</b>	<b>Playability</b>
95	96	90	92	87	92

**92**

Stunningly rendered backdrops and smooth character animations combine with a strong story and challenging adventure to bring out one of the best games of its kind. Silver is the sleeper hit of 1999 and should be a valuable addition to any gamer's collection.

This game is set somewhere in the Return of the Jedi universe ending with an adrenaline-pumping finale as the Empire's second Death Star explodes over Endor. For a refreshing change the game doesn't focus on the characters made famous by the movie so you won't be flying as Luke Skywalker or Hans Solo in this one. Instead, you play as Ace, the youngest son of the Azzameen family who own a shipping company, Twin Suns Transport Services. All the members of your family have some or other kind of involvement with the business from your uncle Antan to your computer expert sister, Aeron. Being the youngest limits the amount of responsibility your father will afford you when it comes to lending a hand out in deep space but all this changes as your families enemy, K'Armyn Viraxo aided somewhat by the Empire, starts causing trouble. The escalation of this interference and trouble along with your helping the rebellion with a vital medical shipment, soon sees your family forcefully split apart and on the run from the Empire. Naturally, with nowhere to turn you and your Maintenance Droid Emkay join the Rebellion to fight against the galactic domination by the evil Empire. The game is essentially split into two different sections, one being the initial family missions, which can be loosely considered as training missions and handheld skirmishes. The second selection of missions start when you join the Rebellion - these are a tad difficult initially and keep

on getting harder as you go. One novel slant on the

story line involves you being called away from the Rebellion every now and then to help members of your family out of tight spots. The story is involving and pulls you along from the first mission - you know a game story is well put together when you start caring about what happens to your family. The only thing that grates a little is the way everyone treats you like a

baby - you're fussed over right from the start and unfortunately this babying continues even after you've joined the Rebellion, it's painful. Speaking of painful, your robot sidekick, Emkay also starts grinding away at your level of patience especially after he 'accidentally' reads your e-mail in one scene. With his artificial personality and irritating voice you'll soon wish you could beam him into space and then target him with a torpedo, oh well, maybe in Star Wars Alliance 2 then?

### Fly me to the moon

The initial family missions are quite varied and you'll never end up playing the same type of mission twice. They are unusual missions where you must help your sister recapture her inventory database in one while others see you transporting cargo from one location to another. You won't find any fly to nine hundred waypoints to check for enemy activity missions in this game. They all follow each other logically and never get boring. With around fifty single player missions and the ability to design your own missions, X-Wing Alliance has some serious continuity and will keep you busy for ages, even longer if you can't fly space ships well. The flight and game engine are both of high quality and you can actually fly right through the hangar of a Super Star Destroyer. Graphically the game is in a class of its own with lighting and explosions



DON'T GET TOO CLOSE TO THESE THRUSTERS OR YOU'LL BE SCUFFLE.

Generally speaking, after a few blunders with previous titles and the numerous hit and fade Star Wars titles out there, two important questions must be asked before looking at any more space combat games set in that far away galaxy. Question 1 - does it have a solid single player game? Question 2 - can I finally fly the Millennium Falcon? The answer to both questions is a definite yes and it doesn't just end there.

RedTide

# STAR WARS X-WING ALLIANCE



ALL SPACE CRAFT ARE MODELLED TO SIZE AND SPEC.



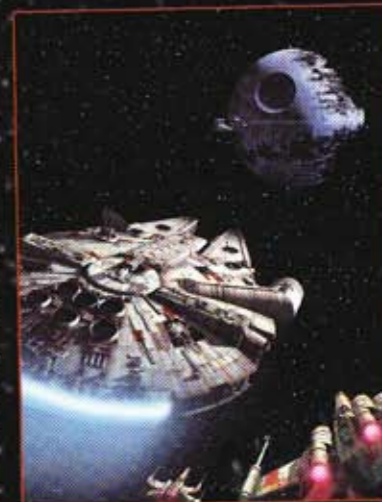
brightening up space with each hit. The only thing is that the game doesn't really do anything revolutionary in the graphical department, the only two new features is the ability to look around your cockpit, and some new cut-scene 3D scenes when you arrive back at home base. The cut-scene movies could have been ripped straight out of some Star Wars footage archive



somewhere, high quality that translates right into the game, flying around the rebel fleet is an impressive sight to behold.

### Do it yourself

Besides all the impressive graphics, classic soundtrack and sound effects, X-Wing Alliance has within its impressive arsenal a number of other single player and multiplayer options that take it from excellent to classic. On the single player side, after you've completed the game you can enter the Combat Simulator where you can design your own missions. The list of parameters that you can fiddle with is impressive and the developers have left this aspect of the game as open ended as possible. The design your own mission option is unlimited and you can choose to go up against two or thirty TIE fighters, add a Star Destroyer if you like or even a whole space station. Pick any flyable space ship in the star wars universe and this game lets you fly it, even the enemy craft can be piloted. One thing to remember though when creating your own scenarios is that if you put twenty Super Star Destroyers in the same area of space your PC is going to choke, no matter how powerful it is, so keep things within moderation. When it comes to multiplayer, if you can think it you can do it. Go up against just one person in a duel or fly with a few of your friends against the empires entire fleet. There isn't really much you can't do making this game the best option for multiplayer space combat. Besides flying and fighting you can also race against friends or the clock through a series of discs scattered in space. The racing element is yet another variation to the game that is also available in the single player game under the Pilot Proving Ground option, it's fast and fun, if a little pointless.



The Millennium Falcon isn't a bird. So, the Millennium Falcon rocks, flying it fills you with an indescribable sense of pride and nostalgia - on the surface and admittedly on a much deeper level this is all in your own head though. The Falcon flies very much like most of the other ships on offer but this is perfectly acceptable because it's 'the fastest hunk of junk in the galaxy'. That knowledge alone is enough to give you

a thrill when you press the space bar and everything freezes for a split second, before the stars distend and race past you. It's a pity you never get to experience the legendary speed of the Millennium Falcon as in the game all the jumps to light speed are executed in exactly the same fashion. In addition to this, climbing into those cool gun turrets we saw in the first Star Wars movie just doesn't feel or look the same. The laser cannons don't recoil from each shot like in the movie but rather remain static with the beams appearing from the centre of the screen, it's a small but very disappointing aspect that the developers really should have paid more attention to. This is the debut of the most sought after ship in any game so why skimp on the basics? But enough griping and moaning about nothing and on to a few real problems. Sometimes and only sometimes missions can become slightly confusing, which ultimately leads to you having to replay them a large number of times. For example the mission states do this and then do that, fine as long as you study the tactical displays and mentally prepare yourself for the tasks ahead. Now once you get through the first part of the mission something will change the plan and things quickly get confusing, people who should be protecting you don't and you might even find yourself up against a four Imperial fighter alone. It's not a big problem but replaying a mission because of an internal game quirk quickly gets annoying. Besides that and a few clipping problems X-Wing Alliance is probably the best Star Wars Space Combat game out at the moment. Get it and join the fight, may the force be with you.

RedTide

GENRE  
Space Combat

Min Requirements Recommended

Pentium 200 16 MB Ram 4 X CD Rom 2 Mb SVGA Video 274 Mg HD Windows 95/98 (DirectX 6.1)	Pentium 200+ 32 MB Ram 4 X CD Rom 2+ Mb SVGA Video 274+ Mg HD Windows 95/98 (DirectX 6.1)
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Developer: LucasArts / Totally Games	Publisher: Activision	Supplier: Multimedia Warehouse (011) 315-1000	RRP: R 299.00
<a href="http://www.lucasarts.com">http://www.lucasarts.com</a>			
Multiplayer	Competitives	Pro's	Con's
Yes	X-Wing Vs Tie Fighter Descent 3	Good Single Player Strong Story Millennium Falcon	Not Authentic Clipping Problems Confusing Missions

Graphics	Sound	Control	Story	Continuity	Playability
89	86	88	87	94	95

90

When HG Wells' War of the Worlds was first aired on radio back before Television had been invented (yes, there were people back then) a power failure led to the entire introduction of the programme not being broadcast. The first thing that listeners heard was a "news report" detailing a Martian invasion of Earth. The panic that ensued went down in history as one of the greatest broadcasting mishaps of all time. Unfortunately, it looks like the computer game may go a similar way.

fact that the entire campaign is player controlled. You attack when you want, where you want and with whatever hardware you can scrape together. In other words, there are no missions within War of the Worlds - something which allows you to "sculpt" your tactics around your own play style. Another agreeable feature allows the player to control the flow of time, speeding it up when times are quiet and slowing down in the heat of battle. This is particularly handy for getting through those boring times when you need to replenish your unit count. And, of course, the inclusion



# The War of the Worlds



INVADING MARTIAN TERRITORY TAKES A GOOD MIXTURE OF STRATEGY, QUICK THINKING AND A SUICIDAL STREAK A MILE WIDE.

With the potential that a tale like War of the Worlds - a true sci-fi classic - holds in terms of computer gaming, one would have thought that programmers would churn out an absolutely fantastic game; something of monumental proportions that would have the PC gaming community abuzz with excitement. All that these guys managed to do was create a luke-warm rehash of every other RTS game out there, only lacking most of the better features. That's not to say that they didn't have any good ideas, of course. The best of these lies in the

game. The main problem lies in the interface, which divides the game into the "War Room", where all the main strategic planning is resolved, and the "Battle Map", where all the action takes place. Unfortunately, switching between these two modes is a slow process, and bad planning on the programmers' parts have necessitated changing often - resulting in long periods of watching a little hour glass spinning, instead of kicking butt. The next problem lies in the actual forces themselves. While you

can play either humans or Martians, both require different tactics to compensate for their weaknesses: the humans outnumber the Martians, while the invaders have better equipment, and so on. A good idea, certainly, but the AI tends to be a little unforgiving - if you don't handle either force just right, you get annihilated. Repeatedly. This even applies to researching the right improvement at the right time - mess it up, and you're toast. Thirdly, and possibly most importantly, the graphics are, well, sub-standard. They have potential, but they just don't measure up to games like StarCraft in terms of crispness, smoothness and attractiveness. Everything is

either drab (if you're playing the humans) or revolting green (a pitiful attempt at implying that the Martians use infrared that just makes playing the game all the more annoying).

### Risk

True die-hard strategy fans (you know, those nerds who play Risk all the time) will probably enjoy this game, although whether anyone will jump for joy over it is doubtful. The average RTS gamer will find this somewhat boring, a little dull, and highly annoying. Unless you are the captain of the school chess club, think carefully before forking over the cash for this one.

of selected tracks from Jeff Wayne's brilliant album doesn't hurt either.

**Not up to scratch**  
These good points, however, aren't enough to rescue War of the Worlds from being branded a mediocre



**SHRYKE**

**GENRE**  
Strategy

Min Requirements	Recommended
Pentium 133	Pentium 233
16 MB Ram	32 MB Ram
4 X CD Rom	4+ X CD Rom
2 Mb SVGA Video	4 Mb SVGA Video
120 Mj HD	120+ Mj HD
Windows 95/98	Windows 95/98
(DirectX 6.1)	(DirectX 6.1)

RRP: R 299.00

Developer: Rage Software  
Publisher: GT Interactive  
Supplier: Datatec Crew (011) 233-1111

<http://www.gtgames.com>

Multplayer	Competitives	Pro's	Con's
No	Red Alert Dark Reign KKND	Nice Music Full Campaign Control Full Time Control	Annoying Interface Unforgiving AI Revolting Graphics

Graphics	Sound	Control	Story	Continuity	Playability
45	75	45	50	75	50

**57**

A "Risk" style RTS game that should only be played by true strategy lovers - not for the easily bored or annoyed. The game also has no multiplayer options which severely limits it. A pity, considering what could have been done with a brilliant concept.

Actual Game Screen



**WARNING:**  
Enemy Talliden strike force sighted  
Mothership under attack.  
Talliden 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 Armada through 14 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](http://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



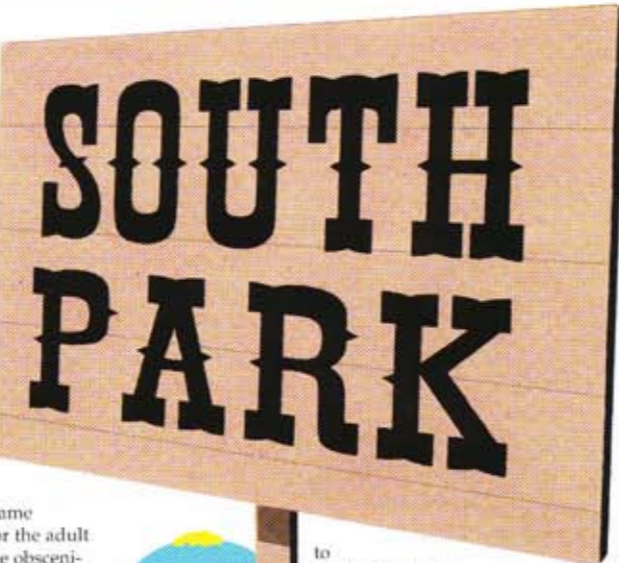
[www.datatec.co.za](http://www.datatec.co.za)

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

All week since it's debut on TV, I have been hearing about South Park this and South Park that from everyone on the Internet. I thought I should at least have a look at the TV series before putting in my final verdict. Exactly what people see in South Park is beyond me. - *Soul Assassin*

The South Park series launched in South Africa not too long ago. Some people love it while others hate it. This has mostly to do with what comedy style you enjoy. The game will have the same effect from a story point of view. The "Bad Luck Comet" named Colossal Shoo Bop Titan Behemoth 299 has made an appearance after 666 years. According to chef, "spooky things are about to happen". So it starts as dastardly Turkeys, The Visitors and Evil Clones try and destroy good old South Park. Of course the South Park gang can't just sit around eating Cheesy Poofs as the town gets destroyed, so they decide to do something while all the adults sit and quiver in their meatloaf laden lairs.

to engines such as Quake, Quake 2 or Unreal. The textures used are fairly basic, largely due to keeping the look of the game the same as the TV series and the levels are featureless with no architecture to oggle over. Everything in the game is based on extremely low polygon counts and gives it an artificial look. There are also lots of clipping problems everywhere. Honestly this isn't the work I would expect from a company like Acclaim. At times, the game feels more like an arcade than a first person shooter.



Not exactly my thinking on a good story, but that's personal preference. So you start off in the South Parks Story mode (Single Player). You get to play as one of the 4 characters from the TV series namely Cartman, Kyle, Kenny or Kenny.



AND THEY CALL THIS A QUAKE EATER!

Unfortunately the obscenities are a little over used and after you have heard them for the umpteenth time they start losing their appeal. It would have been nice if there was an option to disable the obscene language and mature scenes from play all together. That way some youngsters might have enjoyed the simplistic play of South Park. Even the weapons aren't anything to muse over. The 8 weapons available in South Park range from your default weapon, which are snow balls,

One aspect making the game exclusively for the adult market are the obscenities used by the characters. All of them done by the actual voice actors from the TV series and even the music is similar to that of the TV series.



to an alien dancing gadget for multiplayer which makes your opponent dance uncontrollably while you move in for the kill. The weapons are uninspiring to the average FPS fan and leave a lot to be desired. One point I did find interesting is the fact that South Park, which is

aimed at mature audiences, has absolutely no blood in it. Enemies just fall over and disappear when they die.

I won't get too lengthy on the AI as there really isn't much to say. Instead of giving you smart opponents in South Park you are faced with enemies that just keep coming and coming by the dozen. This doesn't make the game interesting or challenging, only monotonous as you kill your 160th opponent on a level and they still keep coming. South Park does ship multiplayer enabled and 8 players can duke it out over a LAN or the Internet with any of the 20 characters included from the TV series. Interestingly enough most of the servers on the Internet were empty at the time I was looking for someone to play against - I wonder why? South Park is not the quality of game that I would expect from a company like Acclaim who has brought us the likes of Forsaken and Turok 2: Seeds of Evil. FPS fans will find the game unchallenging and the gameplay monotonous. The game's look stays true to the TV series but makes for uninteresting and featureless levels. Only buy this game if you are a true fan of the TV series, even then you might be disappointed.

South Park falls short in almost every area needed for a game to succeed. The gameplay is monotonous and won't offer any challenge to a FPS fan while the obscenities used in the game lose their appeal very quickly. Definitely not the quality of game I would expect from Acclaim.

<b>Developer:</b> Acclaim	<b>Publisher:</b> Acclaim	<b>Supplier:</b> Multimedia Warehouse (011) 315-1000	<b>RRP:</b> R 299.00
<a href="http://www.acclaim.net">http://www.acclaim.net</a>			
<b>Multiplayer</b>	<b>Comparitives</b>	<b>Pro's</b>	<b>Con's</b>
Yes	Quake (That's an insult)	Simulates the TV series well	Everything Else
<b>Graphics</b>	<b>Sound</b>	<b>Control</b>	<b>Story</b>
70	71	80	60
<b>Continuity</b>	<b>Playability</b>	<b>66</b>	
50	62		

It's nice every now and then to play a game that doesn't require two hours of serious manual studying and five hours of dedicated playing to get anywhere. If any of you out there enjoyed the adrenaline pumping action of Incoming then Recoil should be the next game on your shopping list. - *RedTide*

## RECOIL



ONE OF THE UNDERWATER MISSIONS.

Although it's not really their fault many PC users scoff at the idea of a shallow arcade action game, so from the onset Recoil has an upward battle to try and impress Joe Public. The action is set in the future but controlled in the present. The Alliance of Dissidents has contacted you from the future, the year is 2019 and all hell has broken loose. Artificial intelligence and delusions of grandeur have merged into ruthless robotic killing machines that will stop at nothing until every human is destroyed. From your present location and time you must remotely control a single advance enemy tank called the Battle Force Tank or BFT for short. Your missions involve crushing all opposing forces and effecting crucial tactical strikes against key targets. What it all comes down to is kill everything and do not die.



is tight and you never have any problem controlling your tank while aiming with the turret. The enemy forces are well conceived and a large number of other tanks, gun emplacements and turrets stand in your way. As you progress through the game additional weapons become available ranging from simple pulse guns to a sonic burst cannon and you'll even have the opportunity to launch a nuclear warhead or three. The BFT you control has four different

different types of terrain - besides the normal tank track mode, it has a hover mode for negotiating lava, an amphibious mode for water and finally a submarine mode. The submarine mode changes the appearance of the tank and allows you to complete the underwater missions. Besides weapons you can also collect special shield and health regenerators, one item even allows you to stockpile up to three shield recharges, and you're definitely going to need all of them. The best part about the whole experience is the fact that you never have a second to rest - it's a constant assault from beginning to end that leaves you breathless and dying to play again.



THE REVENGE OF THE TERLA COIL.

**Good clean wholesome fun**  
The game takes little time in introducing you to the basic elements of play, those looking for in-depth plots and strategy should consider other titles. Recoil focuses on arcade combat action and pursues this goal to the exclusion of all else. The real difference here is that Recoil does what it says on the box and it does it better than many others. Graphically the game is a pleasure to behold. Explosions light up the terrain and fires burn realistically - most things can be targeted and destroyed making the levels a little more interactive. The animation and vehicle physics on the tank are remarkable, traction



YOU ALSO GET TO PLAY WITH NUKES.

Recoil is highly recommended because it's the very best game in this particular genre we've seen in a long time. If you're dying for some serious arcade action without bothering about plot and depth then look no further, Recoil is a winner.

<b>Developer:</b> Zipper Interactive	<b>Publisher:</b> Electronic Arts	<b>Supplier:</b> Electronic Arts Africa (011) 803-1212	<b>RRP:</b> R 199.00
<a href="http://www.ea.co.za">http://www.ea.co.za</a>			
<b>Multiplayer</b>	<b>Comparitives</b>	<b>Pro's</b>	<b>Con's</b>
Yes	Incoming Barrage	Superb Arcade Action Lots of Weapons Best in its Class	A Little Shallow Running Around Levels
<b>Graphics</b>	<b>Sound</b>	<b>Control</b>	<b>Story</b>
91	87	82	78
<b>Continuity</b>	<b>Playability</b>	<b>85</b>	
80	93		

before being airlifted to the next mission. The levels are vast affairs that often have you backtracking from one-side to the other to complete the different objectives. For example you'll come up against a shielded doorway on one side of the map - the control panel that must be destroyed is located on the other side of the map. This running around falsely extends the perceived size of each level but ultimately doesn't get boring because around every corner are hordes of enemies to destroy. As you achieve the different goals your head quarters will congratulate you on a job well done and briefly outline what is required next. These broken and garbled radio transmissions are well executed and keep you totally engrossed in the game. If the single player environment isn't enough then seven well designed multiplayer maps have been included with the game - these make for some fast and furious games that strangely enough require a fair amount of strategic planning to survive in for extended periods of time.

**It's a wrap**  
The only thing one can really fault the game for is it's shallow nature, but this is a subjective observation that can be largely ignored if this is the kind of game that rings your bell. For a stunning arcade action combat game that levels off about as good as Incoming did, Recoil will have you loaded and locked before you know it. It's an inspired work of art for the right kind of person.

<b>Min Requirements</b>	<b>Recommended</b>
Pentium 166 MMX 32 MB Ram 4 X CD Rom 2 Mb SVGA Video 240 Mg HD Windows 95/98 (DirectX 6.1)	Pentium II 300 32 MB Ram 8 X CD Rom 2 Mb SVGA Video 240 Mg HD Windows 95/98 (DirectX 6.1)



If you look at the destructive influence humankind has had on the ozone layer, the rainforest and just about everything else on this poor abused planet, you begin to wonder if we shouldn't be doing something more. If humankind ever managed to create the perfect environment for plants and animals to exist in outside their natural habitat, let's say in a sealed off plastic dome, how long would it last until everything went bang inside there too? Are we beginning to see that the rolling stone of blame will come to rest at the feet of humanity?

RedTide

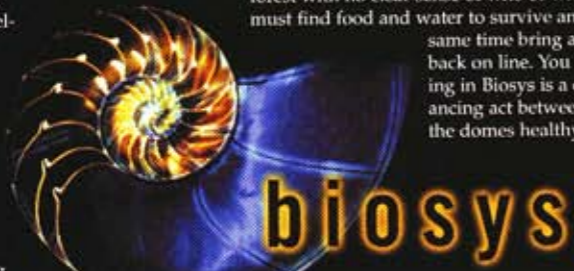
**Two become one**  
Biosys is published by

Take 2 Interactive and developed by Jumpstart Solutions - not a team you'd instantly think of when listing great adventure games. Surprisingly they've managed to put together a game that reminds one of Riven without the ridiculously obscure puzzles and boring gameplay. Think of it as the successful marriage between an

adventure game and a simulation game. The simulation part has you controlling the different habitats so that the fauna and flora survive, which you want because if they die you die. The adventure part is getting everything to work and figuring out what is going on. The entire game takes place within the confines of a biosphere - a

hermetically sealed series of domes where a number of diverse ecosystems thrive in an artificial environment - the weather can be regulated, it can rain, snow and even the tides can be carefully manipulated. In the ocean dome you will find waves, crabs and coconut trees and in the rainforest dome it rains while grubs and exotic birds go about their daily routines. Into these domes you can now add unconventional experiments, a lone survivor of a disaster and a commercialisation project and you have a cracking adventure game all about survival. You play Professor Alan Russell - a scientist dedicated to the preservation of his 'perfect' world. A fire in one of the domes and some strange forms of experimental

experiments, a lone survivor of a disaster and a commercialisation project and you have a cracking adventure game all about survival. You play Professor Alan Russell - a scientist dedicated to the preservation of his 'perfect' world. A fire in one of the domes and some strange forms of experimental



## biosys

plants result in Professor Russell waking in the rainforest with no clear sense of who or where he is. He must find food and water to survive and at the same time bring all the biomes back on line. You see, surviving in Biosys is a careful balancing act between keeping the domes healthy and keeping yourself healthy. Let the entire fig and orange tree population die and

you'll have no food, fail to maintain the oxygen levels and you'll suffocate and finally allow your water supply to dwindle and you'll dry up like an Autumn leaf. You keep the ecosystems happy by fiddling with buttons, valves and fuses, so if you're not sure what needs your attention then a number of handy sensors can be found almost everywhere that detail the general conditions of the particular dome you're in. In addition to that, you can also bring up a plants general status screen that describes the plants condition, it's leaf temperature and even when it was last watered. Allowing a plant to become unhappy and eventually die is just as bad for you as it is for the plant, so keep an eye on those dials.

Interfacing joy  
To keep everything running smoothly while you try to discover what is going on you have at your disposal one of the most user friendly interfaces seen yet. Pressing the tab key brings up your personal condition screen that tells you how much energy you have (running low on this forces you to take a nap or rest otherwise you become tired to walk or carry a heavy load). Other items on display include hydration and nutrition bars and even your dietary balance. If you persist on eating only tinned meat then you develop heart palpitations, bringing

your overall stamina down, which is bad because you can't move around as quickly as before ... it's a macro and micro management nightmare and you'll need to use some common sense to survive. Biosys is instantly accessible to even the most fumble fingered of adventurers, it eases you in slowly and only really turns up the difficulty once you're about half way through it. The best part about the whole experience is the way it rewards you for solving almost any puzzle.

Minus a few will you  
The game is a little on the short side, it is entirely possible to get up to around 60 percent completed after one short weekend, although this is taking the game on without worrying too much about keeping the environment happy. The other tiny little problem is the tedious nature of keeping yourself alive. Surely you could never be so tired that you couldn't crawl a few meters to get a drink of water - your overall health and current personal condition is often a little unforgiving. Finally the game is what some might call a little easy, so look at it as a brilliant beginners adventure game that shouldn't be overlooked by veterans for some light, well put together adventuring that scores more points than it loses.



THIS IS WHAT HAPPENS WHEN YOU MESS WITH NATURE.



ONE OF THE STUNNING LOCATIONS YOU'LL VISIT.



OH, MIRROR MIRROR ON THE WALL - WHAT'VE YOU HIDING?

A stunning adventure game that doesn't require six months of research just to make it past puzzle number one. It combines two different games giving the player an engrossing experience that while being tremendous fun unfortunately doesn't last all that long.

**Developer:** Jumpstart Solutions  
**Publisher:** Take 2 Interactive  
**Supplier:** Multimedia Warehouse (011) 315-1000  
**RRP:** R 299.00

<http://www.take2games.com>

**Multiplayer:** None  
**Comparatives:** Riven, Lighthouse, Starship Titanic  
**Pro's:** Tons of Atmosphere, Engrossing, Logical Puzzles  
**Con's:** A Bit Short, Too Unforgiving, Unimaginative

**Graphics:** 82  
**Sound:** 83  
**Control:** 85  
**Story:** 78  
**Continuity:** 67  
**Playability:** 84

# 80

**GENRE**  
Adventure

**Min Requirements**  
Pentium 100  
16 MB Ram  
4 X CD Rom  
2 Mb SVGA Video  
123 Mg HD  
Windows 95/98  
(DirectX 5)

**Recommended**  
Pentium 200  
32 MB Ram  
8 X CD Rom  
2+ Mb SVGA Video  
375+ Mg HD  
Windows 95/98  
(DirectX 5)



REDTIDE



your overall stamina down, which is bad because you can't move around as quickly as before ... it's a macro and micro management nightmare and you'll need to use some common sense to survive. Biosys is instantly accessible to even the most fumble fingered of adventurers, it eases you in slowly and only really turns up the difficulty once you're about half way through it. The best part about the whole experience is the way it rewards you for solving almost any puzzle.

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# CIVILIZATION

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At first glance Guardian's Crusade appears to be yet another stereotype Japanese role-playing game. The characters seem at first very "usual" and the storyline simple and unimaginative. You, the young and aptly named Knight (you can change that though) are sent on an errand by the mayor of Orgo (your home city) to send a message to the mayor of another city. The twist? On your way to this other city, nothing happens! If this were a movie that really would be an amazing twist. Anyway on your way back you find this little pink monster called Baby (you can change that too) and that's where it all starts. Pretty typical, huh?

Don't judge a game by its cover. At first the game under-impresses. The graphics aren't anything exceptionally special but you later realise how effective they are. The simplistic story line only complements the game's immense playability, and as opposed to most RPG's involves no heavy dialog revolving around magical threats to the earth's existence and so forth. Another nice touch is the lack of conspiracy against you; the monsters roaming the roads between different cities are prepared to hurt anyone the same. As you get stronger you will even find some of the monsters that terrorised you

## GUARDIAN'S CRUSADE

From the creators of Toshinden comes a new, epic adventure (well sort of), featuring a young Knight, feisty fairy and pink pig-like monster. Will it set a new standard for role-playing on the PlayStation? Read on... - Madman



IT'S AN INTENSE BATTLE ON THE HIGH SEAS.



HEY, IT'S A GIANT FROG - LET'S BLEND HIM!

earlier in the game run away from you instead of trying to attack you. During gameplay the monsters are represented as ghosts, their size indicating their strength in comparison to yours. Careful with that, you could hurt someone! As you progress to different locations, the armours sell more advanced (and expensive) weaponry and shields, and each new location has its own little adventure. Before I forget to mention it, your goal is to take this little monster to God's Tower, which happens to be on the other side of the world. The manual stresses the fact that Baby is not a pet, and the better you treat it (give snacks etc.) the better he'll treat you. If you have a bad relationship with Baby, during battle he might attack you instead of your enemy! Another useful function Baby has is you can tell him to "go fetch": Baby scuttles off and after a few seconds will return bearing a weapon, power up or sometimes nothing. As the game progresses, being friends with Baby becomes all the more important as if he is in a good mood he can learn transformations to use in future battles.



Don't toy with me! Guardian's Crusade, as opposed to

most RPG's has no spells involved. Instead, it uses "Living Toys". These toys are like sidekicks in battle, each one using a certain amount of your Psychic Points once you unleash it and most staying with you until the end of your battle. There is a limit to how many you can use at once though so you can't use all 70 (or so) at once. Some living toys will

recharge your and Baby's health, others will attack the enemy whilst others may prevent damage to either party for a number of turns. The game's dialog is thankfully simple, easy to follow and fun(ny). Whilst searching behind furniture etc. the fairy, Nehani, provides play by play commentary. For example if whilst searching a sofa you find nothing she'll comment on the lovely silk upholstery, if you try opening someone's cupboard she'll remind you that it isn't polite to go through other people's dressers etc. - quite a welcome change. The ultimate battle between good & evil? To sum it up, no. Whilst providing the player with absolute fun, humour and enjoyment, those looking for an epic adventure will come away feeling dissatisfied. The whole affair can be completed in 24 hours and offers little in the way of replay value. It does provide a pleasant change from the usual stereotype RPG but is still quite far from revolutionary. A good buy if you're looking for some light hearted fun - die-hard adventurers need not apply.

Guardian's Crusade at first seems a bit too simple, but really shows its colours after a few hours of play. Funny and enjoyable with some nice touches but nothing revolutionary. If you're in the market for a good few hours of fun, it'd be worth your while to take a look.

<b>Developer:</b> Tamsolt	<b>Publisher:</b> Activision	<b>Supplier:</b> Multimedia Warehouse (011) 315-1000	<b>RRP:</b> R 459.00
<a href="http://www.activision.com">http://www.activision.com</a>			
<b>Multiplayer:</b> No	<b>Comparitives:</b> Final Fantasy 7	<b>Pro's:</b> Fun Easy to Play	<b>Con's:</b> Average Graphics Too Short
<b>Graphics:</b> 71	<b>Sound:</b> 61	<b>Control:</b> 86	<b>Story:</b> 85
<b>Continuity:</b> 62	<b>Playability:</b> 86	<b>75</b>	

**Controller Support:** Analog Controller Compatible, Vibration Function Compatible

**Optional Extras:** Memory Card 1 Block, 1 Player

If you're going to make a game at least try and come to the table with one original idea. It might seem like an absurd concept but we do grow tired of seeing the same games doing the same things. - RedTide

You're part of a team of misfits called Retro Force, four characters make up this band of heroes and you can choose any one of them before starting a new game. They each have their own ships and special abilities, so choose wisely. Retro Force doesn't have any real story to speak of and it's basically go in guns firing until everything is dead, you win.

Shoot, die pick up and fly. Retro Force is a top down scrolling arcade shooter that borrows ideas from every other arcade game that has ever come before it. There are the usual



## RETRO FORCE

assortments of weapons and the action is divided into two main areas of destruction. Flying enemies that must be shot with one of three different weapons and ground based enemies that must be dispatched with three different kinds of air to ground armaments, this divides your attention between two different threats and makes the whole game that much harder to beat. You also have a smart bomb at your disposal if things get a little hairy. As you fly and fight a number of other special items can be collected and you're rewarded after each level based on how well you performed. The game is well presented and all the action is top qual-

ity with nice sound effects and some serious furious action.

If you really are in desperate need of a quick arcade action fix then Retro Force could have been just the thing you're looking for if it weren't for two things that let it down. The first gripe is the fact that not a single ounce of attention has been paid to making the game a little different to others of the same type. It's all about shooting and although Retro Force does its job very well it doesn't really excel at anything, rendering it just another shooter, of which there are plenty out there. The second point of concern is the time it takes you to complete the game, with the ability to save and the numerous continue credits the whole thing can be wrapped up in under five hours of solid play. Now consider how much you pay for a PlayStation title and five hours worth of entertainment falls way short. It's a good solid shooter for people who have money to burn.

**Pro's:** Solid Action  
Fast Paced  
Well Executed  
**Con's:** Nothing New  
Too Short  
Limp Story  
R-Type Delta  
**R 399.00 (RRP)**  
Psygnosis  
Ster Kinekor Interactive  
(011) 445-7900

**69**

It's a mystery why people enjoy playing puzzle games - doesn't real life present enough puzzles in a day to satisfy some people? Well, if you have lots of time on your hands and an appetite for frustration then Sentinel Returns has something for you. - RedTide

In 1985, Geoff Crammond created a revolutionary game, The Sentinel. It was (at the time) unique, in that it featured a first person perspective and an addictive puzzle element that challenged the minds of people brought up on side scrolling arcade shooters. Now some fourteen years later we have the updated version. Fourteen years is a very long time when it comes to technology, so one would expect some significant enhancements in all aspects of the game.

Have energy, will travel. The playing field is a grid map of plateau's mostly at different elevations and populated by a few trees. You begin the game peering out of a robot husk positioned at one of the lowest points on the terrain map. High above you The Sentinel slowly rotates, scanning the map until he spots you. Once you've been seen he starts draining your energy until you die. The idea is to create boulders out of your energy reserves and place a new robot husk on top of the pile of boulders you've just created. Then you transfer yourself into the new robot host thereby moving higher with each jump. However you can only place boulders on areas of land that you can see the base of. As you go you can also absorb any trees on the map thereby increasing your energy reserves. Finally you must progress around the level gaining height



as you go until you can see the base where The Sentinel is standing, then absorb his energy and occupy his original spot. Depending on your energy reserves, you then move a few levels ahead. In some of the later levels

The Sentinel has sentries that help him find you, which adds to the pace of the game and makes some of the later levels near impossible to complete. Like Tetris, simplicity equals addiction and Sentinel Returns is pure simplicity - a classic idea that is unfortunately badly executed.

Somebody turn on a light. The concept is a stroke of genius, and was well executed fourteen years ago but somehow the updated version has developed a few flaws that make what should have been the best puzzle game ever an annoying, frustrating and confusing experience. For a start the maps are far too dark, you can't plan a sound strategy to beat The Sentinel if you can't see where you're going - it really is silly and one can only wonder why this approach was adopted. Painfully long loading times and a poor interface add the final insult to what could have been a stunning game.

**Pro's:** Brilliant Concept  
Stunning Music  
Addictive  
**Con's:** Far Too Dark  
Long Loading Times  
Poor Interface  
The Sentinel  
**R 399.00 (RRP)**  
Psygnosis  
Ster Kinekor Interactive  
(011) 445-7900

**67**

How many of these games are they going to make until people stop buying them? Cool Boarders 3, which is undoubtedly the best snowboarding game on the market, hasn't even cooled down on the shelf and here we have another addition to this overcrowded genre from Sony. It's almost seems as if the demand is exceeding the supply, the trick though is to weed out the turkeys from the gazelles and the good news is that Pro Boarder is no turkey.

### Simple but good

Everything about this latest offering is good and solid, while not as professionally crafted as Cool Boarders 3, Pro Boarder has a few tricks up its sleeve that earn it a note of distinction. All the usual options are there and one nice touch is that the range of characters you can select are actual Snowboarding legends, each one with his or her own set of specialities and a one page biography highlighting personal statistics and accomplishments.



THE GAME HAS A SPLIT SCREEN MULTIPLAYER OPTION.



I HOPE THIS THING HAS AIR BRAKES!

You will have to choose carefully to suite your personal playing style as some characters are either faster but unstable on the snow while others are slower but more sure footed. One innovative feature of the game are the actual tracks you race on, they have a number of smart shortcuts and obstacles and jumps scattered around each track. The shortcuts really do shave

Why do we need another game that focuses on speeding down a snow covered mountain, leaping in the air and competing against five other people to see who can avoid dying in a mess of splinters, bones and wet cold flesh? That's right, it's another Snowboarding game.

RedTide

# X Games PRO BOARDER



valuable seconds off your time but are harder to find and enter. The numerous obstacles like rocks and

trees really do get in the way, the collision detection is spot on and finally the jumps get you high into the air where you can perform tricks for more points. It's also refreshing to see that there are no clipping and half-hidden snowboarders lurking about which goes a long way to upping the quality of this title. The graphics are crisp and clean and your characters animation is fluid and realistic, which all adds up to a favourable experience.

### Other things

There are five main track types in the game and each one offers a distinctly different kind of Snowboarding action. There is the Half Pipe where you must perform tricks and stunts for points and the Midnight Express with straight racing against friends or the computer which incorporates all those nice features mentioned above. In the Stadium you race downhill and launch yourself into the air, with a number of different tricks you can do while grabbing the big air, all of which are easy and simple to execute with the controller. The Slope Style involves racing downhill accumulating points for more stunts and finally Mt. Baker Gap sees you racing down a slope and launching into the air scoring points for style and successfully pulling special moves. There is nothing to fault this game on other than the fact that it brings nothing new to the genre, technically it is without faults but really will only be suitable for people who cannot get enough Snowboarding action.



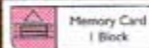
REDTIDE

GENRE  
Snowboarding

Controller Support



Optional Extras



Developer: Radical  
Publisher: 989 Studios  
Supplier: Star Kinekor Interactive (011) 445-7900  
RRP: R 399.00

<http://www.playstation-europe.com>

Multiplayer	Competitives	Pro's	Con's
Yes	Cool Boarders 3	Technically Perfect Fast and Fun Good Variety	Nothing New Annoying Music

Graphics	Sound	Control	Story	Continuity	Playability
79	77	86	NA	80	78

80

A technically superb Snowboarding game that unfortunately adds nothing new to the genre. If you have Cool Boarders 3 then you don't need to give this game a second glance. It's really only for people who must own every single Snowboarding game on the market.



For a good time:  
[www.playstation.co.za](http://www.playstation.co.za)  
XXX



PlayStation Powerline: 0800 111 013



How bad is your ICE dude? Tuning, styling and ICE is what it's all about in this new ripping rocking racer from Psygnosis. So, what's ICE then? In Car Entertainment man! How loud are your bass bins, how jacked is your system? If they don't hear you coming when you leave your house then you need to upgrade that stereo.

RedTide (Culture Shocked)

## Rollcage

No rules, non stop racing

Rollcage is racing like you've never seen before, it's fast and by fast we're talking greased lightning. The feeling of speed is so well portrayed in the game that when you pick up the Turbo power up and hit that shoulder button you actually sit back in your chair, the only thing missing are the flapping cheeks and flared nostrils. The action takes place across 11 different tracks that take you from snow covered peaks to densely packed urban areas. The design of each race circuit is a little bland and only sparsely populated with trackside features, the reason for this has a lot to do with the speed at which you hurtle around each lap. Lavishly detailed and twisty tracks don't agree with the high speed nature of this game. Each track is straight, resulting in quick laps and no messing around with S-Bends and sharp corners, which would have reduced the action to a limp Sunday drive.

### Upside down

You've got a selection of six different drivers and vehicles and one secret driver that can be unlocked later in the game - this super driver and car are basically perfect in every respect and using the secret car will ensure a win every time. All the cars have different acceleration, grip, speed and strength attributes and if you're new to the game then slow speeds and high grip is recommended. The only problem is that these specifications don't translate well into the racing itself and there is no drastic difference from one car to the next. Once the game starts it all seems normal to begin with but soon after the first bend you'll find out why the game is titled Rollcage. The cars have oversized wheels and a small driver compartment, what this means is that you can drive upside down and, given enough speed even cling to the ceiling in most tunnels and along the sides of high mountain passes. The developers have been devious enough to place some special power ups and speed boosters on the ceilings in tunnels and other tricky

### Tuning, styling and ICE

These are all the high-speed cars you can play with in the game, each one has its own attributes - you must pick one that suits your driving style.



ON YOUR MARKS, GET SET, BLOW UP!

places. The risk you take in going for these special items and boosters often pays off but one false move and you'll end up spinning out of control, losing precious seconds of time. The racing action is always fast and furious and even better against a friend where the use of weapons plays a big part in the game.

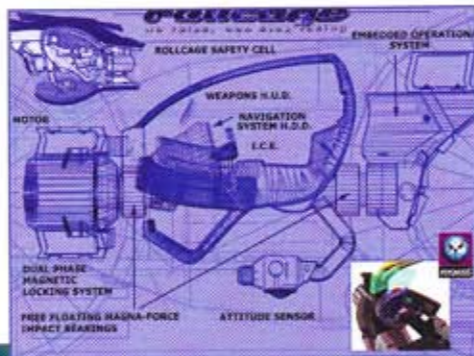
### Go to guns

Besides racing for position, there are seven different kinds of power ups scattered on each level. They vary from downright devious to slightly annoying. First on the list is the Ice Sheet, this gem fires electro-ice onto the track and any vehicles coming into contact with that patch of road lose 80% tyre traction. The Wormhole is a nasty device that creates a wormhole in front of the tar-

geted vehicle, engulfing and transporting it behind you, a kind of leap frog effect. The Driller Missile drills through anything in its way, often resulting in destroyed cars and explosions, it'll only stop when it hits an indestructible object. Collecting the Shield protects you from weapon impact and also stabilises your vehicle after impact quicker. The Homing Missile locks onto track side structures, targeting weak points and destroying the building - this usually results in debris on the track adding an extra dimension of caution - the missile can also lock onto other vehicles. A firm favourite must be the Turbo, it'll squash you back into the seat but at the same time adds a few extra horses to an already overpowered engine. The last pick up is the Leader Missile, this baby locks onto the car in the lead, overshoots its target and then impacts head on, nasty but fun.

### Cracker Jack

Other than an indistinct translation from the specifications screen to the track and boring circuits, Rollcage cannot be faulted on any point. The game can be compared to Wipeout 2097 in many ways - it's fast and furious and there is nothing on the market to touch it. If you're into super fast explosive racing action then look no further, just make sure you wear a seat belt.



REDTIDE

GENRE  
Action Racing

### Controller Support

- Analog Controller Compatible
- Vibration Function Compatible

### Optional Extras

- Memory Card 1 Block
- 1 - 2 Players

Developer: Psygnosis / ATD	Publisher: Sony Computer Entertainment	Supplier: Star Kinokor Interactive (011) 445-7900	RRP: R 399.00
<a href="http://www.psygnosis.com">http://www.psygnosis.com</a>			
Multiplayer	Comparatives	Pro's	Con's
Yes	Wipeout 2097	High Speed Explosive Action Plenty Tracks	Indistinct Attributes Bland Tracks
Graphics	Sound	Control	Story
86	92	89	NA
Continuity	Playability	90	
90	91		

There hasn't been a game other than Wipeout 2097 that even gets close to the kind of pace experienced in Rollcage. There is almost nothing to fault it on other than it'll have you screaming at your friends when they look that Leader Missile on and squeeze the trigger.

# Hear the APPLAUSE

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- PC Computing



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- Tech-review



### Graphics Blaster Riva TNT

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- PC Magazine



### Cambridge SoundWorks PCWorks FourPointSurround FPS1000

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the Live! experience.

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WWW.SOUNDBLASTER.COM

Creative Labs new PC-DVD Encore 5x kit recently launched in South Africa offering the new 5X DVD drive bundled together with the Dxr2 decoder board. Not much has changed besides the addition of the 5x drive from the original Encore kit. The new drive reads DVD discs at 6,760 KB/s (DVD 5x) and standard CD-ROMs at 4,800 KB/s (CD-ROM 32x). The extra speed doesn't offer enough of an incentive for current Encore users to upgrade, but for anyone looking for a PC-DVD solution the Encore 5x kit is definitely the way to go. It is one of the best overall solutions available on the market and the Dxr2 decoder board offers exceptional performance, flicker free playback and the ability to play DVD movies in resolutions up to 1280x1024. The decoder board also has an SPDIF out connector for AC-3 (Dolby Digital) audio. All

### Creative Labs PC-DVD Encore 5x



you need to take advantage of this is an amplifier capable of decoding the audio stream and a 5.1 surround sound speaker system. With this configuration you have a mini theatre right in your own house. The Dxr2 decoder even has the capability to output the video to a TV via an S-Video cable. Currently the only real advantage for PC-DVD is the ability to watch DVD movies and being ready for DVD games when they actually

**Pro's:** Excellent Video Quality  
Backward Compatible  
Easy Installation  
**Con's:** Minimal Games Support  
Price a bit hefty  
DXR2 already available  
**R 2499.00 (RRP)**  
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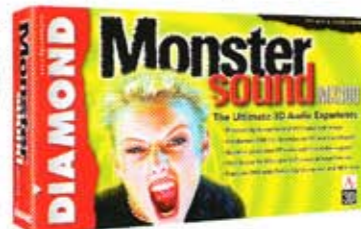


start shipping. Unfortunately, as yet no software developers have released any significant amount of games or even other titles on DVD. Some analysts have predicted that PC-DVD sales might equal CD-ROM sales this year, and if this happens we can expect more DVD based games and software to ship next year. Of course, we are also waiting for Microsoft to finalise DirectShow for its DirectX, hopefully that will also happen in the near future. I still feel gamers should hold off from upgrading to DVD just yet, unless you're in the market for a full system upgrade. For now PC-DVD is still the domain of movie buffs, but I have to say the movies do look so much better on a PC than a Television.

For those of you who haven't experienced true 3D surround sound yet then there has never been a better time to get plugged in.

### Monster sound MX300

Inside the box, you get the actual card, which is a PCI sound card. The PCI part is a problem if you don't have enough slots like many people out there, but considering the quality output it might just be worth taking out that 3D accelerator and playing games in software mode just to experience the audio punch that this card delivers. The installation went perfectly, the card was auto-detected by Windows 98 and with the superb software that Diamond supplies with all its hardware you're never left high and dry with missing drivers or files. You will need a proper set of surround sound speakers that can take advantage of the 2-channel



stereo output of the card and these do cost extra money but the total investment is really worth the money. If you don't have a dedicated set of speakers then the card will work perfectly well with a set of headphones but nothing can compare to the amazing experience of a true surround sound system. The card supports anything that runs under Windows so all your older games will work well although support for this kind of audio technology is only becoming standard

with newer game releases. You also have a three-year warranty so any hardware problems aren't your problem. Overall, considering the price, this sound card is definitely the way to go.  
**Aureal Vortex II**  
The card uses Aureal Semiconductor's Vortex II chipset that uses an innovative data flow architecture to provide highly optimised audio processing capabilities. Vortex II, through Aureal's A3D 2.0 technology, models human acoustic perception resulting in a totally immersing sound experience.

**Pro's:** Cheap  
Easy Installation  
Works with everything  
**Con's:** Limited game support  
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After investing hard earned money in a decent sound card such as the SBLive!, backing up the experience with a respectable speaker system is a bit of a push. My previous set lacked the punch and performance in bringing the experience of playing games across to the gamer. More and more titles are working on their sound quality and are incorporating surround sound features, making it difficult for gamers to keep up with the technology.

### Creative Cambridge SoundWorks FPS2000 Digital Speaker System



Now all our dreams are being answered with a new high performance speaker system from Creative and Cambridge SoundWorks. The FPS2000 Digital is everything a gamer wants and needs at this level of gaming. Offering a similar set up to the FourPointSurround with four satellite speakers and a subwoofer. You ask what is different? Performance and digital output I say. Now the capability to plug into the SBLive! Digital Din (or any other card with this feature) connection offers crystal clear four-channel digital audio that offers clear, undistorted sound. Pushing this system to the limit is a pleasure, relegating my trusty Hi-Fi to second spot and taking

the gaming experience to the next level. Setting up the speakers is a bit of an affair because of the multitude of wires and stands, but if planning and common sense prevail, you can have everything up and running within minutes. To experience the full potential it is recommended you set up the speakers in one of the three recommended positions. This allows you to feel and hear the four-channel output from all corners of your room. The entire package reeks expensive, and it is. R1999.00 is not cheap for any item nowadays and when it's speakers that are so costly then you have to think twice about the costs of the upgrade. What you get does however justify the expense to a certain extent with extended rear cables (5 metre) and a welcome colour change of black. Stands are included and are easy to put together but mounting the speakers on walls is recommended. The satellite

speakers pump-out 28 watts RMS total and the Sub 25 watts RMS, not overwhelming figures on paper, but clarity and performance changes those impressions. A remote volume control is included that not only offers volume control but also front/rear speaker balancing and an on/off switch. The FPS2000 is a must have system if you can afford the expense. Performance, clarity and good looks don't come cheap but expanding the gaming experience cannot be valued. We spend so much money on soundcards but never really test their abilities, now you can. NAG has been impressed with Creative's endeavours in South Africa, but more so with their level of quality products. The FPS2000 Digital further elevates Creative onto the next platform without even turning the volume knob above halfway.

**Pro's:** Crystal clear sound  
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It wasn't too long ago that I mentioned to a colleague of mine that we would be seeing the big boys in PC peripherals entering the total PC solution market in the next couple of years. Lo and behold, my words haven't even cooled off yet when our Editor asked me if I would be willing to have a look at Creative Labs' new Blaster PC. - Squid Assassin



The Blaster PC arrived all neatly packed in two immense boxes, one for the screen and another for everything else. They had sent the top of the range premium Blaster PC, in a black configuration. From the monitor to the keyboard to the case - all of it in black. A gamers dream come true. The Blaster PCs are aimed at the core gaming market, more specifically at the gamer that requires a total solution in one package. It wasn't long before I had the monster up and running, which only needs unpacking and then the connection of some cables and power cords. Windows 98 and all the drivers have already been installed saving you countless hours of work.

The top of the range Blaster PC ships with a Pentium III 450 MHz processor, 128MB of RAM and most of Creative Labs top of the range peripherals, not to mention a 10.2 GB hard drive.

For sound you have a Sound Blaster Live! at your disposal together with the new FS2000 speakers, which incidentally is also black.

This award winning soundcard delivers crisp clear sound and utilises Creative Labs EAX API for true surround sound. EAX is now supported by most gaming developers making it a good choice for immersive sound. What impressed me the most was not the Soundcard but the new FPS2000 speakers which offers 4.1 surround sound. The addition of a bass speaker encased in wood really makes a huge difference and gives it that extra OOMPH!, especially if you are a techno or rave fan.

For graphics the Blaster PC sports a 16MB Graphics Blaster RIVA TNT plugged into the AGP slot for delivering a top quality 2D / 3D solution.

Instead of a normal CD-ROM drive, which still seems to be the standard for new PCs today, Creative opted to rather provide the new 5x PC-DVD drive together with an accompanying MPEG2 decoder board to fulfil any urge that you might have to watch DVD movies. It is about time more companies ship with DVD drives, the advantage being the ability to read DVD discs while maintaining backward compatibility with all your old CD-ROM discs. Oh, did I forget to mention that the DVD drive is also black. The Blaster PC even comes with an infra red remote control for controlling DVD, Video and audio discs remotely.

The Blaster PC is centred around easy accessibility and this can be seen by the various input ports located on the front of the machine instead of the back. There is a volume knob as well as a slider door located on the front. Underneath the door you will find 2 USB ports, a gameport, a headphone socket, a microphone socket as well as SPDIF connectors. This definitely alleviates the problem of having to search for the correct port behind your PC all the time. Everything is connected by a Creative Labs integrated motherboard. The board is based on the Intel's 440BX chipset, making it 2x AGP compliant and can run at 100 MHz. The board is highly integrated and even has the SB Live! EMU10K1 chip on the board. This does raise an issue of turnaround time should one of the integrated chips give up the ghost.

As I mentioned earlier this is a complete solution, all the manuals and drivers are neatly packaged in a Creative Labs binder and you even receive a copy of Windows 98 along with some OEM versions of games. To me the Blaster PC offers a highly professional solution with its sleek new black look and top of the range components.

If you are in the market for a new system definitely take a look at the Creative Labs Blaster PC range. It offers a host of features not found in any other system, besides being aimed at the gamer, the machine might even find its way into the corporate world as a high-end workstation. The black look even makes it feel like a PC to have for the new millennium.



### CREATIVE Manufacture PC's?



#### Q&A with Creative Labs

NAG: What will the Blaster PC Premium package be selling for in South Africa?

Creative: The Blaster PC Premium, is our flagship model. It comes with the latest and the best award winning components from Creative, and we expect it to retail at around R20,000.00 incl. Vat, but the final pricing has not been finalised as this stage.

NAG: Will the machine be available in other non-standard colours besides black, i.e. Red, Blue etc.?

Creative: At this time the Blaster PC is only available in 2 models. The Black Premium model, and Cool Grey Discovery model.

NAG: Will Creative Labs provide an upgrade path for owners of the Blaster PC range? For example if Creative introduces a new PC-DVD drive into the market will they make black coloured ones available to Blaster PC owners? If so, will it be available from the retail stores or only from Multimedia Warehouse?

Creative: Today, Creative has designed the Black look exclusive to Blaster PC. We understand that the IT industry is very dynamic and technology advances are very rapid. We would like to keep the Black look exclusive to Blaster PC and in our Blaster PC loyalty programme in South Africa, our customers will enjoy the convenience of upgrading their Blaster PC with our latest products, be it Cool Grey or Black.

Especially for Black models. (Please note that we are in the process of implementing a method to fulfil this need, most likely through MMW). This is part of our loyalty programme. And with any Blaster PC, customers can upgrade their PC with Creative components without any fear of voiding the PC warranty.

NAG: For how long is the Blaster PC guaranteed, or does every component ship separately with its own Warranty period? (For example the PC-DVD drive has a 1 year Warranty period, while the Riva TNTs comes with a 36 month Warranty period).

Creative: The Blaster PC comes with a full 1-year warranty on all components. Blaster PC owners will also enjoy our current 36-month graphics warranty, similar to our retail warranty programme.

NAG: Due to the Creative Labs designed motherboard's highly integrated nature, how long will it take to swap out the motherboard if one of the integrated chipsets or ports becomes faulty within the Warranty period?

Creative: We will be carrying buffer stock of the all the BPC components, to enable prompt exchange if required.

NAG: Will the Blaster PCs ship with Windows 98 and all the necessary updated drivers already installed or will the user have to install all these components themselves?

Creative: Windows 98 will be installed with all the latest Creative drivers and all the software pre-configured. Furthermore, Blaster PC owners can find and download the latest drivers for Creative products at [www.creat.com](http://www.creat.com).

NAG

# MULTIPLAYER MAYHEM

To be honest, looking back over my 18 years of gaming, this rates as one of the highlights and most fun events in my gaming career. Just the idea of having 80 gamers networked in two adjacent warehouses for two days had me excited like a little boy the day before Christmas!

Finally the big day came, and it was the start of the Gibber's Paradise LAN party. Gamers were setting up their PCs, friendly faces exchanged handshakes, and thanks to the hard work of the organisers, getting connected was as easy as plugging into the network and plugging into the nearest power adapter. Five dedicated Quake2 servers ran modifications ranging from Lithium to the ever so funky Catch the Chicken. As more gamers arrived, even more games became available to join, and DjiLoYd had a field day with Action Quake2.

The whole event took place in two identical warehouses, connected to each other with huge strands of network cables. To set up something like this must have taken a lot of hard work, luckily the expertise of people like Llama paid off. Over the span of the two days, no network problems were experienced whatsoever, everything worked like a well lubricated killing machine, leaving everyone to concentrate on their playing.

fashion. Everybody played on the various servers, while the organisers prepared for the main event, looking like Trekkies with their hand-held radios, signing up players for the big show-down.

Can time fly by so quickly? As day one ended, some players left for the comfort of their homes, while others like me stayed to face the long



## Gibber's Paradise LAN Party

supporting the organisers and lending a hand at all times. On the organiser side, Bee, CybaWolf and Killjoy were constantly parading around, shouting out the battle rosters, keeping everyone happy, and working their butts off.

It was now Sunday evening, fatigue taking its toll on the participants and the final deathmatch



A few days before the LAN party, heated arguments between clans fired up on the message boards, cases of severe flaming, frag threats, and the normal name-calling (gotta love this community!). The clans met in a very professional manner at the event, and it was great to see members from DC, SiS, CG, DK, sWArM, WP and more get together in a civilised

night ahead. I was surprised to see a lot of people playing right through, while some stacked up in sleeping bags or the backseats of their automobiles. Day two saw the action really heating up, tired but happy faces, weird hair-do's, but the show went on! After some major consumption of energy drinks, the cheering of supporters, fumes of nicotine and the



general high spirits of everyone there, the competition went on. For the ones that needed supplies to feed the body and soul, the café next to the complex served as an ammo bunker, and covering the distance really helped to relieve some strain from the muscles.

In between games, players would walk about, admiring other player's styles, and would engage in interesting conversation. What I enjoy the most about these events is meeting the people behind the names. Many people flew or drove up from Durban, Cape Town, and other spots in the country. People that I must mention here are Vengeance from George and Raven and Llama from Cape Town. They were always about.

between Nosferatu from Clan Genocide and Satyricon from sWArM. After 20 minutes of slinging around rockets and hyper-velocity uranium slugs, Nosferatu emerged as the winner. The two opponents shook hands, and sparked off the prize giving. For his first place, Nosferatu received a Creative Labs Riva TNT sponsored by New Age Gaming magazine. The second prize, an Mweb Black Box with a free years subscription went to Satyricon, and the third place went to PigKilla, who received a USRobotics modem sponsored by Microhard. Follow up winners received various game titles from the sponsors. Mweb also gave away T-Shirts, Mweb socks and subscription packs to participants. Thanks to all the sponsors, it's great to see the industry mixing it up and the community showing their interest!

A special thanks go out to Killjoy, CybaWolf [WP], Heidi [WP], IceD-FIRE [SiS], Eytac [SiS], Bee [CHH] and BlackWidow on the organiser's team, and everyone helping them out. They really did an excellent job, and while they worked hard making the whole event possible, they still managed to have fun in the process. I feel they have set a benchmark for LAN parties in Gauteng, and may the ones in the future build on this achievement.

-Memnoch



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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

### T'ai Fu: Wrath of the Tiger

#### Debug Mode

Start a game and finish any level to access the map screen. While there, press SELECT + L1 + L2 + R1 + R2 to open the Debug mode.

#### Enable Map Screen Cheats

This code must be enabled before any of the other codes at the map screen can be activated. At the map screen, press R2, Triangle, R2, Triangle, Circle, Down, Square.

#### Level Select

Enable the "Map screen cheat mode" code. Then at the map screen, press R2, Triangle, R2, Triangle, Circle, Square, Down, Triangle, Up, Right, Left, Down, Up, L1.

#### Longer Flights

After learning the crane style, you can fly really far by rapidly pressing the JUMP button. This will carry you further than simply holding the button down.



#### Story/Style Select

Enable the "Map screen cheat mode" code. Then at the map screen, press R2, Triangle, R2, Triangle, Square, Circle, Down, Triangle, Up, Left, Right, Down, Up, L2.

#### View Credits

Enable the "Map screen cheat mode" code. Then at the map screen, press R2, Triangle, R2, Triangle, Down, Square, Circle, Triangle, Up, Down, Left, Right, Up, R1.

### Time Crisis

#### Cheat Menu

At the title screen, after you've calibrated your gun, fire two shots into the centre of the empty part of the letter "R" in the word "Crisis". Once that's done, fire another two shots at the centre of the crosshairs above the title.



#### Easier Game

When you choose the normal story mode from the title screen and can choose Normal Play or Time Attack, shoot any-

where off-screen. The words EASY will appear next to the Normal Play mode on the screen. This gives you five hits in the game instead of three.

#### Pedal Trick

If you have a racing controller with a foot pedal, plug it into the second controller port and use the foot pedal to duck. It's the closest you can get to the arcade without buying a stand-up console.

If you don't have a foot pedal, try this but be sure to take off your shoes first. Plug a normal controller in Port 2, and place it on the floor where you can reach it. You can now step on any of the buttons (X, O, etc) and that will make your character hide.

### The Lost World

#### Cheats

To enable Level Select and view additional FMV sequences, press S, X, C, T, T, X, S, C, T, C, X, S at the Password screen three times. Ignore the "invalid password" messages.

#### FMV

To view an additional FMV sequence, enable Level Select and then go to the Video section. Move down one space below the credits to view a video of actor Jeff Goldblum congratulating the gamer.

#### 59 Lives

To start with 59 lives, press T, X, S, T, C, X, S, C, S, T, X, C at the "Press Start" screen. The game will start, but sound effects will be off. Exit the game, enable the sounds (in the Options menu), and reenter the code.



#### Character Select

For Character Select, enter the following character passwords:

Cheat Code	Result
S,S,T,O,X,X,S,S,T,X,O,X	human prey
X,X,O,T,S,X,S,X,O,S,T,S	Compy
S,X,O,T,X,O,S,T,S,X,O,X	hunter
S,X,O,T,X,O,S,T,S,X,O,X	raptor
T,S,O,S,X,T,T,O,S,T,T,X	T-rex

#### Galleries

To view Galleries, enter the following Gallery passwords:

Cheat Code	Result
X,T,T,S,X,O,T,S,T,O,X,O	Compy
S,O,S,O,O,O,S,O,S,O,S,O	general
T,X,S,T,O,X,S,O,T,S,X,O	hunter
O,S,T,X,O,T,S,X,O,S,X,T	raptor

### X-Games Pro Boarder

#### All Circuits

To unlock all normal circuits, enter

the password X, Circle, X, Triangle, Triangle, Square.



#### Control the X

While the game is loading, use the d-pad to control the spinning X.

#### Play as Ollie B

On the password screen enter Triangle, X, Square, X, Triangle, O.

#### Super Circuit and Secret Boarders

To unlock the super circuit and secret boarders, enter the password Triangle, X, Square, X, Triangle, Circle.

### Rollcage

#### Cheat Mode

Enter "MAXCHEAT" as a password and ignore the invalid password message. Then, all leagues, mirror mode, mega-time trials, and more options will be available.

#### All easy difficulty tracks

Enter "SEPNIEBA" as a password, select the "Easy" difficulty setting, and begin a race.

#### All hard difficulty tracks

Enter "SEFFHMBC" as a password, select the "Hard" difficulty setting, and begin a race.

#### All expert difficulty tracks

Enter "HEMPCMDD" as a password, select the "Expert" difficulty setting, and begin a race.

#### All hard difficulty and mirrored tracks

Enter "EADNCMAH" as a password.

**All expert difficulty tracks, bonus car, mega time trial, mirror mode, all deathmatch modes**

Enter "HHMPNEED" as a password.

#### Air Horn

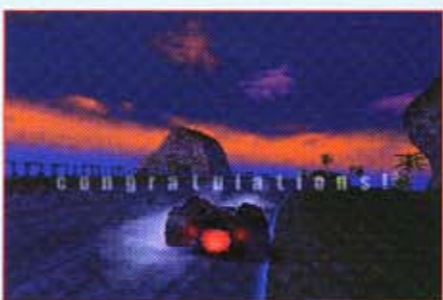
Enter "AIRHORNS" as a password and ignore the invalid password message. Then while playing a game, press Select to hear the horn.

#### Development team high scores

Enter "BESTLAPS" as a password to display the best times from the development team and ignore the invalid password message.

#### Deathmatch mode

Finish in first place on all tracks in a league.



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NAG'S RESIDENT STARCRAFT CHAMPION RAVEN LENDS HIS EXPERTISE AND EXPERIENCE TO THE NEXT GENERATION OF BROOD WARS PLAYERS. WE START THIS 3 PART SERIES WITH AN IN-DEPTH LOOK INTO THE PROTOSS' ADVANCEMENTS.

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.

# STARCRAFT

## EXPANSION SET

### BROOD WAR

RAVEN

#### PROTOSS BASICS

As with all the races, the Protoss player should seek to expand in a realistic fashion, while equipping an army and climbing the tech-tree according to taste and circumstance. To a large extent, the type of map will determine how high one needs to climb the tech-tree. For example, an open land map should result in a low-tech game with players battling it out with hordes of basic units, at least initially, while a very choked up land map or an air map will result in players waging aerial warfare. Therefore, it is crucial to know the terrain before you commit resources to one form of warfare or another. Your very first combat unit (some prefer to use a spare probe, also a valid approach) should go scout the terrain. This will prevent the embarrassing situation of building four or six gateways, then finding out that each player starts on an island.

An important fact to remember is that, pound for pound, ground units are more powerful and economically viable than any air unit, and usually more versatile. Traditionally, wars are fought and won on the ground, by infantry - air forces are unable to take and hold territory, but instead fulfil support and specialist functions. It is very seldom that a game of Starcraft is won purely from the air. So surprise your opponent - if he expects attack from the air, don't disappoint him, but bring along a few shuttles loaded with Zealots or Dragoons.

Incidentally, Dragoons have been made more affordable, with their mineral cost being reduced from 150 to 125; their gas cost is still 50.

#### LAND MAPS

On a land map one should always assume that the opponent is going to try to rush. Therefore, it is necessary to build as if for a rush, even if you're not going to try one. Instead, the forces assembled can guard and defend your base while it is being developed and the tech-tree is being climbed. In a land game, it is critical to have at least 12 Zealots on call at any time.

Also, the Citadel of Adun should be a priority, as it offers the Zealot leg enhancement

upgrade. After between two and four gateways build a Cybernetics Core and Assimilator (if one is not already present). A pleasant side-effect of this is that the prerequisites for the Templar Archives are also met, paving the way to High Templar, Dark Templar and their Archon aspects.

Don't be shy to build a Robotics Facility and, as soon as possible after, an Observatory and a Robotics Support Bay. Detection is now an absolute must, especially with the new units Dark Templar and Lurker, so an Observatory should be high on the list of priorities.

The Support Bay will allow Reavers, which are immeasurably useful in both defence and offence - while they are "sitting around" awaiting orders, place them at the entrances to your base/s, and build one or two shield batteries near them, if you haven't already built some there. Shield batteries are cheap and quick to build, and fulfil a very important function - no Protoss base should be without some. A good tactic in a long game is to station a carrier at every base entrance, but a little further back and with two shield batteries to back it up. They have an intimidating effect, but are very effective against ground units, especially in combination with ground units.

#### AIR MAPS

On maps where players start on islands, one should still make use of the "rush mentality". Of course, different units are required. Instead of massing 12 Zealots, build up to 12 Dragoons. These will provide a mobile, roving defence of the base perimeter, and



Protoss



PSIONIC AND NEUROLOGI FUNCT



SHIELD BATTERY



SHIELD BATTERY



SHIELD BATTERY

can be used later to attack the enemy, once shuttles are available enough. "Reaver drops" are very effective, especially against an opponent that is not expecting one. Reavers are particularly effective at wiping out someone's supply train, and are thus a good way to open an assault (by first crippling an opponent's economy, then straining it). Once again, shield batteries should be fitted standard with any base, for their usual reason and the fact that they can now quickly and effectively recharge attacking forces - aircraft.

#### UPGRADES

Many players mistakenly put far too much effort and resources into weapon and armour upgrades far too early in the game. In most cases it is far more advisable to research specific ability upgrades, such as the Zealot Leg Enhancement, or the Dragoon's Singularity Charge. These yield far more significant benefits in the early game. Weapon and armour



upgrades generally only have a major effect later in the game, when more units are in play and the upgrade benefits multiply out nicely. There is, however, an exception to this rule - if you are playing on a land map against a Zerg player, and have reason to expect many Zerglings, then try to research the first weapon upgrade as quickly as possible. The reason for this is that, as Zealots do 16 points of damage per attack, they are just short of being able to kill Zerglings, who have 35 hit points each, in two strikes. However, Zealots' weapon damage increases by 2 points per upgrade level, and thus the first weapon upgrade will, initially, reduce Zergling killing time by about a third! This type of thinking should be applied whenever possible, to reap the best and most efficient benefits possible in every available situation.

#### NEW UNITS

This is, probably, the bit you've been waiting for. With the release of Brood War, we saw the introduction of two units per race (well, sort of). Some might think that this shouldn't change the game much, or add much complexity to it, as there are so many units in the game already. However, each of the new units interacts differently with each of the other new units and with each of the existing units. Below are listed the main implications of each new unit.

#### Dark Templar:

These warriors do extreme amounts of damage, but bear in mind that they are far too fragile as a main assault force. They are only really useful when they can remain cloaked and undetected. If attacking a player who does not expect early attacks by cloaked units, a Dark Templar rush can end the game very quickly indeed. If attacking a Terran player, it is a good idea if the initial Zealots and Dragoons remove any Turrets, then the Dark Templar can run straight in and quickly destroy the Comsat Station. From that point on, have fun! In general, send in a wave of shock troops first, remove as much detection as possible and only then let the Dark Templars have their fun. When attacking Protoss, the same guidelines apply, with the Robotics facility or the Observatory (or both!) becoming priority targets. Dark Templar are not, as a rule, very effective against Zerg in the early game, due to the availability of detectors from the start in the form of Overlords, which the Zerg player must build anyway. Later in the game, they can be very effective, especially when backed up by Corsairs.



#### Dark Archon:

There was much controversy about the Dark Archon and its ability to Mind Control units, initially. It was thought by many that this ability gave Protoss an unfair advantage in being able to build two races simultaneously. However, this is not really an issue, as it is very seldom both economically viable and manageable to advance two tech-trees simultaneously. Often the result is underdevelopment on at least one side, and reinventing the wheel repeatedly as far as upgrades are concerned. A much more practical use of Mind Control is simply the ability to not only eliminate an enemy unit, but to swell your own ranks with it. As defenders, Dark Archons are impressive, and the bigger the units attacking them, the happier they are! Dark Archons are a great way of neutralising Reaver drops, Battlecruiser attacks and Carrier attacks. In combination with High Templar, the Dark Archons are also talented - Maelstrom freezes enemy organic units, the Templar nuke them with their Psi Storms. Feedback is an ability you may not use all that often, what with Mind Control being such a more versatile and effective weapon. Always remember to assign some shield batteries to defending Dark Archons, as their Mind Control ability drains their shields totally.



are extremely effective against groups of enemy planes (and when have you seen, say, Scouts flying around scattered?). They are surprisingly sturdy for their cost and build time. They can be used to patrol lanes against Dropship, Shuttle and Overlord incursions on air maps, much in the same way as Scourges can. In the later game, Corsairs become even more effective, as they can blanket Shuttle landing sites with their Disruptor Web, and thus prevent the Shuttles from being shot at from the ground, while the Corsairs fly escort. Likewise, and for the same reasons, Corsairs are excellent escorts for Carriers. Cheap too. You shouldn't need more than 24 Corsairs very often.

#### 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. 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 a Robotic Facility and an Observatory, most of the work towards Reavers is already done, just a matter of building one cheap building, the Robotics Support Bay. Result - Reavers become commonplace. This kind of thinking should be applied at all levels.

NEXT MONTH  
PART 2 - TERRANS



#### Corsair:

This is the new contestant in the Protoss airforce. These little fighters are cheap and extremely quick to build. They are also as fast as fully upgraded Scouts. This makes them very useful for taking air superiority early in the game. They cannot attack ground targets, but their damage is inflicted in a radius from impact point (splash damage) so they



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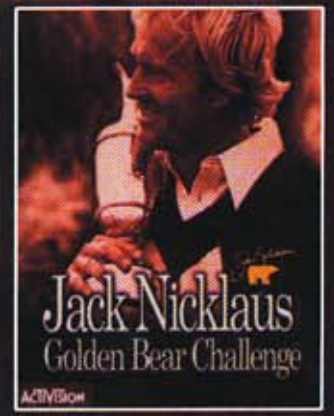
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Yip you guessed it, another issue under wraps. It has been quite an interesting month with everyone in the industry getting ready for the Electronic Entertainment Expo or as we know it E3. By the time you read this Warren and Michael will be gallivanting around E3 looking for the all important gaming scoop and press CDs while having a look at what is coming over the next year as well as spreading a little NAG goodwill! A little Diablo 2 mixed with some Tiberium Sun and sprinkled with some Gran Turismo 2 can put anyone in an euphoric state of mind. I can just imagine them drooling over the poor developers PCs and PlayStations. While they are away, we will already be finishing up our June issue, so unfortunately our E3 information, news, previews, first looks things maggie will only appear in the July issue. That's not to say that next months issue will leave anything out. According to rumours currently flying around NAG, I might even have a comic strip for send off next month. Imagine that, NAG having it's own comic strip, in my section nonetheless. I won't divulge details but the prospect is looking good so far. I will take a developers stance on it though - "You will see it, when you see it!" - Soul Assassin.

It seems we made one serious mistake last month putting Ridge Racer 4 on our cover and in the upcoming section for this month. Some serious miscommuni-

cation going on there and we raked ourselves over the coals (or should I say the Editor-in-Chief blew his top). Now I am happy to say that RR4 is included in the preview section this month, but unfortunately the full game hasn't graced our desks yet. Maybe next month. You never can tell with developers changing their minds on a daily basis about release schedules. That's all water under the bridge now, and from here we move forward again at a steady pace. Warren and Tracy also saw the first pictures (ultrasound pics) of their unborn infant this month. No word on whether it will be a he or a she yet, but I must admit that it did look like a PlayStation controller that kid had in its hands. Probably already has a copy of Gran Turismo 2 if I know the father, if it is a she then there is just one game the poor kid will be playing through infancy - Solitaire. I actually think the kid might make a good poker player one-day the way his mother is addicted to card games (just kidding Tracy). Had to put that in, just now she starts taking me seriously and revokes my stationary privileges. Like I said, quite an interesting month. Now once again I must take you on a journey into the unknown, where developers keep changing their minds, release dates change, contents change, hell even the whole game concept might change as we step into the Twilight Zone and look at what games are coming for next months issue.

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



### CIVILIZATION II

Just released for the PlayStation is Civilization II, the classic PC game from Sid Meier. It's an addictive world-building game where users have to expand their settlement, amass armies to conquer new land and manage the overall economy of your civilisation. The whole interface has been revamped for the PlayStation version and allows you to lead your empire with ease. We will be taking a peak and seeing just how Civilization II comes across on the PSX.



### MANKIND

From Cryo Interactive. We will be putting their latest game through the paces, and deliver a final verdict. Mankind is an exclusively - online game of galactic proportions, requiring Internet access. Players will join one of two sides as they vie for control of the universe. Take control of planets, manage resources and plan battles in this epic strategy game based in a universe that consists of 900 Million planets. The game world is even supposed to evolve when you're not connected to the servers.



### Jack Nicklaus 6 Golden Bear Challenge

Jack Nicklaus 5 is already rated as one of the best golf simulations available. Next month we take a look at the new version - Jack Nicklaus 6, and report on what is new and changed. In version 6 you will be able to play as or against Jack Nicklaus, the Golf legend. There are six holes included with the game and players can create their own courses using the built in Course and Hole editor. Getting Warren away from this game after he sees it might be a problem. Can you say Golf junkie?



### DREAMS

Cryo Interactive's first venture into PlayStation gaming, 5 lost priests discovered the secret of Dreams and time manipulation. Unfortunately one becomes greedy and is thrown into the world of dreams to fend for himself. Play as one of three characters inside this 3D world of Dreams. Use magic, fight and fly as you go deeper and deeper into the dream world. Just how does their first title measure up to the PlayStation standard is what we will find out next month.



### GTA London 1969

I can still remember the original, foul language, fast cars and the odd contraband smuggling. GTA: London 1969 will expand on this, but this time the city to terrorise will be London circa 1969. A time of famous crime bosses, Ska music, and the English obsession with class. This add-on uses a modified version of the original and allows for more complex missions. Start at the bottom of the scam command and work your way to the top.



### extreme G XG2

The sequel to Extreme G, Extreme G2 promises improved handling, quicker acceleration and new top speeds as you take one of these revolutionary bikes out for a spin through 12 different environments on 36 tracks. New characters, new weapons and intense multiplayer action is also featured in Extreme G2. Who knows we might even break the sound barrier with one of these bikes - BOOM!



### BATTLE OF BRITAIN

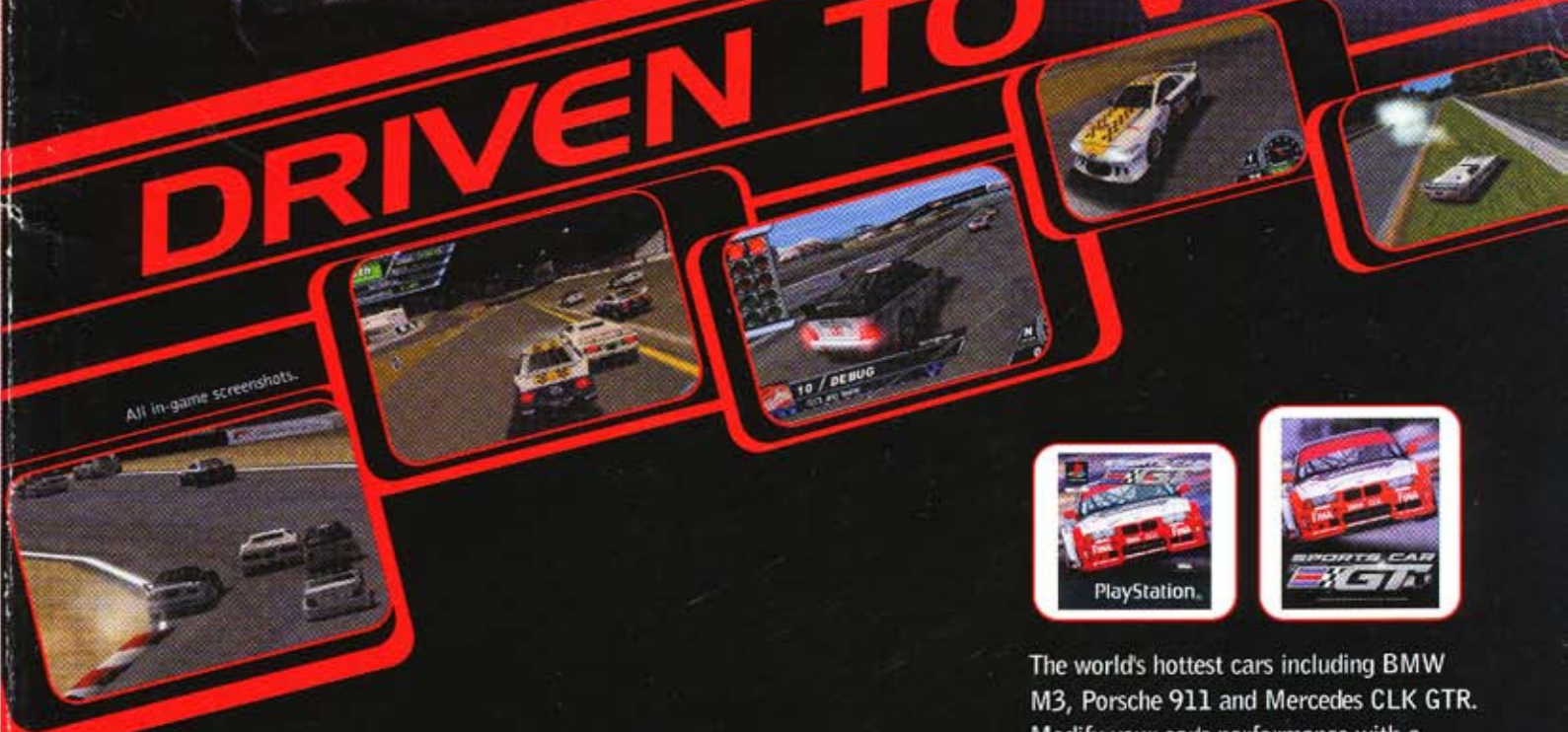
Battle of Britain is a strategy game that covers the historic raids on Great Britain by the Germans in World War II. Play as the Germans and plan raids on England using Bombers and Fighters as escorts, or play as the English on intercept raids with Fighter Squadrons or protect strategic sites with AA guns. Battle of Britain includes all fighter, bomber and recon aircraft that flew in the historical battle!

That's it! Our e-mail letters are dwindling and we are currently receiving more backchat letters via post than e-mail. Come on you Internet junkies don't let this happen, just now they close my e-mail account and force me to actually start writing - with a pen and paper. Flood that backchat e-mail box with letters, good or bad, we can handle it. You might even win a totally free game of the month for your effort. Thanks to everyone that did send letters and keep em coming via post or e-mail, we read them all. Unfortunately we can't respond to every letter received via post, but we do try and answer every letter received via e-mail. Once again our thanks goes out to all our readers for supporting New Age Gaming. Until next month.

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



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