



# ENEMY TERRITORY QUAKE WARS

NAG is powered by



SOUTH AFRICA R39.00

SINGAPORE S\$ 8.90

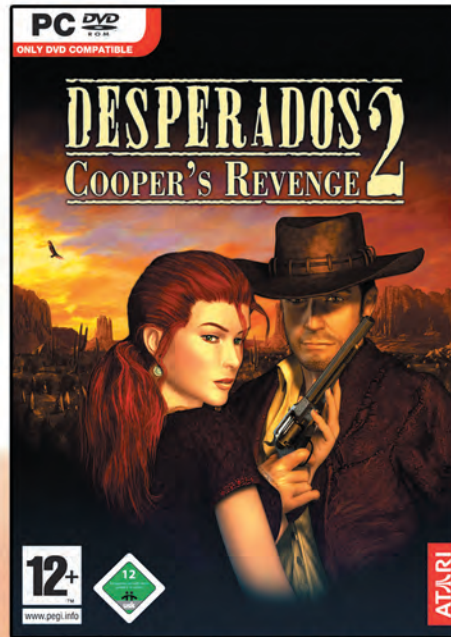
MALAYSIA RM 14.90



# your future



**Timeshift**  
[www.atari.com/timeshift](http://www.atari.com/timeshift)  
Available Q1 2006



**Desperados 2: Cooper's Revenge**  
[www.atari.com](http://www.atari.com)  
Available Q1 2006

mega

# in gaming...



**Commandos: Strike Force**  
[www.commandosstrikeforce.com](http://www.commandosstrikeforce.com)  
Available Q1 2006



**Ghost Recon: Advanced Warfighter**  
[www.ghostrecon.com](http://www.ghostrecon.com)  
Available Q1 2006

rom

**megarom**  
interactive

PROUDLY DISTRIBUTED BY MEGAROM INTERACTIVE (PTY) LTD.  
011 234 2680 | SALES@MEGAROM.CO.ZA  
more @ [www.megarom.co.za](http://www.megarom.co.za)

16+  
www.pegi.info



BLACK TAKES YOU DEEP INTO THE WORLD OF THE UNSANCTIONED MILITARY: BEYOND THE ARMY, BEYOND THE LAW, BEYOND CONSEQUENCE. YOUR MISSION: TO HUNT DOWN THOSE THAT NO ONE ELSE CAN STOP. LET NOTHING STAND IN YOUR WAY.



“PREPARE YOURSELVES FOR BLACK. IT’S THE MOST SPECTACULARLY MACHO SHOOTER EVER MADE.”  
OFFICIAL PLAYSTATION2 MAGAZINE

PlayStation 2

© 2006 Electronic Arts Inc. All rights reserved. Electronic Arts, EA, the EA logo and BLACK are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.

**BLACK**

WWW.BLACK.EA.COM



V.96912

**WOOF!!!**  
come to Pepi



**ViewSonic**



Type 19" TN colour TFT active matrix SXGA LCD

**Display Area 37.6cm horizontal x 30.1cm vertical, 48.3cm diagonal**  
**Pixel Pitch: 0.294mm**  
**Optimum Resolution: 1280 x 1024**  
**Pixel Clock: 135Mhz**  
**Contrast Ratio: 550:1 (typ.)**  
**Viewing Angle 140° horizontal, 125° vertical (at 10:1)**  
**160° horizontal, 145° vertical (at 5:1)**  
**Response Time 8ms: (off-on-off) (typ.)**  
**Colour Depth: 16.2M colours (6-bit+2-bit FRC)**  
**Brightness: 270cd/m²**  
**Panel Surface: Anti-glare (3H)**

**Pimp your ride, pimp your box,  
 pimping is part of everyday life, so pimp your machine  
 with the best. Listen to Pepi the pimping dog**



**Pepi The Dog**

**Pepi thinks  
 Razer I33t  
 mmkay**



*Cooperhead*

The world's first  
 2000 dpi gaming laser mouse Powered by Razer Precision  
 Intelligent mouse Powered by Razer Synapse  
 1000Hz/1ms response USB Mouse

[www.razerzone.com](http://www.razerzone.com)

**Winners choose  
 the right partners**

**PROTON**  
 TECHNOLOGY  
 PC & COMPONENT IMPORTERS

DEALER ENQUIRES  
 JHB Tel: 011 466 8888  
 CPT Tel: 021 552 5201  
[www.prototech.co.za](http://www.prototech.co.za)

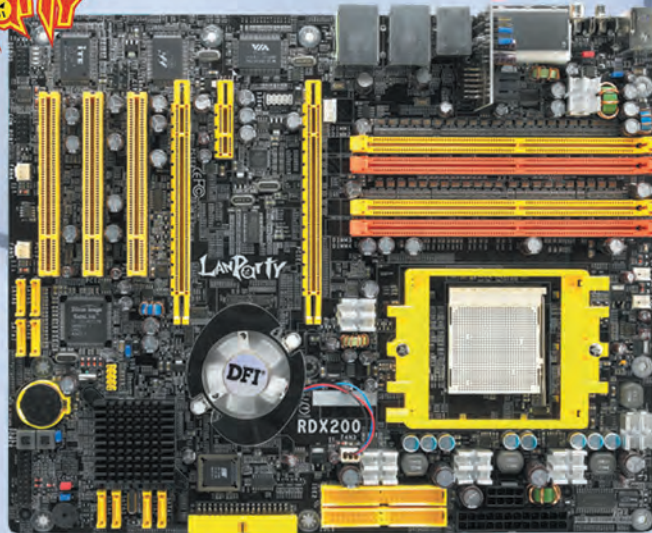
ALL TRADE MARKS/LOGOS BELONG  
 TO THEIR RESPECTIVE OWNERS  
 WHICH ARE PROTECTED BY  
 COPYRIGHT LAW.

**Don't Think  
just pimp it!  
booya**



**Pepi The Dog**

**LANPARTY**



[www.dfi.com.tw](http://www.dfi.com.tw)

## LANPARTY UT RDX200 CF-DR exclusive features

- AMD socket939 Athlon FX55+ & Athlon X2 CPU supported
- ATI Crossfire Multi VPU Technology support
- Karajan Audio(Theater like7.1/8ch Audio)
- Dual Gigabit LAN
- 100% Japanese Capacitors/ 4 phase PWM
- Magnetic-levitate fan on chipset heatsink
- UV sensitive slots
- EZ-on / EZ-touch onboard switch button
- Silicon image31 14~RAID5 ready
- CMOS reloaded®
- All New Genie BIOS for extreme overclocking!



## Razer Mantis

**Pro Gamer Mats Speed & Control**



**DFI Power to da max  
Respect...**



Proud Importers of



**ViewSonic**



**RAZER**

**DFI**

# CONTENTS

## REGULARS

- 10 Ed's Note
- 12 Bytes
- 24 Multiplayer
- 28 Opinion - The Domain of The\_Basilisk
- 30 Opinion - Miktar's Meanderings
- 32 Opinion - On the Wire
- 24 Inbox
- 104 Tech News
- 128 Lazy Gamer's Guide - Zboard
- 130 Game.dev
- 136 Lifestyle - Anime
- 138 Lifestyle - Movies
- 140 Lifestyle - Comics | Manga
- 142 Lifestyle - Internet | Card Game
- 144 Machinima
- 146 Game Over

## FEATURES

- 22 2005 Reader Awards
- 36 Interview - Retief Goosen
- 40 Enemy Territory: Quake Wars
- 106 RAMMING SPEED - Corsair Memory

## HARDWARE

- 108 AMD FX-60 CPU
- 109 Blaze PSP TV Adapter
- 110 Asus Extreme X1800XT Top
- 111 Nu Dark Shadow MP3 sunglasses
- 112 ThermalTake Muse eSATA
- 113 Sunix PCI-E GigaLAN1400 and SATA II
- 114 Gigabyte G1-Turbo
- 115 ThermalTake ToughPower 550
- 116 Vantec NexStar GX
- 116 Vitesta DDR2 1066
- 118 H@RDCOR3: 5.1 Surround Sound Gaming Rigs

## PREVIEWS

- 52 Previews Introduction
- 54 Blazing Angels: Squadrons of WWII
- 56 Rumble Roses XX
- 58 Tourist Trophy: The Real Riding Simulator
- 62 Killzone Liberation
- 64 Driver: Parallel Lines
- 66 SAAFOPS: Angolan Theatre
- 68 NHL 2K6
- 70 Resident Evil: Deadly Silence
- 70 From Russia With Love
- 72 Lemmings
- 72 Over the Hedge

## REVIEWS

- 74 Reviews Introduction
- 76 Shadow of the Colossus PS2
- 80 TOCA Race Driver 3 PC
- 82 Vietcong 2 PC
- 84 Evil Dead: Regeneration PC
- 86 Knights of the Temple PC
- 88 Tony Hawk's American Wasteland PS2
- 90 True Crime: New York City PS2
- 90 Crime Life: Gang Wars PS2
- 92 WWE SmackDown! vs. RAW 2006 PS2
- 92 S.L.A.I.: Steel Lancer Arena International PS2
- 94 Flow: Urban Dance Uprising PS2
- 94 X-Men Legends II: Rise of Apocalypse PS2
- 95 GTA: Liberty City Stories PSP
- 96 Frantix PSP
- 97 The Lord of the Rings Tactics PSP
- 98 Rollerball Mob
- 98 Robocop Mob
- 98 Pink Panther: Rare Pink Mob
- 98 Top Gun: Air Combat II Mob
- 100 Blog: City of Villians, part 2 PC



## ON THE DVD

### ANIME

Kaleido Star | LO Magazine March 2006 |  
Neon Genesis Evangelion | Samurai 7 | Wandaba Style

### DEMOS

Crashday | Mad Tracks | MX vs. ATV Unleashed |  
Panzer Elite Action | Rainbow Six Lockdown |  
Star Wars: Empire at War | TimeShift | Weird Worlds

### DRIVERS

ATI CATALYST v6.1 XP

### FLASH

Final Fallacy | McDonalds

### FULL GAMES

Cloud | Strange Attractors | TrackMania Nations

### GAME.DEV

FPS Creator | Game Maker | Game.Dev Content |  
Game.Dev Winners

### MOVIES

Fatal1ty on 60 Minutes | Finish it by Electry |  
Silent Hill Theatrical Trailer | Splinter Cell Double Agent |  
The Movies - Thriller | Ultraviolet Theatrical Trailer

### PATCHES

Path of Neo v1.0

### UTILITIES

3DMark06 | XviD





# Pushing the Limits

**GIGABYTE**  
TECHNOLOGY

GIGABYTE SLI-Ready Motherboards for Intel Users

Optimized for Intel® Pentium® D\* / Pentium® 4 Processor



## SLI it!



i-DNA series

**GA-8N-SLI** NVIDIA nForce™4 SLI™ Intel® Edition / MCP04

- Supports LGA775 Intel Pentium® D\* / Pentium 4 processor
- 800/1066MHz FSB
- 2-CH DDR2 667
- NVIDIA SLI Multi-GPU function
- NVIDIA SATA 3Gb/s with RAID
- NVIDIA ActiveArmor™
- Powered Firewall
- Gigabit LAN
- 8-channel audio



i-DNA series

**GA-8N775** NVIDIA nForce™4 / MCP04

- Supports LGA775 Intel Pentium® D\* / Pentium 4 processor
- 800/1066MHz FSB
- 2-CH DDR2 667
- NVIDIA SATA 3Gb/s with RAID
- NVIDIA ActiveArmor™
- Powered Firewall
- Gigabit LAN
- 8-channel audio



Silent-Pipe II series

**GV-NX66T128D-SP** NVIDIA GeForce™ 6600GT

- Powered by NVIDIA GeForce™ 6600 GT GPU
- Supports PCI Express and 8 pipelines
- Microsoft DirectX 9.0C and OpenGL 1.5 support
- Integrated with the industry's best 128MB GDDR3 memory and 128-bit memory interface
- Features DVI-I / D-sub / TV-OUT
- Supports HDTV function and HDTV cable enclosed
- Unique Silent-Pipe II design



**rectron**  
www.rectron.co.za

Johannesburg:  
Tel: (011) 203 1000  
Fax: (011) 203 1100

Cape Town:  
Tel: (021) 555 7111  
Fax: (021) 555 7117

Durban:  
Tel: (031) 571 8888  
Fax: (031) 571 8800

Port Elizabeth:  
Tel: (041) 363 8088  
Fax: (041) 363 1888

Bloemfontein:  
Tel: (051) 430 0000  
Fax: (051) 430 1144

# ED'S NOTE

## COVER STORY

**G**OING OUT WITH A bang is how Miktar put it. So, what's your opinion of the cover this month? Did you spend a few extra seconds trying to find NAG or did it just leap out at you? Did you like the matt feel with the shiny raised logo and no text to clutter things up? Or did you feel forced to buy something you didn't know anything about? Please do send feedback to [ed@nag.co.za](mailto:ed@nag.co.za).

Thanks must go to Jason from Megarom and Suzanne from Activision UK for organising the artwork so quickly [a new record]. The cover was originally going to be something completely different, but the company involved couldn't or didn't organise air tickets in time, so they lost out. Maybe next month things will be different.



## THE END OF THE WORLD AS WE KNOW IT...

**I**T'S BEEN A LONG time but the day has finally arrived. I was expecting to feel something deeper when writing this Ed's Note, considering it'll be my last one. But there's nothing, probably a sign that I've been doing this too long or it'll only hit me later tonight as I lay [foetal position] shivering in the cold oily water clutching my rubber ducky and filling the bath with a few sad tears. I am however a rather shallow kind of person so this is my punishment I guess – no cowboy tears.

I am very excited about the changes this will bring and content to see a role that's defined my life in so many good ways for the last few years come to an end so elegantly and on such a high note. [Record readership growth every other month and increasingly strong support from the whole gaming industry in South Africa that we've all been key in growing and developing since this magazine's first issue.] More importantly, I'd like to thank all the people [good and bad] in and around this magazine who have in some small way contributed to the overall whole, even if it was just making sure they sent us an image in time, or the brave souls who actually work here.

House keeping looks like this: James Francis finally bullied his way into the Editor's chair while Miktar humbly accepted the position of Games Editor. We've hired a few underlings to abuse and we're also launching a new magazine in April [get the April NAG to really find out]. Isn't it strange to think how some people who have been reading NAG for years will find this quite an announcement? But then there's always that one guy who's never picked up the magazine before who reads this and doesn't really give a rats bum if I live or die.

I'm wishing James all the best of luck, mostly because if he screws it all up and it goes up in flames, I'll have to find someone else to do the job, and that'll eat into my online Battlefield 2 time.

Now, let's get onto what I'll be doing from now on. I expect pretty much exactly what I was

always doing before [in-between NAG and rAge], but at a different slant and with much more focus [also known as more bloody meetings]. You will or won't be glad to hear you're going to benefit in some way, be it large or small, by all the stuff we're planning this year, even if you don't know or care about it. rAge, for example, will be bigger and better, starting with an expanded NAG LAN. We're also partnering with a few major players in and outside the gaming and technology entertainment industry in South Africa, and all the various proposed plans we're supporting should bring the world of online gaming closer to everyone. But that's not all. Some of our initiatives will bring new products here [stuff not available in South Africa right now] and if everyone plays ball, we'll make NAG bigger [thicker] and hold the price of the magazine indefinitely. Not that I need to labour the point, but this whole gaming thing we do is already experiencing fiery growth this year and I'm going to position NAG and our other publications [see next issue] to take maximum advantage of this. Everyone wins, especially us.

### April

I don't often do this, but you'll want to get the April issue of NAG. Think birthday issue, think double your reading pleasure, think free stuff, think redesign, think radical change of thinking, and most importantly, think pink. Also, if you don't like the new tweaked design of NAG in April, send an e-mail to [james@nag.co.za](mailto:james@nag.co.za). He certainly doesn't like any opinion that differs from his and will argue the point even if he's wrong. So this is your opportunity to debate with someone who might actually care.

Anyway, it's been great!

Later people

**Michael James**

*The person formally known as [Editor]*

Now let's have a quick word from James. ...

Salmon – James Francis, future Editor of NAG.

NAG REVIEW RIGS SUPPLIED BY:

Your Components Solution Provider

**rectron**  
www.rectron.net



**GIGABYTE**  
TECHNOLOGY



Intel P4 3.6GHz 2MB L2 Cache CPU | Gigabyte GA-8N-SLI Royal PCI-E MOBO  
Gigabyte GeForce 7800 GTX PCI-E Graphics Card  
Gigabyte 19" TFT LCD  
2GB Corsair RAM DDR2  
Gigabyte DVD Dual DVD ±R/RW  
2 Seagate SATA 200GB 7200RPM 8M + NCQ  
Logitech MX 518 Optical Mouse & Media Keyboard  
Gigabyte 3D Aurora Chassis

# SILENT-PIPE II

## SOUNDLESS HEAT PIPE TECHNOLOGY II

### Invincible Silent Technology Leader



#### GIGABYTE Silent-PIPE II

Standard Fan Solution  
Others 6600 GT Heatpipe Solution



Testing platform: MB: K8NXP-SLI CPU: AMD SOCKET939 2700+ RAM: DDRII 533/256M \*1 O.S.: Windows XP Professional SP2  
Test Condition: 35°C Chamber CPU Fan Speed: 3200rpm / 12 V System Fan Speed: 1200rpm / 5 V  
Driver version: 77.72

## GIGABYTE TECHNOLOGY



#### Natural convection design

Silent-Pipe II Technology artfully uses the temperature difference between the inside and outside of chassis, creating a natural system convection.

### NX66T256DE/NX66T128D-SP

- Powered by NVIDIA GeForce 6600GT VPU
- Supports NVIDIA SLI Technology
- Supports PCI Express and 8 pipelines
- Microsoft DirectX 9.0C and OpenGL 1.5 support
- Integrated with 256MB DDR2 / 128MB GDDR3 memory and 128-bit memory interface
- Features DVI-I / D-sub / TV-OUT
- Supports HDTV function and HDTV cable enclosed
- Unique Silent-Pipe II design

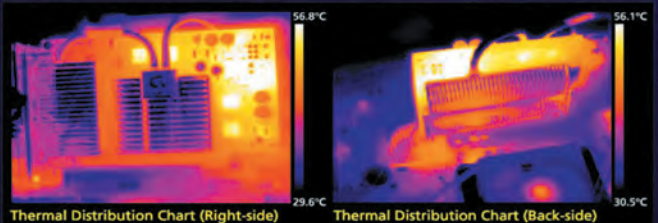


- Natural convection design
- Design for heavy 3D performance loading
- Integrated architecture design
- SLI and soundless optimization
- High performance heatpipe with sintered powder wicks

#### High-precision die-casting forming design



#### Proprietary front-flow thermal module



Under the thermal cam system monitoring, purple color means lower temperature, and white color means higher temperature.

# BYTES

## LORD OF THE RINGS RPG RUMOURED

An Electronic Arts developer has let slip that the company is, apparently, working on a role-playing game set in the Middle-earth world of Lord of the Rings, titled The White Council. EA has neither confirmed nor denied this report. The game's reported title hints at its premise. The White Council, in J.R.R. Tolkien's story, is the body of wizards that opposed the dark lord Sauron. Saruman and Gandalf were both members of this organisation.

## ALIENWARE DIGITAL DOWNLOAD STORE

This renowned company has launched this service to allow users to purchase games, strategy guides and other content via download. A neat extra is the fact that the operation's record-keeping will allow users to re-download an item that has previously been purchased, should the software be lost due to hard drive failure or such.

"Alienware continues to demonstrate its dedication to the gaming community by delivering a new, on-demand, digital download store providing customers immediate access to their favourite games," said Mark Vena, Vice President of Marketing for Alienware. "When seeking the hottest action games, immersive strategy titles or detailed game guides, customers will receive what they want, when they want."

[[downloads.alienware.com](http://downloads.alienware.com)]



# NINTENDO DS LITE

**H**OT ON THE HEELS of the Nintendo DS' successful launch in Japan, Nintendo has officially announced the widely anticipated redesign of the DS. Dubbed the 'DS Lite', it is set to arrive in Japan on 2 March.

Sitting a comfortable 133mm wide, 73.9mm high and 21.5mm deep, the DS Lite is 42 percent smaller than the original DS. The weight of the console has also been reduced, from 275g to 215g. That's a drop of almost 21 percent. The screens have not been sized down and instead have been augmented with a new 4-level backlight adjustment.

A few other adjustments have been made to the layout of the DS. The power button is now a switch on the side, while the microphone has been moved to the hinge between the two screens. The 'Start' and



'Select' buttons have been moved from the top of the right-hand side to the left side below the A,B,X,Y buttons.

Overall the redesign has been met with approval, though Nintendo has yet to comment if the new DS Lite will still have support for GBA games. The press photos released on the Nintendo Website don't show the unit from the side, so you cannot see if the GBA port is still there.



### Microsoft continues support for Xbox

Microsoft dispelled rumours that Xbox production has been discontinued, and stated that software support will continue as well [though, conspicuously, no time-limit to this was mentioned, yet it is unreasonable to expect that this particular good thing won't eventually come to its inevitable end!]. An estimated 200 Xbox titles are expected to be released this year.



## BETHESDA SOFTWORKS LANDS STAR TREK

The company has acquired publishing rights to gaming content based on the Star Trek intellectual property, and is wasting no time in doing so, with the first two titles scheduled for release this year, to coincide with Star Trek's 40<sup>th</sup> anniversary.

"Being able to work with the entire universe of this beloved series is an incredibly exciting opportunity for us," said Todd Vaughn, vice president of development for Bethesda Softworks. "We have some great ideas about where we want to go with this license and having the exclusive right to develop and publish Star Trek games across all platforms ensures that every Star Trek game will be a quality game worthy of its name."

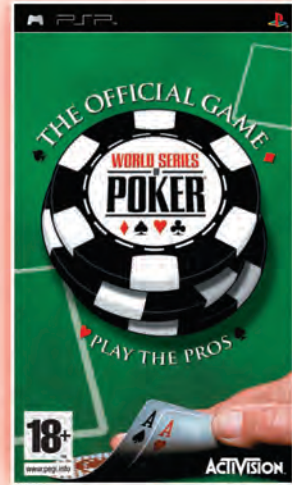
Star trek: Legacy will appear on PC and Xbox in September, and can be described as a real-time tactics and strategy title spanning the timelines of the original series Enterprise, The Next Generation, Deep Space Nine and Voyager eras. It is being developed by Mad Doc, creators of Star Trek Armada II. Quicksilver Software, maker of Star Trek: Starfleet Command is responsible for development of the other title, Star Trek: Tactical Assault, to be released in September for Nintendo DS and Sony PSP. The game will feature star ship combat in real-time, with Federation and Klingon campaigns being on offer, as well as head-to-head wireless multiplayer.

## INTERACTIVITY ON A WHOLE NEW LEVEL

Well, perhaps not that new, as the phenomenon in question has been observable for quite some time, but it is only now that game developers are starting to harness it. What are we talking about? The concept of user-created content and how it enriches the original product. Experienced role-players will tell you that a successful gaming campaign is not created only by the game master, but relies heavily on the input of all participants. The same can be true for computer games, if they incorporate capabilities to take advantage of user-created content. A perfect example is the Sims series of games, as well as the wealth of mods available for many games. The next offering from the creator of The Sims is Spore, which will almost entirely be driven by this philosophy. So all the game needs to provide is the basic infrastructure, simulation models for the physics and fundamental inter-organism interactions, graphics and networking. Most of the rest is up to the player!



# OUT NOW!



Handheld devices are uniquely suited to orientation applications. Consequently, Sony will introduce **Sony PSP Map** in April, allowing users to scroll around and find addresses and various places of interest.

**Chris Deering**, founder of Sony Computer Entertainment Europe and the man overseeing the launches of the PlayStation and PlayStation 2, has joined the board of **Codemasters** as non-executive chairman. Meanwhile, investor **Benchmark Capital Europe** has increased its investment in the company from 40% to 70%.

A new **PSP accessory pack** has been launched in Europe. It consists of a new 2GB memory stick and a USB cable to allow linking to a PC. As yet, no confirmation exists as to whether a 2GB Giga Pack will be released, but the success of the 1GB original suggests it may well happen.

Microsoft has stated that the safety and security of **Xbox Live** users is a top priority, and that it cooperates with global law enforcement bodies toward this goal, particularly in the context of child safety. This is in addition to the parental safeguards that are built into the Xbox 360.

# MEDAL OF HONOR AIRBORNE

The latest in EA's Medal of Honor franchise is set to redefine the genre. As a member of the 82<sup>nd</sup> Airborne Division, players assume the role of paratroopers, with each mission starting behind enemy lines. The main innovation is the fact that players can choose their landing points, thus influencing how the mission plays out.

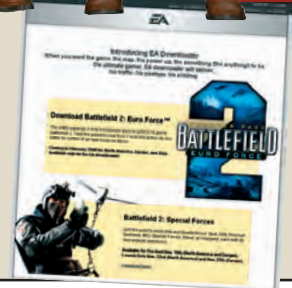
"Medal of Honor Airborne is a step in a new direction for the franchise. While integrating our state-of-the-art, next-gen technology into every aspect of the game, we are introducing innovations that will redefine the series and impact the genre as a whole," explained Patrick Gilmore, VP and Executive Producer at EALA. "By fully controlling the airdrop from your very first step through landing, Medal of Honor Airborne adds a new dimension of player choice by letting you decide where every mission begins and how it plays out."

The game will be released in time for the next holiday season, and will be available for PC, PlayStation 2, PlayStation 3, Xbox and Xbox 360. [[www.moh.ea.com](http://www.moh.ea.com)]



## TWO NEW BOOSTER PACKS FOR BATTLEFIELD 2

The first of these is Euro Force, and has already been released. It adds the European Army to the game, as well as three new maps. Armored Fury also adds three new maps, set in the American heartlands, as well as two new airborne units, and will be released late in March. Both products are distributed online via [www.downloader.ea.com](http://www.downloader.ea.com).



## JOHN CARMACK GOES MOBILE

It seems that the id Software veteran has only recently discovered cellphones, and was immediately intrigued by the capabilities of current models, which is how DoomRPG came to be. Unlike most ports and conversions, this title was developed from the ground up by Fountainhead Entertainment, taking the unique properties of mobile gaming into consideration. Carmack has since indicated that something based on Quake III Arena is likely in the works next, but was deliberately cryptic on the subject. Furthermore, it seems the designer is embracing this new format and we can expect numerous offerings from his team.

# A NEW DAWN A NEW HERO A NEW ENEMY



## FINAL FANTASY XI NEWS

Next month will see the release of the first Final Fantasy game to appear on the Xbox, as well as the expansion Treasures of Aht Urhgan for PC and PlayStation 2. The Xbox version will consist of the game and all three expansion add-ons: Rise of the Zilart, Chains of Promathia and Treasures of Aht Urhgan.



## SPLINTER CELL DOUBLE AGENT DELAYED

The innovative next instalment of Ubisoft's hugely successful Splinter Cell franchise will see protagonist Sam Fisher infiltrating a terrorist organisation from within, requiring him to carry out work for both sides – neat! Less neat but unsurprising is the fact that the optimistic original release schedule, which would see the game on shelves in the next month or two, has had to step aside to realism, and the game is now expected in September.

"Ubisoft is extending the launch of Tom Clancy's Splinter Cell Double Agent in order to deliver the highest quality gaming experience," a company representative said in a statement. "The additional development time will allow for a simultaneous worldwide launch on all platforms and will allow Ubisoft's development teams to push the technical boundaries on each platform."

It is being developed for PC, PlayStation 2, GameCube, Xbox and Xbox 360.

# PlayStation 2

## TOP TWENTY



1 Urban Reign



2 World Series of Poker



3 Shadow of the Colossus



4 Psychonauts



5 Zathura



6 Castlevania: COD



7 WWE SmackDown! RAW



8 Gun



9 SingStar '80s



10 Eye Toy Play 3



11 Buzz! Trivia Quiz



12 Call of Duty 2: BRO



13 True Crime: NYC



14 Namia



15 Ratchet & Gladiator



16 Jak X



17 Soul Calibur 3



18 Pro-Evo Soccer 5



19 Dancing Stage Max



20 Devil Kings

# GAME DESIGNER DENOUNCES CUT-SCENES

David Rodriguez, Lead Designer at a development company named High Voltage, has recently written an article in which he speaks out against the current trend to fill games with video at the expense of playability. He argues that the budget portions being invested into video production would be better spent making the games more entertaining, and cautions that marketing games as 'cinematic experiences' is a pitfall. After all, how often do we see movies being lauded as being 'game-like'? In other words, he believes that developers should not be afraid to let the medium assert its own identity.

"You see, for the past several years, games have gotten bigger and more expensive. The cinematics have become more elaborate and complex and, as a result, the storylines have become increasingly more complicated. Still, for the life of me... I can't figure out why. We're supposed to be making games, and instead we are making ridiculous, half-assed movies," he says. He goes even further by pointing out that stories in games impose a limit on the game's lifetime, as once the story is completed, players put the game down. He suggests that, while story is not necessarily to be avoided altogether, its emphasis shouldn't be overwhelming. Balancing story with replay value should be the goal, he says, with open-ended playability being the key.



# S.T.A.L.K.E.R.

There has been some furore recently around the development of S.T.A.L.K.E.R.: Shadow of Chernobyl, so the companies responsible for its development have released a brief but definite statement. They stated that the slight staffing reductions were due to the fact that, given the project's state of near-readiness, some had become redundant. Furthermore, GSC Game World has no immediate plans to sell its engine, so any third-party implementation of the leaked engine would be completely illegal. Lastly, it seems the game is in a Beta testing phase, so its release should be on schedule.

## British government looks to regulate online gaming

Britain's Department of Culture, Media and Sport is planning talks with representatives from around the globe to address the regulation of online gaming. "The reason we want to host these talks is because we think this is a booming industry, but proper protection for children and vulnerable people and proper rules are simply not in place across the whole of the industry," said department spokesperson Anthony Wright.

Unlike physical casinos, online gaming sites tend to be less strictly overseen, and this is something that authorities are looking at remedying. Interestingly enough, much of the industry itself welcomes the move – which suggests that 'black market' operations will be the targets of this initiative.

# PENNY ARCADE ANNUAL GAMING FESTIVAL

Bellevue, Washington, will be the location of this year's Penny Arcade Expo, the third such annual event. The three-day event from August 25-27, will feature demos of titles still far from completion, a multi-format gaming tournament, table-top gaming, industry speakers and music concerts.

"Now that we have some distance from it, I am able to look back at PAX 05 objectively and say that it was the greatest gaming event ever held in the universe," said Penny Arcade's Mike "Gabe" Krahulik. "The honest truth is that we would have to be idiots to think that we could top it. So...that's what we intend to do!" [www.pennyarcadeexpo.com]



## Romero's next trick

John Romero, cofounder of id Software and having a colourful subsequent career in the games industry, has embarked on a massively multiplayer online project, though he isn't saying what it's about, other than claiming it to be "very different from any other MMO for some special reasons." As things stand at the moment, first glimpses are only expected next year.





## PARENTS ALSO PLAY GAMES

The Entertainment Software Association recently commissioned a study, which revealed some interesting, if not at all surprising, statistics. Thirty-five percent of gamers' parents indicated that they also play games. Of these, 80% said they play with their kids, and 66% indicated that this activity has brought the family closer together.

"This first-ever study of 'gamer parents' dramatises the increasing and positive role that videogames play in American family entertainment," ESA president Douglas Lowenstein said in a statement. "The data provide further evidence dispelling the myth that game playing is dominated by teens and single 20-somethings."

Another interesting finding was that 85% of parents believe it is primarily their responsibility to regulate what kind of material their children have access to [no surprise there], while 60% said that the government has no business making such decisions on their behalf.

"This research suggests that proposals to regulate videogames may backfire with American voters who, unlike some elected officials, appear to fully understand that they should control the entertainment that comes into their homes," said Lowenstein.

## MSC COMPUTER GAMES TECHNOLOGY

Yes, this is a master's degree in developing games! Not as far-fetched as you may think, and already well established. The University of Abertay Dundee in Scotland has been offering this degree since 1997, and its graduates have gone on to considerable success in the industry. The university has expanded its portfolio by making this degree available at Algoma University College in Ontario, Canada. Of particular interest to technophiles is the fact that lectures will be conducted from the Scottish campus, relayed by state-of-the-art video conferencing technology. The curriculum consists of three terms: two terms of lectures and practical work, and the third term being a team-based project to design a prototype game. As is the case with all masters' degrees, students will conclude their course with a dissertation.

## JAPANESE GAMING PREDICTIONS

Japanese periodical Famitsu has put together a 'report' of sorts in an innovative fashion: readers were encouraged to submit their opinions and predictions regarding the gaming industry in the coming year. Gamers and publishers expect the PlayStation 3 to be the best-selling gaming product of the year, while retailers are generally of the opinion that the DS will maintain its dominance and outsell the upcoming console from Sony. Nintendo's upcoming Revolution, however, is not rated highly in the Japanese public's expectations.

**GOLD EDITION**

**INCLUDES ROME TOTAL WAR AND BARBARIAN INVASION**

**PC DVD ROM**  
ONLY DVD COMPATIBLE

**ROME TOTAL WAR**

**GOLD EDITION**

**ROME TOTAL WAR BARBARIAN INVASION**

INCLUDES ROME TOTAL WAR AND THE OFFICIAL EXPANSION BARBARIAN INVASION

**12+**  
www.pegi.info

**SEGA**

Distributed Exclusively by World Web Entertainment.  
Tel: 011 482 0150 www.wwe.co.za e-mail: sales@wwe.co.za  
All rights and trademarks and logos are copyright of their respective owners. GET READY TO PLAY

# WEB SCORES

## Vietcong 2 [PC]

NAG [100]	<b>56</b>
GAMESPY.COM [5]	<b>3.0</b>
GAMESPOT.COM [10]	<b>6.9</b>
IGN.COM [10]	<b>6.8</b>



## Evil Dead Regeneration [PC]

NAG [100]	<b>75</b>
GAMESPY.COM [5]	<b>NR</b>
GAMESPOT.COM [10]	<b>NR</b>
IGN.COM [10]	<b>6.6</b>



## WWE SmackDown vs. Raw 2006 [PS2]

NAG [100]	<b>83</b>
GAMESPY.COM [5]	<b>4.5</b>
GAMESPOT.COM [10]	<b>8.9</b>
IGN.COM [10]	<b>9.2</b>



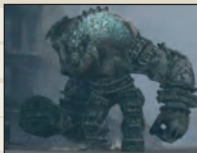
## X-Men Legends II: Rise of Apocalypse [PS2]

NAG [100]	<b>69</b>
GAMESPY.COM [5]	<b>4.5</b>
GAMESPOT.COM [10]	<b>8.1</b>
IGN.COM [10]	<b>8.5</b>



## Shadow of the Colossus [PS2]

NAG [100]	<b>97</b>
GAMESPY.COM [5]	<b>4.5</b>
GAMESPOT.COM [10]	<b>8.7</b>
IGN.COM [10]	<b>9.7</b>



## Tony Hawk's American Wasteland [PS2]

NAG [100]	<b>85</b>
GAMESPY.COM [5]	<b>4.5</b>
GAMESPOT.COM [10]	<b>7.5</b>
IGN.COM [10]	<b>8.5</b>



## GTA Liberty City Stories [PSP]

NAG [100]	<b>90</b>
GAMESPY.COM [5]	<b>4.5</b>
GAMESPOT.COM [10]	<b>8.6</b>
IGN.COM [10]	<b>9.0</b>



## The Lord of the Rings Tactics [PSP]

NAG [100]	<b>72</b>
GAMESPY.COM [5]	<b>3.0</b>
GAMESPOT.COM [10]	<b>6.5</b>
IGN.COM [10]	<b>7.7</b>



The ratings in this section, apart from the NAG ratings, are not the opinion of NAG Magazine. Duh.

# STARGATE SG-1 – FIRST THE BAD NEWS, THEN THE GOOD

Perception has officially announced the cancellation of SG-1 Alliances, and the studio is furthermore facing the possibility of permanent closure. The studio had difficulties with publishers, and financial considerations appear to be at the root of the troubles. But fans of the TV show, don't despair! A company called Cheyenne Mountain Entertainment (!) has announced work on a massively multiplayer online role-playing game entitled Stargate Worlds. Fans of the series will recognise the company's name as reflective of the SG team's home base, so it looks very much like this is the developer's first project.



## IMGAWARDS

About the awards  
About us  
Our sponsors  
Contact us  
Guidelines and rules  
Entry form  
Press  
Downloads  
Results  
FAQ

Our partners worldwide  
Europe  
China  
USA and Canada  
South America  
Australia  
[Become our partner](#)



### THE 20 WINNERS OF THE FIRST ROUND ARE:

- Monkey Pops: Gently from Paul Carruthers (UK).
- AR Tennis from NITE B HITLAB (Sweden).
- Gold Teeth - Killia Producer from Street Media 2 (Sweden).
- Marbleous from Oscar Sarabando (Portugal).
- Oceanfront from 3D Arts (Finland).
- Crouching Spider from Rokus Goltakis (Sweden).
- Snap Happy from Hands On (UK).
- Flight 'n' Fly from InstantCom (Croatia).
- Ring to Voice from Takimoto (France).
- 3D World Warriors from Xaka (China).
- The Band Quest from Sunzone (Switzerland).
- Breakfast Club from Cube Interactive (Philippines).
- Autopista RR from Amazing Games (Norway).
- B-Boy Dance from Mobicell (South-Korea).
- Day of Love from Gamme Games (Scotland).
- Hell Ruckee from Mobile Amusements (UK).
- Platform Rush from Richard Mackessy (New Zealand).
- Puzzle Cats from Mirsiame (Scotland).
- Full Count Baseball from Pavel Lakody (Czech Republic).
- Foto Fighter from Fact Software (Germany).

[read more about the winning games](#)

The International Mobile Gaming (IMG) Awards is an initiative of NVIDIA. Main sponsors are NVIDIA, Nokia, Alcatel and Orange Partner and co-sponsors include Auction and Sell-to-Max Madagascar in Marseille, France.

The objective of the IMG Awards is to create a new and exciting set of mobile games to be played on the most popular mobile phones.

# INTERNATIONAL MOBILE GAMING AWARDS

This new award ceremony, an NVIDIA initiative, is currently taking place at the 3GSM World Conference in Barcelona. At time of going to press the winners have not yet been announced, but we know the categories: Best Artwork, Best Gameplay, Best Technical Innovation and Grand Prix, the big prize for the best developer.

"What's really exciting about this inaugural year for the International Mobile Gaming Awards is that we are already seeing some highly innovative and graphically advanced game concepts, at a time when the technology platform is in a period of rapid evolution," added Phil Atkin, director of strategic marketing for handheld GPUs at NVIDIA.

The prizes include, most importantly, publishing contracts for the winning design houses, as well as monetary prizes and technology. [\[www.imgawards.com\]](http://www.imgawards.com)

A recent announcement revealed that **EA and Tiger Woods** have extended their collaboration for a period of another six years. As before, this entitles Electronic Arts to use the golfer's name and likeness in their successful golf games, which are consistently the best-selling in their genre.

Relic's **Warhammer 40000: Dawn of War** is set to get a second expansion pack. The add-on will feature new single-player action, which has to date been very well carried out in the franchise, as well as two new playable races. More information is available at [www.dawnofwargame.com](http://www.dawnofwargame.com).

This latest addition to SCE's SingStar series, **SingStar Rocks!**, to become available within a month or two, focuses on live bands, indie music and rock. Artists featured in this one include the likes of the Rolling Stones, Nirvana, Bloc Party, Hole and Blur. Sing along to these tracks, complete with the original videos.

NCsoft will further enhance its **City of Heroes** and **City of Villains** universe next month. Issue #7: Destiny Manifest will add new zones, missions, power sets and costumes, and will enhance the graphics engine.

## JAMES CAMERON PLANNING SOMETHING BIG, SOMETHING NEW

The director of Terminator has embarked on a dual project: a film and a massively multiplayer online game that are not so much based on each other as complement each other. This is an innovative first. People who experience both will have the most complete and informative picture of the whole. Other than the above, and the statement that the project is in the sci-fi genre, little is known. Cameron did not mention any title, though speculation is rife that this double project is either Battle Angel or Avatar, both titles that Cameron has mentioned in the past.



"In my next film, I can only tell you what we're planning on doing, which is simultaneously developing a major motion picture and, hopefully, a major game title that coexists in the same world that shares characters," he said. "Going into that world will actually inform those watching the film and vice versa. I don't want to say anything more than that, because I don't want to give away some of the cool stuff that we're working on."

## CRYSIS

Little is currently known about this project from Crytek, creators of Far Cry, and now working with Electronic Arts. Both developer and publisher are stressing that this upcoming title will be different from most first-person shooters, and will require 'adaptive tactics' and 'weapon and armour customisation' for success.

"Our focus has always been on innovating gameplay and technology, and bringing new experiences to gamers through our original intellectual properties," says Cevat Yerli, CEO & President of Crytek. "Crysis will be a showcase for that commitment and will offer gamers from all over the world the next step in FPS gaming."

Crysis is to be published by EA following the worldwide relationship announcement between the two companies and is being developed using the leading-edge technology of Crytek's proprietary engine CryENGINE™ 2.

## METAL GEAR SOLID DIGITAL COMIC AND SILENT HILL EXPERIENCE

Konami is experimenting with applying the capabilities of the PSP to present new media formats. One such project is a digital recreation of the Metal Gear Solid comic book, which benefits by being three-dimensional and interactive.

"Metal Gear Solid Digital Comic represents the greatest source of information on the legendary Metal Gear Solid," commented Hans-Joachim Amann, Head of European Product Management of Konami of Europe. "It is effectively a digital Metal Gear Bible, and is another example of Kojima Productions' ability to think outside of the usual gaming realms and offers PSP users a different way to make use of their hardware."

Another is Silent Hill Experience [this is a working title – the final name may well differ], which is a multimedia collection in the truest sense: the package will include music, digital comics, interviews and other behind-the-scenes material pertaining to the upcoming movie and the games that preceded it.

"Konami has created an entirely new genre for the PSP system, combining a variety of media onto one package and showcasing the renowned Silent Hill franchise in a way that has never been done before," offered Hans-Joachim Amann, Head of European Product Management of Konami of Europe.

**WHO NEEDS WHEELS  
WHEN YOU'VE GOT AIR?**



PlayStation 2

15th  
SONIC  
BIRTHDAY

**SONIC  
RIDERS**

SEGA



**SONIC  
RIDERS**

15th  
SONIC  
BIRTHDAY

SONIC TEAM

SEGA  
www.sega.co.uk

3+  
www.pegi.info

ask  
about  
games  
.com

PlayStation 2

WWE

Distributed Exclusively by World Web Entertainment.  
Tel: 011 462 0150 www.wwe.co.za e-mail: sales@wwe.co.za  
All rights and trademarks and logos are copyright of their respective owners. GET READY TO PLAY

SEGA, SEGA logo and Sonic Riders are either registered trademarks or trademarks of SEGA Europe Ltd. © SEGA Europe Ltd 2006. All rights reserved. "PS2" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

# ON THE HORIZON

US RELEASE DATES (SUBJECT TO CHANGE)

RELEASE DATE	GAME	PLATFORMS	GENRE
1 March	Jaws Unleashed	PC	Action
1 March	L.A. Rush	PC	Racing
1 March	Scarface: The World Is Yours	X360	Action
1 March	TimeShift	Xbox	Shooter
2 March	Blade Dancer	PSP	RPG
2 March	The Sims 2 Open for Business	PC	Simulation
3 March	Great Invasions	PC	Strategy
6 March	World Poker Tour	PSP	Casino
7 March	Burnout Revenge	X360	Racing
9 March	Tom Clancy's Ghost Recon Advanced Warfighter	X360	Shooter
13 March	Worms Open Warfare	PSP	Strategy
14 March	Crime Stories	PC	Adventure
14 March	From Russia With Love	PSP	Shooter
14 March	Ice Age 2: The Meltdown	PS2	Action
14 March	Metal Gear Solid 3: Subsistence	PS2	Action
14 March	Onimusha: Dawn of Dreams	PS2	Action
14 March	Syphon Filter: Dark Mirror	PSP	Shooter
15 March	Space Rangers 2: Rise of the Dominators	PC	Strategy
15 March	Tom Clancy's Ghost Recon Advanced Warfighter	PC	Shooter
17 March	Raiden III	PC	Shooter
20 March	Metroid Prime: Hunters	DS	Shooter
20 March	The Elder Scrolls IV: Oblivion	X360	RPG
20 March	Worms: Open Warfare	DS	Strategy
21 March	The Elder Scrolls IV: Oblivion	PC	RPG
21 March	The Godfather	PC   PS2   Xbox	Action
21 March	World War II: Iwo Jima	PC	Shooter
22 March	Full Spectrum Warrior: Ten Hammers	PS2   Xbox	Strategy
27 March	Def Jam Fight for NY: The Takeover	PSP	Fighting
28 March	Battlefield 2: Armored Fury	PC	Shooter
28 March	Metal Gear Acid 2	PSP	Strategy
28 March	Midnight Club 3: DUB Edition Remix	PS2	Racing
28 March	Shadowgrounds	PC	Action
28 March	Viewtiful Joe: Red Hot Rumble	PSP	Fighting
30 March	Alliance: Future Combat	PC	Strategy
30 March	Blazing Angels: Squadrons of WWII	PC   X360   Xbox	Flight
30 March	Faces of War	PC	Strategy
30 March	Far Cry Instincts Evolution	Xbox   X360	Shooter
30 March	FIFA Street 2	PC   Xbox	Sports
30 March	Ghost Wars	PC	Strategy
30 March	LMA Manager 2006	PC   X360	Sports
30 March	Rebel Raiders: Operation NightHawk	PC   PS2	Flight
30 March	True Crime: New York City	PC	Action
30 March	World War II Combat: Road To Berlin	PC	Shooter
31 March	Bad Day L.A.	PC	Action
31 March	City of the Dead	PC	Shooter
31 March	CSI: 3 Dimensions of Murder	PC	Adventure
31 March	Evolution GT	PC   PS2	Racing
31 March	Heroes of Might and Magic V	PC	Strategy
31 March	Outrun 2006: Coast 2 Coast	PC   Xbox	Racing
31 March	Prey	PC   X360	Shooter
31 March	RF Online	PC	RPG
31 March	Rugby Challenge 2006	PC   PS2   Xbox	Sports
31 March	Silent Hunter 4	PC	Simulation
31 March	SpellForce 2 – Shadow Wars	PC	Strategy
31 March	The Lord of the Rings: The Battle for Middle-earth II	PC	Strategy
31 March	The Outfit	X360	Action
31 March	Tom Clancy's Rainbow Six: Lockdown	PC	Shooter
31 March	Wildlife Park 2	PC	Simulation



## CHARTS

### PC Games

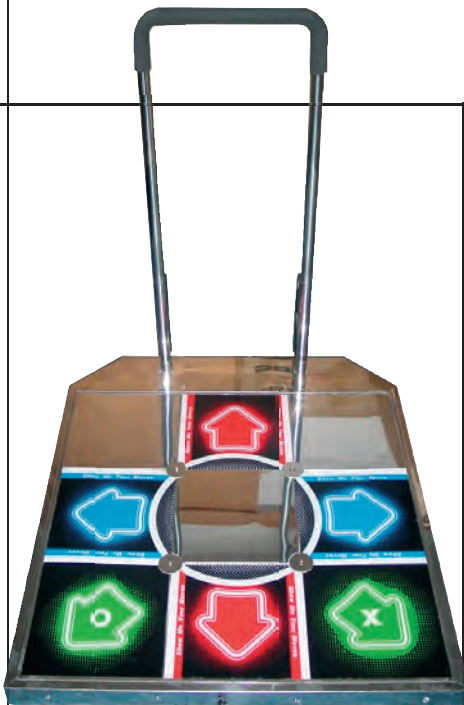
#	Title
1	Need For Speed Most Wanted
2	Age Of Empires 3 Collectors Edition
3	Sims 2
4	Harry Potter & Goblet Of Fire
5	Battlefield 2 Special Forces
6	Sims 2 Nightlife
7	Call Of Duty 2
8	Prince Of Persia Two Thrones
9	Matrix Path Of Neo
10	Star Wars Battlefront 2
11	FIFA 2006
12	Sims 2 University
13	CSI 3 Pack with DVD Grave Danger
14	F.E.A.R.
15	Half-Life 2 Game Of The Year

### PlayStation 2

#	Title
1	Need For Speed Most Wanted Black Edition
2	Sims 2
3	WWE Smackdown vs Raw 2006
4	Singstar 80's With Microphone
5	Ratchet Gladiator
6	Dragonball Z Budokai Tenkaichi
7	SSX4 On Tour
8	FIFA 2006
9	Star Wars Battlefront 2
10	Singstar Pop With Microphones
11	Battlefield 2 Modern Combat
12	Prince Of Persia Two Thrones
13	Cricket 2005
14	Chronicles Of Narnia
15	Tony Hawk American Wasteland

### PSP

#	Title
1	Grand Theft Auto Liberty City Stories
2	WWE Smackdown vs Raw 2006
3	Sims 2
4	Prince Of Persia Revelations
5	SSX4 On Tour
6	Pro Evolution Soccer 5
7	Tiger Woods 2006
8	Burnout Legends
9	Ape Academy
10	Toca Race Driver 2
11	King Kong
12	Metal Gear Acid
13	Stealth (Movie)
14	Formula 1 GP
15	Need For Speed Most Wanted



## AMERICAN PUPILS TO DANCE IN CLASS

The state of West Virginia, in the US, has launched an initiative aimed at combating childhood obesity. In partnership with Konami, all public schools in the state will implement use of Dance Dance Revolution as an alternative, more entertaining form of physical education.

"Bringing the health benefits and enjoyment that DDR provides to school children is a great way to combat childhood obesity that is caused by the sedentary lifestyle of today's kids," said Clara Gilbert, Director of Business Partnerships, Konami Digital Entertainment, Inc. "DDR has been a proven success in schools and this programme with the State of West Virginia demonstrates the positive effects that can come from making DDR a part of one's daily routine. This first-of-its-kind partnership will help us continue to demonstrate the benefits of DDR to consumers around the country."

The project will be monitored by government agencies and by Konami, in order to determine the exact effectiveness of the programme.

## LAST YEAR'S VIDEOGAME [NON-PC] INDUSTRY TALLY

Analysts have begun supplying figures for the performance of the videogames industry in the States in 2005. Although current information excludes PC statistics, consoles and handhelds are covered. Overall, this combined sector improved by 6% over the previous year, and set a new record, besting 2002 by 2%. Home console systems, however, actually took a 19% dip, as many customers are waiting for next-generation technology to be released, while the handheld sector improved by 42%!

## MINI-LARA [CROFT]

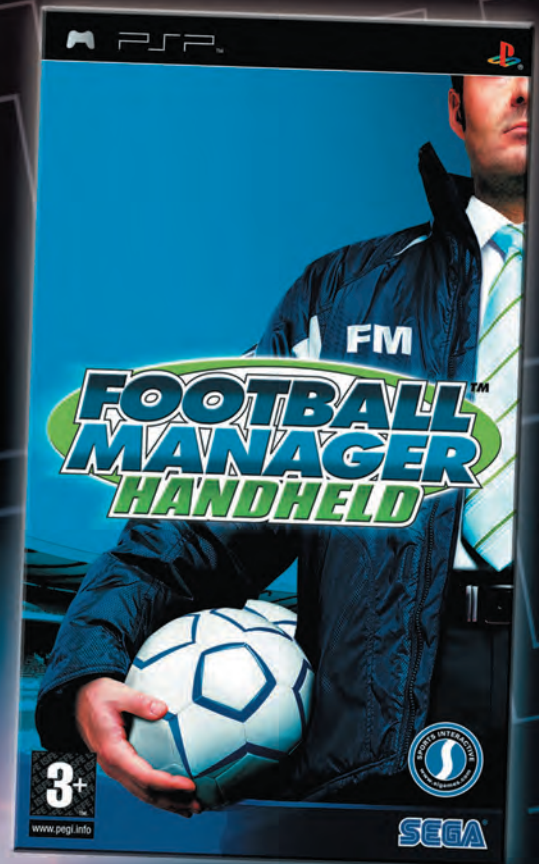
It seems Eidos plans on celebrating the 10<sup>th</sup> anniversary of the Tomb Raider franchise. The previously announced PC, Xbox, Xbox 360 and PlayStation versions of Tomb Raider: Legend, to be released in the next couple of months, will be followed by a PSP version around mid-year. Furthermore, there may be a special edition for PSP as well, but the company has declined to reveal any details.

## XBOX 360 UPDATE

A software update for the Xbox 360 has been issued by Microsoft. The patch introduces numerous, if very minor, enhancements and a few bug fixes. Primarily, however, this update, which is automatically received upon logging onto Xbox Live, plugs a security loophole that Microsoft believes could have been exploited by hackers to discover more about the internal security workings of the console.

## SONY EMPLOYEE FIRED FOR BIG MOUTH

A former employee of Sony Online Entertainment, Josh Robinson, recently published an online article that was rather less than complimentary about the upcoming PlayStation 3. While the article did not contravene his non-disclosure agreements, it was considered defamatory by Sony, which promptly dismissed him. At least Robinson has the grace not to be surprised by any of this. In fact, he doesn't even appear to hold a grudge about the matter.



# NAG 4/5 GAME AWARDS

The top games of 2005, as voted for by the readers of NAG Magazine. No prizes, no awards, no fanfare — just the best as far as you guys are concerned. And to get the results won't cost you an extra cent either...

Exclusively in the  
**March '06 NAG Sizzler**

download it at [www.nag.co.za](http://www.nag.co.za) from 27 February.



WITH THE TECHNOLOGY OF

# 2013

YOU MAY LIVE TO SEE 2014.



*"a masterclass in what the Xbox 360 can do"*



Become the soldier of the future and master the revolutionary Cross-Com



Brand new game modes with even more strategic online play



Play with friends through a unique Multiplayer Co-Op Campaign\*

available 31 march 2006

**megarom**  
interactive

PROUDLY DISTRIBUTED BY MEGAROM INTERACTIVE (PTY) LTD.  
011 234 2680 | SALES@MEGAROM.CO.ZA  
more @ [www.megarom.co.za](http://www.megarom.co.za)



[www.pegi.info](http://www.pegi.info)



XBOX LIVE



PlayStation 2

ask  
about  
games  
.com



UBISOFT

# TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER



© 2006 Ubisoft Entertainment. All Rights Reserved. Ghost Recon, Ghost Recon Advanced Warfighter, the Soldier logo, Ubisoft, Megarom, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. PC version developed by Grin. Microsoft, Xbox, Xbox Live, Xbox 360, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or in other countries and are used under license from Microsoft. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

\* Co-op Campaign not available for PlayStation®2

# MULTIPLAYER

## CPL WORLD SERIES UPDATE

**L**OGISTICAL PROBLEMS WERE THE main challenge facing the Cyberathlete Professional League's inaugural World Tour last year, according to CPL president Angel Munoz. It is for this reason that the 2006 season, re-christened the CPL World Series, will feature fewer stops in a more condensed format, improving the overall quality of the league. In a recent press release, the CPL announced five of the six countries where the tour's stops will be held. Several different criteria were considered, including geographical representation, strength of the regional gaming communities and favourable economic/political climates. The location of the first stop, in May, has yet to be confirmed, but there is speculation it will be held in Australia. The world finals will once again take place in the USA.

Along with this announcement, Munoz also made it clear that the CPL will be using the latest LCD monitors for the 2006 World Series competition machines. This news provoked an immediate worldwide outcry, as the response times and refresh rates of LCD monitors are significantly inferior when compared to CRT monitors. The cost of LCD monitors is also higher, and thus has a further negative impact on the development of gaming as not all players will be able to afford to practise on them. Professional gamers have unanimously rejected the move, yet the CPL remains adamant.

### World Series Stops:

- May – Location pending
- June – Sweden
- July – USA
- August – Brazil
- September – China
- October – Italy



## THE RECTRON ELECTRONIC SPORTS WORLD CUP 2006, SOUTH AFRICA IS UPON US!

**T**HE CAROUSEL CASINO AND Entertainment World, North of Pretoria, will host this event from the 27<sup>th</sup> to the 30<sup>th</sup> of April 2006. At the event the winners of Counter Strike 1.6, Quake 4, WarCraft III – The Frozen Throne and Gran Turismo 4 will secure themselves a spot on a flight to France for the grand final. The ESWC Final takes place from the 28<sup>th</sup> of June to the 2<sup>nd</sup> of July at the Palais Omnisports in Paris and will see more than 53 countries represented with more than 40,000 spectators expected.

Rectron has once again showed their commitment to South African gaming and the growth thereof by sponsoring this event in SA. In

addition, this event will also signal the start of the Rectron Cup in association with Arena 77 where players will receive official rankings through Arena 77.

Cyberleagues, in association with the ESWC organising committee (Games Services), will hit South Africa in a big way. This collaboration will see the start of all players around SA being officially ranked worldwide through ATP ranking software – watch this space for more details!

For details regarding registration for the Rectron Electronic Sports World Cup event, kindly point your browser to: [www.arena77.com](http://www.arena77.com)



## TEAM KOREA CROWNED CHAMPIONS AT STARS WAR II

**A**FTER RIGOROUS QUALIFYING ROUNDS in Europe, China and South Korea, three regional teams headed off to Shanghai, China, for the Replays. net WarCraft III tournament. Intended to function as a media event rather than a conventional competition, the tournament format was quite unlike anything seen before in e-Sports. Each team consisted of five players [internally ranked] who played against their corresponding numbers from the opposing team. However, a team couldn't be defeated until all five of its players had been defeated, and even then the losing team's favourite player, as voted for by the audience, would make one last stand. Confusing? Perhaps. But the system allowed for one player to single-handedly win the entire match, and this greatly increased spectator interest.

The players at Stars War II indeed lived up to the event's name. Team Europe featured multiple world champion Grubby [Netherlands], CPL Summer winner Tod [France], Eurocup 2005 winner Hot [Ukraine], old-school veteran Insomnia [Bulgaria] and the talented newcomer Sase [Sweden]. Team Korea consisted of "the best player in the world" Spirit\_Moon, ESWC 2003 winner Fov, Zacard, Lucifer and Sweet. Team China looked a little weaker on paper, but the presence of WCG 2005 champion Sky was enough to balance the scales. The other Chinese players were Suho, Xiaot, Guangmo and GStar.

Team Korea set out to dominate the event from the start, securing a huge 6-0 victory over the Chinese. Against Europe the margin was not quite as large, but convincing nonetheless. Grubby and Insomnia put up a strong challenge, but were eventually taken down by Spirit\_Moon and Fov. In the end, Team Korea won 6-3. The battle for second place, between Europe and China, appeared to be going in favour of the Europeans, with only two Chinese players able to win their matches. But with the score at 5-2, the Chinese fans voted for Sky to make the final stand, and stood he did. Beating Insomnia, Tod and Grubby, he evened the score at 5-5. Fans voted Grubby as Europe's last defender, but he was unable to put an end to Sky's winning streak. China won 6-5, taking second place.

## WORLD E-SPORTS RANKINGS

**F**OR SEVERAL YEARS THE e-Sports Website GotFrag [[www.gotfrag.com](http://www.gotfrag.com)] has overseen the world rankings for team-based games, specifically Counter-Strike and Counter-Strike: Source. Until recently however, duel-based games [one versus one] had no such ranking system.

In order to fill the gap, well-known e-Sports commentator Paul "Redeye" Chaloner has devised a ranking method, based on the ATP tennis system, to compare players across all the popular duel game types: Quake [II, III and 4], Unreal Tournament 2004, Painkiller and Doom 3. In contrast to the GotFrag system, which is based on a compilation of media opinions, the Redeye Report ranks players strictly according to tournament statistics over a twelve month period. The report is hosted by the Global Gaming League [[www.ggl.com](http://www.ggl.com)] and will be updated monthly.

Tournaments the world over are ranked by a panel of judges, according to prestige, prize money, depth of field, quality of field, attendance of known players and the game type itself. The top finishers at these tournaments are then awarded points based on how highly the event was ranked. For example, the winner of a rank 10 tournament receives the same number of points as the players finishing 13<sup>th</sup>-16<sup>th</sup> at a rank one tournament.

Due to the large amounts of money given away at the CPL World Tour, the top ten duellers are mostly Painkiller players. However, there are also three Quake players lead by the Russian prodigy Anton "Cooler" Singov, and one Unreal Tournament 2004 star, the WCG 2004 winner from the Netherlands, Laurens "Lauke" Pluijmaekers. Interestingly, the top 100 features three South Africans: Stephen "Ph4ntom" Cloete, Robert "Draven" Szlanina and Neil "Kinetic" Allen, due to the inclusion of last month's Lan2k Ratanga event in the rankings.

IRC: [#worldrankings](irc://irc.quakenet.org/worldrankings)

[<http://redeyepc.co.uk/rankings/FAQ.htm>]

### REDEYE REPORT DUEL RANKINGS (JANUARY 2006)

POS	NAME	COUNTRY	POINTS
1.	Sander "Vo0" Kaasjager	Netherlands	412
2.	Johnathan "Fatal1ty" Wendel	USA	381
3.	Benjamin "Zyz" Bohrmann	Germany	286
4.	Alexander "Ztrider" Ingary	Sweden	265
5.	Allesandro "Stermy" Avallone	Italy	254
6.	Anton "Cooler" Singov	Russia	193
7.	Andrew "Gellehsak" Ryder	Canada	148
8.	Magnus "Fox" Olsson	Sweden	114
9.	Johan "Toxic" Quick	Sweden	103
10.	Laurens "Lauke" Pluijmaekers	Netherlands	100

### REDEYE REPORT DUEL RANKINGS (JANUARY 2006)

POS	NAME	COUNTRY	POINTS
1.	SK Gaming	Sweden	493
2.	Team wNv	China	330
3.	Lunatic-Hai	South Korea	304
4.	Team 3D	USA	238
5.	Ninjas in Pyjamas	Sweden	164
6.	Complexity	USA	130
7.	Generation X	Brazil	91
8.	Fnatic	Sweden	90
9.	Mousesports	Germany	88
10.	Catch-Gamer	Norway	45

August 2005



September 2005



October 2005



November 2005



# SA Computer MAGAZINE



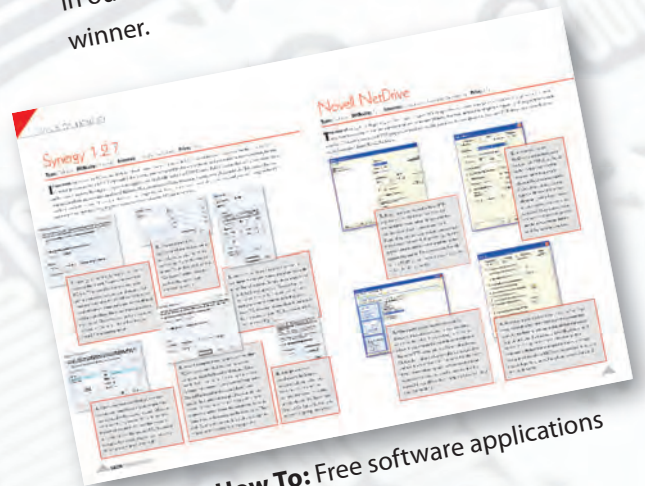
**Under Construction:** A monthly step-by-step series on how to build your own PC.



**Group Test:** A comparative look at the products in our test lab. We score them and pronounce a winner.



**Features:** In the February issue we looked at the technology behind forensics.



**Hands On How To:** Free software applications explained, step-by-step.

December 2005



January 2006



February 2006



March 2006



**In The News:** Gadgets, products, information - we keep you up to speed on what's happening in the world of technology and IT hardware.



**Demystified:** We take an in-depth and technical look at your system BIOS.



**Versus:** Two products go head to head with each other.



**Software Shoot-out:** A close and detailed look at software you may need for your PC.

**what you've been missing...**

On sale now at your local newsagent  
[www.sacm.co.za](http://www.sacm.co.za)

Twenty-three. That's the number of fools The\_Basilisk has pitted in the time it has taken you to read this sentence.



DOMAIN OF THE\_BASILISK

BY ANTON LINES

# Hardcore Bugs for Hardcore Gamers

**W**ITH THE RISE OF competitive computer gaming, a whole new bunch of hardware companies sprung into the marketplace. These companies, aware of the increasing number of high-end users, began to offer products aimed at the 'hardcore' gamer. The problem was that what most of these products offered in features, they lacked in reliability.

Razer was one of the first companies to hop aboard the professional gaming bandwagon with its infamous Boomslang mouse – infamous not only for its immensely high sensitivity, but also for its fragility. The design of the mouse was superb, setting the scene for a score of future developments on the ubiquitous peripheral, but this wasn't enough to make up for the myriad technical problems.

Now it's 2006 and Razer's back. [Well, Razer's been back for two years already, but anyway.] The two flagships of the Razer fleet are currently the Diamondback and the Copperhead, both based on a similar version of the Boomslang design, using optical and laser sensors respectively. Intending to take Quake 4 seriously, I went out in October last year and purchased the former. Let me start by saying you won't find an optical mouse with more gamer-orientated features. The ambidextrous, streamlined design is ideal for competitive gaming, with a well-placed button layout, a resistant wheel [which won't turn by accident], and primary buttons that are noticeably faster than any other mouse.

But then Quake 4 came out and everything went to hell. Having already used the Diamondback for a week, in games as varied as Quake III, Unreal Tournament 2004 and Counter-Strike: Source, I wasn't expecting any problems. Imagine my surprise then when the mouse literally froze when moved at any speed, rendering the game completely unplayable. I e-mailed Razer - many times. When after several weeks Razer eventually responded to my query, my worst fears were confirmed. It was, Razer said, a problem that only occurs in Quake 4, which occurs randomly on some systems and that Razer couldn't fix. Oh joy. So let me get this straight. The official mouse of the Cyberathlete Professional League sometimes doesn't work with the official game of the Cyberathlete

Professional League. That's almost poetic.

So I entered a tournament and won a Copperhead. Problem solved, right? No, of course not. After having already wasted R350 on a Diamondback – which Razer wouldn't take back because they hadn't sold it to me and the store wouldn't take back because there was technically nothing wrong with it – why should I expect things to be any different?

The Copperhead, as anyone who's bothered to read up on gaming forums will tell you, is so buggy that it requires a firmware update to even run at all. On some systems it prevents the computer from booting up, not to mention that it doesn't track properly on several of the most popular mouse pad surfaces, including Razer's own Exactmat. It also has a fantastic little glitch that instantaneously moves the cursor a few centimetres in a random direction every few minutes. This is, obviously, quite unacceptable for professional gaming, and yet we're talking about the ultimate greatest gaming mouse ever made in the world!

SK Gaming recently partnered with Razer to create the SK limited edition Copperhead, which they then gave to each of their players. And how many members of the SK Gaming Quake 4 squad now use the SK Copperhead? That's right, zero. Personally, I've gone back to my trusty Logitech mx300. It may not have the super-fast buttons or the 2,000dpi, but God, at least it works. **NAG**

“When after several weeks Razer eventually responded to my query, my worst fears were confirmed. It was, Razer said, a problem that only occurs in Quake 4, which occurs randomly on some systems and that Razer couldn't fix. Oh joy.”



PC  
DVD  
ROM

ONLY DVD COMPATIBLE

PlayStation®2

# KNIGHTS OF THE TEMPLE II

Available at  
**Look & Listen**  
DVD • CD • GAMES — MP3 • ACCESSORIES



PLAYLOGIC®



CAULDRON



041 - 365 0258  
sales@devon-systems.com  
www.devon-systems.com



## Blizzard's being a little queer...

**B**Y THE TIME YOU read this, this whole debacle would've probably been resolved four times over. There may even be some funny Flash animations out by now, parodying what happened. Heck, it wouldn't surprise me if Google Video is now filled to the brim with in-game movies made about this World of Warcraft related incident.

But let me rewind time a little, back a few weeks to when the Internet suddenly rang loud and clear with a simple message from Blizzard: "No Gays!"

Okay, that's not entirely true. A lot of people thought that was the message Blizzard was sending, but people seem incapable of doing research. I did my research, sceptical that Blizzard would make such a heinous *faux pas*. I was right, and wrong in a way.

What had happened is that a female player had started a guild in World of Warcraft and announced in the guild description, that it was a Gay and Lesbian Friendly guild. Very quickly, Blizzard moderators sent her a warning, stating that she would be banned if she continued along that path. When asked why, Blizzard cited a rule against sexual discrimination. When pressed further, Blizzard offered the genuinely bizarre excuse that if homosexual players were allowed to tell other players about their sexual orientation, it might arouse discriminatory or unkind remarks from those players, and that would violate the anti-discrimination rules of the game.

Essentially Blizzard had to discriminate to avoid discrimination.

There was an outcry, of sorts. A few [thousand] players thought it was rather queer. Blizzard has yet to clamp down on Guilds that advertise religious stances or even Guilds that have skin-colour requirements. Blizzard says that it doesn't allow Guilds to advertise religion/race preference, yet they are there - Guilds that do exactly that.

Gaming Website Kotaku made a valid point. Online games can be incredibly deeply moving social software, software professionally tailored to get players to devote themselves. By turning online games into a set of social grooming negotiations, big parts of our brains are devoted

to figuring out how to socialise with one another. Our primate ancestors did the same thing, and that's how cooperation eventually led us to become evolutionary winners.

But real life is different from online life. In real life you are a citizen with rights. In your online game, your life is a license agreement. You are a customer. In real life if a cop or a judge made up a nonsensical or capricious interpretation of the law, you could demand an appeal. In your online game life, you cancel your contract, or just bloody deal with it.

Will a game ever give players citizenship instead of 'customer-ship'? How can players treat their online second life as anything other than a game, when they have to rely on customer service ethos instead of a constitution?

The female who started this ball on its rolling path explained that she was not insulting anyone, but merely wanted to create a Guild to support Gay and Lesbians.

The response from Blizzard was: "While we appreciate and understand your point of view, we do feel that the advertisement of a 'GLBT friendly' guild is very likely to result in harassment for players that may not have existed otherwise."

It's a precarious position for Blizzard, really. I feel for them. They have to act as a father/mother figure to over a million children, explaining to them rights and wrongs. Ironically, it was a forum member that offered this sage advice to everyone involved: "Cease to be offended by a word, and people are forced to come up with a different word with which to offend you. Cease being offended at all, and then those people who try to offend are left with screaming for no reason... and only further display their ignorance and intolerance for the rest of the world to see." **NAG**

“Blizzard has yet to clamp down on Guilds that advertise religious stances or even Guilds that have skin-colour requirements. Blizzard says that it doesn't allow Guilds to advertise religion/race preference, yet they are there - Guilds that do exactly that.”



## Important Announcement

Dear Webonline Subscriber,

We are pleased to announce that as of 2/2/2006 we've implemented a few changes. These changes have been made possible due to your continued support that has directly resulted in our phenomenal growth over the past year. We would thus like to thank you by passing on the benefits directly to you. We have doubled your value by doubling the included bandwidth allocation on all control panel hosting options.

**Econo Hosting** clients now receive 1000 MB of traffic instead of the 500 MB for R49.00 per month.

**Basic Hosting** has changed to 2000 MB of traffic for the R99.00 per month from 1000 MB.

**Ultra Hosting** now receives a massive 10 000 MB of traffic as standard.

We have created a new low cost hosting option that includes 5 MB of disk space and 300 MB of data transfer for R15.00 per month. This new option is called the **Starter Package** and you will find more information on this package here: <http://www.webonline.co.za/linuxsa>

We have reduced the additional bandwidth cost from R0.29 per MB to R0.09 per MB on all new server hosting contracts. All new **Server Hosting** options will now have 3000 MB of data included in the basic package. Pre-purchased bandwidth is available for as little as R0.07 per MB and existing clients are welcome to migrate to this package.

For more details about these and other packages visit the Webonline website at <http://www.webonline.biz>.

Sincerely



W Grobler

[www.webonline.biz](http://www.webonline.biz)   [sales@webonline.biz](mailto:sales@webonline.biz)   0861 666 555

Webonline is a member of  
the following organisations:



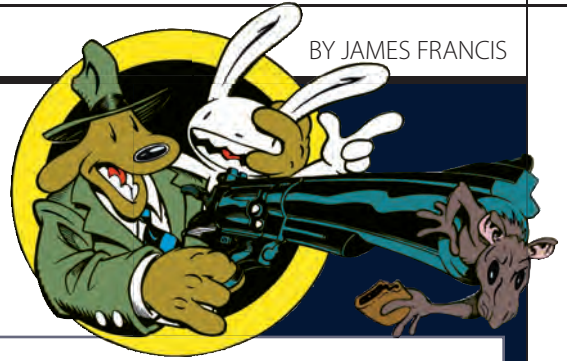
All packages include  
the following features

- Telephonic support
- Virus scanning
- Spam filtering
- Daily backups



**webonline**  
YOUR BETTER HOSTING SOLUTION

All services are subject to terms and conditions. E&OE.  
All names and trademarks are the property of their respective owners.



# Games are...

**G**AMES ARE ART. GAMES are fluff. Games are popcorn fodder. Games are *avant garde*. Games are just plain exploitive. When you let go of the amazement and the much maligned idea that games are in some or other way better or superior to other forms of entertainment, you realise that games are, essentially, movies.

It was a genuine surprise to me, while researching the topic last year for an article [NAG June '05], that games and movies have a lot in common. In fact, modern gaming might not have existed if people like George Lucas didn't envision a future where graphics would be prominent and the gaming experience would mimic watching a movie. Games are different. The interactive element lends itself to much more involvement and immersion, but stories, character depth and deeper meaning are often also sacrificed. That's why games and movies remain different mediums: they are active and passive respectively. But the two are very close cousins.

Shadow of the Colossus is one example. It's a game that truly takes your breath away, and the cleverly illusive and uninformative storyline creates an atmosphere of mystery and intensity. Players are left wondering about the world, the missing inhabitants and the massive creatures. Sometimes not saying anything at all says a million things [or at least lends itself to creative and fun speculation]. You don't often see that in a title and the emotion the game evokes plants it securely in art territory. The movie influences are blatantly obvious in its cinematic styling and atmosphere.

But the same gamers who played it also cause mayhem in the Crashday demo. Here we have the opposite effect. The only emotion the game evokes is anger or excitement as you pulverise other cars or get pulverised yourself. It has none of the depth or breadth of Shadow of the Colossus, but judging from how much people are enjoying it, it isn't necessarily a worse game. Like an action movie it forgoes any metaphorical ideas or serious symbolism, instead delivering what fans expect: intense and mindless action.

Consider that the world's most popular game series, GTA, is based on crime. Now go and count all the popular movies over the years that did the same. I don't recall a Guy Ritchie movie that didn't

involve criminal characters as leads, and Martin Scorsese is very fond of the criminal/underdog theme. GTA is, in essence, an off-shoot of *film noir*, thanks to its gritty and jaded approach to life.

Because of this I can't review, or even look at a game, purely from the tired and over-used gaming perspective. Slapping a numerical rating on a game makes little sense, because how can a number tell me what to expect? How can you criticise a game that employs mindless action, like Hulk: Total Destruction, when that is the point of the game? We can criticise development flaws, lack of polish and annoying elements in a game. There are such things as bad games, just as there are bad movies, but a game's appeal and achievement cannot be summarised in a score out of ten or a hundred. You might think so, but I don't. And I've been writing game reviews for a long time.

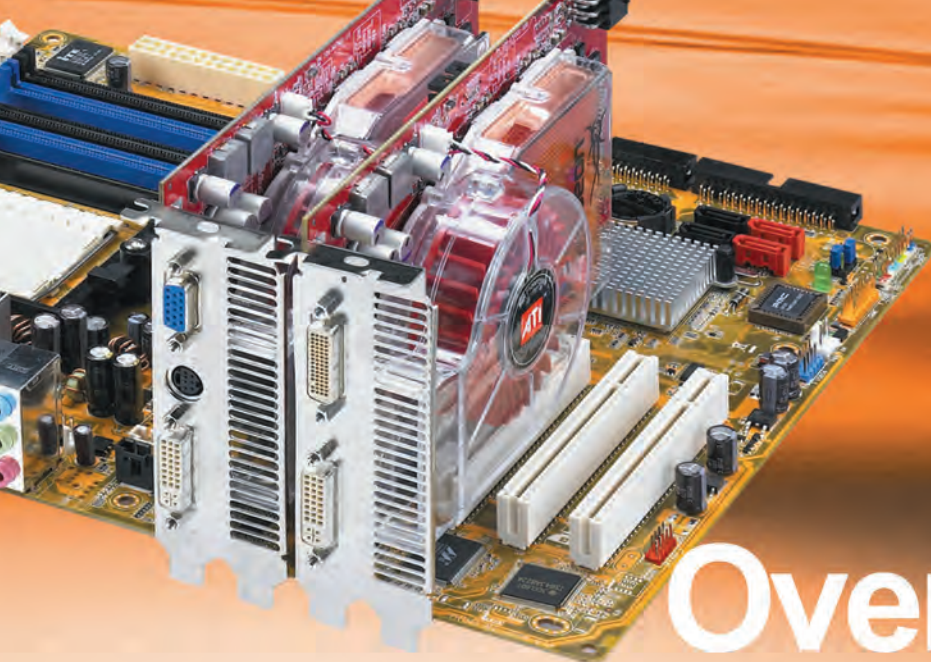
Games have changed a lot since they started [in earnest] in the late seventies. Anyone who still rambles on about how games suck these days is either trapped in nostalgia or just a blind, bitter [and annoying] fool. I have no time for these people - neither should you. Games are becoming fantastic and while they still have a lot of problems to address, they are better than ever before. New gamers take note: the gamers who came before you never had it this good, even if they don't admit it. Besides, problems are part of the creative process. There will be inferior titles, specialist games and ideas that only appeal to the very few.

So before you write off a game because it doesn't remind you of your favourite title, think for a second: is it a bad game or just not your kind of game? And if it's the latter, how much are you missing out simply by not giving some titles the time and patience they demand to show their true colours? **NAG**

“ We can criticise development flaws, lack of polish and annoying elements in a game. There are such things as bad games, just as there are bad movies, but a game's appeal and achievement cannot be summarised in a score out of ten or a hundred. You might think so, but I don't. ”







## ASUS A8R-MVP

# Made for Overclockers

Innovative Overclocking Features Raises the Performance of the Already Powerful Athlon 64 X2/Radeon Xpress 200 CrossFire Platform

*It takes a lot out of the system to run 3D games, movies or any applications that require high-speed graphics cards, superb audio quality and powerful memory performance. Sometimes the standard specification is simply not enough, and that's why more people are looking into overclocking to milk every last drop of performance out of their computers.*

*The ASUS A8R-MVP motherboard supports the powerful Athlon 64 X2 dual-core CPU and CrossFire multiple-VPU graphics interface and incorporated the Radeon Xpress 200 CrossFire chipset. The all-new board, though already awesome in performance, also packed in innovative overclocking features that bring out the system's true potential.*

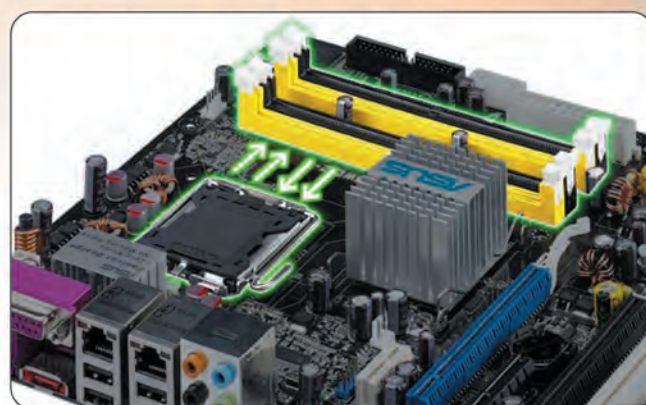
### Flexible and precise tweaking

The A8R-MVP offers several ways to increase system performance inch-by-inch to get the most out of the processor, memory and system bus.

- ① An 8-step DIMM voltage control permits the most suitable amount of power to enter the memory modules.
- ② The board lets you fine tune CPU voltage at 0.025 increments to find out exactly how much power is needed.
- ③ And last but not least is Stepless Frequency Selection (SFS), which allows FSB tweaking from 200MHz to 400MHz at 1MHz intervals.

### PEG Link Mode - Boost VPU performance

This latest technology lets you to increase VPU and graphics card memory performances via the BIOS the same way system bus and memory bus are tweaked. It provides excellent video quality on DX8 and DX9 applications.

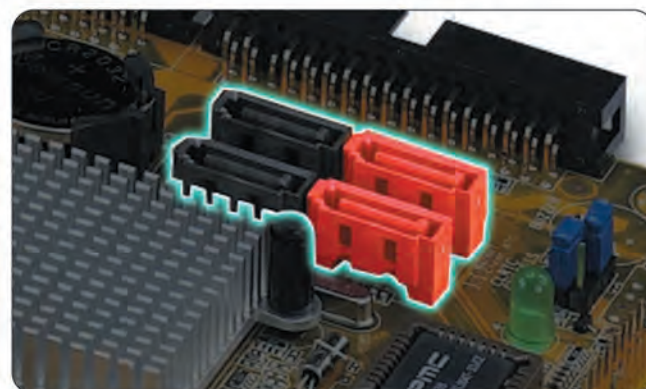


PEG Link - Exclusive technology to boot up graphics card memory performance

### Serial ATA 3Gbps - Prepare for future upgrades

The A8R-MVP is not bad when comes to future expansion either. It supports the next-generation hard drives based on the Serial ATA 3Gbps storage specification, delivering enhanced scalability and doubling the bus bandwidth for high-speed data saves and retrievals.

If you care about getting your money's worth and enjoying the real performance of the system, then you should definitely give the ASUS A8R-MVP a try With industry-leading specifications and the overclocking features to take its performance to the stratosphere, the A8R-MVP is made for overclockers.



Super-Fast 3Gbps SATA ports for future upgrades

# INBOX

## [LETTER OF THE MOMENT]

FROM WJB

### SUBJECT What's wrong with gaming?

Almost every magazine that I've read during the December holiday had something to throw against the gaming community. A very popular magazine, which will remain anonymous, criticised us for looking forward to the Doom movie. I mean, you go spend almost R700 on whatever you do for fun and try not watching a movie about it. And everyone who thinks we waste away our lives in front of a monitor should look at themselves first. Smoking can kill you long before a game will. People who play games contribute to society by supporting the advancement of technology so that one day everyone will have a toaster that greets you every morning, and all gamers should stand up against this onslaught. Next time someone laughs at you for playing games, challenge him to a round of UT2004 or Quake 4. Then you'll probably have a laugh.

*This perception is rapidly changing and it'll be better for gaming in general if gamers don't perpetuate this alleged stereotype by complaining about it all the time. From my perspective, each year gaming grows in leaps and bounds and more and more big companies are starting to realise that gaming is where the entertainment money is being spent. There's never been anything like this industry in the past, so most future pundits rely on historic information [music and movies] to make predictions [most of which have been incorrect]. If you combine the explosive growth of gaming and the exponential growth of technology [also consider that the two are very much reliant on each other], you have a compelling industry everyone now wants to be a part of but nobody really understands - except for people [like us] who've been there since the start [Atari, Commodore, arcade games etc.]. Also, send me your address details so you can get your prize. NAG Ed.*

The 'Letter of the Moment' prize is sponsored by EA Africa.

The winner receives 2 games for coming up with the most eclectic chicken scratch



### IMPORTANT STUFF! PAY ATTENTION!

Land Mail: P.O. Box 237, Olivedale, 2158

Cyber mail: letters@nag.co.za

**Important:** Include your details when mailing us or how will you ever get your prize if you win...

There is a new rule for those of you sending in any artwork for publication. Your submission must include the NAG logo or one of our magazine covers [download @ www.nag.co.za] built into the image somewhere - and by 'built in' we mean not pasted or stuck on somewhere - built in. You real artists will know what we're talking about - no logo / cover - no fame. NAG logo on CD.

FROM Slayer

### SUBJECT My Parents

What's up retard? I just started buying your kick-ass magazine because you're the only magazine in SA that has Xbox reviews. So thanks for that. A couple of months ago my dad and I were in JHB and went to check out a Cash Crusaders store. I spotted an Xbox on a shelf. Now, my dad has been a fan of the Medal of Honor series from the time of my original PlayStation, so I got my dad to buy the console with two games and M.O.H. I thought he would play for a couple of weeks and it would be over. But four months down the line he is still stuck in the game and on top of that we've got 24 games - he'll be busy for some time. Okay, so normally if this type of thing happened I would go and sit in front of my PC. But for the last couple of months my mom has been ripping MP3s and wouldn't let me use the PC. So I went downstairs and ended up watching the news. How gay is that?

*I'm not sure how watching the news is gay. If you have issues about your masculinity there are numbers you can call.*

*Regarding your parents, [my advice] start abusing alcohol or drugs [it'll certainly make watching the news far more interesting]. When your parents eventually find out just tell them you used to be a well-behaved child until they took over your hobby, forcing you to look for entertainment elsewhere. Before you know it you'll be back to playing games. This is also the third letter I've received about this problem this month. Are parents trying to edge into our private club? If you're a parent reading this, shouldn't you be out playing bowls or bridge? Jokes aside, if your parents are playing games, they rock! NAG Ed.*

FROM Tyron

### SUBJECT Quality versus Money

I just wanted to take the time to talk about today's rushed games. Some of the games that were on release this month for the Christmas rush were really awesome games that everyone wanted to have. But because some of these games were very complex to create and needed more time to be tested, they were instead rushed for Christmas. I speak of games like X3: Reunion. This game is an awesome game, but it has plenty of bugs that make it unplayable. The worst bug is the one that causes the game to crash for no particular reason. Certain events cause the game's FPS to drop dramatically from about 45 to nine, and this surely makes the game so much worse. This was truly a game that could have blown minds. I cannot understand why Deep Silver allowed such a problem-prone game to be sold to the public! I mean, in the old days awesome games like Final Fantasy 7 and Breath of Fire 3 were by far the only RPG games that turned heads. These games were so perfect and successful. No other game could beat them. They were so successful that they are remaking these two awesome games for the PSP. Why

were they so perfect? Because their developers didn't rush the games and instead took their time to develop good quality games for the gamers.

*This is an old gripe gamers never let go of. Look at it this way... We publish a magazine each month which is checked by a very competent team of people and yet we still make the odd mistake here and there - including some real howlers. If we spent an extra few days checking and rechecking the magazine each issue, we'd end up missing our deadline. And that's a whole nightmare I'm not even going to start thinking about. It's the same with games. There's a point in game development when you must just get it done and finished. Indefinite production cycles never result in products on the shelf. At least developers continually support their games with patches and expansions. This problem is always going to be part of playing games, so I recommend learning to live with it or moving onto something more 'secure' like stamps. NAG Ed.*

FROM Chris

### SUBJECT Badger cruelty

What the hell? Just being cruel to the badger because he is an animal? How dare you give him an "ill-fitting saggy crouched outfit?" That is just cruel. How would you like to wear an "ill-fitting saggy crouched outfit?" For being cruel to the badger I'm going to let loose those people who put the badger-friendly stickers on honey and campaign for badger love and equality. Shame on you and I hope those creepy badger-loving people eat you!

*In more interesting news: NAG has hidden a secret badger message somewhere in Johannesburg [no joke]. The first reader to find it and tell us gets a unique badger road kill mouse mat.*

NAG Ed.

FROM Greg

### SUBJECT Articles

Why on Earth are your articles so long compared to PC Format's? I mean, PC Format's articles are less than a page and your articles are at least a page long. I can't see why yours are so long.

*It's simple: we know more than they do. NAG Ed.*

FROM Johan

### SUBJECT Serious Sam II Age Rating

I saw on the Internet that SS2 has an age rating of Mature (17+). But in the shops this was replaced by a triangle-shaped sticker reading "13V." Is this some kind of marketing scheme or some huge conspiracy? What does [sic] mean?

*If you go to www.pegi.info you'll see that the rating for Serious Sam II is actually 12+ and our SA version of this is 13V. No conspiracy! You're just visiting the wrong kind of Internet sites. Sic [Latin], [sic] representing "thus" or "as it is written here." I'm supposed to know what this kind of thing means, but I don't.*

*Perhaps the new Editor will be smarter. NAG Ed.*

```

West of House
You are standing in an open field west of a white house, with a boarded front
door.
There is a small mailbox here.

>open mailbox
Opening the small mailbox reveals a leaflet.

>read leaflet

```

## The Great Underground Empire (1980)

**FROM Donald**

**SUBJECT Mature medium**

I'm an 'old' gamer who played Space Invaders when it was cutting-edge. Now that was a game: alien invaders marching across the screen, ever lower, getting faster and faster, and unleashing a continuous shower of bombs, quickly reducing your three forts until there was nowhere left to hide... the flying saucer making an appearance for extra bombs/points, the different strategies, the merry clink of 20c pieces as you fed them into the machine, an admiring crowd of peers clapping you on the back when you beat the highest score. Those were the days. Now, when I was a lad... eh... hang on... This letter was about something else... I made a note. People who go on about lack of originality in electronic games need to keep in mind that it is becoming a mature medium. How often do clothes makers come up with something truly original? When last did a musician come up with something truly original? How long since you've seen a truly original movie? All mature mediums of expression. But we still enjoy good, well made clothes, music and movies. So too, should we still enjoy good, well made games. It should also be noted that the older you are, the less you will perceive it as 'new'. That's life. Just don't let it keep you from enjoying something good.

*Good point. I just wish I could selectively erase my memory so that I could experience Quake all over again - or even Star Wars. Wouldn't that be cool? Come on, if they can make drugs to fix everything from a toothache to erectile dysfunction, surely they can make something like that?* **NAG Ed.**

*[Warning: This letter has not been altered in any way whatsoever. Ed]*

**FROM Michael**

**SUBJECT Not given**

My name is [edited, Ed] I have every issue of NAG since 2004 I just bought the January 2006 issue and I saw the CPL FINALS clip and i was wandering that if you could sponser me in a few South African gaming contests I could prove to you that i am the best in gauteng I finished Quake 3 on NIGHTMARE level in 1 hour and every single "PS2" And "PC" game i have bought or rented has not taken me over 22 hours to completely finnish on hard i have also one every single LAN competition in my high school and i wiped the floor with my oponents at rage I only lost to fatalty but it was close and that was like a year ago there is just one problem my computer takes "trash" to compeltely new level because it sucks so badly i had to overclock every thing that could be overclocked and now i can get my graphics card to work. so if i could borrow one of your key word "BORROW" one of your least used computers as long as it can play painkiller until i prove that i am the best. but if you cant provide a new computer it is perfectly fine. even if you could just take a look at my computer to see what the hell the problem is. and then I can hopefully get

noticed and go to "CPL" But ofcourse have your name on my shirt and computer. ps: if you were thinking about supplying a computer you don't even have to supply a hole one just a motherboard and graphics card and processor i will use my old RAM, my DVD rom, my CD rom and my hard drive.

*To anyone seeking sponsorship: don't do it like this. This letter also came via the post, an event so rare we all took the day off.*

**NAG Ed.**

**FROM Tyrone**

**SUBJECT New beginning... hopefully**

This will be a relatively long, possibly annoying, mail. So if you don't have the time/inclination I will not be heartbroken [or I might be but I will put on a brave face]. The reason I say 'possibly annoying' is that this is a topic which is, I imagine, raised with brain-numbing regularity. I am interested to find out how NAG began. Whose idea was it? Where did they start? Where were they based? And where did the resources come from? The reason I ask [try not to cringe] is that I have a dream of starting a magazine of my own some day... This is a dream I have had for a long time, and something I recently read made me realise that I can achieve it. To put this in perspective: I am a 22-year-old white South African male with very limited resources. To my credit though, I have a passion for games, albeit a passion that is shared by about a billion other people. But be that as it may, I enjoy writing. I have the determination to follow this dream through, even if it costs me everything and I know there is a God [and he's on my side]. Doesn't seem like much I know, but that last one is kind of a swing vote for me, otherwise I wouldn't bother. Did NAG [dare I imagine] start out the same as my dream? Some guy with a pen and some paper, or was it kind of smooth sailing thanks to a well financed inheritor of a billionaire grandfather's fortune? However it started, it would be at the very least totally interesting

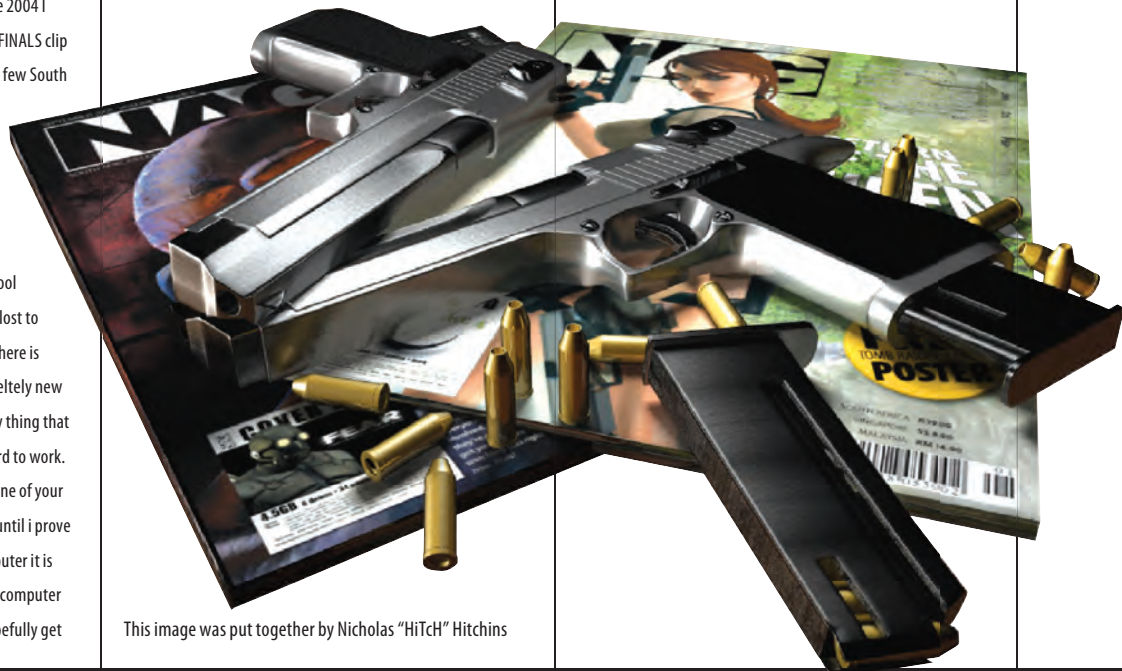
and at the very most start the ball rolling towards my dream being realised - and your magazine suffering under the weight of crushing and overwhelming competition...

*NAG was started in a bedroom in Alberton by two passionate gamers [we'll respectfully leave their names out of this]. They had limited resources and mostly had to rely on the pioneering spirit of a few brave advertisers [a number of which are still supporting this magazine to this day]. It's true that your dream is the same as thousands of other gamers', but if you work hard and are truly committed you can achieve anything. Some advice: if a rich billionaire uncle dies and leaves you everything, forget the magazine business [it's too much hard work] and just play games all day. If playing games is what you love doing, working at a gaming magazine will turn you into a bitter and jaded cynic [like James]. If, however, you have a turtle shell-like resistance to bad games and can see the good in anything that bleeps and moves [like Miktar], you'll end up in a happy daze at work each day. Finally, the golden nugget of advice you should follow at all times: just try starting a gaming magazine in this country and I'll send my boys, Little Tony and Frankie Knuckles, around to break your mouse hand* ☺ **NAG Ed.**

**FROM Mahomed**

**SUBJECT A suggestion**

Could NAG give away a poster with every issue? I'm sure it's not that expensive compared to a 148-page issue and it would make business sense too, since it will make more people buy NAG - just like the people who buy NAG for the cover DVD. Oh, and don't worry, I buy it for the great journalism. *I was about to give you a lecture about the costs of printing a poster each issue, but you wrapped up your mail with such style. I'll let it go - "... great journalism."* Bless you. **NAG Ed.**

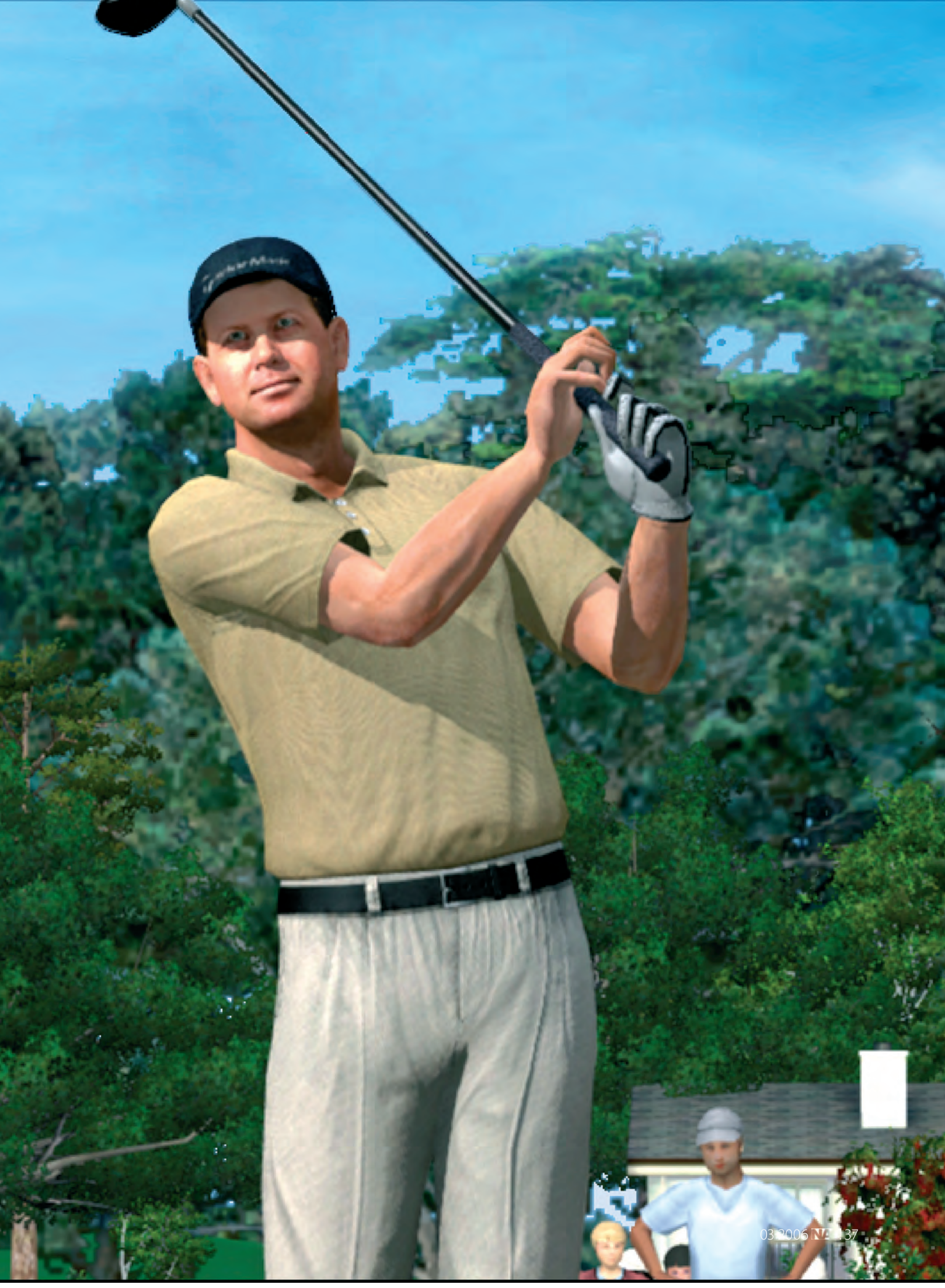


This image was put together by Nicholas "HiTch" Hitchins

# THE DIGITAL SWING

Sports games have come far in creating the realism that fans want. Playing a sports game isn't as much about escapism as to play next to the greats in the world. That's why champions like Retief Goosen are becoming important avatars in the right games. It's not about being them, but beating them.

**T**HERE'S A GENERAL PERCEPTION about sports games held by a fair share of the hardcore gaming fraternity. It's not a positive one however. In fact, most sneer at sports titles. Why play sports games when you can play them outside? There's also the usual tirade about how every new game in a series is just a minor upgrade of the old. That's true, but neither seems to detract from the popularity of sports games. Several of EA's million-plus sellers are under its EA Sports label. Sports titles are popular on all platforms and sell strongly on celebrity endorsement. Sure, it's not the most progressive of genres, but that's perhaps because sports titles quickly reach their pinnacle. Considering the extent of realism shown in *Fight Night Round 3* on the 360, sports titles are set to surge again on the next generation of hardware. With that comes the growing celebrity culture. Endorsement of sports titles was the first use games made of a celebrity's appeal to push copies, and it quickly became a genre-wide culture. But it's not only about the name or photo on the cover. A lot of the appeal for sports game fans lie in competing against the stars.





That explains the detailed character builders that have emerged.

So, while celebrities sell the game, the real reason fans want the game is to take on the athletes. Retief Goosen has appeared in three PGA Tour titles so far. At a press event for Tiger Woods PGA 06, we discussed his character in the game with him. "I used to think it's a waste of time the first time they put me in the game," he said, after having earlier mentioned the 3D measurements taken to get his exact dimensions and facial details. "But then you start hearing about the games from here and there. Soon people asked if I played myself in the game. A lot of sports enthusiasts take this seriously."

This is perhaps why those who don't play sports games don't understand them. You can kick a ball around a field all you want; it's not going to feel like you're playing in a championship match or on a PGA course. Realism has become a key factor, along with making it easier to get into the game. Sports titles can't take credit for pioneering all of the technologies in gaming, but they use a fair amount of them to great effect. Motion capturing and 3D scans of living sports stars are all the mainstay of sports games, plus few games have come close to the extensive use of physics in a sports title. It is fine to become giddy over the advanced physics 'introduced' in games like Half-Life 2, but the PGA series has been using advanced ball physics for a long time. FPS players aren't as picky about how a barrel falls when compared to golf fans hitting a white ball across a course. And, unlike the FPS, platformer, shoot-'em-up or pretty much anything else gaming has to offer, sports titles led a lot of the way. The first golf game, Atari Golf, was released in 1978 and the first baseball game arrived in 1971. The first sports game, Tennis For Two, was also one of the first games in existence when it appeared on university mainframe computers in 1958. Since then, crowd simulations, fluid commentary, realistic graphics and cutting-edge physics have been pushed by sports titles for the most realistic experience for fans. That's not even mentioning the various interface

advancements: the mouse swing the Links series pioneered or the extensive use of the dual analogue sticks EA employs in PGA, FIFA and Fight Night. If we want to split hairs, the top level music that appears in a lot of titles and ventures like EA Trax had their beginnings in the FIFA intros.

As a pro, Goosen is impressed with the advancements made. "The latest game is quite similar to last year's, but the detail on the golf courses is amazing. Those are all courses that I've played, so they are mapped in the back of your mind. And seeing them on the screen, it's astounding how real they look and feel, down to the correct contours and flow of the course," he said. "It's nice to think that in four years this game will be ancient and the new version will be even more realistic than ever before." As a pro who has won a US PGA Tour every year since 2001, including two US Opens, and ten European PGA Tour wins, Goosen has the full respect of his peers.

"He's one of the best players in the world," Tiger Woods told the Golf Channel. "You know that if he's in contention, he's never going backwards. He's always going to keep where he's at, if not go forward. He's a tough person to beat come major championship time, because he doesn't make a lot of mistakes. And he's one of the best putters out here, too. He makes everything."

In other words, Goosen's insight rubber-stamps what sport fans want from their games: realism. But he is quick to admit that he doesn't play games. "People ask me if I've played myself. I have the games and consoles – all in boxes at home – but my kids are still too young to play games." In his late thirties, the world's number 3 golfer is perhaps a generation too early to have gotten into the allure of digital matches, but he's not critical about games.

"I think the games can pull people more to the real thing. It's not healthy to only play games, but there's nothing wrong with them either. As a father I do have concerns over violence, but I think this is something parents must be responsible for." **NAG**



# torino 2006

TM

THE OFFICIAL VIDEO GAME OF THE OLYMPIC WINTER GAMES



*Enjoy the chills and thrills of the Olympic Winter Games from the warmth and comfort of your sofa.*



Alpine Skiing



Speed Skating



Bobsleigh



Biathlon



Luge



Ski Jumping

[www.olympic.org](http://www.olympic.org)  
[www.olympicvideogames.com](http://www.olympicvideogames.com)



PlayStation 2



A soldier in a jungle environment, wearing a helmet and holding a rifle, is visible in the background. The scene is filled with dense green foliage and tall trees, with a bright light source on the left side, creating a hazy atmosphere.

# ENEMY TERRITORY QUAKE WARS

BEFORE OPERATION OVERLORD, THE DESPERATE ATTEMPT TO PROTECT EARTH FROM ALIEN INVASION BY LAUNCHING A COUNTER-ATTACK ON THE HOME PLANET OF THE HOSTILE CYBERNETIC STROGG, AND BEFORE RHINO SQUAD MEMBER MATTHEW KANE'S MISSION TO SECURE THE STROGG HOME WORLD, BEFORE IT ALL, THERE WAS QUAKE WARS.



COVER STORY — ENEMY TERRITORY: QUAKE WARS



PLATFORMS: PC DEVELOPER: Splash Damage PUBLISHER: Activision SUPPLIER: MegaRom [011] 234 2680 GENRE: Online Multiplayer RELEASE DATE: TBA

# THE BATTLE FOR EARTH

**E**NEMY TERRITORY: *QUAKE WARS* takes place during 2060 to 2065, before the plotlines of both *Quake II* and *Quake 4*. London-based developer, Splash Damage, lovingly refers to *Quake Wars* as “*Quake Zero*.” The *Quake Wars* occur on earth as the Strogg pour through previously unknown slip gates and begin their assault on humanity. Only the Global Defence Force (GDF) stands between the Strogg and mankind’s destruction.

Splash Damage is no stranger to online team-centric multiplayer games. Originally founded by key members from the *Quake III* modification community responsible for *Quake III Fortress*, Splash Damage worked closely with id Software on the multiplayer component of *Return to Castle Wolfenstein*. Splash Damage was also responsible for the free multiplayer add-on, *Enemy Territory*.

Since both Splash Damage and id Software liked the idea of a multiplayer-centric *Quake* universe game, a lot of ideas never used in *Enemy Territory* quickly found a home in the *Quake Wars* design document. Last year at E3 [Electronic Entertainment Expo] the first *Quake Wars* trailer was shown to

the public who responded most favourably. In fact, the crowds were ecstatic.

The first and most important aspect of *Quake Wars* is its technology. It’s based on the *Doom 3* engine, but not in the same way that *Quake 4* is. Gone are the dark, gloomy passages. Instead, players will battle it out across vast landscapes [though not on the same scale as *Battlefield 2*]. Programming guru, John Carmack, developed special technology for *Quake Wars* called MegaTexture, which allows the entire battlefield to be rendered un-tiled and unbroken right up to the horizon. MegaTexture, essentially a square-mile of terrain with inch-level detail, is a 32,000 by 32,000 pixel texture map. This texture map, weighing in at six gigs in its native format, is then compressed and used to define the various aspects of the terrain. How vehicles react to the terrain and its various surfaces is defined by MegaTexture. Wheel-based vehicles will realistically slide on gravel or wet roads, or yield better control on dry pavements – all thanks to the MegaTexture. Aesthetically MegaTexture also defines the flora on the landscape as well as other features.



There are no shared assets between Quake 4 and Quake Wars. Splash Damage has its own unique style for the Quake universe, as is especially evident in the character models. Every single character class has a unique model as well as highly detailed animations. When a character is prone, crouching or standing, it has a different animation for things like weapon switching, reloading, moving and shooting. Gone are the days when standing and shooting was only different from crouching and shooting in relation to how the legs looked. There is so much detail in the character models that when a player is moving forward and shooting, the animation is different to moving backwards and shooting. Despite being an FPS, Splash Damage is taking all the relevant detail and turning it up to eleven.

Another technology which Quake Wars is utilising is the new approach to networking, called "Area of Relevance." This is essentially a 'Level of Detail' approach to networking. The networking system will only transmit the data that is necessary based on the distance between players. This keeps the network stream efficient and allows the advanced physics more bandwidth.

As an example, the Area of Relevance networking won't transmit to another player how many grenades his team-mates have, unless the player gets close enough to be able to see the grenades on his team-mate's belt.

## THE SWEET SPOT

**B**EING A TEAM-VS-TEAM GAME, Splash Damage has balanced the gameplay for a 'sweet spot' it has perceived in multiplayer games – namely the 24 to 32 player mark. This doesn't mean that the game is limited to a maximum of 32 players. What it means is that the maps and design have all been designed with the 'sweet spot' in mind. This avoids the 'street brawl' chaos that usually ensues from larger online multiplayer games.

As in Enemy Territory, the Quake Wars maps are split across a campaign system. Each map is unique, with its own unique objectives and theme. The environments range from temperate to Arctic to arid with each map themed around its geographical location. A plot drives the players through this theme, retelling the story of the Strogg invading earth. The objectives keep



*This in-game screenshot shows off not only the visual fidelity of the game but also the stunning design and ferocity of the Strogg fighting force.*

things relevant, and the focus remains squarely on a specific frontline so that players always know where the action is taking place.

The focused fighting is made necessary by the node-based base capture system. As both the Strogg and GDF attempt to regain 'territory', they must first capture base X before base Y. This prevents the solo-runner aspect, leading instead to a focused front and a game where every player knows where they need to be [not unlike the Onslaught game-type from Unreal Tournament 2004].

As the campaign progresses, players are rewarded with both persistent character advancement and gameplay affecting rewards. The persistent advancement comes in the form of status rewards that tell other players just how good a player you are, how good a leader and so fourth. The gameplay affecting rewards only lasts as long as the campaign. Splash Damage founder and lead Quake Wars designer, Paul Wedgewood was adamant about not having serious character-changing rewards that are persistent.

"Persistent military ranks are a great idea, but giving someone an additional weapon is not necessarily a good idea as it isn't fair to other players playing on the same server," he said.

## THE FRONTLINES

**I**N THE HEAT OF battle, Quake Wars has a few tricks up its sleeve, as well as a healthy amount of hat-tipping to established conventions. On the GDF side, the ability to be deployed is a big factor in how the GDF combats the futuristic Strogg with more traditional military values. The Field Ops and Engineer classes do most of the deploying and can at almost any point of the map deploy useful weaponry and utilities such as radars, defence turrets, artillery, strategic missiles and air strikes. A soldier can mount his rifle or LAW rocket launcher on certain objects and allow other players to use them. Even players from other character classes can use these. The Ranger can disable or hack into the enemy's deployable while the Medic can set up supply stations.

To make this idea as well as general team management easier, the One-Touch context sensitive radio key augments the usual communication system. With the One-Touch you point and press, and depending on what's in your crosshairs at the time, it sends the appropriate order to the appropriate person on your fire team. It will be necessary to form fire teams to take full advantage of this system. If you look at an enemy inbound, hitting the One-Touch will send the appropriate 'Enemy Incoming!' message to anyone who needs to know. Looking at a Medic, the One-Touch will



request heal or re-supply, based on what you need most.

This system won't replace the conventional VoIP, but it will help speed things up. Quake Wars will also see the return of the much-loved 'V' chat system that featured in Enemy Territory.

In an odd but not entirely unmerited move, vehicles in Quake Wars are not seen as replacement for your avatar, but rather an extension of its abilities. Splash Damage wants to primarily keep the action on foot. The game has been designed so that while vehicles are powerful, they will require foot soldier support. For example, the Titan Tank is vulnerable to Strogg plasma grenades placed on it by Strogg soldiers. You also cannot complete an objective while in a vehicle. The vehicles themselves are cunningly detailed and functional - mirrors can be broken off, windows shattered and wheels punctured. The maps lend cover and concealment to certain types of vehicles. The Titan may find a ditch to hide in, with only the turret sticking out the top. Proper communication between the driver and turret operator can make the Titan a formidable weapon. To help communication between vehicle operators and gunners, there is a target nomination system that lets the driver paint targets that the gunners may not be aware of. Gunners will be alerted to the painted enemy positions and can react accordingly.

## CLASS ACT

**I**N OTHER GAMES WHERE you select a class, you are really just selecting a different weapon or bit of equipment. In Quake Wars, the emphasis is more on the Combat Role instead of the Class. When you pick a Role, you're getting different weapons and grenades and also different items, tools, special abilities and different rewards.

The Combat Roles are a part of the asymmetrical team design. As the Stroggs and GDF use different weapon types, different propulsions and so forth, care had to be taken to ensure that the teams were balanced in gameplay. The big problem Splash Damage initially had with the balance was that there was no mathematical way to balance the Strogg/Human elements.

Traditionally, if you had two weapons on two teams you could do a 'damage over time equation' and say: this weapon can fire 200 rounds a minute and do 10 damage, so if we have this one do 20 damage per shot and only fire 100 rounds per minute then we have an inherent balance between the two weapons [provided the clip and reload times are the same].

It was only with many hours of QA testing [Enemy Territory had over 10,000 hours of QA balance testing] that Splash Damage could give the two factions balance through more non-conventional means. One



*The GDF will have to rely on old-fashioned military know-how to defeat the advanced technology of the Strogg.*

*This screenshot shows how effective the Strogg Icarus can be, giving Strogg soldiers extended mobility.*

such method is the spawn timer. Players spawn together in waves. Both sides have slightly different re-spawn timers so as to make sure the two factions meet up in battle where the designers want them to.

The maps won't be symmetrical [often maps have an assault/defence layout], relying instead on clever design to balance the issues.


## SOLO ASSIGNMENT SYSTEM

**O**NLINE MULTIPLAYER GAMES SUCH as Enemy Territory and Battlefield 2 often confuse new players to the point of frustration. It is with this in mind that Splash Damage introduced the Solo Assignment System [SAS] in Quake Wars. The SAS system gives players specific assignments based on the player's experience and track record. These assignments are independent

from the overall map objectives and campaign, built to explain the game in practise. The SAS will explain to players what to do, where to go and what they'll get from completing the assignment.

## LET THE BATTLE BEGIN

**S**O FAR, IT SOUNDS good and looks very good. The inclusion of a map editor and campaign creator is sure to aid in longevity as well as bolster the community. Quake Wars has a lot going for it and almost nothing against it. Two unique factions, intelligent game design as well as stunning visuals may make this the most important multiplayer title of the year [or the next year, as no release date has been announced yet].



*While the Strogg may have superior technology, it can also work against them. The Strogg Hornet has a unique heat signature that ground-to-air missiles can easily lock-on.*

# MY PRECIOUS...

## YOU SHALL MASTER THE RACES OF MIDDLE-EARTH™



### THE LORD OF THE RINGS

## THE BATTLE FOR MIDDLE-EARTH II



Johannesburg +27 11 466 0038  
 Cape Town +27 21 551 4411  
[www.frontosa.co.za](http://www.frontosa.co.za)  
[www.zboard.com](http://www.zboard.com)



© Ideazon, Inc. 2006. All Rights Reserved. Ideazon and Zboard are owned and registered by Ideazon, Inc. US and other patent pending. The Lord of the Rings, The Battle for Middle-earth II computer game © 2006 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All "The Lord of the Rings" related content other than content from the New Line Cinema trilogy of "The Lord of the Rings" films © 2006 The Saul Zaentz Company d/b/a Tolkien Enterprises ("SZC"). All Rights Reserved. All content from "The Lord of the Rings" film trilogy © MMVI New Line Productions Inc. All Rights Reserved. "The Lord of the Rings" and the names of the characters, items, events and places therein are trademarks or registered trademarks of SZC under license. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.



**YOUR MOST LETHAL WEAPON**

# STROGG

A barbaric race of alien cyborgs travelling the universe, killing or capturing any living organism in their path.

The Strogg approach to warfare is very different to the human GDF's. They primarily use directed-energy weapons, gravity manipulation and cybernetically augmented command and communications technology. Their Combat Roles not only look different from their GDF counterparts, but play very differently too. The Strogg can utilise remote-control drones as well as a greater array of area-effect and damage-over-time capabilities. Their weaponry even includes early prototypes of the Rail Gun, Lighting Gun and Hyperblaster.

## COMBAT ROLES

### Oppressor [Fire Support]

**PRIMARY WEAPON:** Lightning Pistol

The Oppressor is the main unit for keeping the GDF at bay. An Oppressor controls artillery 'deployables' such as plasma mortar, rail howitzer and orbital attacks. These can be used to direct fire against adjacent enemy territory.

### Infiltrator [Stealth, Recon]

**PRIMARY WEAPONS:** Railgun, Bioelectric Pinch Bomb

A subdued fallen soldier is a useful tool for the Infiltrator. He can transfer his essence into the captured body and sneak behind enemy lines. The only way to identify a 'stroggified' soldier is to look for small details such as slight cybernetics or battle wounds.

### Tank [Assault]

**PRIMARY WEAPONS:** Hyperblaster, Orb Weapon

The Tank is a remote controlled drone used for limited scouting and support. This Combat Role forms the bulk of a Strogg attack.

### Constructor [Support, Defence]

**PRIMARY WEAPONS:** Nail Gun, EMP

This Combat Role can construct and repair vehicles and objective points. It can also deploy turrets. The Constructor has a tiny sentient AI controlled repair drone that is linked to him, but if they move too far apart the drone powers down.

### Meditek [Support]

**PRIMARY WEAPONS:** Siphon

This grotesque Combat Role can siphon 'Stroyent' [Strogg Health] from dead GDF soldiers. This can then be redistributed to other Stroggs. The Meditek can drop Stroyen Packs [health] as well as turn a dead GDF soldier into a spawn host for the next Strogg waiting to spawn.

## VEHICLES

### Icarus Hover Pack

Using its advanced anti-gravity technology, the Icarus allows Strogg soldiers to jet short distances, either for quickly closing the gap on the enemy or leaping over defences.

### Goliath Heavy Walker

The most powerful Strogg vehicle, the Goliath is a huge powerful walking turret that carries one cannon operator and one driver.

### Hog Truck

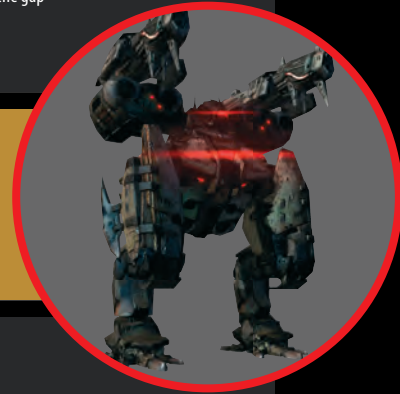
Used for swift recon, the Hog has a powerful ramming attack that is devastating against foot soldiers and a nuisance to heavier vehicles.

### Desecrator Hovortank

This hover tank can cross every type of terrain and carries a driver, a gunner and a cannon operator.

### Hornet Flyer

Using advanced anti-gravity thrusters to carry one pilot and one gunner, the Hornet is more manoeuvrable than the Gyrocopter, but is very vulnerable to heat-seeking missiles.



FROM LEFT TO RIGHT: Meditek, Oppressor, Infiltrator, Tank, Constructor







# THE 2006 RECTRON ELECTRONIC SPORTS WORLD CUP SOUTH AFRICA

27th - 30th April at The Carousel

Counter-Strike 1.6 , Quake 4 , Warcraft III , Gran Turismo 4 - (PS2)



ELECTRONIC SPORTS  
WORLD CUP



The 4th Electronic Sports World Cup (ESWC) is set to take place at Paris Bercy From 27 June to 2 July, 2006

for more info or to register go to [www.arena77.com](http://www.arena77.com) register early to avoid disappointment

# GLOBAL DEFENCE FORCE

Paramilitary rapid-reaction force formed from members of the various national armies and relief agencies.

Tired and stretched thin, but still holding strong, the Global Defence Force has seen its fair share of battle. This is evident by its weapons and equipment, looking damaged and worn. The GDF employs standard military tactics, recognisable despite the advanced technology expected 50 years into the future.

## COMBAT ROLES

### Ranger [Stealth Recon]

**PRIMARY WEAPONS:** Sniper Rifle, Smoke Grenades

The Ranger can hack into and disable enemy radar and defence turrets using his PDA. Stealth comes in the form of camouflage, allowing the Ranger to seek out and report back on Strogg movements without being caught.

### Field Ops [Fire Support]

**PRIMARY WEAPON:** N5 Machine Pistol

While not a combat-heavy class, the Field Ops can call in heavy firepower - much like the Commander in Battlefield 2.

### Engineer [Support, Defence]

**PRIMARY WEAPON:** N22 Shotgun

As with any military force you need your engineers. GDF engineers can repair vehicles and objective points and deploy radar and defence turrets. They can also place landmines and proximity traps.

### Soldier [General Assault]

**PRIMARY WEAPONS:** Machine Gun and LAW Rocket Launcher

The bulk of the GDF front, the Soldier can combine his Machine Gun and LAW to create a mounted machine gun for other classes to use.

### Medic [Support]

**PRIMARY WEAPONS:** N80 Assault Rifle

Not only a healer but the Medic can add a scope or grenade launcher to a soldier's gun. He can also drop Health Packs and revive other soldiers with the defibrillator.

FROM LEFT TO RIGHT: *Engineer, Soldier, Field Ops, Medic, Ranger*

## VEHICLES

### Trojan APC

For getting soldiers in [or out] of battle fast, the Trojan is the ideal solution. Heavily armoured, this vehicle can carry up to five soldiers, re-supply nearby units and is also amphibious.



### Husky Quad Bike

For quick recon or hit-and-run attacks, the Husky is a one-soldier vehicle capable of extremely high speeds and good terrain manoeuvrability.

### Titan Tank

The steadfast core of the GDF vehicle range, the Titan carries a driver, a gunner and a cannon operator. The barrel has a boost mechanism for quick angle adjustments, especially for targets that appear behind the Titan.



### Anasi Gyrocopter

One of the more advanced vehicles in the GDF arsenal, the Anasi is a helicopter without a rotor. It handles like a helicopter or like a jet, due to its VTOL [Vertical Take Off and Landing] capabilities and high-speed afterburner. The Anasi is capable of reverse loops and barrel rolls.

### Badger Truck

A more traditional earth vehicle, the Badger carries a driver, a gunner and a passenger. The driver can easily paint targets for the gunner to fire upon.



**GEAR UP  
YOUR GRAPHICS  
EXPERIENCE**

# WinFast® PX7300 GS TDH

## Winfast PX7300 GS - supporting 512MB

- NVIDIA GeForce 7300GS GPU
- 550Mhz/810Mhz Ultra high speed power
- On board 128/256MB 64bit high speed DDR2 memory supporting 512MB (minimum system memory requirement 1G)
- Supports Microsoft DirectX 9.0c and OpenGL2.0
- HDTV out + DVI-D + VGA
- Supports CineFX™ 4.0 engine & UltraShadow II Technology
- Supports Intellisample™ 4.0 technology
- NVIDIA® nView® multi-display



## WinFast PX6600GT 128 / TDH



- Microsoft® DirectX® 9.0c Shader Model 3.0 Support
- Supports CineFX™ 4.0 engine & UltraShadow II Technology
- Supports Intellisample™ 4.0 technology
- Integrated HDTV encoder
- 128/256MB DDR2 Memory on Board
- NVIDIA® nView® multi-display technology
- NVIDIA® PureVideo™ technology

### PX6600GT TDH

- 500Mhz/550Mhz Ultra high speed power
- 128MB/128bit high speed DDR3 memory
- HDTV out + DVI-I + VGA

## WinFast PX6600TD256 DDR2 / PX6600 TD



- 256MB DDR2 Memory on Board
- Features "The Power of 3" Standard
- NVIDIA® UltraShadow II Technology Ready
- Home Theater Video Quality
- Leadtek Ultra Cooling System
- Home Theater Video Quality
- NVIDIA SLI Multi-GPU Ready

### PX6600 TD

- 300Mhz/666Mhz Ultra high speed power
- 256MB/128bit high speed DDR2 memory
- VIVO with HDTV out + Dual DVI-I

## WinFast PX7800 GTX TDH MyVIVO Extreme



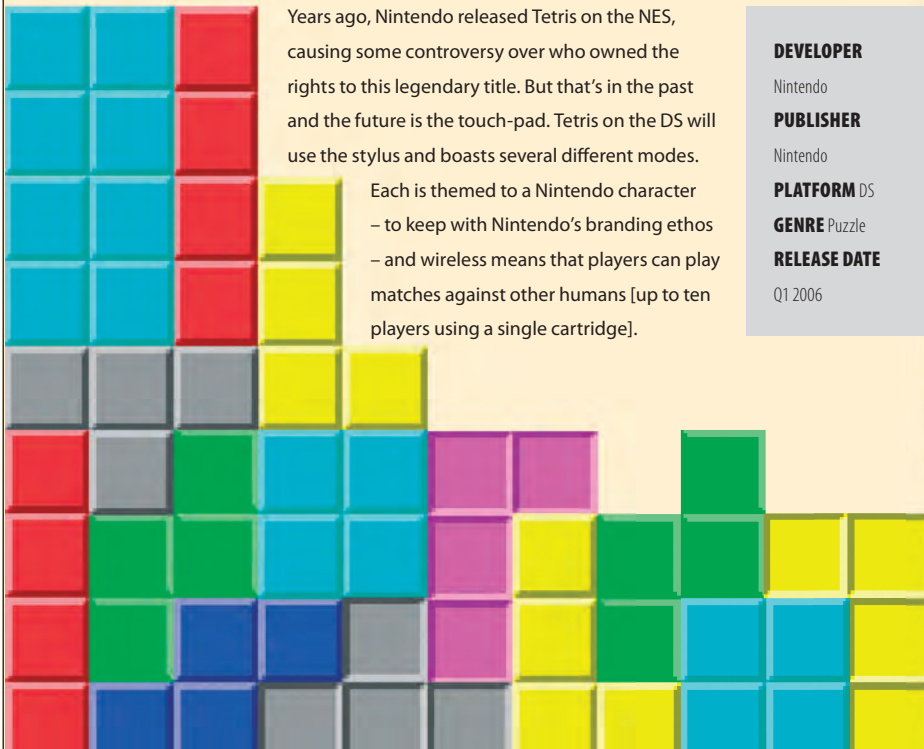
- Shader Model 3.0 technology with Longhorn support
- NVIDIA® SLI™ technology
- CineFX™ 4.0 engine
- UltraShadow II Technology
- Intellisample™ 4.0 technology
- HDTV support + MyVIVO function
- Hottest game bundle: Splinter Cell® Chaos Theory™, Prince of Persia: Warrior Within™
- Popular Software Bundle:
- 490Mhz/625Mhz Ultra high speed power
- 256MB/128bit high speed DDR3 memory
- HDTV out + DVI-I + VGA

# PREVIEWS

**Q**UAKE WARS, THE FUTURISTIC successor to Enemy Territories, might have forgone the World War II setting for a place where Quake marines and monsters duke it out for dominance. But the developers are planning much more than a sequel. It's about rewriting how multiplayer war games work and it looks miles better than the lacklustre Quake 4. The previews section is also beefed up with more 360 titles. Behold the eye-watering screens that will become standard as HD gaming starts growing larger. And we welcome back the half-page preview, giving you briefs on the smaller titles heading to a store near you soon.



# TETRIS DS



Years ago, Nintendo released Tetris on the NES, causing some controversy over who owned the rights to this legendary title. But that's in the past and the future is the touch-pad. Tetris on the DS will use the stylus and boasts several different modes.

Each is themed to a Nintendo character – to keep with Nintendo's branding ethos – and wireless means that players can play matches against other humans [up to ten players using a single cartridge].

#### DEVELOPER

Nintendo

#### PUBLISHER

Nintendo

#### PLATFORM

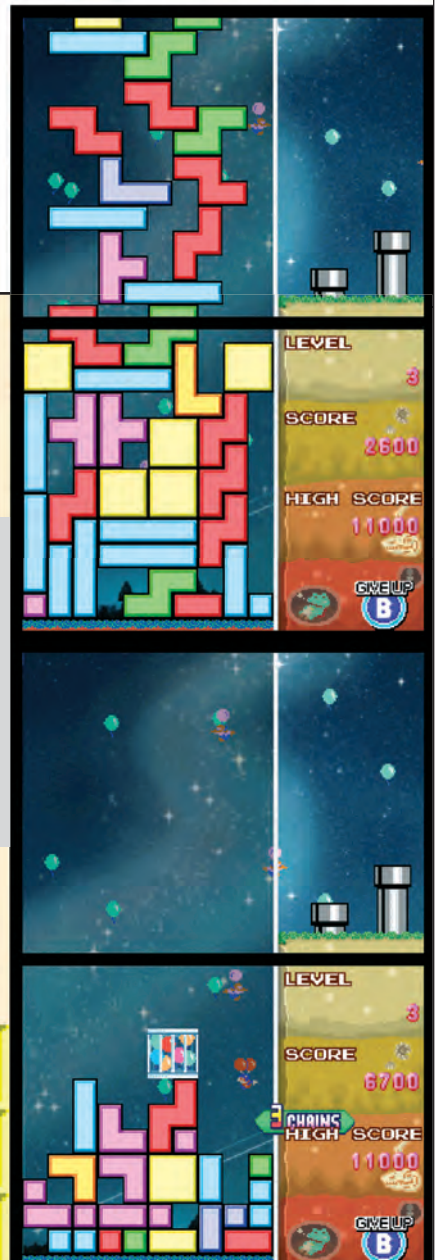
DS

#### GENRE

Puzzle

#### RELEASE DATE

Q1 2006



**DEVELOPER** THQ Wireless  
**PUBLISHER** THQ Wireless  
**PLATFORM** Mobile  
**GENRE** Action  
**RELEASE DATE** TBA

## LEGO STAR WARS MOBILE

Lego Star Wars was a pleasant surprise last year. A title aimed at younger gamers quickly became a favourite amongst all ages thanks to addictive and simple gameplay, along with the cutesy charm of Lego bricks and easy drop-in multiplayer gameplay. Even Jar-Jar was likable, so the mobile version of the game has our attention. While you shouldn't expect any dynamic multiplayer, if the mobile version embraces the fluid and easy styling of the larger versions, this will be a hit.



**DEVELOPER** Bandai  
**PUBLISHER** Atari  
**PLATFORM** DS  
**GENRE** Puzzle  
**RELEASE DATE** April 2006

### TAMAGOTCHI CONNEXION CORNER SHOP

The Tamagotchi never died, it went to the DS. In this game, players will help 'popular' characters from the Tamagotchi world set up a shop. Choose from several options like a bakery, a dentist's office or a flower shop, and then help customers by playing a variety of mini-games suited to each store. Play well and receive more money, which goes towards more features, decorating the shop and eventually reaching the goal of becoming a 'Royal' shop. We hate to say it, but this sounds like fun.



**DEVELOPER**  
Kojima Productions  
**PUBLISHER** Konami  
**PLATFORM** PSP  
**GENRE** Digital comic  
**RELEASE DATE** TBA

### METAL GEAR SOLID DIGITAL COMIC

Yes, a digital comic. The PSP is now officially moving beyond its role as a gaming device, though this is still a gaming product. The Metal Gear Solid Digital Comic [working title] is based on the existing MGS comic series, except now readers have the added benefits of music, sound, visual effects and other surprises. Images can also be zoomed into. Konami refers to this as an MGS Bible. We doubt that, but it will be a nice addition to any MGS fan's library.



**DEVELOPER** Dreamcatcher  
**PUBLISHER** Dreamcatcher  
**PLATFORM** Xbox, PC  
**GENRE** Racing  
**RELEASE DATE** Q2 2006

### FUEL

Here's something for racing fanatics: water-sport, ATV and off-road, all in one game. Fuel, spanning 70 tracks, takes players all over the world - from the deserts of Morocco to the blue seas of the Caribbean and snowy mountains in the northern hemisphere. Master the 35 vehicles and literally drive anywhere to win a race. Points are even awarded for crashing into opponents and through obstacles. These games can be tricky and a lot of them fall flat on their faces. Fuel is quite ambitious, especially since water-sport racers haven't really cracked the gaming market yet. But no one denies themselves the chance for some insane off-road action.



**DEVELOPER** Vivendi  
**PUBLISHER** Vivendi  
**PLATFORM** PC  
**GENRE** Tactical Shooter  
**RELEASE DATE** Q1 2006

### SWAT 4 - THE STETCHKOV SYNDICATE

The SWAT universe lives on in this expansion. Drugs and weapons are becoming more common on the streets and the newly arrived Stetchkov Syndicate is behind everything. Using SWAT tactics over seven levels, players need to stop this menace. New features include a hold command, allowing players to stack commands in single-player which are only executed when the squad leader gives the word. More weapons, a new multiplayer mode and ten player co-op are other new additions. Tactical shooter fans are definitely in for a treat, though seven levels sound a bit lacklustre.





# BLAZING ANGELS: SQUADRONS OF WWII

## VITAL INFO

### Platforms

PC, Xbox

### Developer

Ubisoft Romania

### Publisher

Ubisoft

### Supplier

MegaRom [011] 234 2680

### Genre

Simulator

### Release Date

March 30, 2006

**G**ENERALLY SPEAKING, MOST GAMERS have had it 'up to here' with World War II based First Person Shooters. Granted, games such as Call of Duty 2 are leading the renewed charge with gusto and vibrancy, but on the whole it's the same tale eternally retold.

"So let's take it to the air," Ubisoft must have thought. "The ground is covered and other games are handling the First Person Shooter segment of the WWII market just fine," they probably mused.

Blazing Angels: Squadrons of WWII is an action-packed flight

combat game set in the skies of World War II. Over 38 airborne missions sprawl out into an epic single-player experience, or so the press release would have us believe. Aside from the luscious visuals apparent in the screenshots, Blazing Angels features innovative squadron-based combat. Each wingman has his own artificial intelligence with a specialised skill-set to be used to the player's advantage. Progression through the campaign will evolve the player along with his/her wingmen, eventually becoming an ace fighting force.

World War II settings such as England, Germany, France,



Morocco, Pearl Harbour, Midway and Tokyo are accurately recreated. Pilots will fly in close to Germany's industrial terrain for a bombing raid or emerge from the fog and cloud cover over London to engage the enemy. It all looks good so far, though little has been announced about the actual play dynamics aside from the squadron element.

Naturally, the Xbox and 360 lend themselves towards online play via Live, something Blazing Angels is not ignoring. Up to 16 players can engage in head-to-head dogfights online, or team up for cooperative play between squadrons. There

will also be around ten missions that can be attempted cooperatively.

So far, Blazing Angels sounds good and definitely looks good. The detail of the cityscapes is nothing short of awe-inspiring, while the promise of a highly cinematic bombing dive into a flak-filled sky is as alluring as it gets. With any luck, Blazing Angels will take its inspiration for its flight dynamics more from the arcade-style Crimson Skies and less from the simulator IL-2 Sturmovik. Who needs technicality to get in the way of a good dogfight after all? **NAG**

*Fly over Berlin, London and Tokyo with exceptional detail. Even the Xbox version looks great.*



### VITAL INFO

#### Platforms

360

#### Developer

Yuke's Media Creations

#### Publisher

Konami

#### Supplier

TBA

#### Genre

Wrestling

#### Release Date

Q2 2006

# RUMBLE ROSES XX

**L**OWEST COMMON DENOMINATOR' IS an interesting concept. Critics and puritans reel at the very thought, but it's the driving force behind a lot of pop culture, mainly because the masses will buy rubbish if it's shiny. As such, Rumble Roses quickly got lumped into the genre, written off as an exploitative wrestling game that was really just an excuse to see stunning virtual women in skimpy outfits wrestle each other. The mud wrestling mode alone confirmed that and even producer Akari Uchida joked about this. After showing the game video at Konami's LA conference two years ago, he simply looked at the crowd of journalists and asked: "Any questions?"

But Rumble Roses also proved to be a strong wrestling game, a genre that is insanely popular even though few of the titles really push the gameplay element. With the power of the Toukon Retsuden engine behind it, the game was solid but lacked gameplay modes. All this is being corrected in Rumble Roses XX, the first next-gen wrestling game and a title that will set a benchmark for future wrestling titles.

Graphically the game is apparently stunning, taking detail to the next level. With vibrant crowds, rich locations and lots of background touches, entering a wrestling arena is larger than life. The wrestlers [forty of them] compliment this with highly detailed models and fluid animations. Players can also customise respective wrestlers - not only their outfits but even their physical bodies. So if you really want to perv, you can enhance a wrestler to have huge breasts. But this objectification comes at a price, as a wrestler's physical appearance affects her performance in the ring.

The main problem with the first game was a lack of modes. Yuke's Media Creations took note, thus XX has quite a lot to

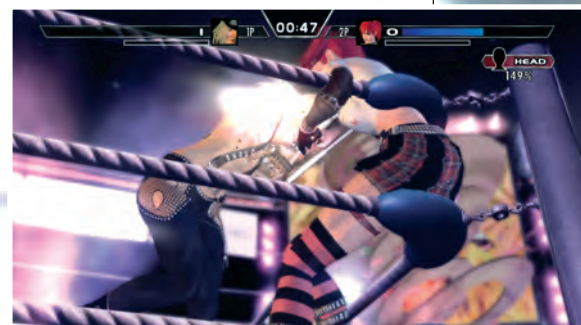
offer. Apart from normal one-on-one matches, tag teams are more dynamic as well. The relationship between two wrestlers determines if your partner will help you or screw you over in a match, as seen on TV! Street fighting also debuts, leaning the game more towards Dead or Alive - an influence Uchida readily admits [or at least jokes about]. This transforms the game more into a brawler, something wrestling fans might frown upon. Then there's Pure Humiliation Mode, where a wrestler can only be taken out with an H move, and Queen's Match where the loser has to take part in a predetermined penalty activity. Finally, handicap matches are also more prolific and mini Royal Rumble events have been added.

All of these modes will have Live support, so building a custom wrestler for online matches will be a big appeal. Each wrestler has face, heel and superstar personalities, once again pointing to much more depth than in the first game. And for the voyeurs there is a photo shoot mode - the pictures can be uploaded to Live for bragging rights.

It's still a sexist, exploitive game that few male gamers will want to play in front of women anywhere. Suffice to say it might be a good idea to not let your girlfriend know you own this [and if you're single, not to let anyone know at all]. But Yuke developed a solid wrestling game in the original game and XX wants to pick up the wanting bits that Rumble Roses was criticised for. The heavy customisation of wrestlers, plus the added dynamics of personalities and team relationships will bring an interesting aspect to the gameplay. Hopefully these changes make enough of an impact for THQ to take some notes for its next WWE game. **NAG**







*Don't let your mom,  
wife or girlfriend know  
about Rumble Roses  
XX, unless they love  
wrestling titles*

**VITAL INFO**

■ Platforms



■ Developer

Polyphony Digital

■ Publisher

SCEI

■ Supplier

Ster Kinekor Games

[011] 445 7900

■ Genre

Simulator

■ Release Date

TBA



*Detailed environments, detailed bikers, detailed parts*

# TOURIST TROPHY: THE REAL RIDING SIMULATOR



**P**OLYPHONY MAY NOT BE the most widely known developer, but it's certainly one of the most well-known in racing circles. With Gran Turismo Polyphony developed a strong following, enough perhaps to merit this risky foray into the two-wheeled racing genre.

It's painfully apparent that Tourist Trophy borrows quite a bit from the Gran Turismo formula. The game is split between arcade- and career-based halves, each of which pits you against a number of licenses to obtain. There are around 80 bikes [mostly of Japanese heritage] to unlock and race on the game's expected 35 circuits. An in-depth upgrade system is in place, along with the ability to customise your rider's safety gear with real world examples from the expected major manufacturers.

The dynamic is intricate - the complexity of racing on a motorbike comes from the tenuous rider input of weight distribution. Polyphony seems unfazed by the challenge it has given itself and based on our own hands-on experience, seems perfectly capable of achieving what it set out to do.

# Thermaltake PowerSupply Range



**COREX**

IT DISTRIBUTION DYNAMICS

Tel: +27 11 707 5000 / Fax: +27 11 707 5050 / www.corex.co.za



**PurePower TWV500W Series**  
ATX 12V 2.0  
W0057 + Active PFC



- Modularized Cable Management design eliminate clutter and improve airflow inside the case
- Compliant with ATX 12V 2.0 version
- Dual PCI-Express connectors, 4 SATA connectors, and nine 4-pin power connectors
- Dual PCI-E Connectors- Nvidia SLI (Scalable Link Interface) Compliant
- Active PFC, increased energy efficiency, reduced current load on AC delivery systems, and improved output voltage stability
- 5.25" Drive Bay embedded a Total Watts Meter Module to read power consumption
- Fan Speed Controller (Connect to 5.25" drive bay connect to 2 channels.)
- Protections against Over voltage, Short-Circuit, Over-current, Overload, and Over-temperature
- Safety / EMI Approvals: CB,CE, FCC, UL, CUL, TUV certification



**Embedded Socket and Modularized Cable Management**



Embedded Socket and Modularized Cable Management



**PurePower W0049**  
680W ATX 12V 2.2  
Plus EPS



Front Fan:  
80 x 80 x 25 mm

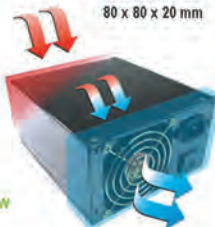


Back Fan:  
80 x 80 x 20 mm

- Complies with SSI EPS 12V & ATX 12V 2.2 version
- Dual PCI Express, 4 S-ATA connectors and ten 4-pin power connectors
- High efficiency (80%) with 0.99 Active Power Factor value
- Separate 12V rails provides powerful 52A for PC system
- PCI Express, SLI, Cross-Fire, and dual-core CPU ready
- Mirror Effect Casing
- High efficient with dual fans for lowest noise
- Gold-plated connectors for better conductivity
- Protections against Over voltage, Under Voltage, Short-Circuit, Over-current, Overload, and Over-temperature
- Safety / EMI Approvals: CB,CE, FCC, UL, CUL, TUV certification

Compliant with SSI EPS 12V and ATX 12V 2.2 version

**Dual fan Design-Optimum Air Flow**



**EPS Structure Hyper Performance**



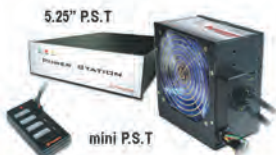
**Silent PurePower W0019 + Active PFC, 430W, ATX 12V 2.0**

- Plus total Watt viewer
- Transparent X-type side window and replaceable X-type side panel : EMI test passed
- Dual colorful LED: 7colors flash
- X-blower with the embedded VR function to change the fan speed
- Intelligent Cable Management



**Silent PurePower 430W, ATX 12V 2.0 + PFC function - W0053**

- Plus total Watt viewer
- Compliant with ATX 12V 2.0 Version
- Support PCI-Express graphic card by 6-pin connector
- Blue LED 12cm Fan
- Fan Speed Controller
- Protections against Over voltage, Short-Circuit, Over-current, Overload, and Over-temperature.



**Silent PurePower PST520W, ATX 12V 2.0 - W0073**

- Allows you to arrange cables easier and smarter.
- 5.25 P.S.T fits any 5.25 driver bay
- Mini P.S.T offers convenient output for devices and accessories at various location.
- Rubber Sleeved Cable increase air flow and decrease clutter inside the chassis.



**ToughPower w/ PFC (for 230V only) W0096**

- Tough Atomic energy - Build for the Xtreme
- Complies with ATX 12V 2.0 version
- SLI, Cross-Fire + Dual Core CPU ready
- High reliability: MTBF>120,000 hours
- Mirror effect housing and reliable 12cm ball-bearing fan



JHB: Budget 011 794 4450, S & Y Suppliers CC 011 854 6534, Compizone Computer 011 869 8699, Puma Technologies 011 466 4060, HES Comp. 011 391 1296, Multi digit trading 011 467 7578, Paragon Computers 011 764-3000, ZAPS 011 789 9747, Edenvale Computers 011 453 4422, Blair Rock Trading 011 6461166, HSN Sol 011 826 4555, Dolphin SA Holdings 011 869 3750, Bedfordview: Cyber orange information 011 615 3175, Linbro Frontier Electronics 011 608 1809, Potchefstroom: Bluetek Computer 018 297 0164, Sasolburg: Mobile Comp Tech 016 976 1199, MAINSYS 016 4540168, Deals 4 U Eighteen 016 9313609, Roodepoort: CTT Computers 011 472 3249, Pretoria: JUMBOLINK 012 5463737, Computer House 012 654 8006, Starplex 191. 012 548 2457, ECOMP. 012 3624366, Ouka Technology 012 548 1773, 786 COMP Whole. 012 660 3714, ASG Computers 012 9757 521, HOME PC 012 546 7156, East London: PE Technologies 043 721 0738, Border Technologies 043 721 1390, Rustenburg: Manie Maritz Software 014 592 8279, PC Worx 014 537 3722, Lydenburg: 4U Comp & Stationers 013 235 1486, Klerksdorp: Omni-Comp 018 4688881, Other: Digital Planet 0861 114154, The C Shop 004 884 0022



The level of realism in Tourist Trophy is commendable yet not unexpected. Independent front and rear brakes complicate an already complex pyramid of elements such as the ability to bring the rider's chest down to the petrol tank for drag-free high-speed racing. You can also select one of three preset 'riding forms' which affect the bike's centre of gravity. You can also fine-tune up to eight parameters such as seating position, waist offset and knee/arm angles.

Racing around the high-fidelity Gran Turismo quality tracks reveals a few problems from the onset. The sense of speed doesn't seem quite there yet, while a head-on impact with a barrier refuses to send the rider over the handlebars. All other types of impacts, however, such as loss of speed or bike on bike collisions is modelled painfully accurately.

Due to the sheer level of detail, the rider limit per track seems capped at four, but there is still time before release and thus time for tweaking. The main man behind Tourist Trophy is Takamasa Shichisawa, a man as passionate about motorbikes as Polyphony head Kazunori Yamauchi is about cars. Yamauchi, who is revered among Gran Turismo fans, admits he doesn't know much about motorbike racing, so he is handing the reigns of this title over to Shichisawa. In contrast, Shichisawa has been racing bikes at clubman level for over a decade and was the one to suggest the idea of Tourist Trophy to his superior.

Almost overlooked but thoroughly enjoyed once discovered, is the Dive Mode replay system. Essentially it's no different from the regular replay mode

which mimics the traditional camera angles of the racing ilk. The difference however, is in the tactical application of colour schemes and motion blur that Dive Mode applies. It's invigorating to watch yourself careen around the track in this highly presentable mode.

Naturally, the Photo Mode has made its transcendence along with most of the Gran Turismo systems. You can freeze a frame from a race replay, take a snapshot and then send it either to your memory card or even a USB storage device.

Tourist Trophy lacks a release date thus far, but seems to have everything in place for a solid release and dedicated following. **NAG**

*From the makers of Gran Turismo comes Tourist Trophy. Replace the cars, with bikes*



# GET MORE FOR LESS!

## Basic Hosting

**R9.99pm**

- No set-up fee
- Un-metered bandwidth
- 5 MB disk space
- 5 mailboxes
- Formmail script
- PHP
- FrontPage server extensions
- 1 Database (MySQL or Postgres)
- Control panel
- Virus scanning
- Spam filtering (SpamAssassin)

## Standard Hosting

**R39.99pm**

- No set-up fee
- Un-metered bandwidth
- 30 MB disk space
- 15 mailboxes
- 15 auto-responders
- Formmail script
- PHP
- FrontPage server extensions
- 1 Database (MySQL or Postgres)
- Control panel
- Virus scanning
- Spam filtering (SpamAssassin)

## Power Hosting

**R69.99pm**

- No set-up fee
- Un-metered bandwidth
- 175 MB disk space
- 30 mailboxes
- 30 auto-responders
- 30 email redirects
- Formmail script
- PHP
- FrontPage server extensions
- 1 Database (MySQL or Postgres)
- Control panel
- Virus scanning
- Spam filtering (SpamAssassin)
- Webmail

## Extreme Hosting

**R199.99pm**

- No set-up fee
- Un-metered bandwidth
- 1000 MB disk space
- 200 mailboxes
- 200 auto-responders
- 200 email redirects
- Formmail script
- PHP
- SSI
- FrontPage server extensions
- 5 Databases (MySQL or Postgres)
- Control panel
- Virus scanning
- Spam filtering (SpamAssassin)
- Webstats
- Webmail
- Custom error documents
- 100 Group mails
- Site builder
- 10 Sub domains
- Application vault
- JSP / Tomcat 4

## Ultra Hosting

**R149.99pm**

- No set-up fee
- Un-metered bandwidth
- 550 MB disk space
- 100 mailboxes
- 100 auto-responders
- 100 email redirects
- Formmail script
- PHP
- SSI
- FrontPage server extensions
- 2 Databases (MySQL or Postgres)
- Control panel
- Virus scanning
- Spam filtering (SpamAssassin)
- Webstats
- Webmail
- Custom error documents
- 50 Group mails
- Site builder
- 2 Sub domains

## Mega Hosting

**R99.99pm**

- No set-up fee
- Un-metered bandwidth
- 350 MB disk space
- 75 mailboxes
- 75 auto-responders
- 75 email redirects
- Formmail script
- PHP
- SSI
- FrontPage server extensions
- 1 Database (MySQL or Postgres)
- Control panel
- Virus scanning
- Spam filtering (SpamAssassin)
- Webstats
- Webmail
- Custom error documents
- 25 Group mails

**host4africa.com**

contact us: [sasales@host4africa.com](mailto:sasales@host4africa.com)

Collection fee of R4.50 applicable. Billing in advance monthly, quarterly or annually via debit order. Subject to Terms & Conditions. EO&E.

VITAL INFO

Platforms



Developer

Guerrilla

Publisher

SCEE

Supplier

Ster Kinekor Games

[011] 445 7900

Genre

Action

Release Date

2<sup>nd</sup> half 2006

Firstlook



# KILLZONE LIBERATION

Thank God this isn't a first-person shooter on the PSP. The Killzone war lives on...

THE PSP IS GAINING a characteristic not seen with other handhelds: a plethora of titles that originated on the PlayStation 1 and 2. Nintendo's handhelds also benefited from franchises spawned on bigger machines, but nothing matches the extent of porting for the PSP. Thankfully, because of several differences between the PSP and its larger brethren, the titles rarely are straight ports or even the

same game. But they act as extensions to the game world. Metal Gear AcId brought a new side to the Metal Gear universe, while GTA: Liberty City Stories tailored the GTA world to work better on the PSP with shorter missions and rethinking the control scheme.

Then there are the more radical departures. Killzone Liberation reminds us of Duke Nukem: Manhattan Project. True, Duke had his origins in side-scrolling platformers, but it's still striking when a game best known in its first-person goes for 3<sup>rd</sup> person-specific gameplay. Developer Guerrilla seems to understand that first-

person games just don't work that well on Sony's portable, thus in Liberation players adopt a third-person POV when fighting the Hellghast.

Templar is back to fight the masked forces of the Hellghast, this time in Southern Vektra. The Hellghast general, Metrac, has foregone the rules of war, "... employing brutal measures to take the initiative." This involves hostages, thus Templar's mission will be to rescue hostages and stop Metrac's brutal actions in a series of black ops missions.

The visual quality looks good, but there's little doubt of Guerrilla's ability of delivering solid graphics. Killzone's problem, though, was with its heavy reliance on scripting, which interrupted the action and left it lacking compared to the likes of Halo. But Liberation is gearing towards more solid combat, which will definitely expand the appeal of the series [considering the rocket launcher in some of the screenshots, we have our doubts that this will be a stealth game]. No other details have been released yet, such as the number of levels or weapon types, but expect a lot of familiar elements from the original game. Since Killzone on the PS3 is a while off and another chapter isn't due on the PS2, the PSP is the obvious place to keep things going. Since this announcement is still hot off the press, a clearer picture of Liberation's potential will only emerge closer to E3, where the title will undoubtedly be on display and probably be playable. **NAG**



Durban  
Ph 031 277 2000  
info.dbn@itintellect.com

Bryanston  
Ph 0861 484 484  
info.gp@itintellect.com

Cape Town  
Ph 021 421 8555  
info.ct@itintellect.com

Richards Bay  
Ph 035 789 3115  
info.rb@itintellect.com

Pietermaritzburg  
Ph 033 386 6057  
info.pmb@itintellect.com

Bloemfontein  
Ph 051 447 3635  
info.bfm@itintellect.com

www.itintellect.com

www.itintellect.com

# DON'T PLAY GAMES...

**B A : DEGREE IN GAME DESIGN**

**B S C : DEGREE IN GAME PROGRAMMING**

**N C I T : NATIONAL CERTIFICATE IN INFORMATION TECHNOLOGY**

**i.t. intellect**  
**COMPUTER TRAINING SOLUTIONS**

**VITAL INFO**

- Platforms  
PS2 XBOX
- Developer  
Reflections
- Publisher  
Atari
- Supplier  
WWE [011] 462 0150
- Genre  
Racing/Action
- Release Date  
March 2006



# DRIVER: PARALLEL LINES

**T**HE DRIVER SERIES MAKES us very sad. The first game was ground-breaking – by far the most original racing action title developed in recent years. There are other examples of great racers, but nothing quite matched Driver’s urban antics. The subsequent games didn’t make the cut and culminated in the awful Driv3r, a horrid attempt to cash in on the GTA fan base. It was shoddy and lacked the reason for playing a Driver title. Nonetheless it did well, and the Driver franchise remains a strong one in the Atari stable, so a sequel was to be expected. Will they get it right?

Parallel Lines breaks tradition with the series, this time handing players the role of a criminal. TK is a hotshot 18-year-old driving prodigy who is doing well as a getaway driver in 1970s New York. His reputation precedes him, so much so that it lands him a part in a major score against a noted crime lord. But things go wrong and TK is double-crossed, landing him in jail for 28 years. When he is released in 2006, he sets out for revenge.

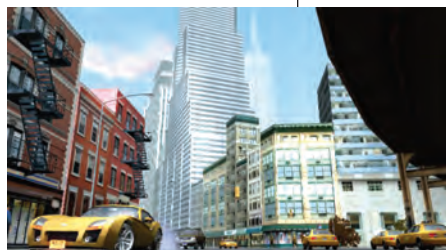
That’s not the intro plot, though, but the game story. Parallel Lines plays over both eras, starting in the 70s which represent the first half of the game. Reflections said it wanted to return to what made the series great – driving. Muscle cars make up a big part of Driver’s appeal, so 70s metal

juggernauts will be most welcome. Still, the developer can’t get that GTA bug out of its system, thus Parallel Lines will also feature character control complete with a large arsenal of weapons.

But driving will be the core focus. Over 80 cars are available between the two time lines and no load times will compliment the sandbox mode that the game series has adapted. Essentially Driver is pushing more towards its GTA ambitions, but with more focus on the driving aspect. GTA is a great game, but nothing matches tearing down a street in Driver. Apart from 35 storyline missions, mini-games and missions will also be scattered across NYC, including chases with local law enforcement.

Driv3r sold well, but it sucked. It’s disappointing that Reflections still doesn’t realise that players don’t want another GTA, they want a better Driver. Stealing ideas from Rockstar isn’t likely to make the series more prolific, but that said, at least it could be fun. Let’s hope so. Parallel Lines is Driver’s last chance with fans who haven’t given up already. **NAG**

*Driver still doesn't lose the GTA bug, but it can't be worse than Driv3r*





# High-speed Data Storage, Mobility, and Reliable Performance

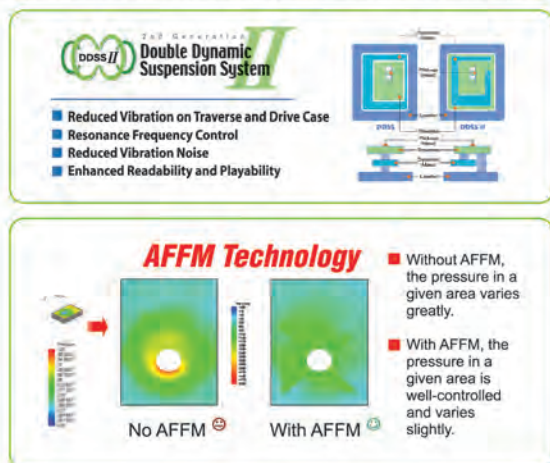
## Now Possible with the ASUS QuietTrack Series Optical Drives

**A**ggravated by your loud and quirky disc drives from ripping that favorite MP3 collection, or just simply playing the latest movie title? Motors are the main source of noise. With disc rotation speeds in the latest optical drives reaching up to 66m/s, it is almost comparable to a 240km/s hurricane. The fast airflow coupled with motor vibration unfortunately helped to raise operation acoustics up to 50db in most drives. It could get very annoying when you are trying to concentrate on work or listen to some tunes.

The innovative QuietTrack technology from ASUS, a leading provider of high-performance optical drives, is developed exactly with that in mind to dampen drive noise in every conceivable fashion while improves on stability, and consists of two revolutionary features:

### Airflow Field Modification (AFFM):

Noise and vibration are two major headaches users encounter when using a high-speed drive. AFFM is designed to change the uneven airflow field inside the drive because balance pressure distribution leads to quieter and more stable operation.



### Double Dynamic Suspension System II (DDSSII):

The cutting-edge technology is designed to minimize vibration caused by spindle motors, components and PC cases. The patented DDSSII stabilize the pick-up head, both horizontally and vertically, achieving more precise tracking while reducing vibration and noise caused by high-revolution motors.

Incorporating such breakthroughs, enter the latest QuietTrack optical drive offerings from ASUS. Aptly named, the QuietTrack Series provides a quiet and distraction-free environment. In recent industry reviews by hardware testing websites, noise produced from one competitor DVD-ROM out vocalizes 4 ASUS DVD-ROM, and another competitor COMBO drive equals 3.5 ASUS COMBO drives.

Combined with FlextraLink™ that prevents buffer underrun, FlextraSpeed™ to ensure accuracy, fast 52X CD write, 32X CD rewrite, and 16X DVD read features, the CB-5216A, CB-5216A-U, and the DVD-616A2 of the QuietTrack Series deliver superior flexibility, high-quality recording, and reliable operation that will certainly put all the quibbles to rest.

### Terrific scalability and fast data storage with precision

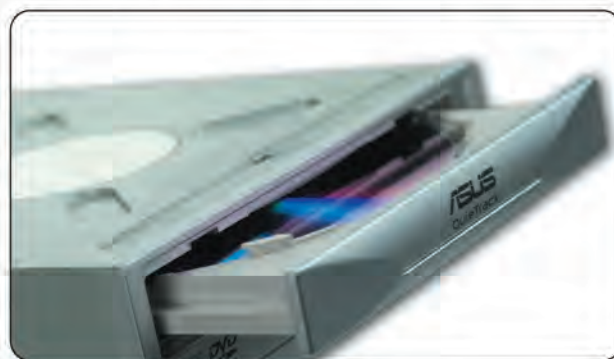
The ASUS COMBO CB-5216A internal drive incorporates exclusive ASUS data storage technologies to provide high-



speed data storage solutions with great scalability, simple installation, and PATA compatibility. Featuring the unique QuietTrack technology and supporting both CD-RW and DVD-ROM formats, the CB-5216A allows users to organize and back up MP3, video clips, photos and documents for fast and dependable operation.

### Mobile solution that allows for anywhere data transfer and multimedia experience

Designed with portability in mind, the ASUS COMBO CB-5216A-U external drive provides the same advantages as the internal counterpart with added USB expandability. The sharp and streamlined exterior of CB-5216A-U is paired with anti-toppling stand to bring out the best of QuietTrack, FlextraLink, and FlextraSpeed technologies. Fast data storage and multimedia playback can now be accomplished on the move or in the comfort of home.



### Unmatched playback compatibility

The ASUS DVD-616A2 joins cutting-edge multimedia experience with fabulous playback capacities and high-speed data transfer. All the CDs, DVD-R/ RW/ ROM, DVD+RW and DVD-Video, DVD-RAM could be accessed without any compatibility issues. Additionally, the built-in advanced QuietTrack technologies bring users of the DVD-616A2 a quiet, stable and high-performance multimedia environment.

Besides the two unique features, every component of QuietTrack drives is selected with providing peace and quiet in mind. With ASUS QuietTrack, high performance no longer equals noise pollution.

**VITAL INFO**

■ Platforms



■ Developer

combat360

■ Publisher

combat360

■ Supplier

www.combat360.com

■ Genre

Combat flight sim

■ Release Date

September 2006



# SAAFOPS: ANGOLAN THEATRE

*Homegrown talent struts its stuff in this impressive project to bring SA aircraft to Falcon 4.0*

**I**N THE WORLD OF combat flight simulation, Southern Africa must be the world's most peaceful region. Hardly ever is a shot fired in anger in our virtual skies. Thanks to a small team of enthusiasts working under the name combat360 this is about to change. It will soon be possible for virtual fighter jocks to participate in a historically accurate war over terrain that, for South Africans at least, will be familiar.

Although based on Falcon 4.0, SAAFOPS: Angolan Theatre is for all intents and purposes a completely new game. The combat360 team, consisting of Greg "Mad Dog" McEwan, Nigel "Kasper" Kriel and Etienne "CET" Smit, used an upgraded Falcon 4.0 engine and stripped out just about everything to start from scratch. Aircraft, ground equipment, weapons and structures [down to the infamous 'cuca' shops] were recreated to remain true to the Southern African location of the game. Wanting the terrain to be visually recognisable, the team opted for terrain textures based on one meter resolution satellite pictures. This attention to realism is also evident in the aircraft. Greg estimates that they have used between 30,000 and 40,000 close-up photos, whilst research into weapons ballistics and aircraft flight dynamics took well over two years to accumulate.

SAAFOPS will have two scenarios: the historical conflict, based on actual sorties flown [down to the exact weapons load], and a modern 'what-if-the-war-continued' scenario. The latter will pit aircraft like modern-day Cheetahs and Saab Gripens against SU-27s and the like. One groundbreaking feature in Angolan Theatre is the inclusion of flyable

helicopters. Although AI helicopters [and thus support for helicopter flight modelling] are present in Falcon 4.0, the 3D models only consist of some 500 polygons, whereas the new models boast 6,000 to 7,000 polygons. The helicopter flight dynamics will be basic in the initial release, but will be improved with the 1<sup>st</sup> service pack.

System requirements are modest. Minimum specifications call for a 600MHz Pentium III with a 128MB graphics card and 256MB of RAM, while a Pentium 4 with 1GB of RAM and a 512MB graphics card is recommended. Expected to be released at Africa Aerospace & Defence 2006 in September, SAAFOPS will be free if downloaded. However, combat360.com will sell a DVD version which will include a multimedia book about the Angolan war as well as an electronic version of Dick Lord's book 'Vlamgat'. **NAG**





**Dual-Core processing...  
Get more done. Have more fun.**

**A My Wizard Merlin featuring  
the Intel® Pentium® D Processor  
lets you do more multitasking, more  
multimedia, and more sharing.**



Johannesburg (Head Office): +27 11 314 3896  
Cape Town: +27 551 4450 | Durban: +27 263 2477



## VITAL INFO

- Platforms  
PS2 XBOX360
- Developer  
2K Sports
- Publisher  
2K Sports
- Supplier  
Ster Kinekor Games  
[011] 445 7900
- Genre  
Sport
- Release Date  
April 2006

*Who cares if it's not big in SA? NHL 2K6 is violent and action-packed*



# NHL 2K6

**S**PORTS GAMES COME WITH a major advantage: you don't need to watch the sport on TV or even play it anywhere locally to understand and appreciate the action that happens in the game. Ice hockey does appear here and there locally, but it's not the same as when our Art Director, an American, looked at this game's screenshots and named the various players depicted. But you don't need to know the players to play the game and as such it's very good news to see other sports titles arrive in South Africa – especially good ones.

The new edition of the NHL series from 2K games continues the label's assault on EA's mighty sports franchise. Even though ESPN's logo doesn't appear on the box anymore, NHL 2K6, which has already had a release in the US, is reported as one of the best ice hockey games around. The first major addition to this edition are the new rules. We don't know anything about NHL rules [or ice hockey rules, except that fights seem to be treated lightly], but it speaks for the game's authenticity. The other major changes all go towards the controls and interface, an area that EA has been using to carve itself a more solid place in sport games [dual analogue control in sport games is one of the publisher's biggest claim to fame].

2K Sports won't be caught napping, thus the new Pro Control system was introduced. It's a far easier way to control a player. Clicking the right analogue will assign buttons to surrounding players, allowing players to move the puck between team members with speed and accuracy. The right analogue can also be used to influence the shot itself.

In addition to this, the On-The-Fly Coaching allows control over the rest of the team. Using the D-pad, athletes can be directed towards different strategies that can compliment what players are doing in the Pro Control area. As the icing on the cake, NHL 2K6 pays homage to the violent nature of ice hockey. Aggressive and physical play will intimidate rival athletes, causing them to mess up. But aggressive play can also land a team-mate on the bench.

Graphically 2K6 is not a big push ahead of its predecessor, but it doesn't look bad. The 360 version obviously foams at the mouth with detail. The athletes have been motion-captured and the puck physics are natural and realistic. Essentially, NHL 2K6 looks like a sports title that even people who avoid sport games would enjoy [similar to the impact the later FIFA games have been making]. Unfortunately there's no brawling mode, but we think that it's just a matter of time. **NAG**



# BLAZE® PSP® TV Adaptor\*

For your PSP®!

## Connect your PSP® to any TV, LCD, Plasma or Projector screen



The PSP® TV Adaptor clips neatly to the top of your PSP®, and requires **NO internal modification** to the console.

Within seconds, your PSP® Games, UMD Movies, Music and Photo's are displayed on your TV!



View Movies • Games • Videos • Photos

### PSP® & NDS® Accessories

Crystal Gear\*



Metal Armour  
(with neoprene lining to prevent shock)

Formular Case



NDS® Case



Battery Pack Pro



Car Charger



Protector Pack

\* PSP® and TV not included

Email : [info@bowline.co.za](mailto:info@bowline.co.za) or call : 0800 203 048

  
we take it from here

**VITAL INFO**

- Platforms  
PSP
- Developer  
Team 17
- Publisher  
Sony
- Supplier  
Ster Kinekor Games  
[011] 445 7900
- Genre  
Puzzle
- Release Date  
March 2006

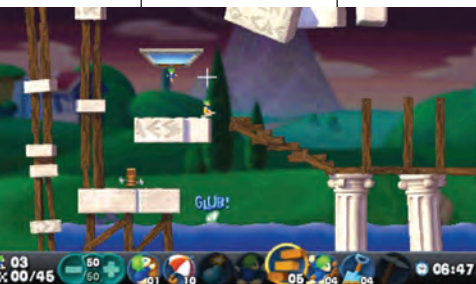


# LEMMINGS

**Y**EARS AND YEARS BEFORE Grand Theft Auto, DMA was responsible for a very addictive and arguably just as depraved [for its time] title. The name says it all. The Lemmings, small, green haired characters that will march in a direction and happily meet their deaths falling, being crunched, burned, chopped apart or whatever other inventive 'lemmingcide' the game developers have thought about. Players are given a limited set of tasks, based on the level, that they assign to Lemmings and thus create a safe route to save as many Lemmings as possible. This results in a clever and in-depth puzzle

challenge that has mesmerised fans for years. The series has had its ups and downs, but there's no disputing its popularity. Lemmings has appeared on pretty much every platform except some of the later generations [Xbox, GameCube], and a DS version [which would be perfect due to the stylus] still hasn't shown itself. But the PSP will soon have its own edition complete with 100 levels and a level editor [levels can be uploaded to online communities]. Usually one would frown on blatant ports of old games, but Lemmings is another matter. The game dynamic is pretty flawless and nothing in the series beats the original game. On a handheld it is sure to become an addictive pastime. **NAG**

*Old school meets New school - the suicidal sprites return!*



**VITAL INFO**

- Platforms  
PSP
- Developer  
EA
- Publisher  
EA
- Supplier  
EA Africa [011] 516 8300
- Genre  
Action
- Release Date  
TBA



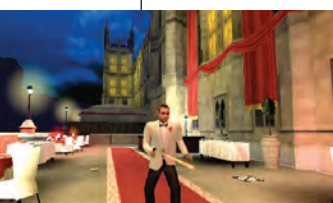
*Bond, James Bond - the world's first portable super-spy*



# FROM RUSSIA WITH LOVE

**F**ROM RUSSIA WITH LOVE failed to ignite the Bond franchise in the way EA hoped it would. The first game based on a Bond movie since Goldeneye was met with limited critical and fan acclaim, but it wasn't a flop and not a terrible game – just lacklustre. So simplified gameplay plus some trimming here and there could deliver a solid PSP title. No details have been released about the PSP version, but it has the action bits and gadgets perfected by the look of it. The control scheme will require a tweak to accommodate the PSP. The unfriendly camera in the console versions makes us sceptical of how playable the PSP game will be, but we doubt EA would just make a mess of this. So unless you hear otherwise, expect a standard but fun game – just like the console versions.

Scepticism aside, PSP ports have generally been more innovative and at least this shows that EA is far from done with the Bond franchise. With the console version lacking multiplayer, it's up in the air if this version will take advantage of the wireless features. Playing against real people is becoming a popular activity with handhelds, and EA would make a mistake not implementing some form of outer-PSP experience. But on the other hand, not everyone can play as Bond. **NAG**



# DRIVER PARALLEL LINES™

1978  
LEFT LANE

MANHATTAN  
YEAR  
2006  
EXIT ONLY



IN 1978 YOU WILL PAY FOR YOUR SINS.  
IN 2006 EVERYONE ELSE WILL.



18+

www.pegi.info



PlayStation 2

WWW.ATARI.COM/DRIVER

ATARI

© 2005. All rights reserved. Logos are trademarks and are used with permission. All other trademarks are the property of their respective owners.

Distributed Exclusively by World Web Entertainment. Tel: 011 462 0150 www.wwe.co.za e-mail: sales@wwe.co.za All rights and trademarks and logos are copyright of their respective owners.



**VITAL INFO**

■ Platforms



■ Developer

Capcom

■ Publisher

Capcom

■ Supplier

TBA

■ Genre

Survival Horror

■ Release Date

March 2006



# RESIDENT EVIL: DEADLY SILENCE

IT'S BACK! THE ORIGINAL Resident Evil is finally being ported to a hand-held, namely the DS. Ironically the DS version doesn't look as good as the original title, but that shouldn't deter fans from looking at this edition. The game was developed from scratch by Capcom, thus using more suitable graphics and models and also allowing for new features. The most obvious is the permanent map in the top screen. The inventory system has also been redesigned to fit in the bottom screen for easy use, including 3D rotation of items.

The DS' features are also rolled out in a nice package. Players can use the microphone to blow back poison sprayed at them. The game will also periodically switch to a first-person mode where players can slash at zombies using the stylus. Multiplayer comes in a score match, where the winner is the person who kill the most zombies, and co-op for team-based zombie killing. While Resident Evil is experiencing a rebirth with the fourth edition, the handheld edition celebrates its old-school roots that have become bland on the set-top consoles. **NAG**

**VITAL INFO**

■ Platforms



■ Developer

Activision

■ Publisher

Activision

■ Supplier

TBA

■ Genre

Action

■ Release Date

TBA



# OVER THE HEDGE

ANOTHER YEAR, ANOTHER CG film and another game license. The movie plot of Over The Hedge sounds interesting: woodland critters come out of their hibernation to discover a hedge running near their homes. On the other side are humans and a world full of opportunity [garbage] and danger [mostly humans]. But that doesn't deter the ever-adventurous raccoon RJ [voiced by Bruce Willis] to form a friendship with the cautious Verne the turtle and to start exploring this new world.

Obviously there are obstacles awaiting and the game is going to run with the idea. Major characters from the film such as RJ, Verne, Hammy the squirrel and Stella the skunk will be playable. Being a Dreamworks license, expect official cast voices to back the antics. From there on, though, it's anyone's guess if this will be good or bad. It certainly looks appealing, but licenses are still Russian roulette tournaments for games. Players will use tools and gadgets found around the human dwellings to solve puzzles and get past obstacles, so maybe Activision can get creative here. Alas, it will be released on all platforms, which limits a game's odds of doing something interesting. **NAG**





KONAMI



SHONEN JUMP'S  
**Yu-Gi-Oh!**  
TRADING CARD GAME  
**STRUCTURE DECK**  
— SPELLCASTER'S JUDGMENT —

**CAST THE ULTIMATE SPELL!**  
MYSTIFY THE COMPETITION WITH SIX NEW TOURNAMENT-READY CARDS.



Master the mystical and mysterious powers of the Yu-Gi-Oh! TRADING CARD GAME with Spellcaster's Judgment! Duel with a wealth of powerful Spells, combine them to increase the strength of your monsters, and unlock the ultimate power of "Dark Magician." The Spellcaster's Judgment Structure Deck includes six all-new cards for your Spellcasters to unleash on the competition, including three familiar cards from the animated series: "Magical Dimension," "Mystic Box," and "Nightmare's Steelcage!"

[www.yugioh-card.com](http://www.yugioh-card.com)

Manufactured by KONAMI CORPORATION. KONAMI and design are TMs or Reg. TMs of KONAMI CORPORATION. All rights reserved. Distributed by The Upper Deck Company and Upper Deck Europe BV. Upper Deck Entertainment and design are the TMs or Reg. TMs of The Upper Deck Company. All rights reserved. Printed in the USA. The Upper Deck Company, 985 Trade Drive, North Las Vegas, Nevada 89030. Upper Deck Europe BV, Flevolaan 15, 1382 JX Weesp, The Netherlands. www.upperdeck.com U.S. Pat. RE37,957.

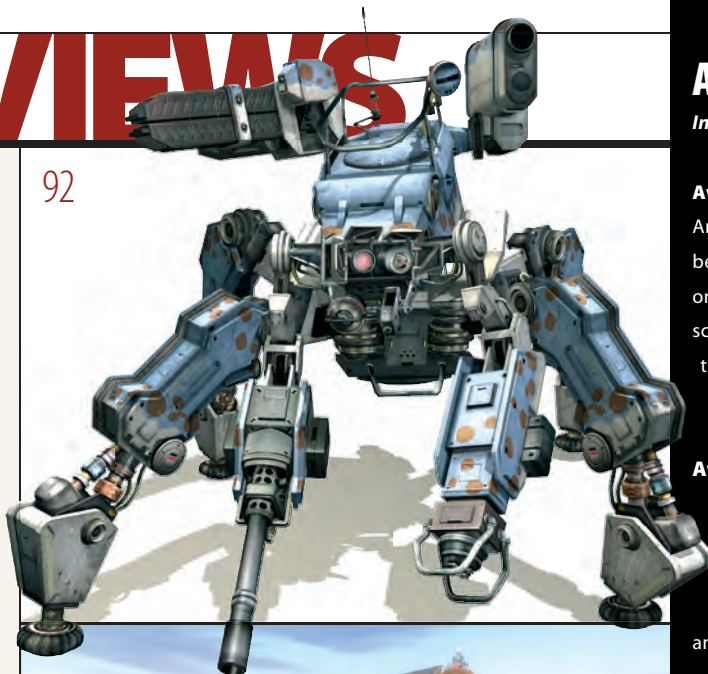
©1996 KAZUKI TAKAHASHI



# REVIEWS

- 76 Shadow of the Colossus PS2
- 80 TOCA Race Driver 3 PC
- 82 Vietcong 2 PC
- 84 Evil Dead: Regeneration PC
- 86 Knights of the Temple PC
- 88 Tony Hawk's American Wasteland PS2
- 90 True Crime: New York City PS2
- 90 Crime Life: Gang Wars PS2
- 92 WWE SmackDown! vs. RAW 2006 PS2
- 92 S.L.A.I.: Steel Lancer Arena International PS2
- 94 Flow: Urban Dance Uprising PS2
- 94 X-Men Legends II: Rise of Apocalypse PS2
- 95 GTA: Liberty City Stories PSP
- 96 Frantix PSP
- 97 The Lord of the Rings Tactics PSP
- 98 Rollerball Mob
- 98 Robocop Mob
- 98 Pink Panther: Rare Pink Mob
- 98 Top Gun: Air Combat II Mob
- 100 Blog: City of Villians, part 2 PC

92



88



76

## AWARDS CRITERIA

*In case you didn't know yet...*

### Award of Merit

Any game scoring between 85 and 90 on our super tough scoring system gets this award. It's a mark of quality.



### Award of Excellence

91 and above in the score box gets a game this coveted and world famous accolade. Only the best of the best get this rare and sought after award.



### Editor's Choice

Once in a while, a game comes along that displays certain qualities which our editor likes. Pretty colours and loud noises help...



### Platform

Platforms are described using icons rather than just plain old words. For those of you who don't know [shame on you] they are, left to right, top to bottom: PC, PlayStation 2, GameCube, Xbox, PSP, Game Boy Advance, DS and mobile.



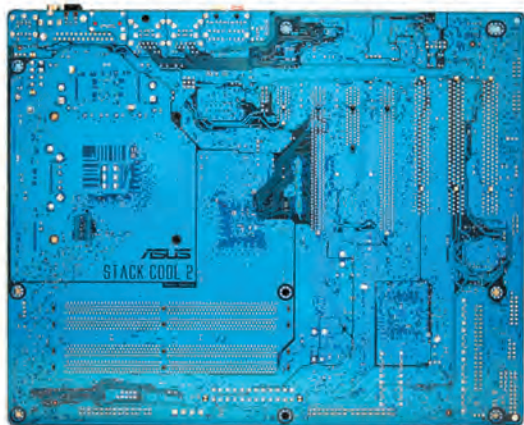
### Scoring

Our scores range from one to one hundred, with a score of fifty being considered average - because we can. Live with it.

# The Foundation for PC Entertainment

## ASUS P5WD2-E Premium - The Audio/Video Powerhouse

With personal computing entering the entertainment era, it's time for PC users to build new systems that can enjoy the benefits of these next-generation technologies. Just imagine a computer that lets you watch TV, record your favorite shows, enjoy FM radio and stereo-quality sound, share information and go online wirelessly, compute with exceptional performance, lower system noise and overclock intelligently. The recently launched ASUS Intelligence (AI) Life Series motherboards, the P5WD2-E Premium, are made to blend lifestyle and high-performance computing.



StackCool 2 - Noiseless and effective cooling design

### The powerful graphics combo - Dual-core processing and CrossFire

The P5WD2-E Premium is based on the latest Intel 975X Northbridge and supports the advanced Pentium D and Pentium Extreme Edition 955 dual-core processor, which offers two independent 2MB L2 cache.

The board is also equipped with two PCI Express x16 slots capable of ATI's advanced CrossFire multiple-VPU interconnect. CrossFire boosts image quality along with rendering speed, eliminating the need to crank down screen resolutions to get the high image quality you want. CrossFire ignites with the higher antialiasing, anisotropic filtering, shading, and texture settings you desire. Whether it's watching movies, 3D gaming or graphics design, the P5WD2-E Premium can handle all with ease.

The ASUS board provides 1066MHz front side bus as well, and adopted Hyper-Threading Technology and Virtualization Technology for efficient multi-threads operation. Together with native dual-channel DDR2 800 support up to 8GB, the P5WDG2-WS offers excellent graphics and memory performance.

### Bumpin' sound system - Dolby Digital Studio

An entertainment system is not really an entertainment system without high-quality audio. The P5WD2-E Premium



offers 8-channel audio output, and Dolby audio technologies to deliver powerful sound to go with whatever visual applications you have running on the system.

With the all-new ASUS motherboard, CD, TV programs or video games can be enjoyed through enhanced surround sound. It expands existing stereo- or 5.1-channel audio to 6.1- or 7.1- channel playback, creating a seamless and natural surround soundfield that truly brings sound enjoyment.

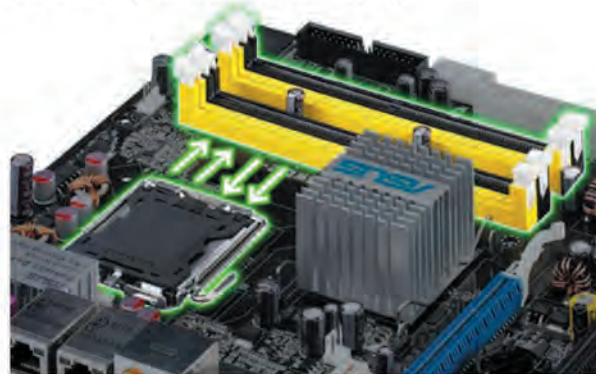
### High-speed data transfer - HyperPath and PEG Link

The all-new board included two innovative features that significantly raise system performance.

**HyperPath** - Data transfers within a system are made possible by various mechanisms that synchronize the sending and receiving of commands among components. Unfortunately, these mechanisms cause data transfer delays known as latency time. This unique feature significantly shortens latency time during data transfers, allowing users to experience the real power of their computers.

**PEG Link Mode** - This latest technology enables you to increase VPU and graphics card memory performances via the BIOS the same way system bus and memory bus are tweaked. It provides excellent video quality on DX8 and DX9 applications.

Entertainment, which will cover multimedia and performance. However, how many computers out there really deliver all the promises of fun, excitement and convenience? The P5WD2-E Premium is an excellent foundation that enables high-quality video and audio and the robust performance required to run and connect a wide range of computing, communications and consumer electronic applications simultaneously.



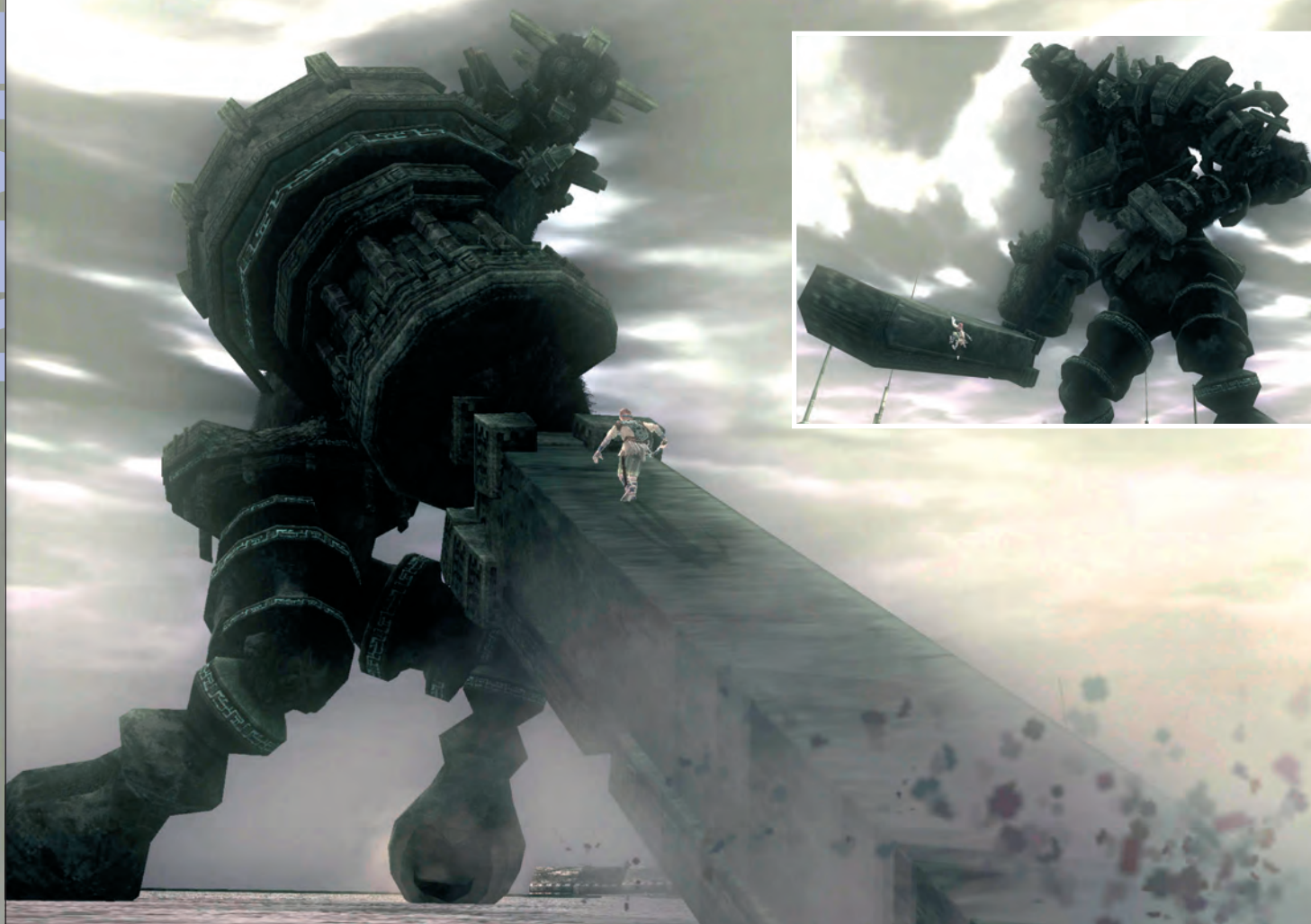
PEG Link - Exclusive technology to boot up graphics card memory performance

REVIEW

# SHADOW OF THE COLOSSUS



“Unique, beautiful and  
sublimely unforgettable.”



## VITAL INFO

## ■ Platforms

PS2

## ■ Suggested Retail Price

R450

## ■ Developer

SCEI

## ■ Publisher

SCEE

## ■ Supplier

Ster Kinekor Games  
[011] 445 7900

## ■ Genre

Adventure

## ■ Age Restriction

12+

## ■ Specifications

Players: 1

Controllers: 1

Online: No

Memory: 100KB

BUY NOW

AT  
Look & Listen

DVD + CD + GAMES MP3 + ACCESSORIES

**E**VERYTHING ABOUT SHADOW OF the Colossus is colossal. There has never been a game like this before and there will probably never be a game like this again. The game is colossal in execution and yet, the sheer amount of people who will never 'get' what it's about will be a colossal number.

Gamers clamour for originality and yearn for something fresh, new and invigorating. Then when it comes along, all original and fresh, the gamers complain that it's 'not enough like this game' or 'it lacks a certain something'. When the gamers, the ever-unimpressed gamers, are bored of the 15 identical corridor-based First Person Shooters, they wait for the next First Person Shooter. They hope to find the fresh in the mundane. Here is a newsflash: it's not going to happen that way.

No, originality and innovation sneak, quietly, into unexpected places and is almost always overlooked due to something simple. For Shadow of the Colossus its *mea culpa* is its uncomplicated premise. It is the game everyone wants, but few are willing to truly accept.

When distilled and looked at critically, Shadow of the Colossus is a single-sentence game description: you fight giants. The

game has almost no story, next to no dialogue and no characters, aside from the Colossi themselves. It's just you, a horse, a bow and arrow, a jump button, a grab button and the occasional unseen voice edging you on. At the centre of this uncomplicated construction is a girl. A tale eternally retold, yet enchanting in the way Shadow of the Colossus tells it.

You are the Wanderer; the girl in your arms dead. You'd do anything to bring her back, the reasons why are not important. A voice from the ether tells you it's possible, but the burden may be too great. You, as the wanderer, don't care a bit.

The game literally unfolds into a vast vista of terrain. Exploration yields an exhilarating sense of scale. To traverse the massive landscape your horse, Agro, provides the mode of transport. Agro is just as important a character as the Wanderer, stunningly animated and bewitchingly crafted. The horse comes across as headstrong, brave and handsome – through only the masterful use of subtle animation.

Riding Agro is a joy. Agro's easy to control as long as you remember an important facet: he knows what he is doing. On the open plains you can direct Agro easily where you want, but when trotting through the dense forests or dank caves it is much better



to simply let Agro steer. He won't lead you into trouble or the darkness of a ravine.

A lot of time is spent on horseback – the perfect vantage point from which to breathe in the view. The environment is desolate. Those who look shallow into the design will feel cheated, as if the game lacks endless monsters to hack at so as to improve some trivial statistic. Look deeper, however, and the empty dunes and dead forests yield something more terrifying than hordes of monsters. It contains a consistently immersive atmosphere with little to shatter that suspension of disbelief. You, as the player, are 'there'.

And 'there' happens to be inhabited by some of the most amazing creatures to have ever appeared in a game. The Colossi you have been charged to defeat, are immense in size, strength and sheer presence. The task is simple: kill 16 Colossi to return the soul of the girl. It may not sound like a particularly impressive number, especially not when you think of the game this way: 16 boss fights and the credits roll.

It doesn't sound impressive, but in motion it redefines perceptions about the PlayStation 2's capabilities. With the deliciously overexposed bloom effects, the exceptional use of colour, the beautiful architecture and the abundance of incredible particle effects, the Colossi shine.

Each Colossus is a unique experience, organically reflecting the environment in which it resides. After tracking down a Colossus you need to kill [via a 'hold up your sword and it will show the way' mechanic], the actual game starts. You have to scale these giant beasts, hanging on for dear life as you search for their weak points. Taking down a Colossus is no simple feat: you need to discover how to achieve this first. Each Colossus is a challenge, mentally and physically. Each one represents a moving, shifting, lurching platform with the occasional tuft of hair you can grip onto.

Often a Colossus is a multi-part puzzle, as the first Colossus

demonstrates. Before you can climb the fur on the legs of the huge, minotaur-like beast, you need to stab it in the shins. This will cause it to fall forward momentarily, giving you precious seconds during which to leap onto its leg and climb up the fur to more sure footing. It gets more interesting from there.

Climbing up and ultimately killing a Colossus is both a rush of adrenaline and a momentarily eerie event. When the beast crashes to the ground, you're left with a feeling of elation and sorrow – you know you've done something amazing yet wrong. The Colossi somehow feel important, as if they form part of a delicate balance that the environment relies upon. But these thoughts are left for the player to speculate on. The game gives little away and what it does elaborate on it does cunningly.

The Colossi are by no means always bipedal giants. Some are smaller, some faster and some fly through the air. The airborne Colossi are the most amazing in scope and design, yet never overshadow the more human-like Colossi.

The experiences you get from Shadow of the Colossus are those you will take with you when you leave the game. Those longing for more will enjoy the Hard Mode and TimeTrial Mode that get unlocked when you finish the game. Hard Mode actually changes each Colossus slightly, adding more weak points as well as making them fight back more vehemently. If anything, one quickly learns that the Colossi don't want to die, they will fight back.

Shadow of the Colossus is a game for the heart and soul, an artistic symphony of sight, sound and inspiration. It may not be the most complex game out there and it certainly doesn't contain obscene amounts of monsters, content or dialogue. If anything, Shadow of the Colossus is as pure a game as you can get. Clear in its vision and strong in its design.

When the last Colossus falls, you walk away with something special: an experience worthy of the ancient Greek poets. **NAG**



**ABOVE: The Colossi may seem docile as they amble about, but they fight back when confronted.**

**BELOW: Your sword, when held aloft, will show you the way to the Colossi and highlight their weak points.**



A wasted opportunity, lacking innovation and focus

**VITAL INFO**

- Platforms
- Suggested Retail Price
- TBA
- Developer
- Codemasters
- Publisher
- Codemasters
- Supplier
- Ster Kinekor Games
- [011] 445 7900
- Genre
- Racing
- Age Restriction
- 12+
- Minimum Specs
- CPU: 1.5GHz
- 512MB RAM
- 2x DVD-ROM
- 32MB Video RAM
- 6.0GB HDD

**GIGABYTE TECHNOLOGY**  
Games reviewed on Gigabyte machines

*Behemoths to ultra-lightweight, custom-built racecars - Race Driver 3 covers all the base*



**S**OMETHING THAT THE PC racing genre has been missing for some time now, as highlighted by the ubiquitous PS2 franchise Gran Turismo, is a title which offers a vast array of machinery to be raced in a wide variety of championship formats. TOCA Race Driver 3, the latest incarnation of this long-running Codemasters title, seems to be aiming to resolve this shortfall [the PC version at least].

In TOCA Race Driver 3 you're given access to a total of 116 championship seasons using one of 70 fully licensed race cars and spread out over 80 accurately modelled race locations across the globe. The range of motor sport disciplines presented is fantastic. Literally everything from Baja dirt-track racing, Formula Palmer Audi open-wheel contests, super trucks to classic and modern F1 derivatives is represented.

**The physics debate**

Race Driver 3 placed us in a bit of a pickle though as far as reviewing it is concerned. We finally conceded that a realistic physics model doesn't necessarily make or break a racing game, thanks to the efforts of EA with NFS MW. With this in mind, one is quite prepared to overlook any minor physics flaws found in Race Driver 3 and to rather concentrate on the racing experience itself. But it does loudly proclaim to be the "Ultimate Racing Simulation," which ought to imply a highly

detailed and realistic physics engine.

The physics modelling in Race Driver 3 is not bad. It's certainly a lot better than the aforementioned NFS title, and better than the vast majority of dedicated arcade-racers out there, but the last word in realism it is not. Then again, GT4 is widely proclaimed to be the most realistic driving simulator ever, with fundamentally flawed physics very similar to this Codemasters title. Neither, however, are realistic physics engines to appeal to the hardcore sim-racer. You know this the first time you open the throttle wide in an Ultima GTR with a quarter turn of lock applied, in first gear. This action should have you at best fighting to contain rampant over-steer, or simply ploughing backwards into a tyre barrier. In RD3 it merely powers you away from the bend without fuss.

Off-road driving modes, in particular, suffer from a major defect in the driving model. When your car's wheels leave the road, your throttle goes to zero regardless of your input. Combined with the new engine-inertia system, which inserts throttle lag into the response of the engine itself, it results in you being painfully slow in vehicles like the cumbersome monster trucks for instance.



### Racing, racing and more racing

Anyway, the game unfolds via a series of nicely done little cut-scenes, shot from a first-person perspective to draw the player deeper into the game. These scenes are well rendered and mostly feature your Scottish racing coach and stacks of scantily clad virtual grid girls. They serve to introduce each different race type you enter and give you tips about driving in different cars under different circumstances.

There are several race options to choose from in the title menu. The World Tour mode runs the player through a series of progressively tougher challenges jumping at random from one formula to another, unlocking ever higher tiers as you go. Then there's the Pro Career mode, where you can select a favourite championship and run through progressively more challenging series focussing on this car category. There is also a quick race mode, multiplayer [split-screen] mode, LAN and online play through an integrated GameSpy interface.

### Aging graphics

Graphically RD3 is good, but is overshadowed by new high-tech games like NFS MW. In fact, RD3 looks a lot like a mildly tweaked version of RD2, which was stunning when it was current, but is a bit lacklustre now. While the vehicle reflections go a long way towards hiding the fact that this is in essence an old graphics engine, the hideously hexagonal headlights and wheels betray its age.

The track is also adequate, but not stunning by modern standards. There are shadows over everything and the textures do the job, but nothing which a modern gamer would go "Wow!" at. When it starts to rain things really get a bit messy, as the rain effect is not in the least convincing. It's a static 2D texture being moved vertically over the 3D engine. And the dust kicked up by rally cars on a dirt stage is really just dreadful.

The audio track is really excellent. Engines sound absolutely awesome and it's the sound that does the most towards adding gritty realism to RD3. Small touches like the pinging of gravel being spat up against the bottom of the



chassis by the massive, gnarled wheels of a monster truck, help bring the game to life. Some motors sound harsh and cough down the straights, but that's how many race-tuned engines would sound.



### Many changes, small impact

Most of the development work seems to have been done under the hood. Codemasters claims to have done a lot of work on aerodynamics and weight distribution systems and each individual component of the vehicle now has its own weight and drag values, so that if that part [say a bumper] is lost in an accident, it will accurately affect the handling of the vehicle. The company has also improved how the decrease in fuel load affects the vehicle through the course of the race, as well as added tyre wear in to the mix.

To be honest, you seldom really feel any of these improvements in the heat of a race, except if you lose something critical like the front wing of your F1000 racer.

There's also a new penalty system to punish overly-aggressive driving, but this turns out to be more frustrating than anything else. You receive a black flag time penalty for instance, if the system deems you to have gone off the track and gained a competitive advantage through this action. But it's incredibly inconsistent and almost comically inaccurate. At times, merely dropping a rear tyre over the wrong side of the rumble strip in a last corner banzai passing move which didn't work and during which you lost three places anyway will get you a 20-second 'fine', but completely cutting out large sections of off-road track in the rally or autocross modes has no effect at all.

Arcade and hardcore simulation racers will both find fault with this title, as it tries to tread a non-existent line between the two ideas. Those looking for cutting edge graphics to show off powerful new video hardware are also left out in the cold. And anyone wanting to get immersed in a complex storyline need not apply at all. **NAG**

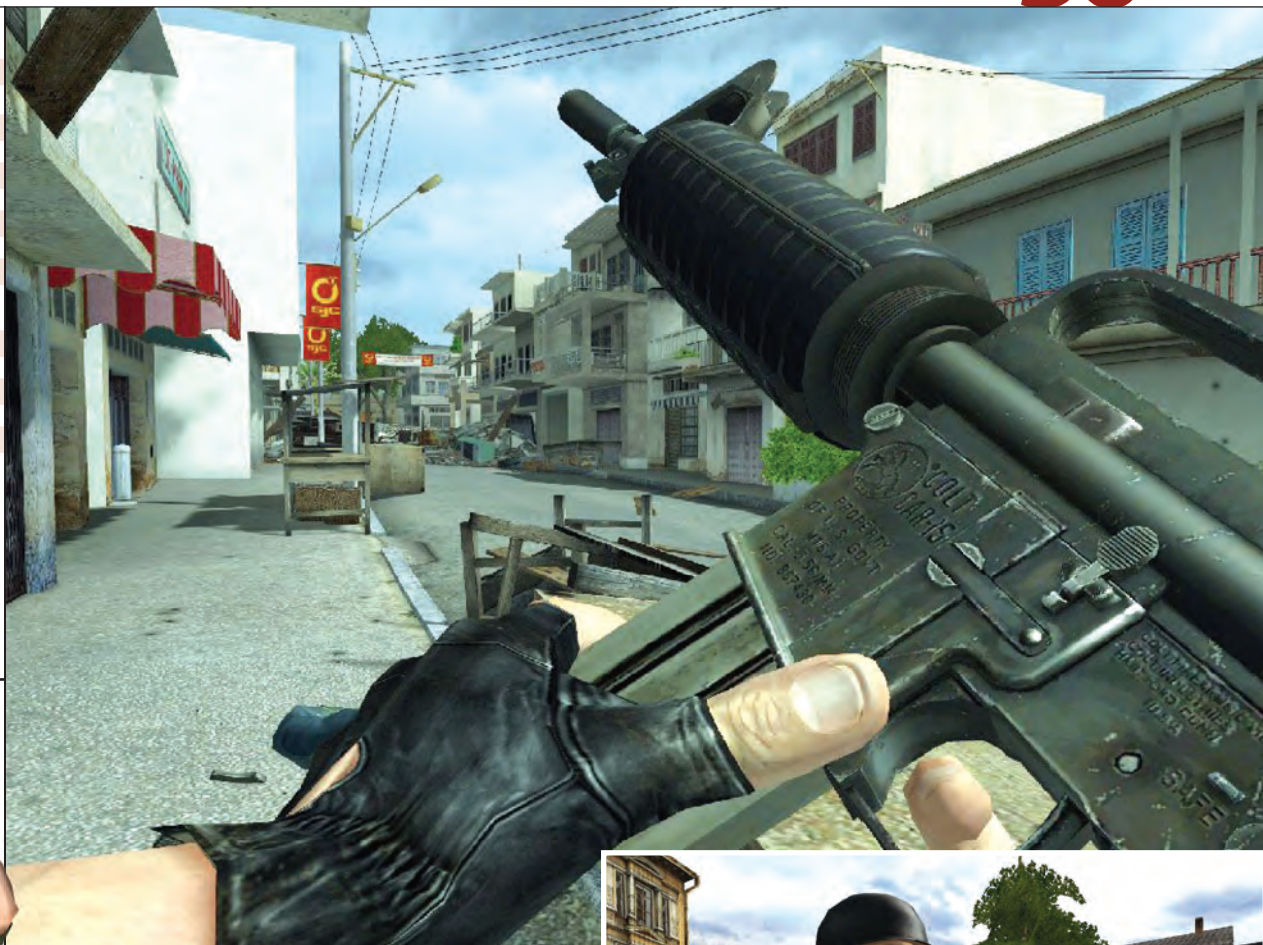
**ABOVE: British GT championship includes gorgeous, drool-inducing race machines like this Marcos Mantis monstrosity**



**VITAL INFO**

- Platforms  
PC
- Suggested Retail Price  
R299
- Developer  
Pterodon
- Publisher  
2K Games
- Supplier  
Ster Kinekor Games  
[011] 445 7900
- Genre  
Tactical Shooter
- Age Restriction  
16+
- Minimum Specs  
Pentium 4 1GHz  
256MB RAM  
32x CD-ROM  
64MB Video Card  
1.8GB HDD

**GIGABYTE**  
TECHNOLOGY  
Games reviewed on  
Gigabyte machines



# VIETCONG 2

**WAR SHOOTERS HAVE BECOME** a fun topic for game rants and troll fodder, both online and in gaming publications. There's a definite divide here: those who love them and those who simply don't get them, thus regarding every new chapter in the sub-genre to be just another mindless cash-in on the same theme - a 'FIFA' for the great battles of the 20<sup>th</sup> century. But fans will correct you. Nearly every war FPS series carries a unique style. Playing Call of Duty is not the same as playing Medal of Honor, and it's a far cry from Brothers in Arms. If anything, the pedigree of war shooters has not been spread wide enough, but within its confines it's debatable that action games immersed in World War II have been more creative. The Call of Duty series remains the standard in how to build an atmospheric and intense shooter experience at a level not even F.E.A.R. or Half-Life 2 could manage. Brothers in Arms introduced a very clever method to handle squad-based shooters, though the concept is being continuously polished.

Vietnam has become a more popular staging area for war games as the World War II theme runs a bit dry [though areas like fighting as the German or Japanese forces, and many campaigns in the WWII period are left largely untouched]. But the Vietnam conflict was a very different beast, employing



different warfare techniques. Artillery and carpet bombing, along with mobile infantry played a dominant role. Guerrilla warfare was the order of the day and as such the combat was very different. In other words, you can't simply take a WWII game and turn it into a Vietnam title. Some have tried, though, and that has led to the vast majority of Vietnam games to be complete rubbish. But Vietcong, from Czech developer Pterodon, is creating a niche in the market by going for realism. Vietnam isn't great for run-and-gun bravado. Climbing down a fox-hole and cleaning out a tunnel network has always been where Vietnam war heroes have been defined in popular culture [e.g. Sgt. Grodin in Platoon]. This is why Men of Valor largely failed to impress with its heavy action. Vietcong looked at the patrol, the recon missions and the ambushes. Playing like



a scene from most popular Vietnam movies, trip-wires, hidden VCs and loads of nasty surprises awaited a player when trying to traverse the dense jungle levels of the game. It appealed to a limited audience, but there is no denying the achievements of the first title.

So, Vietcong fans in particular will probably find the second game very disappointing. Other gamers are likely to avoid it all together, because apart from the realistic approach the game demands, the overall package is lacklustre.

Vietcong 2 starts off just after the first game ended. Your character is lounging in a brothel in the city of Hue, right before the Tet Offensive. A soldier arrives with orders that you have to escort a journalist around town. This is all done stylishly and the city feels vibrant and alive, with a lot of detail and focus on making locations and characters feel authentic. Frankly, if Vietcong 2 kept on rolling as an in-game cinematic, we might have enjoyed it more. The second you have to start playing, things lose their spark.

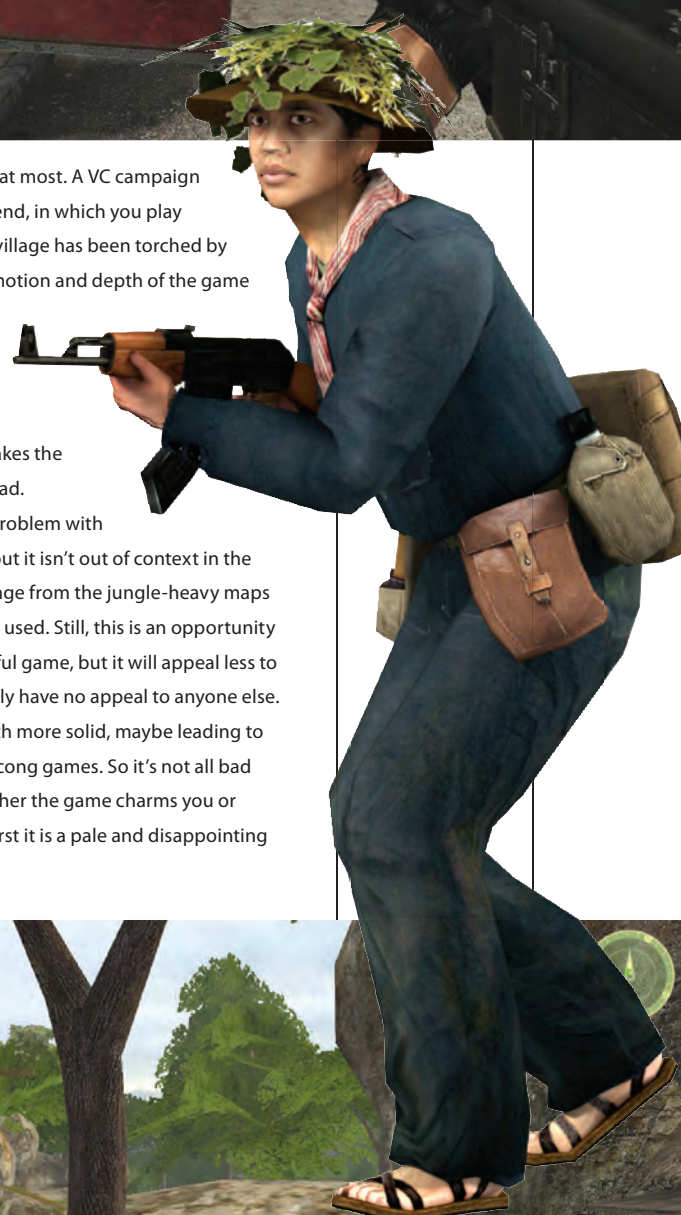
The most obvious problem is the engine. The graphics look dated and the animations are chunky. It's a pity that for all the work put in to make the world feel alive, the technology lets it down. Average graphics alone wouldn't have been a problem, though, if the game didn't demand a behemoth of a machine to run. There is no obvious payoff to the high system demands. Like the first game, slow-downs, bugs and technical issues hurt performance, and in a game like this, the last thing you need is a machine to stutter during crucial moments.

Vietcong 2 is full of crucial moments. It's a technical shooter, so rushing in guns blazing will never, ever work. It takes only a few bullets to kill you, plus the enemy has a knack for hiding behind cover and taking pot shots at soldiers. Fans would love this, but then the game spoils the heavy tactical element in several ways. Ammo and health are easily accessible through medics and sappers in your squad, so you never run out of either. Squad mates can be commanded and they react fairly well, but moments of AI stupidity is everywhere from both sides of the fight. Fellow soldiers can also leap over obstacles and leopard-crawl, neither of which you are able to do.

That takes a lot of the shine out of what should be an intelligent shooter, since arcade replenishment and action-game scripting only hurt the experience. It also makes the

game short - several hours at most. A VC campaign has been tacked on at the end, in which you play as a new VC recruit whose village has been torched by the Americans. Here the emotion and depth of the game returns somewhat, but the campaign only lasts from the village to arriving in Hue, and is terminally short. If anything, it just makes the American campaign look bad.

Fans might also have a problem with the urban-heavy combat, but it isn't out of context in the war and makes a fresh change from the jungle-heavy maps Vietcong and its expansion used. Still, this is an opportunity lost. Vietcong 2 isn't an awful game, but it will appeal less to fans of the first and probably have no appeal to anyone else. The multiplayer side is much more solid, maybe leading to a resurgence in online Vietcong games. So it's not all bad and you could say it's whether the game charms you or not. But compared to the first it is a pale and disappointing imitation. **NAG**



Repetitive and uninventive, but fun and true to the Evil Dead

## VITAL INFO

- Platforms
- PC
- Suggested Retail Price
- R 0000
- Developer
- Cranky Pants
- Publisher
- THQ
- Supplier
- WWE [011] 462 0150
- Genre
- Action
- Age Restriction
- 18+
- Minimum Specs
- Pentium 3 1.2GHz
- 256MB RAM
- 2x DVD-ROM
- GeForce 3 64MB Video Card
- 2GB HDD
- GIGABYTE**
- TECHNOLOGY
- Games reviewed on
- Gigabyte machines



LEFT: It's Ash, the Professor, miners, a little guy and a chainsaw!

# EVIL DEAD: REGENERATION



*The game takes some liberties with the movies, but it's a great action romp in Evil Dead territory*

**T**HE EVIL DEAD IS surprisingly well known. At least one of the movies, especially *Army of Darkness* [which was initially titled 'The Medieval Dead'], has been shown to countless innocent people. Now if you were shown the third movie, you got away lightly compared to the high gore antics of the first movie or the straight insanity of the second. But you also had exposure to one of the finest movie trilogies ever produced.

Suffice to say, if you don't know anything about the movies – especially the first two – *Regeneration* might be a loss of an experience. Cranky Pants smartly avoided the mistake made in the former game, *Fistful of Boomstick*, and instead decided to add a new chapter to the *Evil Dead* canon. *Regeneration* starts in the infamous woodlands cabin, where our hero Ash has to take care of some Deadites and haunted furniture, before being flung outside and given a taste of his new Rage ability. This brief level serves as a tutorial of sorts, because right after that Ash is in a mental asylum. The judge didn't buy his story that the reason why he killed all the people at the cabin was because an ancient book unleashed unspeakable evil that possessed them and that they tried to kill him. There really is no justice. But the Deadites want to destroy and some guy in a cabin won't stop them. When a doctor unleashes the powers of the book again, Ash breaks free from the asylum and proceeds through several levels spread across locations like a graveyard, mines, dockyards and ancient ruins to close several portals that are bringing the Deadites into our world.

This is done with the help of Frank, a Deadite sidekick the developers decided to curse us and Ash with. But to make up for it, he's actually useful plus he can re-spawn constantly.

Frank can be kicked at enemy units or wood chippers, set on fire and made to do a lot of things. His inane banter becomes annoying, but he stays out of your way and the fact that you start hating him makes it that much easier to kick him around. State it this way: we think the developer wanted you to hate him, because it makes it more fun launching him into Deadite crowds. But he handles himself well and players rarely have to rely on him.

*Regeneration's* bigger problem lies in its repetition. The game takes on the *Devil May Cry* formula, complete with a powered-up alter-ego that can be engaged from time to time. Ash's Rage mode is useful, but most combat situations are manageable, since it's a matter of jumping between targets and blasting them with your shotgun, or slashing at them with the chainsaw. Variation comes in the weapons Ash gains, such as a neat harpoon gun. The controls allow for quick weapon swapping to create combos with. It's as fluid and as easy to play as *DMC* [sans the high acrobatics Dante boasts], but the objectives are all always the same. Hey, it's not like we want motivation to blast away the monsters on-screen, but the core of the game involves sedating giant worms with souls, so that you can pass through to the next major level hub. It's not annoying, just stupid, and creates no real story whatsoever.

But *Evil Dead* fans should just ignore that. Plug in an analogue controller, forget that *Regeneration* lifted all its ideas from other titles and get ready to rumble. Bruce Campbell's influence in the game is clear and this is authentically *Evil Dead*. Yes, it takes some liberties and it really has no new ideas. But so what? Good or bad, you're the guy with the gun. **NAG**





# Drakengard

The flames of war are ablaze once again



- Lay waste to entire armies on the ground and in the air
- Switch between 4 characters with unique weapons and abilities
- Annihilate enemies with more than 60 weapons in over 90 missions

available march 2006  
**megarom**  
 PROUDLY DISTRIBUTED BY MEGAROM INTERACTIVE (PTY) LTD.  
 011 234 2680 | SALES@MEGAROM.CO.ZA  
 more @ [www.megarom.co.za](http://www.megarom.co.za)

12+  
www.pegi.info



PlayStation 2

SQUARE ENIX.



UBISOFT

**VITAL INFO**

- Platforms  
PC
- Suggested Retail Price  
R250
- Developer  
Cauldron
- Publisher  
Playlogic/TDK Mediactive
- Supplier  
Devon Systems [041] 365 0258
- Genre  
Action RPG
- Age Restriction  
16+
- Minimum Specs  
Pentium 2 1.5GHz  
256MB RAM  
2x DVD-ROM  
GeForce 3 Video Card  
2.2GB HDD

**GIGABYTE**  
TECHNOLOGY  
Games reviewed on  
Gigabyte machines

**BUY NOW**

AT  
**Look & Listen**  
DVD + CD + GAMES MP3 + ACCESSORIES

*RIGHT: Fighting through multiple legionnaires while the temple burns*



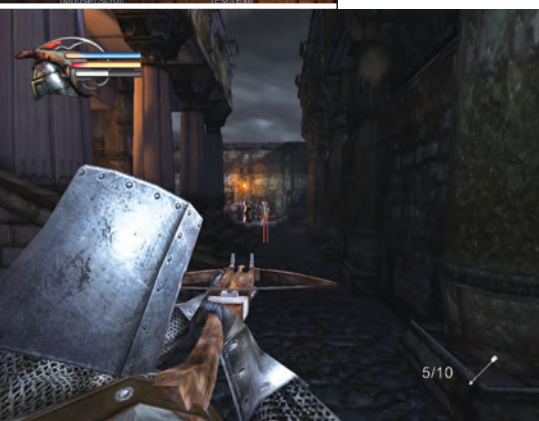
# KNIGHTS OF THE TEMPLE II

**T**HIS NEW GAME IS one of several representing a growingly popular genre: action role-playing with combat combos and a heavy emphasis on graphics. Upon starting the game for the first time, we were delighted to watch one of the better cut-scene intros to have appeared in the past couple of months. Once done, tweak the game settings and off we go to the tutorial. This proved rather poor and unenlightening, with the player left entirely to his or her own devices with an occasional paragraph of text explaining something about the particular place the player is in. In a sense, however, this is good training for the overall nature of the game, as it has been designed to be fairly freeform and relatively non-linear. This, however, doesn't apply until well into the first stage.

We found this game difficult to get into, mainly due to the clumsy and awkward interface. Handling the game optimally would require three hands, which is something most of us cannot claim! So your right hand will keep switching between the mouse and numeric pad. Remapping of functions from the default is highly recommended. [Perhaps this awkwardness is intentional in order to encourage players to optimise

the controls to their own preferences.] The camera control, while responsive in open spaces, is completely uninterested in cooperating if there is any wall or other obstruction nearby, so clipping problems have been avoided by severing functionality.

The first couple of hours of the game reminded us of the early part of Baldur's Gate, wherein, as a kid, the player runs





various errands to learn how to play and earns a pittance of gold and experience. However, right from the start it's obvious that this game is visually stunning. We were, in fact, particularly impressed by this fact as the minimal requirements listed for the game are relatively low, and even with fairly low detail settings players are treated to a visual feast. Special effects abound and the detail of various objects is amazing. The game's audio element doesn't quite keep up with its graphics. While the sound effects are adequate, we were more than surprised to find that all dialogue with non-player characters is conducted via text with no voice whatsoever being evident. The music, however, is quite good, totally appropriate in mood and atmosphere.

Besides our issues with the interface, our other huge gripe involves saving the game. The game 'features' a system wherein 'save points' are gradually accumulated, but 'gradually' is too kind a description. After two hours of play, we were still unable to save!

Knights of the Temple II boasts a limited form of multiplayer. Players cannot play a cooperative game, which is a pity as puzzle-solving and exploration are this title's main appeals. Instead, multiplayer is a deathmatch-style setup that offers players a choice of several playable character types, each with its own abilities, advantages and weaknesses. We seriously doubt this game's multiplayer 'capabilities' will become popular. **NAG**

**ABOVE: No levels – new abilities and combat combos can be bought whenever spare XP is available**

**YOUR PING NO GOOD ROUNDEYE!  
NEW ADSL KUNG FU!**

**Freestyle plus**

**WoW 2006! imaginet**

**UNSHAPED FROM R240.00**

**email: gamer@imagnet.co.za  
tel: 086 111 1101  
web: http://www.imagnet.co.za**

**IMAGINET @ T Spawn [RADIO]: Storm the Front!  
SNO @ T Spawn [RADIO]: Roger that  
TELCO @ T Spawn [RADIO]: Where's the Front?**

Not as solid as Pro Skater 3, but definitely the height of the series

**VITAL INFO**

- Platforms  
PS2
- Suggested Retail Price  
R399
- Developer  
Neversoft Interactive
- Publisher  
Activision
- Supplier  
Ster Kinekor Games  
[011] 445 7900
- Genre  
Sport - Skateboarding
- Age Restriction  
16+
- Minimum Specs  
Players: 1-2  
Controllers: 1  
Multiplayer / Wi-Fi: Yes  
Memory: 200KB

**BUY NOW**

AT  
**Look & Listen**  
DVD • CD • GAMES • MP3 • ACCESSORIES



**Detailed clothing options, Tony Hawk's Dress-Up if you will**



# TONY HAWK'S AMERICAN WASTELAND

**S**OMEHOW, AGAINST ALL ODDS, Neversoft has managed to release yet another Tony Hawk without beating the license-horse to death. How American Wasteland manages this is difficult to explain.

Tony Hawk's American Wasteland ironically contains very little Tony Hawk. His voice comes *sotto voce* over the in-game 'radio station' now and then, and he features near the end-game. Aside from that, American Wasteland is less Tony, and more Skateboarding - even more so than Underground 1 and 2.

Perhaps that's the secret to success for a franchise: don't milk the main man too much and listen to the fans. American Wasteland very quickly makes it clear that it's a labour of love for the fans. It could've been a worthless cash-in, but it isn't.

It's for the fans because it has everything the fans want. No more discreet level sections. The entire Los Angeles is there to skate in, from the word go. While LA may be subdivided into regions, you can go from region to region with no load-times and no load-screens [a complete lack of anything to break up the action]. It's actually physically possible to have one long, neigh impossible 'line' around the entire LA. The open

environment is rich and expansive, just how it should be. While the story mode itself may not be New York Times Bestseller material, it does the trick of getting the player in and having fun. Progression is rewarded with additions to the 'skate park' the player is helping to construct in the centre of LA, a lofty yet themed goal that serves as a centre-point for the player's actions.

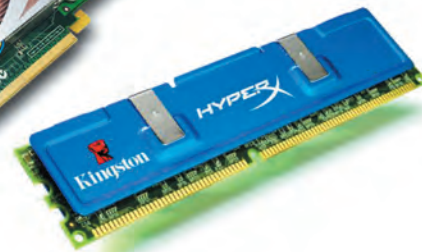
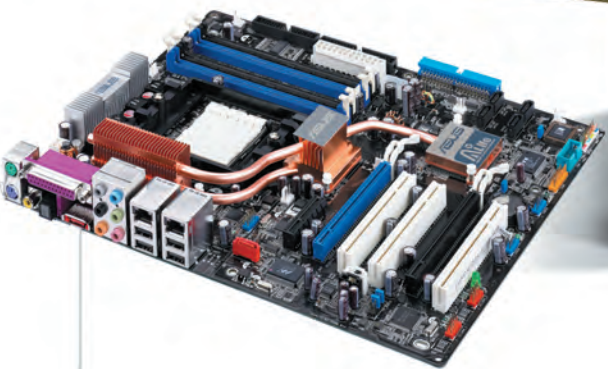
On the side, all the trimmings remain. Excessive amounts of customisation can be applied to the player and skateboard while the new board tricks include Bert slides, Natas spin handstands, and even one-footed grinds and manuals. Off-the-board tricks have been augmented with wall runs, wall flips and charged jumps. Essentially, American Wasteland allows the player to skateboard, BMX and even participate in Pakour-related tricks. The all new BMX-specific control system and BMX-specific goals are useful for when you get frustrated with a specific skateboarding section.

It's a vast, solid game filled with copious amounts of single and multiplayer content. Classic Mode can even be played cooperatively split-screen now. A trade-off for all this freedom and content is solidity. Your skater feels a little too quick, a little too light for the experience to really feel like its real life counterpart. **NAG**



# Ultimate Gaming Speed

The Ultimate enthusiast platform



## True Dual X16 SLI

The A8N32-SLI Deluxe motherboard supports dual PCI Express x16 slots running at full speed to liberate graphics cards from the narrow bandwidth platform of x8 speed only. With ASUS' innovative designs to bring out the real potential of NVIDIA nForce4 SLI X16 chipsets, gamers can easily enjoy faster graphics performance and higher video quality today, and be ready for the even more demanding tasks of tomorrow!

## NVIDIA SLI™ Technology

Delivers up to 2x the performance of a single GPU configuration for unparalleled gaming experiences by allowing two graphics cards to run in parallel. The must-have feature for performance PCI Express graphics, SLI dramatically scales performance on over 60 top PC games

## HyperX Memory

High Performance HyperX DDR2 & DDR memory is geared towards PC enthusiasts, specifically engineered and tested for higher speeds and includes an aluminium heat spreader for thermal diffusion.

**ASUS**

**Kingston**  
TECHNOLOGY  
**HYPERX**

Distributed by Axiz. [www.axiz.com](http://www.axiz.com)

**axiz**

A promising concept, but too unfinished and bug-ridden to be enjoyable

60

VITAL INFO

- Platforms: PS2
- Suggested Retail Price: R499
- Developer: Luxoflux
- Publisher: Activision
- Supplier: Ster Kinekor Games [011] 445 7900
- Genre: Action
- Age Restriction: 18+
- Specifications: Players: 1; Controllers: 1; Multiplayer / Wi-Fi: No; Memory: 120KB

BUY NOW

AT Look & Listen



*I don't pimp my ride. I ride it*

## TRUE CRIME: NEW YORK CITY

THE SEQUEL TO TRUE Crime: Streets of LA places you in the role of Marcus Reed, a former street thug turned cop, trying to keep crime out of New York City in his own unique and slightly unconventional manner. Your exploits will see you infiltrating and putting a stop to underground fighting clubs, illegal street racing leagues, tracking down members of notorious syndicates, as well as putting a stop to random acts of violence around the city, with a free-roaming play dynamic that is very reminiscent of Grand Theft Auto. The storyline, though somewhat contrived, has a degree of potential and is complemented by the inclusion of celebrity voice acting courtesy of Laurence Fishburne and Christopher Walken,

among others. Unfortunately the play dynamic leaves much to be desired. Although Marcus has a wide variety of armed and unarmed techniques, a clunky control system makes it a chore to get him to follow orders. Add to this the absolutely horrendous driving physics, and even navigating the city becomes a very arduous task. If this wasn't enough, glitches and bugs abound and drops in frame-rate, floating characters, and even complete lock-ups are common. Shoddy graphics and the poor voice acting of the generic characters don't do much to improve the experience either. On the whole, True Crime: NYC feels very rushed and unpolished. It's a promising concept, but too roughly executed to be worthwhile. **NAG**



Technically lacking, uninspiring take on the street brawling genre – simply not worth it

51

VITAL INFO

- Platforms: PS2
- Suggested Retail Price: R399
- Developer: Konami
- Publisher: Konami
- Supplier: Ster Kinekor Games [011] 445 7900
- Genre: Action
- Age Restriction: 18+
- Specifications: Players: 1; Controllers: 1; Multiplayer / Wi-Fi: No; Memory: 102KB

BUY NOW

AT Look & Listen



*Follow me, Homie! I know where the MickeyDs is at!*

## CRIME LIFE: GANG WARS

FEATURING THE MUSICAL AND voice acting talents of rap group D12, Crime Life: Gang Wars is an action brawler title, very much in the same vein as Rockstar's The Warriors, with two exceptions. Firstly, Gang Wars isn't set in the 70s. Secondly, it's nowhere near as entertaining. The basic premise of the game is to wander the streets as Tre, a new member of a gang known as 'The Outlawz', whilst generally roughing up people and stealing whatever isn't nailed down, in an attempt to boost your crew's reputation and garner respect. Your character has a number of melee moves in his arsenal, including light and heavy attacks as well as throws, and you are capable of picking up knives, clubs or even guns

to use against your foes. Unfortunately combat quickly deteriorates into a button-mashing frenzy, and the terrible animation does little to up the inspiration factor. A buggy camera, suspect voice acting and the generally low-quality graphics all make this title feel like a very standard rip-off of The Warriors. It's nowhere near as slick, it lacks the gritty and immersive atmosphere of The Warriors, and it feels far too goofy and ridiculous for its own good. Unfortunately, despite the celebrity endorsement and the relatively unexplored genre in which this title is placed, it ends up being little more than a technically-deficient and thoroughly boring exercise. **SACM**



# HOW BIG DO YOU WANT TO BE?



**3+**  
www.pegi.info

**PC**  
CD-ROM  
SOFTWARE

www.atari.com/tycooncitynewyork

available march 2006  
**megarom**  
interactive

PROUDLY DISTRIBUTED BY MEGAROM INTERACTIVE (PTY) LTD.  
011 234 2680 | SALES@MEGAROM.CO.ZA  
more @ www.megarom.co.za

**deep red**

**ATARI**

High production values and numerous improvements make this title a success

**VITAL INFO**

- Platforms  
PS2
- Suggested Retail Price  
R449
- Developer  
Yuke's
- Publisher  
THQ
- Supplier  
Ster Kinekor Games  
[011] 445 7900
- Genre  
Sport
- Age Restriction  
16+
- Specifications  
Players: 1-6  
Controllers: 1-2  
Multiplayer / Wi-Fi: Yes  
Memory: 935KB

**BUY NOW**  
AT  
**Look & Listen**  
DVD + CD + GAMES MP3 + ACCESSORIES



*This is not what Triple H had in mind when talking about the death of his career*

## WWE SMACKDOWN! VS. RAW 2006

THE SMACKDOWN! SERIES OF titles has, on the whole, been exceptionally successful for Yuke's and THQ. There have been a few minor hitches here and there, but each title has, for the most part, been an improvement on its predecessors. And the 2006 iteration is no exception. A few substantial changes have been implemented this time around, most notably the addition of stamina and momentum meters. The momentum meter, which allows you to perform finishers, fills only if you adequately mix up your attacks, effectively eliminating the use of 'cheese tactics', while the stamina meter depletes as you perform high-energy attacks, forcing you to rest when its empty and prevents total domination of your opponent. Other new

additions this time around include the 'Buried Alive' match, a GM mode comparable to a sports-management mode, fleshed out creation options, and an expansive roster of legends, including Bret Hart, Steve Austin, Hulk Hogan, The Rock, and others that could be unlocked. The controls are responsive and the graphics once again show improvement over the last title in the series. Alas, AI issues still plague the play dynamic at times, particularly in contests involving more than two combatants, and the story modes deteriorate to the ridiculous at times. Nonetheless, SmackDown! vs. RAW 2006 represents a step forward for the franchise, and is undoubtedly the most accessible and enjoyable wrestling title around. **NAG**

Well polished and presented robot fighting simulation – both deep and entertaining

**VITAL INFO**

- Platforms  
PS2
- Suggested Retail Price  
R289
- Developer  
Genki
- Publisher  
Konami
- Supplier  
Ster Kinekor Games  
[011] 445 7900
- Genre  
Action
- Age Restriction  
12+
- Specifications  
Players: 1-2  
Controllers: 1-2  
Multiplayer / Wi-Fi: Yes  
Memory: 173KB

**BUY NOW**  
AT  
**Look & Listen**  
DVD + CD + GAMES MP3 + ACCESSORIES



*Big robots, big explosions. Who needs complexity?*

## S.L.A.I.: STEEL LANCER ARENA INTERNATIONAL

A PSEUDO-SEQUEL TO THE LITTLE-KNOWN Xbox title 'Phantom Crash', S.L.A.I. is a giant robot combat game set in the year 2071. 'Rumbling' is the most prominent sport of the time, and it involves frenetic combat between remote controlled mechs or Scoot Vehicles (SVs) as they're called in this title. The game is set in HAVEN, an online network comprising seven 'servers' in different cities around the world. Each has shops selling new and used SVs, upgrade components, and AI chips to assist you in combat. Every aspect of your SV is customisable, and you can chop and change body components, legs, tank-style tracks, arm and shoulder weapons, and even cloaking devices. In fact, you can go as

far as having your SV custom sprayed if you choose. From here it's into the arena, where you're pitted against three opponents at a time, with new ones rotating in as soon as one of your adversaries is eliminated. Your objective is to destroy as many opponents as you can to earn credits, before retreating from the arena before your own SV is destroyed, so as to avoid heavy repair costs. Responsive controls, great graphics and outstanding presentation make S.L.A.I. a joy to behold, and the depth of the story mode means it's no short-lived affair, either. And, as everyone knows, giant fighting robots are just so undeniably cool. **NAG**



# Do more with dual-core



Get an **Esquire Perfecta** featuring the **Intel® Pentium® D processor** and rev up your multitasking with an extra gear when you need it.

**Visibly Different!**

National Number: 0861 70 00 00  
[www.esquire.co.za](http://www.esquire.co.za)

E-Mail us at [sales@esquire.co.za](mailto:sales@esquire.co.za) or  
phone us for your closest outlet or dealer

Head Office Midrand 0861 70 00 00

KwaZulu Natal +27 31 579 7200

Western Cape +27 21 555 0001

Eastern Cape (PE) +27 41 391 8500



It's Dance Dance Revolution. You dig?

75

**VITAL INFO**

- Platforms  
PS2
- Suggested Retail Price  
R399
- Developer  
Artificial Mind and Movement
- Publisher  
Ubisoft
- Supplier  
MegaRom [011] 234 2680
- Genre  
Dance
- Age Restriction  
3+
- Specifications  
Players: 1-8  
Controllers: Dance Mat  
Multiplayer / Wi-Fi: No  
Memory: 120KB

**BUY NOW**

AT  
**Look & Listen**  
DVD + CD + GAMES MP3 + ACCESSORIES



*Getting down wit dat, and dis, and perchance, dat again*

## FLOW: URBAN DANCE UPRISING

EVERYTHING'S BEEN ABOUT THE 'urban flava' lately. From the Pimp My Ride style games in the vein of Need for Speed, right through to the brawlers with copious amounts of bling, thong and big-name rap artists.

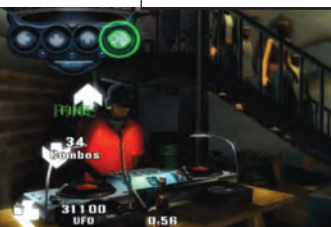
It's in this spirit that Flow: Urban Dance Uprising takes one part Dance Dance Revolution, a touch of EyeToy [if desired] and mixes all together [using a Dance Mat], producing an 'urban' hip-hop dancing game. Hyperbole aside, it's Dance Dance Revolution with a different genre of music.

As a game, it stands on its own two feet - 50 music tracks to dance to, six modes of play as well as three difficulty

levels per song. A song on 'easy' is something anyone can pass. A song on 'hard' requires training, endurance and ability.

Flow segments itself into various challenges and even throws in a rather appealing eight-player party mode. It's got all the trimmings and the style is simply a matter of personal preference. If music from Sugar Hill Gang, Kurtis Blow or Eric B & Rakim doesn't sound like your bag, then Flow will definitely not appeal to you.

If hip-hop/rap is a genre you enjoy and you're into dancing games [games that require a separately sold Dance Mat], Flow is a worthy purchase. **NAG**



Somehow Raven managed to break a working formula

69

**VITAL INFO**

- Platforms  
PS2
- Suggested Retail Price  
R499
- Developer  
Raven Software
- Publisher  
Activision
- Supplier  
Ster Kinekor Games [011] 445 7900
- Genre  
RPG
- Age Restriction  
12+
- Specifications  
Players: 1-4  
Controllers: 1  
Multiplayer / Wi-Fi: Yes  
Memory: 200KB

**BUY NOW**

AT  
**Look & Listen**  
DVD + CD + GAMES MP3 + ACCESSORIES



*All the bells and whistles, but none of the heart*

## X-MEN LEGENDS II: RISE OF APOCALYPSE

THE FIRST X-MEN LEGENDS was a breath of fresh air into the stale X-Men license market. It seamlessly blended action and RPG elements with loved characters and locations from the X-Men universe. Tracking the progress of a young up-and-coming mutant new to Xavier's school of hard mutant knocks, Legends engrossed the player and made the player care.

Legends II: Rise of Apocalypse is a perfect example of a 'by the book' sequel, designed by committee rather than by fans of the intellectual property. It has more content, more depth and teams you up with the Brotherhood of Mutants, Magneto's answer to Xavier's team of do-gooders. By all accounts it should be exactly what fans of the first game wanted.

What it lacks is spirited enthusiasm for the subject matter. The first game had the feel of being created by fans, for fans. The second game has the feel of being created to widen the appeal base. The player is unceremoniously thrust into the middle of a war with Apocalypse with almost no reason to care. There is no association created with the characters and you leave the game with what you bring to it.

But if that doesn't deter you, then Legends II will rock your mutant hack and slash world with cooperative play, online co-op and skirmish modes [requires PS2 broadband port] as well as a much larger, open-ended mission structure. It's a shame Raven didn't get rid of the ultra ugly cell-shading on the characters. **NAG**

If you loved GTA, Liberty City Stories is a must

90



### VITAL INFO

#### Platforms

PSP

#### Suggested Retail Price

R499

#### Developer

Rockstar Leeds

#### Publisher

Rockstar Games

#### Supplier

Ster Kinekor Games

[011] 445 7900

#### Genre

Action

#### Age Restriction

18+

#### Specifications

Players: 1-6

Multiplayer / Wi-Fi: Yes

Memory: 32KB

### BUY NOW

AT  
Look & Listen  
DVD + CD + GAMES MP3 + ACCESSORIES



## GTA: LIBERTY CITY STORIES

**T**HIS GAME IS SET in Liberty City and takes place three years prior to the events of Grand Theft Auto 3. If you are familiar with GTA 3, then you should feel right at home in Liberty City. You are still able to do all the 'irresponsible' things you could with the console and PC versions, plus it also features the much loved open-ended gameplay. The game developers did a great job of maintaining the same look and feel as the other GTA titles, and even the radio stations and sound effects are what you would expect from a GTA title.

On the downside, Liberty City Stories features missions that are all similar and don't have the same zest as the console or PC versions. This is understandable though, as the basis of the PSP is pick-up-and-go gaming. Having said that, it would have been nice if the developers included some sort of save feature, but the same principles apply in this game as it does in the other GTA games: you need to go to your safe house to save your game progress. This gets frustrating at times, especially if you have to play the same mission a few times, but overall this is one of the most enjoyable PSP games to date. **NAG**



*Is it a bad thing that breaking the law is still this much fun?*

gameplay

S  
L  
B  
E  
B  
S  
L  
O  
F  
S  
L  
B  
E  
B  
S  
J  
B

**“gameplay :** Gameplay includes all player experiences during the interaction with game systems, especially formal games.”

Come and experience the world of gaming with the latest games, reviews, information and news on the all new [gameplay.co.za](http://gameplay.co.za)

PlayStation 2



PSP

PlayStation Portable

PC CD

BROUGHT TO YOU BY  
SK  
STERKINEKOR  
GAMES

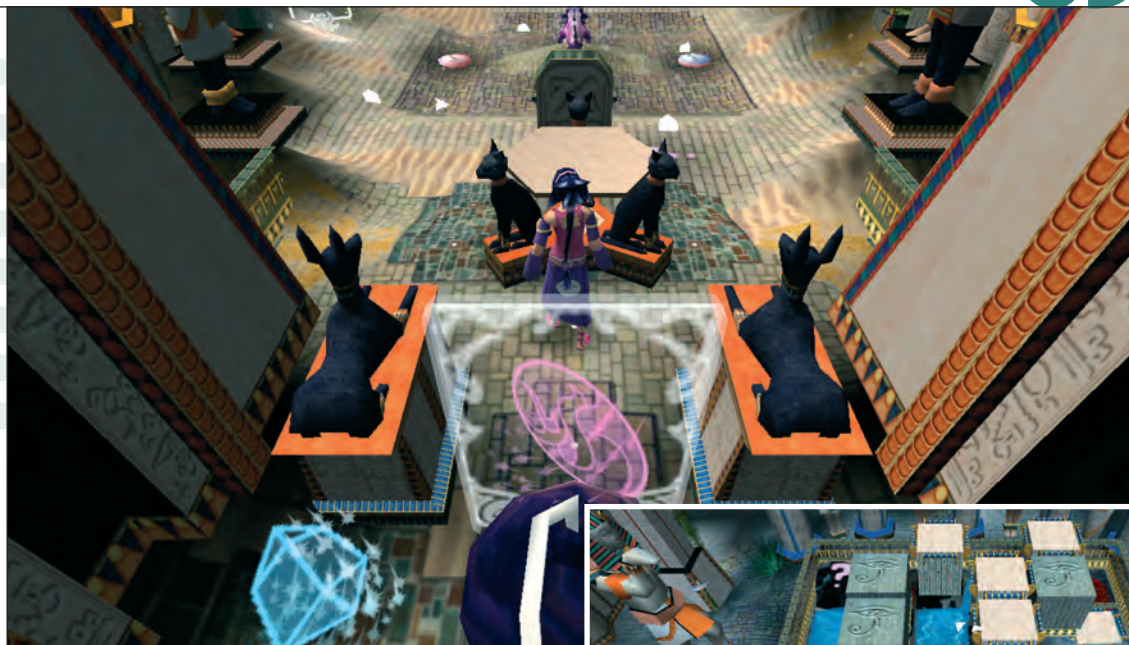
Sokoban Advance, if you will. Fun for a while.

**VITAL INFO**

- Platforms  
PSP
- Suggested Retail Price  
R299
- Developer  
KillerGame
- Publisher  
Ubisoft
- Supplier  
MegaRom [011] 234 2680
- Genre  
Action/Puzzle
- Age Restriction  
3+
- Specifications  
Players: 1  
Controllers: 1  
Multiplayer / Wi-Fi: No  
Memory: 128KB

**BUY NOW**

AT  
**Look & Listen**  
DVD + CD + GAMES MP3 + ACCESSORIES



# FRANTIX

*The ancient egyptians loved mindless puzzles*

*Work your cognitive capacity. But not too hard*

**T**HERE IS A BELIEF among some game reviewers [and movie enthusiasts] that there are only seven genres of games [or movies]. All the games/movies produced nowadays are mixtures or reinterpretations of those seven genres.

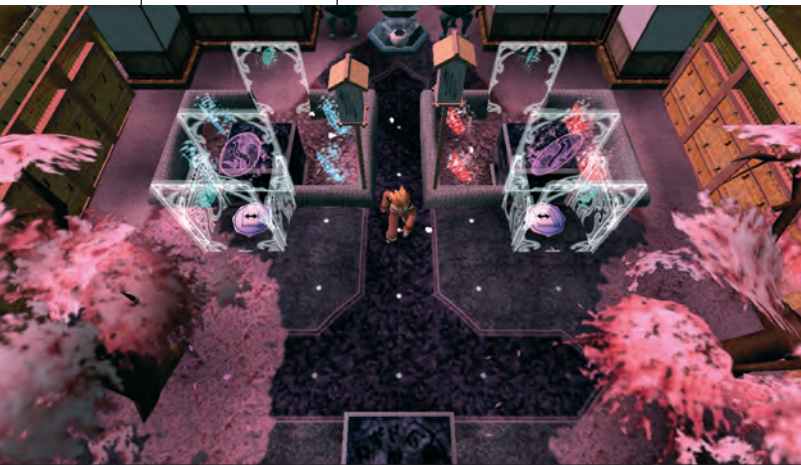
Frantix is a good example of this idea. At its core lays the original concept behind the classic puzzle-game Sokoban. You move things into things to complete the level. Frantix takes it a few steps further by adding power-ups and hazards, but essentially the idea remains the same: solve a puzzle in a limited time.

With all the ingredients for a good solid puzzler on the PSP, it's odd to see Frantix come off as a rather haphazard attempt instead. The game has 180 levels, a variety of pick-ups and unique obstacles as well as enemies and creatures to keep things fresh. The gameplay is mostly action-orientated, the puzzle aspect arriving in the form of a time limit and a little lateral thought. It's all there, the pieces needed for fun. The

execution unfortunately leaves it wanting.

The main problem with Frantix is the control scheme. Your character moves in a grid and can only move from cell to cell. This grid is invisible, only noticeable to the player as he/she tries to take a turn where you actually can't. The character will then overshoot the desired destination and take the next turn instead, often into peril.

One can get used to the control problems easily. It's the boredom that's hard to avoid. An action/puzzler can only go so far before the levels become repetitive concepts repeated only in more complex patterns. If Frantix had just that 'little bit more' to prevent tedium from setting in, such as a wireless cooperative mode or more elements to the puzzle-solving, it could have been a winner. **NAG**





Epic only just fits...

72



**VITAL INFO**

- Platforms
- Suggested Retail Price R399
- Developer Electronic Arts
- Publisher Electronic Arts
- Supplier EA South Africa [011] 516-8300
- Genre Turn-Based RPG
- Age Restriction 12+
- Specifications
- Players: 1-4
- Multiplayer / Wi-Fi: Yes
- Memory: 32KB

**BUY NOW**  
AT  
**Look & Listen**  
DVD-CD GAMES MP3 ACCESSORIES

## THE LORD OF THE RINGS TACTICS

ACCORDING TO ELECTRONIC ARTS, squeezing everything that is The Lord of the Rings into a playable game on the PSP means serving it up as a 3D turn-based role-playing game featuring a few snippets from the movies, all the favourite heroes and some bad guys.

Tactics has all the basic elements you'd expect to find in an RPG including basic character attributes and various items and skills you can buy. This is respectable if somewhat overly elaborate considering healing potions are all you'll be buying for most of the game. Once you've tooled up your team it's off to the battlefield. From here you'll select a battle location from the map, watch a brief edit from the movie trilogy and finally enter the playing area. This is represented in 3D allowing for camera rotation and zooming. Once all the formalities are over you can begin your turn by strategically moving your units around the map, using pillars for cover and avoiding rough terrain. After this movement phase the engine takes over and shows your units carrying out your instructions, as well as what the enemy is doing. Next comes the combat phase where you decide whom to attack, or if you're not doing too well, which units to heal. This process continues until the victory conditions are met or you loose, requiring a replay.

The game is tough and easy all in the same breath, easy to pick up and play and difficult to leave. It's far from perfect, but the combination of the license under it and the addictive quality of turn-based RPG gaming makes it better than most on this platform. Avoid if you're into faster paced games or don't like thinking too hard. **NAG**

*The 3D engine allows for a more detailed view of the action*



PlayStation®2

**PSYCHONAUTS WANTED NOW**  
FOR HILARIOUS THIRD PERSON  
ADVENTURE THROUGH 13 UNIQUE LEVELS!



**COMING SOON**  
FROM TIM SCHAFER, THE CREATOR OF  
**GRIM FANDANGO AND DAY OF THE TENTACLE**

**PSYCHONAUTS**



**9/10**

Official PlayStation®2 Mag

"Hugely inventive, charming and funny. Psychonauts is a surprise hit and this year's star platformer."

Official PlayStation®2 Mag

www.PlayStation.co.za | www.gameplay.co.za



All other trademarks, logos and copyrights are property of their respective owners. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Developed by Double Fine Productions, Inc. and Budcat Creations, LLC. ©2005 Double Fine Productions, Inc. All rights reserved. Published by Majesco Entertainment. Distributed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are the property of their respective owners. Budcat and the Budcat logo are trademarks of Budcat Creations, LLC. Psychonauts © 2005 Double Fine Productions, Inc.

Tough to master, but can be fun

75

**VITAL INFO**

- Platforms
- Suggested Retail Price R50
- Publisher Digital Bridges
- Distributor www.thumbtribe.co.za
- Genre Action/Adventure
- Download Code SMS: tribe 10336 to 40014  
*NB: make sure you leave a space after the word **tribe**. Check www.thumbtribe.co.za for phone compatibility and downloading instructions.*

ROLLERBALL

**R**OLLERBALL ISN'T BASED ON the terrible 2002 movie, but the original 1975 feature starring James Caan. In Rollerball, teams score by dunking a ball into various score baskets around the ring. The problem is that the other team can use almost any brutal tactic to stop you, making for a violent encounter as you try and get some points. On the flipside, you can pummel other players as well. The game itself is just as tough, mostly because it involves controlling a team of players. While only one team member is controlled at a time, the ball gets passed between players. Team formations and line-ups can be tweaked for extra effect, since the whole point is to keep the opposition off your back [and their spiked gauntlets out of your head]. Mobile controls aren't ideal for this level of speed, but the game isn't unplayable – just highly demanding. **NAG**



Short but solid and fun

82

ROBOCOP

**T**HE ROBOCOP MOBILE GAME smartly resurrects the original side-scroller developed by Data East ages ago – the polished one you can still see in local arcades from time to time [or even available on Mame if you can find it]. It's not a remake, though, and uses the original as inspiration as the Detroit police officer works through the first movie plot to eventually take revenge on executives at Omnicorp, the constant antagonist in the Robocop series. Being a mobile game, the levels are shorter. But graphically, it's one of the top titles out there at the moment. Power-ups, various weapons and an interesting array of enemies [including the notorious ED209] keep things going. But the game itself is pretty short. Fans of the original arcade title will enjoy this, while anyone who enjoys side-scrolling action will enjoy the ride. **NAG**

**VITAL INFO**

- Platforms
- Suggested Retail Price R50
- Publisher I-Play
- Distributor www.thumbtribe.co.za
- Genre Action/Adventure
- Download Code SMS: tribe 10334 to 40014  
*NB: make sure you leave a space after the word **tribe**. Check www.thumbtribe.co.za for phone compatibility and downloading instructions.*



Much, much, much better than the latest movie

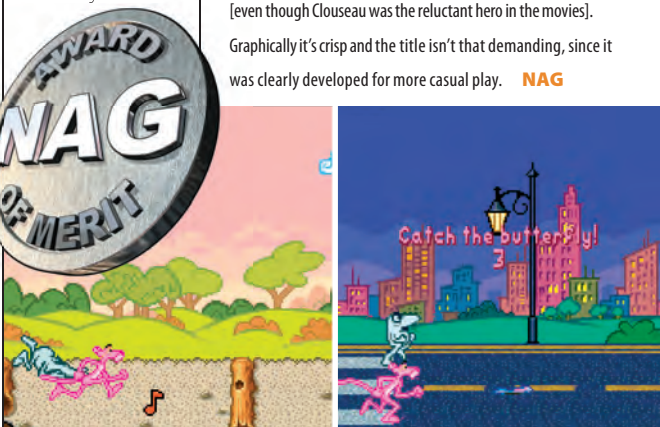
88

**VITAL INFO**

- Platforms
- Suggested Retail Price R50
- Publisher I-Play
- Distributor www.thumbtribe.co.za
- Genre Action/Adventure
- Download Code SMS: tribe 10335 to 40014  
*NB: make sure you leave a space after the word **tribe**. Check www.thumbtribe.co.za for phone compatibility and downloading instructions.*

PINK PANTHER: RARE PINK

**T**HE ORIGINAL PINK PANTHER was actually a diamond, but the animated intros directed for the movies by Fritz Freleng took on a life of their own and became as much a part of the lore as the original Peter Sellers movies. Still, that was a lifetime ago [literally]. So can the notorious feline make an impression on the new millennium's gamers? Oddly enough it does. Rare Pink is a perfect pick-up-and-play title. Keeping things innocent, the panther is chasing after a butterfly in each level. Each has various obstacles themed to the area. On top of that the panther's eternal nemesis, Clouseau, is trying to catch him. Thus, it's the usual Pink Panther cartoon fair: cute with a French inspector trying to catch our hero [even though Clouseau was the reluctant hero in the movies]. Graphically it's crisp and the title isn't that demanding, since it was clearly developed for more casual play. **NAG**



Heavy on your handset, just as heavy on action

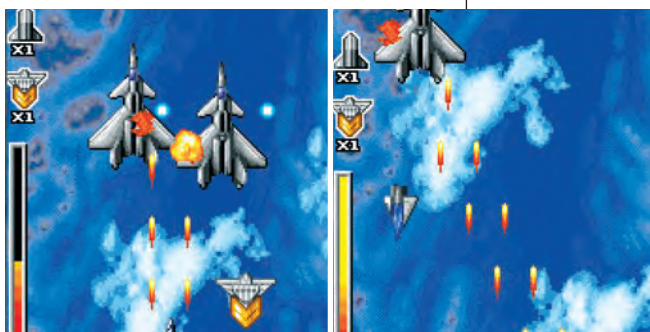
80

TOP GUN: AIR COMBAT II

**T**OP GUN: AIR COMBAT II is a top-down shooter [SHMUP]. Players can select one of two of the movie's pilots – Maverick or Iceman – and take on more threats in the sky. It's a faithful sequel to the first title with minor enhancements to the graphics, but the game dynamic remains firmly intact. The two pilots offer slightly differing playing styles: Maverick is more manoeuvrable while Iceman has stronger weaponry. But the game throws a lot at players, thus upgrading between levels becomes important if you plan to survive. It's an ambitious game and unless you have a powerful handset, expect a lot of slowdowns. Even on high-end mobiles [we used a Motorola V3] there are moments of frame-drop when a lot of enemies are on the screen. But platforms aside, Air Combat II is engaging as a shooter title. **NAG**

**VITAL INFO**

- Platforms
- Suggested Retail Price R40
- Publisher Mforma
- Distributor www.thumbtribe.co.za
- Genre Action/Adventure
- Download Code SMS: tribe 70375 to 40014  
*NB: make sure you leave a space after the word **tribe**. Check www.thumbtribe.co.za for phone compatibility and downloading instructions.*




# COMMANDOS STRIKE FORCE

STRIKE FORCE. STRIKE FIRST.



[www.CommandosStrikeForce.com](http://www.CommandosStrikeForce.com)

**16+**  
TM  
[www.pegi.info](http://www.pegi.info)

 PlayStation 2

 PYRO  
STUDIOS

 eidos

Commandos Strike Force © 2006 Pyro Studios SL. Published by Eidos Interactive Ltd. Commandos Strike Force are trademarks of Pyro Studios SL. Eidos and the Eidos logo are trademarks of SCI Entertainment Group plc. All rights reserved. \* PS2 and PlayStation are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. All Rights Reserved.

Distributed Exclusively by World Web Entertainment. Tel: 011 462 0150 [www.wwc.co.za](http://www.wwc.co.za) e-mail: [sales@wwc.co.za](mailto:sales@wwc.co.za) All rights and trademarks and logos are copyright of their respective owners.

 **WWE**  
GET READY TO PLAY



## CITY OF VILLAINS

### PART 2

[www.cityofvillains.com](http://www.cityofvillains.com)

#### DAY 20

It's been a long haul through City of Villains, making contacts and completing missions. The servers have been updated almost constantly during the last few weeks, with fixes here and there as well as some added content. There's a new Chapter on the horizon that's set to add a whole host of new missions and extra content.

#### DAY 22

Finding myself up against difficult missions [usually involving banks with copious amounts of security guards or high-level raids], I've resorted to teaming up with pretty much whatever villain group happens to be advertising the need for a Brute. The Brute character class is usually in high demand. They are effective 'tanks' that can absorb a lot of damage while protecting team-mates. Thankfully the game has built-in team-creation and matchmaking options, so it's easy to find people to team up with.

#### DAY 23

As you gain powers [skills forming the foundation of your attacks in battle] you also find Enhancements. Enhancements may increase the power, speed or recharge rate of an attack, as well as Luck, Recovery and other attributes. Enhancements can be combined when put into the 'slots' provided with each Power, increasing their effect.

#### DAY 25

The missions in City of Villains fall under five basic categories: Instanced, Defeat Tasks, Schemes, Patrol Tasks and Errands.

An Instanced Mission occurs on a special map that only you [or your party] can access. Defeat Tasks involve defeating a certain number of heroes from a specific group. Schemes are generally heists of some sort - villainous deeds that increase your infamy. Patrol Tasks are self-explanatory: you need to keep an eye on a certain area for a while. Errands are objectives that can be completed even inside Missions or just in general, such as defeating 20 Snakes.

#### DAY 31

I just uncovered possibly one of the best parts of City of Villains, an aspect I personally enjoy immensely. It's called 'Lackeys and Malefactors'. In general, Lackey is a special option that allows low-level villains to team up with villains of a much higher level. The lower-level villain, the lackey, gains a temporary boost in fighting ability that allows him/her to fight alongside the higher-level villain - his/her 'Boss'.

When you become a Lackey, your level becomes that of your Boss, minus one. Your hit-points, defence and accuracy are all boosted to your new level. A Lackey must physically stay near his Boss in order to maintain the level boost.

On the flip side, a higher-level villain can lower himself to a lower level by becoming a Malefactor. This will allow the lower-level villain to continue to collect normal experience at this level, while having a higher-level friend help out. The Malefactor won't gain experience from his actions however, aside from burning off 'death debt'.

The Lackey/Malefactor system allows you to join up with a friend who's been playing the game for much longer than you, or allows you to go help out a friend in the lower-level areas.

#### DAY 32

'Death Debt' is essentially the punishment for dying in City of Villains. You don't lose experience or drop down a level when you die. Instead you accrue 'debt' that needs to be paid off with experience first, before your experience starts levelling up. There is a maximum amount of 'debt' you can accrue, so there's no risk of dying repeatedly in a tough mission only to sit with a character you can never level up. You can only accrue about ten deaths worth of debt.

In an interesting twist, you can pay off your debt much faster by becoming a Malefactor for someone. While playing City of Villains, it wasn't uncommon for me to be approached by higher-level villains looking to become my Malefactor so as to pay off death debts. Conversely, high-level villains are a touch more selective about which low-level villains they accept to become Lackeys.

#### CONCLUSION

City of Villains [along with City of Heroes] has a wonderful niche market it fulfils. Everyone at some point has wanted to be a Hero [or Villain], swooping in to save the day [or ruin the day]. Both games excel at presenting their subject matter. When playing City of Villains, you feel completely embroiled in villainous schemes, working your way up the pecking order before finally becoming a true Evil Person. There is pure glee in pulling off a successful heist with your peers or flying in formation [if you have flying as an ability] over a shanty-town, watching the residents recoil in fear.

The atmosphere in the game is incredible. Random [AI] people wander the streets and will actually talk to each other about your deeds if you are in earshot. It's common to see two NPC characters talking about 'how they heard that so-and-so [you] did this or that'. It's wonderful to see such feedback on your actions. It makes everything you do have impact. Its price point is a touch steep, but for what you're getting it's a worthwhile MMORPG. Just make sure you have a powerful PC and a reasonable [ADSL] Internet connection, for the game is very demanding on both. **NAG**



# TECH NEWS

## Nintendo Revolution

Details remain sketchy regarding Nintendo's next console. Among the few known facts is that ATI will be supplying the graphics hardware, currently codenamed 'Hollywood'. The company recently stated that the chip will not be based on PC architecture, rather being designed from the ground up to specifically suit the requirements of the next-generation console.

"Hollywood is a specific design and is in no way reflective of PC technology. Even when the Flipper chips came out, people were asking that question: 'Is this a spin-off of something done on the PC?', and the answer is no," stated ATI's John Swiminer.

"It is designed the same as the Flipper was - from the ground up for a specific console. [It's a] totally different sort of architecture from what you might find on the PC. Certainly, there are some underlying values - you know, how you get graphics on the screen - that's there. It's not, for example, like we took a PC design and said 'oh, you know what? If we tweak this and test this, it will work in a console'," he added.

"ATI is focused, as is Nintendo, in making Revolution a great, gaming entertainment platform," Swiminer said.



## SANDISK CRUZER CROSSFIRE

SanDisk has introduced a gaming-orientated USB smart drive, available in capacities ranging from 512MB to 4GB. The versatile devices are U3 enabled, allowing them to be compatible with a wide range of systems, including modern consoles. As a result, media can be transferred from one platform to another, allowing music or video to be played back on a TV by means of an Xbox 360, for example.

"The new gaming consoles, with their impressive graphics, are more than just gaming devices - they are multimedia centers," said Nelson Chan, SanDisk executive vice-president and general manager. "As such, people can also use them to view their digital photos and play digital music, and a smart drive is a fast and convenient way to access this content."

The growing support of USB in appliances other than PCs means these gadgets will be quite useful indeed. [www.sandisk.com]

## ARCADE TABLE

Retro gaming fans will love this machine which brings 80's arcade gaming into the home. It has been designed to blend the best of modern technology with an authentic retro arcade feel. The control buttons and joystick all feature the feel of vintage arcade machines, while digital video and audio bring the genre into the present. Although something of a thematic departure, the pause button will likely be considered a great addition by anyone who uses this unit, enhancing as it does the 'comfort of home' aspect of the product. Arcade Table weighs in at 71kg, but also boasts a heavy complement of titles - more than 150 games including the likes of Lode Runner, Spelunker, Double Dragon, Scramble, Arkanoid, Contra, Street Fighter, Elevator Action, Gyruss, 1942, Missile Command and many, many others! The Website address for this one is quite funny too:

[www.iwantoneofthose.com](http://www.iwantoneofthose.com). How true!

## LOGITECH HARMONY 525 REMOTE

Activity-based remote controls such as this allow people with home theatre systems or similar set-ups to program presets and then access an activity with one button-press. For example, say you want to listen to music, you don't need the TV for this, but sound output is not optional! Or if you want to watch and record a TV show, different components are needed. Controls such as this one issue all the required commands to all the relevant appliances, but must be programmed to interact correctly with the equipment. Logitech's online setup process uses a visual and interactive interface to configure the controller, with the full process typically taking less than half an hour to complete. This configuration technology will henceforth be applied to all subsequent Logitech activity controllers. In addition, this remote also allows access to individual functions on individual devices, should such be desired, as is bound to happen from time to time.

[www.logitech.com]

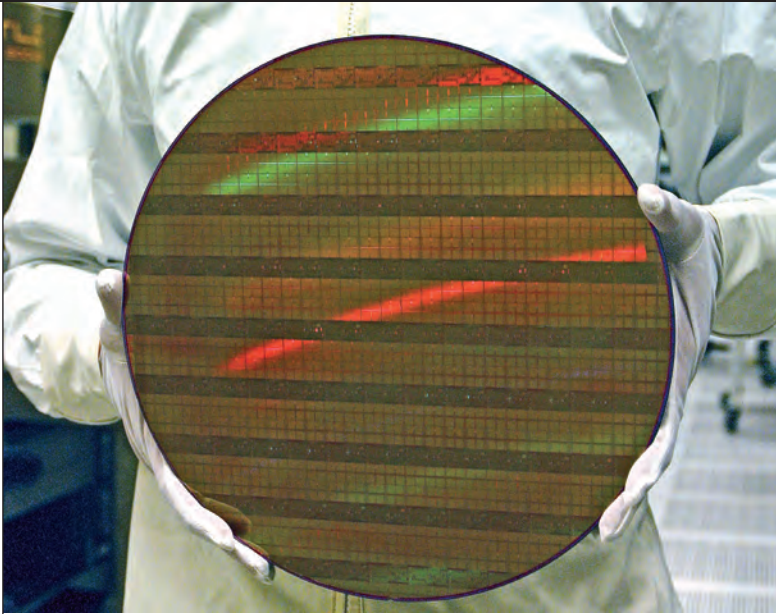


## BTX

The BTX design is a comprehensive set of methodologies that results in considerable benefits in several areas, including cooling, power consumption, cost and noise levels.

"BTX has unique, scalable system form factors, enables platforms to run more quietly, handles high-performance applications and meets the lower price points demanded by digital home and office markets," says David Ah-Tow, desktop chassis and HDD product manager at Axiz. "As technology has evolved, new challenges have arisen that are increasingly difficult for ATX to fulfil. The BTX form factor specification was developed as an evolutionary step to the ATX form factor and is expected to replace ATX as the industry standard." ATX has been around for quite some time, so it's not surprising that an evolutionary step has arrived. In fact, the only surprise here is that it took so long. Detailed information can be garnered at

[www.intel.com/go/BTX](http://www.intel.com/go/BTX)



## INTEL SHOWS OFF 45NM CHIPS

Intel recently demonstrated the first 45nm chips, although they were static RAM chips rather than processing chips [the success of the manufacturing process was what was being showed off, rather than a finished product]. Such reduced technology will, naturally, result in reduced power consumption and heat generation, which are important issues for mobile computing, with important implications for computing in general. The company is expected to start producing 45nm processors sometime next year.

## ABIT AND USI TEAM UP

ABIT needs no introduction as the world's fourth-largest branded motherboard manufacturer. USI is more likely to not be recognised by some, even though the company has been a specialist in the design, manufacture and service of various electronic product classes, including PC hardware. Now the two companies have announced a long-term strategic partnership, which will provide ABIT with USI's expertise while allowing USI to enter the motherboard market.

"The partnership with USI marks a new, exciting chapter in ABIT history," notes Jason Hsu, Executive Vice President, ABIT Computer Corporation. "The past 15 months have certainly been trying times for ABIT, and we have to thank all the ABIT fans around the world for their undying support throughout this most difficult period in ABIT's history. Now, with USI's manufacturing excellence and economies of scale, coupled with ABIT engineering and innovation, we are confident that our combined resources will produce our most exciting ABIT products ever. To those who have stuck with us, we thank you - the best is yet to come."

### Mobile TV vs. mobile gaming

Although mobile 3D gaming is carving a small market niche for itself, the industry seems to be favouring mobile television applications. ATI, which is active in both segments of the mobile graphics industry, has stated that at present the demand for TV-enabled cellphones and other portable devices is far outstripping that for games-on-the-go. Nevertheless, development on the latter is, naturally, still on-going. The latest mobile processor from Texas Instruments, OMPA2420, features the PowerVR MBX graphics core provided by Imagination Technologies. This provides extensions to OpenGL ES 1.x features, and has recently been measured [with 3DMarkMobile06] to be delivering 37 frames per second.



# EARTH 2 1 6 0



Available at

**Look & Listen**  
DVD • CD • GAMES — MP3 • ACCESSORIES

041 - 365 0258

sales@devon-systems.com

www.devon-systems.com

**Albatron GeForce 7300 GS Series**

NVIDIA's GeForce 7300 GS GPU makes use of the smaller 90nm process, which means that performance is higher but heat generation is lower. Because less attention needs to be paid to cooling issues, this renders cards based on this chip somewhat cheaper. This card also uses TurboCache technology, which 'borrows' portions of system memory for graphical purposes. The PCI Express bus allows this not to be as cumbersome as previous similar implementations, while the smaller on-card memory results, once again, in a cost benefit. The card also boasts NVIDIA's PureVideo capabilities, which free the CPU from tedious encoding and decoding tasks. It also supports HDTV.

**Watch movies on your PSP**

The X-00M Movie on PSP offers an innovative and easy way to get your DVDs or movie files onto your PSP for instant viewing. Features of this software include support for over fifteen formats [DVD, VCD, SVCD, DivX, AVI, WMV, Real, MPEG] as well as the ability to resize movie files to your memory stick size using the X-00M Fit-to-stick technology.

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



**ZALMAN PURSUES WATER-COOLING**

Zalman is planning to expand its line-up of cooling products, and is currently in the process of designing a number of devices. The first is a water-cooled power supply, which faces the challenge of being approved by the relevant regulatory boards [water and electricity, after all!]. Secondly, the company's Reserator Plus 1 cooling system will be getting a 14cm fan add-on to further improve its thermal handling. This fan kit is expected to be introduced within the next three months. The upcoming CNPS8000 VGA Quiet Cooler occupies considerable space inside a case, and uses heat pipes and a fan to disperse heat away from high-end graphics cards. Lastly, Zalman has also released the HPTC Enclosure HD160, a case that is designed with media centre applications in mind for a PC. [[www.frontosa.co.za](http://www.frontosa.co.za)]

**The Winfast PX7300 GS TDH is good for gaming**

Corex has announced the availability of the Leadtek WinFast PX7300 GS TDH, a card which is said to provide the best cost/performance ratio solution on the market.

Says Fred Lu, MD of Corex, "Leadtek is the NVIDIA VGA Card product leader and strategic partner, and while we are launching the latest NVIDIA products to the South African market, other distributors are still trying to sell old technology [6500TD] to customers.

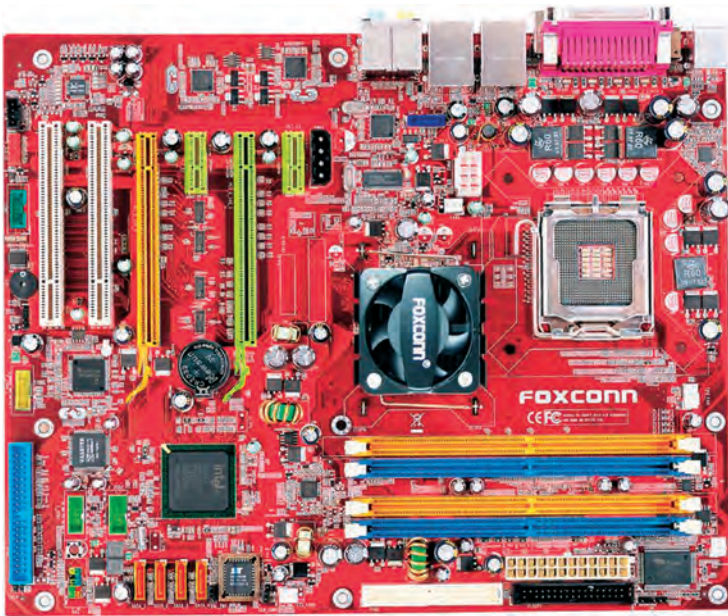
We are the first distributor to launch the WinFast PX7300 GS TDH in South Africa and all local customers [dealer, gamer, SI and end-user] will now have the opportunity to purchase the awesome PX7300GS at an affordable price and enjoy the next generation of gaming." [[www.corex.co.za](http://www.corex.co.za)]



**ATI RADEON X1900**

Cards based on ATI's Radeon X1900 are starting to appear on the market. The new GPU is most notable for the fact that it boasts 48 shader processors – three times as many as the previous generation! In other regards, expect the usual evolutionary enhancements over its predecessor, as well as an All-in-Wonder pack featuring the card and a slew of software and variants at different price points.





## FOXCONN 975X CHIPSET-BASED MOTHERBOARD

Foxconn's 975X7AA-8EKRS2 is the company's latest foray into motherboards aimed at the gaming and high-performance sector. 'Fox-1' control technology allows intelligent system monitoring and adjustment, which effectively means that the system will adjust itself in terms of power supplied to various components based on load and temperature. The result is higher overall performance and lower power consumption. The board also supports dual PCI Express graphics cards without the need for a switch card – an obvious advantage! The board's SATA II implementation includes an external connector to enable the use of emerging external SATA II drives. Maximum supported memory is 8GB [DDR2 533/667/800], onboard network is Gigabit Ethernet [the current *de facto* standard] and on-board audio is Realtek's ALCA82H 7.1-channel audio. [www.foxconnchannel.com]

## OPTIMUS MINI

The Optimus Mini is an auxiliary keyboard [USB connector] with three 96 x 96 pixel OLED button-screens that can display a wealth of information. The keyboard can be placed either horizontally or vertically. Initially, the Optimus Mini is a blank sheet. As more applications start supporting the Optimus Mini, the more useful it will become. The basic set of plugins allow for a few interesting features; viewing Powerpoint slides on the Mini, system monitoring information and so forth. As with most new gadgets, the watershed of the device is determined by the users. If the users find it useful and incorporate it into their computing lifestyle, then the Optimus Mini will find a place on desks alongside staple utilities such as the mouse and keyboard. [www.artlebedev.]



## Datel Xbox 360 4GB portable hard drive

Datel has introduced a very compact 4GB external drive for the Xbox 360. Connecting as it does via USB, it doesn't require a separate power source, and is extremely light. Its styling matches that of the Xbox 360 console itself.

## UMD [FOR PSP]



**Coldplay**  
Live 2003

**R159<sup>99</sup>**

[UMD.Music]



**Pink Paradise**  
Paris  
Strip-Tease &  
Table Dance

**R139<sup>99</sup>**

[UMD.Video]



**Kylie**  
Showgirl

**R139<sup>99</sup>**

[UMD.Music]



**Depeche**  
**Mode**  
One Night In  
Paris  
The Exciter Tour  
2001

**R159<sup>99</sup>**

[UMD.Music]



**Depeche**  
**Mode**  
Devotional

**R159<sup>99</sup>**

[UMD.Music]



**Depeche**  
**Mode**  
Mode 101

**R159<sup>99</sup>**

[UMD.Music]



**Placebo**  
Soulmates  
Never Die  
Live In Paris  
2003

**R159<sup>99</sup>**

[UMD.Music]



**Yellowcard**  
Beyond Ocean  
Avenue  
Live At The  
Electric Factory

**R139<sup>99</sup>**

[UMD.Music]



**Goldfrapp**  
Wonderful  
Electric  
Live In London

**R159<sup>99</sup>**

[UMD.Music]



**Goldfrapp**  
Supernature

**R159<sup>99</sup>**

[UMD.Music]

**EMI**

AVAILABLE AT

# Look & Listen

DVD • CD • GAMES — MP3 • ACCESSORIES

Look@Listen - NAG's preferred gaming retailer

### JOHANNESBURG:

- Fourways: 011 457 1115
- Cresta: 011 476 4142
- Hyde Park: 011 325 4237
- East Rand: 011 823 3642
- Clearwater: 011 675 3648
- Lenasia: Opening 23 March

### WESTERN CAPE:

- Cavendish: 021 583 1810
- Century City: 021 551 4647
- Willowbridge: 021 919 4854
- Worcester: Opening 23 March

### DURBAN:

- The Pavillion: 031 265 1600

### PRETORIA:

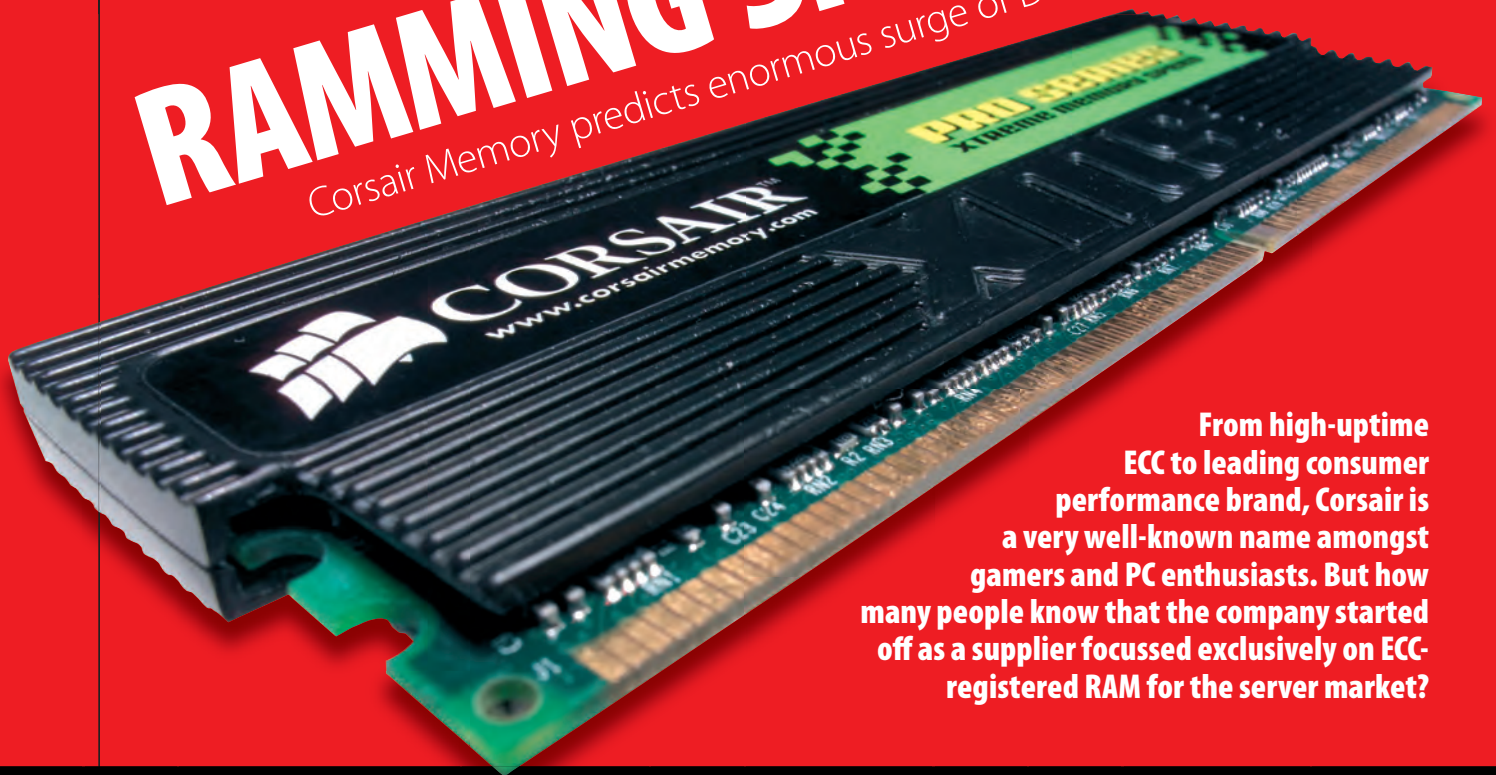
- Atterbury: 012 991 6626
- Menlyn: 012 368 1080

Shop online at [www.lookandlisten.co.za](http://www.lookandlisten.co.za) Open 'til 10.30 PM, 7 days a week.

Availability and price subject to change at distributor's discretion or similar. While stocks last. E&OE

# RAMMING SPEED

Corsair Memory predicts enormous surge of DDR2



**From high-uptime ECC to leading consumer performance brand, Corsair is a very well-known name amongst gamers and PC enthusiasts. But how many people know that the company started off as a supplier focussed exclusively on ECC-registered RAM for the server market?**

IT'S TRUE. CORSAIR STARTED in this industry in 1994 by providing memory with the most extreme levels of reliability possible. Most recently, for instance, the company delivered what may well be the fastest DDR RAM to have ever been released. Called the 3500LLPro, these modules are clocked at 'only' 438MHz, but feature incredibly low latencies at this frequency of 2-3-2-6-1T. That's CAS2 PC3500. No wonder Corsair reports it can barely produce enough of these modules to satisfy demand.

On the Intel platform, DDR2 running at 800MHz [PC6400]), has now become the standard on high-end systems. And with this increase in frequency from the launch frequency of 533MHz, DDR2 has attained a broader acceptance in the marketplace. Comments Scott Thirwell, sales manager for the EMEA region at Corsair Memory: "In actual fact, in the SA market DDR2 has already taken over from DDR in terms of market share and adoption will only ramp upwards from now. Now that DDR2 is running at 800MHz as standard, we're really seeing the promised performance benefit of the new technology. And the price of the newer parts is now lower than conventional DDR, so it makes no sense not to run DDR2 in any new machine purchased."

## Leading global DDR2 adoption

THESE FIGURES PLACE THE local market squarely in the lead in terms of global DDR2 adoption, at least for the EMEA region handled by Thirwell. Only the much larger German market has adoption figures higher than SA at this point. The company expects the sales figures of DDR2 to account for 75% of the memory market share by the end of 2006. Thirwell cites the move to DDR2 by AMD, slated for Q2 of this year, to be the catalyst behind this rapid

ramping up of adoption.

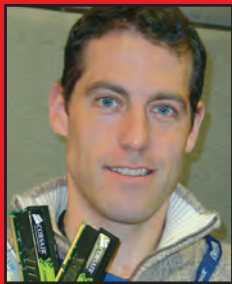
The main limiting factor of DDR2 adoption thus far has been the availability of DDR2-capable motherboards. The fact that Corsair distributor Rectron brings the platform and all of its components together under one roof has helped the local market achieve its exceptional growth figures. A strong partner like Rectron, with its focus on driving and supporting the local technology industry in the long-term, is an absolute necessity for regions where you don't have a significant presence yourself, according to Thirwell.

"As soon as AMD moves to DDR2, there will be no further reason to continue with DDR products. The chip-makers themselves will shift production entirely to DDR2 and there will be no going back from that."

## AMD going RDRAM or DDR3?

ALTHOUGH AMD LEFT A question open about DDR3 becoming available sooner than the market might think, Corsair believes that it is still far too early to even consider DDR3 to be a viable product. It is also adamant that, despite negotiating licenses with Rambus for the use of its technology, AMD will not move to RDRAM considering the embarrassment the technology was to Intel.

One of the RAM manufacturer's biggest advantages in the enthusiast market it now addresses harks back to its days as a high-reliability server RAM provider. In the world of overclocking and the performance-hungry, for instance, increasing the voltage going to the RAM modules is a trick often employed to enable ever higher memory frequencies. Running any PC part at higher than its standard voltage is always going to cause



**Scott Thirwell**

Sales Manager, EMEA region,  
Corsair Memory



failure sooner or later.

Hence the rigorous testing procedure that Corsair subjects every stick of its RAM to before it leaves the Silicone Valley-based facility, as well as the continuous search for the highest quality memory chips to be used in Corsair DIMMs.

#### Run by gamers for gamers

“CORSAIR IS A COMPANY run by gamers. Even the testing procedures in our labs are geared towards the gaming market, where we make certain that our modules will last for extreme, 48-hour gaming sessions and beyond at maximum effort. This is how we’ve got to our leadership position in the global memory market,” explains Thirwell.

This leading spot is a major advantage for the company, as other major players in IT come to Corsair first to ensure their products are compatible with forthcoming technologies. NVIDIA, for instance, only recommend one RAM vendor for its high-end SLI gaming rigs. AMD tested modules from other manufacturers, but none were able to cater to the extreme demands of the SLI platform, according to Thirwell. What this means for the end-user purchasing Corsair modules is that he/she knows the part will work with his/her other components.

Corsair also offers probably the most segmented range of gaming RAM to the eager market. The company still produces ECC-registered parts for platforms needing maximum reliability, and also produces high-performance enthusiast RAM ranging from the entry level Value Select range through mainstream solutions right up to the extreme high-end XMS series.

#### Product focussed, not volume

THIRWELL PUTS THE SUCCESS of the organisation down to company goals. He explains: “To reach the position we have reached requires that we be consistent with new technologies and the delivery of these to the market. We must be known to make the effort, all the time. Fortunately we are a product-focussed organisation. A volume strategy is an entirely different ball of wax. But specialising in the product you started in with massive R&D investments and effort is the only way to take a number one spot in any industry.”

Corsair representatives spoke openly about the fact that DDR2 at 533MHz didn’t really deliver any meaningful performance benefits, as the higher latencies counteracted the advantages of a higher clock frequency. Now, however, with the 975 processor and 800MHz RAM, the performance advantage is really beginning to tell.

The company is committed to paying closer attention to the SA market in the year ahead, having recognised it as one of the most active and progressive IT sectors in the world. Corsair intends changing the fact that SA is often missed out as it is seen as an entirely alien market. Thirwell maintains that Corsair owes it to SA to ensure that this is no longer the case.

It is precisely this type of commitment behind the success of Corsair as a RAM manufacturer. Its sharp focus on the target market, flexibility in product range and well-earned reputation in the extreme performance segment, position the company head and shoulders above its competition in this space. Corsair is sure to continue leading the way for modders, overclockers and user who demand the ultimate performance from every one of their PC components with this approach. **NAG**



## AMD FX-60 CPU

IT HAS ALREADY BEEN an eventful year for PC technology. Intel kicked things off with its 955XE CPU and AMD hit right back with its latest range topping dual core offering, the Athlon FX-60.

In fact, this processor is the first in AMD's flagship range to feature two cores. Hence the breaking of the odd numbered FX naming tradition for even. The FX-57 has been the daddy of the gaming CPU world since its release, and before it the FX-55 held the crown pretty much unchallenged. But the Athlon X2 series highlighted a weakness in the performance of these systems: they didn't multitask anywhere nearly as well as the new dual core parts.

The FX-60 is intended to combine the high-end gaming power of the FX-57 with the multiprocessing capabilities of the X2 - just in time to take on that 955XE CPU, which is finally a real shot in the right direction for Intel.

Each of the FX-60 cores is clocked at 2.6GHz, with HyperTransport still running at 1GHz and the same integrated MCH supporting DDR only. There's 1MB of L2 cache per core for a total of 2MB on the processor. We built a test rig around the excellent Asus A8N32-SLI Deluxe. For a full review of this platform read our next issue. For now, suffice to say that this was the best possible board for us to test the maximum performance of this new chip.

SiSoft Sandra Professional 05 is still an excellent system benchmark. We tested CPU and RAM performance with this application and the FX-60 delivered mixed results. In the arithmetic portion of the test the CPU returned 23,441 MIPS and 10,802 MFLOPS - pretty staggering results. The 955XE managed 20,324 and 14,480 for these respective benchmarks, giving the AMD a slight edge here.

CPU multimedia results were still strong for the Athlon, but less impressive measured against the latest Intel baby. In the AMD corner, 48,963it/s integer performance and 53,378it/s for floating point. For Intel, 66,380 and 50,130. Slight edge to Intel. We'll call it even.

DDR2 is showing its worth right now, and with 975X chipsets easily scaling to 888MHz, the performance delta will just grow. The SiSoft Sandra RAM bandwidth test illustrated this, with the FX-60 managing to move data at exactly 4,800MB/s, while well clocked DDR2 can easily reach 6,500MB/s.

But AMD chips have really shone in the last couple of years in gaming scenarios. The perfect time to test out the CPU benchmark component of 3DMark 06 then.

The 955XE scored well in this bench, blowing away previous generation 3.73GHz XE and 3.8GHz 670 parts completely, doubling the performance of these Prescott chips by managing 1,888. The FX-60 beat it though, perhaps only marginally. But 2,001 is a clear victory.

This advantage reflects in real world gaming. F.E.A.R. with all graphics turned down but all system effects on maximum, as expected, is the FX CPU's forte. It managed a minimum framerate of 128, maximum of 462 with 227 being the average, while the PXE lagged somewhat behind with 99, 411 and 186.

So the performance of the FX is really no less impressive than the PXE. In some ways it is superior in fact. However, whereas the Intel part has leapt from dismal to dazzling in one bound, the FX has gone from 'fabulous' to 'great even when multitasking'. It is without a doubt one of the two most powerful PC chips on the planet, and which one you choose comes largely down to personal preference right now. **NAG**

### VITAL INFO

#### ■ Pros

Much better multitasking with dual core

#### ■ Cons

Not that much faster in non-multithreaded applications than the FX-57

#### ■ Supplier

Frontosa [011] 466 0038

#### ■ Internet

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

#### ■ RRP

R9,999

#### ■ Reviewer

Russell Bennett

# BLAZE PSP TV ADAPTER

**E**VERY NOW AND THEN a product comes along that initially sounds like a damn good idea. However, when put into practise it quickly becomes evident that the idea may not have been such a good one after all.

The Blaze PSP TV Adapter is a Webcam you strap to your PSP. It is as unwieldy as it sounds. The TV adapter then plugs into your PSP's headphone socket and power socket. Then a standard AV cable runs from the TV adapter to the TV while another runs towards the power socket.

This is where the first problem comes in. The power cable is dreadfully short. If your power outlet is situated near or behind your TV, you'll have to be uncomfortably close to the TV.

The second problem is the matter of quality. The PSP has a screen resolution of 480 x 272. The CCD Webcam inside the TV adapter has a resolution of 320 x 240. It's obvious that this is going to present a conversion problem from PSP to TV. It does, and then some. Aside from the quality being very low due to the down-sampling [then a later up-sampling to TV resolution], the Webcam has a spherical lens that has problems focusing on the entire PSP screen, as it is locked too close to the PSP. What you get then is blurring and warping around the edges of the final output on your TV - not fun for games or movies.

It's a great idea, in theory: the ability to play PSP games or watch UMD movies on a TV or projector. Unfortunately the PSP was not built with a direct way to output what is on its screen, so the best third party manufacturers can come up with is a piecemeal hack, like the PSP TV Adapter. **NAG**

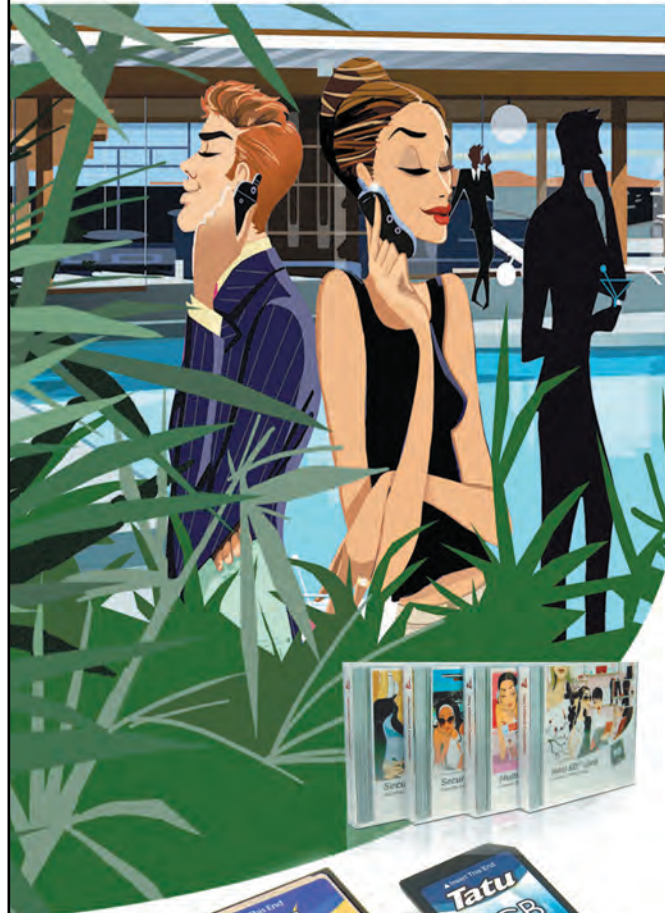
## VITAL INFO

- Pros**  
Your friends can watch what you watch
- Cons**  
They won't enjoy it
- Supplier**  
Bowline [021] 550 9700
- Internet**  
www.bowline.co.za
- RRP**  
R569
- Reviewer**  
Miktar Dracon



# Tatu

Flash with Style



Secure Digital (SD)    Micro SD (T Flash / Trend-Flash)    Mini SD  
Multi Media Card (MMC)    Reduced Size MMC (RS-MMC)  
MMC-Plus (High Speed MMC)    Compact Flash (CF)



**FRONTOSA**  
INFORMATION TECHNOLOGY



Johannesbrug +27 11 466 0038  
Cape Town +27 21 551 4411    www.frontosa.co.za

# ASUS EXTREME X1800XT TOP

IT HAS TAKEN QUITE a while, but ATI's answer to the GTX is now becoming available in SA. In fact, the R520 chipset powering this X1800XT fell so far behind schedule that its replacement has already been launched!

This Asus card is more than just a regular X1800XT. This is the Asus Extreme X1800XT Top, the ultimate factory overclocked hardcore version of the new, obsolete range-topper. The X1900XT may add more pixel pipelines to the equation, but it's clocked exactly the same as this beast - 700MHz for the core and 1,600MHz (800DDR) for the 512-bit ring bus GDDR3 RAM. That's up by 75MHz and 150MHz over the standard R520.

The X1800XTT really looks the part too. Opinions might be divided over the aesthetics of the card, but this card looks exactly like you would expect it to perform - and that's pretty spectacularly. It's a massive 2-slot design, jet-black HSF fronted by an actual mirror-finish silver panel. Along the top runs an additional rail of aluminium, like a bracing strut, beneath which the power cord for the external PSU option is fed.

There's another important aspect of this high-end offering, besides performance. The package is not something we normally pay much attention to, but in this case it's really worth a mention. There are the usual suspects of dodgy free games and value-added software, a full DVD containing King Kong, as well as the mentioned external PSU and even a robust Asus USB analogue gamepad in a fetching black and red design. Really, unlike other cards in the high-end R6K segment this little package really seems to say "Thanks for dropping that wad of cash on our product."

But back to the empirical performance. The X1800XTT,

despite [quite ridiculously] being 'last-generation' already to the bleeding-edge purists, is a crushingly powerful card. Naturally this version has 512MB of super-clocked GDDR3 for the texture appetite of tomorrow's games, and to take the fight directly to the recently released 7800 GTX 512MB.

Not many games currently available can really push the limits of this card. F.E.A.R. is one of the more graphically demanding modern titles and it will run fine at 1,600 x 1,200 with all effects and details set to maximum, including 4x antialiasing and 16x anisotropy. To be precise, the in-game performance test showed that for only 2% of the run was the framerate below 25fps, 57% was in the ideally playable 25fps-40fps range, and the remaining 40% was in excess of 40fps at this extreme resolution.

FutureMark had just recently released 3DMark 06 when this card came in for testing. But the XTT kind of just shouldered its way through this latest synthetic benchmark. The card managed 2,893 at 1,600 x 1,200 and with all pixel sharpening features cranked up to the maximum. At 1,024 x 768 with these all off, it managed a blistering 5,450.

If you don't just have to have the latest, largest model number, the Asus X1800XTT is a killer card to look at. Sure, its numbers are beaten by high dollar SLI rigs, but for a single-GPU card it is superb. And you won't need anything more powerful for at least another year. The package and aesthetics will definitely clinch the deal. **NAG**

## VITAL INFO

### Pros

Good looks  
Great performance  
Killer package

### Cons

Already superseded

### Supplier

Axiz [011] 237-7000  
Corex [011] 707 5000

### Internet

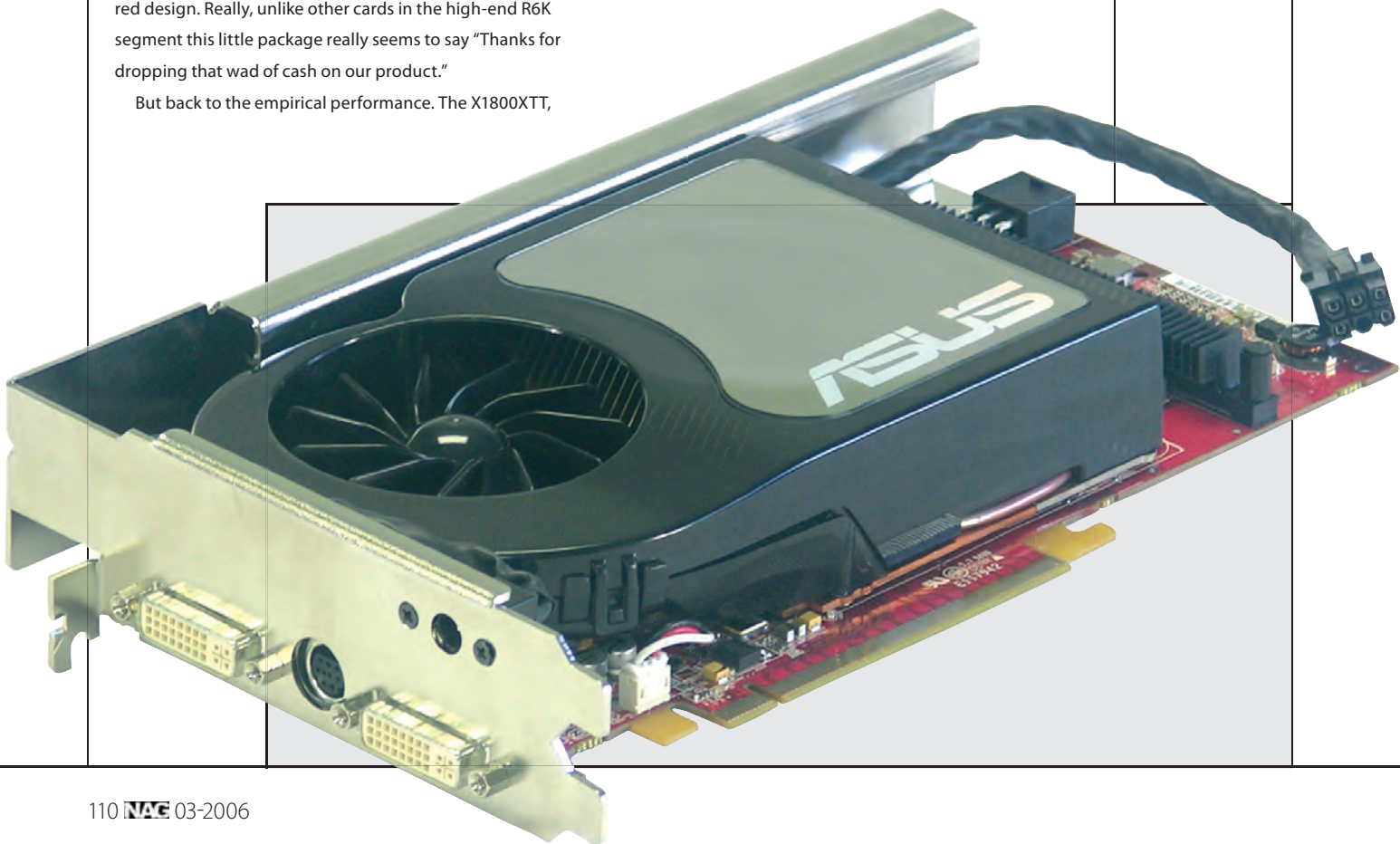
www.axiz.co.za  
www.corex.co.za

### RRP

R4,999

### Reviewer

Russell Bennett





# NU DARK SHADOW MP3 SUNGLASSES

COMBINING CONTINUALLY SHRINKING ELECTRONIC equipment with conventional consumer products has always been a fun trick, but in most cases it turns out to be just that – a trick.

The Nu Dark Shadow MP3 sunglasses actually manage to steer clear of this bugbear, to a certain extent. Although the styling of the glasses is naturally subjective, other design criteria are spot-on. Weighing only 50g despite including an MP3 player, they wrap very comfortably around the head of the user, and although fairly bulky in appearance, they never cause any discomfort.

In MP3 playback [the glasses support MP3, WMA and ADPCM formats], the Dark Shadow sunglasses cannot keep up with a high-definition PC or home entertainment unit, but they stack up well against other mobile MP3 players. Audio quality is crisp even at maximum volume, which depending on the recording quality of the MP3, can be pretty uncomfortable for the eardrums.

Out of the box, the Dark Shadows need charging. This process really couldn't be simpler. You're going to have to plug the glasses into the USB port of your PC to transfer your favourite songs across anyway, and the Nu device uses the power from this interface to replenish its supply of juice. Two hours of charging fills the battery which then lasts for around seven hours of playback.

The glasses supplied to us for review were 256MB, but sizes ranging from 128MB to 1GB are also available. The solid-state storage in this pair of glasses took 67 MP3s of various lengths.

On the right-hand arm reside the controls for the unit consisting of five buttons in total, three along the top and two at the bottom, which provide a number of functions. There's power on/off, which also doubles as a pause button, an MP3/recording mode selector [the Dark Shadow glasses boast a built-in microphone of impressive quality], delete file/randomise button, dual skip forward/back button and volume up/down controls.

Having only five buttons to control all the functions with can be a bit of a pain at times. Lowering the volume just a smidge is a delicate balancing act between merely tapping the button and returning to the beginning of the track you're listening to.

Included in the package is a firm, protective carry case, which is just too bulky to be really convenient, a software CD with two very basic applications for managing the solid-state storage and converting tracks to MP3s, and a spare pair of lenses with less tint, apparently useful for skiing.

But, what about if you go for a jog at night and still want to listen to your MP3s? Well, it's clunky, but you can flip the lenses up if you must exercise in the dark! **NAG**

## VITAL INFO

- **Pros**  
Comfortable to wear  
Pleasant to listen to
- **Cons**  
Combined volume/skip buttons awkward
- **Supplier**  
Corex [011] 707 5000
- **Internet**  
www.corex.co.za
- **RRP**  
R1,495
- **Reviewer**  
Russell Bennett



## Never Miss The Big Game with COMPRO Power-UP Feature



**What is COMPRO Power-UP?**  
Wake up your PC from Shut Down or Sleep Mode, and automatically record your favorite programs as pre-scheduled by you into hard disk.



### X350

- > Include Low-Profile PCI bracket
- > Bundle software:  
Ulead photo explorer 8.5SE, movie factory 3SE



### X800

- > Built-in professional 3D Y/C separation chip
- > Internal AUX audio out
- > Include Low-Profile PCI bracket
- > Bundle software:  
Compro Tweek Y/C Utility, Ulead photo explorer 8.5SE, Movie factory 3SE, Videostudio 8SE



### H900

- > Hardware MPEG Encoding
- > Built-in professional 3D Y/C separation chip
- > Internal AUX audio out
- > Include Low-Profile PCI bracket
- > Bundle software:  
Compro Tweek Y/C Utility, Ulead photo explorer 8.5SE, Movie factory 4SE, Videostudio 9SE



**FRONTOSA**  
INFORMATION TECHNOLOGY



Johannesbrug +27 11 466 0038  
Cape Town +27 21 551 4411

www.frontosa.co.za



## THERMALTAKE MUSE ESATA

**S**O YOU WANT AN external, mobile storage solution, but aren't prepared to sacrifice any performance to the vagaries of the regular connectivity options like USB or FireWire. The ThermalTake Muse eSATA enclosure is for you then.

We all know that one of the least spoken about and most underutilised benefits of the SATA interface is the fact that it supports hot plugging of drives. That is, you can add and remove SATA hard drives without shutting down your machine. But this is tricky if you're talking internal drives, as the proximity to powered, moving components like fans make this feature relatively redundant.

ThermalTake has capitalised on this functionality with the Muse. Eschewing the standard USB 2.0 interface for the sake of raw data throughput, the Muse comes with a back plate which you insert into your system and connect to a spare SATA port on your motherboard and a Molex connector from your PSU. Then you attach your eSATA cable to the outside of the plate as well as to a regular DIN-like power cable. You then connect the other ends to the external drive bay unit, and you're up and running.

The unit itself is a nice, aluminium piece of kit which opens up in clamshell fashion at the push of a button. This makes tool free installation of a drive into the Muse a breeze, but on the flipside makes closing the thing with its drive in place a forceful affair. Build quality of the unit is therefore fair at best, but not outstanding.

What is outstanding though is the throughput. Since this is in essence a directly attached drive, it isn't that amazing

to see a throughput of 45,000KB/s.

For novelty's sake, ThermalTake has even included a data throughput meter on the top of the unit, backlit in a pleasant blue shade; so that you can see in real-time just how much the Muse is beating regular external enclosures by. Unfortunately the meter on our test unit failed to work properly, so we can't comment on how accurate it may be.

USB is the *de facto* standard for removable storage enclosures for a reason. Every modern system has a USB port to quickly plug peripherals into. With the ThermalTake Muse eSATA, you'd need to either find a system with its own eSATA connector, or carry the little backing plate around with the unit.

The Muse eSATA is a tidy product and capitalises well on the existing capabilities of the SATA interface. **NAG**

### VITAL INFO

#### ■ Pros

As fast as an internal SATA drive

#### ■ Cons

Not as compatible as USB

#### ■ Supplier

Corex [011] 707 5000

#### ■ Internet

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

#### ■ RRP

R1,799 (enclosure and 200GB Seagate 7200RPM 8MB cache + NCO)

#### ■ Reviewer

Russell Bennett





# SUNIX PCI-E GIGALAN1400 AND SATA II

**S**UNIX IS WELL-KNOWN in the industry as a major player in the IO add-in card industry. The company manufactures and distributes a wide range of PCI extensions to enhance the IO capabilities of your PC – everything from extra USB 2.0 ports to additional ATA133 channels.

Now Sunix has taken the honour of being the first company to introduce IO expansion cards using the PCI-E bus. We received three variants of these new offerings to see what all the fuss was about. We received a GigaLAN1400 PCI-E NIC and two SATA add-in cards, one with two conventional internal SATA II ports and the second featuring one conventional port and one eSATA connector.

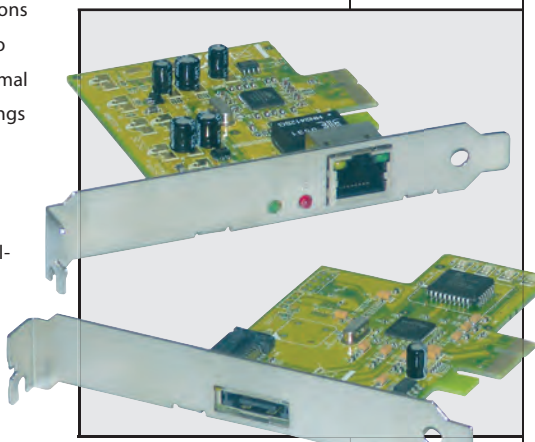
Due to the diminutive nature of the single-lane PCI-E slots, which are standard on modern platforms, these IO adapters are also small. Low profile versions should be extremely easy to develop as a result. In a normal tower case, the Sunix offerings simply appear minute.

With the jump in peak available bandwidth from 133MB/s for PCI to 1GB/s full-duplex transfer speeds for single-lane PCI-E, these cards have far more headroom with which to play with from a bus perspective. As LAN and hard disk speeds have continued to escalate, the old PCI bus was clearly running out of juice.

Sunix claims that the new PCI-E offerings are better integrated into the OS environment, and to be fair, the cards worked absolutely faultlessly after a straightforward driver installation procedure. Performance is good if you're accustomed to the integrated [often PCI-E-based] SiL SATA RAID or Marvell Yukon Gigabit LAN frequently found on the latest platform offerings. After all, these are the chipsets employed in the Sunix offerings.

If you have a PCI-E motherboard, you ought to have six to eight SATA ports already and most likely integrated Gigabit LAN [often dual these days], so the Sunix target market is rather small.

As for the external SATA port, we really like the concept of eSATA, but it's still a little hamstrung by the need to get power to the external drive. A similar product, the TT eMuse drive cage, includes a back plate with eSATA and the proprietary power connection. Nonetheless, we're certain that this will become a more standard storage option very shortly and these initial hiccups will be resolved, whereupon cards like the Sunix PCI-E adapter may well find themselves facing huge demand. **NAG**



## VITAL INFO

### Pros

Finally a use for PCI-E x1!

### Cons

Most of these things are standard on a PCI-E-capable board

### Supplier

Frontosa  
[011] 466 0038

### Internet

www.frontosa.co.za

### RRP

SATA1414: R429  
SATA2400: R399  
LAN1400: R349

### Reviewer

Russell Bennett

## Portable in Style



## External Enclosure for 3.5" SATA Hard Drive

**eSATA & USB2.0**



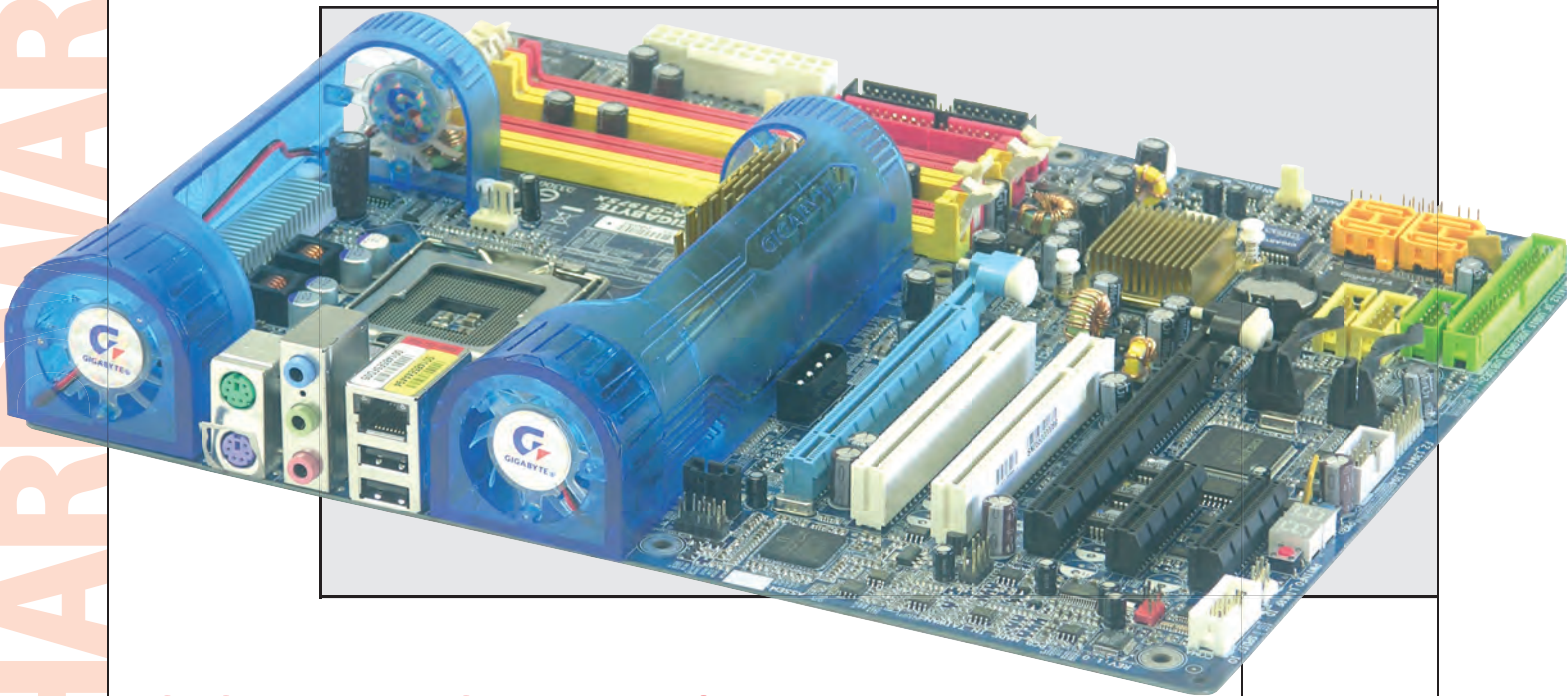
Aluminum Enclosure  
Mirror Finish  
SATA II Ready  
Data Transfer Rates up to 3Gb/s  
eSATA & USB2.0 interface  
Plug N' Play  
Includes an Internal SATA to External eSATA PCI Bracket



**FRONTOSA**  
INFORMATION TECHNOLOGY



Johannesbrug +27 11 466 0038  
Cape Town +27 21 551 4411 [www.frontosa.co.za](http://www.frontosa.co.za)



## GIGABYTE G1-TURBO

**L**AST MONTH WE HAD a look at the new Intel platform, built to maximise the latest processors based on the 65nm manufacturing process. The 975X chipset includes a few performance-orientated additions like MPT (Memory Pipeline Technology). But the real news is that it's a chipset which has been designed by Intel specifically for the enthusiast who is probably going to overclock his/her CPU, a market which the chip giant has steered clear of in the past, stoically sticking to its "Just don't OC it" guns.

Here we have the first commercial board based on this platform, from Gigabyte Technologies. In fact, the famous motherboard manufacturer has launched a whole new range alongside this chipset, the G1-Turbo series. Again this brand has been launched in full open support of extreme overclocking activities!

This is immediately [and physically] apparent due to the pair of large, blue plastic tunnels running along both the top and the bottom of the CPU slot, with a 40mm fan on each end for venting hot air from the VRMs. There have been reports of these four fans generating tremendous and excessive noise, but our sample never really ran at higher noise levels than a regular P4 machine.

There are two somewhat annoying side effects because of all this extra plastic. Firstly, a larger CPU cooler becomes quite an effort to fit and even more challenging to remove without cracking the air tunnels. And secondly, the two large 40mm fans on either side of the IO panel really hamper how many ports can be integrated. There are the two keyboard and mouse PS/2 slots, three standard jacks for audio, a single Gigabit LAN RJ45 port and two USB 2.0 ports. But you'll rarely

need more than this.

Of course it's a high-end Gigabyte offering, so the package includes a vast array of add-in back panels amongst the cables, Gigabyte utility CDs and the like. There's one audio back-panel, three 2-port USB 2.0 panels, one with a pair of FireWire ports, and one with an eSATA connector. All well and good, but screw all of these into a regular case and there'll be no more expansion possible, let alone the dual-X1800 CrossFire monstrosity you may be dreaming of running in this rig.

Technically the G1-Turbo 975X is superb. After getting off to a hot start with a Pentium 670 [3,8GHz] CPU, a day of waiting for the heat paste to settle fixed this problem and we set about enjoying the horsepower of this latest platform. There are a number of nice technical touches, like the power switch built onto the PCB itself, right alongside the CMOS reload switch [CRS] which can both be very useful during building or tweaking the system, and the small card-locks, similar to those for PCI-E graphics cards, in-line with the two 4x PCI-E slots to support add-in cards installed here.

The overclocking capabilities of this offering are superb. Our 3.8GHz processor easily ramped up to 4.2GHz with nothing more than a standard Intel CPU cooler installed! DDR2 888MHz RAM is supported by default in the BIOS too, giving plenty of memory bandwidth headroom [6,500MB/s] for the boosted CPU to play with.

There's no doubt that the Gigabyte G1-Turbo with 975X chipset is **the** Intel high-end platform of choice for enthusiasts today [despite some teething problems], particularly if you've gone all the way and purchased yourself a 955XE CPU. **NAG**

### VITAL INFO

#### ■ Pros

Superb overclocking  
Extra RAM bandwidth

#### ■ Cons

'Turbo coolers' make working on the CPU tricky  
Installing a large CPU cooler may be a problem

#### ■ Supplier

Rectron [011] 203 1000

#### ■ Internet

www.rectron.co.za

#### ■ RRP

R2,599

#### ■ Reviewer

Russell Bennett

# THERMALTAKE TOUGHPOWER 550

**T**HERMALTAKE HAS TAKEN AN interesting route with the ToughPower by minimising frills to deliver only what the hardcore user wants. The ToughPower package, therefore, is sparse, and includes only the PSU, mounting screws and a power cable. Even the unit is unadorned, with the only bit of 'flash' being a high-gloss black paint finish and embossed ToughPower text on the side of the PSU.

Fortunately the minimalist approach stops short of leaving the cables non-sleeved. They're neatly contained within black braiding which looks good and reduces the spaghetti factor. There's a 20/24-pin ATX power connector, a 4-pin 12V AUX connector, two 6-pin PCI-E connectors, four SATA connectors on two separate cables, and a total of seven Molex connectors split between two cables.

The PCI-E connectors are separated over the two 12V rails, making the ToughPower ideal for SLI or CrossFire systems which demand this kind of separation.

Typically, this unit also features Active PFC [Power Factor Correction] at a claimed power efficiency of 80% - slightly lower than the competition.

To put this PSU through its paces, we rigged up a power-hungry Intel 670-based system on a 975X chipset and clocked the CPU up to its maximum stable setting of 4.22GHz with CPU voltage increased to 1.55V from 1.40V. The standard array of a high-end GPU and multiple disk drives completed the system load.

Immediately the ToughPower gave us a bit of a power wobble, dropping the VCore voltage well below the required level after a few minutes of running the system at no load.

During the remainder of the test, the ToughPower 550 performed faultlessly. During a 24-hour SiSoft Sandra burn-in test there was another noticeable fluctuation of voltage recorded on the CPU voltage rail, teetering on 5% variation which is the absolute limit of 'allowable' fluctuation. The 3.3V, 5V and 12V rails, however, were rock solid at idle and under load.

The 120mm fan, built into the ToughPower, is really not a noisy unit and our test machine generated barely any more noise than normal with this PSU installed.

Our only real complaint about the ToughPower, despite the strange voltage readings, is that it does not come in at a no-frills price. So you get a high-end PSU stripped of extras, at the price of a regular high-end PSU... **NAG**



## VITAL INFO

### ■ Pros

A powerful PSU with none of the gimmicks

### ■ Cons

Power efficiency not quite on par with competition in this segment

### ■ Supplier

Corex [011] 707 5000

### ■ Internet

www.corex.co.za

### ■ RRP

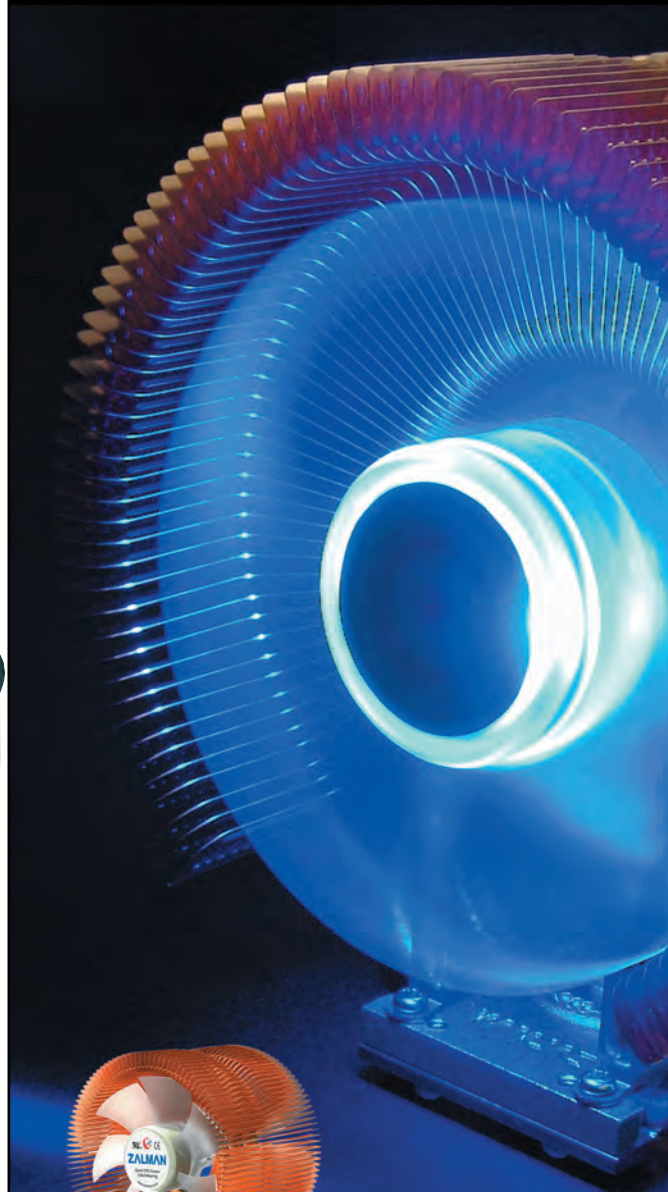
R1,699

### ■ Reviewer

Russell Bennett

# ZALMAN

## The Art of Cooling Redefined



CNPS 9500 LED



**FRONTOSA**  
INFORMATION TECHNOLOGY



Johannesbrug +27 11 466 0038  
Cape Town +27 21 551 4411

www.frontosa.co.za



## VANTEC NEXSTAR GX

**G**REAT AESTHETICS AND A solid build made the Vantec NexStar 3 stand out in the crowd of USB drive enclosures, enough to earn high praise. The Vantec NexStar GX, on test here, unfortunately isn't in the same league as the NexStar 3.

It's a 3.5" PATA drive enclosure which connects to the system using the USB 2.0 interface. It's also a 3-port USB hub. So for the cost of one port on your system you get an additional three, which is useful in today's USB obsessed world.

There's also a drive cooling plate and a temperature-controlled fan built into the unit to keep your data suitably chilled.

The square shape of the NexStar GX gives you ample space to work with inside the unit, with the PCB nicely separated

from the drive slot itself to avoid potential damage during drive installation. And there's even a 'security slot', basically a hole in the case for attaching a cable-lock.

So why did we rate the NexStar GX so low? It could be summarised in two words: the lid. It's a straightforward, rounded square piece of white plastic which clips onto the top of the box. To remove it again requires that you insert a flat screwdriver and pry the plastic upwards. The lid is, in our opinion, totally ungainly.

A decent feature set, adequate technical performance and nice useful additions like the USB hub are all let down by a poorly designed and impractical lid. Although it doesn't sport three extra USB ports, the NexStar 3 would without a doubt be our first choice. **NAG**

### VITAL INFO

- **Pros**  
Three port USB hub
- **Cons**  
Awful plastic lid
- **Supplier**  
Frontosa [011] 466 0038
- **Internet**  
www.frontosa.co.za
- **RRP**  
R549
- **Reviewer**  
Russell Bennett

## VITESTA DDR2 1066

**V**ITESTA'S LATEST MEMORY MODULES are capable of data rates up to 1,066MHz, which is rather impressive except for the fact that you actually need a compatible motherboard to run the memory at that speed. In order for us to test the two 1GB Vitesta DDR2 1066 RAM modules, we installed them on an MSI P4N Diamond motherboard, which is based on the nForce4 chipset, along with a 3.4GHz Intel Pentium 4 EE CPU. In order to get the RAM running at an FSB of 1,066MHz, we had to manually set it in the BIOS.

Unfortunately we were a bit disappointed with the end results. Being able to only achieve a stable result at about a 3% overclock, we were hoping for a little more stability at around the 7% mark. Running SiSoft Sandra's Memory Bandwidth benchmark, the RAM modules produced a rather

impressive result nonetheless.

The Integer and Floating Point operations resulted in 4,091MB/s and 5,085MB/s respectively. Looking at the latency on the RAM, it was no surprise to see values of 5-5-5-15 [CAS - tRCD - tRP - tRAS]. Even though they produced limited overclocking potential, the Vitesta DDR2 1066s are solid running memory modules and we were impressed with their base benchmark results. **NAG**



### VITAL INFO

- **Pros**  
Solid performance
- **Cons**  
Limited overclocking potential
- **Supplier**  
Corex [011] 707-5000
- **Internet**  
www.corex.co.za
- **RRP**  
R1995 per 1GB module
- **Reviewer**  
Regardt van der Berg

# PC GAME & COMPUTER WORLD

THE ALTERNATIVE COMPUTER COMPANY



## ULTIMATE GAMER DESKTOP GAMING

AMD6 4x2 Dual Core 4800+  
ASUS A8N SLI Deluxe Motherboard  
Corsair Value 1024 MB DDR Memory \*  
Seagate 400GB 7200RPM S-ATA Hard Drive \*  
ASUS AX1800XT Dual SLI 1024MB PCI Display Card  
LG 16X Dual DVD-RW With Lightscribe  
LG 16X DVD / CD-Rom  
19" Acer Gamers Line 6 Millisecond LCD Monitor \*  
Logitech 2 300 200 Watt RMS 2:1 THX Speakers  
Thermaltake "Armor" Alluminium ATX Case \*  
+ 500W Antec Phantom Fanless Power Supply \*  
Logitech G15 Gaming Keyboard with Programmable Backlit Keys \*  
Logitech G5 Gaming mouse  
**NEW** Steelpad 5L gaming mousepad

» R 31 499.00

SMS: PCGW 5 to 38110 & win this gaming system!

R10 P/SMS

## SERIOUS GAMER DESKTOP GAMING

AMD K64 3200+  
ALBATRON K8N-SLI, nForce4 Motherboard \*  
Samsung 512MB DDR Memory \*  
160GB Western Digital 7200RPM S-ATA Hard Drive \*  
ASUS Silencer 6600 256MB 16 x PCI-E Display Card  
LG 16X Dual DVD-RW  
LG 16X DVD / CD-Rom  
17" Samsung CRT Black Monitor \*  
Creative Labs SB-390 2:1 Speaker System  
Antec AMG1080 Full Tower Case \*  
+ Antec 430W Quite Power Supply 2 \*  
Logitech G15 Gaming Keyboard Programmable Backlit keys \*  
Razor Diamondback 2000DPI Gaming Mouse  
**NEW** Steelpad QcK+ gaming mouse pad

» R 9 699.00

## STARTER PACK HOMEPC

Intel Celeron 2.8Ghz \*  
Albatron S775 800Mhz FSB Motherboard \*  
256MB 400Mhz DDR Memory \*  
Hitachi 80GB 7200RPM Hard Drive \*  
LG 16 x Multi Dual DVD Writer +-  
LG 17" Beige CRT Monitor \*  
360 Watt Speakers  
Eforce Beige ATX Midi 350W Case  
Internal 56K V92 PCI Modem  
Eforce Keyboard  
Eforce Optical Mouse

» R 3 599.00

SMS: PCGW 2 to 35117 & win this computer system!

R3 P/SMS

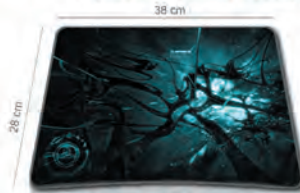


R 2399.00  
PC-CAM 930



## Steelpad 5L

Professional Gaming Mousepad



R 300.00



**Flybook**  
THE POWER OF CONNECTIVITY

SVE TM 5800, 1GHz  
16MB ATI Radeon Mobility Display Card  
512MB DDR Memory  
40 GB Hard Drive Display  
8.9" W-XGA 1024 x 600  
Touch Panel overlaid for full screen touch control  
Built-in Tri Band GPRS  
802.11b Wireless LAN  
Wired connection  
56K Modem  
10/100Mbps LAN  
3-cell Li-Ion rechargeable battery

» R 16 999.00

## LG LGLW70JM7Z MOBILEPOWER

Intel® Pentium®M 2GHz  
MEMORY 512MB DDR II Memory  
80GB 4200RPM Hard Drive  
ATI Radeon X600 128MB Display Card  
Intel® Pro/Wireless 2200BG(802.11b/g)  
DVD Super-Multi Rom (DVD-R/RW, +R/RW, RAM)  
17.1" SWXGA (1440 x 900, Wide View)  
Hexa-band Antenna  
56Kbps Modem, LAN: 10/100  
Audio Stereo Speakers(0.8W), Sub-Woofers(LW70 Only)  
High Definition Audio(, 24bit), Internal MIC  
I/O: 4 USB(2.0), VGA, S-Video, PIO, IEEE1394, MIC-IN,  
RJ11, RJ45, IrDA Headphone Out, S/PDIF, IR Receiver  
**BATTERY STANDARD: 6 Cells(Li-Ion)**  
Microsoft® Windows® XP Professional

» R 16 999.00

SMS: PCGW 4 to 37110 & win this awesome laptop!

R7.50 P/SMS



CALL US NOW TO  
CUSTOM BUILD YOUR DREAM MACHINE!

011 784 5556

WIN THIS SONY PSP » Simply SMS 'PCGW 1' to 342221



R 2299.00

VISIT ANY OF OUR BRANCHES AT

SANTON CITY	011 784 5556 / 5615 / 5890
CANAL WALK	021 555 2225
CENTURION MALL	012 643 1118 / 1119
SUNNYSIDE	012 440 1235 / 021 341 1774
MENLYN CENTER	012 368 1478 / 1487 / 1519
FOUR-WAYS	011 465 7935 / 36
CRESTA	011 466 5408 / 5967
www.PCGAMEWORLD.co.za / pcgw@pcgameworld.co.za	

## CRANK IT UP!

### 5.1 Surround Sound Gaming Rigs

**Audio is a crucial element of any entertainment medium aiming to draw the entertaineer deeper into the story world, enfolded in the layers of suspended disbelief to the point of feeling a part of a living, breathing tale. Sound does more for emotional reaction than any visual stimulus, and as entertainers on any screen are limited to audio and visual paths to their target audience, the importance of quality audio cannot be underestimated.**

Which is why today PC motherboards for the most part incorporate high-quality, multi-channel audio systems by default. High-end cards like the SoundBlaster X-Fi are available for those sound fetishists wanting to take their PC audio up to a whole new level, integrating fast RAM enabling a host of on-the-fly audio effects to further enhance the experience.

But all this hardware comes to absolutely nothing if the output device is a regular set of underpowered, stereo desktop speakers. To fully appreciate the effort being put into audio in games and movies today,

you need to upgrade to a 5.1 channel solution - period. In fact, positional audio will even help your multiplayer gaming, as rich and clear audio cues can be a valuable edge in this highly competitive world.

In this HardCor3 roundup we gathered several examples of speaker setups specifically designed to unlock this potential. We put a full range of audio hardware through its paces, from low-cost low-power systems to expensive, high-end digital speaker sets with enough audio grunt to make your brain bleed, to see how they stacked up against one another, and how much of an enhancement they provide to the experience of PC gaming in particular.

Close the betting tables and hang on to your hats, ladies and gentlemen, as we enter the high decibel world of serious PC audio kit!

#### HOW WE TESTED

There are four prime criteria to determine the best 5.1 channel surround sound system for the job. Aesthetics are always important. Nobody wants something as noticeable as a speaker set to make their desk look dated, messy and in downright poor taste. The features built into the unit are equally important - everything from handy touches like additional inputs to hardware-based DTS decoding. The quality of the audio generated, as an unclear or tinny audio sample can easily ruin the total immersion in the game being played. And finally, the power the speaker set possesses to blow your socks clean off your feet!

We tested these speakers using CD-audio, the Appleseed DVD and a mix of gaming titles - primarily F.E.A.R. and Call of Duty 2 - to ascertain the full breadth of the systems' abilities. Being that this is, after all, NAG, the gaming performance was the most critical element of success in this roundup.



## AOPEN TOUCH MS-917

LET'S START AT THE lowest level of the scale in our 5.1 surround sound speaker group test with the AOpen Touch MS-917 package.

The AOpen Touch MS-917 boasts a total of 22W RMS, 12W of which comes from the sub, with the satellites delivering a mere 2W apiece.

The whole package feels like a lightweight too. The tiny 2" satellites weigh next to nothing in your hand, and what's worse is that the dual 3" sub does too – not a good sign. There's also a control box made from the same flimsy, cheap black plastic as the sub. The control box allows for adjustment of bass as well as volume, although the bass knob seems to do pretty much nothing at all. That's probably because the sub is doing little more than generating an inaudible sub-frequency, all the time. Never does the bass provide anything like a clear audio wave, even at low volumes.

The MS-917 offers very basic connectivity: the three 3.5mm inputs for PC 5.1 audio signals and six RCA outputs to the six speakers. Cable-lengths for the satellites are tailored based on where they go in the 5.1 positioning scheme, and there's barely enough cable for a proper setup.

The satellite speakers do an acceptable job of generating a 3D sound environment, but are in fact ridiculously weedy things. The surround sound actually highlights this fact, as when it

isolates a single speaker for any sound sample, the illusion of depth turns into the harsh, hollow reality of low-end audio.

Need proof that 22W really is not enough, even for the elderly? This package is the proof. At full volume hearing the dialogue of your favourite DVD is a real challenge, so hearing the nuances of surround sound gaming is pretty much out of the question. And any thoughts of utilising good audio to your advantage disappear along with the sound level. There's certainly some audio distortion at full volume too, but the sound is so muffled anyway that it barely impacts on your ears.

Even for what must be considered a very limited budget entry into the joys of 5.1 surround sound, the Touch MS-917s are really not very good. Rather spend that money on a decent set of stereo desktop speakers. They will sound a lot better than this.

### RATING

Looks:	70%	OVERALL
Features:	30%	<b>31.5</b>
Quality:	24%	
Power:	2%	

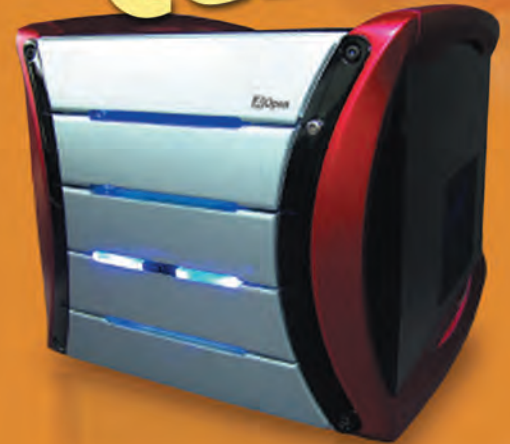
■ Plus	
They're very, very cheap	
■ Minus	
They're very, very cheap!	

### VITAL INFO

■ Supplier	Corex [011] 707 5000
■ Internet	www.corex.co.za
■ RRP	R399

**AOpen®**

**GAME CUBE**



Sport Your Spirit  
Beyond the Limits

## Game Cube - G325

- HDD Anti-vibration kit included
- Size: w 280 x d 405 x h 260mm
- External Bay: 5.25" x 1, 3.5" x 1
- Internal Bay: 3.5" x 2
- Motherboard: Flex ATX / Micro ATX
- Power Supply: ATX (12cm Fan Recommended)
- Front I/O: 2 USB / Ear-Phone / MIC / 1394



**COREX**  
IT DISTRIBUTION DYNAMICS (Pty)Ltd



TEL: 011 707 5000

WEB: WWW.COREX.CO.ZA

FAX: 011 707 5050

## JAZZ J9938B

**J**AZZ SPEAKERS ARE ALWAYS pretty stylish and generally decent performers, so we had high hopes for the J9938B 5.1 Private Cinema Theatre System. But alas, this was another set that failed to impress our ears.

The J9938B set isn't in the awful category. Its rating in this test has quite a bit to do with the grunt of our high-end contestants, which sell for a lot more. In isolation, these units are actually quite good.

Sporting twice the power of the AOpen package at 45W RMS, these speakers split that power up with 20W from the sub and 5W from each satellite. That's never going to produce a terribly loud soundtrack, but you don't have to strain your ears to hear subtle backbeats at full volume. With a fairly high rated frequency response of 60Hz to 20KHz, the low-range was always going to be this offering's weakest point, and so it proved in all testing scenarios.

The mid- and high-range audio quality goes some way towards redressing this shortcoming though, through sheer clarity. These speakers

are best suited for music, followed by movies, and gaming last. But there is quality in their construction. Even at maximum volume there's absolutely no distortion of the audio. And the 3D audio positioning is very good too, although not in the league of the digital setups.

The aesthetics of the J9938B score it some points. The all-silver design, complete with bright work on the intakes for the woofer, is really quite attractive, and the satellite speaker housings, which are just larger than the 2.5" driver, are unobtrusive without seeming totally ineffectual. The neat control box with LED volume indicator [going from -79 up to 0], mute and input source selection buttons also help.

Now this is a solid and affordable way of starting to enjoy the benefits of 5.1 surround sound. It's not very powerful and performs at its worst in games which need some bass vibration through the floorboards for real punch, but excellent audio precision and handsome looks compensate well for the deficiencies.

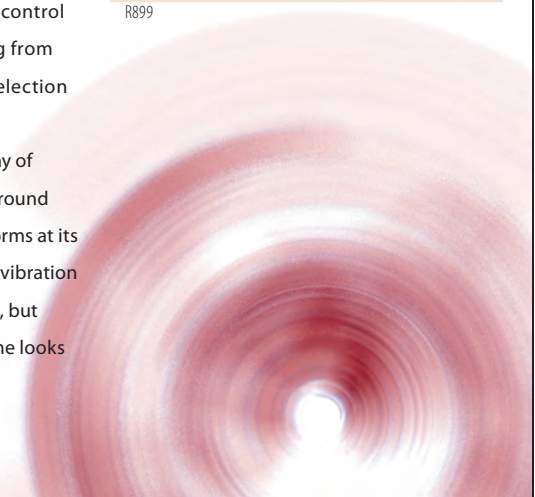
### RATING

Looks:	90%	OVERALL
Features:	65%	<b>66.3</b>
Quality:	86%	
Power:	24%	

- **Plus**  
Affordable entry-level to 5.1 experience
- **Minus**  
No real power

### VITAL INFO

- **Supplier**  
Corex [011] 707 5000
- **Internet**  
www.corex.co.za
- **RRP**  
R899







## LOGITECH X-530

**F**IRMLY INTO THE MID-RANGE now, we have the Logitech X-530 series. This set brings 70W RMS to the party and five Logitech FDD2 [frequency directed dual driver] satellites, which immediately separate themselves from the pack by managing to look very different.

These capsule-shaped satellites look great, and you can clearly see the two tiny drivers behind a thin veil of soft felt. Each speaker is made of decent quality black plastic, with some areas polished up for added visual effect.

Fortunately the handsome exterior is backed up by very solid foundations. This is an analogue system with standard 3-jack surround sound inputs, four regular RCA outputs for the satellites and a single, RS-232-like connector for the combination front right speaker and master control knob.

It's a pretty honest, straightforward 5.1 set. There's no control box and no remote control. In fact, this is the biggest fault with the X-530: the volume knob is on a front speaker which is often placed just out of reach in the optimum 5.1 positioning schema. Relatively limited cable lengths also mar the setup experience as you have to try and pin down a point for the woofer which will allow for the proper placement of the satellites without breaking their cables.

Audio quality from these speakers is good. The dual driver concept seems to work, creating a more uniform sound throughout the frequency range even from such small drivers. There's enough power in the set to really shake things

around nicely, and strong [although not very well-defined] bass to back it all up.

While the Jazz analogue set is at its best playing CDs, the X-530 does really well at both movies and gaming. The mix of noise with precision works nicely in these two applications with the sub giving games enough stomach-rumbling pop and those satellites giving all the mid- and high-range clarity you need for watching movies.

That bass can get a bit 'boomy' at times however, which you can tune out with some patience on the bass volume knob on the sub itself. And at maximum volume, which is really far too loud anyway, there's a little bit of waveform disruption.

If you're an audiophile who must gold-plate his connectors for the purest listening experience, or a heavy-metal fan wanting mind-warping bass to remind you of 'The Doors', this set might not quite do it for you. But if it's a good performing, nice looking and affordable 5.1 system you're after, this could well be it.

### RATING

Looks:	92%	OVERALL
Features:	65%	<b>74.3</b>
Quality:	90%	
Power:	50%	

<b>Plus</b>
Good all-rounder, price/performance balance
<b>Minus</b>
Poorly positioned volume controller

### VITAL INFO

<b>Supplier</b>
DCS [011] 466 5099
<b>Internet</b>
www.dcs.co.za
<b>RRP</b>
R749

# nu<sup>®</sup>



new universe



Store up to 60 songs



Polarized glasses



3D stereo sound (stereo earphone)



Shockproof lightweight case



**COREX**  
IT DISTRIBUTION DYNAMICS (Pty)Ltd



TEL: 011 707 5000

WEB: WWW.COREX.CO.ZA

FAX: 011 707 5050

## CREATIVE MEGAWORKS THX 550

**N**OW WE'RE GETTING TO the big-power systems. This MegaWorks set packs a massive 500W RMS peak burst power. There's 150W of that output dedicated to the 25 to 150Hz range through the down-firing, wood-enclosed sub, while each satellite delivers 70W.

The MegaWorks is at the end of its life, and we have its replacement, the GigaWorks G500, in this roundup. It is still immediately apparent that this is a high-quality 5.1 set. The materials are obviously not the cheap plastics of lesser models. This set is showing its age a bit thanks to a very plain [but not altogether unattractive] speaker design, as well as that wired remote.

Connectivity comes down to the standard three 3.5mm stereo jacks for 5.1, and one additional jack for an auxiliary sound source like an MP3 player. The bottom of the remote features an additional jack for headphones which is quite a thoughtful touch for late night gaming sessions. You will not, after all, be popular in your neighbourhood if you use the full capabilities of this beast beyond a certain hour of the evening. The THX 550 is crushingly powerful, and at full volume you can feel your

eardrums trying to hide away deeper inside your skull while your organs are vibrated by the heavy bass beat.

That long-throw 8-inch bass driver can produce some disappointing distortion however, and the satellites struggle in the highest ranges, making clashing instruments or sound effects like the tinkling of broken glass vague. These sounds then get drowned out by the boom of the low-range for a listening experience which isn't especially pure or crisp.

In gaming the MegaWorks performs a bit better, although the same shortcomings are still evident. But the thumping bass helps draw you into a game nicely and the excellent 3D audio qualities of these speakers mated to an EAX-capable sound card [Blaster Live!24 in this case], bring THX-level audio to the small screen quite convincingly.

### RATING

Looks:	45%	OVERALL
Features:	80%	<b>74.8</b>
Quality:	78%	
Power:	96%	

- **Plus**  
Feel-good, quality construction of speakers
- **Minus**  
Some distortion at the high-end of the volume scale

### VITAL INFO

- **Supplier**  
Annex Distribution [011] 542 2300
- **Internet**  
[www.annex.co.za](http://www.annex.co.za)
- **RRP**  
R2,799





## JAZZ J9929B

**O**UR SECOND SET OF Jazz Speakers in this roundup also happens to be the first to feature digital inputs, placing it at the very top of the high-end systems. But can it fare better than its analogue counterparts against even heavier-hitting opposition?

The short answer is yes, it really can. In fact, despite a 'mere' 50W RMS total power output - 20W from the 4" sub and 6W per 2.5" satellite - this set positively pumps.

The design of the visible satellites is similar to the J9938s discussed earlier, but less flashy. Even the control box is similar, and the sub is in fact quite a bit smaller physically. But included in the sparse group of buttons on the control box is a source selector, allowing for the user to choose how he/she connects the unit to a PC.

This is because, apart from the three analogue stereo jacks, these Jazz Speakers can be connected using digital means - via a Coax connector or through optical cables. This cable then carries the raw audio signal to the control box, which features integrated audio encoding supporting Dolby Digital, DTS and Pro Logic II surround sound.

Plugged into a PC via Coax and using its built-in Dolby Digital surround system, the J9929B was truly impressive. Every minute audible nuance is faithfully carried through and even a complex noise like the soft hiss of rain on tarmac sounds like it's being generated by individual, aurally identifiable raindrops

in a 3D sound space.

There's plenty of punch here too, despite being rated at only 50W. With the digital LED reading 10 [the maximum coming off a minimum reading of -68], the 4" subwoofer will shake the very floor beneath your feet. Each satellite speaker generates enough volume to cause both your ears and your sensitive neighbours some distress, and yet still manages to project the sound with absolute precision and crystal clear sharpness.

The Jazz includes a power converter with an extremely long power cable, but the cables for the two rear satellites are positively pathetic - only 1.5m long. Volume levels can also fluctuate quite dramatically, depending on the surround standard of the source input, there's no bass adjuster anywhere to be seen, and no optical cable is included in the package.

### RATING

Looks:	75%	<b>OVERALL</b>
Features:	91%	
Quality:	94%	
Power:	86%	

# 86.5

#### Plus

Superb sound quality for general listening, best on test for sheer audio purity

#### Minus

Not quite the power of the bigger sets, pathetic rear speaker cable length

### VITAL INFO

#### Supplier

Corex [011] 707 5000

#### Internet

www.corex.co.za

#### RRP

R1,499



## My Flash, My Life



### USB Memory Stick

The World's First Smart USB Disk which is capable of showing personal ID and remaining capacity without battery embedded.



Good Design Award 2005



### Fingerprint FP1

With the embedded sweep-type sensor, the latest diversification technology, AData "my flash" Fingerprint Disk brings you ultimate security.



### MF1 MP3 Player

MF1 MP3 Player provides high quality music playback and voice recording. It supports the popular Windows MediaR (WMA) and MP3 digital music formats, is versatile and easy to use.



## COREX

IT DISTRIBUTION DYNAMICS (Pty)Ltd



TEL: 011 707 5000

WEB: WWW.COREX.CO.ZA

FAX: 011 707 5050

## LOGITECH Z-5450 DIGITAL

**T**HE Z-5450 IS THE latest high-end surround sound speaker offering from Logitech. It replaces the Z-5500. The Z-5450 includes a unique feature: rear satellites without cables!

That's right. The rear satellites connect to the 5.1 system via the 2.4GHz wireless frequency. The antenna for this signal is housed on the new control box for the unit, featuring a businesslike LCD display and a large round multifunction knob. And although the audio being played from these rear satellites is scaled down to 48Hz from a standard 96/24 signal, this doesn't impact on the performance of the unit.

The Z-5450 features three digital inputs, two optical and one Coax, as well as three stereo jacks for analogue surround sound and one auxiliary input. The control box incorporates Dolby Digital, DTS and Pro Logic standards, and features per-channel volume control, access to an effects processor, input selection and a mute button. It certainly looks the part of a high-end audio solution control unit. There's also a wireless remote control for accessing all these functions without using the knob on the unit itself.

Components include three identical front

speakers, with the two rear ones being similar but slightly deeper [to accommodate the wireless circuitry]. The subwoofer is a visually impressive beast, massive and with large metal fins running down on either side of the rear of the unit to help cool the heavy-duty audio electronics contained therein. It weighs a ton, but generates gigantic bass.

Audio playback reveals that this sub is in fact somewhat overdriven, regardless of how you tune it. This creates bass which is big and clear, but a bit boomy at every volume level. Meanwhile, those satellites deliver pure, clean sound, but can suffer from some distortion when pushing the system to its maximum 315W output.

There's no denying that the Z-5450 is a superb sound platform which would satisfy the most demanding audiophile. Its power would make this set a great asset for any parties you wish to throw. Gaming on this speaker set is pulse-pounding at high volumes, and watching movies is an excellent audio experience. A top-notch solution from the company that, until just a few years ago, was still better known for making input devices alone.

### RATING

Looks:	82%	OVERALL
Features:	94%	<b>89.5</b>
Quality:	92%	
Power:	90%	

**Plus**  
Very nearly the winner in this roundup, but eclipsed in our opinion by own big brother Z-5500

**Minus**  
Boomy, overdriven bass, price!!

### VITAL INFO

<b>Supplier</b>	DCS [011] 466 5099
<b>Internet</b>	www.dcs.co.za
<b>RRP</b>	R4,999



Do you want to play

With

Kerry McGregor...



## CREATIVE GIGAWORKS PROGAMER G500

CREATIVE LABS IS REPLACING the existing MegaWorks THX 550 at the high-end of 5.1 systems with this, a product named to appeal directly to us, the gaming market. The GigaWorks ProGamer G500 has entered the local sector, and is clearly the company's effort at grabbing back some of this market share from the rapidly evolving Logitech.

The first things you notice about the G500 are the speakers. They've grown considerably since the 550 was released, and now sport metal shielding and two-tone plastic sculpted in a tougher, more menacing manner. Even the sub has been modified to fit in with this more hardcore theme.

After hooking the system up using its analogue-only connectivity, we spotted the second thing we quite liked about the G500: an updated but still wired remote control unit. It follows the concepts of the 550 remote closely, but implements them better, with higher-quality buttons, a lovely large rotary knob and better-integrated LED volume indicators beneath a plastic cover on the left-hand side. The headphone jack at the bottom of the remote is still there too, which is good.

Bass is generated by a gigantic 8" front-firing sub, while satellites use 3" high efficiency drivers.

There are "Flared DynoPorts" all over, one on each speaker and two on the sub, which increase the menacing look of the thing. Creative also makes it clear that it cut no corners with the G500 thanks to excellent cable lengths all around, allowing you to run this system ideally even in a large room.

On default settings, our first impression of these speakers was that they seemed a little flat – very little treble was coming through. Upon adjusting the treble level upwards, music quality was compromised by the voice of the artist sounding harsh and over-edged, while too far down and the sound reverted back to boring. Not a great start.

The same problem crops up in movies, although not to the same extent as playing CD audio. But in gaming...

Well, this set is clearly tuned for this purpose. In games with heavy 3D audio components, like F.E.A.R. or Call of Duty 2, nothing rivalled the G500s as 'experience enhancers'. Every bullet thudding into nearby metal makes you wince, while distant thumps and bangs go beyond merely ominous to downright threatening on this set.

The price may be a touch steep for an analogue system, but if it's purely games you want a high-end, high-powered 5.1 rig for, the ProGamer G500 is it.

### RATING

Looks:	88%	OVERALL
Features:	85%	<b>90.8</b>
Quality:	90%	
Power:	100%	

- Plus**  
The best gaming sound system on test, MASSIVE bass
- Minus**  
A bit flat for normal listening pleasure, wired controller

### VITAL INFO

- Supplier**  
Rectron [011] 203 1000
- Internet**  
www.rectron.co.za
- RRP**  
R2,495

# THRUSTMASTER®

PRODUCTS NOW AVAILABLE  
IN SOUTH AFRICA!

PERFORMANCE +

SENSATION +

EMOTION +

**FORCE  
FEEDBACK**  
For  
**Playstation 2  
or PC**

+ TECHNOLOGY, PRECISION, COMFORT!

The elite wheel of GT cars...  
the Enzo Ferrari™ wheel, for PC or PlayStation® 2!

Thrustmaster's racing wheels are the only replicas  
of today's best GT cars wheels, for beating records  
and winning times on all circuits and roads!  
Officially licensed by Ferrari®.

For product and stockist information, e-mail  
info@bowline.co.za or call 0800 203 048.

**Feel, breathe, live the Enzo Ferrari™!**



**Ferrari**

OFFICIAL LICENSED PRODUCT

© 2004 GUILLEMOT CORPORATION S.A. THRUSTMASTER® IS A REGISTERED TRADEMARK OF GUILLEMOT CORPORATION S.A. FERRARI®, ENZO FERRARI™ ARE TRADEMARKS AND/OR REGISTERED TRADEMARKS OF FERRARI S.P.A. ALL RIGHTS RESERVED. PLAYSTATION®2 IS A REGISTERED TRADEMARK OF SONY COMPUTER ENTERTAINMENT INC. PRODUCTS NOT LICENSED OR ENDORSED BY SONY COMPUTER ENTERTAINMENT, INC. ALL OTHER TRADEMARKS AND BRAND NAMES ARE PROPERTY OF THEIR RESPECTIVE OWNERS. ILLUSTRATIONS NOT BINDING. CONTENTS, DESIGNS AND SPECIFICATIONS ARE SUBJECT TO CHANGE WITHOUT NOTICE AND MAY VARY FROM ONE COUNTRY TO ANOTHER.

# LAZY GAMER'S GUIDE

## ZBOARD

**T**HE ZBOARD IS THE first interchangeable custom-keyboard in the world [according to the marketing guys]. The idea is sound: a keyboard with interchangeable 'faces' and the ability to update from 'mod files' so that newer games are supported [in key-bindings at least]. The Zboard is specifically designed for First/Third-Person Shooters and action games, but is by no means limited to them. Limited Edition keysets currently available include Battlefield 2, Age of Empires III, Call of Duty 2, EverQuest II, Doom 3, Medal of Honor Pacific Assault and World of Warcraft.

**Supplied by:** Frontosa [011] 466 0038

**Internet:** [www.frontosa.co.za](http://www.frontosa.co.za)

**RRP:** Keysets: approximately R330; Zboard: approximately R500



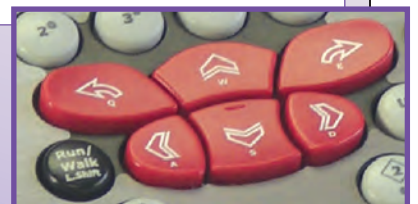
### Base

The Zboard base has an auto recognition feature for any keyset you insert [such as Battlefield 2]. You simply pop out the default keyset, put in the new one and the Zboard will automatically recognise it and the keys will do what they say they will.



### Butterfly movement keys

The heart of the Zboard's FPS interface is that of the 'Butterfly' movement keys, for keeping fingers comfortable and accurate.



### Not just for games

The Zboard supports a range of Application Zboards that help you use your programs more efficiently. Easily accessible shortcut keys and macro keys let you access functions and features at the touch of a button, instead of holding down a key combination. Application keysets such as for Macromedia Dreamweaver MX, Macromedia Flash MX, and Microsoft Excel, Word and Office help you to access functions quickly and easily [and you don't have to remember the complex key-combination shortcuts].



### Features

The Zboard sports two USB connectors, effectively making it a USB hub [but only for low-power devices such as mice or memory sticks]. It also has a set of nine hotkeys for launching common functions, e-mail, the calculator and 'My Computer'. A set of seven multimedia controls for 'play/pause', 'stop' or 'next/previous track' reside at the top of the Zboard.

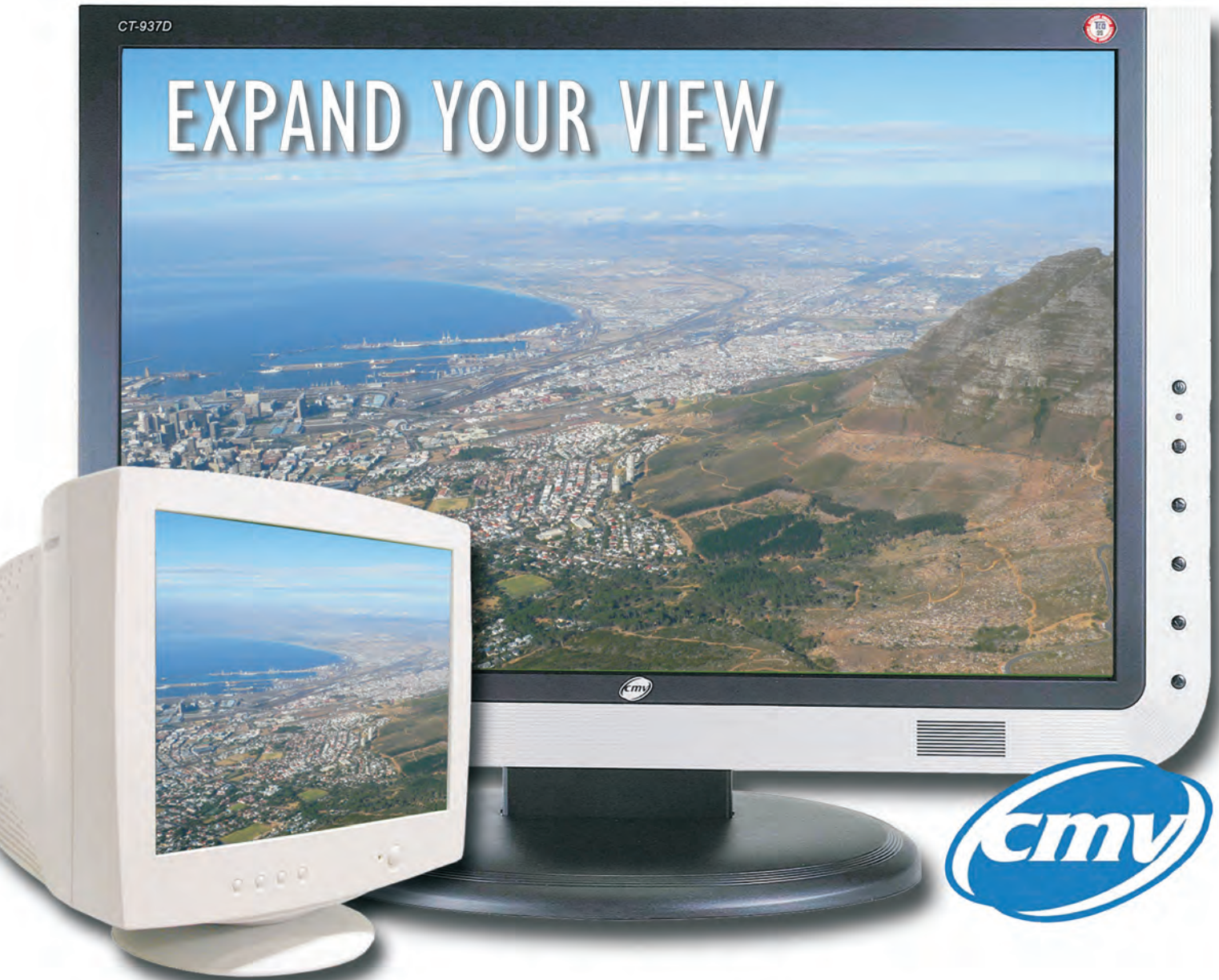




CT-937D



# EXPAND YOUR VIEW



The **19-inch CMV CT-937A monitor** is the perfect LCD panel for watching DVDs. With the extra wide screen, you'll never miss any of the action! With a 8ms response time and 2 built-in speakers, this LCD monitor has it all!

Compare the extended visible picture on the CMV CT-937A **19-inch, widescreen (16:10), 8ms LCD** to the 4:3 display ratio on a conventional computer monitor.



### Key Features:

- Super Bright: 330 cd/m<sup>2</sup>
- Great Contrast Ratio: 600:1
- **Super Fast Response Time: 8ms** (Tr + Tf)
- High Resolution: 1440 x 900 in WXGA
- Display Area: **410 x 256mm**
- Light Weight: 4.7kg (including stand)

- **Built-in Speakers:** 2 x 2.5W



CMV is distributed in South Africa by:  
**Golden Nest Electronics**  
Tel: +27 11 466-3485. [www.gne.co.za](http://www.gne.co.za)

Please contact these companies for sales:

Nexxon Computers: 012-667 1191

PC Logic: 011-331 9846

Frontier Electronics: 011-608 1809

Computers Only: 011-466 4060

Inter Computers: 011-894 7453

Wizardronics: 011-699 6015

Standard 3 Year Warranty on all CMV monitors.



## PUTTING IT ALL TOGETHER

IT'S OFTEN DIFFICULT TO imagine how the various techniques that we cover here can be used to create a game. Starting this month, we'll be developing a small game in its entirety, starting with the initial design decisions and ending with a playable game at the end, tackling all the issues and problems along the way so that you know what to expect when developing your own games.

### Design hats on!

**W**E NEED A GAME, something that's fun to play but not so lengthy to code that it can't be built in segments of 1,600 words or less. Why not a puzzle game?

A grid-based game gives us a chance to show off how to deal with selection in GM, and we'll also need some sort of system to manage the grid. How about a puzzle game where you're given controls to manipulate tiles that determine how a mindless clay golem moves around a board? Once you've finished rearranging, the golem starts trundling over the grid and changes direction [or performs other actions] based on what the tiles underneath it say. Hopefully you will be able to arrange them so that our hapless automaton doesn't spend eternity walking into a wall.

Players would manipulate the tiles by sliding them into place from the edge of the board. We could position the needed tiles around the playing field and have the player retrieve and then reposition them. This gives us the chance to eventually generate random problems, plus we can do some interesting things like place jars that break if you slide tiles into them, place special walls that the golem can break through if suitably powered up, have multiple golems, etc.

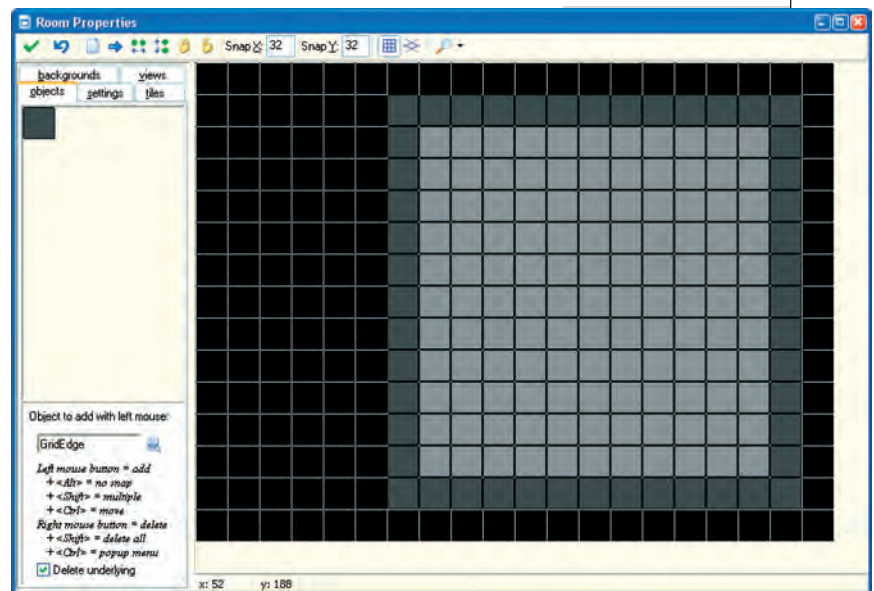
### What do we need?

**W**E'LL START BY BUILDING the central play mechanic and making sure that it's fun to mess around with. Graphics can wait until later, so the eye candy won't be visible this issue. We'll address how to pretty things up once it's playable.

Finalising the list of things this game [let's call it **Golem Master**] needs to be playable, we need: (1) A grid that the golem will walk on and that the player can slide tiles over; (2) The tile-sliding system; (3) Walls to interact with sliding tiles.

### Building the grid

**T**O START OFF, OPEN up GM and create two new objects: **Floor** and **GridEdge**. Give Floor a 32 x 32 light grey sprite and make GridEdge use a sarcastic dark grey 32 x 32 sprite. Create a new room [call it **TestRoom** or something equally original], leave it at 640 x 480, set its X and Y snap values to 32 and fill it

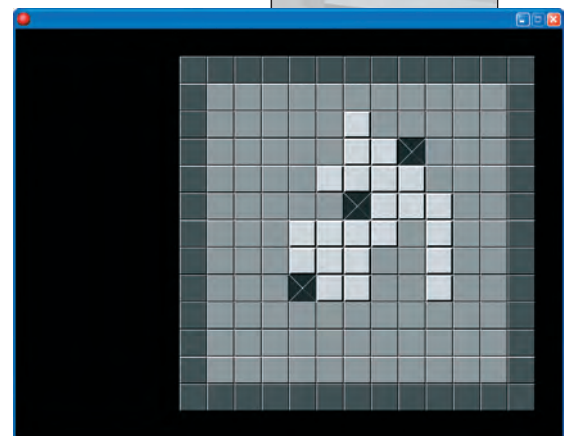


with Floor objects ringed by GridEdges.

Our next two objects will be our basic **Tile** and **Wall** objects. Let's make Wall a dark sprite for now and set Tile to a very light grey to distinguish it from Floor objects. Obviously both are using 32 x 32 sprites with no transparency and precise collision testing off, just like the other objects. We want the grid elements to be below everything else, so we'll give Floor and GridEdge depths of 50. Tile and Wall will have depths of 30, in case we need other objects to appear on top of them too. To make our lives easier later, create an **Obstacle** object which will act as a parent to the Tile and Wall objects. All three should be set to solid. Place Walls and Tiles randomly in our test room and uncheck the **Delete underlying** option so that we don't destroy all our Floor objects underneath, we'll need those later.

### Selection logic

**N**OW THAT WE'VE GOT the basics out of the way, it's time to start building the logic behind the tile sliding side of the game. We want to be able to click on tiles to slide them off the board and then click on a square on the board to slide them back into play. We must only be able to remove tiles that we can slide off the board without hitting another tile or a wall. And when we



slide a tile onto the board it must have a clear path too, so not everywhere can be reached.

To solve this problem, we'll use a state approach. What we'll do is create a type of object for each situation we need to deal with. We'll have specific transitions between each state by creating and destroying objects, so at any stage there will be only one 'selection handling' object in the game. This helps prevent confusion and saves tons of coding in the long-term.

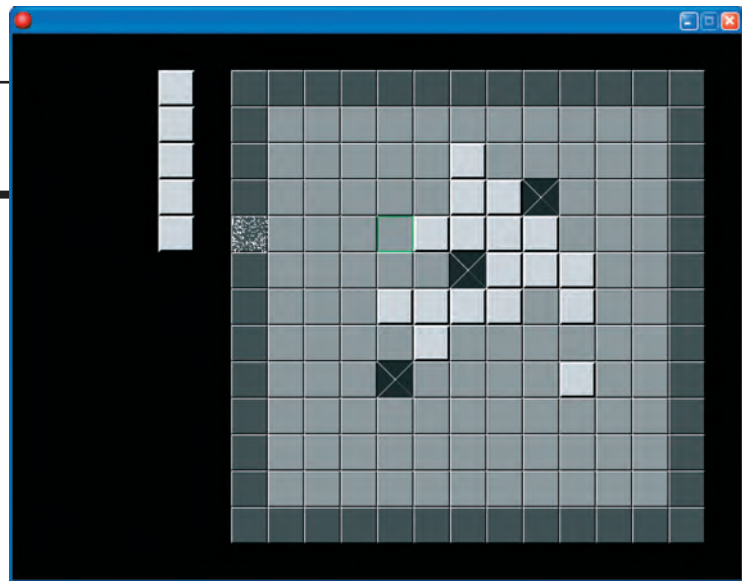
Firstly though, we need to have somewhere to store the tiles that have been picked up from the board. We'll do this in an array. Create a new object, call it **TileController** and set its depth to 100. In its **Creation** event, set the **values of variables** storedTileCount to 0 and storedTiles[0] to 0. We create an array in GM by using square brackets behind a variable name to address a specific 'slot' in that variable, so storedTiles is actually an array that we'll use to keep Tiles in.

To handle selecting things, we'll create three objects: **Selector**, **TileSelector** and **FloorSelector**. Selector will be in charge of deciding what we're trying to select and creating the right type. So in its **Step** event use an **Execute a piece of code** action and fill in this code:

```
Execute a piece of code
//Decide what the player is trying to select:
if instance_position(mouse_x, mouse_y, Tile) {
  //Selecting a Tile to slide out
  instance_create(mouse_x, mouse_y, TileSelector);
  instance_destroy();
} else if instance_position(mouse_x, mouse_y, Floor) {
  //Selecting a Floor spot to slide to
  instance_create(mouse_x, mouse_y, FloorSelector);
  instance_destroy();
}
```

All this does is check to see if our mouse cursor [at mouse\_x, mouse\_y] is over a Tile object. If so, we create a TileSelector and destroy the Selector. If not, we test to see if the cursor is over a Floor object, creating a FloorSelector if it is [and destroying the Selector]. Selector doesn't need a sprite as it's strictly a control object.

For the moment TileSelector and FloorSelector are the same, so both need **Create** events where we **set the value of variable** 'x = x - x mod 32' and 'y = y - y mod 32'. This will align them with the grid properly [sometimes the **Snap to grid** action is a bit erratic]. Both also need **Mouse Leave** events where we **Create an instance** of Selector at 0, 0 and Destroy the Tile/FloorSelector object to keep the state correct. Finally, give both objects a suitable sprite to indicate selection [a terrible green box, for instance] and set their masks to the same sprite that the Floor object uses.



### Getting clever with selection

**I**F YOU RUN THE game now, you should have a nice green box that appears over Floor and Tile objects when you move your mouse over them. While undoubtedly funky, we don't want to be able to select just any Tiles and Floors, so we need to apply some logic in the **Create** events of our selectors to weed out unwanted selections by turning them invisible.

Using our state system to pull and push Tiles around on the board makes things nice and elegant. We'll create **TilePuller** and **TilePusher** objects [both with the usual 32 x 32 random sprites and a depth of 30] to deal with our new states. A TilePuller created at the edge of our grid is responsible for grabbing a Tile that collides with it and placing it into our storage array on the TileController object, while moving the same Tile off-screen so that we can't try to select it and confuse our program when it's not on the board anymore. TilePusher is used to mark the spot on the edge where we can push a Tile in to get it to the selected Floor spot.

The logic to figure out if a Tile can be safely slid off the board is handled in TileSelector's **Create** event. It checks to see which directions are clear of obstacles all the way to the edge of the board, and picks the closest edge point to create a TilePuller on. If there's no clear path, it simply sets itself to be invisible because it's an invalid selection. When we left-click on a TileSelector if that selector is visible, all we do is start the underlying Tile moving towards the nearest TilePuller and destroy the TileSelector.

FloorSelector works very similarly, but the opposite way around. It checks to see if there are clear paths to the spot it's at when it's created, but it also has to check if there's something to stop the Tile at the end of that path as it slides in. When we click on a FloorSelector that's visible, it grabs the 'top' tile from our storage array on TileController and lobs it from a TilePusher to the selected Floor object.

Unfortunately we've run out of space to explain the logic here, but **GolemMaster\_001.gm6** on the cover DVD shows it all working as it should. We'll cover how to implement the selection and sliding mechanics step by step next issue. **NAG**

A grid-based game gives us a chance to show off how to deal with selection in GM, and we'll also need some sort of system to manage the grid.

# GAME.DEV'S LOCAL COMPETITIONS

This section of the magazine owes its start to a simple idea posted on a forum: "Have a small competition to see what type of games people could build using Game Maker." The competitions proved popular and quickly became a local phenomenon. Let's take a quick glance back at how they've grown.

## Comp 01: It started

**T**HE INITIAL COMPETITION WAS announced on the NAG forums in January last year and was met with a mixed bag of interest and derision: Interest because any gaming publication's reader base will always have readers interested in creating games [Hi, how are you doing out there?]; Derision because the competition recommended Game Maker as a tool, which many people felt was "too simple" to be working with. Funnily enough, very few of the nay-sayers finished any games.

Out of seven initial entries, five were completed when the month long competition ended. The top three entries were chosen on a similar scale to the way games are reviewed in the magazine: personal opinion, general technical considerations and a whole lot of shouting.

The top spot went to Scramble by Daniel "Jaywalk" Walker. Scramble was a top down shooter in which you piloted a fighter plane tasked to protect an aircraft carrier from being bombed into oblivion. A typical arcade-style game with no ending and a high score as reward for playing, the game was fun to play and even had different planes to keep you trying again and again.

Second place went to an interestingly named entry, Defiance by Simon "Tr00jg" de la Rouviere. Defiance had you controlling a biker which zoomed left and right to collect balls that dropped from the sky.

Third was claimed by Lourens "Sparky" Erasmus with his top down scrolling shooter Kamakazi 2100, which, despite being far too hard for even the most avid shoot-'em-up fan to complete, still had multiple levels and a tried and tested play mechanic.

As with most first efforts, Comp 01 lacked a lot of direction and relied a lot on people already having ideas for what they wanted to create. It did manage to create enough interest to ensure that another competition would take place, mainly due to Miktar creating a section on the NAG forum specifically for game development discussions.

## Comp 02: It learned

**T**HE NEXT COMPETITION GOT underway after a month of downtime, in which the growing forum section hosted discussions which showed a lot of new people the ins and

outs of Game Maker and many other popular game creation and programming languages. This time around there was a theme to guide entries. In hindsight, 'Circles vs. Squares' was not an amazingly inspiring theme and didn't help focus the games towards innovative gameplay with minimal graphics as was intended. Still, everyone had fun producing games in the end.

First place went to Laser Guidance by "Ch1ppit". The interesting action and puzzle elements of guiding a missile to a target using only your mouse cursor plus an impressive time-dilation power-up, gave it the edge in terms of playability.

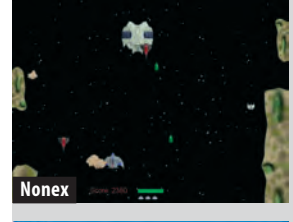
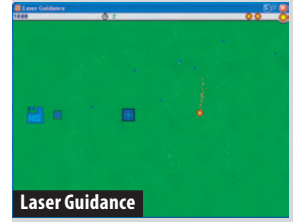
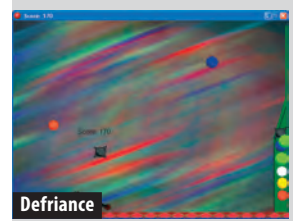
Simon "Tr00jg" de la Rouviere nabbed second once again with his entry, Protegis. Its strange take on the elements made Scramble fun and a large array of weapons to play with made it fun to mess around with. Unfortunately it remained unfinished and slightly buggy, but a month is a short time to produce a game in.

Rounding off the podium on sheer style, Jumper was the first game by a poster called "soulhunter". The way it was put together and the sheer stylishness [plus the fact that it stuck to the theme far more than any other entry] gave it a wordless quality that put it above the rest of the entries despite its rather simple, if fun, gameplay.

## Comp 03: Everything changed

**A**T THIS POINT IT might be important to note that graphics were never a driving factor in the judging of these competitions. The reason for this is simple. These competitions were always intended to grow the game development community in South Africa by increasing the number of people who are developing games, instead of pretty concept art that never moved around or engines that never became games. For this reason a fun game will always score better than a good looking, boring game.

It was this focus and long-term goal that led to the third competition's improved rules and better structure. Thanks to the NAG forums being reset and the creation of the Game.Dev sub-forum on the new Website, Comp 03 can be seen



SOMETIMES  
THE  
HUMAN  
RACE  
HAS TO  
START  
OVER...

The universe is about to uncover a mythical race. A race believed to exist only in fairy tales and ancient prophecies.

A race rumored to possess unfathomable abilities.

A race destined to be the salvation of all living creatures.

A race known as Humanity.



ADVENTRILOGY.COM

A D V E N T  
R I S I N G

“INNOVATIVE AS HELL, AND THE MOST EMOTIVE TITLE TO HIT ANY PLATFORM IN AGES.”

-GamePro

“EPIC IN EVERY SENSE OF THE WORD.” “A GAME OF EPIC PROPORTIONS.”

-Play

-IGN

Soundtrack Available on Sumthing Else MusicWorks



The Advent Rising logo, characters and artwork are trademarks of Majesco Entertainment Company. Developed by GlyphX Games. Published and distributed by Majesco Entertainment Company. © 2005 Majesco Entertainment Company. All Rights Reserved. The ratings icon is a trademark of the Entertainment Software Association. Microsoft Xbox, Xbox Live, the Live Logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

Distributed Exclusively by World Web Entertainment. Tel: 011 462 0150 www.ww.e.co.za e-mail: sales@ww.e.co.za All rights and trademarks and logos are copyright of their respective owners.



as the point where things really took off. In many ways it became a fresh start for the growing community to prove itself. And prove itself it did, when tasked to create games that were remakes of older 'classic' games with the odd innovation for good measure.

Comp 03's top spot was claimed by "Ch1ppit" with a game that upped the ante for all subsequent entries and appeared on the cover DVD many times. National Defense was a remake of Missile Command, this time with three turrets that fired different types of ammunition in an attempt to destroy the hordes of planes on a mission to bomb your city. Possibly the main reason why the game worked so well was "Ch1ppit's" commitment to the feedback he received from the forum-goers, and his continuous revisions and changes.

For the first time in the competitions a tie arose for second place. Heinrich "Himmler" Rall's Nonex went toe to toe with Prometheus by the duo of "niX" and "Wahooney". Both were set in space, Nonex a scrolling shooter inspired by Zero Wing, while Prometheus was an unfinished Asteroids clone with a twist and more weapons.

A lot of games that had been remade to death were discouraged by the competition guidelines. Some people seemed to delight in bending rules though, and Toby "GLDM" Hudon was so inspired by the list that he merged them all together and was awarded third place for his entry, Arkapongtris. Its gameplay was an amalgamation of Pong, Tetris and Arkanoid that had players shunting blocks onto their opponent's side of the court to hamper return shots.

## Comp 04: It Grewed

THE FOURTH COMPETITION ATTRACTED so many entrants that the judging was delayed for truly legitimate reasons for a change. This time, the brief was to create a puzzle or turn-based game. The remakes of Comp 03 had been excellent learning opportunities, now people would get a chance to flex their design muscles on their own games. The guidelines were to explore how simple rules created complex gameplay.

Simon "Tr00jg" de la Rouviere finally reached his goal of getting first place when he entered Roach Toaster as a turn-based puzzle game. In it, players controlled a team of highly trained pest exterminators to thwart bug infestations for the Smiths before the Joneses could notice. With his running jokes, level editor and unique premise, "Tr00jg" couldn't go wrong.

First place went to a regular, while second was taken by a complete newcomer's first entry. Naglings by "kRush" puzzled its Lemmings-inspired way onto the podium with good gameplay and varied levels. Technically inspired and complex, it took a lot of skill to produce and did well despite "kRush's" limited time to respond to feedback.

Third place was won in pure style. Guiding the antics of

a stupid main character that communicated with anime-style sweat drop speech bubbles and wore a bandage after running into walls, Dave! by "Unc1354m" [or 'UncleSam' for the 'leet-impaired'] was one of the funniest games the forum had seen.

## Comp 05: It Matured

COMP 05 CHALLENGED DESIGNERS to create an action game. Action games tend to need a lot of play mechanic refinements and considerable play-testing. This can make them difficult to produce, but only if you don't have a large group of fellow developers backing you up.

One of the most noticeable outcomes of the competitions was that Game.Dev on the NAG forums was now a vibrant, friendly community of people who enjoyed creating games for fun.

The competition for first place in Comp 05 was intense, but eventually Glyph Hunter, by newcomer "Nandrew\_Chronicle," emerged victorious. Glyph Hunter's great hack and slash action served as the base on which juicy play dynamics and interesting scripted events were built. Simple controls didn't get in the way of the game and it delivered every step of the way.

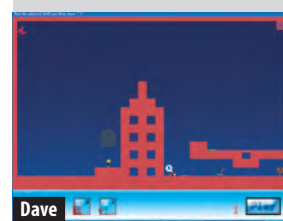
Second position was stolen by "Ch1ppit" with an action-orientated reinterpretation of National Defense, called ND2. "Ch1ppit" added a lot of immediacy to the original's slightly sedate pace and gave the player more depth with customisable turret load-outs and crew training.

In true online 'this is just for fun' style, third place ended in a tie between two good games. "UncleSam's" Second Life had you shooting zombies unleashed on a magical world's wizards to atone for humanity's sins, unique elements like driveable cars and a plug-in lighting system. Tank Wars by another newcomer Stefan Nel focused on action-strategy as you had to blast your way through enemy tanks while building your own, and capturing territory in an all too short homage to Future Cop.

## What's next?

THE SIXTH COMPETITION WILL have come to an end by the time you read this. As a competition that emphasised polish, it will hopefully have produced some great experience and more fun games.

The future looks promising as more and more events are being scheduled and game development starts to be noticed as a possible career. Competitions like these help to unearth new talent and to inform and educate interested would-be developers and parents alike. That's why all of the games mentioned here have been placed on this month's cover DVD to inspire you to join in. If you feel you could do better, have a neat game idea or would like to learn how these games were developed, all you need to do is go to [www.nag.co.za](http://www.nag.co.za) and click on the Game.Dev section. **NAG**





PERFORMANCE **1** P180 A silent chassis with NO compromise ...

**Antec**  
The Power of You

learn more at [www.frontosa.co.za/p180](http://www.frontosa.co.za/p180)



**FRONTOSA**  
INFORMATION TECHNOLOGY

JHB +27-11-466-0038 • CT+27-21-551-4411 • [www.frontosa.co.za](http://www.frontosa.co.za)

# Eva Soulu: From Russia with Manga

**I**F YOU THINK ABOUT Russia, most of you are probably thinking of Vodka and snow. Well, we have found something better in the form of Eva Soulu (ES).

**Are you also one of the 'artists of tomorrow' who don't have anything on paper, with everything in electronic format?**

**ES:** Although the last time I have used acrylic colours was about four years ago, I can't say that I lost interest in 'traditional' media and switched to CG completely. I still do some sketches with pencils on paper or cardboard, and the idea to return to acrylic and watercolours doesn't seem half bad to me nowadays. I want to practice different ways of drawing, master various tools, CG being just one of them.

**Have you always been interested in art or was the interest sparked at a later stage in your life?**

**ES:** Drawing as a process and the outcome of this process - those things have always fascinated me. But I was afraid to give it a try, considering the artistic talent as something completely unreachable, sort of a heavenly blessing which I, of course, lacked. In fact, I started drawing not long ago, in 1999, and by pure coincidence. But I never stopped since then.

**Is your ability to draw [paint, etc.] something you could always do well or is it just pure hard work?**

**ES:** Mostly I draw in an intuitive way; it just happens on its own. Although I do rely on personal experience and some books on art studies, the basic 'movement' is still spontaneous and almost out of control. Nevertheless, it's still hard work. Even if you're inspired, you need patience and a trained hand to transfer your ideas to paper [or screen, if you work with CG]. Sure, sometimes everything just stalls and you can't even get the easiest things right. In moments like those I try to take a break from painting, switching to other activities.

**What is the LAMP art group which you are part off?**

**ES:** When me and my sister Nekosch started a first collaborative art project, we decided to introduce it under the name of LAMP, an art group. Time has passed, some other artists joined, some left. Currently the group consists of three persons [me, Nekosch and Valery Korneev], each of us working in a distinctive technique. LAMP specialises in magazine illustrations and design. We've also made some CD covers and posters. Right now I'm designing the characters for a yet unannounced computer game project. Occasionally we contribute to each other's artworks, mixing styles, making the result more diverse and basically having fun.







**We noticed that one of the artists who inspire your work is Range Murata?**

**ES:** Without any hesitation I can call Murata-san one of the best artists of all time. His works inspire me. Not that I try to imitate his style, it's more like a wave of pure beauty that awakes my imagination. He seamlessly combines the highly stylised faces of manga characters with realistic body proportions and photo-realistic textures of cloth and metal. I find those techniques highly attractive.

**Your art has a strong manga feel to it. Has manga been a strong influence in your art style?**

**ES:** Actually I started drawing after I was introduced to manga. Due to some circumstances at a certain point I got surrounded by people who were very fond of Japanese animation and comics. The fact that almost every single friend was drawing and painting gave me the courage to overcome my fears and begin practicing myself. Of course I'm an avid anime and manga fan now, and this won't change anytime soon.

**Which topic do you like to explore most in your art?**

**ES:** I guess there's no specific topic or subject. I just like to illustrate the ideas that come to mind. I like to draw beautiful people, beautiful things. Even if the basic idea of the artwork is somewhat repulsive, it should be presented in an aesthetically pleasing way. That's my credo.

**What do you think defines an artist?**

**ES:** The ability to inspire. It doesn't matter if the technique is absolutely simple or highly refined and detailed. If it manages to touch you, make you feel that the world is something very special, then you've met a true artist.

**What tools do you use when creating your work?**

**ES:** My workplace has a PC with a Wacom Graphire 2 tablet. I mostly work in Painter 6.0 graphic editor. In future I plan to use pencils and acrylic colours more often.

**What are you currently working on?**

**ES:** Besides a few commercial works that I unfortunately can't talk about right now, I'm working on a series of illustrations for my own science fiction book that will hopefully get published soon in Russian. Also, there's 'Fairytale', a comic project with a rather dark background featuring one of my favourite fetishes - wolves. It will be on display this spring at Kommissia, a comic festival here in Moscow, Russia [and, of course, on our Website]. Right now I'm looking for a publisher for this project.

[www.lamp.otaku.ru](http://www.lamp.otaku.ru)

## Flightplan

**I**N FLIGHTPLAN PANIC ROOM meets panic cabin at 40,000ft. Jodie Foster stars as Kyle Pratt, a bereaved mother who is flying from Berlin to the US with her daughter. Her husband's coffin is in the cargo hold of the state-of-the-art E-474 aircraft, which Pratt coincidentally designed. After takeoff Pratt falls asleep and when she awakens she discovers that her daughter has disappeared. Nobody has seen her daughter, there are no records that her daughter has been on board at all and after a thorough search of the plane by the crew, some begin to question her sanity. After all, the gap between sanity and insanity is quite small. A plane, on the other hand, is massive. Flightplan takes off as a potentially good film with a stellar cast. Foster again proves her credentials as one of the best actresses alive. But, and this is quite disappointing to say, after about an hour into the film, the plot falls flat and this is to state it euphemistically. The plot actually spirals out of control, just like Foster's character, and never retains its composure. It's almost as if the writers ran out of ideas and thumb-sucked unbelievable drivel just to finish the script. The film degenerates into a 'run Jodie run' affair, with Foster hysterically running up and down the passenger cabin, causing mayhem with the onboard electronics and just generally annoying other passengers. At the end of the film [a spectacular landing and explosion] one has to ask how on earth this Flightplan has been approved.



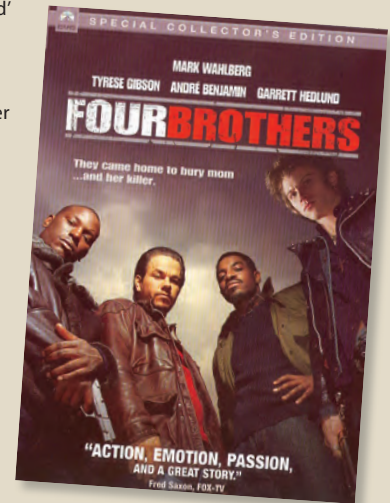
## Wedding Crashers

**W**EDDING CRASHERS IS A light-hearted comedy about two business partners, John Beckwith [Owen Wilson] and Jeremy Grey [Vince Vaughn], who crash weddings to take advantage of the romance in the air, and ultimately to score with the jealous bridesmaids or any other single woman for that matter. Both are smooth operators and they have a code of conduct in order for everything to run smoothly. But, as they become more and more confident and experienced, they decide to crash the wedding of all weddings, that of Secretary Cleary's [Christopher Walken] daughter. At the reception, Grey manages to score with Cleary's other daughter Gloria. After their blissful moment of coitus, Gloria informs Grey that he had 'popped her cherry' and she quickly attaches herself to Grey. The end result is that the two wedding crashers get to spend the weekend with the Secretary and his family in a hilarious take on 'Meet the Parents'. All in all, Wedding Crashers is an enjoyable comedy, much in the style of 'There's Something About Mary'. Wedding Crashers delivers exactly what you would expect from a film of this calibre: pure mindless comedy.



## Four Brothers

**I**N FOUR BROTHERS, THE 'adopted' sons of a murdered community saint in Detroit return to bury her. The Mercer brothers, Bobby [Mark Wahlberg], Jeremiah [Andre Benjamin], Angel [Tyrese Gibson], and Jack [Garrett Hedlund], owe their lives to their adoptive mother, Evelyn. After comparing notes at the funeral, the brothers decide to take a closer look at her death [she was killed in a seemingly random grocery store hold-up] and to find out exactly what transpired during her murder. As plots go, the brothers obviously uncover more than just a random act of violence. Without worrying about the law and consequences, the four brothers make it their mission to bring justice to their town. The brothers then go on a kick-ass journey dishing out their own style of justice. The acting of the four main characters is above par, the directing of John Singleton is solid and holds throughout the film, and the eye candy is provided by the delicious Sofia Vergara. The effects are old-school and the lack of CGI is refreshing. Singleton achieves a sense of realism throughout the film, from the cold and harsh colours used to portray the city's underbelly to the crimson blood that flows after the gunfights.





## **I**nternet

**ADSL, I-Burst, Dialups,  
ISDN, VPN  
Or any connection you  
are interested in**

## **S**ervice

**Full range  
from desktop  
to networking**

## **P**rovider

**Of every  
internet  
requirement**

# **S**pecials

**Mailboxes & Fax Numbers**

**@ R20p/m**

**Unshaped ADSL soft capped (incl free mailbox)**

**2Gb @ R 180.00**

**7Gb @ R 520.00**

**10Gb @ R 750.00**

**Web Hosting**

**From R75.00**

All prices include VAT

Terms & Conditions Apply. Telkom costs are separate

Valid until 31 March 2006



## Silent Hill Dead/Alive

IDW | R32.95

**T**HE TOWN OF SILENT HILL was once the sort of place parents loved to have their children grow up in. Then came the 'Order', a cult dedicated to bringing their long dead god back to life. Their plan was foiled by a young woman named Lauren, and the child destined to give birth to the god was trapped in a nightmare world between life and death.

Now the evil that is Silent Hill is rising once again. Not content to deal with the inhabitants, the evil is drawing those who stopped it before back into it. Evil always demands revenge. A rare glimpse into the background of a Silent Hill plot, something fans will definitely enjoy.



## Grimm Fairy Tales

Zenescope | R25.95

**B**Y NOW YOU'VE PROBABLY seen the Brothers Grimm movie. But we all know that's not the way the fairy stories really went. Zenescope tries to put that right by telling the tales the way they were originally known. They were not meant to please little children, they were told to scare them. "Don't go out in the woods, Little Red Riding Hood, or you will get eaten by the big bad wolf." What did the silly girl do? She went out by herself and the wolf ate her. That's the kind of version we're dealing with here. If you're tired of everything having a happy American ending, give the Grimm Fairy Tales a try.



## Nextwave

Marvel | R21.50

**S**O, IF YOU EVER find yourself needing to destroy a giant lizard in purple underpants that has had the urge to mate since 1956, but was born without genitals, who do you get to do it? 'Nextwave', of course! It features Aaron the robot that calls people 'fleshy things', Monica, the girl who died and went to hell where she was used as a bucket by giant weasels, Captain %\*%< [yes that's a swear word], Ellie, an English bad-ass bitch from hell, and Tabitha, a girl whose super powers include blowing things up and stealing your stuff. Oh, and did we mention the purple underpants?



## Shi Ju-Nen

Dark Horse Comics | R94.95

**S**INCE THE YEAR 794 AD, two groups have been fighting a secret war in Japan - the Sohei and warrior monks who supported the old and new Imperial families of Japan respectively. Billy Tucci has created a character already torn between her dual Japanese and American parents and her Christian and Buddhist confusions. Now he introduces a new aspect showing how human hatred has the ability to go on long after the original argument no longer exists. Shi, the warrior woman, is torn between her duty to her family's legacy of war and her own desire for peace. All this comes in a graphic novel that combines fine artwork and an action packed story with plenty of history for those who like a little bit of depth in their reading.



THEIR WORLD IS BEYOND PERFECTION. THEIR RACE IS NEAR EXTINCTION. THEIR HOPE IS IN YOUR HANDS. **THE FUTURE IS IN FLUX.**



**AEON FLUX**  
**AEONFLUX.COM**



**PlayStation®2**



[www.PlayStation.co.za](http://www.PlayStation.co.za) | [www.gameplay.co.za](http://www.gameplay.co.za)

Published and distributed by Majesco Entertainment Company. © 2005 Majesco Entertainment Company. All Rights Reserved. Developed by Terminal Reality, Inc. © 2005 Paramount Pictures, a division of Viacom International Inc. All Rights Reserved. "AEON FLUX" and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. MOTION PICTURE ARTWORK & PHOTOS COPYRIGHT © 2005 BY PARAMOUNT PICTURES. ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

**Random Website Dot Com**

[www.randomwebsite.com](http://www.randomwebsite.com)

**Y**OU ARE BORED, YOU have no idea what to look for and you just don't feel like the effort of thinking when browsing a link site. So how about a random one? Sure, you can do the same thing with Google, but Random Website Dot Com has a huge list of interesting sites it can throw at you - at your own risk, of course. The random sites it opened for us ranged widely, a lot with strange content or impressive Flash.

**Wikiquote**

[www.wikiquote.com](http://www.wikiquote.com)

**P**ART OF THE WIKIMEDIA pantheon, Wikiquote is the source you want if you are ever looking for a specific quote. Just like Wikipedia each page can be edited by anyone, so you might think everything would be inaccurate and messed up. But like Wikipedia the huge volume of users create a balance. Suffice to say, we find the coolest quotes on Wikiquotes - it's perfect for making you look smarter, on paper at least.

**Button Maker**

[www.lucazappa.com/brilliantMaker/buttonImage.php](http://www.lucazappa.com/brilliantMaker/buttonImage.php)

**I**F YOU HAVE A Website, go to this site. Buttons, especially small, narrow ones [generally called Chicklets], are becoming the new fad in how to promote your site with other like-minded folk. The problem is creating one - unless you use this online script that lets you tweak the colours, text and even add images. Neat!

**Gameplay.co.za**

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

**L**OCAL DISTRIBUTOR STER KINEKOR Games launched its Website to cater for all of its games. With most of the local PlayStation and PSP titles as well as a growing PC range in its stable, the site developers made sure it's a hub for anyone interested in the games. Search for release dates, find out more about a game and even add it to your wish list to be kept up to date on new info and release dates. It's another sleek addition to the local distributor sites, complete with competitions and other community events.



card game

**Legend of the Five Rings Collectable Card Game**

produced by Alderac Entertainment Group

**T**HE LEGEND OF THE Five Rings CCG showcases Rokugan, an empire of samurai and fantasy, where the tournament results determine the course of the dynamic and complex storyline. Each of the ten unique factions has its strengths and weaknesses, and you must decide how you will navigate the dangerous world of honour, tactical battles, courtly intrigue, faceless ninjas, duelling samurai, legendary creatures and evil hordes. There are many paths to victory, from destroying your opponent's provinces with military might to proving your honour to the Emperor to achieve Enlightenment.

It is as we stand on the brink of the Age of Enlightenment that we enter this year's Kotei season. A Kotei is a Legend of the Five Rings Collectable Card Game Tournament in which you get to play a part in moulding the story of Rokugan. Results from the Kotei held in regions all over the world are used to develop the future of the L5R storyline and the cards printed in the forthcoming special 100 card set, Test of Enlightenment.

For the first time, South Africa will be hosting a Kotei, to be held on the 9<sup>th</sup> of April, and the prize support is enticing, to say the least. For more information visit [www.freewebs.com/l5rsa](http://www.freewebs.com/l5rsa).



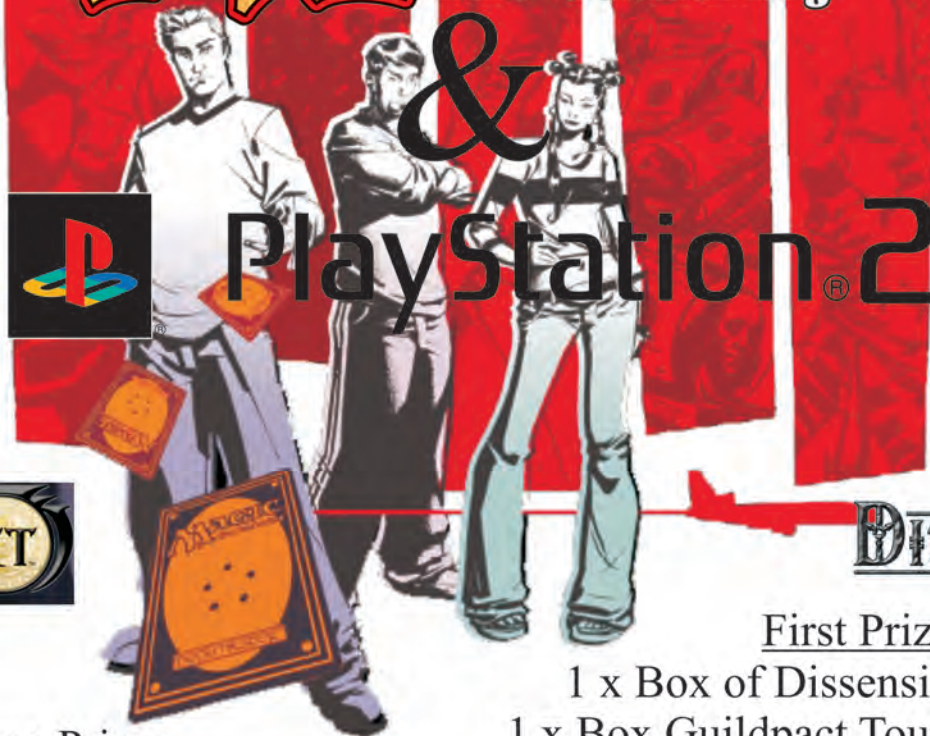
# PLAY BIG WIN BIG



## WITH



# MAGIC The Gathering



## PlayStation 2



### Runner up Prizes

20 x Playstation  
and

Magic the Gathering Hampers

### First Prize

- 1 x Box of Dissension Boosters
- 1 x Box Guildpact Tournament Decks
- 1 x Dissension Fatpack
- 1 x Playstation 2 Slimline
- 2 x Ps2 Games

To Win: SMS MAGIC  
along with your name  
and ID number to  
36560



OFFICIAL DISTRIBUTORS IN  
SOUTH AFRICA  
magic@icon.co.za  
www.geon.co.za

See what playing big means. Get hooked up at [magicthegathering.com](http://magicthegathering.com)

Magic: The Gathering, The Magic: The Gathering 10<sup>th</sup> Anniversary logo, The Wizards of the Coast logo and the WOTC symbols are property of Wizards of the Coast, Inc. ©2003 Wizards

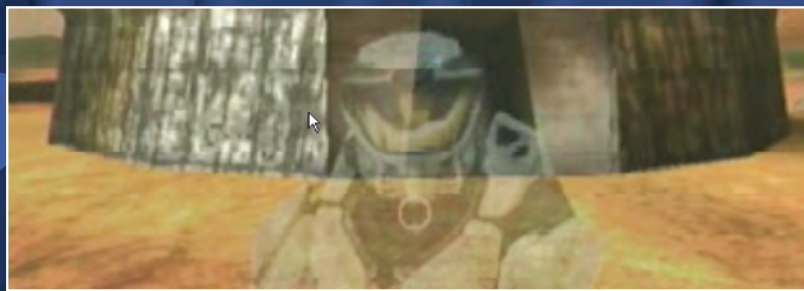
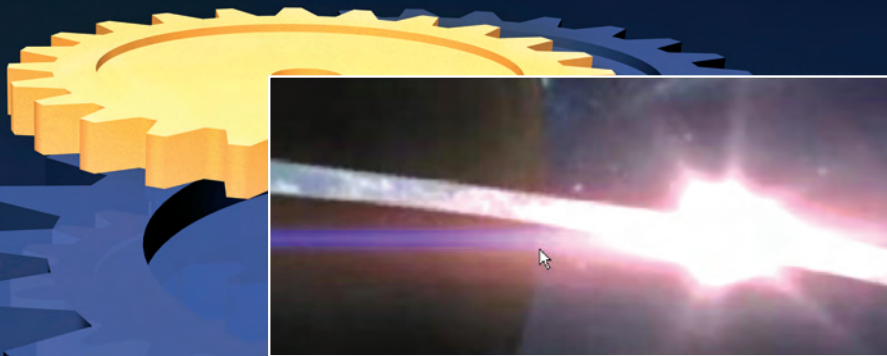
PLEASE NOTE: EACH SMS WILL BE CHARGED AT A RATE OF R5.00 PER SMS

## RED VS. BLUE: THE CHRONICLES OF BLOOD GULCH

THERE'S BEEN MACHINIMA BEFORE and there'll be machinima after, but no single series has ever had the impact or scope than that of Red vs. Blue: The Blood Gulch Chronicles. Chances are that if someone has been exposed to machinima outside of a game, it's the adventures of two wayward teams of Halo soldiers, stationed in the box canyon of Blood Gulch. The action also largely takes place on the Halo map Blood Gulch, though thirteen maps have been used in the production so far. Currently the Halo 2 equivalent of Blood Gulch, Coagulant, is the main stage.

It's easy to see why Red vs. Blue is so popular. It's a parody of first-person shooters, Halo and military conduct. Spread over a cast that has grown to seventeen characters, the series has spawned 71 episodes through four seasons, and it doesn't seem to be running out of steam yet. The idea was first conceived with Michael Burns doing game videos with voice-overs for the now-defunct Drunkengamers.com. The idea to make a show turned into the Red vs. Blue trailer. But the movie was largely ignored. After Drunkengamer.com went under, Computer Gaming World requested permission from Burns and the site's co-owner, Geoff Ramsey, to use the trailer on its cover disc. Burns agreed, and the duo launched a Red vs. Blue site to cash in on the expected surge of popularity.

The rest is history. Red vs. Blue has won four awards from the Academy of Machinima Arts and Sciences, spawned three DVDs [so far], and even custom trailers for events like E3 and the Penny Arcade Expo. The catch is that it's funny. Even though the original trailer laid focus on destruction, the storyline became more focused on dialogue and situational comedy.



Originally the Rooster's Teeth crew expected six to eight episodes for the series, but at that point they only went through a third of the original gags. Episodes were written less than a week before they were released and the production value has gone up over time – and not only because of the change to Halo 2 from Halo: Combat Evolved.

Other changes and events also altered the show. In homage to Bungie's older games, or perhaps just a stroke of genius, the Marathon games are used when a character is blown into the past. A bug also allowed camera men, who were just networked players in multiplayer, to drop their weapons in Halo 2 and thus remove the target reticules that can be seen in most of the series. Things might even become shinier if Halo 3 is used, though that remains to be seen. But the project has brought Rooster's Teeth close to Bungie and Microsoft – the latter commissioned an episode that was used on Xbox kiosks in the US.

The creators of the show have decided not to give a definite episode limit after Red vs. Blue kept on going despite numerous predictions of an ending.

Rooster's Teeth has since also expanded into the Sims machinima, The Strangerhood and F.E.A.R. powered P.A.N.I.C.S. But Red vs. Blue remains the team's flagship series and it's not ending any time soon. Because of copyright laws we can't place the movies on our cover DVD, but the latest episodes can be watched on the official Website ([rvb.roosterteeth.com](http://rvb.roosterteeth.com)). Alternatively, the DVDs are also for sale and all the episodes can be watched [but without the consent of Rooster's Teeth] on YouTube.

Red vs. Blue is a milestone in machinima history and it really is funny. Be sure to look it up. **NAG**





# mobile games

you'll never be bored again...



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

**WARNING:** Data and Fax enabling your SIM card may take up to 24 hours to be activated, depending on your operator. You can't download a game until your SIM card has been Data and Fax enabled and you have WAP/GPRS settings saved to your phone.

Check phone compatibility and WAP/GPRS settings before trying to load games. Choose your game and follow the SMS instructions for that game. When you request a game via SMS, a WAP Bookmark, Service or Push message will be sent to your phone. You need to connect to this via WAP/GPRS to download the game onto your phone. For Nokia handsets, if the message does not appear in your inbox, go to Services/Service inbox to retrieve the game. For Samsung and Sony Ericsson handsets ensure Push Message settings are set to 'Receive All' or 'Always'.

## R10 games

sms tribe 20317 to 38000	sms tribe 20323 to 38000	sms tribe 20319 to 38000	sms tribe 20311 to 38000	sms tribe 20301 to 38000	sms tribe 10324 to 40014	sms tribe 10325 to 40014	sms tribe 20322 to 40014	sms tribe 30320 to 40014	sms tribe 20328 to 40014

## R20 games

## R30 games

sms tribe 703110 to 42008	sms tribe 703122 to 42008	sms tribe 70372 to 42008	sms tribe 70358 to 42008	sms tribe 70397 to 42008	sms tribe 70375 to 40014	sms tribe 10340 to 40014	sms tribe 10342 to 40014	sms tribe 10343 to 40014	sms tribe 10338 to 40014

## R40 games (R20+R20)

## R50 games (R20+R30) NB: Make sure you leave a space between the word tribe and the code

sms tribe 20353 to 40014	sms tribe 20354 to 40014	sms tribe 20349 to 40014	sms tribe 20352 to 40014	sms tribe 10341 to 40014	sms tribe 30351 to 40014	sms tribe 10333 to 40014	sms tribe 10337 to 40014	sms tribe 10329 to 40014	sms tribe 10320 to 40014
sms tribe 30338 to 40014	sms tribe 20318 to 40014	sms tribe 20344 to 40014	sms tribe 10321 to 40014	sms tribe 20339 to 40014	sms tribe 20345 to 40014	sms tribe 20340 to 40014	sms tribe 30330 to 40014	sms tribe 20348 to 40014	sms tribe 20341 to 40014

## PHONE KEY

1 Samsung D500	2 Samsung E310 E800 E810 X460	3 Samsung Z130	4 Samsung Z500 D600	5 Samsung E330	6 Samsung E710	7 Samsung E700	8 Sagem MyZ5 MyX4
9 Sagem MyX5-2 MyC5-2	10 Nokia 6230i	11 Nokia 3100 3200 3300 5100 6100 6220 6230 6610 6800 6820 7210 7250 7250i	12 Nokia 6600 6260 6670 6680 7610	13 Nokia 3230 3650 7650 NGage	14 Nokia 3510i	15 Motorola C650 V180 V220	16 Motorola V300 V500 V600
17 Motorola V547 V550 V620 V975 V980	18 Motorola V3 V80 E398 E550 E1000	19 Sony Ericsson F500i K500 K700 S700i V800	20 Sony Ericsson T610 T630 Z600				

## GPRS/WAP

MTN - FREE service on your phone enter \*123\*13# and then push the dial key

Cell C - FREE call dial 140

VODACOM - FREE call dial 111

Customer Care:  
SMS queries to 0734276141 or email [help@thumbtribe.co.za](mailto:help@thumbtribe.co.za)

©2005 Gameloft. All rights reserved. Gameloft and the Gameloft logo are trademarks of Gameloft in the US and/or other countries. Universal Studios' King Kong movie © Universal Studios. Licensed by Universal Studios Licensing LLP. All Rights Reserved. Copyright © 2005 Madtap & THQ Wireless. © Copyright 2005 Digital Bridges Ltd. All rights reserved. All other trademarks are the property of their respective owners. Although every effort has been made to ensure that your games are delivered and downloaded on time, Thumbtribe is ultimately dependent on various Telecommunication Infrastructure providers for timely delivery. Thumbtribe can't be held liable for any inconvenience or damage caused by non-delivery or untimely delivery of requested or downloaded items. Furthermore, Thumbtribe can't be held responsible for any actions that may be taken by a recipient of download items sent with one of our services. Thumbtribe will not be held liable for any offence or harm caused by an item and hence if you are unsure of the likely consequences of sending an item, please don't send it. The cost of the game will be added to your cellphone account. Errors are billed - so please be careful with your requests. Free minutes do not apply. Persons under 18 years of age must get the account payers permission before downloading content as all content has a cost associated with it. Please be aware of the following: The handset in question must support downloadable mobile applications. The handset model must be correctly identified to ensure that a compatible mobile application is requested; WAP must be correctly setup on the handset in question; There will be a network connection cost incurred while downloading the mobile application. This cost is your responsibility. Mobile applications require significant handset memory and your handset must have sufficient memory for the download to work. We would recommend that before downloading an application you ensure that your handset has free memory equivalent to twice the memory requirement of the application.

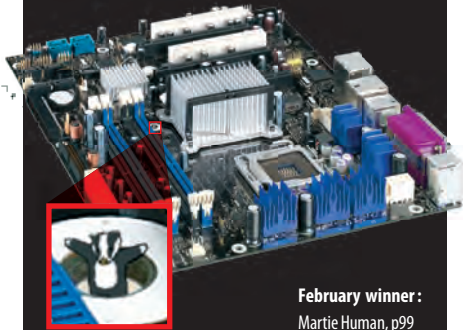


# GAME OVER

## BADGER HUNT



**L**AST MONTH THE BADGER broke the mould a bit and hid out in a piece of hardware instead of a screenshot. He's found a new hiding spot this month, so break out your magnifying glass and hunt him down like the ... um, well, badger ... that he is! We'll announce a random winner and that person will get a cool prize sponsored by our new best friends [see above]. Send your badger spotting to this address [ed@nag.co.za] with the subject line [March Badger].



February winner:  
Martie Human, p99

## CAPTION OF THE MONTH

**E**VERY MONTH we'll choose a boring, odd or peculiar screenshot from any random game and write a bad caption for it. Your job is to come up with a better [funny] caption. The winner will get a free game from Vivendi Universal Games. Send your captions to [ed@nag.co.za] with the subject [March Caption].

**RULES:** (1) If you don't use the correct subject line, your mail will be automatically filtered by our spam software and deleted. (2) If you think sending in 20 captions for the same screenshot is how you want to play the system, then put them all in the same mail or we'll keep the top one and delete the rest. You probably won't win anyway because you can't follow simple instructions. And people who can't follow simple instructions don't deserve to win things.

Sponsored by

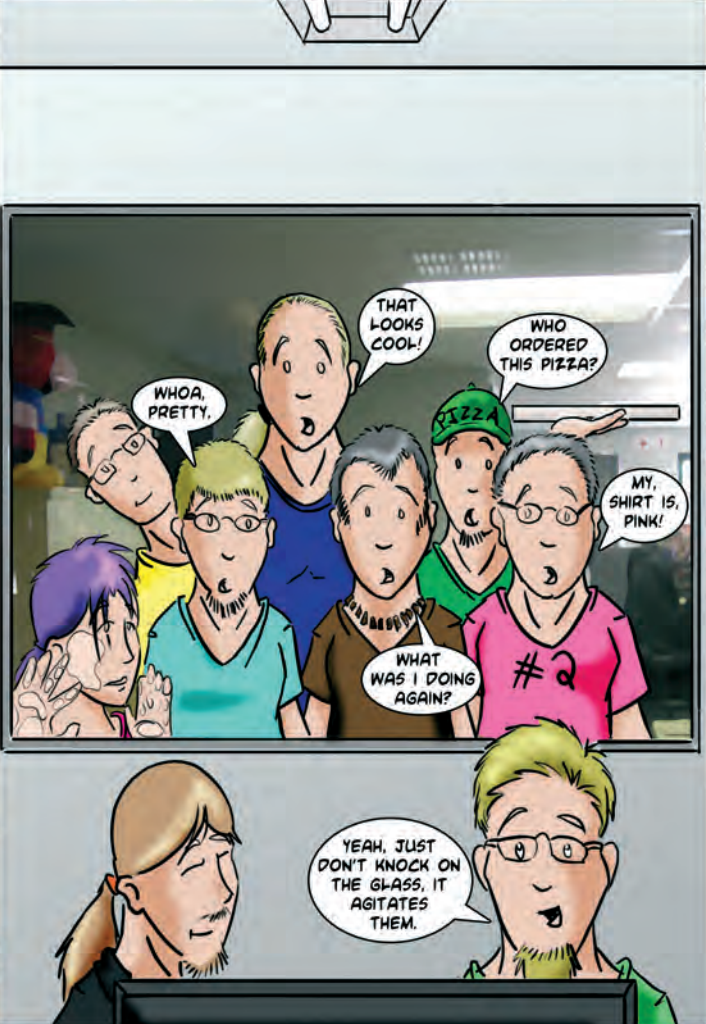


**March contest**  
NAG's LAME ATTEMPT: "McDonald's new sandwich, the McHonky, gets a warm reception in Hillbrow."



**February winner**  
"After carefully reading the instructions, Johnson, the dyslexic heavy weapons expert, once again fires his bazooka the wrong way round." - Matthew du Plessis

2-BIT (c) 2006 NAG MAGAZINE



# NAG

NAG is not available in large format print, brail or on audio tape.

**publisher**  
tide media

**editor**  
michael james  
ed@nag.co.za  
+27 83 409 8220

**assistant editor**  
lauren das neves  
lauren@nag.co.za

**features editor**  
james francis  
james@nag.co.za

**hardware editor**  
russell bennett  
russell@nag.co.za

**senior technical writer**  
regardt van der berg  
regardt@nag.co.za

**staff writers**  
miktar dracon  
toby hudon

**copy editor**  
nati de jager

**contributors**  
adam liebman  
alex jelagin  
anton limes  
danny day  
derek dela fuente  
grant charlton  
michael black  
pierre van dyk  
ryan kalis  
victor moore

**group sales and marketing manager**  
len nery | len@nag.co.za  
+27 84 594 9909

**advertising sales**  
jacqui jacobs | jacqui@nag.co.za  
+27 82 778 8439  
dave gore | dave@nag.co.za  
+27 82 829 1392  
cheryl basset | cheryl@nag.co.za  
+27 72 322 9875

**art director**  
chris bistline

**designer**  
kirsten alcock

**office assistant**  
paul ndebele

**nag magazine**  
p o box 237  
olivedale  
2158  
south africa  
tel +27 11 704 2679  
fax +27 11 704 4120

**subscriptions department**  
subs@nag.co.za

**internet**  
www.nag.co.za

**printing**  
print ability  
+27 11 236-3800

**distribution sa**  
junk mail distribution

**distribution international**  
stp distributors

Copyright 2006 Tide Media. All rights reserved. No article or picture in this magazine may be reproduced, copied or transmitted in any form whatsoever without the express written consent of the Publisher. Opinions expressed in the magazine are not necessarily those of the Publisher or the Editors. All Trademarks and Registered Trademarks are the sole property of their respective owners.

I'd like you to meet my two best friends, Mr. Heckler & Mr. Koch. Now stop whimpering and say hello.

Unite as Heroes, Fight as Warriors, Live as Legends



# GAUNTLET

SEVEN SORROWS™



[www.gauntletsevensorrows.com](http://www.gauntletsevensorrows.com)



PlayStation®2



[www.PlayStation.co.za](http://www.PlayStation.co.za) | [www.gameplay.co.za](http://www.gameplay.co.za)

Gauntlet Seven Sorrows © 2005 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. GAUNTLET SEVEN SORROWS is a trademark of Midway Games West Inc. Used by permission. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc.



### What's Viiv™?

Intel® Viiv™ technology - the best Digital Home Entertainment Platform!  
Allows you to control the music, movies, games, and photos you want to enjoy from a wide range of Intel® Viiv™ technology verified service providers delivered right to your living room.

Additional hardware and software are required for a fully functional Intel® Viiv platform.  
For further information on the additional components go to "<http://www.intel.com/personal/desktop/viiv>"

# GIGABYTE, Give Me VIIV

Create, Share, Enjoy!

GIGABYTE Viiv™ Series Motherboard

**GA-8I945GMH-RH**

Intel® 945G Express + ICH7-DH

- Supports Intel® Viiv™ technology for Digital Entertainment Experiences
- Supports Intel® Pentium® D/ Pentium® 4 Processor
- Supports new generation Dual Channel DDR2 667MHz memory architecture
- Integrated new generation SATA 3Gb/s storage interface
- Experience superior graphics with Intel® GMA950
- Integrated Intel® 82573L PCI Express Gigabit Ethernet Controller
- Features 8-channel High Definition Audio



Johannesburg:  
Tel: (011) 203 1000  
Fax: (011) 203 1100

Cape Town:  
Tel: (021) 555 7111  
Fax: (021) 555 7117

Durban:  
Tel: (031) 571 8888  
Fax: (031) 571 8800

Port Elizabeth:  
Tel: (041) 363 8088  
Fax: (041) 363 1888

Bloemfontein:  
Tel: (051) 430 0000  
Fax: (051) 430 1144



# GIGABYTE™

TECHNOLOGY