

# PC

# PowerPlay

PC GAMES & TECHNOLOGY. 100% AUSTRALIAN

**FIRST LOOK!**

## CIVILIZATION: CALL TO POWER THE GREAT GAME RETURNS

## ULTIMATE QUAKE GUIDE

Hardcore Combat Tips

**REVIEWED:**

- ALPHA CENTAURI
- AUSTRALIAN CRICKET CAPTAIN
- WORMS ARMAGEDDON
- ROLLERCOASTER TYCOON
- UPRISING 2
- SILVER
- PLUS MORE!

## PC vs. ARCADE

Why PC games are better

## 3D SPEED-KING

TNT 2 & TNT SLI

**FIRST LOOK!**



# MAG OF THE YEAR

next gaming



ISSUE 36 \$8.95

MAY 1999 NZ \$11.95 inc. GST

A detailed view of the Millennium Falcon spacecraft, showing its intricate structure, engines, and various panels, set against a dark space background with some distant lights.

ONLY A SELECT FEW IN THE GALAXY  
HAVE FLOWN THE *MILLENNIUM FALCON*.

OFFICE OF FILM AND LITERATURE CLASSIFICATION

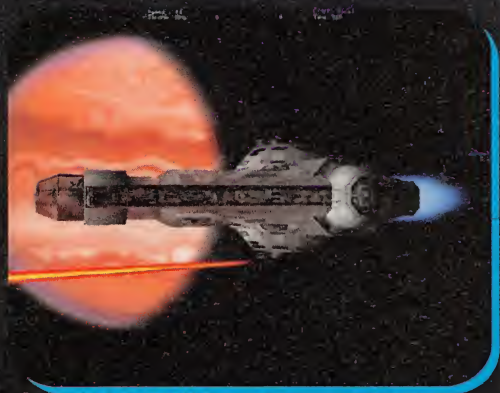


**GENERAL**  
(8 YEARS & OVER)  
LOW LEVEL  
ANIMATED VIOLENCE

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**AND UNLESS YOU REACH THE FINAL BATTLE, IT WILL STAY THAT WAY.**



A rival family imposes peril on the future of your livelihood.

The evil Empire's presence is looming. Your only hope for survival is to join the Rebel Alliance in epic *Star Wars* conflicts. As full-scale galactic battles begin, you will be called upon to command Rebel starfighters, including X-wings and other new spacecraft. You and up to seven other Rebel players will clash with

Imperial fighters in spectacular 3D missions. Finally, if you're worthy, you will find yourself in the cockpit of the legendary *Millennium Falcon*, flying against the massive Imperial fleet in the climactic Battle of Endor. Ultimately, it will be your agility, resolve and combat skills in these maneuvers that will determine your destiny. Not to mention, the fate of the entire galaxy.



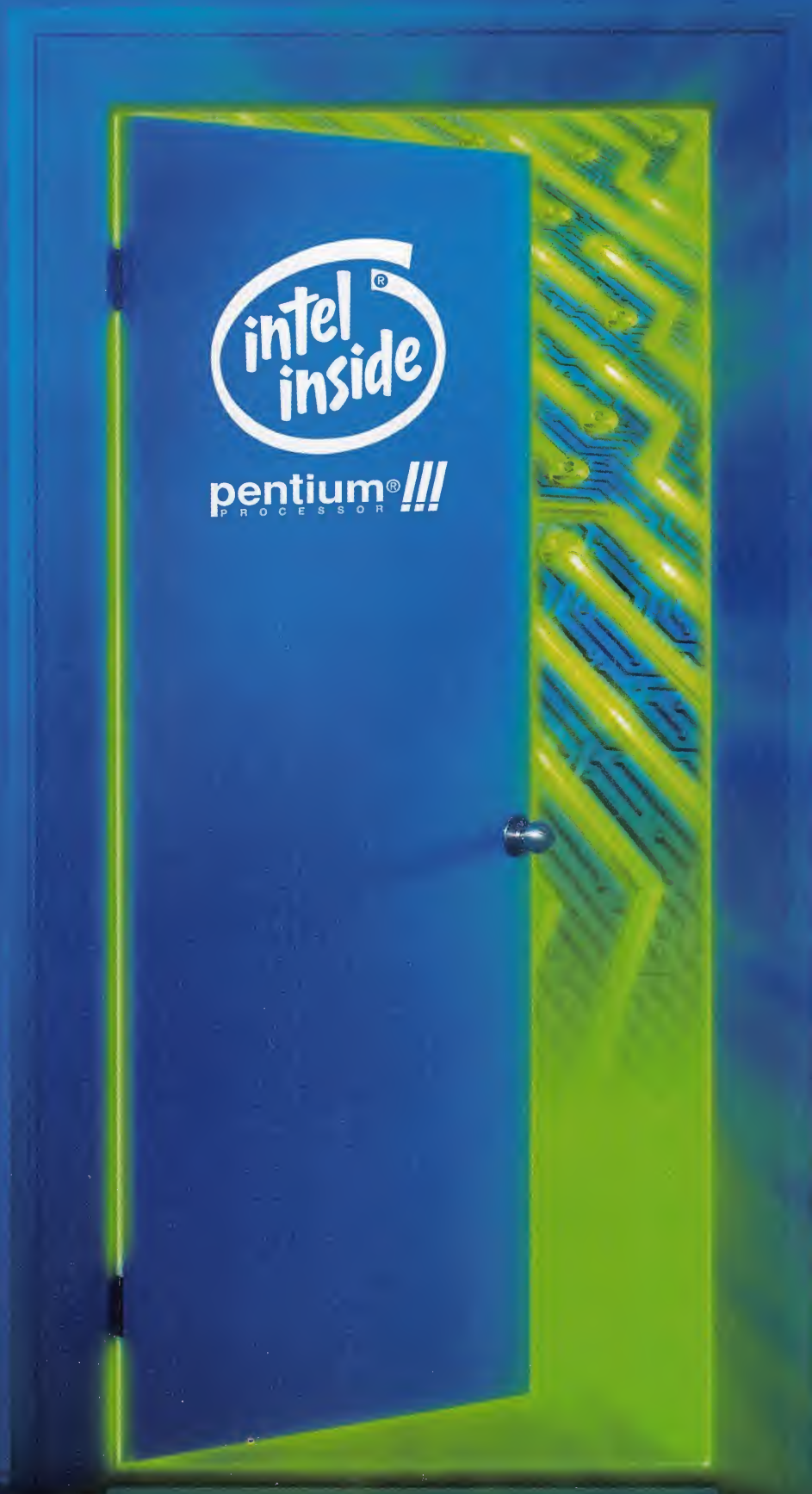
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[DOES NOT REQUIRE UNREAL TO PLAY]

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SINGLE AND  
MULTIPLAYER  
TOURNAMENT  
GAME.**

(does not require Unreal to play.)



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MULTI-PLAYER REVOLUTION.**

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THIS IS A CHALLENGE.  
TO ANYONE WHO EVER  
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Prepare for another decade of Star Wars.



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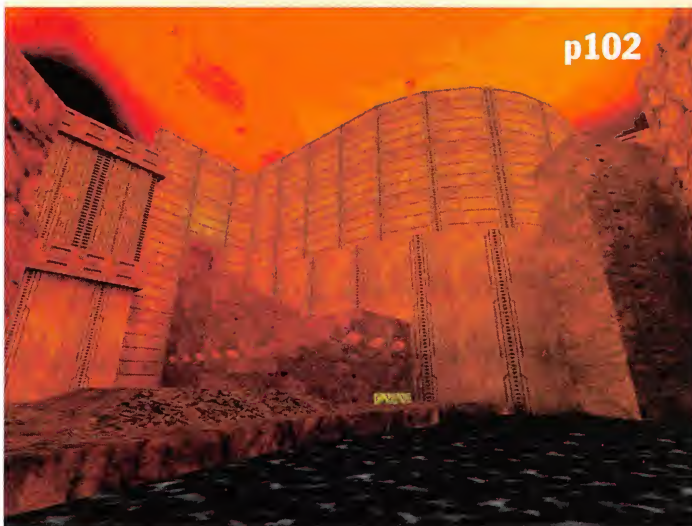
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The entire internet's worth of gaming right here for your reading ease.

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Why spend when you can win? Makes sense to us...

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Command & Conquer, strategy game for the masses and kick-starter of a new genre. Teary stuff, this.

**For the superior system**  
**Put Intel Inside® and**  
**ViewSonic® on top!**



**(PC Sold Separately)**

**Turn traditional thinking on its ear.**

Today, regardless of the PC brand you choose, the most important component is not the computer. It's the monitor. Yesterday, the hot phrase was "Monitor Sold Separately." Today, it's "PC Sold Separately." Technology blurs the lines between one computer and another. They're all fast, all loaded, all pretty much the same.

What's different, what's exciting is happening in displays - multimedia monitors with built-in teleconferencing capabilities and monitors with short depth technology that will save you a lot of space.

ViewSonic PS775 is a real space saver with a footprint comparable to most 14" (various viewable) monitors. With spectacular specs like 0.25mm horizontal dot pitch, a resolution of 1280 x 1024 at 90 Hz flicker-free refresh rate and SuperClear™ screen technology, it provides high-contrast, strong, bright color images. With the USB hub base, it allows users to incorporate up to four additional USB compliant peripherals for multimedia.

At ViewSonic, we developed the PS775 for anyone looking for high performance suited to a compact environment. It's TCO'95 certified. By putting ViewSonic PS775 on top of your priority list, you'll ensure your Visual Computing™ experience is guaranteed to be excellent.

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

Publisher: Phillip Keir [keir@next.com.au](mailto:keir@next.com.au)  
Editor: Ben Mansill  
[ben@next.com.au](mailto:ben@next.com.au)  
Deputy Editor: Gareth Jones  
[gareth@next.com.au](mailto:gareth@next.com.au)  
Editorial Assistant: March Stepnik  
[march@next.com.au](mailto:march@next.com.au)  
Art Director: Malcolm Campbell  
[malcolm@next.com.au](mailto:malcolm@next.com.au)  
CD Editor: Harry Maragos  
[cdtech@pcpowerplay.next.com.au](mailto:cdtech@pcpowerplay.next.com.au)  
Proof reader: Andrew Parsons  
Contributors: David Wildgoose, Ed Dawson, Maj. Ian Lindgren, Rod "Spoonman" Campbell, Brett Robinson, Ashton Mills, John Dewhurst, Munley Leong, James McCutcheon, Elih Brading, Kaj Haffenden, Agata Budinska  
Law Reporter: Damien Pembroke  
Technical editors: Garry Wallis, Jere Lawrence  
US Correspondents: Don St. John  
UK Correspondant: Steve Boxer  
Photographer: Scott Wajon  
General Enquiries: (02) 9699 0333  
Fax: (02) 9310 1315

#### ADVERTISING

National Sales Director: Steve Watson  
[steve@next.com.au](mailto:steve@next.com.au)  
Advertising Manager: Julie-Ann Kwok  
[julie@next.com.au](mailto:julie@next.com.au)  
Production Co-ordinator: Emma Beck  
[emma@next.com.au](mailto:emma@next.com.au)  
Production Manager: Melissa Doyle  
[melissa@next.com.au](mailto:melissa@next.com.au)  
Group Accountant: Theo Fatseas  
[theo@next.com.au](mailto:theo@next.com.au)  
SUBSCRIPTION ENQUIRIES:  
Phone: (02) 9699 0319  
e-mail: [subs@next.com.au](mailto:subs@next.com.au)  
Fax: 02 9699 0344

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Write to PC PowerPlay at:  
78 Renwick St, Redfern,  
NSW 2016, Australia  
E-mail: [pcpowerplay@next.com.au](mailto:pcpowerplay@next.com.au)  
Fax: 02 9310 1315  
CD tech support:  
[cdtech@pcpowerplay.next.com.au](mailto:cdtech@pcpowerplay.next.com.au)  
Oracle: [oracle@pcpowerplay.next.com.au](mailto:oracle@pcpowerplay.next.com.au)  
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What we're playing:  
Ben: Grand Prix Legends, HOMMIII, Requiem Beta, the second Star Wars trailer  
Gareth: Triple Play 2000, Tiger Woods 99, R-Type Delta, Fifa 99, Shane Warne Cricket, Rollercoaster Tycoon, Quake 2  
Malcolm: Final Fantasy VIII, Final Fantasy VIII, Final Fantasy VIII

# Games 'R' Everything



A couple of weeks ago I was in America with a dozen games magazine writers and editors from different parts of the world. One evening, while discussing the state of the games industry over moderate consumption of the local brews, the obvious question was asked by one: "so, what games are you all looking forward to?"

Now, usually this results in an immediate cacophony of expert shouts, all trying to 'out-expert' each other. This time though, we all managed to slowly come up with one or two titles, but oh so hesitantly. That's because there aren't any Hyped Big Games in the queue. Or at least that was the theory we arrived at after trying to figure out why we were all suddenly so clueless.

Quake 3: Arena and Civilization: Call to Power were nominated by just about everyone, but that small list of two could hardly touch the great lists these conversations usually come up with. These two games were nominated because they are undeniably winners, but also, I hate to admit, because they're the ones the PR teams are going overdrive on. Eventually the conversation took a pleasing turn - we weren't automatically rattling off the games that the publicity departments like to hype up, instead we fondly spoke of lesser known titles from obscure publishers that had caught our attention over the past year. None of us had any 'most anticipated' games in common, it was personal soul searching for what we, as individual gamers, most looked forward to.

Of course, that should have been the thrust of the conversation in the first place. But the games scene has

become so huge that more games are coming out now than ever before, by a huge degree. Publicity people now have to spread themselves out over many more titles, instead of pumping just the 'Big Games'.

Not just more games, but more games of great quality and variety. Coming out of the woodwork is a staggering array of truly brilliant looking games. That we all nominated Quake 3: Arena and Civ: CTP shows that age-old genres are being perfected and fine tuned beyond any realistic expectations, which is wonderful, but for any of us, you included, to develop a mindset that only these formula games are worthy is going to be proved very wrong in the coming months. The 'gamer' who "only plays FPS" games, or whatever, will be with us forever, but true gamers are those that have an open mind to all forms of digital fun. Stay frosty gamers, because the games ahead of us are truly the next generation.

**Ben Mansill**  
Editor





# CD GUIDE

More than enough of the good stuff

## CD #36

### Starting the PC PowerPlay CD

Welcome to the PCPowerPlay double cover CD. We have included all the popular programs to make the most of your PC. Using the CD is easy. Simply insert the CD into your CDROM drive and it should automatically bring up the Menu interface. (If not, don't panic, just click on the RUNME.BAT file to manually install the program).

Once the menu is up, you can navigate the screens using your mouse. Click on the category of your choice (eg Education, Fun, Games, etc..) to begin. Have a look at the programs, and if you see something you like to try out, just click on it. Depending on your choice, the program will either install itself to the hard drive or run straight off the CD.

**cdtech@powerplay.next.com.au**

Faulty CDs will be replaced free of charge. Send it, together with a description of the error, to:

**PC PowerPlay CD Returns**

**Reply Paid 634**

**78 Renwick St**

**Redfern NSW 2016 (No postage required)**

## The Games

### CD1

#### Gangsters

**Publisher:** Eidos Interactive

**Genre:** Real Time Strategy

Wanna be a gangster in a Chicago style city of the 1920's? Wanna control an underground organization dealing in extortion, illegal liquor, prostitution, violence, intimidation, gambling, gang warfare, bribery of officials, permanent elimination of individuals and a host of moneymaking activities? Can you simultaneously maintain a decent and honest reputation on the surface by supporting good causes, help-

ing the police and running legitimate businesses? Will you be able to meet the challenge of balancing these two personas to gain influence and control over the city? Gangsters is a highly original game that blends together three major elements of successful strategy gaming. The aim of this game is to build your gang and business empire to rule the city. To do this you will have to beat three other gangs operating in the city, and avoid arrest by the authorities. The specific win conditions balance a need to gain wealth, honour and influence.

**Need:** P166, 16MB, SVGA

**Want:** P233, 32MB, SVGA 2MB

#### The Lost Continent (3D Ultra Pinball 3)

**Publisher:** Sierra

**Genre:** Pinball

Sometime after WWII, Rex Hunter, bush pilot and part-time hero for hire, has crash landed in an unexplored jungle. With him are Professor Spector, a zoologist and famous inventor and his assistant, Mary. The place they find themselves in is a

place protected by time, a world where dinosaurs and cave-men still exist. Someone has hauled off the pieces of their plane in the middle of the night.

It's up to Rex to solve the mysteries of the strange land, and find their missing plane so they can get back to the world they came from. To do this, Rex and his friends must brave dinosaur

attacks, cross treacherous terrain, and outwit cunning traps if they want to survive.

**Need:** P90, 16MB, SVGA

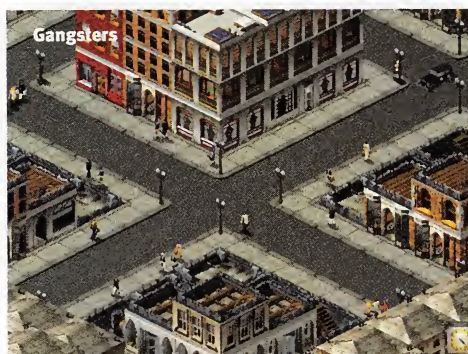
**Want:** P133, 16MB, SVGA

#### Machines

**Publisher:** Acclaim

**Genre:** Real Time Strategy

Control a race of silicon-based



### Lander

**Publisher:** Psygnosis

**Genre:** 3D Shooter

Blast off to a brave new world with lander. No ordinary sci-fi adventure, this is a truly unique flying experience which tests your skill against the forces of gravity and treacherous environments within the solar system. Take command of your very own interplanetary Lander craft, learn to master its controls and you may survive.

**Need:** P166, 16MB, SVGA

**Want:** P233, 32MB, 3D Card



# Thief: The Dark Project

**Publisher:** Eidos Interactive

**Genre:** Adventure

Success requires more than firepower - use stealth and intellect to outwit your enemies. Unique weapons help you achieve your goals: Use your Blackjack to knockout unsuspecting opponents, a noise arrow to throw them off the trail, moss bombs to silence your footsteps in stone corridors, and if these don't keep you out of sight, it might be time to resort to more drastic measures, like a fire arrow, or your trusty sword. This is an updated demo featuring the assassin level.

**Need:** P200, 32MB, SVGA 2MB

**Want:** P266, 64MB, SVGA 4MB, 3D Card



# SHOGO: M.A.D

**Publisher:** Monolith

**Genre:** 1st Person Shooter

Choose from four ultra powerful transforming Mobile Combat Armour suits, each with its own advantages and strengths. Find tons of powerups and enhancements to improve your MCA's performance. In addition to piloting your MCA through deadly outdoor, underground, and city missions, you will be able to dock in certain areas and strike out on foot to complete objectives. There may even be a surprise or two in store... Updated demo has multiplayer gameplay.

**Need:** P133, 32MB, 3D Card

**Want:** Rec: P200, 64MB, 3D Card

life forms on a mission to seed and dominate new worlds. Marshal resources to develop and expand your forces in competition with other players and the indigenous life of the alien world. Machines offer everything you are looking for in a real time strategy sim.

**Need:** P200, 32 MB, SVGA, 3D Card

**Want:** P2-233, 32MB, SVGA 2MB, 3D Card

## NASCAR Revolution

**Publisher:** EA Sports

**Genre:** Driving Sim

NASCAR Revolution is about the roar of engines firing when the starter says "Gentlemen, start your engines!" The hard nudge

from the Intimidator going into the turn that loosens up the car in front to set up a pass underneath. The near-perfect consistency of Gordon - and the cheer that goes up when he gets passed. The thunder of the pack hurtling down the front straight at 200 MPH. The organized frenzy of a pit crew trying to get their car out in front of the other guy. Trying to keep a car with worn tires from sliding into the wall. The gasp from the crowd when there's a pile up on the back straight and drivers drive into a cloud of smoke and chaos. Nursing a car with a blown tire into the pits before you lose a lap to the leaders. Taking the checkered flag. Winning the series. Standing on your car in victory



lane with arms triumphantly raised. Proving that you are The Man. Live to Race, Race to Win.

**Need:** P200, 32MB, SVGA, 3D Card

**Want:** P2-266, 64 MB, SVGA, 3D Card

## Pro Pilot 99

**Publisher:** Sierra

**Genre:** Flight Simulator

Pro Pilot '99 introduces players to the fundamentals of flying a civilian aircraft. The six featured aircraft enable users to practice actual flying techniques in a progression of aircraft from a

single engine trainer to a speedy multi-engine jet. Pro Pilot '99 is one of the most technologically advanced, realistic and complete general aviation simulators on the market and features unsurpassed quality, accuracy and attention to detail. Pro Pilot 99 was designed to enhance the novice pilot's experience and is an excellent preparation and exercise utility for flight enthusiasts, aviation students and professional aviators. The program allows beginners to become familiar with aviation procedures, flight manoeuvres, cross-country flight planning





Actua Soccer 3

and Air Traffic Control (ATC) communications  
**Need:** P133 MMX, 32MB, SVGA  
**Want:** P2-233, 64 MB, SVGA, 3D Card

**Total Air War**

**Publisher:** Digital Image Design  
**Genre:** Flight Sim

Total Air War is designed as the ultimate strategic simulation of modern air combat. You're not just flying the plane you're commanding the war. Novices can involve themselves in short; intense conflicts such as small border disputes while diehard gamers can try and master a full-scale war between coalition forces. The campaign will alter depending on the actions and reactions of the user. Minor altercations can escalate rapidly leading to the intervention of the superpowers and total war!  
**Need:** P166, 16MB, SVGA  
**Want:** P233, 32MB, 3D Card

**WCW Nitro**

**Publisher:** THQ  
**Genre:** Wrestling  
 WCW Nitro is the most photo-realistic, 3D wrestling game available for the PC. This blockbuster title features over 60 WCW and NWO superstars with their signature moves, taunts and rants. Lightning-fast, four-wrestler action and the most current WCW and NWO wrestlers, including Goldberg, Sting, Nash, and Raven, make this title stand out above the rest. WCW Nitro features actual WCW/NWO theme music and rants for the top wrestlers. Control Hollywood Hogan as you take on all comers in a multiplayer 'Battle Royal' game. Look out - the big boys are slamming into your PC.  
**Need:** P166, 16MB, SVGA  
**Want:** P233, 32MB, SVGA 4MB, 3D Card

CD2

One CD isn't enough anymore! Dammit, we thought - we need two CD's to give you people enough demos, utilities, and patches to keep you satisfied. So we did! We're like that. The instructions are just the same as the first CD, so refer to the front of this guide for help if you get stuck somewhere. Enjoy!

**Actua Soccer 3**

**Publisher:** Gremlin  
**Genre:** Sports - Soccer  
 If you're a fan of footie then Actua Soccer 3 is a must see. It's been given a completely new style offering more moves, more commentary, better gameplay and more flexibility than anything else around.  
**Need:** P166, 16 MB, SVGA  
**Want:** P200, 32MB, 3D Card

**Australian Cricket Captain**

**Publisher:** Empire Interactive  
**Genre:** Sports  
 Australian Cricket Captain is a simulation which uses real statistics, modified by player actions, as a basis for producing results. There was a time when many stats-based games made Microsoft Access look like a Dali canvas, but ICC uses the best in modern technology to make a game that is as attractive to look at as it is to play. In the game, the player may opt to captain any team in the current Sheffield Shield Championship, or to lead



Silver

**Publisher:** Infogrames  
**Genre:** Role Playing  
 When the evil sorcerer, Silver, took David's wife prisoner he unleashed a fury beyond his reckoning. For David believes in goodness. He believes there are such things as right and wrong. He knows there is Love and has experienced Hate. Now David believes in retribution: Pure Retribution for Silver and all who work for him. With it he will rescue the balance of Light and Dark. Without it, Jennifer is surely lost.  
**Need:** P200, 32MB, 3D Card  
**Want:** P2-233, 64MB, 3D Card

Australia in Test Matches against the current Test playing countries.  
**Need:** P90, 16MB, SVGA  
**Want:** P166, 32 MB, SVGA 2MB

**Deer Hunter II**

**Publisher:** Wizardworks  
**Genre:** Simulations (Other)  
 Get ready to lock your sights on the buck of a lifetime with Deer Hunter II, the sequel to the original best-seller, Deer Hunter. The hunt has never felt as real as it does in this stunning 3D environment rich with trees, valleys, incredible weather effects and immersing ambient sounds.  
**Need:** P133, 16MB, SVGA  
**Want:** P200, 32 MB, 3D Card

**Imperialism II**

**Publisher:** SSI  
**Genre:** Strategy (Turn Based)  
 Imperialism II: Age of Exploration is a turn-based strategy game set in the time of the exploration and conquest of the New World. In this sequel to the critically acclaimed game Imperialism, you take on the role of one of the European Great Powers. Your goal is to dominate Europe, your tools are conquest and diplomacy. The riches and exotic resources of the New World are there to be discovered, the key is to exploit them effectively. You can become a great conqueror, in the tradition of Cortez. Or you can do business with the natives, and shield them from the other Great Powers.  
**Need:** P100, 16MB, SVGA  
**Want:** P200, 32MB, SVGA 2MB





## Half-Life

**Publisher:** Sierra

**Genre:** 1st Person Shooter

Half-Life combines the visceral action of legendary action games like Doom with great storytelling in the tradition of Stephen King. Half-Life blends action, drama, and adventure with stunning technology to create a frighteningly realistic world where players need to think smart to survive.

**Need:** P133, 24MB, SVGA

**Want:** P166MMX, 32 MB, 3D Card

### MIA: Missing In Action

**Publisher:** GT Interactive

**Genre:** 3D Shooter

You rose through the ranks faster than any other pilot in the nation's history. You've logged more time in the most advanced military choppers than any other man. You've mastered all the sims and drills. It's time to put the training to the test. YOUR MISSION: Rescue M.I.A.'s. Lead recon missions into the heart of Vietcong territory. Escort allied tank columns. Spearhead seek-and-destroy missions. Live to do it all again.

**Need:** P133, 16MB, SVGA 2MB

**Want:** P200, 32MB, 3D Card

### NFL Blitz

**Publisher:** Midway

**Genre:** Sports - Football

This is like no football game you've ever seen before. It features bone-crunching tackles, spectacular catches, and secret plays. All in game-breaking 3D action. Blitz is the NFL at its finest, featuring easy to run plays and unparalleled action all at breakneck speed. With no refs, no rules, and no mercy, Blitz is more than a game - it's an NFL highlight film.

**Need:** P166, 16MB, 3D Card

**Want:** P233, 32MB, 3D Card

### RollerCoaster Tycoon

**Publisher:** Hasbro Interactive

**Genre:** Simulations (Other)

RollerCoaster Tycoon gives you the UPS, but also the DOWNS: why should people come to your park? Are the rides too expensive? Have you built enough food stalls? Do your amazing rides

have a habit of breaking down too often? Climb or fall, boom or bust, you're in charge of it all: making sure the rides are safe, finding out what your guests are thinking and giving them what they want - for the right price! Design and build the biggest, best and scariest rides ever seen in any theme park. Create over 50 designs from the traditional 'Wooden Rollercoaster' to the high-tech 'Steel Corkscrew' and the terrifying 'Reverse Freefall' - all featuring accurately simulated motion dynamics. Fund the research and you'll get the greatest rides current technology is capable of then charge the top prices to your visitors.

**Need:** P90, 16MB, SVGA

**Want:** P200, 32MB, SVGA 2MB

### Turok 2: Seeds of Evil

**Publisher:** Acclaim

**Genre:** 1st Person Shooter

Having defeated the Campaigner in the original Turok: Dinosaur Hunter, Turok attempts to destroy the Chronoceptor by throwing it into a volcano. In doing so, Turok unwittingly awakens an even more deadly foe - The Primagen - who lies imprisoned in a spacecraft buried at the

core of the lost land. Turok must stop the Primagen from escaping his prison and breaking through the wall dividing the nether world from Earth!

**Need:** P200, 32MB, 3D Card

**Want:** P2-233, 64MB, 3D Card

### Worms Armageddon

**Publisher:** Team 17

**Genre:** Turn Based Strategy

WORMS:Armageddon will see Worms as we know and love it going out with a bang. It enhances the original award-winning gameplay with barmy new weapons, game-enhancing new features and much improved multi and single-player gaming modes. Included is WORMNET, a free worldwide IRC-style network to make playing online easier and more accessible.

**Need:** P100, 32 MB, SVGA 2MB

**Want:** P200, 64 MB, SVGA 4MB



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# Utilities & Patches

## AudioCD MP3 Studio

AudioCD MP3 Studio is a tool for creating and managing your private music archives using a space-saving, high-compression format. It's fast and simple: extract tracks from audio CDs with standard CD-ROM drives, then store them with or without compression. Combine them in any arrangement, and record the WAV or MP3 audio files to your own audio CDs using a writable CD-R or CD-RW drive.

## Breakout Screen Saver

Breakout Screen Saver is a combination screen saver and interactive game based on the classic arcade game. You can watch the computer play against itself, or you can grab the mouse and start playing a game. It features three levels of difficulty, top scores, and sound effects.

## Bryce 3D

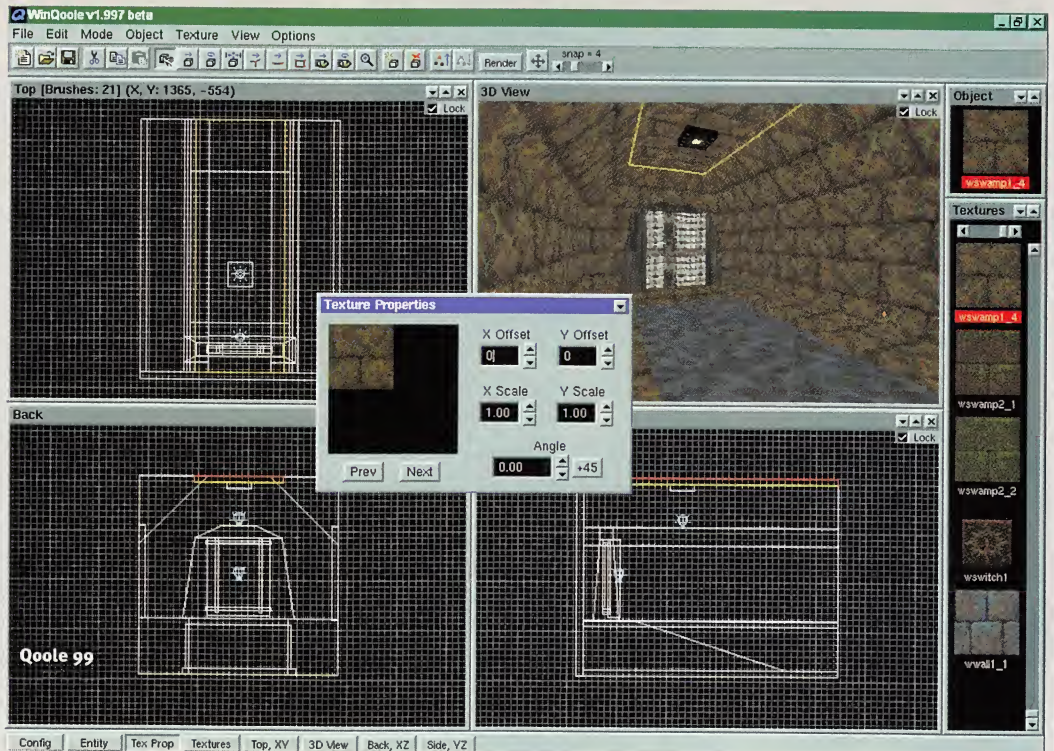
Bryce 3D is a comparatively low-cost 3D tool designed for hobbyists and professionals who want natural 3D animation. Presets are available for immediate results, with the ability to create custom effects using animation control over terrains and objects, atmosphere, textures, and the camera. Add real-time feedback, in the form of thumbnail previews, and users can immediately see effects as they are created. Bryce 3D also features unique animation controls, a Dynamic Terrain Editor, and Boolean rendering, as well as realistic textures, atmospheric effects, and lighting.

## EZPad

EZPad is a powerful HTML editor. It offers a well-designed, tabbed-interface and it includes an internal previewer. It comes with over a dozen wizards for performing almost any type of complex HTML task. Best of all - it's free!!!

## NeoPlanet

The NeoPlanet browser offers an intuitive channel design and a built-in Web directory that gives you easy point-and-click access to top Web sites. It also utilizes personalization tools, allowing you to control your view of the online world. Small, full featured, and



easy to use, this free browser can look and act the way that best complements your needs.

## NetSonic

NetSonic accelerates your Internet browsing by quickly loading previously visited Web pages. NetSonic's IntelliCache technology stores your favourite Web pages in its special cache. The next time (and all subsequent times) you visit the same Web page, instead of staring at a blank screen waiting for text files and images to download over the Internet, NetSonic displays the requested Web page instantaneously from its own cache. If a Web page has changed since the last time you visited it, you will hear a beep and your cursor will change briefly to the NetSonic Jet icon. To display the updated Web page, simply hit your browser's refresh or reload button.

## Powertweak

Powertweak is a hardware optimizer. Powertweak configures the internal chipset and processor registers, in order to make them perform at the highest levels. It works by adjusting settings that optimize the speed and consistency of the data transfers between the different components.

## Quole 99

Quole 99 is a 3D modelling program that lets you create and edit custom game levels for Quake, Half-Life, Sin, Hexen and Heretic. It requires no previous knowledge of 3D design or Quake map editing. Included are various primitive objects (or "brushes") that can be hollowed for creating rooms. You can then perform object functions on anything from a simple cube to a complex room. The functions include move, rotate, scale, cut, copy, paste, duplicate, and subtract. Quole also supports entity property editing, texture-mapped rendering (to see what your map will look like), manipulation of brushes at the vertex, edge, and face levels, and much more.

## RealPlayer

RealPlayer allows you to enjoy streaming audio and video on networks and the Internet. It provides sound and video to systems with 28.8-kbps or faster modems. Features include RealFlash support (Windows 95/NT only); destination buttons for one-click access to news and entertainment; near-CD audio quality (28.8-kbps and faster connections only); and full-screen video capability (high-bandwidth connections only). RealPlayer G2 provides improve-

ments in audio and video quality, new multimedia applications, content channels, and an automatic-upgrade feature.

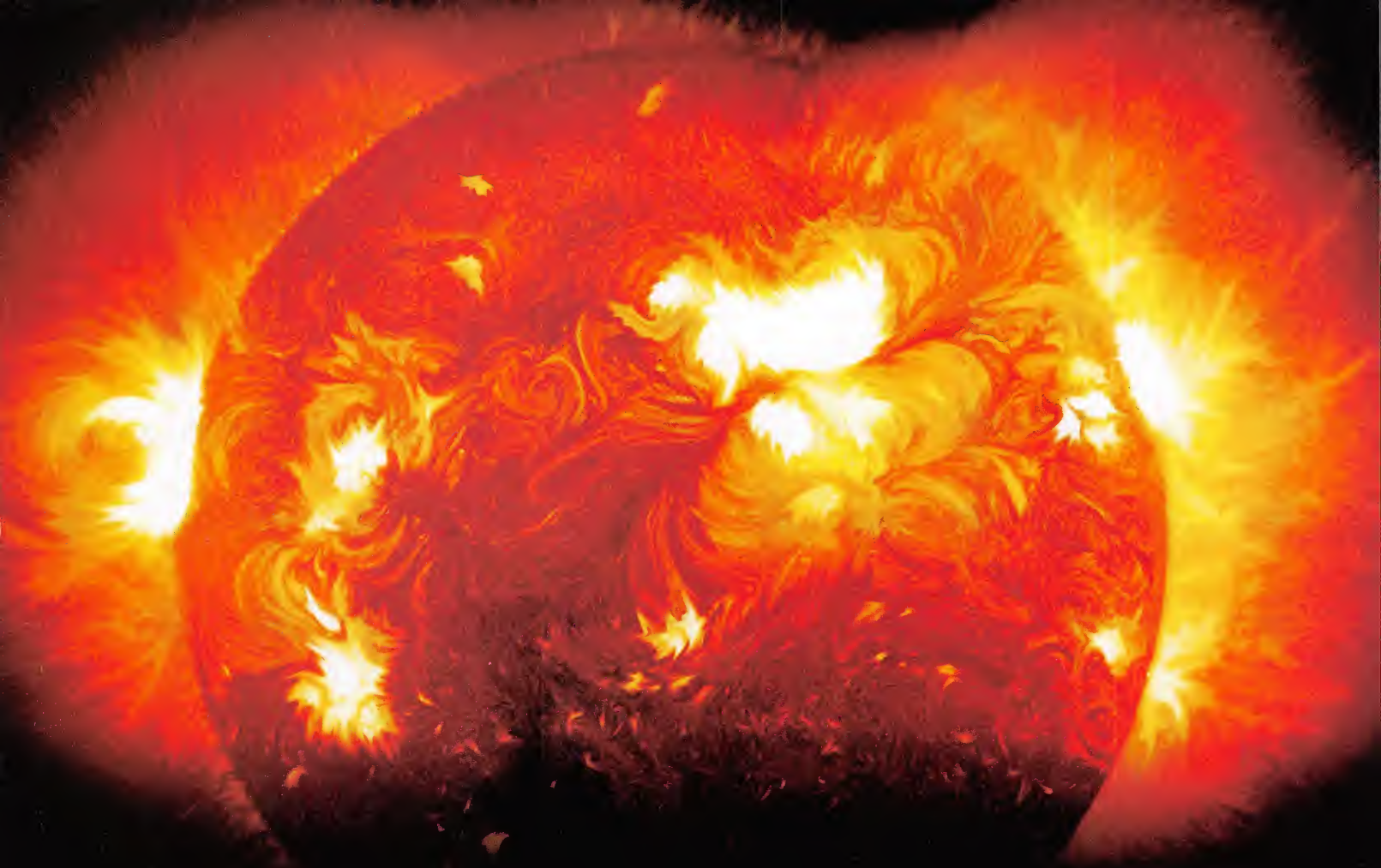
## RightClick-MP3

RightClick-MP3 provides an incredibly simple method of encoding MP3 files. Just right-click any WAV or MP3 file, choose Encode from the ensuing menu, and the program does the rest. It uses BladeEnc for encoding and L3Decode for decoding, both of which are included in this download. In addition, you can specify bit rate and priority via the installed Start menu icons. Version 1.60a adds support for the XingMP3 Encoder, and can now delete WAV files when finished encoding.

# PATCHES

**Ancient Conquest v2.22**  
**Descent 3 v1.1.1 Demo**  
**Hexen II: v1.12a**  
**Mortal Kombat 4 Patch 3**  
**Myth II: Soulblighter v1.2**  
**Gex: Enter the Gecko**  
**Grim Fandango v1.01**  
**Railroad Tycoon II v1.05**  
**Sid Meier's Alpha Centauri v2.0 Beta**  
**StarSiege: Tribes v1.2 Patch**  
**WWII Fighters v1.07F Patch**





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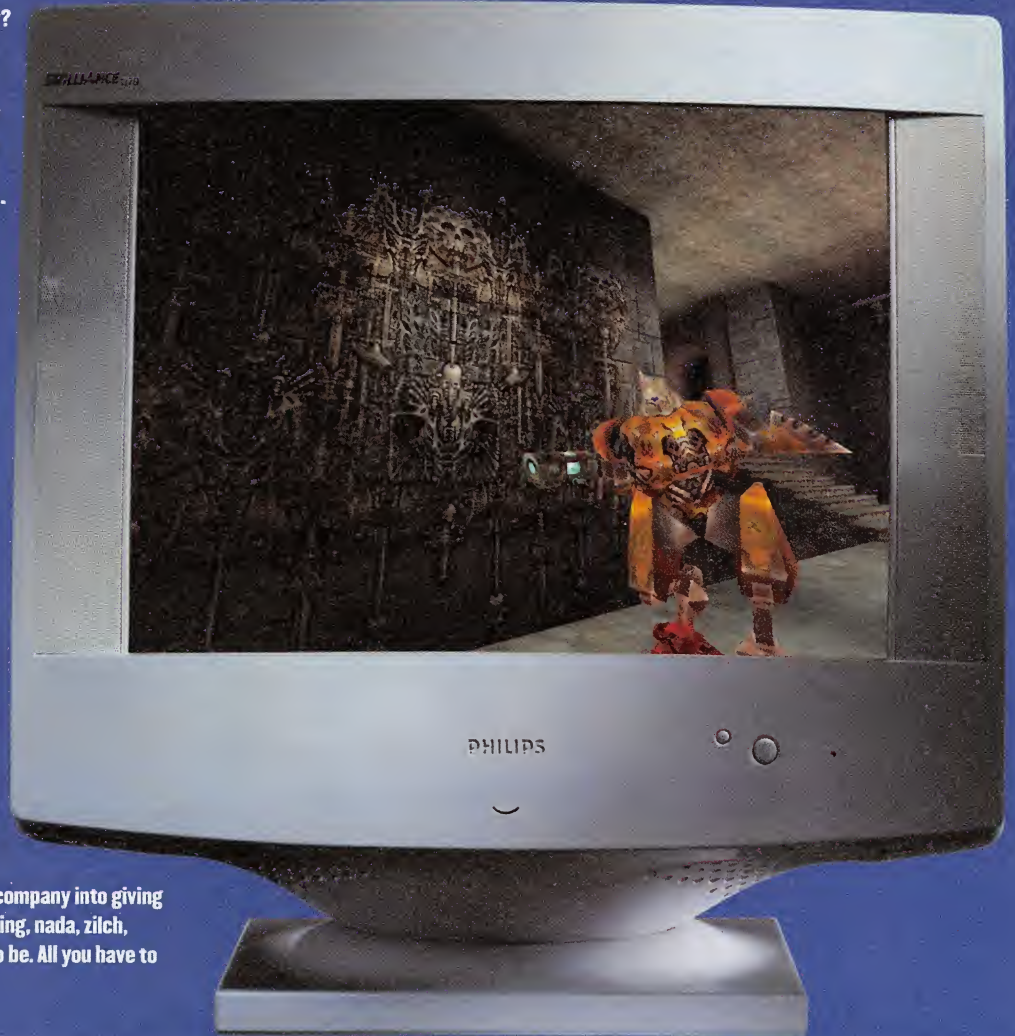
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## SIDELINES

Why would a company decide to give away up to a million free PCs within a year, and then go to the press to brag about it? Yep, another in the 'it could only happen in America' files, Idealab and their subsidiary 'Free-PC' are offering free PCs to all comers (in America, anyway). Of course, there is a catch - the recipients must agree to receive advertising messages on their desktops, as well as have their movements on the Internet tracked. With their movements tracked, the recipients will be able to receive advertising tailored to their interests, you see. The initial offering of 10,000 PCs received such a huge response (1.2 million applications and counting) that Free-PC have decided to aim for a million units distributed by the end of 1999.

With Descent III making waves for its very pretty graphics and exciting (if nausea inducing) gameplay, it seems that the successor, Descent 4, will be a single player only game. Yep, no multiplayer at all. Well, at least probably just why this is so is not really clear as yet, but spokespeople for the developers have said that they think that "there will still be plenty of people who don't play multiplayer games". More details as they surface.

GT Interactive are proving that they're not afraid to think a little differently to other publishing companies. They were the pioneers of the Deer Hunter phenomenon which, love it or hate it, has made an absolute crapload of money for them. Now they're turning their hands to, wait for it, a bird watching game. Now that's a niche market! Apparently there's around 60 million wildlife watchers in America alone, with 85% of them being avid bird-watchers. Features of the game will include, obviously, an "interactive birding expedition", as well as a host of reference material. Strangely enough, the game is also said to include a 'Raptor hunting game' where players take on the role of a Raptor as it hunts for rabbits, fish, and so on. Why would such a thing be included in a game like this? Don't ask us!

Railroad Tycoon II, the sequel to Sid Meier's classic Railroad Tycoon has sold gangbusters - around 500,000 copies already in the US alone. Developers Pop Top are quite pleased with themselves, as they should be, and are at present back at work on an expansion pack. Entitled Railroad Tycoon 2: The Second Century, the pack should be available towards the end of this year.

# Intel Launches PIII's and talk Merced

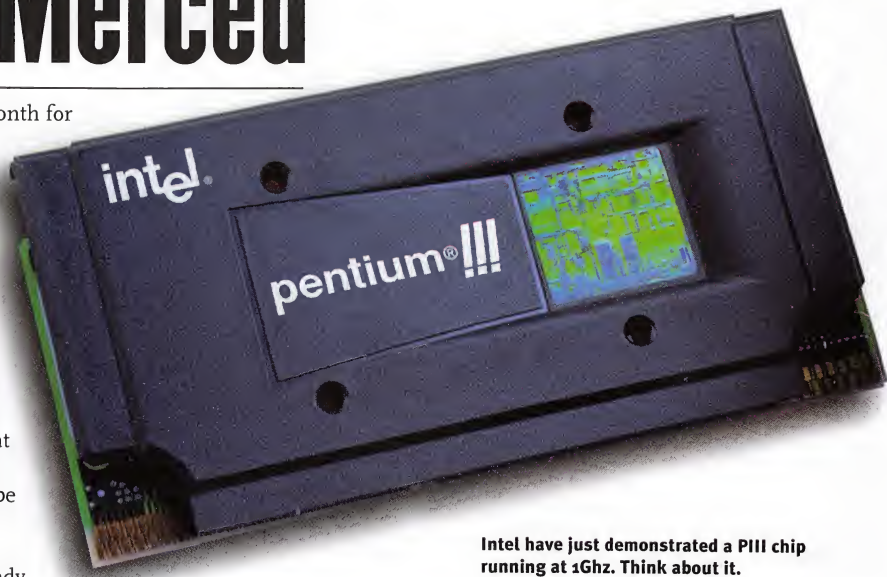
It's been a big month for Intel. They've had to deal with a growing challenge from AMD, who somehow manage to produce chips that run just as well as Intel's but undercut them on price fairly substantially. One would think that the marketers at Intel had a lot of hope pinned on the PIII chip - though you would probably already be aware of this, given the saturation advertising campaign over the past few months.

But what is the PIII chip, really? Well, if you believe the advertisements, it's a chip made for multimedia, made for streaming video from the web, and it'll make your games fly like they've never flown before, thanks to the addition of 70 new instructions, the SIMD design, and the improvement to floating point calculations. But there just doesn't seem to be the same level of excitement as there was for the PII, or even Pentium chips. Analysts are expecting the chips to make it to 800 MHz eventually, and along with an expected improvement in the caching architecture, the PIII could be a late bloomer in terms of popularity.

But if you think 800 MHz sounds fast, that's really only the tip of the iceberg. Intel have already demonstrated a PIII chip running at 1GHz - enabling per-

formance of more than 1 billion operations per second. Though the commercial release of a 1GHz chip isn't expected before late in the year 2000, and quite possibly 2001, Intel decide to give a technology demonstration, just to tease us all. Amazingly enough, the demon-

Intel have just demonstrated a PIII chip running at 1GHz. Think about it.



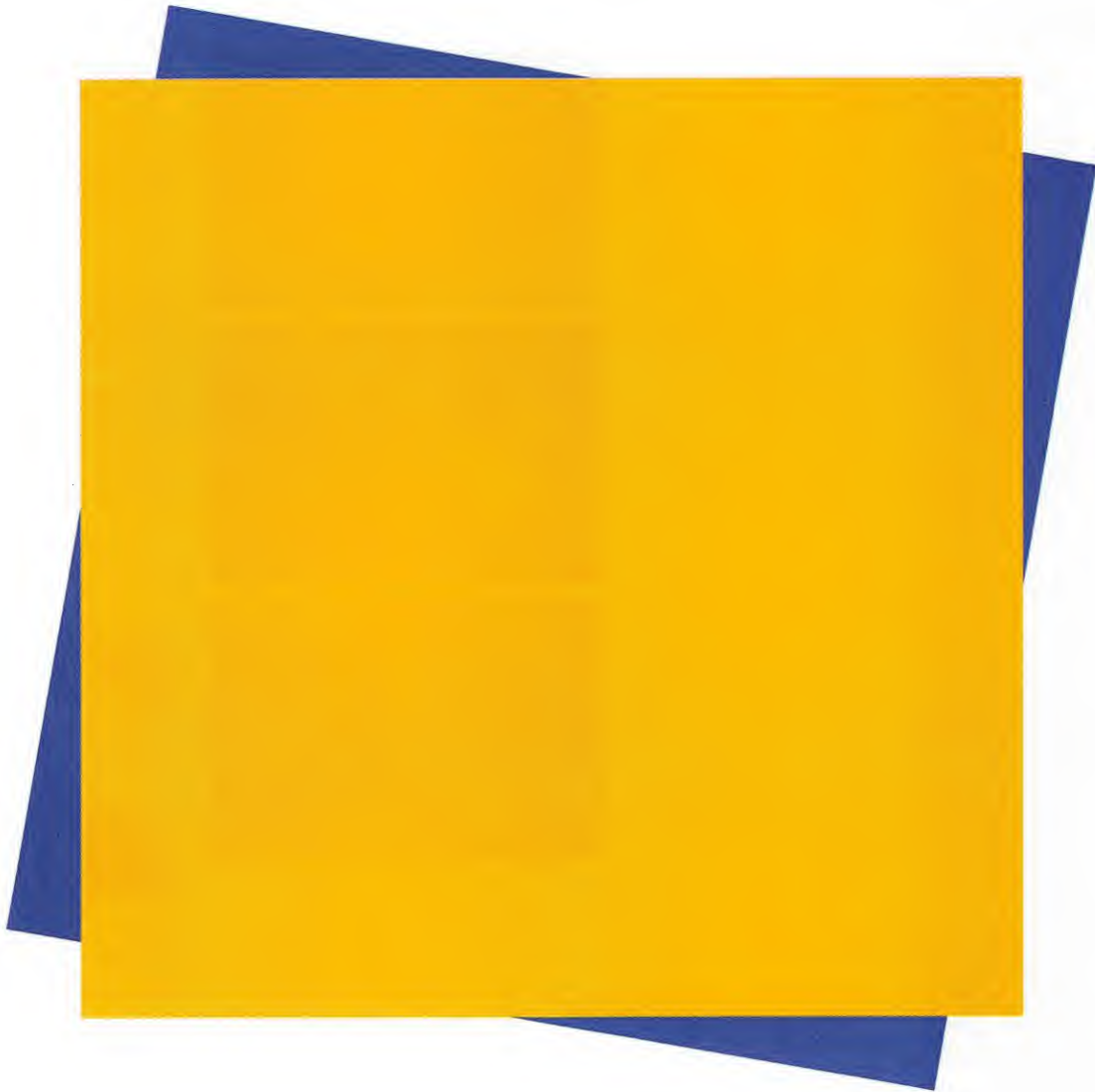
## AMD outsell Intel

All the above information points to a fairly rosy future for Intel, but right at the moment, there should be some alarm bells ringing at Intel HQ. American IT market research firm PC Data has recently released results of retail sales for January of this year - and the result is that Intel's hegemony has been brought to an end. For the first time, AMD K6 based machines outsold Intel based machines, though it was a fairly closely run race. AMD machines accounted for 43.6% of all retail desktop machines sold, with Intel only managing to clock up 40.3%, and the crumbs were left to Cyrix with 15.8% (where did the remaining 0.3% go? Who knows...). The major growth area for sales was in the sub-US\$1000 market, which accounted for 65.6% of total retail sales - and AMD managed to capture over 50% of this market. Intel based machines still managed to dominate the more than US\$1000 category, with over 66% of sales. There are no figures available for Australian PC sales, unfortunately.

## Australian Development Conference in the works

MicroForte has always been a promoter of local development talent with their Academy of Interactive Entertainment (AIE) in Canberra. They are now trying to help the local market take the next big step by trying to coordinate Australia's first developers conference in September. The US and UK markets already have their own established conferences and this will help smaller developers to make bring our own talented companies into the world spotlight. The conference format is yet to be

finalised but will definitely be aimed at the already established Australian game developers. PC Powerplay is keen as always to do what we can to help Australian developers will keep our readers informed about what happens at that conference. For those who are looking for a way into the development scene in Australia the AIE is still a great way to learn new skills and show them to the Australian market. For more information on the courses you should contact AIE direct on (02) 6242 5040



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## SIDELINES

The Unreal engine has been praised for its extremely nice visual appeal as well as its versatility, despite a few problems with Unreal (the game) and networking code. As a result the engine has been licensed out to a number of developers who are presently hard at work on some very nice looking first person shooter games. However, it's not just suited to FPS games, apparently, as Knowledge Adventure Studios have just announced that they have licensed the Unreal engine for an edutainment title called 'Dr Brain Thinking Games: Action/Reaction'. Anticipation is said to be running high with kids aged 10 and up.

No matter how fast your modem or your connection to the internet, waiting for images to load will be a common experience to all. Whether you pass the time by tapping out a tune on your desk or screaming profanities at the screen, it's not a particularly pleasant experience. Enter Summus Technologies, who have devised a way to reduce the waiting period by a factor of up to three. They've developed a digital image compression format for their image format called Wavelet Image (WI). Company representatives say that WI images are three times as small as a JPEG file, and so can be downloaded three times as quickly. WI files also supporting a number of features not matched by JPEGs, such as regional focusing, embedded image enhancements, and progressive decompression. The downside is that IE users can make use of an automatically downloaded viewer program as an ActiveX control, but Netscape users will have to manually download a plugin, available for free from Summus Technologies web page.

The lawsuit between Sun Microsystems and Microsoft has been going on for a hell of a long time already, and it doesn't look as though an end is in sight. A US District court recently added a bit of fuel to the fire when it gave Microsoft permission to distribute Microsoft's own proprietary version of Java, provided that they use no technology whatsoever from Sun, the original developers of Java. The same arguments were rolled out by both parties, Sun claiming that Microsoft were out to stifle the competition by creating and using platform-dependant Java code, while Microsoft stuck to their open market "innovation cannot be restrained" platform. Predictably, neither party can agree on what the ruling actually means, with the case headed back to court in the near future for more arguments.

# NewsWire

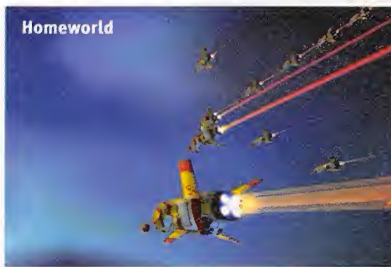
## US

Don St. John

**Y**ou would think that Sierra would have its stuff together. I mean, this is the company that delivered the amazing Half-Life last fall and is poised to follow it with the equally impressive Homeworld, an instantly compelling blend of real-time strategy, space combat and action. Now there's some genre-blending, folks, and you don't have to be a war-game geek to become instantly addicted (trust me on this one - I'm not exactly a C&C head). Throw the first-rate Viper Racing into this pile and you've got enough game, from one company, to last you for many a night.

So what does Sierra go and do on the heels of such a winning streak? Blow away a bunch of its development divisions, lay off scores of development people, and postpone a batch of titles. OUCH! I won't bore you with the corporate details: suffice to say they were owned by high-flying Cendant, which ran into some trouble and unloaded to a more prudent company, Havas.

Now, in some cases you're not going to see much effect on games you were expecting. The Sierra Sports group, for instance, is plowing full speed ahead on such items as its Trophy line of outdoors games and is adding a rodeo game for all you Urban Cowboy types. Similarly, its Dynamix studio is pedal down on the next version of NASCAR Racing. But where the company took a hard chop was in its



Yosemite group, which was working on the upcoming Babylon 5 space combat title, Navy Seals, and Middle-Earth, an online RPG based on J.R.R. Tolkien's The Lord Of The Rings.

There's no indication that the Bab5 and Middle-Earth titles will be shelved; Sierra's announced plan is to bring development in-house to its main offices and to plow ahead on those. But most of the Yosemite people didn't want to make the move, so there's going to need to be some serious retrenching on the teams working on those. Sierra cancelled its press demos of those games at the Computer Games Development Conference, fairly clear evidence that the layoffs and moves have created some disorder there. Let's hope that this is a one-time shot, and not a harbinger of more changes in store at a historically stable game producer.



## GT announce Platinum PC range of software

The concept of repackaging old games at a bargain basement price is nothing new, it's been happening since the dawn of gaming, but GT Interactive are more than willing to continue the trend. First it was their Platinum range of 'old and good' games for the Playstation, and now because it was so successful, they've decided to do the same for their PC games. Happily enough, in the press release sent to us to promote this, GT also included some Australian sales figures which are usually extremely hard to come by.

So what's up for grabs, then - and how many copies did each sell so far?

Z - rrp \$19.95 (sales 12,000+)



Balls of Steel - rrp \$19.95 (sales unavailable)



Doom 2 - rrp \$19.95 (sales 20,000+)



Carmageddon - rrp \$19.95 (sales 20,000)



Heroes of Might and Magic 2 - rrp \$29.95 (sales unavailable)



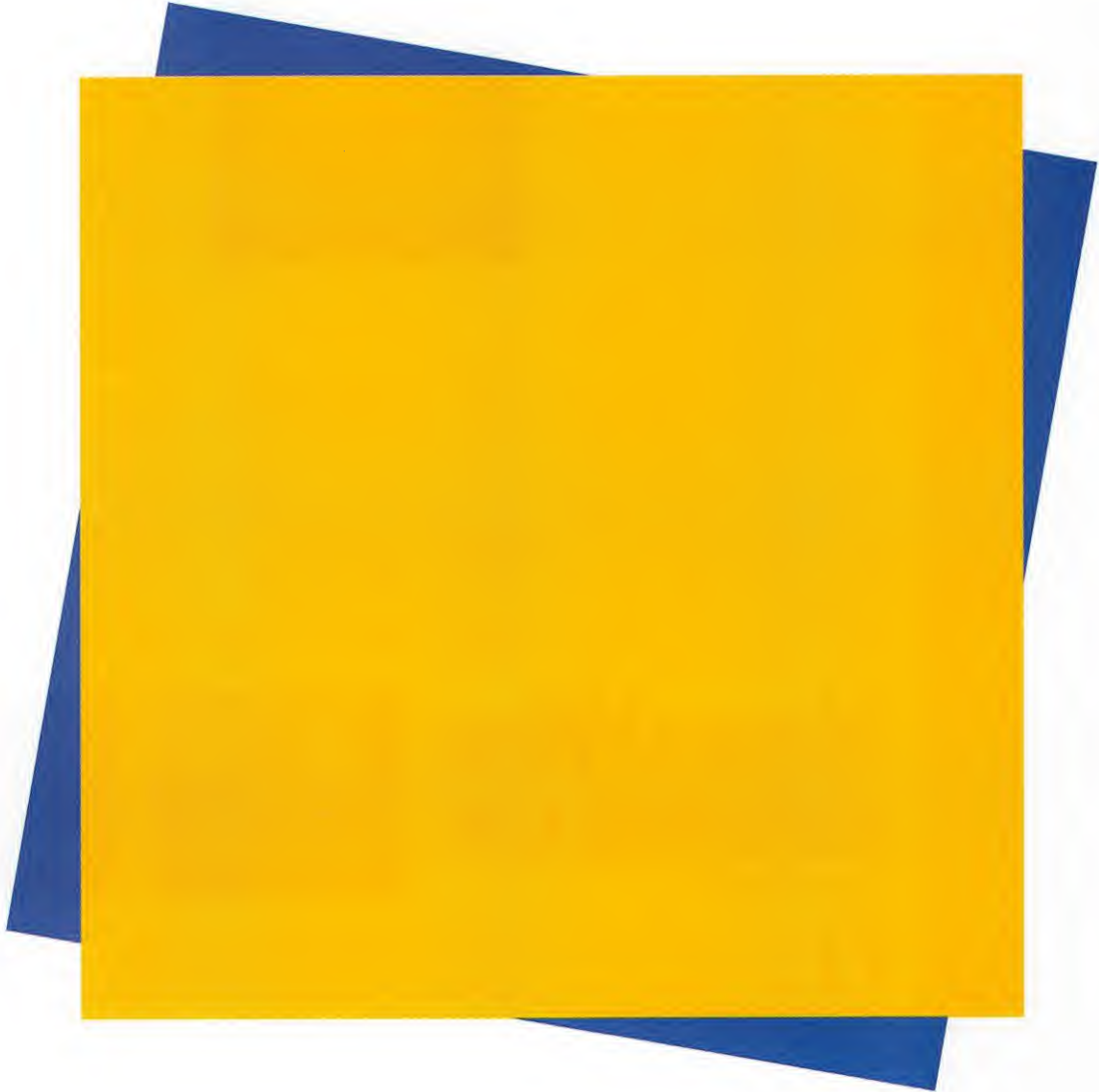
Total Annihilation - rrp \$29.95 (sales unavailable)



Mortal Kombat Trilogy - rrp \$29.95 (sales 5,000)

### Oops...

In PCPP #35 we reported on Infogrames' purchase of 62.5% of "Sega Ozisoft". We stated in the news-piece that: "The PC side of the distributing game however, has typically been a bit lacklustre for them, aside from such megahits as Tomb Raider 3". We would like to clarify that our intention was to highlight the marketplace domination of console titles over PC titles across the industry. We did not intend negative comment on Ozisoft's PC distribution business. In fact, Ozisoft won several awards recently for successful distribution of PC games, and have been responsible for marketing many hit PC titles, including Colin McRae Rally, Commandoes, Links 99 and others. In addition, the company name is "Ozisoft" - sans the "Sega", the company changed their name during 1998. We apologize for any misleading information contained in the article.



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## SIDELINES

We've brought you news on the Intensor Gaming chair previously - a wonderful innovation where comfort and immersion is paramount for your gaming experience. Manufacturers BSG labs have released a new model, and along with boasting some rather nice new features, it's also about a third of the cost of the original model (though we still can't find a local distributor, dammit). It's expected to retail for around US\$199, and will boast such features as a built in sound system, a recontoured seat for greater comfort, and a more comfortable placement of the controls, as well as a newly designed connector, to prevent detachment whilst gaming. It's still squarely on the expensive toy side of things, but what a cool toy that'd be!

It might come as a bit of a surprise to right handed people, but apparently left handed people have a bit of trouble with keyboards. Well, not the QWERTY layout per se, but the location of the numeric keypad and arrow keys. Lefkey International have leapt to the rescue of left handers by releasing a keyboard made specifically for lefties. Essentially, it's a standard 104-key keyboard with the number pad and arrow keys on the left hand side, and they are saying that it will reduce the chance of repetitive strain injuries (though no evidence is cited to support this). And at US\$129, it ain't cheap either, but if you're a die-hard lefty then it might be worth a look [www.lefkey.com](http://www.lefkey.com)

The great Windows 95/98 crash - feature or bug? It's safe to say that all Win 9x users have at least once (at the very very least) in their lives suffered from a completely involuntary shut down of the operating system. A recent WWW release by Microsoft has revealed that Windows 95/98 is guaranteed to crash after an extended period of use. Affectionately known as the "49.7 Day Bug", Win 95/98 hangs after 49.7 days of continuous operation thanks to a problem with the timing algorithm in the Vtdapi.vxd file. So don't panic! When Win crashes on you, it's nothing out of the ordinary. Microsoft are working on a fix for this bug, with a test version available at <http://support.microsoft.com/support/kb/articles/q216/6/41.asp>.

## New portable MP3 player released

Diamond Multimedia's Rio PMP player garnered quite a bit of attention upon release, both from eager music aficionados and the music industry themselves. While many people were excited with the concept of a portable MP3 player, the music industry was nonplussed, and sent in the lawyers to attempt to halt sales of the Rio because of fears of copyright infringement. They failed, and now there's a new player in the market - Varo Vision. Varo have gone one step further than the Rio, as well as addressing one of the drawbacks of the system - memory, or lack thereof.

The VaroMan Plus not only functions as a portable MP3 player, but also works as a digital voice recorder, a personal organiser, and a portable data storage unit. Varo have teamed up with Omega to make use of their 'Clik' cards, which store up to 40MB of data, enabling more than three hours worth of MP3 music to be stored



at once. The device also carries a USB connection for faster transfers between PC's and the unit, as well as the slower Parallel port interface. The downside is that the VaroMan unit is a little heavier and larger than the Rio - weighing in a 200 grams and with dimensions of 60x110x30mm. Even so, the device is far from cumbersome, and it rather looks sporty too. There are no details on an Australian release of the unit yet or pricing, but we'll keep you posted.

## NewsWire UK

Steve Boxer

We're still in that period of the year in which thumbs are being twiddled, rather than gripping joysticks or furiously bashing spacebars. An eerie silence has replaced the satisfying thump of packages containing new games falling through the letterbox. Do games retailers go into hibernation during the winter, like bears? The cyclical lack of new games has forced the industry into a weary, half-hearted round of readjustments and reshuffles, a tedium that was hardly relieved by the Milia show in Cannes which, despite trumpeting the fact that it was now concerned more with games than multimedia, threw up not a single worthy news item.

At least the reconstituted Virgin and dead-on-its-feet Interplay have completed their merger. This rather odd deal saw Virgin take control of all Interplay titles

in Europe, with Interplay (the recipient of 49.9 per cent of Virgin equity) providing US distribution. Interplay's UK staff are in the process of either grabbing whatever pay-offs they can negotiate or moving up from the sticks to London, where the two-into-one publisher is going to create a new head office. We love both Interplay and Virgin, so good luck to you guys.

Budget ranges also seem to be the flavour of the month: Activision's Head Games sub-label is now up and running, with the hilariously crap Big Game Hunter II among its first releases. And GT Interactive is setting up a rival operation called GT Value, which will house games selling for as little as £1.99. Hey, GT, how about paying us to take your games off the shelves?

Look out for UEFA Champions League, the new football game from Eidos created by the Michael Owen's WLS developer Silicon Dreams. Unlike MOWLS, it's the business - a match, even, for FIFA 99 in gameplay terms, although it doesn't look as polished.

Some possible good news for Psygnosis, which still appears to

## SonicVortex 2 Update

VideoLogic have just announced that their SonicVortex 2 sound card now comes with a full 5 year warranty (which is at least 2 years more than any other card offered). The same announcement also revealed a diverse package of useful software to be bundled with the card. Included are full versions of Jet-Audio and Yamaha Softsynth XG; impressive A3D demos, as well as further 18 titles to help you get the most enjoyment out of the card. The 5 year warranty brings tears to the eyes, it does (if only more distributors were that confident about their products).

Incidentally, for those of you keen of eye, yes - you were right. The image seen in Issue 35, page 29 accompanying the Sonic Vortex 2 review was in fact of the Sonic Storm Pro. So here's the proper image this time.







# Where do you go?

(See next month's issue of PC PowerPlay)

**DEADLY NEW WAYS  
TO SIN™:  
SIXTEEN NEW  
MISSIONS.  
TEN NEW ENEMIES.  
SEVEN NEW  
WEAPONS.**

Thanks to your crime-fighting efforts as security expert **Colonel John R. Blade**, the homicidal bio-chemist **Elexis Sinclaire** is out of commission. But beneath the

now peaceful city, **mob boss Gianni Manero** is gearing up to take Sinclaire's place on **Freeport's most wanted list**.

Wage war through his criminal empire. Take on thug after mutant thug in your struggle to get to the bottom of Manero's

**evil scheme**...before **Freeport gets iced**.



A FORCE TO BE RECKONED WITH SUFFER THE ACTION-BASED OUTCOMES OF 16 ALL-NEW LEVELS. BATTLE THROUGH "LIVE" WORLDS, INCLUDING MANERO'S CASINO HOTEL, THE SHIPYARD, AND MUTATION RESEARCH FACILITIES.

CHANGING THE FACE OF ENEMY A.I.

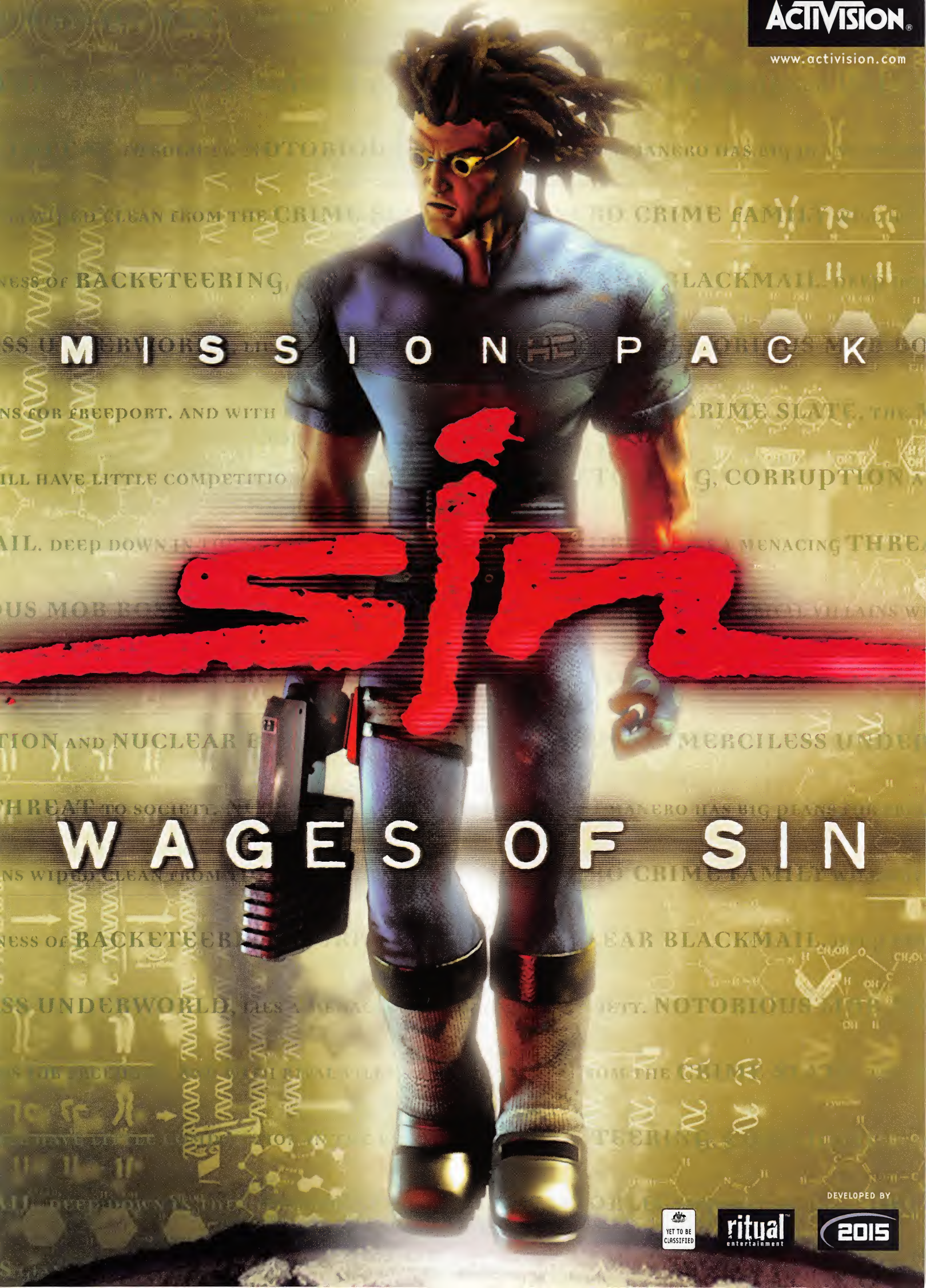
FOUR NEW CHARACTERS AND TEN NEW ENEMIES, INCLUDING TWO WICKED END-LEVEL BOSSES, AFFECT YOUR MISSION AT EVERY TURN. SUPERIOR ENEMY A.I. MAKES FOES KEENLY REACTIVE AS THEY EVADE ATTACKS.

THE MOTHER OF ALL GAME ENGINES WITNESS THE ENHANCED **QUAKE II™** ENGINE'S VIVID 16-BIT GRAPHICS, REAL-TIME LIGHTING EFFECTS, ROTATING MAPS, TRANSLUCENT MODELS/TEXTURES AND IMPROVED PHYSICS.

MULTIPLAYER MOBSTER MAYHEM

ENJOY NEW MULTIPLAYER OPTIONS LIKE WEAPON AND AMMO UPGRADES, AND ALL-NEW DEATHMATCH LEVELS, PLUS TWO EXCLUSIVE HOVERBIKE DEATHMATCH LEVELS— ALL VIA TCP/IP.

WINDOWS® 95/98/NT  
**CD-ROM**



# M I S S I O N P A C K



# W A G E S O F S I N

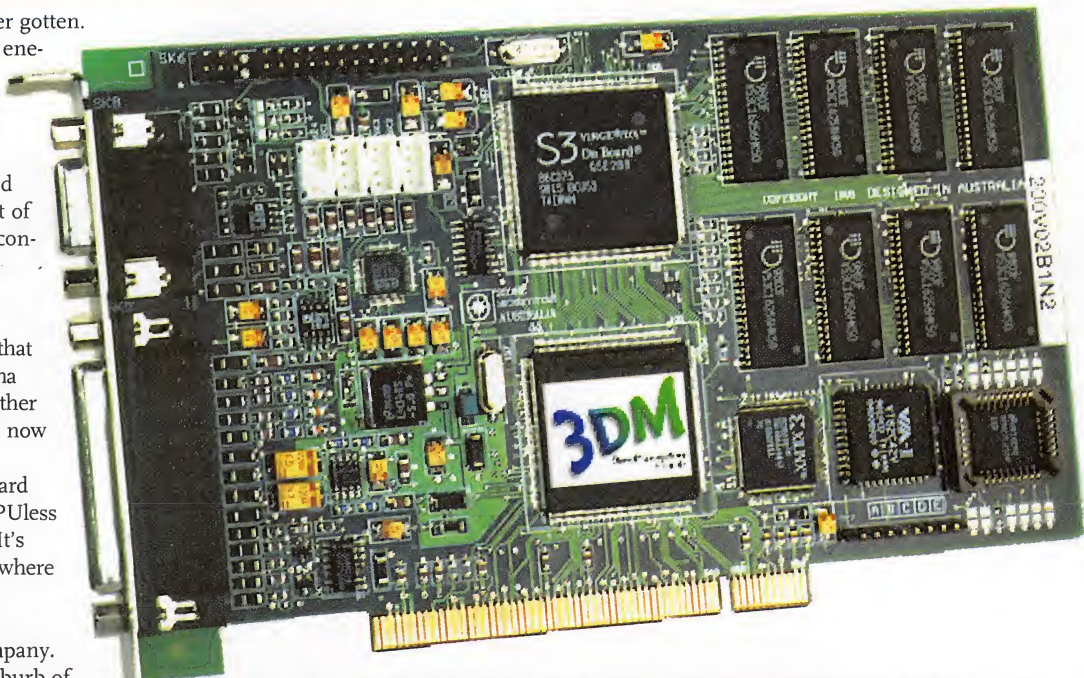
# STONEMICRO M3D

www.stonemicro.com.au RRP: \$450 (approx)

**T**his is further than you've ever gotten. You've just killed numerous enemies and are limping through the level. You hear the low roar of a far off nightmarish creature and you don't think you've ever been this immersed in a game before. Suddenly from out of nowhere a voice rings out and your concentration is broken "Get off the PC already, I wanna use the Net!"

Has this ever happened to you? Chances are it has. The problem was that until now, solving this kind of dilemma involved purchasing another PC - a rather expensive solution. There is, however, now another option available. Stone Microsystems have developed a PCI card that allows for multiple screens (or CPUless clients) to access one main machine. It's rather like the old days of computing where terminals hung off one main CPU.

What's even better is that Stone Microsystems are an Australian company. Based in the Sydney North Shore suburb of Roseville they've a long history with Multi User setups. The product we're interested in at present is their M3D device. This little marvel is a fully multimedia PCI card. From the cards extension port that can be located up to 5 meters away you can connect a set of speakers, joystick, microphone, keyboard, mouse and a monitor. Plus you can have as



**Problem: you have two brand spanking new strategy games just purchased (pictured left), but can't decide which one to devote your time to. Solution: Buy an M3D and play them both at once! It's like Game-playing in SLI!**

many users as you do PCI slots.

The card itself will most likely retail at around \$450 and for about \$150 (minimum) you can pick up a second hand monitor with a new keyboard and mouse. The other advantage is that when it's time to upgrade the main machine, the client reaps the benefits of the upgrade too.

Essentially the way it all works is the M3D PCI card has incorporated onto it a Maestro sound card, S3 DX Video chipset and whatever components they need for sharing. The actual multi-user aspect of it is handled through a multi user add-on to Win 98 (or 95 if requested). From this point on Win 95 can process the multiple inputs and outputs.

If this seems a little too hard to swallow, although revolutionary, it's not really that complex. Within the Windows environment, the screen and the inputs are all processed within memory. Displaying the information within that memory is handled by a video

driver. In the case of the M3D, multiple "virtual machines" are created within the main computer and processed accordingly.

That said, it is advised that you outfit your machine with a lot of memory. Although Stone suggest 32Mb per person, I'd suggest 64Mb. With memory as cheap as it is these days, it doesn't add much to the cost. The only other question that remains is how the system would cope for games. From what I've seen, I'd have to say that it probably wouldn't be too good an idea as the S3 DX is a rather ineffective 3D accelerator. 2D games such as Civilization, Alpha Centauri, Railroad Tycoon etc. would run just fine though.

In fact the only real disadvantage this configuration offers is an inability to handle multiplayer gaming. Although this may be addressed, at the moment it's impossible to assign an IP address to each M3D card making it impossible for games to communicate with each other.

Still, for \$600-ish this is the perfect solution to resolve and conflicts over who gets to use the PC. Especially since the entire package shares Internet connections to each user perfectly.

*Jere Lawrence*



# ASUS 50xMax (CD-S500)

CASSA AUSTRALIA: (07) 54452992 RRP: \$160(approx)

**Drive Interface Type:** ATAPI/Enhanced IDE supporting PIO mode 4, Multi-word DMA mode 2, Ultra DMA/33 mode

**Disc Formats:** Audio CD, CD-ROM (mode 1 & mode 2), Mixed mode, CD-ROM/XA (mode 2, form 1 & form 2), Video CD, CD-I, Photo CD (single & multi-session), Karaoke CD, CD Extra, I-Trax, CD-R, CD-RW

**OS Compatibility:** DOS 6.xx, Windows 3.x/95/NT/98, OS/2 Warp, Netware, SCO UNIX

**Data Buffer:** 128 KByte

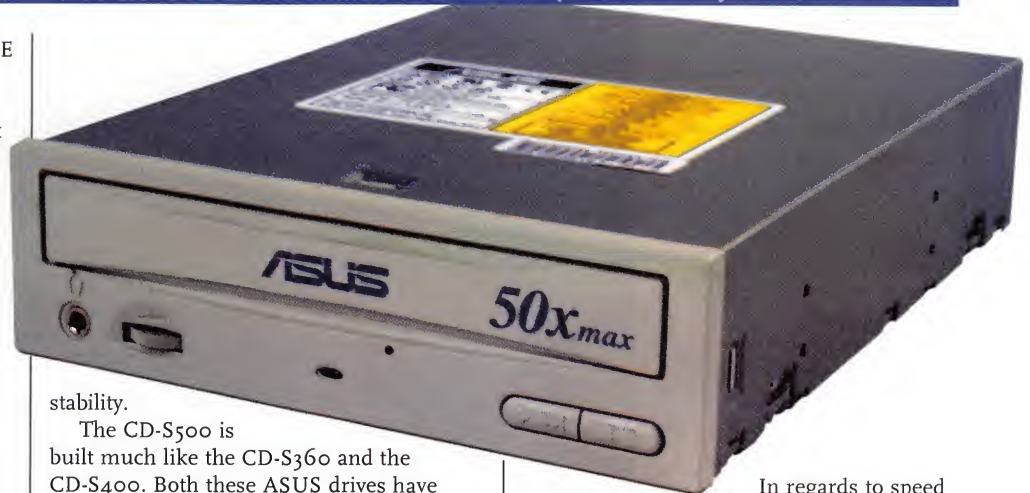
**Data Transfer Rate:** 3300-7500KB/s

**Access Time:** 75ms

**Rotation Speed:** 10400 rpm

It'll happen. You're shopping for a new PC or CD-ROM drive and the term "50x!" will no doubt stand out a mile. But do you really need a 50x CD-ROM drive? Or more appropriately, does that additional speed offered over the more common 30-40 speed drives worth the extra money?

Speed alone usually sells a CD-ROM drive. Though really, there are other more important things to take into consideration. Quality of components, overall design, and



stability.

The CD-S500 is built much like the CD-S360 and the CD-S400. Both these ASUS drives have won design and durability awards the world over, and the CD-S500 should continue this trend. The CD-S500 features the gimmicky sounding DDSS II (Double Dynamic Suspension System II), which boils down to a double anti-vibration device and dampener system aimed at absorbing the vibrations caused as the drive reaches top speed. In regards to structure and drive mechanism, the ASUS is well designed and built and performed well in all cases.

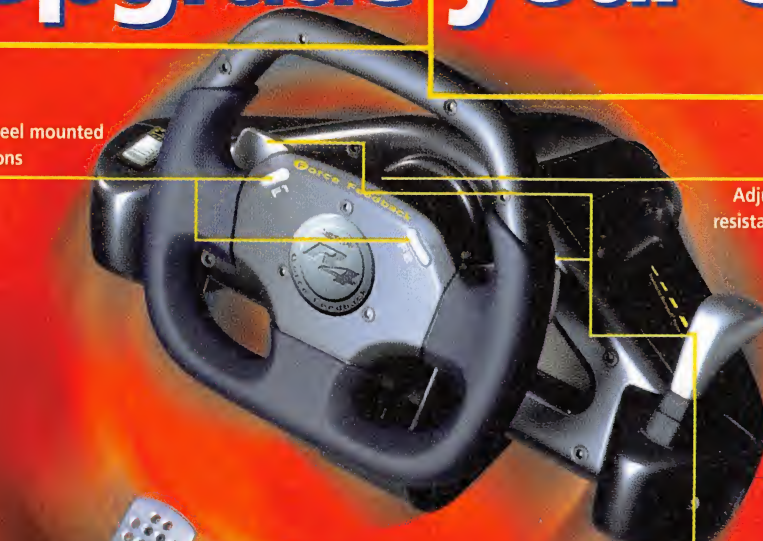
In regards to speed - the drive handled the data transfer at its promised levels. This baby runs fast. The increase in speed over the 40x drive isn't all that much, but the CD-S500 is definitely one of the fastest drives available on the market today. One word of warning though - the high speed has come at a cost. This drive is loud! Loud enough in fact to be considered a major drawback. Before you buy, make sure you get a chance listen to this drive in action.

Saitek R4 Force Feedback

Voodoo3 is here, sole Australian Distributor

## Upgrade your experience

2 wheel mounted buttons



Adjustable resistance on wheel

Fast action stick shift or paddle shifts

Ergonomic, stable floor pedals

Adjustable resistance on pedals

From the makers of the award-winning X36 Joystick

Feel the road through the wheel with the ultimate "force feedback" wheel. Incorporates Microsoft® on board force processor for full tactile response. And it's game port plug and play - no messy serial connections. Unparalleled ergonomics for lasting driving comfort puts you firmly in the drivers seat. An exceptional value.

R4 Force Feedback Wheel

for use with all PC games /ideal for all 3D games

It's time to upgrade!

Powered by Microsoft® Force Feedback™ Technology

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Phone: 1300 785 795  
http://www.innovision.com.au

Look for us in your favorite retail outlets or visit our web site at <http://www.saitekusa.com>

# 4Ware Marauder

(aka THE GAMER MACHINE) • RRP: \$3895

- PII400
- ASUS P2B AGP Motherboard (Intel 440BX AGPset)
- 6.4GB Hard Disk Drive
- 32x CD-ROM
- 1.44MB Floppy Disk Drive
- Hercules TNT 16MB AGP video card
- Yamaha 192XG sound card
- Yamaha DSB20 speakers
- Fujitsu 17 inch monitor
- Tower case
- PS/2 keyboard
- Microsoft PS/2 mouse
- Win 98

When a computer system has its own name (used rather affectionately of course), you know you're on to a good thing. The folks at 4Ware reckon they know gaming, so they've just started putting together machines for those wanting the ultimate (and hassle-free) gaming experience. Their systems have got names too. And they sent us a machine.

Marauder. Say that about twenty times and you'll start to get the idea. For this machine is a pure winner in the gameplay department. You'll want for nothing with the Marauder in regards to gaming (provid-

ing of course you're not a high-res, full-detail Falcon 4.0 fetishist).

Everything bar the kitchen sink (you never know when that'll come handy) has been included in this package to get you playing the latest and greatest with ease. You've got plenty of hard drive space. 32X CD-ROM drive. The Hercules TNT card, which gives you great 2D performance and hot 3D graphics acceleration. Yamaha sound cards and speakers which just ooze quality. An ample Fujitsu 17 inch monitor. A quality mouse and a keyboard that'll withstand a bit of a healthy thrashing. The Marauder contains everything you basically need to reek gaming havoc.

The basic Marauder comes with the components specified above, with the option to



upgrade with a couple of extra components (for example a modem, larger monitor, more snazzy CPU, etc.).

For \$3895, you get a machine ready made worthy of most of your gaming needs (we recommend going the extra mile and get the modem) with a FULL 3 year warranty. It doesn't get much better than that.

Go to <http://www.4ware.com.au> for more details.

# CD-RW Blaster 2224 CD

Creative Pacific: (02) 9906 8887 RRP: \$649

- IDE Interface
- Maximum CD-ROM transfer rate of 3,600KB/Sec
- Maximum CD-RW data read transfer rate of 600KB/Sec
- Maximum recording rate of 300KB/Sec
- 140MS average access time
- 2MB cache
- Front panel headphone jack, volume control, busy indicator, and close/eject button.
- Digital audio output connector
- DMA (Direct Memory Access) mode supported
- CD-Audio, CD-ROM, CD-ROMXA, CD-I, Photo CD, CD-WO, CD\_RW, Video CD, CD Extra disc types supported.

Let's face it. CD-Write speeds aren't that spectacular. It's a trial well endured though, as what other affordable alternatives have you got? The real issue however has been regarding the standard CD transfer rate. Read rates have often been on par with (or just above) the standard write speed in typical CDR drives (about 600KB/sec). It's understood that the recording process can't

be rushed (for accuracy's sakes), but is this any reason for read rates being held back?

Of course not. And that's the whole platform behind the CD-RW Blaster 2224 CD. And oh what a difference this makes. The CD-RW 2224 CD writes at the standard CDR speed, but transfers data at 24x (3,600KB/sec) speed! This virtually eliminates the need for a separate CD-ROM drive, unless you're going for unnecessarily high speeds.

Keeping with Creative's ease of use policy, there's two handy programs included with the package. Easy CD Creator allows you to make your own data, audio and multimedia CDs, while Direct CD is a packet writing program for Rewritable CDs.



Finally it's happened. A smart CD-R drive that not only burns CD's but also reads CD data at a snappy rate too. Yay!

For some reason, CDR drives have been flying out of retail outlets. At a RRP of \$649, this one is worth a look if burning hundreds upon hundreds of personal Starship compilation CD's for you and your friends is your thing.

# PLATINUM PC



from

# \$19.95

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great titles

great prices

great value

## ...NEW...NEW...NEW...NEW...NEW...



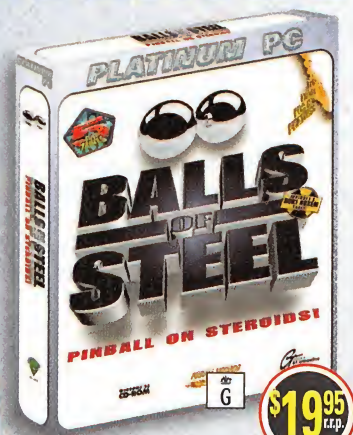
• King of carnage.



• Strategy Game of the Year.



• Fantasy Role playing at it's finest.



• Pinball on steroids!



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PCPLAT2/FPC01JUSTMEDIA

# The need for speed

Gamers demand 'optimised code'. Developer James McCutcheon explains what this really means



It's not good enough to rely on pure machine grunt of CPU's and video cards to deliver speed. A good developer makes sure that every inch of his code is optimized to make sure it's quick. This month's game workshop steps away from the keyboard to cover a little theory on how to optimize your C++ code.

Optimized code simply means that no matter how you change your code there is no way that you can perform the same function any quicker. Optimization usually suffers at the hands of the compiler, as the compiler takes your code and turns it into the machine code .exe files. Some "cool" features of your compiler at coding time like not having to declare all your variables come back to haunt you at runtime when your compiler has turned your app into the slug from hell.

## Constructors and destructors

A constructor is basically when the system allocates a portion of memory to a variable. It must search through memory and other allocation tables to find a portion of memory that is free. A destructor is the opposite where memory resources are freed and returned to the system's resource pool.

A constructor is called when a variable is declared and the destructor is called when the variable goes out of scope. Scope is where the variable is declared for ie just the procedure or maybe global for the whole application.

The cost comes when you have a variable of a user-defined type. The constructor/destructor is called not only for the base class but also it's member variables. CWnd- derived objects and CDocument- derived classes work this way. You can construct the document shell cheaply and use

the OnNewDocument and Serialize functions to finalize the initialization. Objects that are completely initialized upon construction are easier to use, but they are expensive to construct.

## Memory allocation and deallocation

The systems memory resource is a valuable commodity and must be looked after. If your code constantly allocates and releases small amounts of memory then the heap can become fragmented. It is an even greater

problem when a class can allocate and free a buffer from many of its public interfaces. This can really put the slug effect into any application.

## Implicit conversions

One of those "cool" features that I mentioned before is that a C++ compiler has a real ego problem, it takes it as a personal insult if it can not compile your code no matter how sloppy it is. The compiler will implicitly convert a parameter in a function call (or a function return value) as long as there is a legal conversion. This means you have to pay for the construction and destruction of your variable and the temporary object. For instance, if you pass a C-style character array to a function that expects a const CString&, the compiler creates a temporary CString object in the calling context so that it can pass that object by reference to the called function. So, you pay to construct a CString object from the char\*, and then you pay for the destructor as well.

Thank goodness it can never apply multiple conversions to make a single statement compile. The ANSI C++ committee has added the explicit keyword to prevent implicit conversions through single argument constructors. So I suggest to add that statement to all your code.

(right) The Doom source code. A veritable treasure trove for adventurous young programmers

## Passing parameters by value

The most common circumstance where temporary variables are introduced is through the passing of parameters by value and function returns that return values. Anytime parameters are passed by value, not only must variables be copied to the stack, but in the case of class variables the constructor and a destructor must be copied, also. Never pass anything larger than a double by value. Use a const reference if the value of the parameter should not be changed.

## Inline functions

An inline function tells the compiler to copy the actual code of the function into the code as if the code was within the function. The benefit of this is that you still have only one place to maintain the code but do not the

```
// Emacs style mode select  -- C++ --
//
// $Id$
// Copyright (c) 1993-1996 by id Software, Inc.
// This source is available for distribution and/or modification
// only under the terms of the GNU Source Code License as
// published by id Software. All rights reserved.
//
// The source is distributed in the hope that it will be useful,
// but WITHOUT ANY WARRANTY; without even the implied warranty of
// FITNESS FOR A PARTICULAR PURPOSE. See the GNU Source Code License
// for more details.
//
// $Log$
//
// DESCRIPTION:
//   DOOM main program (D_DoomMain) and game loop (D_DoomLoop),
//   plus functions to determine game mode (shareware, registered),
//   parse command line parameters, configure game parameters (turbo),
//   and call the startup functions.
//
//-----
static const char rcsid[] = "$Id: d_main.c,v 1.8 1997/02/03 22:45:09 bt Exp $";
#define BGCOLOR      7
#define FGCOLOR      8

#ifdef MSDOS
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#endif

#include "doomdef.h"
#include "doomstat.h"
#include "dstrings.h"
#include "sounds.h"

#include "z_zone.h"
#include "w_wad.h"
#include "s_sound.h"
#include "v_video.h"

#include "f_finale.h"
#include "f_wipe.h"

#include "m_argv.h"
#include "m_misc.h"
#include "m_menu.h"
```







**Quake3: Arena, looking mighty pretty. It'll probably be a while before you get to this level, though**

problems mentioned above by passing parameters etc.

When the cost of a function is less than or equal to the cost of a function call, inline functions save both size and speed. Since the code is actually copied into the code then if the inline functions are too large then you might suddenly find your code growing considerably. My recommendation is to make functions inline only if they are functions that are simple return statements.

### Exception processing

Exceptions can help improve performance, or they can really drag down your application. Use of exceptions can help you localize your error handling to code that can actually take some corrective action. However, using exceptions can slow your code down by adding compiler-generated code to unwind the stack. Or, by catching and re-throwing exceptions, your application slows down. My recommendation is to throw exceptions whenever exceptional errors occur. Catch exceptions only in command and message handlers or just outside of the message loop.

### Overloaded operators

With C++, you can redefine the function of most built-in operators. These operators can be redefined, or "overloaded," globally or on a class-by-class basis. Overloaded operators are function calls. Unfortunately, when you call these functions you write code that does not look like a function call. Overloaded operators do manipulate objects and can be costly.

Some of these issues may only be a problem for Visual C++ - you will need to research your compiler to find out more. The net newsgroups would be a good place to start. Some other good reference material you might want to look at include:

### Effective C++: 50 Specific Ways To Improve Your Programs

by Scott Meyers, Addison-Wesley, 1990

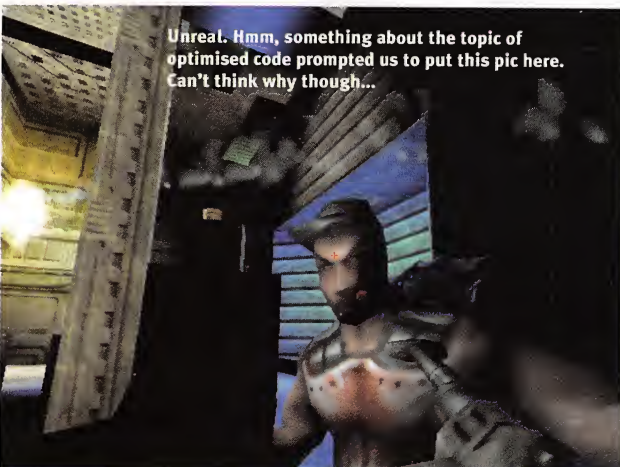
### More Effective C++: 35 New Ways to Improve Your Programs

by Scott Meyers, Addison-Wesley, 1996

### C++ Programming Style

by Tom Cargill, Addison-Wesley, 1992

This month's article has got a bit heavy and on the advanced side of things so next time I shall be aiming at the beginners and talking about some graphic tricks to use with your DirectDraw images.



**Unreal. Hmm, something about the topic of optimised code prompted us to put this pic here. Can't think why though...**



# Arcade games

A couple of bucks down the slot for two minutes of fast paced fun, or 90 bucks down for a game that'll last months? The difference is not so clear cut, as Jere Lawrence explains

**S**omething has happened. Not overnight, nor all of a sudden, but a change has occurred. I don't know when I first came to realise it, probably around the time I finished Virtua Fighter 3, but Arcade games are absolutely and thoroughly decreasing in quality. I think I know the culprit and cause of this too - computer games.

Arcades have been and should always remain magic places. Soon after you enter the arcade you are overwhelmed by the mixture of sounds, the flashing lights and the cries of either happy or frustrated players. Do you remember spending coin after coin to beat the highscore on your favourite game only to see the next day that somebody else did the same with your highscore?

## Gaming of yore

Great times and back in their heyday (that'd be the early eighties for you young'ns), Arcade games literally ruled the gaming roost. They were the epitome of all a game was supposed to be. Initially the games were more graphically intensive, such as Atari's Pole Position,

Konami's Pooyan or Taito's Operation Wolf and were always the first to incorporate something that wowed the senses, either graphically or in terms of gameplay.

Allow me to indulge myself as I list a few of my favourites in no particular order or time period and encourage you to follow this exercise. First think of some modern arcade games, Daytona, Sega Rally, Scud Race, Gunblade and House Of The Dead. Guage

your emotional reaction.

Now read the names below.

A.P.B., Alien Syndrome, Altered Beast, Arkanoid, Asteroids, Battlezone,

Bubble Bobble, Bombjack, Burger Time, Centipede,

Choplifter, Crystal Castles, Defender, Dragons Lair, Dig Dug, Donkey Kong, Double Dragon,

Elevator Action, Exciting Hour,

Gauntlet, Gemini Wings, Golden Axe, Gyruss, Ikari Warriors, Joust,

Karate Champ, Kung Fu Master, Marble Madness, Missile Command, Mr Do, Operation Wolf, Out Run, Pacman, Paperboy, Pengo, Pole Position, Pooyan, R-Type, Robotron, Rygar, Scramble, Shadow Warriors, Shinobi, Spyhunter, Space Invaders, Space Harrier, Super Punch Out, Xevious and Zaxxon.

## Fond memories

Notice the affection with which we keep these games in our heart?

They're sacred purely and simply because they captivated us so. Each game offered an

extremely simple premise but most importantly charmed us with the challenge they offered. They're remembered fondly, not for nostalgia's sake, but because they were really fun.

But throughout this arcade golden era, a revolution of another kind was occurring. Computer gaming and even console gaming was steadily

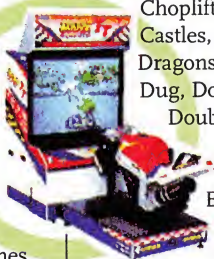


growing. To the arcade game manufacturers this was like a vine coiled around their proverbial necks, slowly creeping up to choke to death playable Arcade games.

## Garage programmers

Around the mid eighties computer and console games were in absolute abundance. Arcade games were still prosperous but for every type of arcade game available there were at least 2 to 3 equivalent computer games. With home/garage development taking off some of these games (in terms of features only) were better than the arcade counterparts.

The arcade games industry was suffering and thus new direc-



tions were forged which seemed great at the time. Space Harrier by Sega was a fast 3D sprite driven shoot-em-up that sat you in a moving cabinet. When the game first came out, the line for it was into the street. Everyone wanted a go at being tossed around.

#### Moving bits

Another by Sega, Outrun used high speed sprite based 3D in a moving car chassis to illicit attention to itself. It also offered another interesting drawcard feature in the form of selectable music, which for the time was of very good quality. To compete

with computer games and the equivalent level of playability their games offered, arcade manufacturers were forced to design elements into their machines that wowed players to it. Graphics, moving chassis' and great sound tracks were the recipe, gameplay just didn't make the dollars.

On a purely side note, there's one company through this time period that will hold my respect forever. They always seemed to be able to develop games with great gameplay and yet still graphically appealing enough to appease the masses.

The company was Atari, the granddaddy and big bang of computer gaming. They produced some incredible hits such as Gauntlet, Paperboy and 720 (Skate or Die). But their time sadly was ending.

#### Enter the Amiga

The death of Atari's main company (not the arcade division which was keeping a lot of the company going) was inevitable. Amiga sales consumed massive amounts of the home computer share pushing

out the Atari ST, and newer Nintendo and Sega systems dominated the console market that Atari started and then foolishly neglected. What remained were the Japanese arcade giants, Sega, Namco and Konami.

By now these arcade industry players had figured out how to make money with computer gaming firmly dominating the market.

Immerse the player for as quick a time as possible. Although I'll credit Sega with the highly playable Virtua Fighter series it was other games such as

Daytona and Rave Racer that has set a mould, moreso a rut really that arcade games are stuck in.

Stick a player in a moving chassis, pump some fast high quality 3D onto a large screen and use checkpoints with decreasing time limits to keep play short and sharp.

#### By the numbers

Sadly, this obviously profitable tactic has meant that not much has changed in the last 3-4 years of arcade gaming. Newer technol-

ogy has meant the addition of Force Feedback devices to games but these are added as part of the "immerse em and leave em" element. Give 'em a quick thrill visually or sensationally - the game itself has literally become secondary to the physical aspects the game offers. Take these modern Arcade games for example.

#### Sega Touring car.

A car racing game with the addition of a force feedback steering wheel, gears, foot-peddles and multi-player mode.

**Sega ManX TT.** A motorbike game with a rideable bike that you tilt to turn. Great 3D for a dead boring game that takes pneumatic force feedback to new extremes of annoyance. Hit a wall and you're in for a rather intrusive shaking.

**Sega Gunblade.** Not too bad a game really but essentially a first person 3D shoot-em up along a preconfigured path. Game includes a "force feedback" gun that bucks and recoils with each shot.

#### Namco Rave Racer.

Another racing game with force feedback steering wheel and all the other trappings. Multi-playable.



# S

# PC games



**Police Trainer.** Another shooting game where a hand pistol is aimed at a target. Certainly a feasible method for a shooting game but gun or steering wheel peripherals are outnumbering the humble, though utterly lovable joystick.

**Sega Cool Riders.** What! Another racing game? No 3D, instead it's all sprite driven a'la Outrun but faster. No Force Feedback, just a total yawn.

### Silly peripherals

The next range of arcade consoles however are the ones that really "yank my chain" - pun intended. In what looks like arcade game manufacturers having no shame, these next set of machines are designed to try and immerse the player through external stimulus. Often at the expense of their own dignity.

**Alpine Surfer** and **Super Ski** for example have the player standing on a platform and twisting it left and right as if on a real set of skis or snowboard. Not that bad a game really, definitely not the worst offender.

**Namco Prop Cycle, Rapid River** and **Final Furlong.**

These games are the worst offenders in the vain of ridiculous arcade antics. Literally scraping the bottom of the barrel for ideas, yet keeping the premise that immersion is what the arcade gamer wants, these games have players doing the most ridiculous things.

Prop Cycle has someone sitting astride a cycle and peddling to make the equivalent in-game device fly. Rapid River has some poor fool madly paddling away at thin air and Final Furlong places people on plastic mock horses they have to rock back and forth to make the equivalent virtual horse race. Don't bother playing these games, there's far more entertainment in watching people make fools of themselves astride them instead.

### Changing times

Arcades, once the haven for

totally playable and utterly enjoyable games are now the home to things that rock, shake

buzz and annoy. Computer games on the other hand, especially with the level of competition that exists are trying to embody the premise of gameplay. After all, who wants to pay \$80-\$100 for a game that doesn't enthrall them for at the very least 2 weeks or 50-80 hours.

There's no real need to go too far back, this journey need not start at our old Atari 2600's but in the mid eighties, a time when Amiga's, Atari ST's and IBM AT's roamed free. From a computer gaming point of view this is where things really started to pick up.

### The changing face

The Amiga being a graphics powerhouse played host to all the horizontally and vertically scrolling shoot-em ups.

This little system had more of these games than all the Nintendo and Sega games combined. On the Amiga and Atari ST these games tended to directly copy their Arcade counterparts with fast action, great music and even better graphics with lots of weapons explosions and big end of level bosses.

Step over to the PC however, which didn't have anywhere near the video processing ability of the Amiga and a new design philosophy for games was desperately needed. Enthralment, challenge and great playability. PC games in order to sell needed to draw the player in and keep them there. It after all had no ability to wow the senses like the Amiga.

### Long term play

This was actually a wonderful moment in the development of PC gaming especially considering the titles that emerged. Sim City, Civilisation, Masters of Orion, Star Control. Strategy gaming was abundant with a massive reward factor in the form of new units, technology and the feeling of empowerment a player received.

Gameplay and playability in the end is really just a term we

use to measure how long it is before the game is relegated to "the shelf". The trick to great gameplay as seen in games such as Civilisation is to give the player the promise of something newer, more powerful around the corner but just out of reach so they have to keep trying to get there. Once that goal is reached, dangle a new carrot in front of them. This is how we can get so wrapped up in a game. The promise of something new that's relatively achievable results in you saying just a few more minutes until I get there. It's like an addiction - "just one more then I'll stop".

### Adventures & RPG's

Adventure games were also an ideal platform for the PC. Video requirements are low and reward factor is high. Even though a lot of adventures suffered from puzzles that were too esoteric or hard, adventures like the Space Quest Series and Role Playing Games such as the Ultima's had people captivated within each utterly enjoyable gaming world.

Oh, and there was one other thing the PC could do really well with the excellent floating point functionality of the X86 CISC chipset - 3D.

### 3D emerges

You can argue all you want about PC gaming but until the emergence of Wolfenstein 3D the PC offered little in terms of fast exciting action gameplay. There were a few vertically scrolling shoot em ups around, but they emerged too late and anyone who'd previously owned an Amiga or an Atari ST were sick to death of them. Wolfenstein changed things by placing everyone within a 3D world where fast reflexes were required and with new weapons and end of level bosses, there was plenty of reason to keep playing. Wolfenstein 3D of course led to the classic Doom.

Doom was the premiere PC gaming experience. For the first time, PC games really challenged Arcade games. Doom was fast, exciting, wowed the senses in terms of graphics and with a sound card could chill you with the low growl of a far off enemy. First Person Perspective action games heralded in the new PC 3D revolution.

### Convergence

Which curiously enough may just herald in the resurrection of the dull arcade machine. How? 3D acceleration. (It just wouldn't be an article of mine without mention of 3D accelerators now would it?)

With devices such as the NEC Power VR 2 which will offer compatibility between the Sega Dreamcast and the Sega/NEC Arcade machine equivalent, gamers will be able to play their Power SGL game identically on either piece of hardware. This directly helps the Arcade by bringing it to experienced PC developers who look at game design and concept differently.

Add the Intel Arcade machine and you're opening up development to many more experienced designers than just the few Japanese arcade manufacturers we see now.

### Arcade Quake?

Every time I walk into an arcade, one of my first thoughts is why the hell isn't there a first person perspective multi-player shooter for people to participate in? Deathmatch in an arcade, Capture the flag. It's not hard to implement pay for time or have time capsules (like medkits) to pick up to keep the game going.

Sounds like fun doesn't it? Well, here's hoping the humble PC by boldly tromping into new arcade territory will bring the essentials of what it's learnt about gaming to a very sick and sorry side of the industry.

*Jere Lawrence*



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VIDEO	RGB analog

HORIZONTAL FREQUENCY	Operation range: 30.0 kHz to 95.0 kHz
VERTICAL FREQUENCY	Operation range: 58.0 Hz to 180.0 Hz
MAXIMUM PIXEL CLOCK	202.5 Mhz
MAXIMUM RESOLUTION	1600 dots (H) x 1200 lines (V)/75 Hz
DISPLAY AREA	392 x 294 mm (1600 x 1200)

*USER DEFINABLE TIMINGS Maximum pixel clock: 202.5 MHz:	
RESOLUTION	Maximum Refresh Rate (Hz)
1152 x 870	103
1280 x 1024	88
1600 x 1200	75

\*The table above lists the maximum which the S110 will operate for several standard resolutions. Note that not all video cards are capable of operating at the S110's higher refresh rates.

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PC POWERPLAY'S

1998

IN RETROSPECTIVE



WE TAKE A LOOK BACK AT WHAT SHOOK THE GAMING WORLD LAST YEAR - AND WHAT A YEAR IT WAS!

It's birthday time already, and by crikeys what a year it has been. It's been one of the most intense growth periods in gaming ever, a time of literal quantum leaps and bounds. Let's look back at what we said over the year, what we got excited about, and those things that nobody (least of all us) expected to happen.

FEBRUARY 98

This time last year we were reeling over the freshly released (and 3D accelerated!) Quake2. We spoke to our id friend Paul Steed (the 3D artist dude) at the time, which we have done again this year as we fast approach Quake 3 Arena. Everyone lagging behind in 3D software mode and thinking about buying 3D accelerator cards saw Quake2, stopped thinking about it, played Quake2 in high-res and hi-colour and thought about paying off our credit cards. We also published a Dark Reign playguide. Oh, dear. That was a loong time ago.



Quake 2 - enduring

MARCH 98

Then the Voodoo2 came, saw and kicked our asses. Then we found out you need a P2 to get the spicy results out of them. Er, then we upgraded.

We also went spastic over Battlezone, the first decent action/strategy game. Shame the genre never really succeeded in marrying the meatheads and the intellectuals. Nice Star-Trekky idea, but they'll never converge, like the diametrically-opposed Coke and Pepsi.



Battlezone - sleeper

APRIL 98

We were seeing our first glance at the futuristic horizon when the power of all PC's becomes Uniform, cause we'll reach a point where going faster is pure insanity...naah, never happen. In the future, we're still gonna upgrade from eight to nine Gigahertz to squeeze frames out of our fully-VR strategy game: "Feudal Japan: Crush the Dishonourable Gaijins with Pointy Sticks".

MAY 98

Wow, then we put Tiberium Sun on the cover. We've got a bit of an optimistic streak, us Powerplayians. We're still months away from it's release, today. Call it a bad-acid-trip flashback from the dangerously addictive days of C&C. We just couldn't help ourselves.



Forsaken - confusing

JUNE 98

Starcraft hit the streets, and gamers simultaneously vanished off them. Another enduring classic that's still kicking. We're now seeing rampant adoption of the Battle.net model of Internet play, i.e. a centralised game server distributes players into geographical locations, where they meet in a chat room and check out each other's ping before playing. Just look at Tribes, Half-life, etc. It's the way of the future, dudes.



Unreal - initially dazzling...



Motocross Madness - anti-gravity!

### OCTOBER 98

We won Magazine of the Year (crapped it in, actually), and persuaded some real-life racing car drivers to compare The Games and The Real Thing. Somehow, as part of this our stalwart editor/revhead Ben got to drive a Formula Ford racing car for a couple of high-speed laps. The Bastard! We also shook down the bleeding-edge 3D technology to pieces the size of hundreds and thousands, and re-built from the ground-up, analysing the raw guts, to get the Real Beef.

### DECEMBER 98

The monolithic European Air War brought the WWII conflicts up to modern, dazzling, Voodoo2 standards. Strafing bombers in a spit-

fire was never so nicely rendered.

We were knocked flat by the gut-busting Half Life, which totally revolutionised the first-person shooter, sensibly bringing back the focus to gameplay, functionality and storyline, which is what we want. Now most of us have finished it, what can we use to plug the void? Ah. The next product from Valve Software, I hear you say? Yes indeedy.

Ed Dawson

### JULY 98

We got Unreal. All the natural beauty of going camping, combined with the visceral thrill of blowing up aliens. We had high hopes but time has proven it as a single-player nicety, only. The decidedly average multiplayer code never got fixed. We spent long minutes gazing into the sky though, with twinkling stars, flowing multilayered cloud cover and wheeling birds gliding on some tropospherical thermal current. Aaaa.

### AUGUST 98

We put the X-Files on the cover (great game <snort>), and tested some big name PC brands. In our E3 report we made some astonishing predictions about the year's releases. We were bang on the money with Falcon 4 and Baldur's Gate, although we hoped again that Tiberium Sun would make a Christmas release, Ho ho ho!

### SEPTEMBER 98

Dune 2000 arrived, to a warbling fanfare. After the months of marketing hype, there was very little to shout about. Anyone still playing it? Nope, didn't think so. We also benchtested motherboards and strode through a potential legal minefield by ambiguously explaining how to overclock your 486 to a P9333.

Hi-Ho, Megahertz!

### NOVEMBER 98

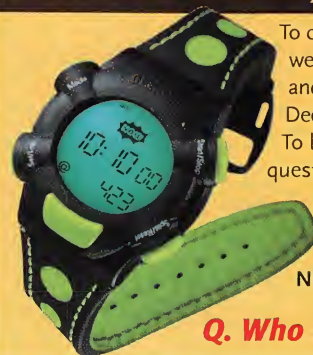
We had a field month with the rush of excellent driving games, that revheads (and our editor) are still surfing on months later. Grand Prix Legends, Colin McCrae Rally and Motocross Madness all turned out to be the infinitely replayable, enduring material we dream about.

Meanwhile Dark horse Rainbow Six turned out to be the most realistic anti-terrorism simulation ever created. So real, it's scary. Kids, if you're thinking of joining the Army, play a few hours of Rainbow Six. If you've died once you've died a million times, and you will. It's a sobering illustration of human mortality. Then again you might survive perfectly well. In which case, give Major Ian a ring, your country needs you, son!



Falcon 4.0 - no, really

## IT'S OUR BIRTHDAY, BUT YOU GET THE PRESENTS!



To celebrate each memorable and sensational year of our existence, we're going to give away a funky Swatch watch. Being a time piece and all, it's symbolic of the years passing, or something like that. Deep huh?

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**Q. Who was on the cover of PC PowerPlay #1?**

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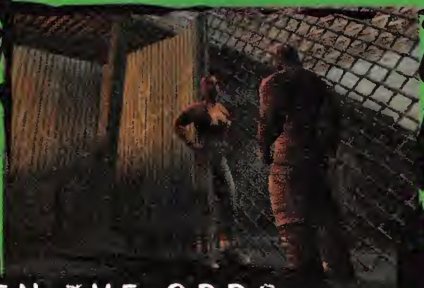




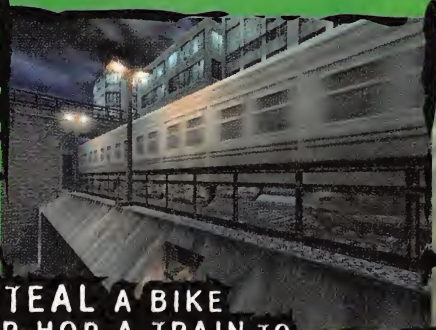
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# STATE OF PLAY

The lowdown on the latest in your favourite genre

## Adventure/RPG

David Wildgoose

Fresh from the enormous (nearing 750,000 units worldwide) success of *Baldur's Gate*, Bioware (in between working on MDK 2) have announced an expansion pack called *Tales Of The Sword Coast*. However, rather than a typical add-on adventure, TSC will instead be integrated into the full game. You won't have to start a new game, thankfully, it merely means that new areas around the Wood of Sharp Teeth and west of Baldur's Gate itself will now be accessible. If you've already finished the game, the expansion will rewind your game to a point prior to the end to allow you to discover all the new stuff. It's due sometime before Winter.

Another RPG based on a pen and paper system is Activision's *Vampire: The*



*Masquerade*. Developed by Nihilistic Software, whose members boast a track record of *Descent 1&2* and *Jedi Knight*, and using the *White Wolf* rules, the game follows your exploits as a vampire over a duration of eight hundred years. I do hope it's real time.

*Gorky 17* (or, as it may be called, *Odium*) is an intriguing tactical RPG that promises to combine the story and scenario of *Fallout* with the complex combat of *X-Com*. The game takes place in an allegedly abandoned former-Soviet military base - except, upon arrival your party is greeted by enraged mutants. Thus the game proceeds through its apparently non-linear structure with a healthy emphasis on turn-based combat and branching side-quests. Done properly, this could well be an excellent game.

Arriving unheralded in the office this month was an alpha of *System Shock 2*. And pretty darn impressive it was, too. The Dark Engine is looking smoother and cleaner than it did in *Thief* - partly due to the somewhat different environment, yet mainly because it's been enhanced. Importantly, the interface has been markedly improved from the original and now has much in common with *Thief's* elegant highlight system. We'll have more detail on this next issue in a comprehensive preview. Still on *Looking Glass*, though, several of the development team have been making noises which indicate that preliminary work has already begun on a *Thief 2*. Good news, indeed! Looks like we'll have to beware the dawn of the metal age, after all...

## Action

Edwin Dawson

Current Game Versions:

Quake2: 3.20 (id have stated this is final)

Half-Life: 1.0.0.8

Sin: 1.01

Starsiege Tribes: 1.02

It's got to that stage. Pretty much everyone who bought *Half-Life* has finished it by now, and is left with a strange empty void in their life. It's true, once you've sampled the finest chocolates, crappy K-Mart Easter eggs will never taste the same. We'll just have to wait for someone to somehow, do better.

Turning to multiplayer, the general feeling about *Half-Life* multiplayer has been mixed, mostly with complaints about the weapons being totally unbalanced, which is



probably true. *Half-Life* is without question one of the best single player experiences to date, and it's no real surprise that multiplayer is not quite as magic. Features that work for multi are not ideal for single player, and vice versa. It's all a matter of careful trade-offs, which may explain the oncoming flood of multi-only games. Speaking of which, *Starseige Tribes* continues to gain momentum as the next big thing online, with servers springing up like perennial weeds as players scramble to get a slice of the action, filling up the servers with the fastest pings as soon as they go live.

Competing with *Tribes* online will be a real crucible test for *Quake3 Arena* can the id software guys deal another hat-trick? Interestingly they've opted to include a choice of light, medium and heavy player types for Q3. Seems everyone's building FPS games with more complexity, to perhaps extend their lifespan and get away from the painful cliches we see emerging from the genre.

Valve Software themselves are doing an in-house mod of their *Half-Life* engine, the Aussie-designed *TeamFortress (TF)* for release later this year. TF was the original, hardcore, famously complicated action game. They've gone way over schedule, so to tide us over they've kindly slapped together a mod that contains all the gameplay mechanics of the original TF (for quake 1), called *Teamfortress Classic* for *Half-Life*. By the time you read this that should be freely available from the Valve website: <http://www.valvesoftware.com>

## Strategy

Brett Robinson

### Current Game Versions:

Total Annihilation: 3.1  
Dark Reign: 1.4  
Starcraft: 1.04  
Age of Empires: 1.0b  
Myth 2: v1.2

Interplay are already catering to the whims of a legion of Star Trek fans with their upcoming RTS game, *Star Trek: New Worlds*. Now they are supporting the tactical strategy fans out there with the impending release of *Star Trek: Starfleet Command*. The game is Interplay's adaptation of the classic board game, Star Trek: Fleet Battles, and looks set to be a hit. The player will assume command of either the Federation, Klingon,

*Shadow Company: Left for Dead*



Romulan, Hydran, Lyran or Gorn forces. In addition to the 5 rival empires, there will also be pirates and anomalous entities to contend with. 30 missions will be included, 9 of which will be pre-scripted in order to advance the plot. The remaining 21 missions will be crafted using a unique campaign generation system, dubbed the "DynaVerse". Featuring 350 unit types, Starfleet Command may be just what hardcore strategy gamers have been looking for.

With the market already flooded by RTS titles, it's encouraging to see more companies developing squad level tactical games. Interactive Magic are no exception and are working on a particularly promising title; *Shadow Company: Left for Dead*. The game could be abstractly described as a three dimensional Commandos/101 Airborne hybrid, and places the player in command of a band of 16 mercenaries. Its 9 campaigns are set in exotic locales that include Northern Africa, Siberia and South America. The environments themselves are full 3D and feature extraordinary levels of detail. As in 101 Airborne, the logistical phase of each campaign will be crucial. One interesting innovation that the game will feature will be the ability to select insertion times. Selecting a night insertion will have a tangible impact on missions, with guard patrols differing and visibility markedly affected. With 30 environments and a multitude of current and futuristic weapons, Shadow Company: Left for Dead could conceivably be one of the most successful strategy titles of the year.

## Sims

Maj. Ian Lindgren

Well, there's good news and bad news this month in the simulation world, so let's work our way from bad to good so we finish on a happy note!

*Gunship III*, oh...we're just waiting with baited breath for this MicroProse sim that integrates M1 Tank Platoon 2 with Gunship III. But the news is that we will have to wait longer. Its release date has slipped back into 2000, but I'm hopeful that we will see firm progress with this game by the time E3 is on later in the year.

Also on the slip list is SSI's *Flanker 2* that now shows a release date of June/July. From what I can see this is good news because the game designers are taking more time to improve gameplay.



*Panzer Elite* is the big shock, we've been waiting, waiting, waiting and now it too has been pushed back to early June. Panzer Elite is a World War II tank simulation following the initial skirmishes between the German and American forces through North Africa, moving on to Sicily, Italy and Normandy. This is really something to look forward to, and is being hailed as a game with the detail of M1 Tank Platoon 2!

The combat environment is simulated very well with infantry and armour working as a combined arms force. Novice and expert gameplay will assist the learning curve, ground depressions to go "hull down" in, and you'll have the ability to ram through buildings to get to a better firing position, or as part of an attack! While this is occurring the infantry will throw smoke as the cross roads and open ground, engage in close combat with enemy armour, and as in real life, the AI will simulate infantry panic, or route, when they are pinned down or in a hopeless position.

On the good news front, Novalogic have announced the upcoming release of *F22 Lightning III* in July. This game will add a further dimension to internet play with Voice Over Net technology that give pilots the ability to talk during multiplayer modes. One to watch out for!

Finally, a new add-on for *European Air War!* Go to <http://eawonline.telefragged.com/> and click on download, then add ons. Third party add ons let you fly the Stuka, and update the sound pack to give an even throatier roar to an already excellent sounding simulation.

## Sports

Gareth Jones

Well, the summer has passed, and the local cricket season is over - but the World Cup is just beginning. And what's better than sitting up to all hours of the night watching the World Cup? Playing a cricket game on the PC of course! EA's *Cricket World Cup 99* is shaping up to be a very impressive title too, with a rather innovative feature. During the World Cup, you will be able to log on to the EA World Cup site and download up to the minute data on the pitches, weather conditions, current teams, and so on. Talk about your realism factor!

And still with EA related material, the sporting giants have announced their next golf game - the Senior PGA Tour. Yep, this is the tour where old golfers go to supple-



ment their pension check/ Sounds like a riveting premise for a game, doesn't it? But given the nature of golf, it doesn't really make that much difference, does it?

If you think that's a silly game concept, how about this latest from Sierra, then? Thanks to the signing of a three license agreement with the "Professional Bull Riders" organisation, they're bringing out a series of simulations simply entitled '*Rodeo*'. Thankfully, it doesn't look like Luke Perry, of '8 seconds' fame will be involved, though 7 time World Champion Ty Murray has signed on to endorse the product. Um, yee-hah!, I guess.

And still with Sierra, as reported in our news pages, they've undergone some restructuring, with projects and jobs being lost in many areas, including their sports division. The plagued release and subsequent recall of *FPS: Football Pro 99* wasn't a great PR exercise for them, though Sierra's promise to provide a refund or full support with patches did redress the problem somewhat. Support now looks as though it won't be forthcoming, and the next in the series, *FPS: Football Pro 2000* has been definitely cancelled.

Lastly, no real information is available just yet, but THQ studios have announced that they are currently working on '*Ultimate 8-Ball*', a snooker/billiards/pool sim, and as you might expect they're saying that it will have "the finest...gameplay since the cue stick was invented".



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Pod-Racer is based on this sequence of Episode 1 where Anakin races his chariot-like vehicle across the deserts of Tatooine.

# STAR WARS EPISODE 1

Episode 1, the new Star Wars movie cometh. With its release we will also experience the beginning of the most widespread and powerful merchandising campaign the world has ever seen. Enter the games.

## POD-RACER

**Category** Racing  
**Players** 1-8  
**Publisher** LucasArts  
**Available** April

**F**uturistic racing games. They're everywhere. Here comes another one, but not like the other ones. This game ought to be titled 'Pod Racer', for that's what these vehicles are called in Episode 1, but for some reason it's Racer (a rather snappy name, don't you think? Never been used before and it makes sense to grab it first...).

Young Anakin's Pod-race against the bad guy alien Sebulba is an important scene in the film - and a damn exciting one. These Wipeout-style speeders were inspired by Roman chariot races, hence the mighty engines pulling the small pod, with the driver steering via a high-tech set of 'reigns'. The Pod Racers exist purely for entertainment for the masses (more Roman influences), and are supposedly so difficult to control that only Droids or superskilled aliens can manage the job.

Enter young Anakin Skywalker. The Force is strong within him, you know. Despite being a slight and worried looking lad, he's up to the task. And so are you.

### Water Worlds

From the single race in the movie, LucasArts have extrapolated a big game with easily the required depth. Racing takes place over 21 very different tracks, set through 8 worlds, also highly varied. Episode 1's desert track on Tatooine is here, naturally. Scenery changes include a snow world (the planet Ando Prime), a water world, which includes underwater racing (Aquilaris), plus urban racing, a wild asteroid race, forests and many more to satisfy your need for visual variety and getting that Star Wars 'fix'. Other tracks are set on the worlds Ord Ibana, Baroonda, Mon Gazza and Malastare. Further satisfaction comes with the inclusion of 'dynamic scenery', where in subsequent stages a particular track will be slightly different - a new tunnel here, a secret passage there.

Similarities in style to the classic Wipeout are unmistakable - and not a bad thing by any means. Racing is extremely fast, with glancing blows off narrow bits of canyon frequent.



Thankfully in Racer, this doesn't bleed off speed at anywhere near the degree Wipeout does. The control method too is similar. Racer uses 'reigns' to steer each of the two engine pods, and this, in effect, works very much like Wipeout's airbrakes. Missing though, pleasingly, are the powerups and weapons which made Wipeout the inspiration for many clones. Racer is a pure racing game - although it is possible to use your engine exhaust to mess with another racer's line.

Like all good racing games, Racer has an individual, unique feel that's not like anything else out there, and needs to be mastered if you're to have any hope at all. No instant gratification here, at least a couple of nights are needed for you to know what's going on and to be able to do a smooth and



reasonably fast lap. Racer's feel immensely powerful, this is no 'pedal to the metal' arcade thrasher. Knowing the track is critical, for deft and accurate braking in just as important as control at high speeds.

### True Sim

Being a mega-hightech wonder from the other side of the galaxy, steering is a little unconventional, yet very satisfying and intuitive. The joystick controls the craft's attitude - pull up and it points up, etc. Although they rest on a 'repulsor field' which varies little from a steady height of about six feet, these attitude changes make a world of difference in cornering and braking, and especially during the relatively common monster jumps over canyons (more Wipeout). Keep the nose up when you hit the ramp or you just won't clear the chasm. Throttle control is separate, as can be rudder input, making Racer perfect for a HOTAS ('Hands On Throttle And Stick' - the classic Thrustmaster setup with a separate throttle and pedals). All up it feels great to drive, and rewards skilled drivers with good control setups.

To make Racer more than just a pure racing game and more of a true gaming experience, LucasArts have incorporated two features long missing from racing games - component upgrades and cash rewards for win-

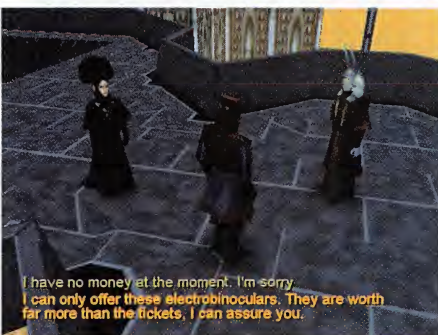
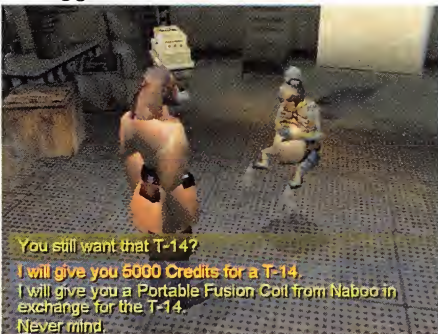


ning. Back at the depot you can visit the junkyard and purchase better quality parts. Interestingly, these parts are all salvage (you can sell bits off your Racer for cash too), thus, are all in a damaged state. They can be repaired, at a cost, making the challenge a balanced decision between a better part with more damage, or a lesser part in better condition. You'd only buy a better component if you felt confident enough about winning the following race, thereby having the cash to repair it. The component is only going to get more damaged in a race, so if you haven't got the cash for repairs it'll all work against you.

In Episode 1 the focus is on just two Racers - Anakin's and Sebulba's, with mere glimpses of the many others. The game gives you the lot. There are 21 Racers to choose from, with each exhibiting very different characteristics. All the usual formulas are here: light and fast but fragile, tough and slow, manoeuvrable but poor acceleration etc.

Besides having that precious Star Wars stamp on it, Racer is a fine game, as it takes many tried and tested racing game concepts and executes them with finesse, plus throws in some serious originality, and most importantly, treats us gamers with a bit of respect - giving us an almost hardcore racing sim instead of the arcade rubbish it could have been.

**Adventure lets you "play" the movie, and if the new trailer is anything to go by, it's going to be a VERY exciting game**



## STAR WARS THE PHANTOM MENACE

**Category** Adventure

**Players** 1

**Publisher** LucasArts

**Available** April

See the movie, play the game. An oft used phrase, but never has it been more applicable than in the case of The Phantom Menace. For this game-of-a-movie does not merely use familiar characters and locations in a loose take on the movie, no, instead this game follows absolutely and identically the flow of Episode 1. To the letter, line by line, scene by scene.

A remarkable achievement, yes, but more so one hell of a huge headache of a job to do. Production of The Phantom Menace began with production of the movie. As Mr Lucas shot scenes, these were simultaneously turned into game sequences. Now, because the movie underwent constant fine tuning and re-shooting of scenes, the task of the game producers was confounded enormously. In many, many instances they were forced to rework entire levels, from small changes in dialogue to major scenery changes. Worse still, entire developed levels had to be dropped when scenes in the movie were dropped completely.

What a righteous pig of a job that would have been. I asked Mike Gallo, the Production Manager for The Phantom Menace how tough the whole project was, he looked down, shaking his head, and simply replied that "it was the most difficult thing I've ever done".

For us gamers, the interesting thing is that what we have here is not a game, conceived as a game, using familiar game mechanisms and tricks to make it a good play, but instead an interactive movie experience over which the producers had no real creative control. "Where the movie went, we went", said Gallo. The end result is that The Phantom Menace is not even a compromise between movie and game - it is pure movie. The limited areas where Gallo and his team were able to inject some 'gameiness' are restricted to interface, control and viewpoint.

Within these areas they have done quite well. The Phantom Menace looks great - in a Star Wars kind of way. Architecturally these are world we will all be very familiar with soon.

The graphics are clean and sharp, Adventure,

like Racer, uses D3D only, and even in 640 x 480 (it'll run up to 1024 x 768) the game looked of the highest quality. Viewpoint is isometric 3D and was surprisingly functional, with a wide field of view. Outdoor areas, such as Mos Eisley looked superb.

While sequences such as the Pod Racer scene are not covered, there is opportunity to get around in vehicles. Space battles, though, will not be included - remember, these are but the first two Episode 1 games, count on there being many, many more to come.

Taking a leaf from the Diablo book, combat is extremely simple. Your lightsabre wielding Jedi simply has to walk up to his foes and start hammering the left mouse button to unleash a fury of laser death. At a distance, he can deflect incoming laser fire by bouncing the bolts off his sabre - where they usually bounce straight back into the face of the firer. This though, is automatic. Very simply stuff, then.

Also simplified in the adventure game dialogue. While there's a lot of it - over 4000 lines of spoken dialogue (not using the original cast though... tsk tsk tsk), the consequences of getting your conversation all wrong are minimal. This game is more about bringing you into the Episode 1 universe rather than offering any substantial gameplay challenge.

With the movie not released at the time of writing, and only a 1 day 'hand-off' demo to go on, the exact nature of the game remains a mystery, but typical game sequences included having to escort a Queen through a bad-guy infested castle, searching catacomb-like corridors for items and people and shopping for gear in Mos Eisley. Tricky bits were pretty straightforward - an item on a ledge needs reaching, too high, what to do? Ah ha! A nearby crate! Push crate to under ledge, jump on crate, jump on ledge.

Despite some weaknesses on the gameplay front, The Phantom Menace will undoubtedly keep millions of gamers spellbound for endless nights. The quality of the production is of the highest calibre and after all, it is Episode 1. In addition, this is truly an adventure game in the traditional sense. This genre has been under threat of late by the RPG, with the two genres merging in many ways. The Phantom Menace is the salvation gamers who like a quest have been searching for. By all indications it's a big game, if not overly taxing. People new to games will lap it up, and rightly so, for it was made with them in mind.

*Ben Mansill*



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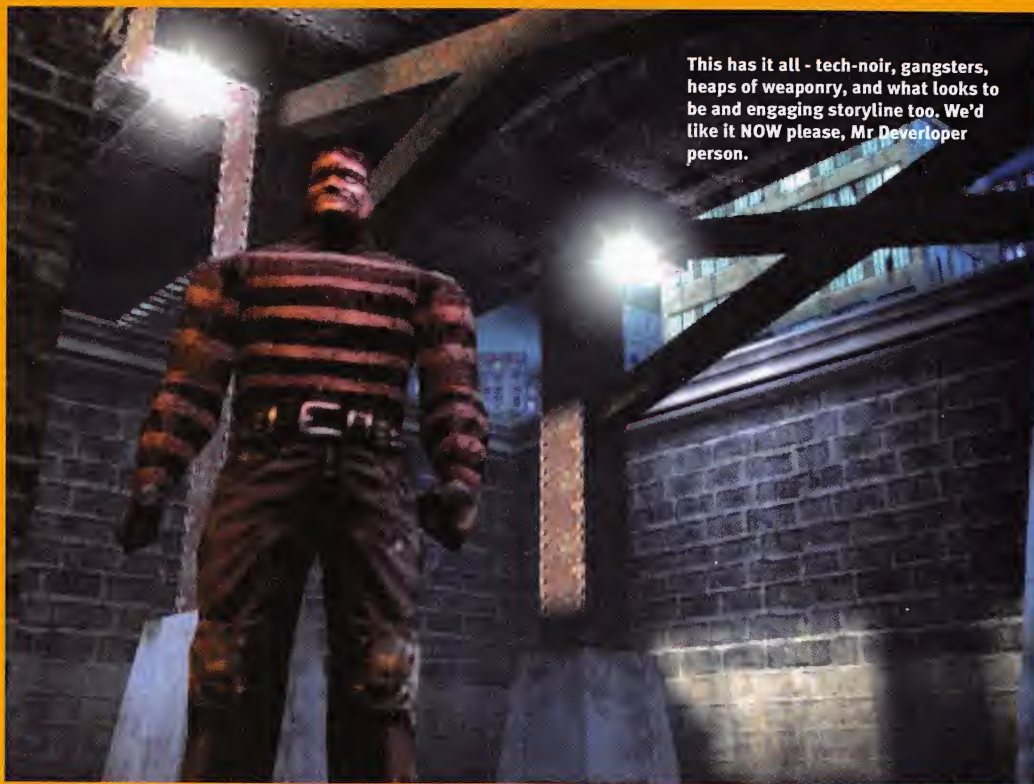
# Kingpin

**Category** 1st person shooter  
**Players** 1-16  
**Publisher** Xatrix/Interplay  
**Available** Mid 99

**H**ah! All those people that boldly predicted the Unreal engine would spell the end of the id's Quake II powered first-person folly were quite off the mark! A good six months after the release of Unreal, Half-Life completely blew us away with its fantastic gameplay and graphics, and guess which engine Valve modified to bring it to us? Yep, the Quake engine. And there's still some life left in this glorious mass of software code yet.

## Not Build engine

In fact with Kingpin, Xatrix entertainment are hoping to out-gun the mighty Half-Life from its undisputed position at the top of the first person shooter chain - using of course, nothing other than a heavily modified Quake II engine. Before you start smirking at Xatrix's exorbitant claim, it should be mentioned that these folks had stacks of success with their Redneck Rampage series. They've also gained some priceless experience with the Quake II engine, developing the first official mission pack for id's Quake II - The Reckoning.



This has it all - tech-noir, gangsters, heaps of weaponry, and what looks to be an engaging storyline too. We'd like it NOW please, Mr Developer person.

## Plot? Plot!

Bugger the bravado though. The details released on Kingpin so far are enough to have those not even interested in the genre turning heads. Xatrix have taken a similar approach to Kingpin as Valve did with Half-Life - that is, pumping up the detail, populating the game world with complex characters (with detailed scripts),

and turning on the realism. Although Kingpin will throw heaps of non-stop action at the player, Xatrix have revealed that there will be "adventure game" style elements to the game. Two years ago people would have tarred and feathered you at the suggestion, but with games like Half-Life have thankfully changed that mentality. Games can have both cutting edge game engines and an engaging storyline.

## Mean streets

Kingpin is set in an alternative 1930's style Chicago. Your ultimate aim is to rise through the ranks of the seamy underworld and eventually take out the head Kingpin him (or her) self. You do this by assembling your own group of thugs and getting "ta know" your turf and the people on it. You'll also be able to buy and sell weapons from a series of pawnshops situated throughout the game world. NPC player interaction will allow you to take the tough guy or the good guy approach, though be careful - Kingpin's characters are a vocal bunch and may turn on you at the drop of a hat. The weapons of Kingpin haven't been released just yet but from the screenshots it's clear to see that they've been modelled on the heavily stylized guns of the thirties. Xatrix are

promising some more visually impressive weapons for the final version too.

## Zonal targets

One of the stand out features of Kingpin is the character models. Xatrix have divided the body into 15 separate zones, allowing for the most detailed targeting system yet seen in a shooter. It will be possible to decrease an opponents mobility by shooting them in the legs. Wounded players will then attempt to limp away, leaving a pool of blood behind them. Taking it one step further, you can also render an opponents legs useless but watch out! The AI script will have em firing at you from the ground! A shot to the head should fix that though. Xatrix are also including a couple of additional zones (the exact number has yet to be decided) just off the body, for things like guns, umbrellas, briefcases, and hats. In the final version, you should be able to shoot the weapon out of an opponents hand! Oh yeah! For gore-freaks, player models will also show exit wounds of that bullet you just put through somebody's chest.

Kingpin looks like it has what it takes to give Half-Life a run for its money. We'll give you the full report after we get our hands on a finished copy.





# Avengers Pinball

**Category** Pinball sim  
**Players** 1-4  
**Publisher** Metro Games  
**Available** 2nd Qtr 99

Everyone's waiting to see the film that has it all - Ralph Fiennes, Uma Thurman, and Sean Connery as the diabolical bad guy. The Film? The

Avengers of course! But with so many reports that the epic doesn't come up to scratch with the original series [there's only one Emma Peel anyway, and it aint 'Oooma' - Ed], what are we to do? Play pinball, dammit, and who else will give us a serve but Metro Games, who have been making quite a name for themselves in

pinball sims.

This sim has chosen to follow the original 60's series for its look, effects and sounds. Play as either Mr Steed or Mrs Emma Peel for choice of voice over and spinning auto. Yet once again it's the arcade realism - the smooth ball movement and excel-

lent response times - that makes this sim shine. Not to mention the table set up with ample ramps, skill shots, locked balls, in game games, and of course the added extra's you can only get on a sim. The table play is similar to the arcade classic 'Who Dunit?' made popular with its on screen interaction, chases, evidence to find and, of course, the solving of the "Dire Deed".

The details of the table is filled with Avengerisms, large and small, which include that classic bowler hat, a Martini glass, prestige



"Mrs Peel, we're needed"

auto, and of course, bottle of bubbly. Another detail is the gun barrel, which stores locked balls ready to be shot out for Multiball.

Metro have also established their on table diversions, which only a sim can have, including a glowing white ball, and things like the evidence that you need to catch and then deliver to the appropriate ramp.

The sounds have all the effects of an arcade table, with one-liners from the series used to set the game in motion, and the original TV theme played at the end of your turn. All in all, this is definitely one pinball sim to look forward to.

Agata Budinska



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# Black & White

One of the most ambitious sim/strategy titles to date, it's going to take a genius to carry this off. Enter Peter Molyneux...



**Category** Sim/Strategy  
**Players** 1-TBA (200 rumored)  
**Publisher** Lionhead Studios  
**Available** 4th Qtr 99

**P**icture this: You stumble across a peaceful world inhabited by a seemingly simple type of people. There is a delicate harmony on Eden - tribes of people with differing intellectual and sociological advancements manage to co-exist both with the land and each other without conflict. The environment is beautiful and bountiful. Upon closer inspection, you see these people go about their daily deeds with an almost unnatural comfort. They plough the fields, hunt and fish. They socialize with each other - play games, fall in love, and start families. They know nothing of pain, suffering, and hunger. Life is well... perfect.

## Rule with terror

You just had to interfere. From a grand citadel in a remote corner of the land, you launch a barrage of hail storms that destroys the village's crops. The villagers search you out and offer sacrifices to appease you. You are pleased and send clouds

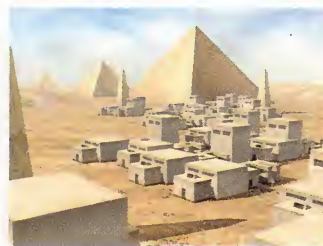


bearing rain that heals over their village. The harvest is plenty, the people are well. The villagers then make the art of appeasing you a religion. Bearing the power and magic of the Young Sorcerers, to go against your will would be foolish. The Edeans are a wise people.

As your following grows, so does your power. You discover that each loyal follower generates lifeforce. Lifeforce is the fuel of your magic. As your lifeforce grows, so does your knowledge - granting you access to more powerful spells as time goes on.

## God olympics

As you tire of the affairs of your people, you are made aware that others of your kind have settled on Eden too. They've also established a following on the planet, which is a power you believe to be rightfully yours. With a new sense of purpose and vigour, you set out to rid the



Stunning visuals and an audacious feature set make this one of the most anticipated titles this year, and deservedly so.

planet of the opposing sorcerers. After all, there's only room for one god on Eden, isn't there?

## Too much?

Black&White is an ambitious god sim currently in development at Lionhead Studios. The level of detail promised is something that will astound the strategy sim fan. But when coupled with the complex AI that Lionhead have in development, Black & White becomes one of those titles that at times seems to have set the bar just a little too high.

## Gotta have faith

Have faith though. Black&White is primarily the brainchild of gaming goodness god Peter Molyneux (the man that created the genre in the first place with Populous, as well as Theme

Park, Syndicate, and Dungeon Keeper). Considered by many a genius, Molyneux and his team have also had over two years of solid development time to sort things out. And it's not due out till at least the end of the year.

## Mouse magic

B&W will play a lot like your average sim/strategy game - in creating and managing your forces and resources, then throwing them at your opposition. In this case, B&W uses magic spells primarily over unit to unit combat. As the game progresses, you will gain access to a whole manner of spells ranging from lightning attacks, tornadoes and earthquakes, to summoning a horde of undead skeletons. The magic system has a couple of





interesting features though. There will always be time for you to react to the casting of a spell by an opposing deity. There will be time to launch a counter spell, if energy and spell level permits. Secondly, B&W uses Gesture Technology in spell casting. Rather than clicking on an icon to cast, a series of mouse movements (for example, sweeping the mouse in the circle) will be required to unleash a spell. Accuracy will determine how strong the spell will be.

Taking out a large chunk of an opposing sorcerer's following using magic will be the most common way of achieving victory. While the ultimate aim is to be the last god (young sorcerer) left on Eden, the way you achieve this will be one way by which victory is also judged. To succeed in B&W, you have to be a responsible deity.

#### Protect the lifeforce

Units in most sim/strategy games are easily dispensed - as long as you have the resources to build more of them, what's a handful of units here and there?

The villagers in B&W aren't just a collection of toy soldiers though - they provide the entire basis of your magic power (through their lifeforce), and thus are your primary resource. The more happy the villagers, the more lifeforce you have (they produce this) and the stronger you are. Lose a score of villagers to a routine scout and you'll have less lifeforce energy to drive your spells, which will leave you more vulnerable to other attacks.

#### Shades of grey

Your villagers require plenty of attention and maintenance. Ruling by fear produces quicker results and offers a more destructive range of offensive spells, but your followers will have a shorter lifespan and be more willing to change sides. Killing your own kind to instill fear also has its obvious drawbacks. Being caring offers a different range of spells and takes longer to build up, but results in a more steady base of lifeforce. The beauty of this game is that while you can control your villagers to either extreme, you can

also be anything in between. And they will respond accordingly.

#### Personalised gaming

Black&White uses a stunning game engine (just take a look at the screenshots for proof). Multiple camera angles and fully zoomable viewing windows allow for a complex look at the game world. More impressively, the game world will respond to the way you play the game. Treat the people and land well and your region will prosper, rule with fear and power and the game world will reflect this with a pocked and barren appearance. The state of the environment will further affect the happiness/opinions of your people.

Playing a game of Black and White has been described by

Lionhead as being much like taking a personality test. The way you manage your people will reflect in your surrounds and in their behaviour, for all your opponents to see. A game that encourages differing playing styles and holds you accountable for this, sometimes even over the final outcome of the match-up, marks a huge step forward in sim/strategy games. Look for this one towards the end of the year.



# Descent 3

**Category** Action  
**Players** 1-16  
**Publisher** Parallax/Interplay  
**Available** Mid 99

**W**hen the terms First Person Shooter and Classic are used in the same breath, you get an interesting effect. Most people will sigh and harken back to the golden age of action gaming. Of being really scared during the entire Doom experience. Or perhaps it was the thrill of their first frag in a multiplayer game of Quake. Or even the cautious moments in Half-Life as the plot unfolded, then taking a breath and opening the next door...

## Only one

But for a growing number of gamers out there, there will be only one. Er, first person classic, that is (sounded dramatic, eh?). And that's Descent. Not for the blood or the terrifying monsters or all the way cool dark and brooding devil imagery. For the sheer thrill of hurtling down dimly lit corridors, losing all sense of direction as you pass through a door way into a huge opening - exits and side tunnels branching off from this space into a complex hive of metal and machinery. Not being sure of which way is up. Being chased around complex passage ways by some of the most terrifying



Wow! Descent goes outside. What ho? No more stomach churning underground corridors to descend through?



enemy craft devised, your shields almost ready to pack in. Ahh yes. This is the stuff gaming legend is made of.

## It's Forsaken?

Descent 3 is all set to continue where Descent 2 left off, giving us more of the magic that can only be achieved by allowing a full 360 degrees of movement. In fact to many (besides the obvious new graphics engine and use of 3D acceleration) the leap from Descent 2 to Descent 3 may seem more like a reluctant step. On viewing the alpha here at PowerPlay, the most common-



ly asked question from eager bystanders was "is Forsaken 2 out already?"

## Nope. It's Descent

While D3 does appear to mirror Forsaken at first glance, the gameplay and sheer feel of this title is pure Descent. Fans of the series should be well chuffed to know that everything that made Descent a classic is back and in abundance. In fact, we've noticed perhaps an even more fiendishly designed set of levels than anywhere else in the series.

## Ooooh, fusion

Descent 3's Fusion engine isn't something to balk at either. All objects in D3 are affected by a complex physics system. Items, for example have mass, and velocity (which also includes the effects of inertia). Blast off a robot's arm and you should see it bounce off the wall and fall to the floor (or if in zero-g, watch it spin off into the distance). Explosions also have a blast radius effect that'll cause surrounding ships/robots to rock back and forth - intensity depending on proximity to the explosion.



## Outside too!

The Fusion engine will allow the action of Descent 3 to take part in an outdoor setting for the first time, which is not surprising since Descent 1 and 2 creamed the competition in handling large open environments. The transition between indoor and outdoor action is said to be impressively smooth. Descent fans needn't worry though - most of the action will be take place indoors.

## Mmmm, Napalm

D3 will feature over 30 entirely new robots (though to those keen of eye, a couple should be oddly recognizable), with a more complex AI routine to keep you on your toes. There are also 20 new weapons to play around with, including such toys as the Napalm Cannon (the visual effects have to be seen to be believed), as well as the Cyclone missile (which you have to manually detonate after you've launched it) and the Mass Driver (which allows you to zoom in on targets before blasting them away. The pyrotechnic displays in Descent 3 are sure to win awards after this baby is released.

Descent is back people. Prepare to lose the plot again.



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# Drakan

**Category** Fantasy Action  
**Players** 1-8  
**Publisher** Psygnosis  
**Available** 3rd Qtr 99

**W**e like female game protagonists. It makes a terrific change to the typical and well worn use of buff and well-tanned male hero types. Which is not the reason why Drakan is looking like being the fantasy action hit of 1999. Sure, the player controlled character happens to be a female and has a (perhaps) slightly over-developed taste for skimpy leather garments. The appeal of Drakan goes much deeper than that, however.

As mentioned, Drakan is a fantasy action game (yup, we



**Woo!** Another NotLara game to play with. Happily enough, this actually happens to look quite good

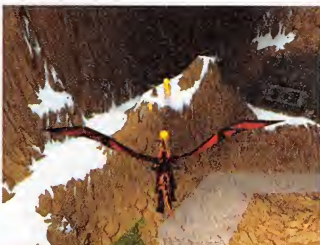
(who is also quite civilised, we must add) to reign destruction from above. Handling a bit like a flight sim/shooter, the sheer spectacle and feel of combat on the back of a huge dragon is supposed-ly second to none.

Drakan will also follow a detailed and intriguing plot (of the fantasy genre flavour), with the aim of immers-

winced when we heard that description too) with an undeniably cool twist. So there will be plenty of hacking and slash-

ing about the place (in caves, castles, swamps and dungeons), as per your typical action game. Rynn (Drakan's star) also has a huge array of cool moves up her sleeve that fleshes out combat (making her quite nimble - in direct contrast to most other, female gaming protagonists). But when the need and desire arises, Drakan allows you to take to the air atop your very own draconian mount

ing the player within a detailed game world. There will be a number of friendly (and not so friendly) NPCs, ensuring that Drakan is simply not a "kill everything that moves" affair. And when it comes to combat, the enemies each have different behaviour patterns, as well as unique strengths and weaknesses. Drakan will be 3D accelerated and is set for release soon.



# Malkari

**Category** Turn based Strategy  
**Players** 1-40 (TCP/IP, IPX, PBEM, Serial)  
**Publisher** I-Magic  
**Available** Soon

**Y**ay! Not only do we have the dually wonderful Alpha Centauri and Civ: CTP to enjoy, but there's a couple of other TBS releases on their way that look to be the goods as well. Malkari comes from Interactive Magic, a company not known for their Space Strategy releases in the past, but they are know as a company with a willingness to invest in smaller development companies, and this is where Malkari comes from.

The story runs that a rogue star runs through the Malkarian system, devastating planets and ripping the entire galaxy apart. Few Malkarians remain, but those that do are split into five warring guilds, with up to 8 'Chapters' in each guild - and thus the race is on for supremacy.

Each Chapter, as you would expect, has strengths and weak-



nesses, and trading, alliances (or faux alliances), and research will all play major parts in the strategy of the player. The end goal for each player will be to become the "Imperator" of the galaxy, though a variety of victory conditions will be selectable. It might all sound a little samey, compared to other games of this oeuvre (not necessarily a bad thing), but there are also a couple of nice touches. The environment is all in 3D, rather than the traditional 2D galaxy overlay. Also, because the rogue star has screwed royally with galaxy, many of the asteroids and

planetoids that remain are still sorting themselves out - so you'll have to watch out for collisions and other such hazards, and we like this idea a lot. As with Stars!, ship combat will be handled by the AI, though players will set battle orders and parameters. Strangely, however, research will be handled by the head guild only, with the results filtered down through each



Chapter. It sounds a bit strange, but we're certainly keen to take a look to see how the end result looks.



# Flash Point

**Category** Action Strategy  
**Players** 1-TBA  
**Publisher** Interactive Magic  
**Available** Mid 99

Some things are just better suited to each other. For example, peanut butter and jam works quite well together. Then there are those things that just weren't meant to be - like say Nutella and Vegemite. However, given time we can learn to stomach anything, even if we didn't like the combination in the first place. Bare with this analogy for a moment longer.

Flash Point is one of those titles that cross-breeds the RTS (real time strategy) genre with the FPS (first person shooter) one. Starting off in the first person perspective, you work through such missions as escorting and espionage as a lone soldier. You are on the brink of WW3 and seek to gain control of three strategically placed islands. As you prove yourself (survive), you are given the opportunity to commandeer other vehicles (there are 21 in Flash Point, ranging from

aircraft to tanks and trucks). The later missions allow you to control your forces en masse (a la RTS).

One of the most promising features in Flash Point is the islands' native guerillas. Take out innocents or damage the scenery too much and these guys will turn on you. Run a tight campaign and these people may even help you fight the enemy.

Still, Flash Point has got a lot to prove. The "action-strategy" genre has been met with some trepidation. The problem has been with the way the two elements (RTS and FPS) have been integrated. In keeping with the opening paragraph, peanut butter and jam sandwiches don't work as well if the peanut butter is spread over the jam. Similarly, most action strategy titles have been content with the "slap on a first person

perspective" approach - leaving diverse games suffering from identity crisis'. With neither gripping RTS elements nor polished FPS ones.

Flash Point is building its strategy elements around a well designed and finely balanced first person engine. With visually exquisite graphics and fully realistic physics, Flash Point could be one of those rare titles this year that manages to do this genre justice.

**There's yet to be an action/strategy hybrid 'genre buster' game, but this is surely only a matter of time. Will this be the one?**



# V-Rally

**Category** Rally Racing  
**Players** 1-4  
**Publisher** Infogrames/Ozisoft  
**Available** Mid 99

The first thing you notice about V-Rally is that it's a heck of a lot of fun. No, not the "I've-just-invested-hours-in-getting-to-know-the-car's-setup-and-also-the-track-so-I'd-be-bugged-if-I'm-going-to-let-just-any-sod-push-me-off-the-road-in-any-hurry" kind. It's the "Yeee-haw! Hah-hah-hah! Oh! Crap! Hahahah! I dare you to do that again!" type of fun.

Because V-Rally is more an arcade rally game than anything else. See, when you hit a tree at 120km an hour, you simply wait



till your rally car stops its spectacular whirly-gig and speed off to catch up with the rest of the pack (the other three drivers). Of course, real rally car racing is simply you against the elements (and not against other racers), but for too long rally racing in

this style has been a bit too tedious thanks to game environments that match the sheer magic of the real thing. Most game players don't like to restart a race every time they've nicked another vehicle either. Fair enough.

**Sure, it's an unabashed arcade-style console port, but for simple fast fun it looks like you could do worse**

So V-Rally revs its engines for the hard-core fun factor. V-Rally gives you 12 official WRC cars. Pick your suspension type, choose a gear ratio, and select the sensitivity of the steering wheel. Then it's off to race on over 42 different tracks in 8 different countries!

It should be mentioned that V-Rally has sold over 2.5 million copies on the Playstation. It's nice to know that this isn't a straight port though. The PC version is subtitled "Multiplayer Championship Edition", because you get to play this game against three other live players without any drop in graphical performance. This is definitely a plus if you've ever played split screen on a console system. Still, other than that, nothing much has changed from the Playstation version. The alpha version we played featured a pretty horrid pop-up problem and some fairly drab visuals. We'd have liked a bit more, even after 2.5 million copies sold...



# Redline

**Category** Action  
**Players** 1-16  
**Publisher** Accolade  
**Available** 2nd Qtr 99

The year is 2066 and a shadow organisation has just risen from the ashes of banishment. At the turn of the millennium, it was revealed that this group had withheld information regarding a free, clean and viable source of energy. After the initial uproar had died down, this same group hatched a plot so diabolical, it made <insert evil henchman name here> look like an amateur. The idea was to use advanced physics theory to alter the structure of the Earth's moon, but the problem was getting there. After an underhanded agreement was made, the shadow organisation (known as The Insiders) blasted off to the moon and set about its near destruction. The mayhem affected the Earth's tides and orbit, resulting in cataclysmic changes. Two thirds of Earth's population were killed, with those that remained battling to survive in the extreme conditions. Those associated with the Insiders constructed mass underground and above-ground domes for protection. Power and money bought entry into these domes. Needless to say, the Outsiders are one pissed group of people.

## The Outsiders

Well them's fighting words. At least, they seem to be. For some reason the Outsiders (divided into gangs) battle it out in arena style matches, involving souped-up cars and some hard core weaponry. Called BattleWheels, these matchups are considered entertainment



by the Insiders, and are a highly encouraged event. They reason that it would be much more difficult to launch an attack of revenge if the Outsiders are occupied in fisticuffs against each other.

## Many weapons

These matches don't end with the destruction of your vehicle either. What would any self-respecting blood-lusting lunatic do after their wheels have been utterly destroyed? Brush themselves off and lunge at the opposition with whatever they've got, on foot. Redline is a game of brutal action, being based on foot (much like your typical FPS) or from a vehicle. Over 20 vehicles have been promised for the final version - each having their own



Apart from the Interstate series, there hasn't been many good car combat games. Redline looks like it could be a great one, and there's First Person action to boot!

strengths and weaknesses. To top that off, there are 50 different weapons on offer, including the aptly (and the intriguingly) titled orgone cannon, lightning mortars and sentry mines! Whoa nelly! That's huge by any standard.

## Plus free storyline!

While it's not yet clear exactly how the BattleWheels matches tie into the overall plot, or what your actual involvement is with all this, what is known is that you will have to take part in BattleWheels, as well as other, more traditional first person action till you settle your score. So rather than a straight arena style of play (say, like Destruction Derby), Redline takes you through a storyline chock full of cut scenes, and splits up the action to keep things interesting. You'll also be taking part in search and rescue missions, search and destroy, and straight-up shoot everything

that moves style gameplay.

From the alpha we saw, we found the whole post-apocalyptic setting to have been done very well. The graphics are crisp and the textures varied - helping impart the heavily borrowed Mad Max feel.

## Blood blood blood!

The driving bits and the first person engine also ran quite impressively, even at this early stage of development. The action was also split up so as to never feel like you were covering the same ground twice. Of particular note was the Carmageddon style way of being able to take out pedestrians whilst driving the cars. Fans of this game will feel right at home with the huge fountains of blood that gush from your opponents on impact.

With the subtitle of "Urban Warfare In The Not So Distant Future!", - we can hardly wait for this one.







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# Civilization: CALL TO POWER

1206

Activision couldn't quite get us a final copy of the game pre-deadline, but we had to do a beta preview on this awesome looking game

**Category** Turn-based strategy  
**Players** 1-TBA (internet & LAN)  
**Publisher** Activision  
**Available** Mid 99

**C**ivilization is one of those titles that changed the face of gaming. Much like Wolfenstein 3D, Sid Meier's Civilization was a revolution. Strategy broke

through in a big way on the P.C., due in some respect to this bestselling game. Like a true catalyst, the game has spawned not only many imitators but also a number of rightful contenders in the pursuit of Civilization nirvana. The influence of this title spans three publishers and who knows how many programmers. Now many years later, we see the market has some healthy

competition, with another Civilization-esque title released recently, namely Alpha Centauri. There's a lot of interest and rightly so, considering the high standard that the Civilization name wields. This can only be good for the gamers of the world. Are you ready for the Call To Power?

#### Enlightenment/big sticks

The Civilization flavour remains the same in Call To Power. It's like Civ II, there is just MORE of everything. More units to fill the ages, more in depth controls, a better variety in the waging of war. The first feature of note is the time scale. You now have six millennia to build your empire - that is 4000 B.C. to 2100 A.D.. So again you start with the lowly settler & phalanx and begin the long, slow search for enlightenment and/or the biggest stick to thwack your enemies with. There are also the improvements or civic works like the granary and city walls. So it's just what we're used to but with some very intelligent, very satisfying improvements.

#### Authentic modernity

The nature of combat is a revelation in this title. In Civ II, combat remained basically the same from beginning to end, just with marines and artillery, instead of archers and elephants. This time around, right from the beginning there is a different perspective of war and economics. Namely that they're one and the same. Non-combat units play as vital a role in your campaigns against an enemy as the combative ones. Take the

slaver unit for example. All the ancient and most of our modern empires were built on the backs of the slave. It is more a matter of economics than of war. You are able to gather slaves for your empire's works, just as the great tyrants did. In a similar vein, some modern units that would not conventionally be considered combat units are used in this way. These are the corporate units like the lawyers and the corporate branches that help in the accumulation and maintenance of wealth, which is basically what war is all about, yes? In this way, Civ: Call To Power has gone the furthest of any game yet, to creating an authentic simulation of the strategy of modern war.

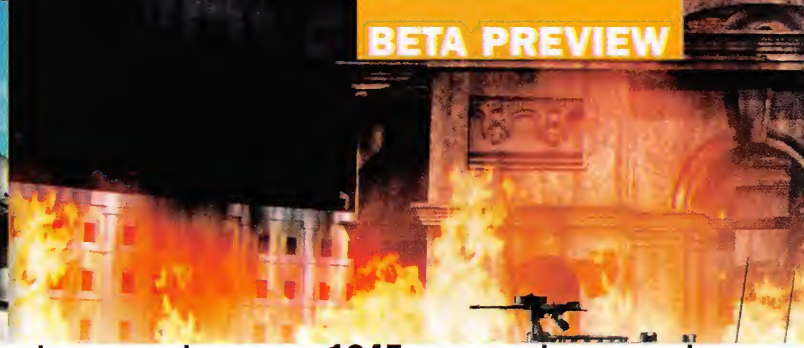
#### Better battle

Another stroke of genius comes in the form of combat. Battles between nations are no longer simply unit vs. unit. If the battle involves more than two units, a combat window comes up and stacked units form a battalion against the other side. The battle is then automatically fought out between the two factions just as previously seen. This is a more authentic representation of battle, since you don't see tanks in battle lining up to duel, now do you? There are also particular rules governing the assembling of a battalion. You must have more foot soldiers than archers or other projectile units, or those units don't join the battle. Each unit takes turns as before but cycles through opponents of the enemy until its turn is completed or it is defeated. Sounds clever, huh?

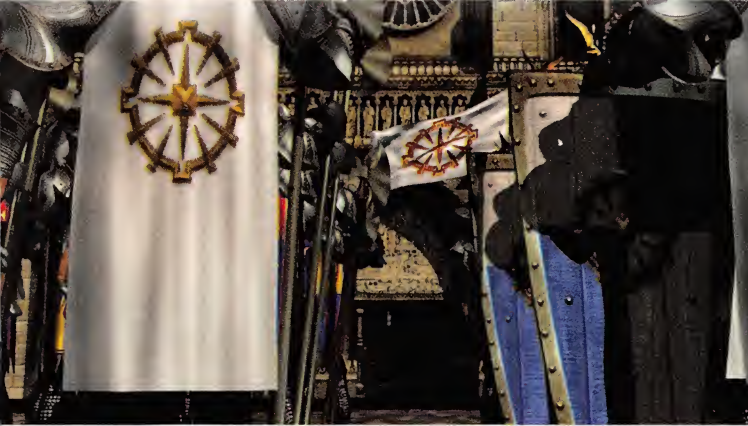




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**Bread and circuses**

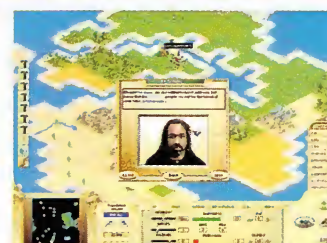
The management side of the Civ experience has also received some attention. You now have swanky windows for just about everything. One example is the Civ Status window. This tells you all the important details concerning your empire: population, number of riots, revolutions and celebration days you've encountered. This menu also displays the happiness of your people. This is affected by your decisions concerning the work hours you demand of your people, the wages you choose to afford them and the rations that are given to them. To satisfy your populace, you'll need to build colosseums and later cinemas & televisions. You can also employ entertainers as before. More than in previous titles, you have control over the minute details of your population.

**Looks better**

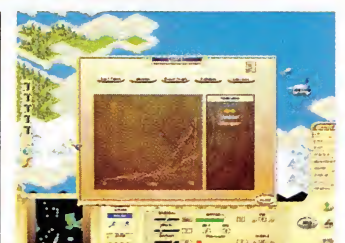
The game visually is impressive, particularly the cut-scenes



following the building of a Wonder of the World. No longer a little window in the centre of your screen - now you have a full-screen reward for labours. Also each unit is nicely detailed and has animated movement. The sound is fantastic. Each unit has a variety of different responses to your commands. You



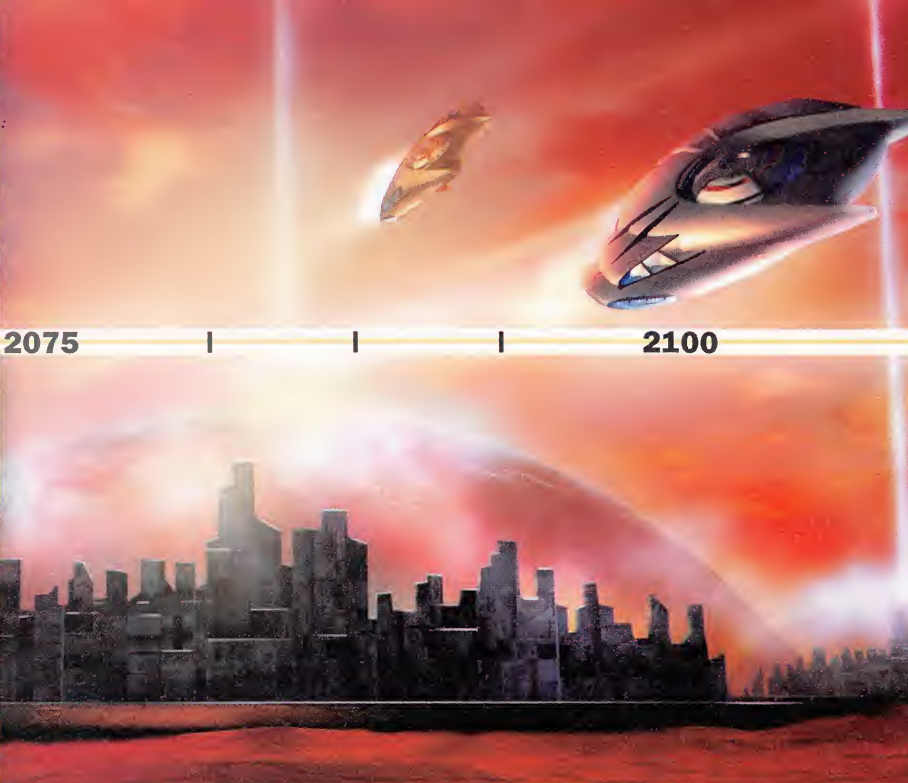
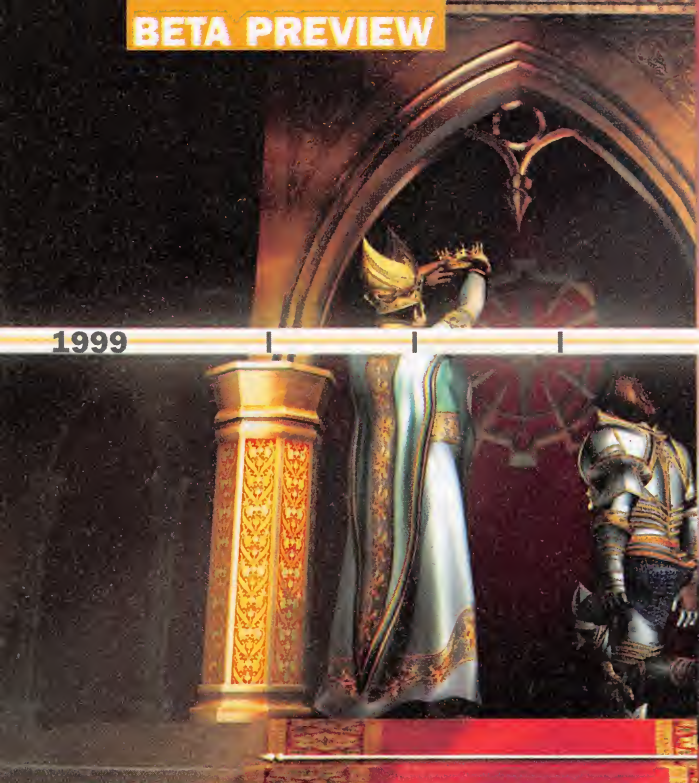
might hear, "The horses need rest!" from your mounted units, or "Let's go overseas!" from your corporate branch. This a vast improvement over Civ II and just what you'd expect for an up-to-date strategy game. It's just another level of depth that Civ: Call To Power has. Your soundtrack includes the kind of tribal



drumming we are used to in Civ games, as well as some classy atmospheric tracks. So while it's a detailed and strategic game, it's also easy on the ears and eyes which can only be good.

**Click click click**

The only problems I could see involved the interface. It



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could just be a little TOO convenient. When you have a unit selected, you can pick a square for them to travel to and Civ will

show you the show the easiest path to it. Nice touch. You can also set the path of your units during OR at the end of a turn -



slight error? What can be annoying is you have to select or de-select EVERY unit before you give directions. So I found that while I was trying to select settler, I ended up sending a far-flung cleric to the settler's position. This choice of interface results in a lot of left-click, right-click, left-click, right-click. Hopefully this will change.

All up Civilization: Call To Power is as impressive as strategy games get. It seems to be a redesigned, expanded Civilization which will offer a lot of replay value. There is said to be an e-mail option for multiplayer games, which sounds pretty exciting considering how slow some

games can get. With some fine tuning of the game still in progress, you may see all concerns about the game vanish, you may not. In any case, Call To Power will be HUGE and thus deserves your attention. Watch for a review in Powerplay hopefully next month. Civilization: Call To Power is due in Australia shortly.

Gareth Jones

## New-Fashioned Combat

By introducing slaving, religion and corporation as forms of offence, Call to Power has radically changed the concept of war in strategy gaming. This has called for some new units that take advantage of these possibilities. Here are some of the newest and just-plain-baddest of the new units.

**Cleric** This wandering priest has the ability to convert cities to your cause. He has little in the way of attack or defense strengths for belief is his armour, salvation his sword. His is a covert (or convert, yuck, yuck) role. Salvation awaits!



**Televangelist** The mass media is very real way to invade another culture, just look at American television. The televangelist can unite believers around the world. Like a modern day cleric, just with a Southern accent and a big cheque book. Touch the screen... Feel the love of Jesus, I know you can....



**Slaver** One of the more insidious units. Want a trouble-free workforce? Shackles help to build a fine empire. The slaver looks just like the fat, evil opportunist he is. Note that the slaver has no conflict of interest with the cleric. Enslave the enemy!



**Corporate Branch** Business is the new battlefield of the human race. The Corporate Branch allows you to establish fund raising efforts abroad. Which is just like invasion anyway. You could take Nike's lead is set up a shoe factory in an impoverished Third World country. Reminds me of our slaver...



**Cyber Ninja** A favourite for all sci-fi fans, she's part fox, part assassin, part neural implants. Much like the eco-warrior, this futuristic unit is strong-willed and very resourceful. You might have her do a sneaking about. Just wait to hear her purr, "Nano-virus activated." Meeeww...



**Sea Engineer** A nifty new unit that allows the construction of cities in the sea (like that other recent Civ-like game). There are many more mechanical units, for the vastly expanded time scale of Call to Power.



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# THE SCORE

NEW!! CONVENIENT FORMAT. THE A-Z OF GAMES AS WE SAW THEM

GAME	SCORE	ISSUE	GAME	SCORE	ISSUE
101st Airborne	71	#33	Blood and Magic	86	#9
3D Mini Golf	80	#14	Blood Plasma	55	#21
3D Ultra Mini Golf Deluxe	60	#30	Blue Ice	77	#10
3D Ultra Pinball	77	#21	Brainstorm	43	#9
3rd Reich	82	#12	Bridge Deluxe 2	85	#4
6888 Nuclear Sub	90	#16	Broken Sword	89	#6
7th Legion	53	#19	Broken Sword 2	80	#19
A-10 Cuba!	65	#11	Bud Tucker	70	#3
Abe's Exoddus	86	#32	Bug	53	#9
Abuse	25	#2	Buggy	74	#33
Acclaim's D	80	#1	Burnout Drag Racing: PC Edition	70	#35
Achtung Spittfire	80	#22	<b>C&amp;C: Red Alert</b>	<b>97</b>	<b>#8</b>
Actua Golf 2	73	#23	C&C for Win 95	80	#14
Actua Soccer	54	#16	C&C Sole Survivor	28	#23
Actua Tennis	84	#32	Caesar III	88	#31
Adrenix	72	#29	Caesar's Palace	75	#21
AFL	62	#10	Callahan's Crosstime Saloon	80	#14
AFL 96	94	#19	Capitalism	40	#2
AFL 99	90	#34	Carmageddon	90	#15
Afterlife	81	#5	Carmageddon II	92	#33
Age of Empires	93	#17	Cart: Precision Racing	84	#19
Age of Empires add-on pack	90	#33	Castrol Honda Superbikes	89	#26
Age of Sail	79	#13	Cave Wars	72	#12
Agent Armstrong	68	#16	Championship Manager 2	78	#10
AH-64 Flashpoint Korea	92	#11	Chaos Overlords	64	#3
AH-64D Longbow	86	#3	Chasm: The Rift	60	#19
Air Warrior II	73	#12	Chess Master 4000 Turbo	86	#3
Air Warrior III	92	#22	Chess Wars	70	#15
AI Unser Jr Arcade Racing	40	#3	Chronicles of the Sword	48	#3
Albion	70	#8	City of Lost Children	74	#12
Alien Earth	54	#27	Civ 2 Fantastic Worlds	68	#21
Alien Incident	86	#6	<b>Civ 2: Multiplayer + classic</b>	<b>90</b>	<b>#28</b>
Alien Trilogy	51	#10	Civil War	84	#8
Alien Virus	69	#5	Civil War II: Generals	81	#22
American Civil War	53	#5	Civilization 2	90	#1
Amok	79	#8	Claw	62	#26
Anastasia	20	#27	Close Combat	72	#5
Ancient Conquest	79	#35	Close Combat 2	90	#18
Ancient Evil	72	#26	Close Combat 3	88	#35
Andretti Racing	77	#21	Cluedo	71	#34
Apache Havoc	84	#34	Clyde's Revenge	69	#6
Apache Longbow Gold	92	#13	Colin McRae Rally	94	#30
Arch of Time	75	#11	Comanche 3	80	#14
Archimedean Dynasty	80	#9	Comanche Gold	85	#27
ARL Rugby League 96	88	#4	Combat Chess	70	#20
Armor Command	86	#25	Commandos	82	#28
Armoured Fist 2	82	#20	Complete Carriers at War	61	#2
Army Men	85	#29	Conquest of the New World	71	#2
Assassin 2015	55	#8	Constructor	84	#15
Assault Rigs	90	#1	Elder Scrolls	85	#8
Asteroids	74	#33	Creatures 2	86	#31
ATF Gold	86	#13	Crocket 97	87	#17
Atlantis	73	#17	Croc	74	#22
Atmosphere	55	#2	Crusader: No Regret	95	#7
Atomic Bomberman	72	#16	<b>Curse of Monkey Island</b>	<b>92</b>	<b>#21</b>
Azrael's Tear	80	#8	Cyber Judas	43	#5
Babe Ruth Baseball	60	#17	Cyberball	6	#29
Back to Baghdad	75	#5	<b>Cyberstorm</b>	<b>91</b>	<b>#3</b>
Bad Day on the Midway	70	#2	Cyberstorm 2: Corporate War	68	#28
Bad Mojo: the Roach Game	82	#2	Dark Reign 2	83	#34
Baku Baku	89	#7	Daggerfall	83	#8
Baldur's Gate	87	#35	Dark Colony	60	#18
Balls Of Steel	89	#23	<b>Dark Earth</b>	<b>91</b>	<b>#19</b>
Bass Masters Classic	76	#28	Dark Reign	94	#14
Battle at Ardennes	86	#17	Dark Reign: Rise of Shadowhand	80	#25
Battle Cruiser 3000AD	78	#12	Dark Seed 2	80	#3
Battleground 8: Waterloo	78	#22	Darklight Conflict	89	#14
Battleground Antietam	83	#11	Davis Cup Tennis	17	#10
Battleground Ardenness	67	#2	Daytona	60	#10
Battleground Bull Run	75	#15	Daytona USA Deluxe	25	#19
Battleground Napoleon	75	#15	DBT's: Limb From Limb	79	#32
Battleground Shiloh	84	#6	Deadline	66	#5
Battleground Waterloo	67	#4	Deadlock	74	#6
Battleship	71	#15	Deadlock 2	78	#23
Battlespire	54	#30	Death Rally	83	#11
Battlezone	90	#22	Deathkeep	30	#4
Beast Wars	43	#26	Deathlon	20	#6
Beasts and Bumpkins	92	#18	Deer Hunter 2	55	#32
Beat The House 2	76	#23	<b>Delta Forces</b>	<b>91</b>	<b>#33</b>
Bedlam	68	#8	Descent 2	90	#1
Betrayal at Antara	71	#16	Descent II Infinite Abyss	89	#16
Beyond Time	50	#30	Descent To Undermountain	31	#23
Big Hurt Baseball	79	#5	Descent: Freespace	93	#27
Big Race Pinball	90	#33	Destiny	37	#10
Big Red Racing	67	#2	DethKaz	85	#31
Bio Freaks	72	#28	Deus	72	#11
Birbright	79	#17	Diablo	91	#11
Black Dahlia	82	#24	Die by the Sword	92	#25
<b>Blade Runner</b>	<b>96</b>	<b>#19</b>	Die Hard Trilogy	80	#13
Blood	71	#14	Dinotopia	55	#3
Blood 2	72	#34	Discworld 2	88	#10
Blood and Magic	86	#9			
Blood Plasma	55	#21			
Blue Ice	77	#10			
Brainstorm	43	#9			
Bridge Deluxe 2	85	#4			
Broken Sword	89	#6			
Broken Sword 2	80	#19			
Bud Tucker	70	#3			
Bug	53	#9			
Buggy	74	#33			
Burnout Drag Racing: PC Edition	70	#35			
<b>C&amp;C: Red Alert</b>	<b>97</b>	<b>#8</b>			
C&C for Win 95	80	#14			
C&C Sole Survivor	28	#23			
Caesar III	88	#31			
Caesar's Palace	75	#21			
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Chess Master 4000 Turbo	86	#3			
Chess Wars	70	#15			
Chronicles of the Sword	48	#3			
City of Lost Children	74	#12			
Civ 2 Fantastic Worlds	68	#21			
<b>Civ 2: Multiplayer + classic</b>	<b>90</b>	<b>#28</b>			
Civil War	84	#8			
Civil War II: Generals	81	#22			
Civilization 2	90	#1			
Claw	62	#26			
Close Combat	72	#5			
Close Combat 2	90	#18			
Close Combat 3	88	#35			
Cluedo	71	#34			
Clyde's Revenge	69	#6			
Colin McRae Rally	94	#30			
Comanche 3	80	#14			
Comanche Gold	85	#27			
Combat Chess	70	#20			
Commandos	82	#28			
Complete Carriers at War	61	#2			
Conquest of the New World	71	#2			
Constructor	84	#15			
Elder Scrolls	85	#8			
Creatures 2	86	#31			
Crocket 97	87	#17			
Croc	74	#22			
Crusader: No Regret	95	#7			
<b>Curse of Monkey Island</b>	<b>92</b>	<b>#21</b>			
Cyber Judas	43	#5			
Cyberball	6	#29			
<b>Cyberstorm</b>	<b>91</b>	<b>#3</b>			
Cyberstorm 2: Corporate War	68	#28			
Dark Reign 2	83	#34			
Daggerfall	83	#8			
Dark Colony	60	#18			
<b>Dark Earth</b>	<b>91</b>	<b>#19</b>			
Dark Reign	94	#14			
Dark Reign: Rise of Shadowhand	80	#25			
Dark Seed 2	80	#3			
Darklight Conflict	89	#14			
Davis Cup Tennis	17	#10			
Daytona	60	#10			
Daytona USA Deluxe	25	#19			
DBT's: Limb From Limb	79	#32			
Deadline	66	#5			
Deadlock	74	#6			
Deadlock 2	78	#23			
Death Rally	83	#11			
Deathkeep	30	#4			
Deathlon	20	#6			
Deer Hunter 2	55	#32			
<b>Delta Forces</b>	<b>91</b>	<b>#33</b>			
Descent 2	90	#1			
Descent II Infinite Abyss	89	#16			
Descent To Undermountain	31	#23			
Descent: Freespace	93	#27			
Destiny	37	#10			
DethKaz	85	#31			
Deus	72	#11			
Diablo	91	#11			
Die by the Sword	92	#25			
Die Hard Trilogy	80	#13			
Dinotopia	55	#3			
Discworld 2	88	#10			
Dog Day	82	#13	Flying Corp	76	#11
Domination Storm	55	#31	Flying Corps Gold	74	#20
Dragon Dice	71	#17	Forbidden City	74	#32
Dreams to Reality	71	#19	Fork in the Tale	58	#13
Duckman	73	#18	Formula 1 3Dfx	77	#12
Duke 3D Plutonium Pack	80	#16	Formula Karts	84	#19
<b>Duke Nukem 3D</b>	<b>90</b>	<b>#3</b>	<b>Forzhen</b>	<b>93</b>	<b>#25</b>
Dune 2000	87	#28	FPS: Skiing	63	#24
Dungeon Keeper	85	#16	Fragile Allegiance	85	#10
Dungeon Keeper: Deeper	60	#22	Freespace: Silent Threat	80	#32
Earth 2140	86	#16	Front Page Sports Golf	77	#18
Earthsiege 2	85	#2	Full Court Press	82	#7
East Front	75	#22	G-Name	80	#15
Echelon	15	#31	G-Police	92	#18
Ecstasia 2	86	#12	Galapagos	77	#19
Egypt 1156 BC	77	#26	Gangsters	85	#34
Elder Scrolls	78	#35	Gender Wars	72	#4
Elk Moon Murder	65	#5	Gene Wars	86	#8
Enemy Infestation	76	#30	Get Medieval	61	#30
Enemy Nations	69	#17	Gettysburg	80	#1
Entrepreneur	81	#22	Gex	80	#7
Euro 96	85	#4	Gex 2: Enter the Gecko	87	#28
<b>European Air War</b>	<b>94</b>	<b>#31</b>	Global Domination	63	#32
Evidence	49	#20	Golf Pro 2000	65	#12
Extractors	30	#5	Goosebumps	79	#10
Extreme Assault	88	#17	<b>Grand Prix 2</b>	<b>90</b>	<b>#1</b>
Extreme Games	60	#1	<b>Grand Prix Legends</b>	<b>95</b>	<b>#3</b>
Extreme Tactics	61	#27	Grand Theft Auto	65	#18
F-16	80	#17	Grand Touring	60	#35
F-22 Lightning 2	80	#8	Great Battles of Alexander	80	#17
F-22 Raptor	74	#22	Great Battles of Hannibal	62	#23
FA-18 Hornet 3.0	78	#16	<b>Grim Fandango</b>	<b>91</b>	<b>#31</b>
F1 Manager	75	#8	<b>Half Life</b>	<b>98</b>	<b>#31</b>
F1 Racing Sim	79	#22	Hang Time	79	#11
F16: Aggressor	69	#32	Hard War	59	#29
F22 ADF	87	#21	<b>Harpoon 97</b>	<b>90</b>	<b>#10</b>
F22 ADF: Rea Sea	85	#27	Heart of Darkness	89	#27
FA/18 E Carrier Strike Fighter	68	#30	Heaven's Dawn	25	#6
Fable	46	#10	Heavy Gear	91	#20
<b>Falcon 4.0</b>	<b>98</b>	<b>#23</b>	Hedz	69	#32
Fallen Haven	71	#13	Helicopters	79	#15
Fallout	89	#18	Hell Bender	54	#7
Fallout 2	88	#32	Hellfire Diablo	87	#22
Fantasy General	82	#2	Heretic	50	#3
Fatal Abyss	62	#33	<b>Heretic 2</b>	<b>91</b>	<b>#34</b>
Fields of Fire	53	#29	Heroes of Might and Magic	88	#10
FIFA 97	69	#10	<b>Heroes of Might and Magic III</b>	<b>94</b>	<b>#35</b>
<b>FIFA 98</b>	<b>95</b>	<b>#20</b>	Hexen	90	#3
<b>FIFA 99</b>	<b>92</b>	<b>#37</b>	<b>Hexen 2</b>	<b>91</b>	<b>#18</b>
FIFA Soccer Manager	71	#16	Hexen II: Portal of Praevus	78	#27
Fighter Pilot	71	#32	Hexlore	75	#28
Fighting Force	70	#23	Hind	84	#9
Final Conflict	20	#24	Holy Casino	71	#10
Final Doom	82	#6	House of the Dead	59	#28
<b>Final Fantasy VII</b>	<b>90</b>	<b>#27</b>	Howzat	2	#22
Firefight	82	#5	Hoyle Casino '98	73	#22
Flight Unlimited II	89	#22	Hunter Hunted	70	#10
Flipout	73	#14	Hyperblade	89	#8
Flying Corp	76	#11	I Have No Mouth and...	79	#3
Flying Corps Gold	74	#20	I-War	89	#21
Forbidden City	74	#32	IF-22	65	#17
Fork in the Tale	58	#13	Ignition	81	#18
Formula 1 3Dfx	77	#12	Imperialism	81	#21
Formula Karts	84	#19	Imperium Galactica	80	#14
<b>Forzhen</b>	<b>93</b>	<b>#25</b>	In Pursuit of Greed	70	#5
FPS: Skiing	63	#24	Incoming	67	#24
Fragile Allegiance	85	#10	Incubation	84	#19
Freespace: Silent Threat	80	#32	Independence Day	85	#13
Front Page Sports Golf	77	#18	Indy Racing	64	#28
Full Court Press	82	#7	Int. Rally Championship	79	#21
G-Name	80	#15	<b>International Cricket Captain</b>	<b>91</b>	<b>#28</b>
G-Police	92	#18	<b>Interstate '76</b>	<b>93</b>	<b>#12</b>
Galapagos	77	#19	Interstate '76 Arsenal	78	#25
Gangsters	85	#34	Into the Void	86	#14
Gender Wars	72	#4	Isis	32	

# LIST

Gold Award - Games scoring 90-95%

Platinum Award - Games scoring 95-100%

GAME	SCORE	ISSUE	GAME	SCORE	ISSUE	GAME	SCORE	ISSUE
Madden NFL 99	88	#32	Pilgrim	46	#26	Soldiers at War	80	#27
Madden NHL 97	84	#8	Pinball Soccer	72	#33	Sonic and Knuckles	76	#13
Mage Slayer	64	#20	Plane Crazy	70	#26	Space Bunnies Must Die	74	#31
Magic the Gathering: Spec. Ed	69	#25	POD	74	#11	Space Hulk	74	#5
Magic: The Gathering-MicroProse	91	#12	Populous: The Beginning	86	#32	Spearhead	89	#30
Magic: The Gathering-Acclaim	71	#12	Postal	38	#18	Spec Ops: Ranger Assault	84	#28
Man of War	71	#18	Power Chess	83	#10	Speed Rally	89	#21
Manx TT	44	#23	Power F1	69	#11	Speedboat Attack	30	#19
Mass Destruction	78	#17	Powerboat Racing	70	#25	Spydram: The Sinister Six	49	#11
Master Levels for Doom 2	30	#1	Powerslide	93	#32	Star Wars: The Great Game	90	#12
Master of Orion 2	92	#10	Premier Manager 97	54	#16	Star Command	80	#14
Mastermind	71	#26	Privateer 2: The Darkening	89	#8	Star Control 3	77	#8
Maximum Roadrage	32	#6	Pro Pilot	62	#23	Star Rangers	57	#2
MDK	83	#12	Puma World Football 98	33	#20	Star Trek Academy	92	#17
Meat Puppets	71	#16	Q2 Mission Pack: Ground Zero	87	#30	Star Trek Borg	71	#13
Mech Commander	86	#27	Quake	92	#8	Star Trek Generations	83	#13
Mechwarrior 2: Mercenaries	85	#7	Quake 2	84	#21	Star Trek Pinball	76	#25
Mechwarrior 2: Titanium	86	#26	Quake II: The Reckoning	82	#27	Star Trek: Deep Space Nine	64	#2
Mega Race 2	69	#7	Quake: Armagon	85	#12	Star Wars: Rebellion	88	#24
Metal Storm	25	#10	Quake: Eternity	72	#12	Starball	45	#2
MIA	65	#34	Queen: The Eye	60	#25	Starcraft	92	#25
MIB	78	#20	Quest for Glory V	90	#34	Starcraft Insurrection	79	#29
Micro Machines v3	80	#29	Radix	68	#7	Starcraft: Brood Wars	87	#35
Microsoft Combat Flight Sim	89	#33	Railroad Tycoon 2	91	#33	Starcraft: Retribution	71	#34
Might & Magic VI	91	#26	Rally Challenge	84	#9	Stars!	89	#11
Mini and the Mites	78	#6	Rally Championship	81	#7	Starship Titanic	71	#24
Monaco Grand Prix	74	#32	Rama	86	#10	StarSiege Tribes	88	#35
Monopoly: World Cup 98	45	#26	Rayman	92	#3	Steel Panthers	84	#21
Monster Truck Madness	77	#7	Reah	78	#32	Steel Panthers add-on disk	75	#6
Monster Truck Madness 2	82	#26	Realms of the Haunting	91	#11	Stratosphere	82	#28
Monster Trucks	59	#19	Red Alert: Counterstrike	69	#13	Street Fighter Alpha 2	69	#27
Montezuma's Return	42	#32	Red Alert: The Aftermath	70	#19	Streets of Sim City	30	#21
Monty Python's Meaning of Life	57	#25	Red Baron 2	92	#23	Strife	68	#6
Mortal Kombat 4	80	#30	Red Baron 3D	87	#34	SU-27 Flanker Mission Disk	88	#18
Moto Racer	94	#16	Redjack	70	#31	Sub Culture	82	#19
Moto Racer 2	86	#30	Redline Racer	78	#24	Super EP2000 TacTeam	92	#11
Motocross Madness	94	#30	Redneck Deer Hunting	16	#30	Super Stardust	89	#6
Motorhead	83	#26	Redneck Rampage	77	#14	Surfacebike World Champ.	91	#34
MS Flight Sim v6	83	#10	Redneck Rampage Rides Again	48	#26	Surface Tension	15	#9
MS Football	36	#10	Redneck Rampage: Route '66	64	#22	Swat 2	75	#29
MTG: Spells of Ancients	70	#21	Resident Evil	74	#19	SWIV	82	#9
Mummy	65	#10	Return Fire	69	#4	Syndicate Wars	91	#9
Muppet Treasure Island	62	#5	Return Fire 2	72	#32	TA: Core Contingency	90	#26
Mysteries of the Sith	93	#23	Return of Arcade	70	#5	Take No Prisoners	81	#19
Myth 2	91	#35	Return to Krondor	79	#34	Tanarus	85	#22
Myth: The Fallen Lords	93	#20	Ripper	70	#1	Team Apache	83	#28
Nascar 2	76	#11	Risk	84	#15	Tempest 2000	90	#1
NBA Action 98	85	#23	Riven	90	#19	Terminator: Future Shock	90	#1
NBA JAM	39	#14	Riverworld	65	#31	Terminator: SkyNet	94	#12
NBA Live 98	88	#20	Road Rash	80	#8	Terracide	65	#17
NBA Live 99	86	#31	Rocket Jockey	68	#15	Terranova	91	#2
NCAA Final Four '97	74	#12	Rogue Squadron	82	#33	Test Drive Off Road	70	#13
Necrodome	70	#10	Roland Garros	85	#32	Tex Murphy: Overseer	89	#24
Need for Speed 2 SE	80	#21	Ruthless.com	82	#35	The Creed	86	#29
Need for Speed III	79	#28	S.C.A.R.S.	64	#31	The Feeble Files	73	#19
Need for Speed SE	56	#5	Sabre Ace	82	#18	The Fifth Element	80	#31
Netmech	60	#6	Sand Warrior	68	#16	The Golf Pro	87	#24
Netstorm	85	#20	Scarab	81	#13	The Last Express	88	#13
Newman Haas Racing	70	#33	Screamer 2	81	#8	The Martian Chronicles	48	#9
NHL 98	90	#19	Sega Rally	72	#11	The Need For Speed 2	90	#13
NHL 99	73	#31	Sega Touring Car Championship	29	#23	The Neverhood	93	#9
NHRA Drag Racing	68	#32	Semper Fi	50	#24	The Pandora Directive	93	#6
Nightlong	79	#31	Sentient	68	#14	The Rap	76	#23
Nightmare Creatures	79	#27	Sentinel Returns	84	#27	The Ring	54	#33
Nine	84	#9	Settlers 2 Mission Disk	67	#12	The Settlers 2	87	#3
Noir	61	#12	Settlers 3	88	#33	The Tone Rebellion	80	#19
Normality	78	#4	Seven Kingdoms	87	#21	The X-Files	76	#27
Norse by Norsewest	72	#12	Shadow Master	70	#24	Theme Hospital	90	#12
Novologic FIG + MitG 29	90	#32	Shadow Warrior	80	#18	Thief: Dark Project	95	#33
Nuclear Strike	85	#20	Shadows of the Empire	80	#18	Thunder Brigade	79	#35
Obsidian	81	#15	Shadows Over Riva	84	#15	Tiger Woods 99	79	#31
Oddworld: Abe's Oddysee	90	#18	Shanghai Dynasty	75	#22	Tigershark	74	#15
Of Light and Darkness	60	#26	Shattered Steel	86	#8	Time Commando	93	#5
Offensive	35	#4	Shellshock	40	#6	Time Lapse	80	#9
Olympic Games 1996	44	#6	Sherloak Holmes	90	#9	Titanic	74	#10
Onside	35	#4	Shivers 2	52	#14	TOCA Touring Cars	94	#20
Orion Burger	76	#11	Shogo: MAD	84	#32	Tom Clancy's SSN	75	#15
Outlaws	78	#13	Shrak Quake	40	#16	Tom Clancy's Rainbow 6	91	#30
Outpost 2	68	#18	Sid Meier's Gettysburg	92	#20	Tomb Raider	94	#9
Outwars	85	#26	Silent Hunter	74	#2	Tomb Raider 2	86	#19
Over The Reich	70	#12	Silent Thunder	72	#2	Tomb Raider 3	88	#33
Overboard	79	#19	Sim City 3000	90	#35	Tomb Raider: Unfinished Business	68	#26
Pacific General	82	#17	Sim Copter	71	#10	Top Gun: Fire At Will	60	#1
Pandemonium 2	20	#30	Sim Safari	60	#25	Topgun: Hornet's Nest	65	#34
Panzer Commander	58	#27	Sin	84	#32	Torin's Passage	50	#1
Panzer General 2	82	#21	SlamTilt	68	#12	Total Air War	92	#31
Paris French Open	72	#18	Snow Wave Avalanche	60	#33	Total Annihilation	98	#18
Pax Imperia	65	#21	SODA Offroad Racing	75	#22	Total Annihilation: Commander	86	#34
Perfect Assassin	80	#19	Solar Crusade	26	#18	Total Mayhem	64	#3
Phantasmagoria 2	81	#11	Soldier Boyz	12	#29	Trespasser	60	#33
						Triple Play 97	63	#5
						Triple Play 98	82	#16
						Triple Play 99	87	#26
						Trophy Bass	72	#28
						Trophy Bass 2	40	#25
						Turok 2	54	#33
						Turok Dinosaur Hunter	89	#20
						Twinsen's Odyssey	84	#15
						Twisted Metal II	84	#22
						Tyrian	54	#7
						U.F.O.	73	#29
						Ubik	81	#24
						Ultimate Race Pro	68	#23
						Ultimate Soccer Manager 2	72	#12
						Ultra Violent Worlds	30	#29
						Unreal	98	#26
						Uprising	89	#22
						Urban Assault	81	#29
						USCF Chess	71	#23
						V2000	45	#33
						Vangers	53	#29
						Vegas Games	60	#19
						Versailles	81	#11
						Viper Racing	80	#34
						Virtua Cop	82	#10
						Virtua Cop 2	78	#21



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# REVIEWS



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Alpha Centauri



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Worms Armageddon



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Rollercoaster Tycoon

## Don't believe everything you read

This issue was supposed to feature the long awaited Civilization: Call to Power review. The good people at Activision supplied us with a 'gold' CD which was allegedly the final cut. It didn't take long for us to determine that the game was not yet finished - a fact Activision confirmed with us shortly afterwards. A game as complex as this undergoes fine-tuning right up until the last moment, of course, and any changes to a game like this at the last minute would drastically affect the thrust of the review. We could have reviewed this version if we wished, but (contrary to the blatant lies printed by our esteemed opposition publication), we only review final versions.

So, no Civ: CTP this month. Of course, if you really want to read a review of this same (or earlier) incomplete version just go poking around the newsagent for a different mag. All good things come in time, and (fingers and toes crossed), next issue should have the real deal.

No biggie really, for we get stuck into Alpha Centauri this issue, and it's a beauty. This game is the 'unofficial' sequel to Civilization, and in it's own right a true champion of a game.

Be sure to check out David's review of Silver too, this game crept up on us, then blew us away with incredible graphics and gameplay quality. Same goes for Rollercoaster Tycoon. Don't make the mistake of dismissing this one because it looks a little different - it's one of the great strategy games of the year and a top way to burn away a few hours.

That all said, the office crew are struggling to get the real work done now that Worms Armageddon is out. Hitting 'quit game', standing up and walking away from your PC with Worms running is one tough thing to do. Do have a look, cute it is, but don't let that put you off!

Not many games this time of year, but mostly all good ones. Go nuts.

**Ben Mansill**  
Editor

### THE PC POWERPLAY SCORING SYSTEM

95%+	<b>PLATINUM</b> The Best. Virtually faultless, reserved for games which cause loss of sleep from thinking of nothing else.
90-94%	<b>GOLD</b> A classic. Either an unquestionable example of superiority within its genre, or a ground breaking game that'll be setting trends.
80-90%	A strong, eminently playable game. Hard to fault and likely to still be on the hard drive in 6 month's time.
60-80%	Competent and generally enjoyable. Flaws or mediocrity hold these games back from higher ratings.
40-60%	Average and ordinary. Not bad, not good. Ideal gift.
0-40%	Bad, really bad. Boring, shamelessly unoriginal, cheap and horrible.

# ALPHA CENTAURI

Civilization finished with you landing your spaceship on Alpha Centauri. Here's what happened next

The annals of gaming will record Civilization as one hell of a fork in the road - perhaps many forks. Civilization and particularly its sequel were THE games of choice for the thinking student and business-type alike. I must confess that as I look around my PC, the game that is closest to reach (as well as to my heart) is Civilization II. Trusty old Civ II! Long after my 486 became obsolete, the only game I could and would play was this gem. Times have changed and luckily so has my PC. Sid Meier made his name with such memorable titles as Railroad Tycoon and Civilization. But Civilization was bigger than any of us - Sid included. The legal wrangles over the Civilization title waged all over the place and we're likely to see at least two games released with the Civilization name. Sid's no longer with Microprose - he's been on board with Firaxis for a number of years. Firaxis developed Sid Meier's RTS title, Gettysburg. Such a catalyst, our Sid. Is there anything he can't do?

## Gilligans Island

Alpha Centauri is the natural extension of the Civilization series. There were two ways of being victorious in Civilization II. The first was to demolish your opposition with artillery and cavalry - the good ole' fashioned way! The second was to humiliate your opponents by being the first to establish a colony in the star system of Alpha Centauri. Just to keep the story fresh (?!), Sid has created a Gilligan's Island situation. The Earth has sent a whole bunch of colonists to Chiron, in the Alpha Centauri system. There is a quick nod to Arthur C. Clarke and Stanley Kubrick since naturally there is a mechanical error onboard the starship Unity. Seven human factions are forced to go their separate ways. You must lead one of these factions in establishing a colony and perhaps an empire. But you must face not only your fellow earthlings but also the sinister native world.



**Sure, it might look a bit boring, but bland graphics do not a crap game make. It's the gameplay that matters most, and AC has plenty of that.**

## It's in the detail

There is an unmistakable similarity between Civ II and Alpha Centauri. The general concepts and rules are the same. Whether it's establishing bases, technological advancement or unit movement, the basics are constant. This isn't a fault since Civ II was such a memorable game. We just have to look at the details of the game, since that's where Alpha Centauri will have to prove its worth.

## Philosophy!

The most obvious innovation in Alpha Centauri is probably its best. The opening story describes seven different ideological factions on Planet and you must select one at the beginning of each game. The factions have different strengths and restrictions that will affect you throughout the game. The factions summarise as Green, Humanitarian, Survivalist,



Fundamentalist, Scientist, Despotic and Economic. For example, the Gaians (Green) faction has a special affinity with Planet and its ecology, but cannot pursue a purely economic society. These conditions contrast Alpha Centauri significantly with its predecessor and make each game unique. The effect on play is significant, in the way you play yourself and in your dealings with other factions. The gamer can play as

and study the different factions for an endlessly changing experience. Bravo!

## Using mind worms

The other great innovation is the concept of the planet. This habitable planet is anything but inviting. There is a whole new set of considerations regarding the geography and native inhabitants. Difficult terrain squares known as xenofungus cannot be used to farm or plant forests



and impede movement. They do however offer camouflage and a defensive bonus to units in them. Just as you had barbarians marauding from the wilderness in Civ II, there are the Alpha Centauri equivalents - the mind worm boils, having land, sea and airborne variations. They attack and spawn at random, just as in Civ. However, if your technology has sufficiently advanced, just about everything changes. You'll become able to control the mind worm boils and use them as offensive units. Also xenofungus becomes more useful, for movement and resources.

**Land care**

Apart from xenofungus, there are other resource concerns. Land elevation affects the amount of solar power you can collect; mountain ranges have lush, rich forest on the west side and barren wastelands in the east side due to Planet winds. You are able to build farms, mines, solar collectors and others to make you bases more productive. You are also able to terraform, or alter terrain to hinder your enemy.

**Customisable army**

With all these other pesky humans around you're going to need to build some badass weaponry to defend your little plot. Taking the lead from Civ II, the units in Alpha Centauri that are available to you are dictated

by your technology. But this time around things have changed slightly. Now you are able to customise a particular unit for your needs. There are six components in any unit: chassis, weapon, armour, reactor and two special abilities. You can alter any or all

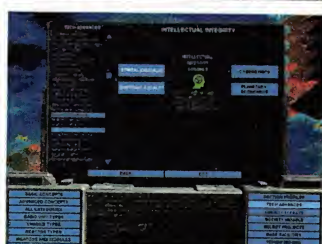
of the basic design features to meet your particular needs. This offers unbelievable freedom in assembling an army of choice.

**Attention to detail**

Customising units is a good example of just how detailed this game is. You may play it for a week and think you've got it - no way. Think more like a month and you're starting to get there. So much attention has been given to the minutest features of the game. Gamers should feel very privileged and lucky when developers put this kind of care into a title.



**It's simple enough, or at least similar enough, in concept to Civ/Civ2 that most will be able to leap straight into it. And there's still enough to keep you going for years, and we're not exaggerating, either!**





**New age values?**

It seems everyone has grown an ecological conscience in the late 1990s. A significant theme in Alpha Centauri is the striving to not recreate the mistakes that humans inflicted on Earth. All those times we were dumping turps in the creek, you never saw an angry wallaby bound up and slap you one. Beware, ecological crimes on Planet do cause such responses. Blooms of xenofungus that wipe out an offending facility may strike at any time. There are ways of altering your effect on the native life but you can't ever get rid of these concerns. This, I think, is the point (cue the whale sounds and new age music). The ultimate goal is to live in harmony, with the your fellow man and the world. The clever introduction of yet another foe (or potential ally) is surely a great addition to strategy on an alien plant.

**Aussie Aussie Aussie!**

In fact, Alpha Centauri could be confused for a philosophical game (gasp!). Each technological advancement you achieve is accompanied by a high brow spiel from the conclave data resources, which might be a quote from the Bible or Plato. These are delivered with aplomb by a variety of speakers - one of them distinctly Australian I'm proud to say. You might actually start to consider what makes good leadership and the nature of human endeavour. Pretty impressive, when you start out just wanting to butt heads. But you can do both of these at the same time anyway. This is most certainly a thinking human's game - hurrah for your brain!

**Patience**

The tone of the game is quite serious, apart from the odd sci-fi

in-joke (check out the computer voice that's a dead ringer for HAL "Don't leave... the drones need you..."). This is quite effective and I personally love it but for some it may be a little too straight down the line. The game has a very technical feel about it, especially since its principle joys concern resource management in bases and customising units. On the surface, it may seem quite dry, but anyone with a little patience is going to get something out of Alpha Centauri.

**Average visuals**

It's a pity that there is a downside. Visually, Alpha Centauri can only be described as rather satisfactory. The world map is just a better looking Civ II map. There are a few moderately fancy battle animations as well. The video sequences are generally rather ho-hum sadly. The sound is quite good with dialogue convincing and the background musical hum, adding to the serious sci-fi atmosphere. However, the gameplay's the thing. Hurrah again for the substance of Alpha Centauri - great depth and variation. Hurrah!

**One word: beautiful**

Fans of strategy cannot afford to miss Alpha Centauri. This game has about as much detail as is possible (or even logical!) in a game. Any more things to think about and it's like having a life! The intriguing integration of so many facets of the turn-based strategy game make this a

Wow! the return of the all too often ignored gaming concept - a philosophical standpoint!

unique, slippery and long-term experience: factional differences, Planet interaction, customising units, philosophical subtexs - what more is there? The only gamers who will be disappointed will have no interest a game like this anyway. Champagne gaming for the masses.

John Dewhurst



**PLATINUM**

**96%**

**Category** Turn Based Strategy  
**Players** 1 - 7 (IPX, TCP/IP, Modem, serial)  
**Publisher** Electronic Arts  
**Price** \$TBA  
**Rating** G  
**Available** Now

**For** Strategic gaming joy, depth, depth and detail, long term investment (of time!), great atmosphere, profound themes.

**Against** Probably a little slow for some gamers, so much detail to almost be overwhelming, not that visually exciting.

**Need** Win95/98, P133, 16Mb RAM, 2Mb video card, 4xCD

**Want** P200, 32Mb RAM, 8xCD

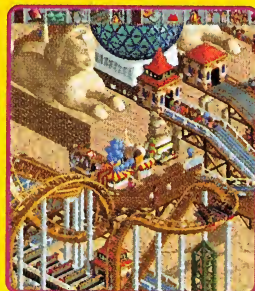
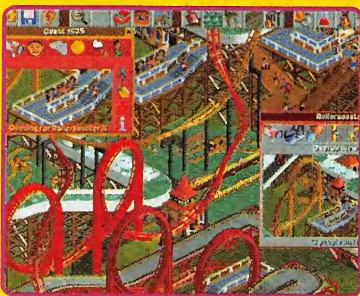
I can't believe it, I researched for months to get the ultimate Corkscrew. On the first ride, 2 people died of shock, and the other 32 threw up their hamburgers!

In that case, you'll have to lower the price, rename the ride and do a recruitment drive for more cleaners.



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**MICRO PROSE**

# AUSTRALIAN CRICKET CAPTAIN

This is cricket as it was always meant to be - pie charts, averages, tactical decisions, feats of concentration...and of course Booony!

**T**he Australian cricket team wins far too much. Call me foolish and unpatriotic if you like but it's all getting rather dull, isn't it? For how many summers now has Australia swept away the competition? I'd like to see my team lose, just so that I can scream for them to win. To correct this imbalance, Empire has produced Australian Cricket Captain. For all us Mark Taylor (or Steve Waugh) wannabes out there, we can bumble around the world, foiling every chance of an Australian victory. Not on purpose mind you, just from poor captaincy decisions. Nonetheless, the universe can return to equilibrium and all of us couch-bound critics can regain some respect for the

strength of Australian cricket. Well that's the plan anyway.

## Thinking, not hitting

Australian Cricket Captain is the localised version of International Cricket Captain. You can choose to captain any of the state teams in the Mercantile Mutual Cup, or take the captaincy of the Australian side against the rest of the world in test match and one-day cricket. Unlike previous cricket games where it's a matter of slapping keys to bowl or hit the ball, Australian Cricket Captain places you in a purely organisational role.

## It's all happening

The game consists of assembling your team and playing



matches against other state or international sides. You can choose to automatically play any match, which gives you a final result but no input into team strategy. Most players will elect to play each match over by over, or even ball by ball. The idea is to direct the play of your team through the course of the innings. If the opposition is hitting boundaries down the ground, adjust your bowler's line or your field placement. If you're nearing the end of a limited overs innings at the crease, make your batsmen more aggressive for those all important late sixes.

## Long term thinking

Due to the fact that you're not actually controlling a player on screen, the game is more academic than other sport titles. Australian Cricket Captain con-



**Strangely, there doesn't seem to be a secret 'bookie' feature to unlock so that you can bet on and rig matches. bit of a pity, that.**

cerns statistics and tends towards a bigger view of what is going on. You have to think about what's going on in a particular over, as well as in an innings. You need to plan for not just one match but an entire series. As captain, you will frequently lose players from your squad due to injury or national selection. This is a title that requires long term attention. You won't gain as much satisfaction occasionally playing one match as you would leading your team over a longer time span.



The graphics aren't state of the art 3D accelerated beauty, but this is more of a cerebral game than an action fest anyway

Just like TV

Australian Cricket Captain isn't as concerned as other titles with actual play. So it is refreshing that the game has such convincing on field action. The cover drives and sweep shots of the batsmen are authentic and have all the grace of the real game. The fast and medium pace bowlers' deliveries are quite different to the spin bowlers'. The appeals for LBW are as animated as in any match. It really does feel like you're watching a cricket match. If that's not enough, you have access to all kinds of diagrams of run rates, field placements and batsmen's shots. This helps in providing necessary info, as well as lulling you into thinking you're watching Channel 9. Visually Australian Cricket Captain stands up very well and complements the more central themes of the game, namely the strategy.

Mr Unsatisfied

Ian Chappell provides the commentary for the game - but with all the enthusiasm of a parking meter. It's adequate commentary but it does tend towards an endless stream of calls like "that's four" and "great shot". I would have liked to see some scribbling on the field with the white pen and some inane chatter about statistics, just to add some realism. Chappelli's mean streak can be seen if he doesn't agree with an umpire's decision: "The man with the white stick doesn't agree, I don't know what he's thinking." (White stick? Boy that's cold...) It's a pity there's no Bill Lawry or Richie Benaud to help out in the box but commentary generally is pretty good.

More options please

I was unimpressed by the distinct lack of options within matches. In my opinion, control

of pretty much everything must be handed over to the gamer for a simulation to be successful. The extra detail gives to those who hunger for it, while not harming those who don't. Options to adjust the weather, the pitch and outfield, the number of overs and more, would have greatly improved the overall enjoyment of the game. Strangely, I couldn't start a new game without quitting the game completely and couldn't quit without saving. Minor errors that will probably be amended but just offer another example of the lack of option. The more menus in a game the better, in my opinion.

I don't like cricket

The lack of options is a fault of Australian Cricket Captain but easily ignored by the die-hard cricket fan. What is more problematic about the title is that its appeal is very specific. It's hard to recommend this to someone who doesn't know quite a bit about cricket. Even then, it's more a mathematician's game than an action freak's. So if you don't find yourself mentally working out run rates during a one-day game, you probably shouldn't bother. It's a bloody



good game but it lacks the general appeal of a true classic.

Lotsa numbers

Australian Cricket Captain is a highly entertaining game for the serious sports fan. While it goes a long way to satisfying the needs of the statistically deprived, it falls short in the options department and therefore can feel a little confining. Be warned, you cannot captain any international team other than Australia. This may seem like an oversight as well, although it's more likely to be intentional due to the upcoming release of a World Cup version of the game. High class gaming if you can stand all the numbers.

John Dewhurst



**86%**

**Category** Cricket sim  
**Players** 1  
**Publisher** Empire  
**Price** \$TBA  
**Rating** G  
**Available** TBA

**For** Great cricket sim, lots of tactical control, realistic cricket action. For the true cricket aficionado.

**Against** Very statistically inclined, lack of options, only able to captain Australian state and national sides. If you think a flipper's a dolphin, don't bother!

**Need** P90, Win95, 16Mb RAM, SVGA card

**Want** P166, 32Mb RAM, 4Mb sound card, 4Mb video card

# SILVER

Another Japanese style RPG makes it to the PC, and despite a couple of annoyances it's another classic

**W**ith the stunning recent worldwide success of Japanese console RPGs like Final Fantasy VII and Zelda: Ocarina Of Time, it's perhaps not surprising that western developers would try their hand at this most eastern of game designs. Silver, a product of the UK branch of French publisher Infogrames, is the first such title to emerge, though it will be followed shortly by others such as Septerra Core and, er, probably some more I don't know about yet, no doubt.

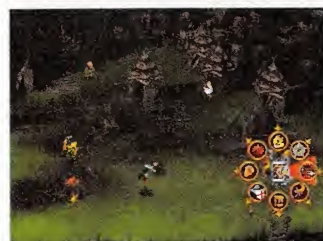
## Japanese RPG school

Like FF7 and Zelda, Silver is a game that will challenge your ideas about what constitutes a role-playing game. In fact, although clearly inspired by the Japanese RPG school - its anime

visual leanings and strong character design are a dead giveaway - thanks to an emphasis on real-time combat, Silver is more or less an action adventure. However, its appeal will very much depend upon whether you can appreciate the many aspects of the game that have their origins in the world of console RPGs. My own opinion is divided - I love some features here, but hate others - and I suspect I won't be alone in feeling this way. But more on that later.

## Great storyline

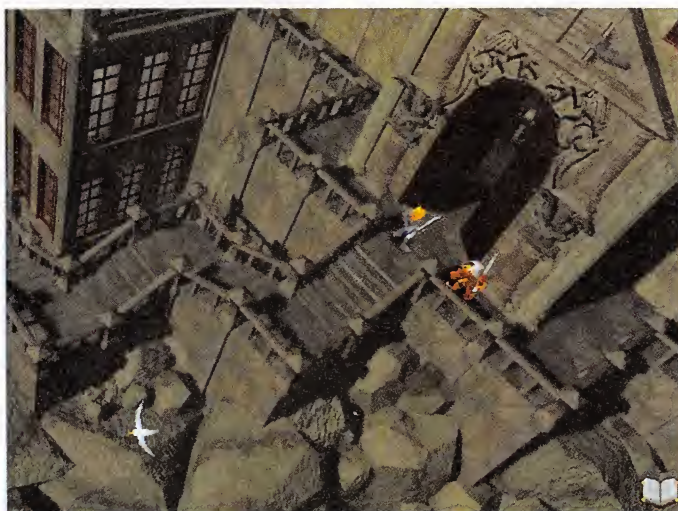
Our story commences with The Duke, the evil sorcerer Silver's main henchman, kidnapping all the women from your home village. Silver, it seems, is in need of a wife and, too scared to talk to girls himself (probably), he sends his men forth to round



**Woo!** For too long games of this ilk have been confined to consoles. We want 'em too!

up all potential candidates from across the land. You have been cast as David, a strapping young man who bears a slight resemblance to Cloud from FF7 and whose wife, Jennifer, was one of those taken away by The Duke. Believe it or not, the story is one of Silver's great strengths. Despite the initial, hackneyed "get the girl 'n' kill the baddies" premise, as the game unfolds you find yourself engrossed by a riveting tale of adventure throughout a world that is realised in a most compelling fashion. By the end of

the first section of the game, you'll have shed a tear at the loss of your wife, met up with a band of rebels, fought and hopefully dispatched a mighty demon, shed another tear at the death of your grandfather, and had an early, abortive encounter with your arch-enemy. It's all thrilling stuff, told at a frantic pace. The script is excellent, delivering scenes that







See, with PC's you can add cool features like mouse/sword swinging. C'mon cutesy anime Japanese developers , please?

are dramatic and emotional yet thankfully halt before that precipice named sentimentality.

**Fleshed characterisation**

Part of the reason why Silver manages to capture your imagination so immediately is the characters themselves. Fleshing out the world superbly are a host of memorable characters with whom you can chat or buy and sell useful items. Others will offer assistance in your quest to defeat the eponymous Silver, enabling your party to expand into a group of up to three adven-

turers. Special commendation here should also go to the superlative voice acting and often witty dialogue, if only for making you forget that all conversations are canned and thus non-interactive. The other reason why Silver is such an instantly appealing game concerns its undeniable visual beauty. Greeted by a bewildering array of spectacular views and manic perspectives, you can do little else besides sitting back in rapt awe at how gorgeous this game looks. Animated with clarity and agility, the polygonal characters are similarly impressive.

**Kissy rain**

The structure of the game is typical of most RPGs. Through the opening segment - say, the first hour or so - you are lead by the hand, like you are in the initial stages of FF7. From then on, though, the world opens up and allows you access to several different locations at once. This means you are able to pursue your objectives pretty much in what-

ever order you wish. What you will be doing for much of that time, whether you are dashing through rain-kissed streets at night, plundering icy caves or infiltrating the underground depths, is fighting. Close quarters sword fights are common, blazing fireballs and splintering ice bolts only slightly less so, while the trusty bow and arrow is ubiq-

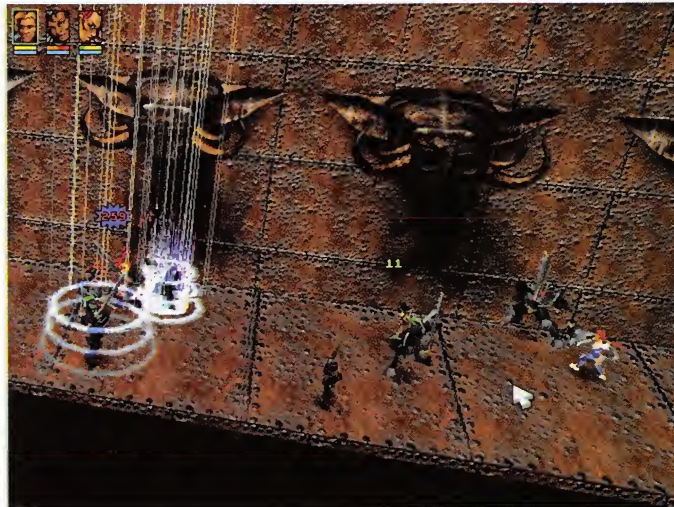




uitous. The limited save points, however, are maddening. There's nothing worse than having to retread the same half dozen preliminary battles each time you die in one particularly tough location. Such a situation is tolerable in console games, but not here.

**Clicky swing**

As I stated earlier, Silver is very much an action adventure and, thus, what removes it from the realm of role-playing is the fact that success requires sharp reflexes. Your sword, for example, is operated in two ways. Simple mouse-clicking will do the job, but the real damage is done by swinging the mouse in a certain direction. Click and rapidly push the mouse forward to execute a lunge or do the



same sideways to swipe, while pulling back performs a spin attack. As confusing as this may seem at first, it soon becomes intuitive and thoroughly enjoyable. The thrill of experiencing the parry and thrust of combat has rarely been better evoked. Yet there's one glaring flaw - you cannot do anything when paused. The result of this, coupled with the poor AI of the non-player controlled members of

your party, is that it's nigh on impossible to swig a health potion during combat, for example, because by the time you've fiddled with the inventory they're probably already dead. Same goes for switching weapons or readying a magic spell or any other

item. This nearly killed the whole game for me, with only the sheer exuberance of the rest of the gameplay encouraging me to continue. Retain the challenging, yet rewarding, mouse-controlled combat by all means, but this kind of game demands a Baldur's Gate style pause option. Or, at the very least, some kind of AI scripting function, as in BG again.

**Almost there...**

Despite my misgivings regarding the save function and the lack of a useful pause, there is still much to recommend about Silver. It does boast a great story, some exhilarating action sequences and an epic, swash-buckling adventure atmosphere, yet with just a little more thought it could have been a classic.

*David Wildgoose*



...but the lack of a 'save anywhere feature' and some strange gameplay decisions (like not being able to pause during combat) hold this back from 'classic' status

**PLUS+**



The official site has a demo and informative interview. <http://www.silver-game.com/uk/>

**84%**

**Category** Action  
**Players** 1  
**Publisher** Infogrames  
**Price** \$TBA  
**Rating** TBA  
**Available** Now

**For** Exciting visual flair that just drips atmosphere. Innovative real-time combat keeps you on the edge of your seat. Strong character design backed by a dramatic story that rips along at great pace.

**Against** The limited number of saves is a design idea that sits uneasily in a PC game. There really should have been a mid-combat pause function (a la Baldur's Gate) as well as some kind of co-op play.

**Need** P133, 16Mb RAM

**Want** P200, 32Mb RAM

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# UPRISING 2: Lead & Destroy

We'd love to see more games of this ilk coming out - it's just that we'd like to see them end up a little better...

**D**eveloped concurrently with Activision's *Battlezone*, *Uprising* apparently spearheaded the beginnings of the revolutionary action/strategy hybrid. The idea was to transport the player from the somewhat cold and distant vantage point afforded by all real-time strategy games (*C&C*, *TA*, et al) and thrust you into the midst of the battlefield itself. You still had to organise your bases and issue orders, but now you also had direct control of your units. In theory, at least, it sounds close to the perfect game. I never played the original *Uprising*, though I hear it received reasonable reviews at the time. *Battlezone*, however, I did play extensively and still regard it as a classic - certainly one game we'll look back on in the years to come as some kind of defining moment. Somehow I doubt whether *Uprising 2* will be recalled by future nostalgic gamers with a similar level of fondness.

## Wonder wraith

Initial impressions do little to inspire confidence. The plot is so



As far as sequels go there have been better, much better. And dammit, we deserve better than this!

flimsy and the inter-mission briefings so tenuous that the details of neither bear repeating here. All you need know as regards any kind of background information is that there's been an alien invasion in your part of the galaxy and you have to stop it. To do so you've been granted permission to pilot the unique Wraith combat vehicle. Part hover-tank, part war-room, part nearly-indestructible-killing-machine, your Wraith is by far the most powerful unit at your disposal. Which kinda makes me wonder why your superiors don't just make some more of them and forget about the infantry troops, assorted tanks and AAVs



that constitute the rest of your army. But never mind.

## Little bases

Each mission requires you to construct a base of some description. However, they can only be built in specific predefined locations. You'll find these more colourfully illustrated in the game as collections of metal platforms situated close together on the planet's surface. Stick a citadel on one platform to establish your operations, then add either power plants or production buildings on the remaining platforms and - hey! - you have a base. Various turrets can also be placed anywhere in the surrounding area to bolster the defence. Besides being able to upgrade each production building, that's really about it as far as your base is concerned.

## Repetitive repetition

Capturing an enemy base is merely a case of racing over to it, blasting its citadel to a charred wreck, doing likewise to all other structures, then erecting your own citadel where the previous owner's once stood. Nearly every single mission forces you to do this up to half a dozen times, depending on the number of enemy bases. This gets stale very quickly indeed, as you might imagine. The developers perhaps realised this and - I speculate, in an effort to avoid prolonged battles with certain bases frequently changing hands - made the AI profoundly passive. Sure, your enemy will launch the odd, scripted, attack raid on your bases, but they'll never put up their own citadel to replace yours. Oh, it's designed for



multiplay, you say? Then why bother even having the single-player option. Tsk.

**Enjoyably frantic**

In the thick of the action, Uprising 2 can become enjoy-

ably frantic. The lack of terrain detail and the obvious fogging mean that the game plays incredibly swiftly and smoothly. Sadly though, the sense of playing just one role (albeit a major one) in a larger, ongoing battle

isn't effectively portrayed. Unlike Battlezone, where you had to devise occasionally intricate tactics to achieve success - and, importantly, had the capacity to issue extensive orders to fellow units - Uprising 2 essentially has you fighting a one-man war. The array of commands you have available is limited to "calling in" support (there are no waypoints or anything, they are just instantly beamed to your location) or issuing basic move and attack orders to units within your line-of-sight. The problems here are twofold. In the first, the fact that you can simply "call in" extra units when needed removes much of the strategic element from the game. Compounding this flaw is the curious habit of your units that remain utterly oblivious of any instruction you give them. Select a unit then select a destination and, well, it might trot on over there if you're lucky. More often than not, though, you'll stumble across units trundling around miles away from where you directed them.

**Surprisingly average**

At heart, Uprising 2 offers little more than a run-of-the-mill mech-style shooter. Its so-called strategy is trivial at best, a half-hearted attempt that adds nothing worthwhile and at times even hinders your enjoyment of perpetrating some good, old-fashioned carnage. Battlezone 2 has nothing to worry about.

*David Wildgoose*



Simplistic base design options and substandard AI hold this back from being more acceptable

**PLUS+**



[www.3do.com/products/pc/uprising2/](http://www.3do.com/products/pc/uprising2/)

**58%**

- Category** Action
- Players** 1-8 (TCP/IP, IPX)
- Publisher** 3DO
- Price** \$TBA
- Rating** TBA
- Available** Now

**For** Good, clean fun for a little while. Uncomplicated controls and simple mission objectives make for an accessible game...

**Against** Yet the result of that accessibility is ultimately a very shallow game, too. Non-existent strategy and weak resource management are draped alluringly across some mediocre FPS action in an effort to convince us that something exciting and original is happening. It doesn't work.

**Need** P166, 32Mb RAM, 4xCD, 300Mb HD

**Want** P200, 48Mb RAM, 3Dfx

**3D SUPPORT**  
Glide compatible only

# BEAVIS & BUTTHEAD

## DO U and BUNGHOLE IN ONE

TP! For your Bunghole! You are Cornholio! - TV's favourite Gen-X delinquents finally grace the computer screen

### Beavis and Butthead: Do You

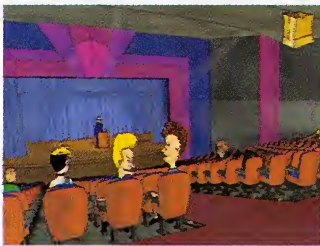
**D**o You is a LucasArts style 2D point 'n' click adventure, in which our heroes go on a school excursion to University orientation, and go off in search of the "naked chicks" they've heard so much about. Your aim is to try and help them "score", making men of them both.

### Not crap

You might expect a game like this, where the story and characters are simply "plugged in" to be really trashy, but big surprise: it's not! It's a well-designed, fully-featured adventure with plenty of dialogue, cool little interludes, a story good enough to build an episode of the show and funky, dedicated graphics.

### Voice work

Each new screen of the game looks about the same quality as the TV show's graphics, which is a great effect. It runs full-screen, and the camera 'shots' are scripted really well to break up the visuals. It's surprisingly smooth



animation, as well. The graphical component of Beavis & Butthead: Do You is almost faultless, as is the sound component. The entire game is fully spoken in audio, not a single subtitle to be found! A whole lot of voice actors, a whole lot of scripting, and a whole lot of work quite obviously went into it, especially the non-Beavis characters, and their over-acted banality, hysteria, or menace for our punks to dramatically run into.



### Heh heh

So you walk around the campus, looking for these elusive "chicks", and doing all manner of preposterous activities to get them to talk to you, or even help you out! It's a faithful mirror of the Beavis & Butthead style, and

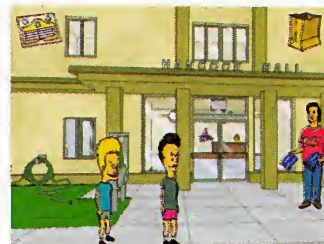


has easily as much new jokes and content as entire new episode of the program.

### Big words?

Of course it's full of the uniquely sardonic and sarcastic slant on life that forms the basis of our protagonists' short attention span and pure obnoxious selfishness. It frequently pokes fun at established organisations and stereotypes, continuing the media-savvy iconoclastic arrogance of Generation X.

A particularly funny scene involves Beavis & Butthead try-



**But the age-old question about Beavis and Butthead remains: they've got such big heads, right, so why don't they have big brains?**

ing to get kicked out of a lecture by misbehaving and asking stupid, invasive questions of the speaker! For instance, Butthead puts up his hand:

"Uh yeah, I have a question. Are you like, aware, that no one's listening to you? And that no one cares? And, like, you're a dork?"

Beavis also pipes up: "Excuse me, can like we go to the bathroom? I'm like feeling sick, and stuff. Seriously. I think I've got some kinda problem with my Butt."

### Not too heavy...

The adventure game is quite long, while being nicely intuitive to get into. It's probably a no-brainer for seasoned adventure game veterans, but most people, particularly if they are more fans



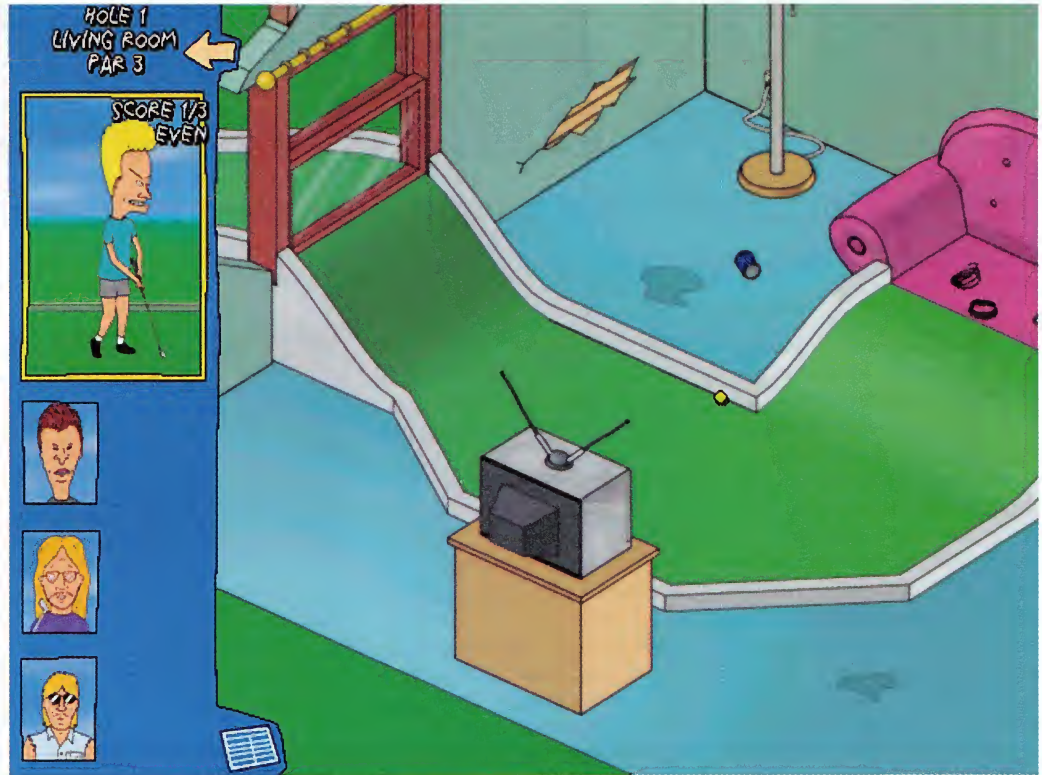


Mildly entertaining, perhaps more so if you're a fan of the anally obsessed duo.

of Beavis & Butthead than gamers, will find it just right. It's a very well-built conversion of a cartoon, to full-on adventure game! Fans of the show must-buy, others probably won't find much reason to purchase.

### Bunghole in one

This time, it's Beavis and Butthead do minigolf. Up to four players can play against each other in eighteen holes of Butthead-themed putt-putt. Upon choosing a character to play with, you're launched right into a rather lightweight golf simulation, where your chosen characters from the show abuse each other after each shot, and make smartass comments on your performance.



You can choose to be either Beavis, Butthead, or four of their other friends. The middle-aged dude they know, their headmaster, their hippy schoolteacher and their 'cool' dude friend.

### Heh, he said oblong

The Golf scenarios are fairly average, in themselves, but have some quirky features that are just bizarre enough to be amusing. The shot direction and

power system left a great deal to be desired, though. There's been many models of similar systems, and there's nothing wrong with those basic Golf game interfaces. They've unfortunately chosen to re-invent the wheel, and duly produced a thumping Oblong.

### Banter

What basically holds the game together is the admittedly amusing banter/commentary that is assembled between the player's characters in-game. Occasionally two playing characters will carry out a conversation using simple logic to select their response type, but you'll rarely hear the same conversation twice. The game mechanics themselves are easily

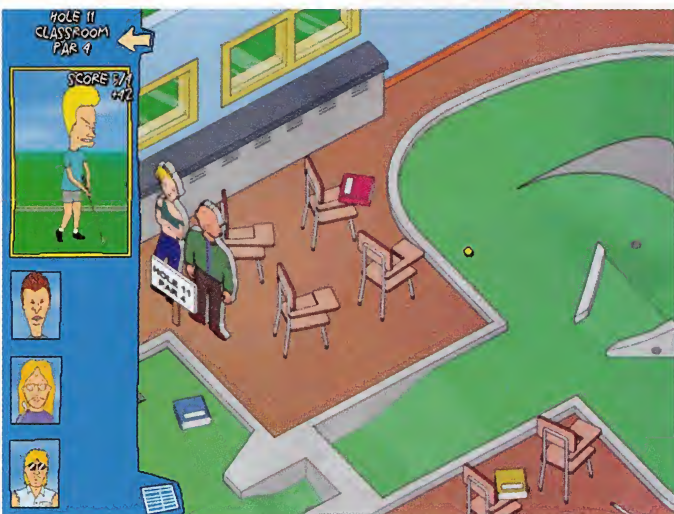


overlooked, being quite a simple, formulaic affair.

Obviously this uniquely twisted humour can't endure forever, probably not even past the tenth time you play it: it's got a very limited replay value. Don't think you're buying a solid Golf game with Beavis & Butthead thrown in. You're not.

On the whole though, some of the most, well, let's face it, puerile sarcastic outbursts can be timed with uncanny comedic impact. These titles are extremely funny at times, and worth a chuckle most of the way through.

Ed Dawson



**PLUS+**

[www.gtgames.com/games/bb\\_dou/](http://www.gtgames.com/games/bb_dou/)

**68%**

<b>Category</b>	Beavis & Butthead Niche Market Exploitation
<b>Players</b>	1-4 (same machine)
<b>Publisher</b>	GT Interactive
<b>Price</b>	\$TBA
<b>Rating</b>	Teen(13+)
<b>Available</b>	Now
<b>For</b>	Good use of the subject matter, quite a laugh despite all the potential in the opposite direction.
<b>Against</b>	Simple and formulaic game concepts, severely limited replay value.
<b>Need</b>	P133, Win 9x, 16Mb RAM, 4xCD
<b>Want</b>	P166, 32Mb RAM, 8xCD

# WORMS ARMAGEDDON

The final installment in a trilogy much loved by millions, and this is the best yet

**G**ames that get sequelled into a conclusive trilogy often suffer from a game design phenomenon known as the "crappy third attempt" law. Many film sequels suffer from a similar affliction - by the time they reach their laborious and ill-conceived conclusions. The first title is a cracker, then just to capitalise on the success another one gets churned out, sometimes as good or better, but is often a sad piece of rubbish chucked together by an entirely different development crew. The third offspring in such bloodlines is often the mutant runt that bears least resemblance to the original in terms of both inspiration and quality, and seemingly inherits none of the desirable characteristics.

**Bigger, better, best**

Worms Armageddon, or Worms 3, has somehow bypassed this dangerous disease, and stands as an undoubtedly superior program to the entire series. Who-hoo! Aficionados of either of the previous games should consider this a must-purchase.

**Res me up, baby**

Firstly, I'll say that visually, it won't instantly strike you as being very different, during play. The menu system has finally been done properly though, and it's much easier to play now that higher resolution video modes have been added! Worms Armageddon goes right up to 1024 x 768, which is a massive improvement, and long overdue. The nature of the game requires a lot of long-distance targeting and estimation, which was



always difficult at 640 x 480. It's almost a different game at the highest res, actually much more accessible to novice players and veterans alike.



**Wearing its Scorched Earth heritage proudly, the Worms series continues to impress**



**New! Improved!**

The in-game graphics, animation and effects are barely altered, so it does bear a Doppelganger resemblance to Worms2. The new stuff includes much more sensible game modes, improved rules, and about fifty new, humorous secret weapons to uncover. It also has a training mode, which is instructional although ridiculously hard, superb single-player challenge modes, where you play through a ladder of special scenario missions of increasing difficulty, and a similar straight deathmatch tournament where you must overcome the new, improved artificial intelligence Team17 have cleverly constructed.

The cool new bits are manifested mostly in the excellent new tools, like the jetpack that allows controlled flight above the environment, the laser targeting system and the general filling out of weapons and tools across the board, to fit a far greater range of eventualities and combat situations.







Happily, there's a great variety of new and amusing weaponry available too. Exploding developers, anyone?

Roger Ramsheet

An example of the cooler new weapons is the Carpet Bomb, quite literally an airstrike of "dodgy discounted shagpiles", neatly rolled up, dropping from the heavens! Others include the more primitive Battle Axe, for simply smegging other worms in the head, the Longbow which can either injure or create a node in a sheer wall for a worm to climb onto. On the more technological side you have your Bridge Kit which can be used to span landmasses with instant engineering, the artificially provoked earthquake that throws worms about and sinks the land deeper into the underlying water, the magic bullet that negotiates obstacles and dirt to hit the target perfectly, and the unpopular Nuclear Test that not only creates an earthquake but its fallout also makes all worms in the game terminally ill, losing health with every round that passes. Truly a weapon of attrition!

Look out! It's Sheep!

Finally on the just plain silly front the humble munitions-car-



rying War Sheep has had a few improvements, now being capable of being shot out of a stunt cannon to put them in running distance of their target. Sheepes now also appear in a super-heroic mould, donning a colourful cape and flying through the air with a scud-like payload, yet the ease and dexterity of a dragonfly. So poetic! Even weirder, you have can get a Squadron of trained Killer Moles that all dig furiously though the ground until they find their target. Another cataclysmically powerful weapon is the Games Producer Bomb, that drops an

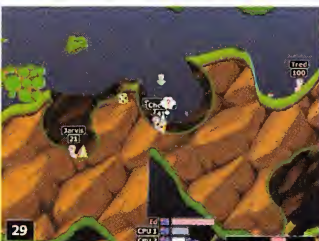
overweight, stressed games producer into the battlefield from a height of 300 metres, setting off a tremendous explosion! But the weapon that truly takes the cake is the extremely destructive Salvation Army One-Man Band: that hobbles about mumbling, playing a rendition of "when the saints go marching in", before vanishing in an apocalyptic explosion of volatile percussion instruments! Tambourines, to be precise.

31337 Wormers

The other major change that's fairly exciting is the all-new, repaired, internet play system. Centralised servers host chat sessions where players join, and rankings are stored from around the world. Players gradually get awarded rank as they win battles, allowing them to enter exclusive rooms that only elite players can access. There are also separate rooms for different play styles, or game settings, and little ranking tables for those areas, also. Everyone's catered for. Just amazing.

Overall, it's the greatest Worms game ever! Worms fans go buy it now!

Ed Dawson



83%

**Category** 2D parabolic shooting game  
**Players** 1-6 over TCP/IP, LAN or Internet  
**Publisher** Microprose  
**Price** \$89.95  
**Rating** G  
**Available** Now

**For** Meaty upgrade to Worms2, with major improvements in gameplay, you know, that important invisible stuff! Also more accessible to newbies.

**Against** No big graphical content improvements, apart from ultra high res (which is amazing, in itself).

**Need** P100, Winx, 32Mb RAM, 2xCD, 2Mb SVGA graphics, 16-bit soundcard

**Want** P150, 64Mb RAM, 4Mb video RAM, 8xCD, network card, Modem.

# ROLLERCOASTER TYCOON

An unlikely premise doesn't hold this back from being an absolute pearler of a game

**R**ollercoasters never really interested me that much. That is, until I had the good fortune to play this game some months ago. And then it all started to make sense - rollercoasters! Yeah rollercoasters! They have everything you need in a pastime; adventure, excitement, romance, a little vomiting. The people of the world are miserable because there aren't enough rollercoasters! Who needs cars when you could get to work by rollercoaster? The solution to poverty is - rollercoasters! In fact, life is a little like a rollercoaster... Anyway, the point is that it doesn't happen often but I was smitten - positively head-over-heels infatuated with Rollercoaster Tycoon. Gamers unite, your thrill ride has arrived!

**Chris Sawyer - Legend**

RollerCoaster Tycoon comes from the creative mind of Chris Sawyer who brought the world Transport Tycoon. It's good to see Hasbro Interactive bring out something besides another board game conversion and this title certainly obeys their family entertainment ideology closely. According to Chris, the construction of the rides is the main focus of RollerCoaster Tycoon - the managerial and strategic sides are less important. He wanted to make "something which people will want to play with, rather than play against." Noble indeed.

**Satisfying rides**

The concept is simple: create and run a successful amusement park. This involves many things,



It might seem a little silly, but there really is weeks of fun to be had designing the ultimate rollercoaster

the background in the shadow of the joy that is creating your own rollercoasters! There are fourteen different varieties of roller-



coaster that you can choose to custom design, from the wooden and wild mouse coasters, to the steel corkscrew coaster to the suspended and inverted variety. You simply choose a location and with the help of a Windows-style construction tool, construct your ride step by step. Each variety of coaster has unique features that you can install: vertical loops, banked curves, splash-downs. You'll find that what is super for one type of coaster, won't work for another, so it's really a matter of trial and error. The errors come in the form of cars that stop mid-ride due to poor design or even worse, cars sailing off the tracks to crash in fiery oblivion!

**Wild mice**

All of the lesser things in life like eating and reading, fall into





**Bleeeeeech!**

Each ride is rated according to three criteria: intensity, excitement and nausea. The aim (for most of the coasters) is to get a great ride without an excessive nausea rating. If you do you'll have your patrons throwing up all over your park(I kid you not)!! So there's the challenge: make the perfect ride - or hire lots of cleaners. This is RollerCoaster Tycoon's trump card: the pleasures of designing and re-designing your rollercoasters are virtually limitless. Watching your creations run, well or poorly is part of the fun. You're likely to forget about the scenario, in trying to make the perfect ride - and like the kid at the end of the X-Files says, "I made this!".

**Joyous interface**

RollerCoaster Tycoon is the gaming experience it is, due to a marvellous interface. The word that keeps coming to mind is

easy. There's mouse control over every feature of the game and simple menus for everything. As I said, the construction of rides is beautifully easy and every facet of the game is superbly convenient: making paths, putting in gardens and fountains, setting up ice cream stalls, checking on your employees, even statistics and information. It's all useful and you can get to it easily.

**Theme life**

This game stands alongside Theme Park and Theme Hospital, with a combination of great play and a sense of humour. Not only do you see park visitors throw up on the paths if they feel a bit ill, you hear kids whinging to their parents, toilets flushing and marvel at the screams of joy (& terror) from your coaster rides. All up, it's a finely tuned, cleverly made joy to play. After feverishly pounding this game for two days, I thought, can I tempt fate? Can I



match or even surpass the ultimate PowerPlay mark of 98???. However, after playing for a few more days I realised there was a down side.

**No challenge!**

For all its greatness, this game is not perfect. It's damn close but not quite. There are only two faults I can see in RollerCoaster Tycoon and oddly enough, they are linked. The first is the fact that the managerial side of the game is so lacking that completing a scenario requires almost no effort whatsoever. The lack of an overall challenge in the scenarios is pretty disappointing - a difficulty selection would have been great. The other problem is that there is no way to adjust the speed of your game. Generally I found I could complete the requirements of a scenario in around one game year but I'd have to wait an additional hour or two for the game clock to reach year three or four! A pretty major oversight considering making this change would probably have been quite easy. These two problems combined mar the enjoyment of RollerCoaster Tycoon. Now Chris Sawyer didn't intend it to be a hugely challenging game, but what was he thinking? Kids will love this no matter what, but more mature players may tire prematurely of this otherwise excellent game.

**Beauteous gaming**

This is one of my favourite games of the year so far. Small faults keep this game from fame, stardom and prophet status but this is simulation at its most fun. It is incredibly playable, unmissable gaming. Get the demo from the website and marvel at the joy that is RollerCoaster Tycoon. Play it, love it and dream of rollercoasters as far as the eye can see!

*John Dewhurst*

**Altogether now! Rollercoaster, of lo-ove, rollercoaster, a wah wah hoo!**

**PLUS+**

[www.rollercoastertycoon.com](http://www.rollercoastertycoon.com)  
Check out this website for competitions, downloadable rollercoaster designs, parks and loads of other sweet things.

**GOLD**

**93%**

<b>Category</b>	Amusement Park Sim
<b>Players</b>	1
<b>Publisher</b>	MicroProse
<b>Price</b>	\$79.95
<b>Rating</b>	G
<b>Available</b>	Now
<b>For</b>	A fantastic concept with a gorgeous interface, all the varieties of coasters under the sun, A grade gaming!
<b>Against</b>	Game clock can't be adjusted, unchallenging scenarios.
<b>Need</b>	P90, Win 95/98, 16Mb RAM, 1Mb SVGA card
<b>Want</b>	P200, 32 Mb RAM, 2Mb SVGA card

# MICROSOFT GOLF 99

The inclusion of 7 entire courses and simple'n'fun internet play should help you forget that it's about a year behind technologically

**T**o me, computer golf is the same, something to idle away some time when you're bored with fragging, gibbing, flashing, and slashing. Purist PC golfers may have a thing or two to say about that, but I think Microsoft have always had this concept in mind with their Golf series. Purist golf gamers will know that, technically, Microsoft Golf has always been a year or two behind the big guns of PC golf (PGA Tour and Links) and this latest instalment is no exception. To the casual golfer though, Microsoft Golf offers a quicker, simpler route and is less demanding on your hardware as well.

### Full of holes

Microsoft have gone all out and included no less than seven complete courses in this package, by far the most ever packed with a golf title. They include the Greg Norman designed 'The Medalist', 'Eagle Heights' which was designed by the development team, the 'Donald Ross Memorial' course which is made up of exact replicas of the best holes designed by this famous course designer, along with 'Teeth of the Dog', the Links at 'Casa de Campo', 'Bay Harbor' and the 'Preserve 9' - 117 holes in all!

Each hole has a fly through and audio introduction when you play it which is a nice touch but the courses themselves don't graphically match up to the leading golf titles at the moment - MS Golf 99 basically looks like a two generations old version of Links. But this does have the advantage of working faster on lower spec machines. More importantly Microsoft have improved the physics in the game, particularly when chipping and putting, though again it still doesn't match up to the top line titles.

### No schwingers

Following their theme of simplicity Microsoft have eschewed the trendy 'mouse swing' silliness that infects those other golf games and has stuck to the traditional three point mouse click



method of striking the ball. There are many options and an auto caddy to help make the right club, angle and shot choices, as you'd expect, and a good choice of game types. Stroke play, skins, scramble, match play and something called bingo, bango, bongo make up the five types of play.

The first four involve playing golf, while the last is an action based alternative where the player roams the course in a golf buggy looking for old men with toupes, the player with the biggest collection of 'scalps' at the end of the day wins. Only kidding, of course!

### Get Zoned

One thing that MS Golf does have over its competition is very good and stable online code and a reg-

ular place to play (the Internet Gaming Zone). Playing online is the most fun way to play (especially as MS Golf 99 doesn't have any computer controlled opponents for you) and easy as well. So if you're just after the occasional game after or during work, or if you plan to play online a lot this is probably the right golf game for you.

George Soropos



In true Microsoft form, this isn't so much a sim aimed at the hardcore golfers as it is an easy to get into and fairly realistic, fun game. Not that there's anything wrong with that!

**PLUS+**

<http://www.microsoft.com/sports/golf/>

# 80%

**Category** Golf Sim  
**Players** 1-4 (LAN, Direct Modem, TCP/IP, Internet Gaming Zone)  
**Publisher** Microsoft  
**Price** \$89.95  
**Rating** G  
**Available** Now

**For** Straightforward gameplay for the casual golfer, good multiplayer support, nice audio and more courses than any other golf game has ever shipped with.

**Against** Lacks the numerous and sophisticated options of its competitors and still technically behind the top ranked golf titles: PGA Tour 99 and Links 98.

**Need** P133, 32Mb RAM, 4xCD, Win9x

**Want** P2 266, 96Mb RAM, 16xCD, 3D soundcard



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# DARK VENGEANCE

It's vengeance of the worst kind - give it to someone you dislike intensely and vengeance will be yours

**S**uffice to say, it wasn't an especially great way to start the game. Swinging into action as the Trickster (the female thief-type I chose as my character), I opened the doors into the third room of the first level and was instantly set upon by, erm... a barrel. Inspired by flashbacks of playing Donkey Kong on my Game & Watch, I leapt over the rotund cylindrical vessel that appeared intent on my demise (by - I don't know - flattening me to death?) and hacked to pieces the two little critters I discovered hiding behind it. Was this an ingenious trap, with the barrel as lure, that only my quick-thinking propelled me clear of? Tsk, if only.

### Artificial Unintelligence

What had happened, of course, was not some display of cunning on the part of those wretchedly dim elven grunts, but rather the effects of some of the worst AI I've seen in a while. You see, once you appear in a room, all the enemies within make a beeline for you. If, for example, a barrel happens to be in the way,

they'll quite happily walk into it, nudging it inexorably toward you until they enter hand-to-hand combat range. Next they'll thrash wildly with whatever weapon they are wielding and - as you might expect with that barrel providing you with an excellent shield - miss. Another example? How about the room where you enter on a platform at the top of some stairs, while below an enemy awaits. Stay where you are and laugh in bemusement as your cretinous foe dashes under the platform to yet again thrash wildly, presumably in an attempt to deliver a death blow to your x-coordinate. If I were feeling generous, I might suggest that at best the AI is on a par with, say, Battlespire. But I'm not. Truly, this is execrable, brain-dead stuff.

### Sloppy controls

As far as the rest of the game is concerned, Dark Vengeance is no more than lame third-person, dungeoneering action in the vein of, yet nowhere near as good as, Heretic 2. You have an over-the-shoulder view that allows you to look around, but then it never bothers to re-centre to a playable

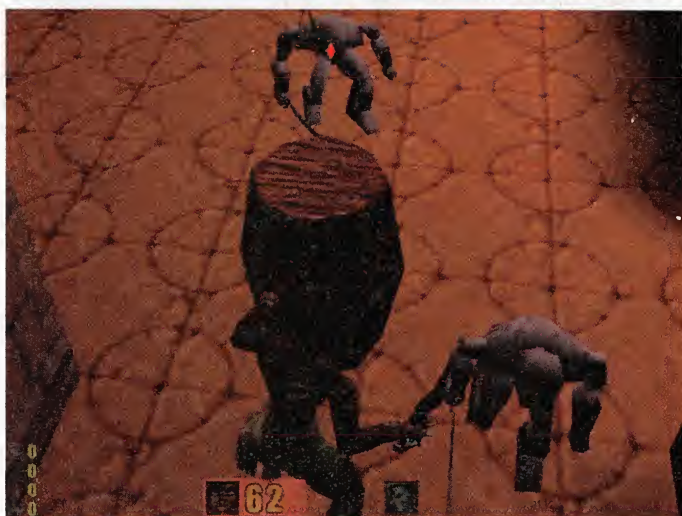
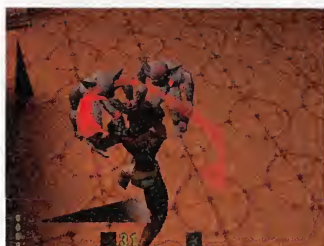
**Quick rundown: crap AI, tedious levels, terrible controls, boring gameplay. Nuff said.**

position. You have a curious mix of mouse and keyboard controls that feel awkward and generally present more of an obstacle than the enemies you encounter. Actions such as turning (which is slow), walking backwards (which is slower), jumping (incredibly, you can only do standing jumps), and fighting (hold down Ctrl and hit an arrow key) are all cumbersome and lethargic. However, try moving forward and you'll be bumping off walls and furniture in a uncontrollable fashion. On the whole, the control makes Tomb Raider seem lithe and intuitive.

### It's crap

Three individual characters (the Gladiator and Warlock accompany the Trickster) and a host of diverse weapons for each at least allows for some gameplay variety. But, along the abovementioned flaws, the dull, dungeon-by-numbers level design cruels your enjoyment quicker than a bastard sword would slice your head off. Which is precisely how I'm planning on gaining my (dark) vengeance on the developers of this shoddy, amateurish mess.

David Wildgoose



86 PC PowerPlay

# 30%

**Category** Action  
**Players** 1-32 (TCP/IP)  
**Publisher** GT Interactive  
**Price** \$TBA  
**Rating** M15+  
**Available** Now

**For** Occasionally pretty lighting effects. Lots of weapons.

**Against** Lousy AI makes for a monotonous hack'n'slash chore. The formulaic level design gets old real fast, while the rubbish controls will annoy for the duration. Sound effects to illustrate the squelch of metal on flesh are inexplicably absent.

**Need** P166, 16MB RAM

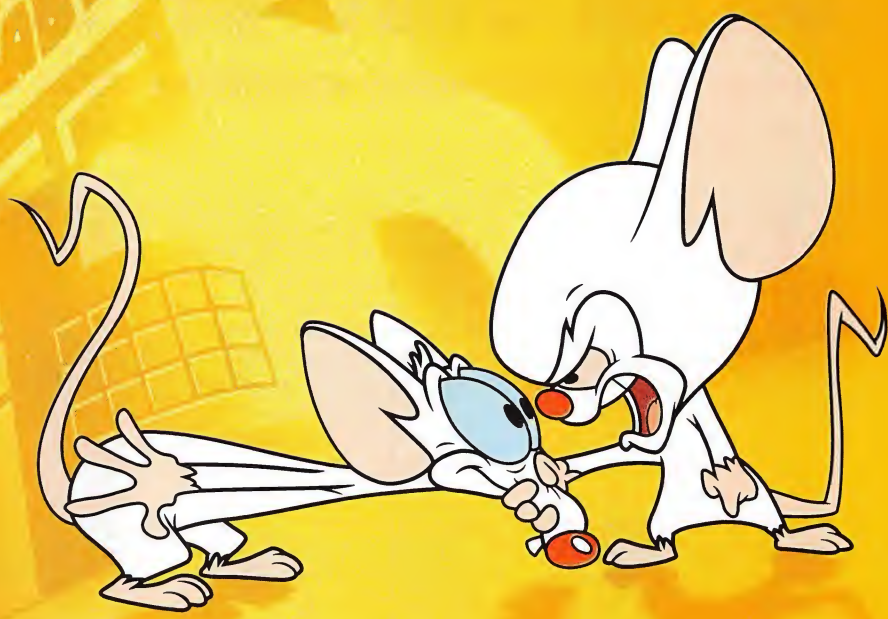
**Want** P200, 32MB RAM, 4MB 3D card

**3D SUPPORT**  
 Direct3D supported

**PLUS+**



<http://www4.activision.com/games/hereticii/>  
 Go here. Stay away from Dark Vengeance stuff. A long, long way.



*You see Pinky, the plan is to develop a secret hypnotic message that will make humans think I am their almighty ruler, and embed it in an action-packed video game. Naturally we will be the stars. People will play the game by themselves and become horribly addicted. Then they will want to play the game with their friends, and their friends will become addicted. Soon, they will play the game over the Internet, a silly little information infrastructure that humans use to "chat" with each other. Anyway, once we control the Internet, every human being will bow down before me, their rightful master. And by the turn of the new millennium, the world will be ours!*

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# World Conquest™

multi-player maze game

# DARK SIDE OF THE MOON

Virtual reality interactive adventures make a comeback. And again they fail

**T**here's a piece of absurd marketing gibberish on the front of the box that says, and I quote, "Dark Side Of The Moon is a deep-space, sci-fi adventure". So far, so good, as DSOM is indeed all three of these things. As a point-and-click tale set on a moon called Luna Crysta and thoroughly replete with computers, chrome and inventory-based puzzles, there really could hardly be a more apt description. But, however, the blurb continues thus, "...featuring the enhanced Video Reality, the all-immersive technology that puts you in the game". Oh dear, this is so far from the truth it's both laughable and pitiful.

### Virtual virtual reality

Broadly, Video Reality is the graphics engine that drives the game. It offers a first-person view on some pre-rendered backgrounds, upon which the game's characters appear in FMV sequences that you trigger by entering a specific location. While in each location you can turn around smoothly and gain a panoramic sense of your surroundings. In essence, it's a system not unlike many others, such as Cryo's OmnizD or that seen in Black Dahlia, for instance. Although the concept is sound, Southpeak get the implementation horribly wrong.



Occupying barely a third of the screen, the first-person view is simply far too small to effectively portray each scene. It's also so blurry you'll be booking a visit to the optometrist after only a few minutes play. How can a game possibly be immersive when you have to squint just to see anything?

### Eject, eject, eject!

Clearly, there are certain technical reasons as to why the view had to be of this size - the limitations of the CD medium, perhaps - but, when it so obviously doesn't work, why persist with it? Such problems are highlighted by the deeply tedious amount of disc-swapping you'll be forced to endure throughout the game - often exchanging all five CDs in the space of a few minutes. Simply, if current technology can't do what you want, Southpeak, then it's your responsibility to abandon those plans and try something else.

### Amazingly clumsy

Worse still, the movement method is howlingly bad. There are four thin bars, one on each side of the view window, which indicate the direction you would like to look. Move the mouse onto the bar on the left-hand side and you will turn left, onto the bottom and you will look to the floor, etc. It's an amazingly clumsy device, utilised, apparently, to allow a fully mouse controlled game. Surely the point of an interface is to let the player navigate the game with the minimum amount of fuss? Keyboard shortcuts, accordingly, are sorely missed in DSOM.

### Good story...but

All of which means that the game's plot faces an almost insurmountable hurdle to capture your attention amid the myriad engine and interface distractions. The story here of



Wow! Just like a movie, except you play the role of the main character and actually interact with the other characters. What a novel idea!

Jake Wright investigating his uncle's mysterious death - or was it suicide? - in the isolated and oppressive mining complex on Luna Crysta is moderately intriguing. Yet, while the puzzles are respectable and adhere to the "sliding blocks are evil" philosophy, the pace rarely rises above plodding. Character interaction is forced and regularly downright bizarre - never in an adventure game have I felt so frustrated with the dialogue options presented to me.

Really, though, the plot is mostly irrelevant when judging the quality of DSOM. The appalling Video Reality engine means that not even a Tolstoy or Dickens could have come to its rescue.

David Wildgoose

PLUS+

www.southpeak.com/games/dsom/default.htm

# 47%

**Category** Adventure  
**Players** 1  
**Publisher** Southpeak Interactive  
**Price** \$TBA  
**Rating** TBA  
**Available** Now

**For** Some not too bad acting. The script displays brief moments of intelligence and originality. Which is nice.

**Against** The Video Reality engine is utterly worthless. Striving, rather oxymoronically, to be both realistic and cinematic, it ends up being just cumbersome and really rather boring. Far from being "all-immersive", it's instead "anti-immersive".

**Need** P166, 32Mb RAM, 8xCD

**Want** P266, 64Mb RAM, and a bloody fast CD





Dear Mrs. Johnson,

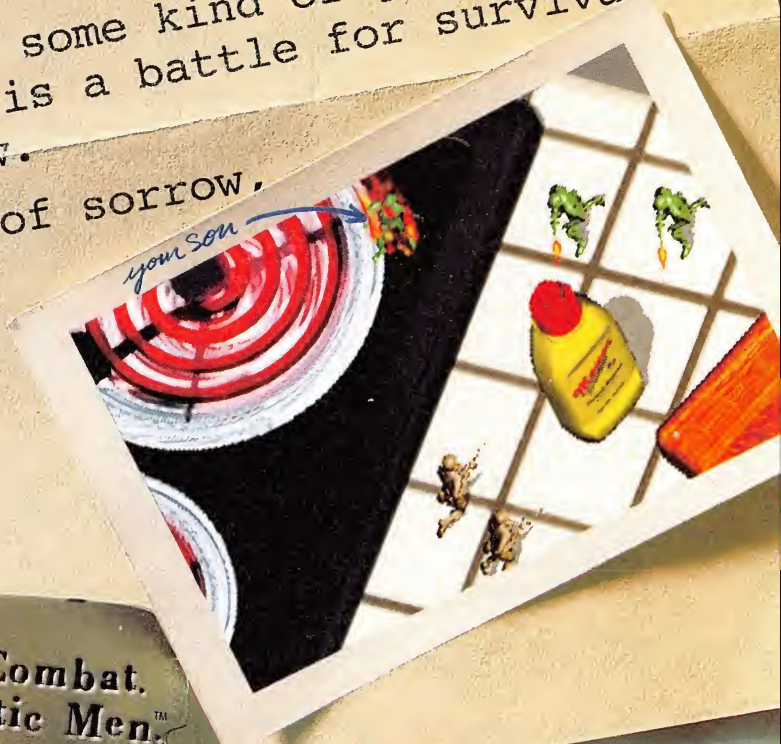
It is with my deepest sympathy that I write this letter to inform you that your son, Joe, was mostly melted yesterday in a skirmish with a unit of Tan soldiers. What is left of Joe I've enclosed in this little baggie. I thought you might like to keep it. If anything else turns up, we will forward it immediately.

You should be proud to know that Joe fought bravely till the very end. As a keepsake, I've attached a photo of Joe in action.

Most people think it's some kind of game out here. For us, every day is a battle for survival. Joe understands that now.

With you in your time of sorrow,

*Sarge*  
Sarge



# DAWN OF ACES

Old school WW1 style “flying by the seat of your pants” makes a comeback, but a dated engine shows its age

**W**ell, I must say that over the past six months I’ve flown every WWII flight sim there is on the market. While I’m certainly not sick of them, it is refreshing to take a step backwards to a plywood and canvas contraption, with an engine and a couple of machine guns mounted on the nose; an airframe that is almost ready to fall apart...before you take off!

### Established pedigree

Dawn of Aces (DOA) is based on the high quality online game, Warbirds, where up to 300 pilots can fly online at one time. You can “feel” this heritage right from the start of the game, and this is good, because Warbirds has been there while many have come and gone. A tried and true formula one might say. Certainly, it’s a game with thousands of followers worldwide.

### Made for multiplayer

DOA can be purchased off the shelf, or downloaded from [www.imagicgames.com](http://www.imagicgames.com). Like Warbirds, DOA is primarily an on-line game. However, it can be played in off line, but this is really an area where you hone your skills before taking on a human opponent! Believe me there isn’t much choice when you select Practice Offline. Five missions that include a Dawn Patrol, a Raging Dogfight, an Open Arena where you can take anything on (but there’s not much there), Follow the Leader, and Landing on a Dime! Let’s just say it’s good practice and keep it at that! You have to focus on the game’s online intent.

### Variety, sort of

No matter what mode you play, you can only play for one of two sides; the Allied or Central



90 PC PowerPlay

Powers. Six aircraft are on offer with the Albatross DV, Fokker DR1 and Halberstadt C1 on the Central Powers side, or the Sopwith Camel, Bristol F2B and French Spad 2 VII on the Allied side. Great choices that vary from the typical Sopwith Camel biplane, to the Fokker DR1 Triplane. Some aircraft have single guns, some dual, and some even sport observers and rear gunners. During online play, you can join a game to fly, fight and die as a rear gunner if you like. A lot of variety here, but I am disappointed that the number of aircraft is limited to six.

### Need 3D

Cockpit graphics are sharp and simple whether you use a 3D card or not. It’s the external graphics that really take a hammering if you don’t have a 3D card because there’s not much there. But, run up a good 3D card in D3D or 3Dfx and the game looks good and offers up to 1024 x 768 resolution with high frame rates that can be attributed to the rather dated terrain graphics. However, the major benefit of using a 3D card is much better explosions and other SFX.

### Old engine

The aircraft themselves look quite pretty from the outside, but do look dated compared to other WWI sims such as the Red Baron. There are no moving surfaces, no engine exhaust, no spent cartridges, only a spinning propeller. I’d like to think this was all in the interests of giving better online performance, but when I consider the external detail in the Novalogic online games such as Comanche 3, I’ve got to say, I think it’s time iMagic revamped its Warbirds gaming engine.

### No gun jam

There are some inconsistencies too. I found that I could fire the guns until the ammunition ran out, and I never once had a gun jam, even in realistic mode. But perhaps the most striking fault in the game was that I

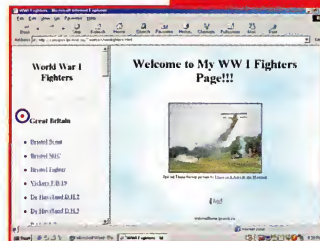


could fly through any structure, such as an aircraft or building, and I’d just fly on through! Gladly the ground does stop you dead! But this is a major damage model fault in the game.

iMagic may have another winner on its hands, but I think it may take some time to mature. I couldn’t find any internet squadrons, nor could I find anyone at the free online site in the UK. I think iMagic will have to beef up the capabilities of the game in the graphics department to make it competitive with the current crop of excellent WWII simulators.

Maj Ian Lindgren

## PLUS+



I found a great site to increase your awareness of WWI Fighters and their weaponry at <http://canopus.lpi.msk.su/~watson/wwifighters.html>. Pictures, drawings, characteristics etc of each aircraft by nation. There’s even a section on weaponry that shows many of the guns that were mounted on the aircraft.

No Radar, no MFD, no laser guided missiles, just you, a bit of steel, and a few pieces of wood against all comers

# 72%

**Category** WWI flight sim  
**Players** 1- many via TCP/IP  
**Publisher** Interactive Magic  
**Price** \$39.95  
**Rating** G  
**Available** Now

**For** Good clear “in cockpit” graphics, no matter what type of video card you have

**Against** The Warbirds gaming engine was fine a few years ago, DOA needs to catch up with the rest of the online gaming community, or it will simply won't be played. Some serious damage model faults

**Need** P166 with 32 MB RAM

**Want** P200 with 32 MB RAM

**3D SUPPORT**  
 D3D and 3Dfx

*TO HELL WITH THE PAST...  
HERE'S THE FUTURE!*



# Might and Magic VII

FOR BLOOD AND HONOR™



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# RAINBOW SIX: Eagle Watch

There's only five new gameplay areas and a few new weapons, but it's more classic covert action killin' and for that we're happy

I think it's fair to say that Red Storm Entertainment really made its mark in the gaming community with the release of Rainbow Six (R6). Instead of a fantasy first/third person shoot em up, R6 gave us a game with a real time story line; Politically Motivated Violence. Something Australia's law enforcement, counter terrorist, security and armed services are focussing on with the recent Kurdish incidents, and the forthcoming Olympic Games. What's more, R6 was smooth, exciting, graphic, and it contained all the espionage thrills and spills of a Tom Clancy "action" fiction novel. We were lucky then, and I'm pleased to say the R6 mission disk, Eagle Watch (EW), continues in this fine tradition.

### New areas

So what's new? First up, five new gameplay areas. Only five? I'm a little disappointed at this. The first is the Baikonur Cosmodrome near Tyaratum, Russia. Here, the "Brotherhood of the Higher Realm Army" have acted to make a political point, and you have to rescue the hostages in the Russian Space Shuttle. Very tricky, lot's of terrorists, and just when you think you have it, wham, there's another terrorist, and he's just taken you out!

### Pretty Sikhs

In India a radical Sikh movement have seized the Taj Mahal, and your razor sharp skills are required to re-establish India's sovereign powers in the building. There's some really neat artwork here, but overall, it's a fairly easy mission.



92 PC PowerPlay



The AI is still a bit patchy, but there's plenty of fun to be had

### Bong, bong...Boom!

Back across the oceans a splinter IRA movement storm the British House of Parliament, take hostages, and retire to Big Ben! This is an awesome mission, great video, and you can move through the old building and see the clock's moving gear mechanisms. Volumetric lighting makes it seem like you are moving from sunlight to shadow and back again, and an amazing background of sound surrounds you.

### Forbidden killing

Into China for the next mission where Chinese Muslims have taken over the Forbidden City in Beijing. Then back to the US for penultimate mission: Eagle Watch! Here, the Red Sun Brigade assumes control of the US Capitol Building and take two US Senators hostage. You have to use the rat cunning of all the operatives in each of your four teams to achieve mission success.

### Dirty Harry

Also new in the game are four new operatives, each straight out of Clancy's novel, Eagle Watch: Louis Louiselle, Homer Johnston, Dieter

Weber, and the stalwart Eddie Price. So too are three weapons, the H&K G36K and G3A3 assault rifles, and the Desert Eagle .50 caliber pistol; Dirty Harry - Make my Day!

### No crawlies

My gripes do remain in the AI department where your operatives and the terrorists sometimes do some pretty dumb things. I also think that Red Storm could have gone a step further in game-

**PLUS+**



Read about our own Australian Special Air Service Regiment who among other things, assists the states and territories in Counter Terrorist roles. A good book is SAS, A Pictorial History of the Australian Special Air Service 1957 - 1997 edited by Michael J Malone, OAM, Imprimatur Books, Western Australia, 1998. 1000 captioned pictures, and the day-to-day life of the Australian SAS soldier.

play by adding crawling, so the operatives could take up the lying prone position, rather than always being on their feet.

### New MP modes

On the multiplayer side, Red Storm, have taken an excellent capability and improved on it by adding six new multiplayer games. These range from Assassin, where the first team to kill the other's General wins, to Team Terrorist Hunt where a number of teams go after a set number of AI terrorists!

EW is a real time simulation, based on real time

threats, which gives you real time standalone and multiplayer challenges.

Maj Ian Lindgren

86%

**Category** Commando sim  
**Players** 1- 8 LAN or TCP/IP  
**Publisher** Red Storm  
**Price** \$49.95  
**Rating** MA15+  
**Available** Now

**For** New missions, personnel and weapons. Stunning graphics

**Against** I really think the game could have had more missions and some improvement in the movement actions of the operatives.

**Need** P166, Win9x, 32 Mb RAM

**Want** P200, 64 Mb RAM, Direct 3D compatible 3D accelerator

**3D SUPPORT**

D3D and 3Dfx

# SPEEDBUSTERS

PC Arcade racing has never been much fun - well, up until now anyway

**S**peed Busters is the first darn tootin' bona fide arcade style racer that isn't an immediate candidate for the bargain bin. Designed with the 3D accelerator in mind, this is the stuff to finally shut up your console friends and Dreamcast groupies, this game is brilliant and good enough to stick in an arcade cabinet down at Timezone. It's THAT good and it's FUN.

**Smart AI**

The AI deserves a special mention, this is probably one of the few games where the computer drivers stuff up as bad as you do. They aren't chained to some umbilical racing cord, the AI seems to actually drive, and they're just as vicious as you are, and they will also go out of their way to take shortcuts if competition is getting tough. Their cars will also take damage throughout the race and smack head on into trees like you do. You can also use the nitro as a substitute for the accelerator as it's a continuous burst, and it's hell fun to just to toss the car all over the tracks.

**Jump in my Car**

The cars are something special altogether, ranging from 50's to 70's muscle car vintage to the European supercar variety. The car models are also some of the most solid I've ever felt, as the body is modelled seperately from the chassis, there's a real sense of 'car' and unlike a polygon model. If you really love your cars you also get SKINS! Skins completely change the personality of the car, even down to the little driver inside! The ones that come with the game are good in themselves but for the mod-freaks, a skin editor is downloadable from the Speed Busters web site, though it's pretty much an elaborate texture importer at the moment.



There is also a semi realistic damage model to all this. Cars and tires will get banged up depending on how rough you're treating them, and there is a gauge for both and the car can and will get 'deformed'. The bonnet, bumper and other bits can fly off, including tires! (however if you lose two of them, it's game over). Smash yer car up and it'll show in the response, not accelerating at all, leaning over to a particular side, and it's a riot when you're trying to drive with three wheels left!

**Tracks of Death and Fun**

The tracks are bloody awesome! For once the track designers actually knew the capabilities of the cars and designed tracks that are fun, and actually seem like tracks (not straight line style favoured by Test Drive and Need for Speed). There are speed traps for people who drive at constant top speed to bring them to a complete stop. There are obstacles aplenty too. Driving through California I freaked when a T-Rex stomped across the mock studio breathing fire and chomping cars. One of the loudest "Holy Crap!"s I've ever shouted was when the boulder came barrelling down the cave tunnel Indiana Jones style on the Mexico track, taking me out me and three other cars. There's lots of other stuff from swinging



Finally we get a good arcade style racing game, and it's about time too

axes, showering volcano debris the size of meteors, alien spacecraft and more. You can take a few shortcuts, two memorable ones being a ramp jump onto a ship, then hitting the nitro to jump across it again, THEN having to quickly reverse as I landed smack in the middle of oncoming traffic!

In the end I'd actually choose Speed Busters over Powerslide, it's a lot more fun.

Munley Leong

**PLUS+**

[www.speedbusters.com](http://www.speedbusters.com).  
Download new cars, tracks, skin editor etc.



**GOLD**

**91%**

**Category** Racing  
**Players** 1-6 (IPX)  
**Publisher** Ubisoft  
**Price** \$79.95  
**Rating** G  
**Available** Now

**For** Actually makes driving at bloody high speeds and smashing your car up on the wall right around that corner fun again. Excellent track design, multi-player fun racing heaven. Kickass AI to play with when you're alone.

**Against** There's just about no one to play with on the net. Every player will need their own CD.

**Need** P166, 32Mb Ram, 3D card

**Want** P233, 48Mb Ram, Voodoo2 12 Meg

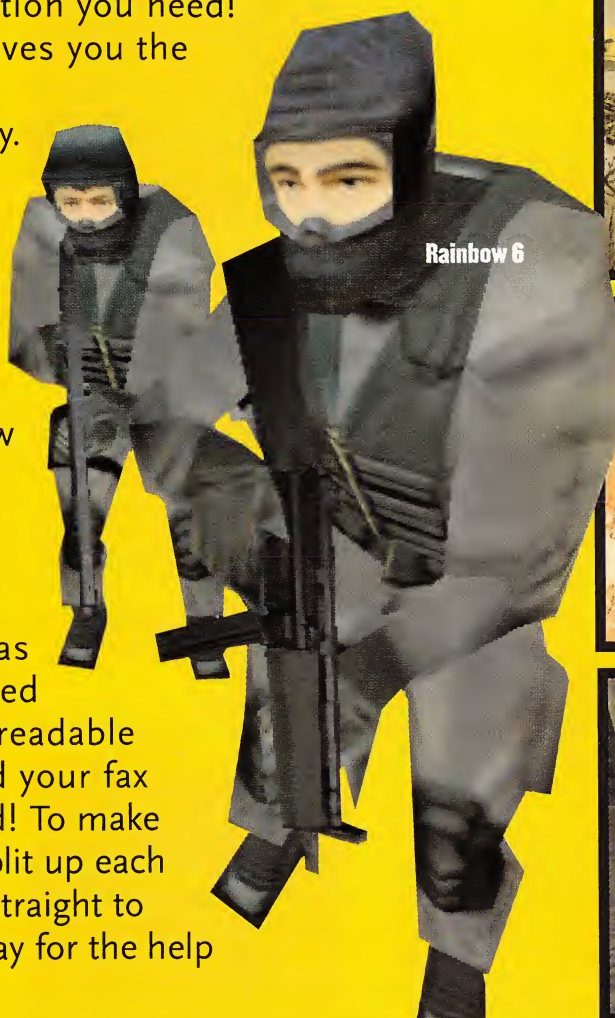
**3D SUPPORT**  
Glide, D3D, PowerVR

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- 111 Power Up, On the Rails (Part 1)
- 112 On the Rails (Part 2), Apprehension, Residue Processing
- 113 Questionable ethics, Surface Tension (Part 1)
- 114 Surface Tension (Part 2), Forget about the Freeman, Lambda Core, Xen, Gonarh's Lair
- 115 Interloper, Nihilanth and weapon descriptions

### Dune 2000

- 120 Atreides Missions 5-7
- 121 Atriedes Missions 8-9, Harkonnen Mission 5
- 122 Harkonnen Mission 6-9
- 123 Ordos Mission 5-9

### Starcraft

- 130 General strategies, Protoss
- 131 Human, Zerg

### Forsaken

- 140 Volcano subway, nuclear power station, thermal power station, FedBank, Prison Ship, Asteroid Base
- 141 Bio-Sphere, Subterranean Complex, Capsized Ship, Orbital Station, Shuttle Bus, Military Bus, Tloloc Temple, Secret Level

### Rainbow 6

- 150 General tactics, cheats, weapons
- 151 Missions 1-16

### Dark Reign

- 160 Freedom Guard 3-5
- 161 Freedom Guard 6-8
- 162 Freedom Guard 9-12
- 163 Imperium 3-8
- 164 Imperium 11-13

### Blade Runner

- 170 Act 1, Act 2 Tyrell Building, Police Station
- 171 Act 2 (from Animoid Row), Act 3
- 172 Act 4, Act 5

### Curse of Monkey Island

- 180 Parts 1 & 2
- 181 Parts 3, 4, 5 & 6

### The Last Express

- 190 All Q&A



Starcraft

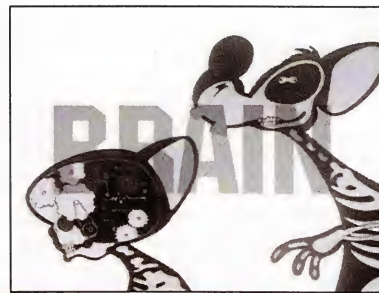
## How to use FAX-ON-DEMAND:

1. If your fax machine has a phone handset, pick it up and dial 1902 220 423. Follow the instructions given by the warm and friendly mystery voice. You will be asked to key-in the 3-digit code for the game/games you want faxed-back.
2. If your fax machine DOES NOT have a handset, ensure your phone is on the same line as the fax, or use the fax's SPEAKER function. Dial 1902 220 423 and follow the instructions. Press 'Start' on your fax when the voice asks you to do so.
3. Stand back and marvel, as moments later the game help you need rolls majestically forth from your fax machine.

Important: All calls are charged at \$2.50 per minute. Calls from mobile and pay phones may attract a higher rate. Make sure you have permission from the person who pays the phone bill if you're under 18! All charges will appear on your regular phone bill.

TECH SUPPORT: If weird stuff happens, or nothing at all, call 02 9212 4222 for help.

# PINKY & THE BRAIN WORLD CONQUEST



“Gee Brain, what do you want to do tonight?”  
“The same thing we do every night Pinky...try to take over the WORLD!”

**Developer:** Southpeak  
**Interactive**  
**Price:** \$TBA

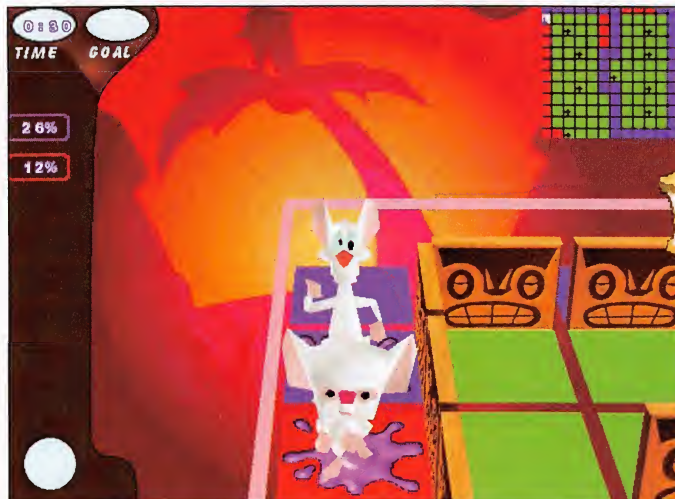
Quite possible the coolest characters to come out of Warner Bros in recent times are finally the stars of their own game, and quite appropriately it's a puzzler. So who's puzzling and fits this description? I'll give you a hint. One constantly has their tongue hanging out of their mouth, while the others head resembles Einstein's hair:

Answer: Pinky and the Brain. Yes Pinky and the Brain, one is a

genius, the other's insane; but in this puzzler it seems that no matter which character you use no real advantage is at hand. You'd think that Brain's, er, brain would work some of these out for you, or that Pinky could slide his way through, but no, you have to work it out for yourself.

### Sing along with Pinky

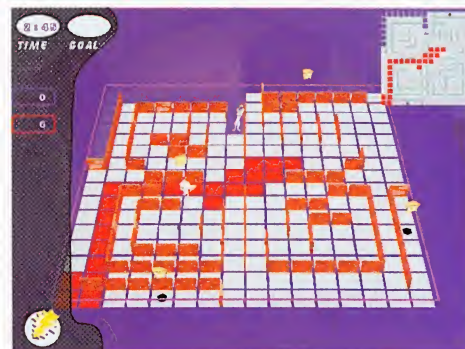
**Cool Feature:** The game starts with the entire intro to the cartoon. Sing along with your friends! Yes, in fact the entire game is strewn with clips from the cartoon. It seems developers



Southpeak Interactive are keen on this pattern, featuring it in other Warner Bros licensed games. It's almost like a reward for your work.

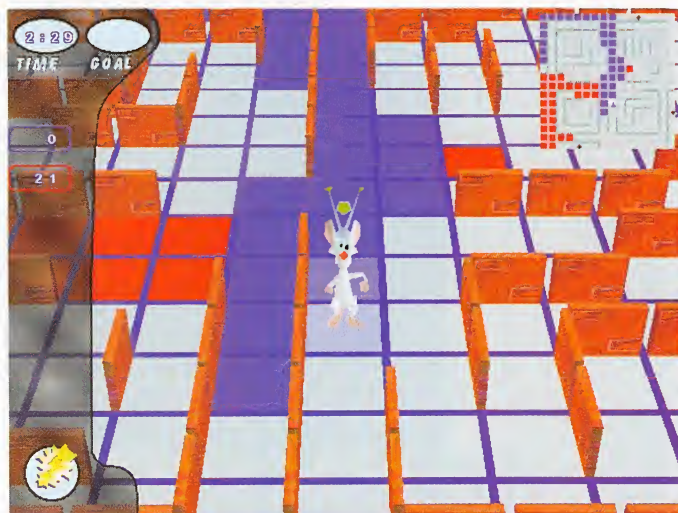
### Take over the world

The game itself is a 3D animated maze puzzle, but with so many little extra's, you'd really have to call it a kind of one screen platformer. The game runs in two modes, in Take Over the World mode, choose either Pinky or the Brain to change the colour of the squares as they run through a maze (hey, they're lab mice, they probably feel at home). In Tournament mode there's another mouse on the maze trying to get the squares first. Pinky and the brain can jump and push their way around the board, trying to avoid oil spills and puddles of glue in an attempt to beat the clock. Both feature potions and helmets (obviously of Brains invention) that can either freeze your opponent, set a friend out to help get squares, make you run faster and so on.



toon are triggered by different moves, kinda like a running commentary. The controls can take a little bit of getting use to. Taking corners seems to be the main trouble, but these are overcome in no time. You can also change views so you're up close and personal with Pinky or the Brain, but unfortunately that's it. 3D perspective, you know, running around the maze through the eyes of the Brain are not an option (but man, wouldn't that be cool!). Play a friend on tournament mode, or hook up to the net and have a multiplayer match. Anyway you slice it, it's Dinky, It's Pinky and the BRAIN, Brain, brain, brain, BRAIN!

Agata Budinska



It's a must for fans of this wonderfully cool animated series

### aMAZEing fun

The gameplay itself is pretty cool, with the sound effects all taken from the cartoon. They almost sound like a pinball game. That is, in game, little sound clips and speech from the car-





# STAR TREK STARSHIP CREATOR

True Trekkies endlessly argue about Starship design. True trekkies will love this lots. Pity them

**Developer:** Simon & Schuster  
**Price:** \$79.95

**A**h, it's every budding Starfleet Academy graduate's dream, isn't it? To keep James T. Kirk's luxurious seat warm while he pops out for a leak or a quick shag. To pilot a Defiant class ship through a particularly ferocious wormhole with only Jadzia Dax for company. To match wits with Mr Spock over a lengthy game of three-dimensional chess. To sit down and discuss the finer points of non-linear particle anti-matter warpspeed hula-hoops with Commander Data. To - oh yes! - go boldly where no man, er... I mean, no one has gone before. Phasers on stun, dear readers, and scott me up, beamie!

**Don't dream**

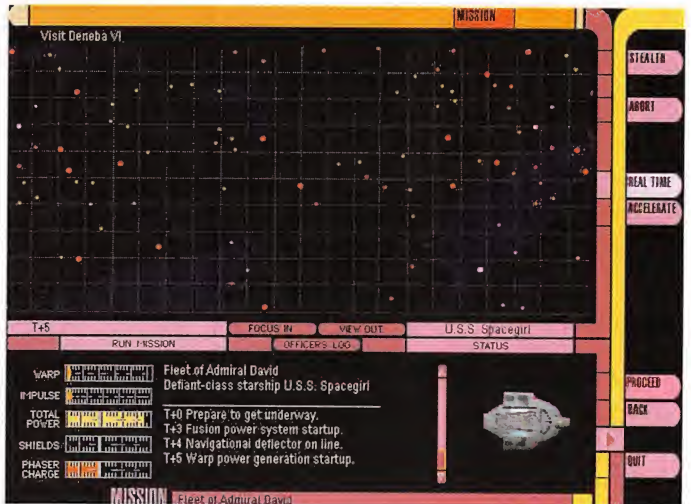
Simon & Schuster have released the Star Trek Starship Creator, tagged with the cunning slogan "Don't Dream It, Build It". And therein lies the rub. Starship Creator is a dry, painstaking, and quite marvelously tedious addition to the nev-

erending range of Trek-related CD ROMs. While developing the title, it would appear that great effort was expended in keenly identifying most of what made the various series' so entertaining and jettisoning the whole lot into the empty void of deep space. Thus, instead of the archly camp humour of the original series, the Next Generation's sense of adventure, the personal and political complexities of Deep Space Nine, and Voyager's whatever (I wouldn't know, I never really took to Captain Janeway), here we have lists, small blipping icons, lists, great slabs of text, lists, loads of statistics, click and drag gameplay (never has that been a more literal description), and lists. Lists! LISTS!

**Nerds ahoy!**

Let me breakdown the gameplay with this exhaustive list (how appropriate) of what you'll find yourself doing with your time in Starship Creator. Type in your name. Choose a class of ship - hmm, Constitution or Defiant? - and give it a name as well. Assemble the three main parts of the ship structure - hull, nacelle and saucer - and then rotate the cute graphic to make sure bits aren't falling off (or something). Fit the various necessary systems onto your newly assembled craft, supplying it with weapons, engines, communications, even replicators and "crew facilities". Assign a crew to use those "facilities", perhaps organising a Star Trek dream team featuring Spock, Data, Odo, Riker and Uhura. But who would be captain? Kirk or Picard?

**Watch dots fly!**  
All these choices (and some others)



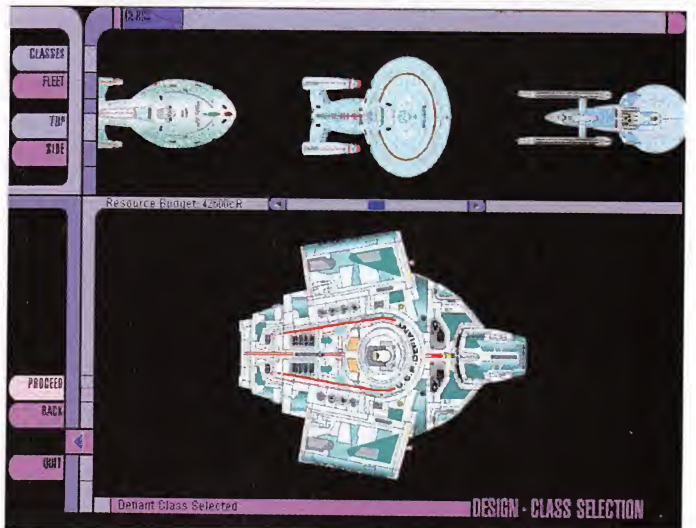
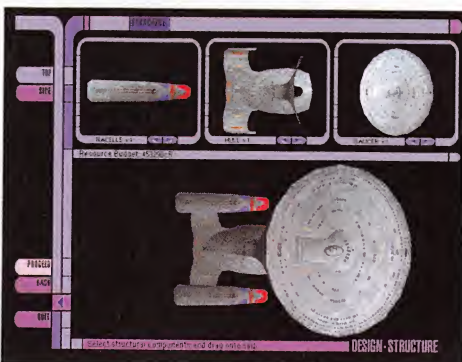
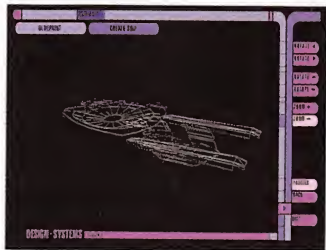
If you can use this for more than two minutes without saying things like "I canna give 'er no more, Captain! She'll blow!", or "It's a Starship, Jim, but not as we know it" you'll be better off than us...

are yours to make. You have to endure the consequences of such decisions as well. Once your ship is space-ready, you're presented with a selection of missions to fly. Pick one and sit back to view the action as it unfolds. Sadly, this involves simply watching a dull space map with coloured dots shuffling about and a few boxes of descriptive text. I guess there's a measure of suspense in waiting

to see whether you prepared properly or whether it's all going to end in teary, emotional good-byes. But, honestly, it completely fails to capture the thrills, excitement and - dammit - tackiness that Star Trek thrives upon.

If you're still interested, all the computer displays mimic the "real" Star Trek ones accurately and things go beep appropriately. Which is nice.

*David Wildgoose*



# LEGO MINDSTORM'S INVENTION SYSTEM

Hark back to the days or yore, filled with millions of pieces of Lego. Fast forward to now, where Lego still abounds, but it's now tied into your PC

**Developer:** Lego

I've mentioned this before, Lego was THE toy of choice in my family. My brother and I always dropped hints for our parents to get us certain models, usually by getting the latest catalog from the toy store and constantly showing our parents "that one, I really, really want that one". After cutting our teeth with Duplo, our parents were familiar with the Lego system. They were also familiar with the price. But

they got it for us anyway, and so we were merry children. We amassed quite a bit, including the Lion Crest Castle, a huge model that took my young brother and myself at least one full day, if not more, to complete. To us, this was state of the art technology (you could open the castle at the back to play inside), and our interest grew. Along with smaller set we also accumulated the Lego Airport and this sick blue spaceship. Such was our keen interest that we were taken on journeys to

the Lego centre at Birkenhead point (sadly now gone). There we saw for the first time the new motorised train sets and Lego technics blocks. Although I personally wasn't a fan of the technics system, (they looked foreign to my young eyes) I was amazed at all the sets I could have had. But all of a sudden, the supply of Lego stopped, probably due to the ever increasing price of the blocks, and over the years I slowly forgot about all the cool stuff I used to build.

### Lego Spice?

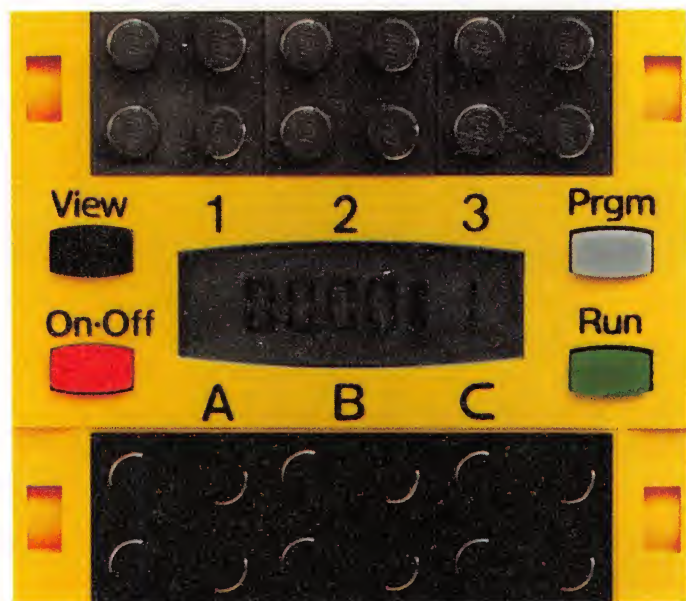
I walked through a toy store a few weeks ago to get a Spice Girls Doll for a friend's 21st.

some little plastic bricks. Was Lego destined to be an "oldies" toy that was big in the 80's like Yo-Yo's and He-Man? Has it gone the way of Fat Cat? Is this a sign that my childhood is over?

Although many would argue it's time I grew up, that Barbie is for little girls and so forth, I say games and toys are cool. I am proud to say Lego are back, combining the two, and the result couldn't be more stunning. Welcome to the world of the Lego Mindstorm Invention System.

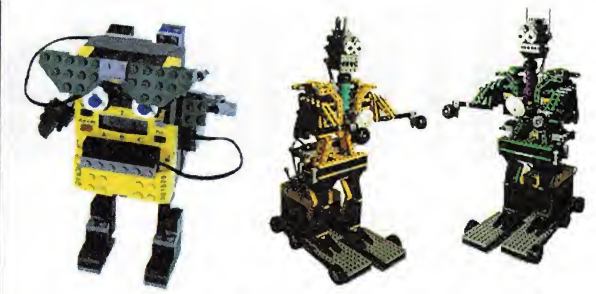
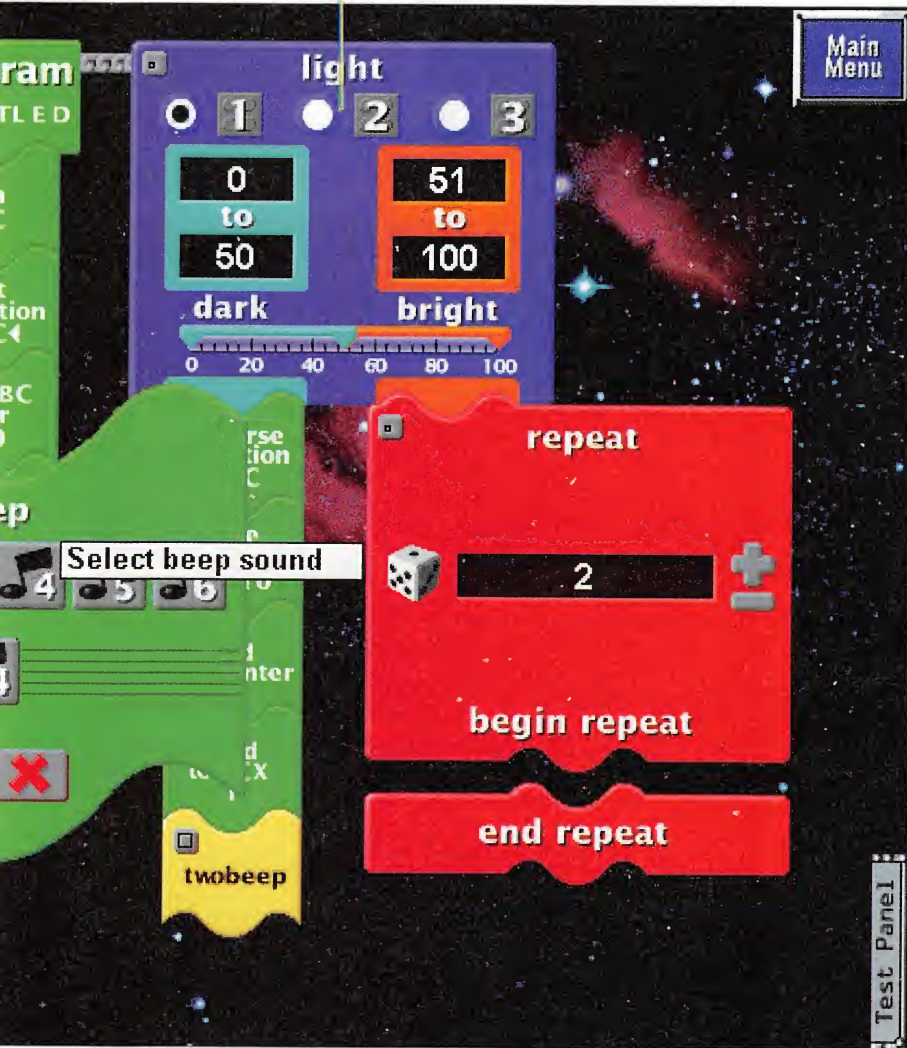
### Scientists!

So what is it, and what set's this one head and shoulders above the rest? This is a robotics invention package that comes with software and over 700 Lego components to set your mind free. Over a decade in the making, Mindstorm was developed with the help of the Massachusetts Institute of Technology (MIT) to help children design and build their own inventions and see how they work. At the centre of it all is the



This is, without doubt, one of the coolest things we've seen in a long, long time - no matter how old (or young) you are.

Where once there used to be an entire wall devoted to Lego, there was only a small section. A box that once cost between \$15-25 now retails for \$43. Has it really been that long? I told myself there was no way I could justify spending that much money on



demonstrate how each motor and sensor works. Available too are three expansion sets, Extreme Creatures, Robo Sports and Exploration Mars.

**Simply brilliant**

The actual programming is brilliant too. Based on a jigsaw like structure, you start by choosing from large green puzzle piece-like icons. These are the motor commands, which join up to a base program piece and form a chain of command. You can make the RCX turn on, wait, turn left, turn right, spin or reverse direction, and any of the com-

mands can be timed to a 10th of a second. Add to these commands the Sensor Watches. With these you can program the RCX to certain commands, such as Reverse when the touch sensor is pressed in, or to beep when the light's go out. In fact, the frequency of the beeps can be programmed. Included is a chart of notes and their frequencies, so if you'd like you can program your unit to play anything from Beethovens 5th to Sister Havana.

**Robo Fridge**

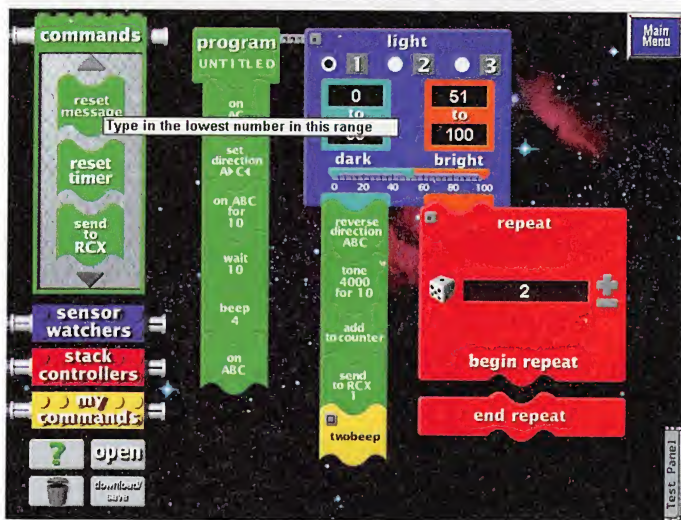
The manual includes some projects already created to show the possibilities and inspire anyone, included are models that children and Scientists have made, one being the Robo Fridge Light Detector, invented to determine what happens to the light in the fridge when you close the door. Another model is a card dealer, which can deal cards in 3 neat piles. Really, all you need is your imagination, and some spare time to build.

**...But costly**

Lego have also included a link to their web page, and a membership number, which gains you free membership to the Lego Robotics Network. There you can compare your projects with other people around the world. Although, considering the price of this one, it might be the only place you find a fellow inventor, with the Mindstorm Invention System Set at about \$500, and the expansion sets around \$200. For once though, you could justify spending that much on some little plastic blocks, cause this baby completely kicks!

Now I just have to invent something that will get the vodka from the freezer to me. But remember, batteries not included.

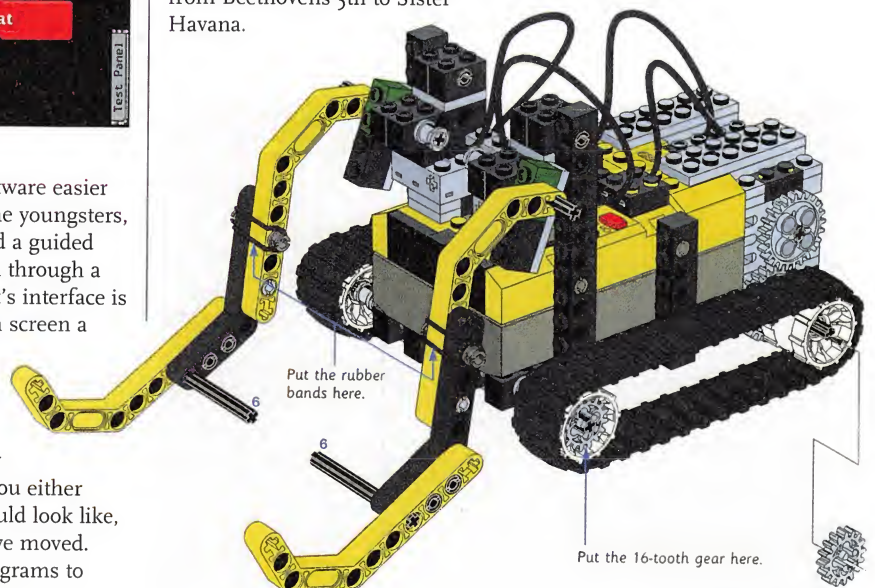
*Agata Budinska*



RCX, a micro computer with an infrared transmitter that sends and receives information from your computer. the basic unit runs on 6 AA batteries, and the transmitter takes a 9 volt'er. Also included are two motors, two touch sensors, and one light sensor. Used in any combination, you can program the unit to move forward, backward, left and right; either continually, after a set time, after it hits something, or when the lights go out. Really, the possibilities seem endless.

**Helping hand**

To make the software easier to understand for the youngsters, Lego have developed a guided mode that takes you through a training program. It's interface is nice and simple. On screen a voice over and video show you step by step what to do, after each step, click on a small play icon, and it shows you either what the model should look like, or how it should have moved. this uses pre-set programs to



# MTV: Useless Things

Bring a new meaning to the term 'derivative banal crap', this is something that only Jenny McCarthy would feel challenged by...

**Genre:** Effervescent Gameshow clone  
**Players:** 2 on one machine  
**Developer:** GT Interactive  
**Price:** \$TBA

**M**TV, eh? That weird music video channel that has Jenny McCarthy, an air-head nude model, running a "Perfect Match" style dating gameshow. Classy!

MTV has never really taken off here, possibly because we've only seen slices of it shown by the local networks, but more likely because we just didn't "get" the random American trash that feeds the square-eyed audience with its four second attention span. You can now get MTV on cable if you're keen, but not surprisingly, hardly anyone is.

### Apt name

Useless Things is an aptly named simple gameshow contest where (only) two players compete answering questions about popular media, song lyrics, celebrities, TV shows, and the like.

The questions are certainly topical enough, although totally focused on American artists, songs, shows and celebrities. There's a lot of questions that you'll find yourself skipping, because you've never seen or heard anything about them in your entire sphere of existence.

### Useless

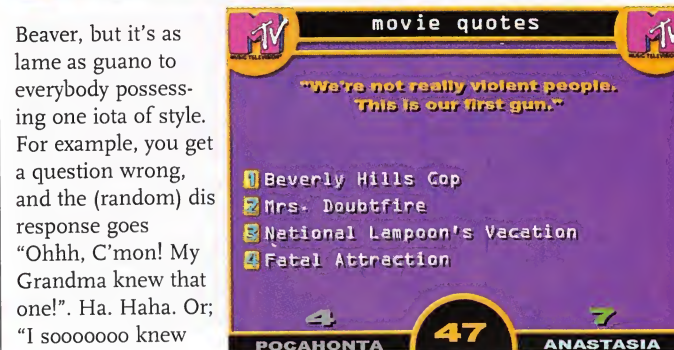
This kind of game has plenty of potential for slick graphics and funky animations, with jazzy little musical bits to tie it all together. Useless Things has a few generic techno beats, some boring melt effects and cheap, iconic visuals. It seems very chucked together, offering no single player mode, and no option for anything other than 2-players. The fact that pressing the Escape key once instantly kills the whole program back to Windows, with no noise, notification or final statistics is another sign of its evident simplicity.

### Things

Unfortunately, the game is a carbon-copy ripoff of another game, the stellar and brilliant "You Don't Know Jack". The differences are astronomical in terms of originality, presentation, sound effects, content and voice-overs. The host in Useless Things sucks particularly badly, with one septic dope churning out bad jokes and game semantics.

### Hard-core

Playing this game involves voluntarily listening to a bored, senseless voice actor blather his way through pages of poorly scripted, politically correct, saccharine-sweet commentary and hip "street talk" that might have sounded tough on Leave it to

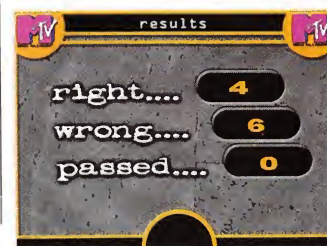


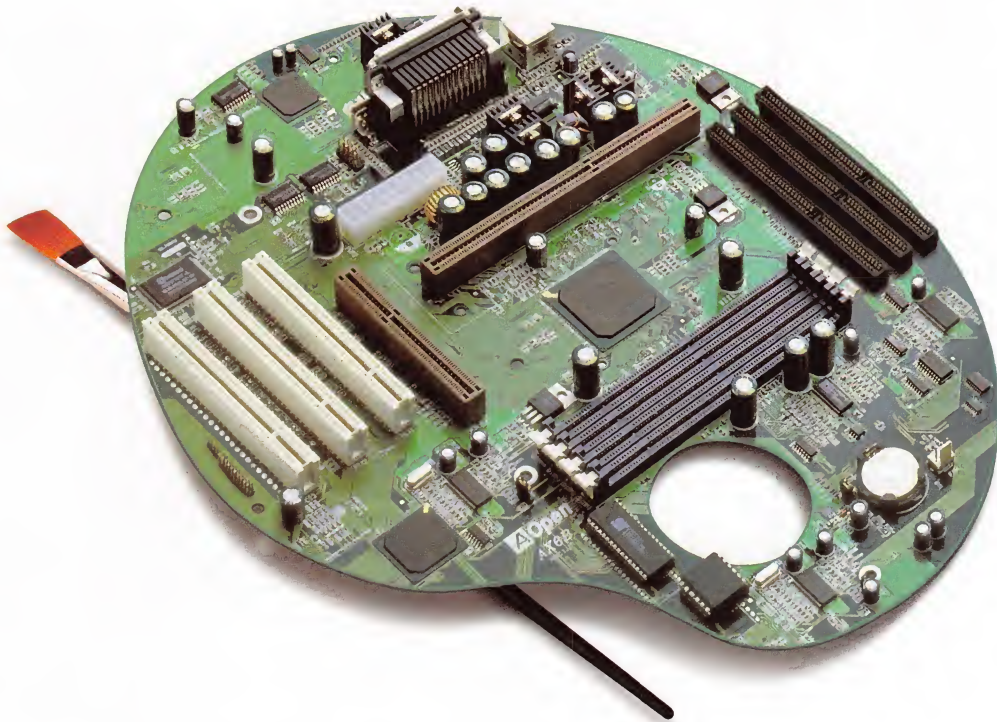
Beaver, but it's as lame as guano to everybody possessing one iota of style. For example, you get a question wrong, and the (random) dis response goes "Ohhh, C'mon! My Grandma knew that one!". Ha. Haha. Or; "I soooooo knew that" and "Did you spend a lot of time in the 'special' class?". Wheeeee, Hoho! It's total crap.

It's Jeopardy, Wheel Of Fortune and mainstream smarmy selfishness stirred into a festering cauldron of crappy, American media. That, and it's a blatant plagiarism of a far superior game, that is literally millions of times more enjoyable than this preposterous foreign rubbish. Don't touch this one, not even with the requisite bargepole.

Ed Dawson

You know, even if this only retails for fifty bucks it's still a waste of money. Go see Star Wars: Episode 1 four times instead. We guarantee it'll be much more fun.





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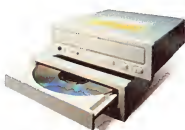
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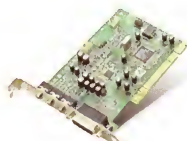
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Serv/5947



# QUAKE II

## UNCOVERED

THE TIPS AND TRICKS OF THE MASTERS EXPLAINED STEP BY STEP  
BY KAJ 'S8N' HAFFENDEN & ELIH 'CAULFIELD' BRADING

**W**elcome to the complete playguide that will transform both newbies and veterans alike into Quake II Gods. No longer will you be the one at the LAN party yelling out "Hey! How the hell can you run that fast?" or "Who took the megahealth? I didn't hear no-one rocketjump!" Now your computer will be the one everyone gathers around, jaws on the floor, emitting wow's and oh-my-god's at your unmatched skill and precision...

Okay, maybe you'll need a little practice as well as this guide.

Much of this guide may be old news to

some of you; but I can almost guarantee that everyone who reads this will walk (or strafejump) away with something they didn't know before. If you don't play Quake II online much, or at all, then prepare - because you're about to see all the secrets, tips and tricks that the best players in the world are still trying to master. Herein lie concepts that rip apart Carmack's code completely and exploit bugs that have only just surfaced amongst the Quake II community. And more of these 'features' are being discovered every single day.

### SETTING UP

Raw skills are only part of becoming the

best of the best. No matter how many people try to tell you that you can play just as well on a crusty old P75; it's not true. The setup you use is extremely important.

Rather than waste valuable magazine space listing something that most people already know, refer to the Quake/Q2 guide on this month's CD for the low-down on what to get for the ultimate Quake II experience. The CD also includes some great utilities for Quake II - the Q2 Bass Pak by Steve 'Stretch' Edwards, for example, beefs up the bass in all Quake II's deathmatch sounds - if you've got a subwoofer, it makes a huge improvement to the audio aspect of the game.



## BASIC DM TECHNIQUES

If you are relatively new to Quake II; you're probably still a little uncomfortable with using the strafe-left and strafe-right keys - if you use them at all. Start practicing in single-player mode strafing from left to right and shooting at an enemy. Then, once you're comfortable with this, try strafing one direction whilst turning in the other - when you find the right balance, you'll notice yourself moving in a circle. This is known as circle-strafing; one of the primary techniques used in deathmatch. Get familiar with it by practicing circle-strafing around an enemy while keeping your

crosshair on them - you should, with practice, be able to complete a full circle around an opponent with the chaingun never leaving your target. From here; start experimenting with more and less turn when you strafe, and begin to use it in everyday Quaking. For example; instead of walking up to a corner, turning, then walking again practice walking up to it and strafe while turning around it - this will enable you to see what's around the corner before your body actually comes into view. You will, after a while, start to use strafing as part of your normal movements in Quake II.

The next important basic technique is being able to dodge and attack at the same time - it's not much use stopping dead and

moving your mouse to attack someone, because you leave yourself wide open to fire. Instead, practice dodging enemy fire while at the same time letting off some ammo yourself. Again, this will come with experience but it's a necessary skill to learn in becoming a better player. Practice this by placing yourself in a roomful of Strogg and try to kill just one opponent while dodging everyone else's fire. Here, strafing is essential, as you need to be able to move without taking your crosshair off your target.

Don't get too stressed if you're not an instant expert at strafing and concentrating on more than one thing at the same time - it will all come naturally soon. Just keep plugging away, you'll get there eventually.

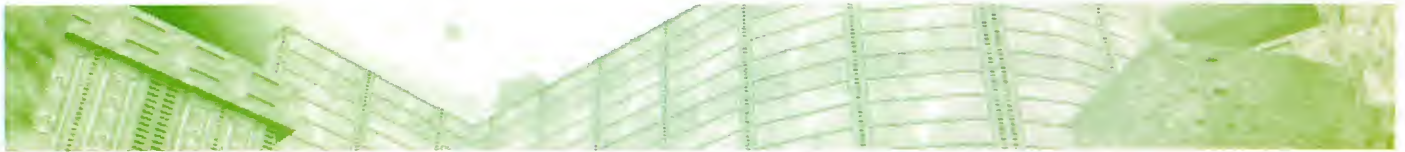


FIG. 1 (ROCKETJUMP TO M.HEALTH IN Q2DM1)



FIG. 2 (A COMMON SLOPE JUMP IN Q2DM1)

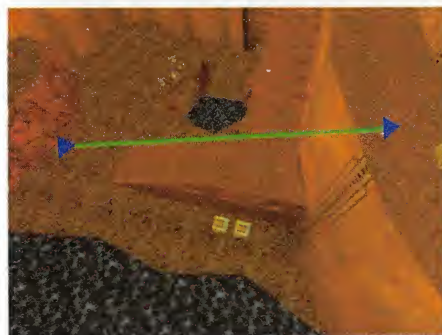


FIG. 3 (COMBINED ROCKET/SLOPE JUMP)

## THIS WEAPON SUCKS:

### WEAPON APPRECIATION

At some point in time you'll find yourself stuck with a weapon you don't like. This is where it's important to be able to use every weapon effectively, and know every weapon's strengths and weaknesses. You'll also want to know which weapons are most effective short-range, and which are most effective long-range.

For a detailed breakdown of each weapon, refer to the CD version of this document. There you will also find complete damage listings for each weapon.

## OMG! HOW'D HE DO THAT?

### ADVANCED TECHNIQUES

There exists in the world of Quake II many tricks that exploit the physics code. Here I'll describe in detail some of the easier ones that have many uses in a deathmatch environment.

STAIR DOUBLEJUMP TO LOWER ROCKET HOLE



STAIR DOUBLEJUMP



STAIR DOUBLEJUMP



### ROCKETJUMPING

Rocketjumping is achieved by firing a rocket directly at your feet and jumping at the same time. The result is a very high jump, which can launch a person great distances, both vertically and horizontally. As firing a rocket into oneself obviously hurts, you will take some damage (53 at the most if unarmoured). Generally you want to rocketjump to somewhere that has replacement health or armour. Rocketjumping is also a very good close-combat attack - if you rocketjump right next to your opponent you'll invoke damage as well as disorienting your opponent; often letting you get in another shot while in the air.

Fig. 1 shows how to rocketjump in q2dm1 to the megahealth.

### SLOPEJUMPING

Another exploit uses slopes or ramps to gain height - if you jump whilst running up a slope you will jump a little higher than usual. This jump can be combined with a rocketjump to achieve even more height. A good example of an easy slopejump is when coming out of the lower rocket launcher room in q2dm1 - slopejumping off the ramp there and moving left will put you on the ledge beside you; saving you running around and up the stairs. This is a very good deathmatch lifesaver (see Fig. 2). An example of combining slopejumping and rocketjumping is shown in Fig. 3 - this is beside the pool leading to the railgun in q2dm1 - and enables one to Rocketjump up to the walkway with the three packs of bullets.

ROCK DOUBLEJUMP



STAIR DOUBLEJUMP





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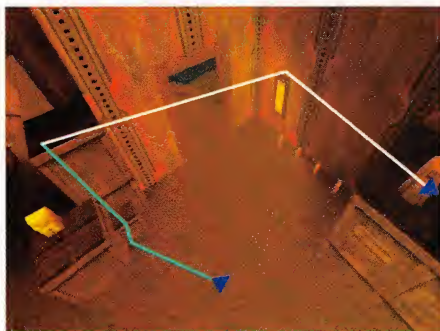
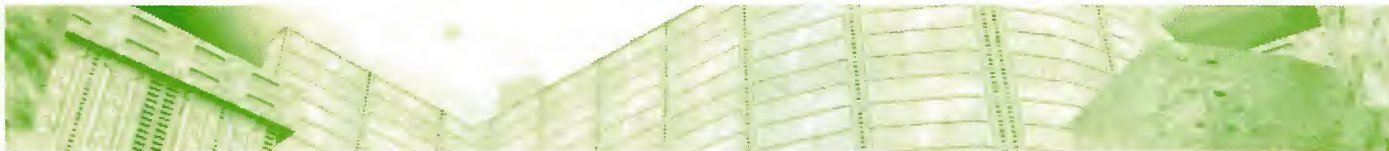
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**FIG. 4** (CRATE DOUBLEJUMP)

**DOUBLEJUMPING**

Doublejumping was introduced to Quake II by Zoid in Quake II version 3.14, and has remained since - it is arguably the most useful physics exploit in Quake II, and quite easy to do as well. Basically, you have to find a step that is two average steps high - basically, any second step in a staircase (the height of the step can vary a bit). The easiest doublejump can be performed by pushing into the step and jumping twice in quick succession - you'll gain a little more height than normal this way. Even more height can be achieved by running up to the step, and just before hitting it doing the two jumps - this will put more length into the jump. Also, if there is a wall on one side of the step to jump on you can perform a really high jump by pressing into the corner and jumping twice quickly. This last method is also nice and easy, and is most often used in q2dm1 to get the megahealth without rocketjumping - see **Fig. 4**.

Another useful place to use doublejumping - the 'run-up' version - is also in q2dm1 to get the yellow armour in the megahealth room quickly. A simple doublejump while running towards the lowest

**CRATE DOUBLEJUMP**



block is all that's needed to make off with the armour very quickly - **Fig. 5** shows this.

A very difficult doublejump can also be performed in q2dm1 to get from the hyperblaster to the grenade launcher. To do this (and only attempt it when you're very comfortable with doublejumping); ride the lift up from the yellow armour until it's about a step from the top, then run forward and doublejump. Personally I find it easiest to be looking straight ahead; however you can also try doing it diagonally (which implements a type of jump explained further into this guide: the strafejump). See **Fig. 6** for a visual guide.

**STAIR DOUBLEJUMP**



**CRATE DOUBLEJUMP**

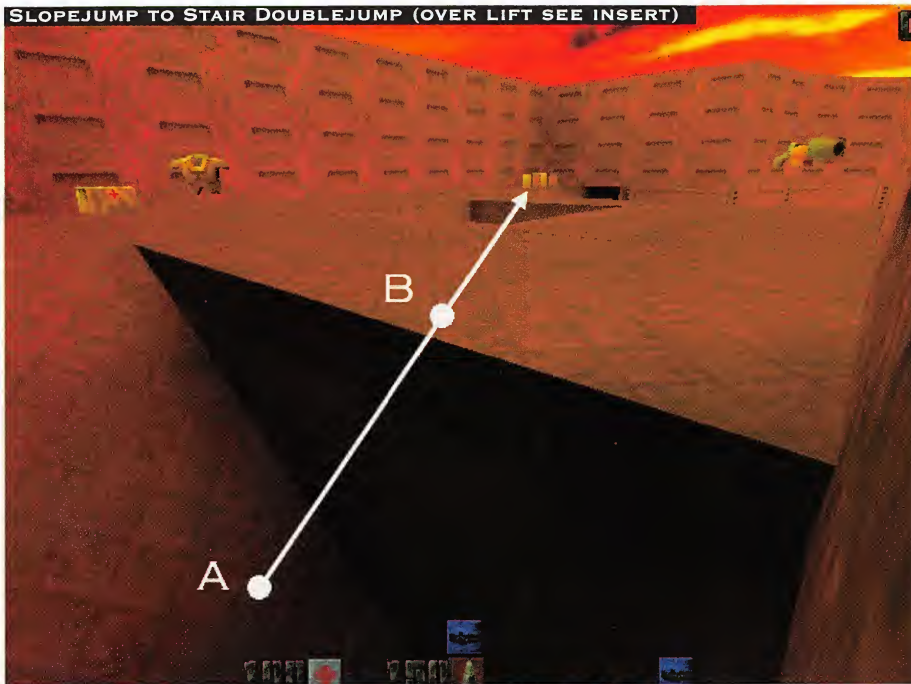
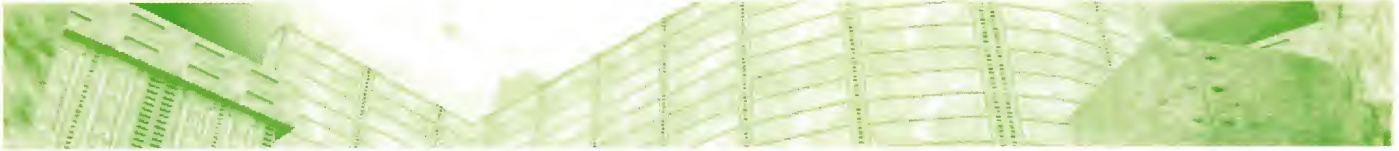


**SOUND ADVICE:  
TRACKING YOUR OPPONENT**

Sounds are an extremely important part of becoming a good Quake II player. Sounds will tell you exactly how much health your opponent has, where your opponent is, where your opponent is going and how much ammo they have.

**GRUNTING ADVICE**

Each player makes a noise when injured - the noise they make depends on their remaining health. The ranges are 100-75, 75-50, 50-25 and 25-0. Memorising these sounds enables you to pinpoint to a 25-health accuracy exactly how much health your opponent remains with. It's actually quite difficult to take notice of this whilst in the midst of a furious battle, but when you hear an opponent groaning loudly in pain, you know it's time to go for the kill. Also, this is vital in determining which weapon you should use - if your opponent has less than 25 health you're usually better off using the chaingun or super shotgun rather than the railgun, for example.

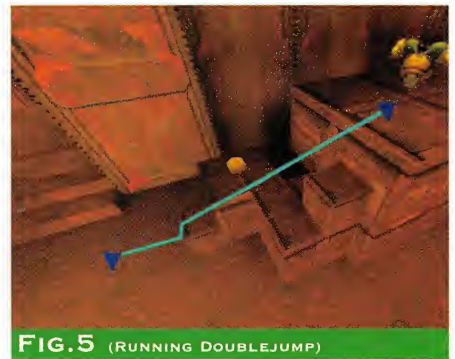
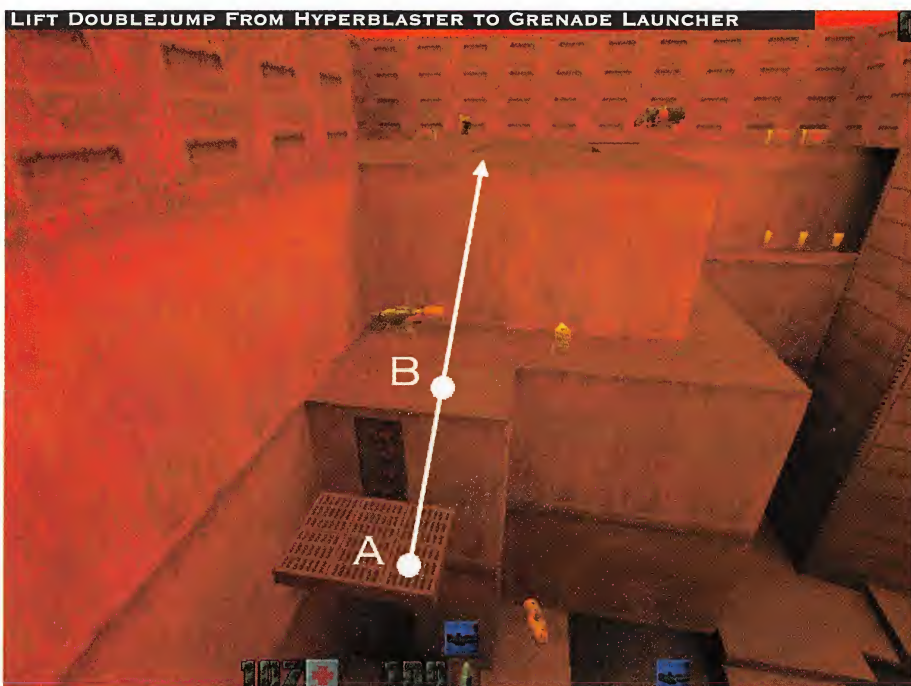


**AURAL LOCATION**

A careless opponent's position is easily deduced by the sounds they make - ensure you know the level well enough to determine

where your opponent is if they make a certain pattern of noises; for example a weapon pickup and two ammo boxes. Make sure you know where every armour shard is on the level; usually there are only two or three groups of shards on a level so it's a dead giveaway as to your opponent's location if they pick one up. However it's

important not to deduce where your opponent is then go rushing straight for them - instead, think where your opponent's next move will be and ambush them there.



**MAKING MAPS YOURS**

Level control is what separates the good from the best. It doesn't matter how good your railgun aim is, or how well you can 'lead' rockets; if your opponent doesn't let you get the railgun or rocket launcher you're not going to get very far at all.

There are two main types of level control: Weapon Sweeping and Spot Control. Weapon Sweeping is most effective on small levels, whilst spot control is more suited to larger levels where there is a depot of health, armour and ammo.



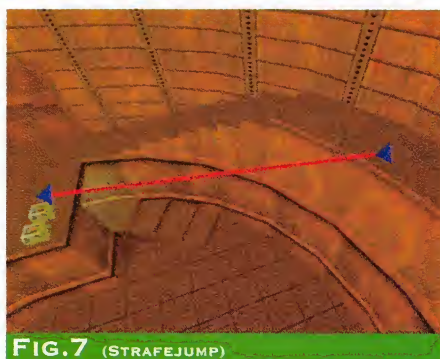
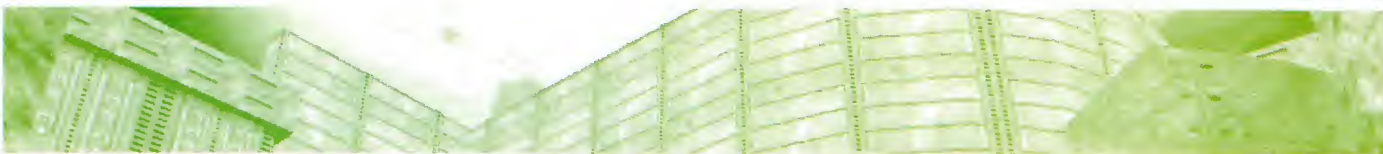


FIG.7 (STRAFEJUMP)

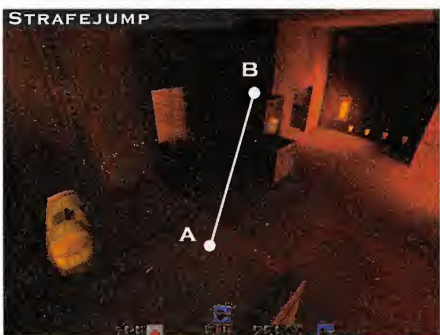


FIG.8 (TRIPLE STRAFEJUMP)

**WEAPON SWEEPING**

On small levels, weapon sweeping is very effective. It involves running around the entire level picking up all the 'good' weapons, then timing it so you begin the circuit just before the first weapon respawns (this is, of course, assuming you are playing with weapons stay off - as you should be in a 1-on-1 match).

To weapon sweep successfully you must have good timing skills - each weapon takes 30 seconds to respawn; so ideally you want to finish the circuit in about 28 seconds. Of course in reality you're going to have interruptions - like killing your opponent, for example - so it's best to give about 20-24 seconds for a circuit.



Any more and you either want to make sure you meet your opponent near the end of your circuit; or use spot control instead.

Q2DM3 is a level where weapon sweeping is possible, though it can be risky as it involves a trek through the frag pipe. Start from the rocket launcher, drop down to the rocket pack and run around the top to the railgun. Drop down and grab the hyperblaster then continue along and climb up the ladder to the super shotgun, then jump across to the armour and then up to the hole leading to the rocket launcher again. Note: to make the jump across to the hole from the yellow around you need to employ a trick known as a strafejump; described in detail in the next section. This route should take about 20 seconds, leaving you with time to rocketjump to the invulnerability (which usually isn't there as most 1-on-1's are played without powerups). Whilst it doesn't yield the powerup it does give you back 75 health and a railgun; so it's useful if you have less than 100 health and little armour.

However, for the Q2DM3 situation I much prefer the Spot Control method.

**SPOT CONTROL**

No, this isn't putting your dog on a leash - spot control involves selecting a nice warm, cosy area of the map and controlling it. The area selected should contain health, armour and ammo - so you can move out at intervals, take a few shots, then dart back in to stock back up on supplies. This, of course, has the downside of letting your opponent go out and grab weapons - and armour - so it's important that you kill your opponent before they have a chance to stock up.

Note that spot control is not camping. Camping is positioning yourself so there's

only one entrance to your hidey-hole, and placing your crosshair just before a major weapon or item like a BFG, rocket launcher or red armour. Usually the railgun or rocket launcher is used for camping. Spot control is just making sure no-one can access your supplies, whilst still moving out of your area to attack. Basically, you're making sure you can get back to the 'spot' before your opponent can.

Spot control in Q2DM1 is important - you want to control the megahealth room, as it contains 120 health, 50 armour, a backpack and 200 bullets (including the chaingun). From here, you can also hear your opponent anywhere on the map. Also, in the megahealth room you are relatively high up - this means you have the advantage when attacking your opponent.

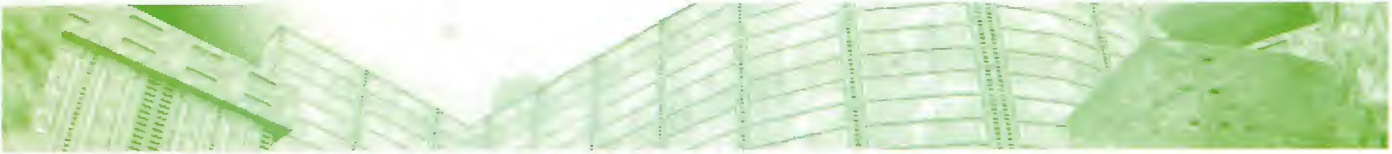
Q2DM3 also benefits from spot control - the area you want to control is the yellow armour room. Here you have quick access to 20 health, 50 armour, shells, slugs, cells, and you can hear your opponent grab the rocket launcher (in which case it's a nice easy rail).

**THE JUICY STUFF  
ADVANCED PHYSICS EXPLOITATION**

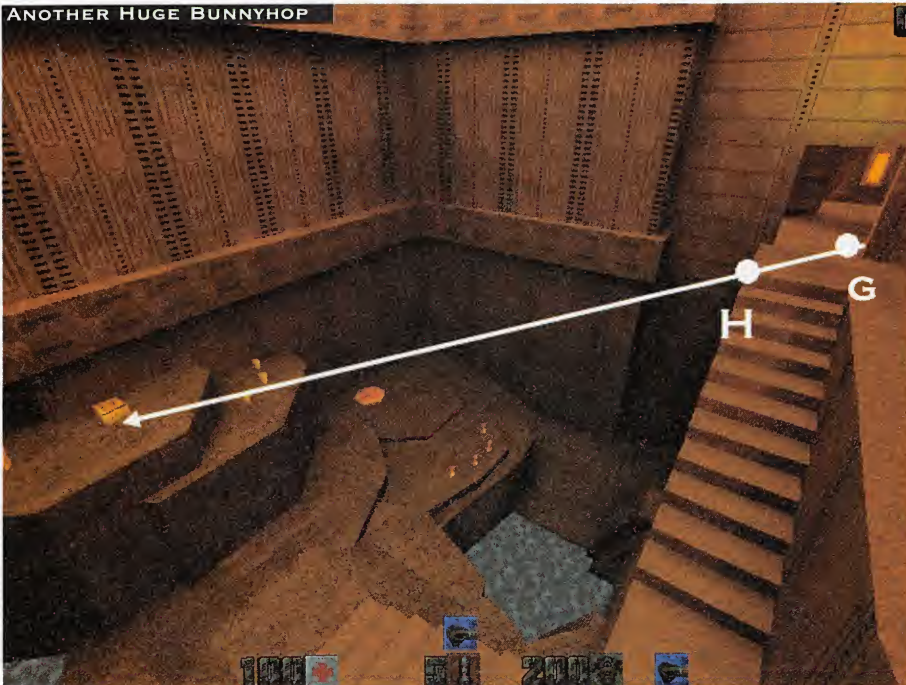
Okay, here is where we get into the really, really juicy stuff - the things that make onlookers' jaws drop, and gives you the edge in a 1-on-1. Before I launch into these moves I'll mention firstly that with a dial-up ping most of them become exponentially difficult, and some adaptation will be needed in order to use them over the internet.

**STRAFEJUMPING**

Strafejumping gives a significant boost to a single jump, and is performed by holding



ANOTHER HUGE BUNNYHOP



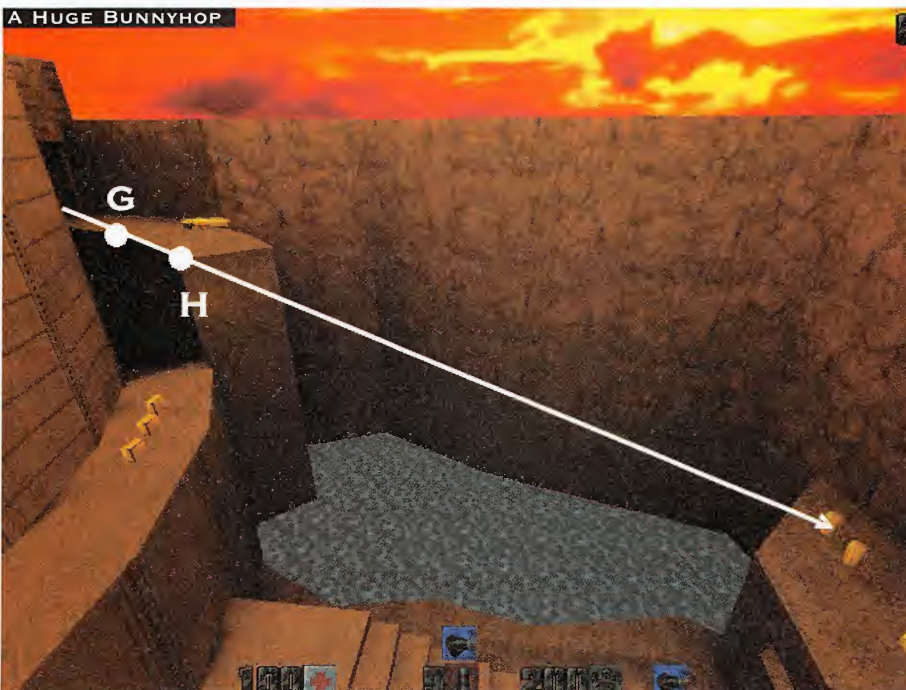
down either strafe key while jumping forward. During the jump, it is important that the forward key and the strafe key are held down for the entire jump. You will need to turn a little in the opposite direction you are strafing in order to jump in a straight line.

Strafejumping is most often used to reach places where normally one would have been required to take an alternate route. For example, in q2dm1 a strafejump can be used to jump to the two 25-health boxes in the Central area from the walkway running out of the megahealth room (see Fig. 7). Things like this may seem irrelevant - you only save about a second doing this particular example - however as any top-rung Quake II player will tell you, in a pursuit one second can be

the difference between life or death.

Another useful place strafejumping helps is the previously mentioned jump to the megahealth in q2dm1. Use it by first double-jumping onto the backpack blocks, then to the light, then to the megahealth. With practice, a strafejump can be used to jump from the top of the backpack blocks directly to the megahealth, erasing the need for the light. For the skilled strafejumper, the next step is to jump back from the megahealth onto the top of the backpack blocks - useless, you may think; until you then strafejump to the yellow armour (a difficult, but possible, jump that requires very precise positioning and timing). See Fig. 8 for a visual explanation of this manoeuvre.

A HUGE BUNNYHOP



**BUNNYHOPPING**

An unusual phenomenon occurs if one performs a series of strafejumps one after another with no break in between - the player will actually gain horizontal velocity with each jump, and while there is a hard limit as to how much velocity can be gained the resulting speed is quite dramatic. The important thing about this trick is that you must make sure you do a full strafejump each time, which means if you're going on a straight line you may need to alternate left and right strafe, or just keep turning with the mouse if you're going around a bend. The other vital part to this is the fact that there must be no delay between each jump - this can be ensured by releasing the jump button after each jump, then pressing it and holding it before you hit the ground. This will make you jump automatically the instant you hit the ground.

Bunnyhopping has a limitless array of uses - once one becomes proficient at bunnyhopping you should be using it all the time as a general way to go faster (unless, of course, you need to remain silent for ambush purposes). Also, there are a few places on the DM levels where bunnyhopping can allow one to reach places normally requiring a rocketjump, for example. The best example is once again q2dm1, and the upper rocket launcher. If one bunnyhops along the passage leading to it, and times it so the last strafejump is performed on the edge of the platform; correct placement will make one sail right over to the opposite side of the room, landing them on the ledge containing the health, rockets and armour shards. If this trick can be performed a good percentage of the time it becomes an excellent way of gaining 10 rockets.

One characteristic of bunnyhopping is the fact that if a large drop is made somewhere throughout the series of jumps (providing the player keeps strafing and moving forward) they will actually continue along at the same velocity. This can lead to an odd cannon effect, as the player is eventually falling almost straight down it can appear very much like they have been shot out of nowhere as their horizontal velocity is not affected by the fall. This in itself has uses - one, which is quite difficult to do but can be useful; is on the walkway in q2dm1 just under the upper rocket launcher. One can perform a strafejump off the ledge at an angle of about 45 degrees, and land on the staircase below and immediately execute another strafejump - hence bunnyhopping. If timed right, with a bit of luck you'll be shot out onto the ledge over the other side of the room. Refer to Fig. 9 for positioning.

**CIRCLEJUMPING**

Circlejumping is a relatively new style of jump, having only recently been discovered by the trick-jumping community. Its exact reasoning is unknown, however it can exceed a strafejump in terms of distance jumped,



though it is considerably more difficult to pull off. It involves running perpendicular to a ledge, then arcing around by slowly turning the mouse to the direction of the intended jump, and jumping when you're facing a little before the target. Then, turning is sped up a bit and the forward key always held down. The most important aspect is that you must be turning throughout the entire jump.

**Fig. 10** shows how circlejumping can enable one to reach the same ledge as mentioned above in q2dm1 with a single jump from the walkway.



Circlejumping in reality is not all that useful unless you can execute it consistently. It is, as I said, a very difficult jump so don't be too bothered if you can't pull it off at all.

**CRATE JUMPING**

Cratejumping is a bug in Quake II that has been known for a while, but has only very recently (the day this article was written, as a matter of fact) been explained.

Anthony Bailey - of Quake Done Quick fame - has been hard at work with Nolan Pflug, other members of the QdQ team and myself (and I'm sure others I've forgotten) to try and explain the phenomenon. Due to the complexity of it, I won't cover it here - instead refer to the CD version of this guide for a full explanation.

**WRAPPING IT UP: CONCLUSION**

Well, there you have it - a playguide for Quake II that delves into the deep, dark areas of physics that no-one was ever meant to find out about :). Don't get too stressed if you can't do everything listed in this guide first shot - these things take a lot of practice, so be prepared to give up your social life if you intend on being able to do everything here consistently.

I highly recommend the use of Quake II bots to help you train rather than trying to do



these tricks on the laggy internet - currently the best is the Gladiator Bot, which you can find at <http://www.botepidemic.com/gladiator/> however at the time of writing it is only in a beta form and only a handful of levels can be used (the important ones - dm1 and dm3 - are available though). The CRBot and Eraser Bot are two other popular ones, available at <http://www.planetquake.com/crbot/> and <http://impact.frag.com> respectively.

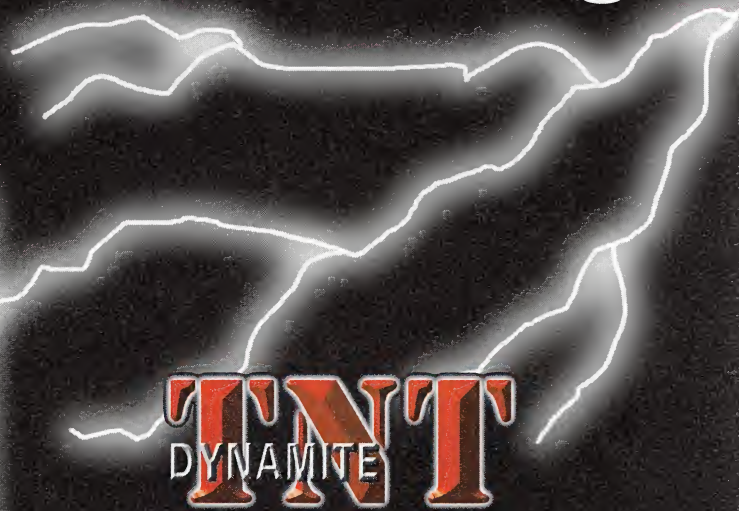
If you think you know this stuff inside and out by now, drop by Riding the Rocket at <http://www.tsunamitech.com/quakez/rtr/>, where you'll find weekly challenges pertaining to trick jumping as well as challenges against bots and an ongoing 'bot league'. Here many people compete in a gruelling tournament against bots to see who rocks and who...doesn't rock. Riding the Rocket is also a great resource to find the latest and greatest trick jumps, as all challenges are archived with the winning demos available for download.

Now get practicing!

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# THIEF

## THE DARK PROJECT

# THE WALKTHROUGH

Just cos it looks Quake-ish doesn't mean you should run around shooting everyone. Here's what you should be doing, by David Wildgoose

### GENERAL TIPS

The manual has plenty of useful tips on how to behave like a thief and the varying uses of the weapons and equipment. One thing that isn't entirely clear, however, concerns the visibility gem. Or rather the little light next to it. Simply, when it's red it means everyone can see you. Only alerted creatures will spot you when it's yellow, while no one will find you when it's black. Of course, even the blindest zombie will notice when he's bumped into your shaking figure crouched in the darkness. By the way, did you realise you can get a statistic for "airborne knock-outs" on the post-mission screen?

### BESTIARY

**Normal Guards** - Best taken out with the blackjack or a broadhead. You should triumph in a swordfight as well.  
**Servants** - Even if they know you're there, you can drop them with your blackjack. Let them escape and they'll usually go for help.  
**Hammer Guards** - Forget going hand-to-hand with these guys, they swing those hammers with surprising speed.  
**Zombies** - It takes two holy water arrows to kill a zombie, but just one to put out a torch and sneak past. You do the math. Can also be backstabbed, but they only stay down for a moment or two.

**Priests** - Alert them and you'll need to dodge their spells. Again, go for the blackjack.  
**Burricks** - Best avoided entirely, although it's possible to knock them out with the blackjack. Careful, though, as they're far too heavy to carry.  
**Spiders** - Shoot them with a broadhead when their back is turned. Too disgusting to carry.  
**Ghosts** - Try to backstab with Constantine's Sword. Sometimes need two hits.  
**Fire Elementals** - Destroyed by water arrows. There are no torches that really need extinguishing in The Lost City, so try to save your water arrows for these guys.  
**Claw Men** - On alert when they make that horrible scratching sound and go down noisily no matter what you do. Come in two colours - brown and, later, blue. Too heavy to carry.  
**Cat Men** - Seem to have exceptional hearing, so be careful. They'll swiftly dice you with their sword, too.  
**Insect Beasts** - Forget broadheads, only gas or fire arrows seem to affect these guys. Or a sword in the back, if you can get close. Too heavy to carry.  
**Hammer Haunts** - Like normal guards, except they look uglier and you can kill them with holy water.  
**Kamikaze Frogs** - Revolting things that explode on impact. Broadhead them quickly or you'll need some purple fruit or healing potion.

### MISSIONS

#### LORD BAFFORD'S MANOR

Sneaking into the manor is simple. Pickpocket or blackjack the drunken guard at the well house and prepare to get yourself wet. At the top of the spiral stairs beyond the cellar, turn left then head NW until you find another drunken guard. You're now in the manor proper and can begin hunting for the sceptre. The guards on this level tend to either stand still or roam on long and predictable patrols. Blackjacking them is thus a task completed with minimal fuss. The only exceptions to this are the two circling the small pool on the second floor and the guard in the throne room foyer. Head upstairs to the top level and slash through the tapestry in the SE corner. Careful of the tiled floor up here, as it can attract the attention of guards below. Follow the secret passage all the way to the foyer rafters and,

BAFFORD MANOR

1.





# THIEF



from this height, extinguish all four torches. Drop down onto the carpet then blackjack the guard and grab the sceptre.

On the way out, use the door on the left because it will keep you out of the line of sight of the guards beyond. The best way to deal with these next two is to follow them on their patrol around the small pool, jumping from carpet to carpet to avoid making too much noise. Investigate each room as you go, but do make sure you close the doors behind you - the guards here are particularly observant. Exiting the manor requires you finding a ground floor portcullis in the middle of the northern wall of the building - you would have passed it on your way in near the second drunken guard. The switch is on the wall halfway down the corridor.

## CRAGSCLEFT PRISON

Once in the mines, head to the NE corner where the strange machinery is located. Enter the cave and climb up until you reach the broken bridge. Jump to the small ledge on the left then onto the hand rail of the bridge and mantle up. At the top of the slippery slope you'll find an elevator shaft. Sneak past the few zombies as you follow the passageway to the right. A good way past the guards at the base of the factory stairs is to distract them with the corpse you find nearby. Sneak past and wait under the stairs when they're out investigating the noise, then blackjack both guards in turn.

Inside the factory there are three guards making hammers. Wait in the stairway then blackjack them when they finish and start to

leave the room. When in the prison complex upstairs, be careful of the rotating Builder's Eye at the entrance to each cell block - if they spot you they'll sound the alarm. Head to Block 4 first, as this is where Cutty is being held. To cross each cell block, you should dart from shadow to shadow when the guard's back is turned. Get close enough to him then pickpocket his key. Now unlock the door, blackjack the guard and open Cutty's cell. Expert players will need to find Basso in Block 3 Cell 4 and Issyt (or, at least, his hand) in Block 1 Cell 9 - but you can leave Basso's body until you're ready to leave.

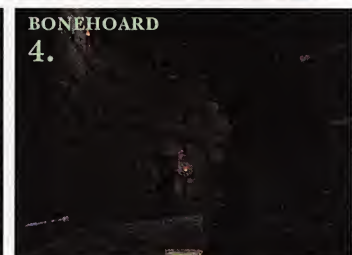
Plenty of loot can be found upstairs and in the barracks. To get past the priest near the entrance, just lean forward around the corner and club him. Once in the barracks, be wary of the guard outside the room with the safe - you can see him (and vice versa) through the slit window. There's also a secret passage near the entrance to cell blocks 3 & 4, just to the right of the guard window. Crawl through and collect the stuff Nammon tried to escape with.

The only way out of Cragsleft is back through the factory and mines - make sure you've got Basso. Back at the stairs into the mines, head west and go for a swim. You'll surface near some zombies, so make a dash for the elevator and get off on the second floor.

## DOWN IN THE BONEHOARD

The Bonehoard is teeming with zombies. With but one exception it makes no sense to stand and kill these foul creatures as they do nothing but exhaust your limited water arrows and waste time. It's also much easier to simply run past them.

Run past the first zombie and head down the tunnel. When you come to the room with the long rope suspended from the beam, make your way down this and make sure to jump onto the ledges which are on the closest wall. As the zombie turns its back to you, run towards the left passageway. Once you come to the top of the stairs, turn right. Work your way to the room with the ladder going down, and climb down it. Dive in the water



# THIEF



and follow the tunnel till you come to a room. Collect 6 fire arrows and some treasure from the twin chests. Make sure to stand to the side of these chests as they are trapped. Make your way over the pool of water and head down the ladder. Before you reach the bottom make sure you jump out from the wall as far as you can - the ladder's base is a pressure plate that releases a boulder. Head left through the caves till you come to a high opening to a grassy tunnel. There should be a rope in front of it. Lift yourself up into this opening and continue left. You'll come to a cave with red walls. Enter it. If you get lost in the caves, use the arrows Felix carved in the walls as a guide - they mark the route to the entrance.

You're now in the tomb proper and within a short distance of the Horn and Mystic's Soul gemstone. Save your water arrows and holy water for later, so simply run past any zombies featured. Hug the right walls till you come to a ramp. Climb it and head to the right again till you reach another cave area. Beyond the right opening (which is guarded by two Burricks) lies the Horn of Quintus. Head back to the tombs and do a thorough search of the area for treasure. In the room with the square tiles, light the torches with your fire arrows, then head back to the entrance way and dispatch the zombies one by one. You can now make your way down a tunnel that has opened in the centre of the room. Beyond this lies the Mystic's Soul gemstone. You'll be relieved to hear of an exit near the top of the ramp that first lead you to the Horn.



## ASSASSINS!

Someone's put a price on your head. The only way to find out who is by tailing the two assassins that just made the attempt on your life. As you follow them, make sure you keep your distance and tread carefully. Take particular care walking over the bridges - use a moss arrow as a precaution. Try not to fall behind as it's easy to lose their trail as they weave through the city.

Your would be murderers bring you to a mansion, owned by a man named Ramirez. The mansion is crawling with guards, so remember to sneak often and make use of the shadows in particular. From the entrance, head down the corridor and make your way around the inside perimeter of the mansion walls till you come to a courtyard at the rear. Wait till the guards go inside and head to the first door on your right. Here your lock pick skills are checked. To successfully pick a lock, remember that you must hold down the left mouse button till the door opens. For some locks, a combination of different lockpicks may be required. Head up the stairs and take the first door on the right. It should be Ramirez's bedroom. Open the chest and take the Basement Key. For extra loot, examine the inside of the fire place - a

good thief always "pokes" around fire. From the bedroom head down the corridor (the next two rooms containing valuable loot) and take the last door on the right. Make your way down the stairs and past the open door full of guards. A straight dash by the open door should get you by - sneaking past on the far wall is an almost certain doom. Make for the hallway and head left till you reach the end. There will be a guard patrolling this area, so make sure he passes first before you make your move. At the end of the hallway turn left and head down the stairs. It's a straight run to the Basement door from here, just take care not to run into the patrolling guard and dutiful servants. There are plenty of rooms to the side of this passageway to hide in till danger passes. Once in the basement proper, the first room on your contains an unsuspecting Ramirez. Have your way with him and don't forget to search his corpse.

A skilled thief will take the same route out of the mansion as they did in. A wimpy one will go for a swim in the mansion's moat!

## THE SWORD

To the left of where you begin your search for the Sword, you'll find a wooden sill. It'll be to the left of a balcony. Shoot a rope arrow here and climb up. This makes for the perfect back door and undetected entrance. Once in the room, go right and head down the ladder. This is where it becomes tricky. Not only are there scores of guards protecting this building,



YOUR NAME IS "MALACHI."  
THAT'S ANCIENT HEBREW FOR  
BAD ASS MOTHER



# REQUIEM™

## AVENGING ANGEL™

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# THIEF



the layout itself is maze-like making it very easy to get lost in.. Treasure hunting is vital here as it provides you with precious extra equipment to use (like water arrows). Be wary though when looting chests of their treasure. Most chests here are trapped, so approach them at an angle to avoid harm.

Make your way to the first level and go through the double doors. Under the cover of darkness (those torches will require water arrows), relieve the patrolling guard of the key he is carrying. Head back to the first floor and open the previously locked door.

On the second floor, go to the northwest corner where you'll find a hole in the wall. Enter this mossy tunnel and follow it as far as you can go. You'll need to exit at one point to nip through some tiled corridors until you find another tunnel. Eventually you should arrive at an area above the Sword, although with two patrolling guards in your way. Extinguish torches, maybe moss arrow the floor, and blackjack both of them. Once you track down the Constantine's sword, call on your rope arrow once again and shoot it into the ceiling. Jump onto the rope then slowly lower yourself till you can reach the sword. Take it and retrace your steps to get out of the place.

## THE HAUNTED CATHEDRAL

If you're playing on Expert, then it's advisable to switch on each of the generators that power the city lights. The required 2000 gold in loot is tough enough to find without having to do it in the dark. Getting the Serpentile Torc is just as tough. Do some swimming in the western section and you'll eventually emerge in an area with a closed drawbridge. To its right are two buttons that you need to shoot with an arrow. Across the bridge, climb up and get out onto the street. You'll find the Torc in the mansion across the road. To the contrary, the Watchman's Grave is relatively simple. Get the top floor of the building on the south side of Market St. From the window you can leap across the road to the balcony opposite. Inside you'll find a large chamber, a tombstone and a dish to deposit your coins.

Your map tells you where the cathedral is, so just keep trekking east until you come to the bridge across the stream. At this point you'll need to devise some tactics to deal with the creatures here. Perhaps the best solution is to attract the attention of two of the zombies you met on Market St (assuming you didn't kill them, that is) and lure them near the bridge. As they arrive, dive into the stream and wait for the mayhem to die down.



# THIEF



Hopefully, when you climb back up there'll be nothing but a few corpses.

Once at the cathedral, you'll realise the doors are impenetrable. Head right and walk to the rear of the building. Mantle up the wall and approach the open window. Now, to follow the Eye's instructions, head back to the grotto - that circular room to the east of the bridge. Rope arrow across and stand on the platform. Launch a fire arrow at the statue then enter the secret passage it opens. At the door, you'll have to weight one pedestal while standing on the other yourself. Dart through the door and the rest of the Keepers' traps should be no problem.

decorated by a castle and scales - the Civic section. Explore the temple beyond this, stealing all the blue discs as you go. At the rear is an exit which eventually leads to the temple that houses the water talisman.

You should also find a Keeper medallion en route near some skeletal remains. Inside the temple, grab the talisman from its watery grave and the lever from its dais. Return to the Civic section - sneaking past the claw men on your way out and blackjacking those in the first temple.

Now, head west then south then southwest until you arrive at the ruins of the old coliseum. Your task here is to extend the bridge that allows access to the platform in the lava. Downstairs, you should use the lever with the bridge mechanism - look up to see the bridge move. Expert players may need to rope arrow to the top floor and collect some loot. From here the route to the tower is straightforward - make sure you collect the second Keeper medallion, though. Climb the tower until you can't go any further and

jump out the window onto the ledge. Shimmy around until you see three wooden beams above another window at the top floor. Rope arrow into this window and grab the fire talisman.

There are some more fire elementals on the way out. Most need to be shot, but a few can be bypassed with stealth. Retrace your steps to the first obelisk, then all the way back to the waterfall.

## THE LOST CITY

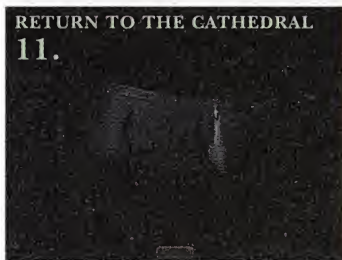
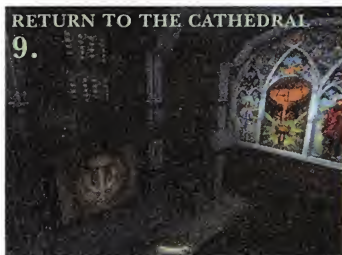
Making it to The Lost City is easy, as long as you remember to follow patrolling burricks and dash past spiders. Once in the City itself, head south then west and, if you're lucky, fire elementals will attack and kill the burricks for you. Get onto the rooftops in the southwest section and find the cave entrance on the western wall. Follow the cave north then southwest until you reach the obelisk with the wheat symbols - the Market section. South of this is another obelisk, this time

## UNDERCOVER

Try to keep your thieving instincts under control for the time being, as the Hammer guards will notice if anything is missing. You should also scout the place thoroughly to determine each guard's patrol route. Okay, head to the library and find the book that tells



# THIEF



you who is permitted to hold the keys to restricted areas in the temple. You now know to get the master key from the High Priest. Although it's probably possible to complete the mission without touching the guards, your life will be much easier if you eliminate them from the equation. Bar the duo in the barracks and the guys in the main chapel, you ought to blackjack every other guard in the temple. Do the upper floor first, dumping the bodies in the dark central room.

Downstairs, the garden is a convenient place to stage an ambush.

Stand at the High Priest's window and wait till he walks past into the small room at the back. Sneak in, moss arrow the floor, then blackjack him. Grab the key on his desk and the hammer on the plinth, and return to the library. Unlock the chest in the library's annex and read the scroll. You now know how to get the talismans and, with no guards left, you can simply run aroundyanking those five levers. Once you've got the Wallbuilder prayer from the room south of the Reliquary (Expert players should get the First Hammer as well), go to where the talismans are being held. Step onto the hammer tile and walk across the bridge. Pull the lever in the left cell, read the prayer in the right cell and

pocket the talismans. Then temple's alarm will sound, meaning you'll have to negotiate the remaining Hammer guards while they're on full alert. You can sprint to the front entrance.

Oh, and if you're just short of the required loot, don't forget the hammer on the pedestal in the main chapel. Believe it or not, the easiest time to get it is after you've got the talismans.

## RETURN TO THE CATHEDRAL

Once inside the cathedral, go through the door to the west and then into the next room beyond. Pick the lock on the door on the left and climb the ladder - watch for the zombie. The note in this room tells you about some machinery that you'll need to get functioning before you can get the Eye. Head north to the stairs and descend to the cellar. Two levers must be pulled down here - one straight ahead, one in the next room to the east - and with only a ghost and a zombie patrolling, you can easily slip through. Now get the Eye by doing a circuit of the cathedral to arrive at the northeast corner on the first floor. Jump or rope arrow onto the hammer and grab the goods. With all the creatures now on alert, kill the ghost and the haunts, but don't worry

too much about the zombies.

Your planned exit is now blocked, so you have to use the cloister gate. Head out the northwest corner exit and speak with Brother Murus (the odd looking ghost).

He'll help you out if you can prepare a ritual to let him rest in peace. His rosary is in a locked chest in his top floor bedroom in the southwest corner of St Yora's. Take the first left into St Tennon's and read the instructions on how to use the machinery. Make a holy symbol (the hammer) here, then go to the top of the St Jenel's tower and bless it in the holy water. To get the prayer book, you'll need to rope arrow and mantle to the upper floor of St Vale's. It's back to St Tennon's for the candle. Go right this time and upstairs across the metal platform. Slide down the chute into the workyard then rope arrow and mantle onto the shed. Exit via the ladder over the wall.

Meeting Murus in the cemetery requires the key. At the rear of St Jenel's is a room where a zombie is guarding a blue chest. Sneak in behind him and open the chest to get the key. Expert players will also have to find Brothers Renault and Martello - the former is in the cellar of the cathedral, while the latter can be found in the on the top floor in the northeast corner, so return via St Yora's and fetch both of them. If you killed the ghost and haunts earlier, this shouldn't be a problem. Get the armoury key from Murus and open the locked door at the top of the cathedral stairs, grab the explosive and fire arrow then put them to work on the cloister gate.

## ESCAPE!

Resources are scarce on this mission, so you use things like gas arrows and mines carefully (you can get more than one creature with them). Search behind the altar, then take the left and ramp past the creatures and duck into the little alcove. Rope arrow above



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# THIEF



STRANGE BEDFELLOWS  
1.



STRANGE BEDFELLOWS  
2.



STRANGE BEDFELLOWS  
3.

to get a water arrow then return to blackjack the insect beast and cat men. Again, rope arrow up to the chamber opposite the ramps to claim a flashbombs, mines and arrows. Expert players need to head north past the spider, then east and north again past another spider. At the treehouse, lob a gas mine to deal with the insect beasts and shoot the frogs. Climb up to learn what plans Constantine has for the Eye. There's another

west past some more spiders, steering clear of any gravel paths. Eventually you'll end up in a small circular room that requires a rope arrow to get out. Take the path leading up and enter Constantine's basement. Moss arrow the metal floor and blackjack the three cat men as they walk past. Take the corridor on the right, open the door and ascend the stairs to the ground floor of the house.

From here you can either sneak to the southwest corner to leave via the same balcony you first used when claiming the Sword in mission five. Or, from the top of the stairs, you can sprint down the corridor to the left, lobbing flash-



STRANGE BEDFELLOWS  
4.

treehouse nearby that has some more info, but it's not necessary to find.

bombs furiously until you find the front door. Both options are fun in their own, very different, ways.

## STRANGE BEDFELLOWS

Search the upper floors for any weapons and equipment before heading to the main chapel. Expert players need to ensure that each insect beast is well and truly dead - it's personal, you see - so whack them with your sword until they quit squelching. Once underground take the right-hand fork in the tunnel and flit from shadow to shadow until you find the stairs in the northeast. To save a trip back later, kill the spiders in the dead end cave just to eh southeast of the stairs and collect the chisel hidden behind the debris.

Descend the stairs to the large pit and and shoot the cat man from above. Make your way down the tunnel to the criss-cross bridge and tip-toe to the western side. You may need to take time out to kill the creatures below - again, make sure the insect beast is dead. On the western side, take the stairs down and meet up with the Hammerites. Thank them for the map and key and return to the top of the pit where you can now unlock the door.

Follow the long dark corridor around the perimeter of the wheel-shaped cham-



STRANGE BEDFELLOWS  
5.



STRANGE BEDFELLOWS  
6.



STRANGE BEDFELLOWS  
7.



STRANGE BEDFELLOWS  
8.



# THIEF



MAW OF CHAOS

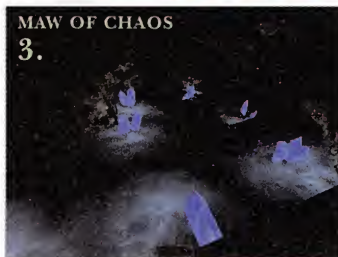
1.



MAW OF CHAOS

2.

ber (check the map). Take the second, darker tunnel on the left downstairs to the cat men's camp. In this section there are four rooms and a central hub. Make your way through the south room to the west. Now cut across the hub into the north room - killing the insect beast, if necessary - and finally enter the eastern room. Hug the wall on the left and find the high priest. Pick him up and head back to the west room. The door on the western wall is locked, so use the Hammers' key and follow the tunnel all the way to a second siege window. There's another insect beast here, so give it what it deserves.



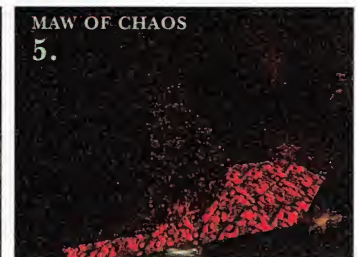
MAW OF CHAOS

3.



MAW OF CHAOS

4.



MAW OF CHAOS

5.

see the creatures floating up from the lava, drop down to a platform on the northern side and follow it west until you reach some blue crystals. Tread carefully across the ice, avoiding the crystals and collecting the water arrows. While on the first floe, broadhead all the frogs further down. Line yourself up properly for the first big slide and, providing you halt your momentum at the end, you'll be okay. Extinguish the fire elementals, pocket the fire arrows and continue down. For the next slide, hug the right hand wall and stop at the platform halfway down. Pick some fruit here, then slide the rest of the way. Enter the waterfall and let it carry you up. After some mroe swimming, you're going to have to position yourself to leap out of the pool on the ceiling and dive into that blue, spiked well. In one of the waterways there's a hole on the left where you can grab some air.

Blackjak all the cat men around the tree and broadhead the spiders inside. Getting to the top will entail varying use of your rope arrows and mantling skills. Next you must deal with another bunch of spiders and a noisy floor. Try to gas them in pairs as you sneak to the exit in the northeast. Across the bridge is a cat man you can easily sneak past, as well as another two in the following room. Wait in the shadows, then go quietly on your way.

From your vantage point across from the portal, shoot the elemental pillars with, as the papyrus says, their opposites. Climb the vines around the corner to where Constantine is performing his ritual. When he's on the other side, moss arrow the floor and switch the Eye for your fake one. Stay tuned for the superbly ambiguous closing cinematic.

## INTO THE MAW OF CHAOS

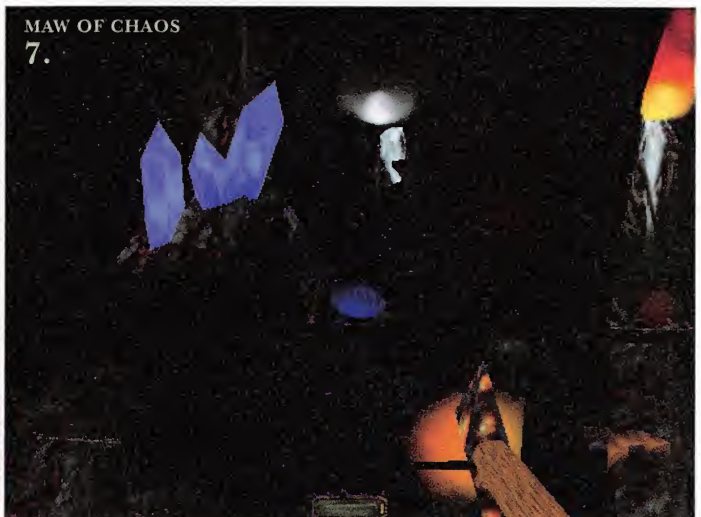
Read the papyrus in your possession. It tells you to save one of each arrow in order to destroy the portal to the Maw. Head down the long, winding passageway, collecting the gas arrows scattered in the purple caves. Careful of the insect beast sentries, though a well-aimed gas arrow will drop them. Make sure the coast is clear, though.

At the end of the passageway, when you can



MAW OF CHAOS

6.



MAW OF CHAOS

7.

# ORACLE

Whatever game you've got, it won't matter a jot, whether your problem's big or small, the Oracle knows all

Still got your head buried in that adventure game with no place to turn. Come up for air, your saviour is here. Simply tell me where you are stuck and I will guide you through the wasteland...



Write to the Oracle at:

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## Half-Life

**?** Please help me Oracle. I'm stuck in the garage type room when the ceiling collapses on you. I went back and tried hitting the computer keyboard and the switch on the elec box on the wall but nothing helps, I can't figure out what to do next.

**Doodie Munchkin**  
**Internet**

**\*** If memory serves there is a way forward, but you have to run like hell to get there to avoid the falling ceiling. Something like enter room, move quickly

right, run diagonally left and crouch jump over fallen rubble all before the main ceiling crushes you!

**?** I finally got Half-Life and I'm stuck in Surface Tension, standing on the Electrical Cabinet, after saving two guards, killing a Tank and a bunker and liberating a bunch of weapons from the heathen dogs. I can't figure out how to jump from the darn cabinet to the stupid fire escape! I've tried everything I can think of, including running and jumping, walking and jumping, and so on. Help is needed Oracle!

**Julian Meredith**  
**Doncaster, VIC**

**\*** Sounds like you lost a lot of time on this one...here's what you need to do. Carefully exit through the window at upper level and walk around the corner on the narrow ledge onto the electric cabinets and then jump onto the ladder! Be careful when exiting through the window, cause if you move too fast you fall from the ledge.

## Unreal

**?** Hey Oracle, got any advice for someone stuck on the level where the enemy is on one side of the hall and some big silver blob

thingies are on the other side, separated by a force field? I've been all over the various levels looking for another open door or a button or something. Any ideas what I am missing?

**\*** At the end of two other hallways, there are blue force fields, noticeably different from the green ones. After pushing a red button, you can walk through these. The colours won't change, but they become passable.

**\*** Change to the hovercraft - it doesn't seem to get affected by the river of blood. It's also good for speed which you need to get over the ledge.

## Quake2

**?** I'm presently stuck at the reactor and can't destroy it - I've drained all the water and done everything the F-1 computer said, but the reactor is still there - any ideas??

**Frank Razor**  
**Internet**

**\*** You have to go to the toxic waste dump, and reverse the direction of the waste pumps so it'll start pumping' the slime into the reactor! Evidently the thing can run forever without coolant.

## Lode Runner2

**?** My sweet Oracle, have you played this game? I seem to be stuck on level 4 of the jungle. Any help would be appreciated. Thanks

**Betty Currie**  
**St Kilda, VIC**

**\*** You have to do a lot of digging in order to get to all the gold. Plan an escape route ahead of time, especially for parts where you have to dig down 2 or 3 levels (you must dig one square wide for each level down in order to have enough room to dig all the way down). The enclosed section on the left side will probably take you 2 or 3 times to get all the gold, as the walls regenerate quickly. Clear the walls, jump in and get 2 or 3 gold, then run through the hole in the wall. You can go back and do this again. Once the walls return, however, you're stuck. Hope this helps.

## Final Fantasy 7

**?** Can you help me? I'm stuck at Wall Street Market, at the part where Cloud, Tifa, and Barret are going to rescue Aeris. After you get the battery, and turn on the big ship thing, the propeller spins for like 5 seconds, then stops. I'm stuck at this part. If you climb up the bent train track thing, you come to a dead end. I noticed that there is a little vine thing at this part though, does anyone know what to do? Thanx for reading this.

**\*** Walk on the propeller if you have not. At the swinging rope climb up and jump on it.





**Tomb Raider 3**

**?** Can you tell me what the secret of killing Sophia is? I have climbed all the way to the top of the building and pumped rockets and hundreds of rounds into her and yet she's still standing. Moreover, she always appears to have that blasted 'shield' up and no matter what I try to get close to her it doesn't work. Nor does she seem especially more vulnerable when she is 'powering up' or whatever that effect is. Please help

**Penny Younes  
Melbourne**

**\*** Zig Zag you way up the building and ramps etc. Do not jump over to her side just yet. When you get to the top you will see an electric box near her. Shoot it and give her a buzz in life. Don't stand on the part that she is on once you do this though or you too will get a buzz. Climb most of the way back down and jump over to the other building and climb up. Find the switch to turn off the buzzzzzz and collect your prize.....

**Turok 2**

**?** While i am only in level 1, I am already stuck. I've managed to free all of the 4 children but i can't get my hands on the last icon. It's the one situated on that unreachable place, with the curved red health icons pointing at it, beginning at that weird mark on the floor. Thanks in advance.

**Peter Sully  
Bankstown**

**\*** This icon you're talking about is the first of six primagen keys, you cannot jump the gap until you've found the Leap of Faith talisman on the second level.

**Baldurs Gate**

**?** I've been looking everywhere for a book of value for the gatekeeper. Where do I find one? (I'm still at chapter 3) I've also finished firewine bridge and almost every map you can find in the beginning, but I just can't

go to the Bandits place..... damn I've killed every bandit a long time ago and I'm just stuck - any ideas Oracle?

**Cu Hung  
Lakemba**

**\*** Hmmm, this question sounds familiar...If you are in chapter three then you've already killed Muluhey. From him you got some letters about a guy named Tranzig. Find him and you will get the Bandit Camp added to your map.



# TIPS & TACTICS

Too proud to use cheat codes? Try this instead!

## GANGSTERS

★ When starting you should build four teams. One for protection, extortion, money collection and another for recruiting.

★ Make sure the hoods have a high rating in firearms (at least four stars), and a good rating in fists.

★ The extortion takes territory so make sure they have at least four stars in intimidation.

★ Assess whether your Lieutenants need guns or vehicles. Patrol teams and gangs that are going to commit a crime need these the most.

★ Only give vehicles to people who you are sending far away.

★ Once you have some money, buy a legal business. This brings in legal money. Since the business are legal, the FBI won't raid them and they help hide your illegal money.

★ For illegal businesses, place Card Games in pool halls or book stores. Casinos in the Main Bank. Gambling Den in the pool hall. Dice Games in the pool hall or hotel. Insider Trading in finance companies, banks and real estate. Speakeasy in breakfast bars, cafes, milk bars and restaurants. Whorehouses best in studios, massage parlours and hotels.

## WCW NITRO

★ Not a graceful tactic but try to use the same moves repeatedly. Get a body's range from your opponent and powerbomb or piledriver him. As he's trying to get up, do it again.

★ When your opponent has about 3/4 left and is on the mat, climb on to the nearest turnbuckle. Use the missile drop kick (Tap down then press "kick").

★ If you get knocked down when standing, tap in any one direction twice and hold it to dash away. Back away and use taunts to regain energy. When pinned use punch and kick to escape pins.

★ If playing in Disco mode, this is more of a bug than a strategy. To activate Disco mode, go to the options menu and press (in order): evade, tag, evade, tag, block, taunt, block, taunt. Now, during the match, toss your opponent out of the ring then when



they get to their feet, repeatedly press taunt. You will both dance, and your opponent will be counted out.

## NIGHTLONG

★ To win at the slot machine get a coin from the fountain in the labyrinth. Next, Go to the totem at the shooting gallery and test your strength. Pick up the broken hammer and return to the slot machine. Now beat the crap out of the spider and he'll help you.

★ To enter the Sphynx you must turn the wheels under the statue. The order of the symbols is found in the book that's located in the bookstore in the zoo. (To enter the bookstore get a drink from the bar (the drink is oil) and use it on the door with the stuck hasp. Use the key from the cabinets in the maintenance room to open the door). Read the book from the bookstore and match it with the recorded message to open the Sphynx.

## SHADOWGATE

★ If your torch keeps on going out grab extras off the castle walls.

★ Always carefully examine things in the view screen, a lot of clues to puzzles are kept there



★ Take every weapon you find, they all have a specific use.

★ Use spells as much as possible. Some puzzles require magic for a solution and often spells are used in place of keys.

★ The death scenes are entertaining to watch, just make sure you save first before watching them.

## GRIM FANDANGO

★ To get a saint, Use the red hose with one of the deflated balloons, then the blue hose with the other deflated balloon. Next go to the room opposite the packaging room where a demon will emerge complaining about the tube delivery system. Now go up to Eva and use the playing cards with the stapler then to your office and use the 2 balloons which are filled with chemicals with your tube system

# CODE

99% of people admit they cheat, and the other 1% are liars

## Rollcage

Type these cheat-codes in any menu you like. You will hear a sound when typed correctly. Type the cheat again to disable. Cheats are written to the registry, so they will be available next time you play the game.

- IAMALAZYBASTARD** - Debug Menu
- WARPSPEEDMRSULU** - Hyper Speed
- WRECKEDONSPEED** - Mega Speed
- REFLECTIONS** - Mirror Mode
- GIVEMESCORPIO** - Scorpio League
- GIVEMETAURUS** - Taurus League
- JACKINFLYING** - High Gravity
- FLYMETOTHEMOON** - Medium Gravity
- BRINGMEBACKTOEARTH** - Restore Normal Gravity
- TROTTERS** - Expert Difficulty
- BIGANDPINK** - Hard Difficulty

## Thief: The Dark Project

*This cheat only works with v1.33*

### Mission Skipping:

If you're tired of a particular mission, pressing "**Control-Alt-Shift-End**" will cause the mission to end and allow you to move on to the next mission.

### Money cheat:

You can give yourself loot by adding the line "**cash\_bonus**" to your "dark.cfg." If set to an integer, its value is added to your loot total for loadout purposes.

### Starting Mission:

You can start the game at a mission other than Lord Bafford's Manor by putting the line "**starting\_mission X**" in your "dark.cfg," where X is the mission number to start at. When you select "New Game," you will start at that mission.

## 5th Element

Type these at the main menu and then select New Game:

- RALPH** - Level select
- DAVID** - Unlimited
- THIERRY** - Enemies steps
- JEROME** - Shield
- OLIVIER** - All weapons
- FANETTE** - All objects
- BENOIT** - All films
- JOEL** - All cheats enabled



## Klingon Honor Guard

You'll probably recognise these codes as the codes from Unreal - no surprise since Klingon Honor Guard uses the same engine.

You must drop to console first by pressing the ~ key.

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

## Railroad Tycoon 2

Press **tab** to get the small cursor and type any of the following:

- "BigfootGold"** -win with gold victory.
- "BigfootSilver"** -win with silver victory.
- "BigfootBronze"** -win with bronze victory.
- "Bigfoot"** -win with gold victory.
- "BoBo"** -lose scenario.
- "King of the hill"** -gives your character \$100,000.
- "Cattle futures"** -UNKNOWN.
- "Powerball"** -gives company \$100 million.
- "Slush fund"** -gives company \$1 million.
- "Let me in"** -gives access to all denied territories.
- "Speed Racer"** -doubles maximum train speeds.
- "AMD103"** -converts all engines to AMD-103's at expense of profits.
- "Casey Jones"** -UNKNOWN.
- "Show me the trains"** -gives all engines.
- "Overtime"** -UNKNOWN (give extra time in scenario?).
- "Viagra"** -increases city sizes.
- "Cattle Futures"** -Gives player 1 million.
- "Overtime"** -Stations double the output of cargo.



**Problem PC? Ask da man - ask da Ashman!**

**W**hen you write, remember to include as much pertinent information as possible. Send your CONFIG.SYS and AUTOEXEC.BAT and any associated \*.INI files for Windows that might tell me more about your problem. Give me as detailed an explanation as you can and be sure to include as much detail as possible about your PC. Feel free to email your questions or, if you want to snail mail, please remember to write clearly or better still, print your letters. Please note that due to the volume of messages we receive, we cannot guarantee a response to your queries.

**Setup**  
**PC PowerPlay**  
**78 Renwick St**  
**Redfern**  
**NSW 2016**  
**setup@pcpowerplay.next.com.au**

**Busing it all the way**

**Q** I've been going through all my copies of PCPowerPlay, reading up on overclocking and I keep coming across the same thing in every article. We all know that PCI devices run at 33MHz, half of the bus speed of most motherboards, 66MHz. If the bus speed is increased to say 75MHz or even 83.3MHz, some PCI devices may not work because some just won't run at 37.5MHz or 41.65MHz, half of the bus speeds, respectively. If this is the case, then why do we now have motherboards running on 100MHz bus speeds? If PCI cards can't

handle 37.5MHz then how can they be expected to run at 50MHz? Shouldn't CPU makers be worrying more about making faster CPU's that can run at 66MHz? A PentiumII 400Mhz can be just as easily achieved at 6X66MHz as it can at 4X100MHz I know that there would be a difference in speed because of the slower bus speed, but it wouldn't be that much would it? It'd be a lot better than frying PCI cards left, right and centre. I know it's a long question, but I hope you can answer it for me.

**Dave**

**A** I'm sure I covered this in an earlier Setup, but just to clarify for you and any others out there who might be wondering the same thing.

You're right, dividing 100MHz by 2 gives you 50MHz, which is too fast for the standard 33MHz that PCI devices operate. So, simple math time: what happens if you divide by 3? You get 33.3MHz, spot on for the PCI devices. So that's what 100MHz motherboards are designed to do — divide by 3 for 100MHz and over, and by 2 for less than 100MHz. This way, no matter what bus speed you use, your PCI devices will hum along smoothly.

**Dialling 56k**

**Q** My modem is a 56k Rockwell hcf speaker phone PCI modem, it does V90,v34, 56flex and all the way down the line but at the moment I am getting a average bps rate of 26,400 and at best 31,200. I know it is not the lines because I had the tested and they came back at 50,000bps. I got my friends to check my account on their computers and they all get at the best 33,600bps. I ask around and people say that my ISP only has the v.34 stuff, though the ISP say they have 56flex stuff. What I want to know is if it could be that it is an internal modem because I get at my best 31,200bps and my friends get 33,200bps and they have external modems so are internals slower or what?

**Scott Morton**

**A** Surprisingly, quite a few people report this sort of problem (and others) related to 56k connections. If your ISP say they support flex then the chances are that they do. But be aware that most ISPs have different dial-in numbers for 33.6 and 56k connections. Make sure you're dialling the right number, because no matter what you've got, you're only going to connect at 33.6 if you're calling the 33.6 line, and it sounds as if you are. If you're sure you're dialling the right number, definitely go and talk to your ISP. And no, internals aren't slower than externals, but they can be a pain to use (assigning IRQs, handling problem disconnects and so on). For anyone who's thinking of buying a modem, always get an external. Just trust Doc Ashton on this one.

**Making space**

**Q** I have tried to install 2 different copies of Netscape, 4.07 and 4.5. Both off the PCPowerplay demo CDs, 31 and 33. When I try to install them it gets to about 96% of install shield and tells me that there isn't enough room in the temp folder. Even when I have deleted everything in it! Please help.

**James Terrey**

**A** Make sure that you've deleted files, and not just moved them to the recycle bin. Most readers probably aren't aware of this so now is a good time to clarify it - if you decide to use Windows' recycle bin, be aware that when you delete files you won't be freeing up space, you'll just effectively be moving them from the folder you were delet-



**Letter of the Month**  
**Win a PSI Hercules**  
**Dynamite TNT**

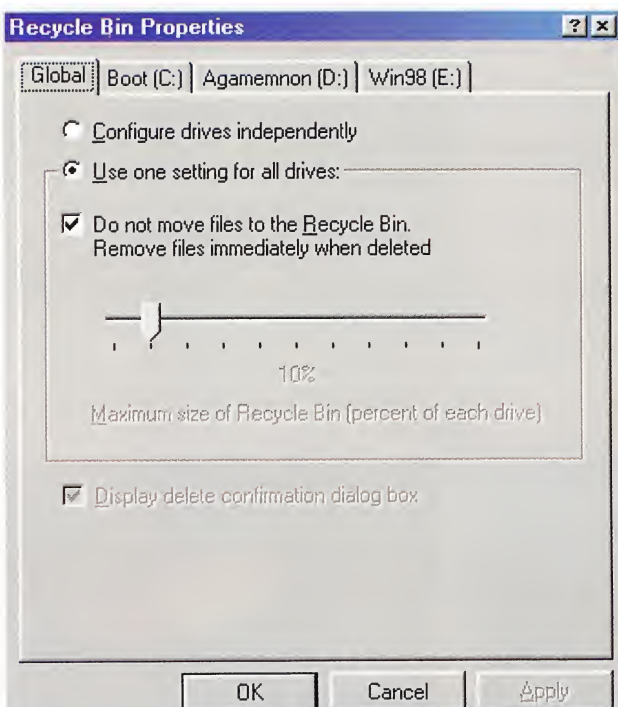
**Multiplier or bus?**

**Q** I have a Celeron A 300, and I was thinking of overclocking it. However I wasn't too sure in the way to go about it. Is it better to:

- a: Just up the multiplier and leave the cpu's frequency
- b: leave the multiplier and increase the cpu's frequency
- c: Reduce the multiplier and increase the frequency
- d: Increase the multiplier and decrease the frequency

**Aaron "superdude" Herbert**

**A** Hey, er, Superdude. You're only thinking of overclocking it? My man, the Celeron A's were made for overclocking! Celerons are, in line with their low market target, designed to run from a 66MHz bus speed. Not having overclocked one, I can't say wether they work fine at 100MHz or above, but one would think so since they're just cut down PII's. But, the first method will do you fine. Try upping the multiplier from 4.5 to 5.5 (to get 363MHz) or 6 (396 MHz). Go higher if you think you've got sufficient cooling!



**The recycle bin, copied from the Mac. You don't need this, disable the mother!**

ing from to the recycle bin folder. The recycle bin will only empty itself when it reaches the limit it has been allocated of your disk space.

Personally, if I delete something I do so because I know I don't want it anymore, and the recycle bin is just a big space waster. If you think you know what you're doing when it comes to deleting, disable the recycle bin, it makes using your PC a whole lot easier!

Back to the question — if you still can't install Netscape, then you really are short of space on your drive. Just delete more stuff (and make sure it's deleted and not just moved to the recycle bin!)

## GL Confusion

**Q** In your last issue of PCPP, you said that you need different OpenGL drivers for different cards. I have a Riva TNT and I couldn't find any OpenGL drivers on the CD that came with it. I need these drivers to play most of my games such as Half-Life. So could it be possible to give me the address to the latest OpenGL drivers.

Jason

**A** This is a good question, a lot of gamers seem confused over what cards support what 3D standard. For the TNT, your drivers already support OpenGL. If you're having problems, make sure you download the latest reference drivers (as of writing, these are the famed 'Detonator' drivers) from Nvidia at [www.nvidia.com](http://www.nvidia.com). So which cards support which standards? Riva TNT based cards support Direct3D and OpenGL perfectly, 3DFX cards support Glide and Direct3D perfectly, and a basic implementation of OpenGL (known as a 'minigl'). Cards based on the G200 support Direct3D perfectly and a beta release of OpenGL as an ICD. Cards based on the i740 support Direct3D and OpenGL through an ICD as per the G200.

Wondering how it is that you play the wonderful Quake series in OpenGL when your 3DFX doesn't properly support it? Quake comes with its own minigl driver that supports only the GL commands that the boys at ID used, hence the term 'minigl'.

## SCSI-less AMD

**Q** Hi, I'm in desperate need of your help. After saving up all my cash over the last year I've finally come to the stage where I can (maybe) afford to upgrade my little Pentium 150 into a good gaming system. I have been re-reading issue 31 and found the Buyers guide. I now have the system I want all planned out (based on the cheaper system in that article) but I have come to a bit of a rut. First of all, I am planning on buying a AMD K6-2 3D 350MHz and I was wondering which out of these two motherboards would be the best one to get for the AMD. Either the Epox 58MVP3c AT Super7 512k L2 motherboard or the Epox

51MVP3G ATX Super7 1MB L2 motherboard. Which would be the better one to get? I have also been told that unless I get a SCSI HDD and a SCSI CD-ROM that I will not be able to get the AMD 350 to run very well. I was told this by a sales assistant in a computer shop, so I don't know if I should believe him, after all, the more money he gets out of me all the more better for him, right? :)

David Hall

**A** Hmm, it certainly does seem as though you've received some strange advice from this salesperson in particular. He may have meant well, but first up, complete moo poo regarding the SCSI. Your AMD will run just zippy with IDE peripherals. SCSI is more efficient and faster than IDE, but it also costs, and for people on a tight budget the cost difference isn't worth the performance difference. As for the motherboard, I'd recommend ATX because they come with nifty features such as automatic powerdown (when used with an ATX case, which you'll need for an ATX board) and they're also the board design of the future, ensuring your board -and- case will last into the next few upgrades. The 1M L2

sounds nice too, so even if this board is more expensive, it's worth it.

## Finding A:

**Q** At startup, my 3.5inch FDD gets detected, but it doesn't get that thing where you can load up a boot disk. I can't remember in the place in the BIOS that I changed - it is an Award BIOS. Please tell me how to fix this. It can be very useful if my computer stuffs up.

Nikolas Pataky

**A** You should find an option called 'Boot order' or 'Boot sequence'. It normally defaults to 'A, CDRom, C' or thereabouts. If you find 'A' isn't first, cycle the options until it is. For those who've never bothered to check out their BIOS, making the boot order 'C,A' is nice and handy because it skips the process of trying to read from A:, thereby speeding up your boot time slightly.

**Additional RIVA TNT Properties**

Direct3D Settings | OpenGL Settings | Other Options

Color Correction | Screen Adjustment

Active Color Channel: All channels

Brightness: 50

Contrast: 50

Gamma: 1.00

Automatically apply these settings at startup

Custom color settings:

Save As... Delete

Restore Hardware Defaults

OK Cancel Apply

The latest Detonator drivers (Nvidia drivers) for TNT cards have the most recent D3D and OpenGL support. They also sport some nifty features, including a swank gamma util

## A good question

**Q** I know that you're very busy and stuff, but I need to know what they mean by a clock cycle and a hertz. When you refer to a Pentium II running at 450Mhz what does that mean? Is it running 450 Million operations a second?

**Cheemun**

**A** A clock cycle and a hertz are the same thing. MHZ (megahertz) stands for 'millions of cycles per second'. This isn't the same as 'operations per second', as how fast a CPU performs depends on exactly what instructions are being issued. You may have heard the term MIPS (millions of instructions per second) as a reference in benchmarking CPUs, and like any benchmark, it's a fair comparison if the same testing methodology is used across all products being tested. But by the same token, MIPS doesn't translate to an expected level of performance anymore than the MHZ rating does. A 450MHZ CPU runs at 450 million cycles a second, whether that's fast or not depends entirely on what you're running.

Something else to take into consideration is that you can only use MHZ as a rough guide to performance when you're comparing CPUs of the same processor family. An AMD chip is designed and works differently from an Intel chip. As we already know, an AMD can do more 'per MHZ' than its Intel counterpart. All up, the only thing the MHZ rating can tell you is how much faster a new CPU of a given processor family is over its predecessor.

## Setup what?

**Q** Every now and then I read in computer mags about making a setup disk that's bootable so you can boot it if things go wrong, or to play DOS games and stuff like that. One mega huge question: how do you make one? And my friend tells me that you just have to stick in a disk in DOS and type 'sys' or something, but another friend says he doesn't know what he (my other friend) is talking about and that Windows makes its own startup disks. I don't know which friend to believe, I think they both suck, but one of them must be right. So how do you make one and why? Do I need one? Oh yeah, your mag kicks ass.

**Garth**

**A** Well, you don't need a startup disk at all, unless you want a safety net should you manage to screw your PC. It does come in handy, however, when you want to install multiple operating systems on your PC and you need an initial boot disk with which to boot your clean system.

You can make a Windows boot disk by simply going to Start → Control Panel → Add/Remove Programs → Startup disk. This will create a Windows 98 boot disk, a rather handy and well designed disk that gives you the option of booting with or without CD-ROM drivers and can, for the most part, automatically install CD drivers for all known IDE and SCSI CD-ROMs. An essential disk when it comes to wiping your system and re-installing Windows from CD-ROM.

A DOS boot disk is handy if all you want to do is get into your system with the bare minimum of programs loaded, something you might do when you want to configure your partitions with FDISK or make your newly formatted hard drive bootable. Creating one is just a matter of opening a DOS prompt and typing 'sys a:'. You can then copy across the tools you'll need on it, such as FDISK, XCOPY, SYS and others.

If all this sounds too complicated, don't worry, because you probably won't find yourself needing one. Get back to games playing, that's all you need to be concerned about!



**Creating a Win 95/98 boot disk - a very handy floppy to keep around just in case things go horribly wrong. Which they will, eventually.**

# Tech Tips

## Tip type stuff to make your PC go better

This month we have a collection of reader submitted tips! This makes me happy, cos it saves me having to get off my butt and dig up some trendy, tantalising, tips. Thanks guys!

### Modem it baby!

If you're like me and have an old computer (Pentium 75 or less) here's a handy little trick I figured out!

If you have a null-modem cable, and you want to play all those IPX network games, here's the answer.

Install as a Windows addon (both 95 and 98) the program called DirectConnect, and run this, one computer as a server the other the host. And BINGO! there you have it, now you can run all those games MADE for Pentium 75's and null-modems! Such as Netstorm, Constructor and Hexen 2.

Your devoted fan,

**Zubwart**

### 101 damnations

I read with amusement the article from Issue 34's Letters section titled 101 Damnations. This gamer, as well as many others, would be pleased to know there is a utility out there to remedy this problem, and it's free. One of the tools included in Kernel Toys by the Windows 95 Kernel Team, called Windows Logo Key control, allows you to turn off this annoyance. So you can put your butter knives away for now.

**Rob**

### Upgrading old CPU

For ages now I've been dreaming of upgrading my ancient P133 to a speedy P350/400. The only problem is that I don't have enough money to upgrade my old socket 5 motherboard and CPU. The other day while I was browsing the Web I came across www.powerleap.com. I was amazed to read how I could upgrade my CPU to an AMD K6/2 350/400 without upgrading my socket 5 motherboard. There are numerous upgrades for Pentium and even 486 owners without upgrading your present motherboard. I strongly urge anyone with an old Pentium/486 to check it out.

**Nick Brinsmead**



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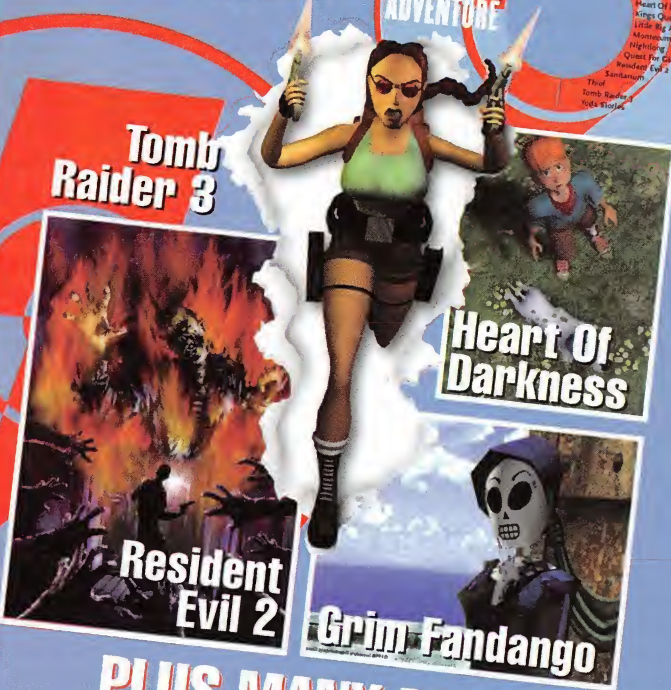
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NVIDIA

# VIVA RIVA!

The decline of 3Dfx continues with Riva TNT, and TNT2, cards now able to be used in SLI. By Jere Lawrence

It was only 2 months ago that I was reporting on the coup that 3Dfx pulled on numerous board manufacturers such as Diamond, Creative Labs, Guillemot (Maxi) and Metabyte (to name just a few). With the Voodoo 3 nearing release and their recent acquisition of STB, 3Dfx were probably thinking that all's right with the world and they safely dominated the market.

Well, it seems that it doesn't pay to turn on your industry "mates". With 3Dfx pulling their chipset off the market, manufacturers from numerous companies found themselves without a flagship 3D accelerator.

## Hel-loooo nVidia!

As predicted, this only lasted as long as a trip to the nearest competitor, which in this case was nVidia with the Riva TNT. But that's not really big news. We all knew that the TNT would become the next big seller for these companies. It's what Metabyte have done however that we weren't ready for.

What is to follow regards the details of an extremely powerful PC gaming system secretly under development by Metabyte with a targeted release date of April 99. Guillemot and possibly Creative Labs are also working

on a similar miracle with their own future nVidia products.

## One good, two better

What's all the fuss about then? 3 golden letters - SLI. We've always been rather fond of Metabyte here at PowerPlay. Their always impressive 3Dfx product came with custom drivers that could increase game performance by up to 20%. It's no surprise, then, to learn that these clever engineers have developed a means to allow the Riva TNT to run in SLI. That means 2 cards/one machine and incredible performance. Perhaps Metabyte even have a "score" to settle for they're not just trying to match the upcoming Voodoo 3 parts, they want to beat it by a significant margin, which they look set to do.

The Metabyte SLI'able TNT card will come in 2 types, the AGP and PCI version. The reason for which will become clearer as you read on. The specifications of both cards is standard for a TNT which in itself is nothing to be treated lightly.

Briefly, the highlights of the Metabyte TNT are:

- 16Mb of SDRAM
- 100MHz Clock Speed = 200 M/pixels per second
- 100% hardware triangle setup engine

- 250MHz RAMDAC
- AGP 2X Support
- Twin texel/pixel 32-bit graphics pipeline
- 16/32 bit ARGB rendering with destination alpha
- 16/24 bit z-buffering, 8-bit stencil buffer
- Ultra-high resolution up to 1920x1200 in true color
- Anisotropic filtering
- Per pixel perspective correct texture mapping
- Anti-aliasing: full scene, order independent

Another of Metabyte's trademark offerings were there LCD shutter glasses. Previously only available for the 3Dfx, Metabyte have already added stereoscopic 3D LCD glasses support to their TNT.

## TNT SLI

The first and most intriguing aspect of the SLI procedure is that it will be possible for an AGP and PCI Metabyte TNT to run in SLI. Code named the "Wicked3D Stepsister" the SLI options of the cards will allow for either 1 AGP/1 PCI TNT in SLI or 1 PCI/1 PCI TNT in SLI

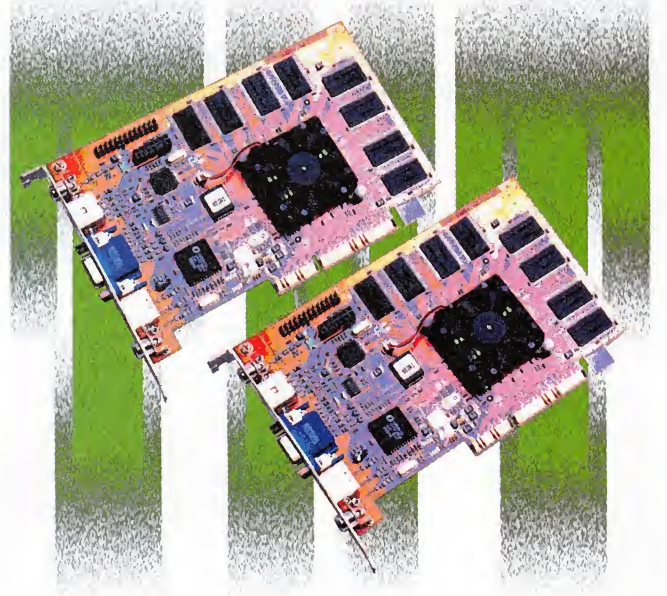
The most advantageous of

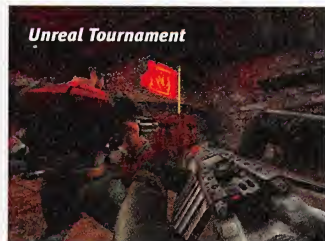
these configurations is the AGP + PCI SLI configuration which will offer faster performance of about 5 to 10% over 2 PCI cards in SLI. The reason for the discrepancy between the cards is actually due to Metabyte's implementation of 3D load balancing. Unlike the Voodoo 2, instead of rendering each 3D image's odd or even lines in succession, Metabyte's process separates the entire 3D image into two halves: Top and bottom. This offers the absolute advantage of reduced CPU overhead whilst making the whole operation more seamless.

## Smart drivers

The drivers, in usual Metabyte style, are top notch and particularly intelligent. In the case of an AGP/PCI situation the drivers will detect when the AGP TNT card can better handle the processing of textures than the PCI card, and will adjust the workload appropriately.

Instead of a 50/50 image processing split between the two linked cards, the AGP card could be called upon to handle 60% or even 70% of the texture load in times of extreme need. In fact





the drivers are so clever you'll be able to run dual-monitors in Win98 on the 2 cards and then switch to single-monitor SLI for 3D gaming.

**Who says it can't be done?**

Most amusingly, 3Dfx have been claiming that it's impossible to achieve an AGP/PCI SLI configuration without an AGP to PCI bridge chip. Metabyte have proven them wrong with software simply by disabling the 2X portion of the AGP card and its sidebanding ability. Essentially, the Metabyte AGP TNT card functions like a PCI TNT card running on a faster bus speed (66MHz instead of 33MHz).

considering the TNT's will be running at 100Mhz and the V3 3500 will be at 166Mhz.

It's worth remembering however that even with performance just above that of the 3500, the TNT offers 32bit colour (which 3Dfx claim isn't necessary (\*cough cough\*), final color rendering, a 32bit Z-buffer, full DME texture swapping support for both the AGP and PCI bus versions, and an 8-bit stencil buffer.

**TNT to the future: TNT2**

But wait, there's more! Where the TNT in SLI will only be just above the 3500 in terms of performance, the TNT2 in SLI will

absolutely blitz 3Dfx.

The TNT2, according to nVidia, will be released at the end of April and come in three speeds: 125MHz, 143MHz, and 166MHz. Code named the "TNT2 Pro" "TNT2 Plus", and "TNT2 Ultra" we have reason to believe that both Metabyte and

Guillemot have already implemented a video accelerator design that enables two TNT2-based cards to be linked in SLI.

Imagine it, 2 TNT's in SLI at 125Mhz, you're looking potentially at a fill rate of up to 500 MPixels per second. Move to the 166Mhz version and 650+

**The theoretical speed**

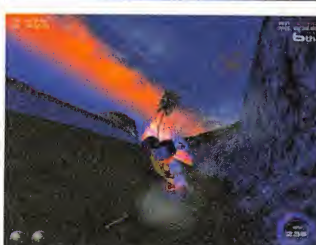
Again it's worth remembering that these figures are unofficial and potentially prone to change with the official press release. That said, this is how we can expect the cards in SLI mode to handle.

**Pixel Fill Rates of Metabyte's TNT AGP and PCI Products: Metabyte TNT AGP + PCI SLI** (Numbers in brackets represent theoretical maximum)

**400 (440)** Mpixels/per second  
**8M (8.8M)** Triangles/per second

**Metabyte TNT PCI + PCI SLI**  
**400** Mpixels/per second  
**8M** Triangles/per second

Most interesting about these figures is that they just manage to outperform the most powerful Voodoo3 model yet announced, the V3 3500. This is a big deal





Million Pixels per second is achievable. Considering that current Voodoo 3 specs claim 366 MPixels/sec and you could say that Metabyte's desire to totally blitz the Voodoo 3 will be fulfilled.

**Late breaking news**

News just in. With only hours before 3D Tech News was finalised for print, this was just released from Metabyte regarding the TNT and SLI. "This technology will allow Metabyte to run graphics cards in a parallel configuration using any existing chip on the market. It will also have the capability to be applied to any future chipset that comes to market. Specifically, the application of this technology to an existing 2D/3D chip set will yield a 40+ percent increase in performance and will double megapixel per second fill rate of a dual card configuration over a single card. A white paper outlining the benefits of this technology in more detail can be found at <http://www.wicked3d.com>.

Wicked3D has successfully implemented this technology on current 2D/3D AGP and PCI architectures. Presently, demand for this technology has proven overwhelming as a result of unauthorized leaks that have led to customers demanding to pre-order Wicked3D parallel graphics boards. The company is reviewing a number of options to bring its technology to market in the coming months because of the tremendous response of consumers and companies within the industry.

The implementation of this Wicked3D driver technology requires very minor modifications to existing hardware. The process of rendering images from two sources will separate the images being rendered into sections. The driver then sends the render information to the appropriate board so that rendering occurs in parallel on the two boards. Such

rendering is still the biggest performance bottleneck with current graphics hardware especially at high resolution so this approach provides a big win."

**Beta Testers give Daikatana the thumbs up**

"Awesome. Fast. Perfect." - These are the words that beta testers have chosen to describe MPlayer's exclusive Daikatana deathmatch demo. In late February the demo was mass tested by over 200 participants who described the experience as the best deathmatch implementation since Doom 2.

Says John Romero regarding the test, "The beta testers have been playing just one episode of the game. There are three other episodes that each have different sets of weapons. It's going to be the coolest deathmatch game ever because it's going to have everything. The first episode, the one everybody has been testing, has a cool diversity of weapons. There is a special shotgun you can use to blast yourself into high-up areas, a cool missile launcher, a punching weapon and a grenade launcher you can use to lay mines".

Beta testers are also impressed with the diversity of gameplay that's being offered. One tester says it is an "all-in-one game" that can be configured to play similar to any number of classic deathmatch games, including simple Doom oriented blast-a-thons to more strategic games such as Hexen. Above all, the game is being described as blazingly fast, and the pervasive catch-phrase is, "It just feels right."

**Unreal Tournament**

This month attention has to be raised for Unreal's nearly released Unreal Tournament. The precursor to Unreal 2, Unreal Tournament is surpris-



ingly, if not frighteningly similar in design and implementation to id's Quake 3 Arena.

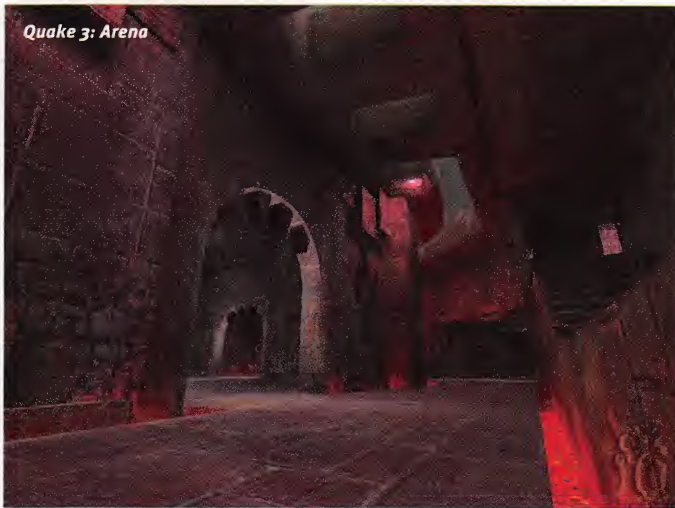
Like Quake 3 there's no more flowing levels. Instead you now fight bots human-like opponents with a frightening level of AI. Unreal Tournament expands upon Unreal's Botmatch with players having to fight bots throughout a variety of levels in a ladder-style event. After each bot or series of bots have been defeated you move on to the next duel.

Curiously Epic are claiming there's plenty of room for a story in their design. They've even hinted that one of the levels is an immediate prequel to the original Unreal. We take that to mean some sort of prison brawl on one of the decks of the Vortex Rikers, the ship that played host to the first level of the original Unreal.

The strength of Unreal however will be in it's "Multiplayer Only" maps and gaming. UT will include options for Capture the Flag, an Assault Match, a Tournament Match and a Domination Match. In an Assault Match, players will be divided into two teams, one to defend a structure and another

to raid it for a certain object. The Tournament Match is a glorified deathmatch with a time/frag limit. Finally, the Domination Match involves two teams holding their ground around certain markers. The longer each team remains on the markers, the more points they'll accumulate.

Unreal in its first incarnation had abysmal Internet multiplayer support but Epic are claiming that for UT it'll be alright on the night. "It'll be different", says Epic's Brandon Reinhart, "We're doing a lot of low level changes to the Unreal engine for UT. We've addressed and corrected the initial netplay problems experienced early on by the Unreal engine. Anyone who's downloaded the 220 patch can attest to that. In addition, UT will feature at least two entirely new weapons and improvements to the entire original arsenal. A new user interface, spectator cams, voice messaging, new command line prompts and a host of other additions will also be found in UT".



## Quick Bytes

**Team Fortress Classic to be released for Half-Life**

Team Fortress, the Quake mod that brought team play to action games, is being released for Half-Life. To ease the wait for Team Fortress 2, Valve have decided to bring TF to Half-Life gamers. Not only do Half Life online players reap the benefits but Valve are also hoping to drum up support for its Half-Life Software Developers Kit.

### Quake 3

Development for Quake 3 is moving at a steady pace and according to John Carmack the Q3 test should be available mid March.

### More Anti-3Dfx sentiment

Perhaps this is pure paranoia but word currently around is that 3Dfx aren't releasing "good" OpenGL drivers to keep Glide alive because according to rumour, were a good 3Dfx OpenGL driver released then it would clearly outperform the Glide API. If this is true 3Dfx need to wake up to themselves and realise they're not the only show in town now and Glide loses more support everyday purely because of the increasing install base of competitors products.

### Interstate '82

Interstate '82 is making further progress - but 176 fans be warned, I82 has been completely overhauled. Gone is the instrumentation tracking the condition of your ride's various systems. In its place instead is a health bar showing your total hit points & a health bar which is similarly displayed over targeted enemies. Equally in the frown department is that as your car becomes more damaged, unlike I76, it doesn't become more unresponsive.

This however is potentially overcome with I82's new option of being able to get out of your car and commandeering other vehicles. I82 with a totally 'reworked' 3D engine also offers combat within cities, parking lots and of course along deserted highways. Graphically it's looking fantastic with some brilliant translucent textured glowing effects over head and taillights plus beautifully rendered fully 3D mountain ranges. I82 looks like it could bring a certain perfume freshness to car combat, particularly since a 3D accelerator is required. Faster tighter more action-oriented gameplay due the end of this year.

### Rollcage

Rollcage from Psygnosis is their latest driving combat game in the vein of Wipeout/2097. Gone are the Anti-grav vehicles, this time round their cars with rubber firmly on the road and a unique ability to flip 180 degrees on the X axis and keep going, hence the roll cage moniker. This game is absolutely amazing. You've never seen anything move so fast with some very effective physics and even more incredible weapons. There's swarming missiles as with what's seen in Japanese animation and my favourite weapon, the pole position killer. This massive missile will fly past every other car on the track and purely hunt down whoever is in first position. It looks absolutely incredible to watch.

In terms of 3D Rollcage has everything. Translucency, lens flare of multiple light sources. Translucent fully 3D gaurauded jet streams, Force feedback, and an extremely addictive level of gameplay.

# SPECULAR SPOTLIGHT



## Babylon 5

It's the sci-fi TV series that divides a fan-base. Some people love it (blurry eyed insomniacs if you ask me) and others hate it (hello!). Well, I don't really hate it but it can be rather a yawn. In contrast to my opinion, the game however looks to be something very exciting.

Firstly the Babylon 5 space combat simulator features the talents of several people who worked on the television series, including writer Christy Marx, music composer Christopher Franke, and the show's creator J. M. Straczynski.

As you'd expect from a combat game, Babylon 5 throws you into the cockpit of two of the Earth Alliance's best star fighters: the standard Starfury and the Thunderbolt, a new fighter craft that is faster and more manoeuvrable than the Starfury.

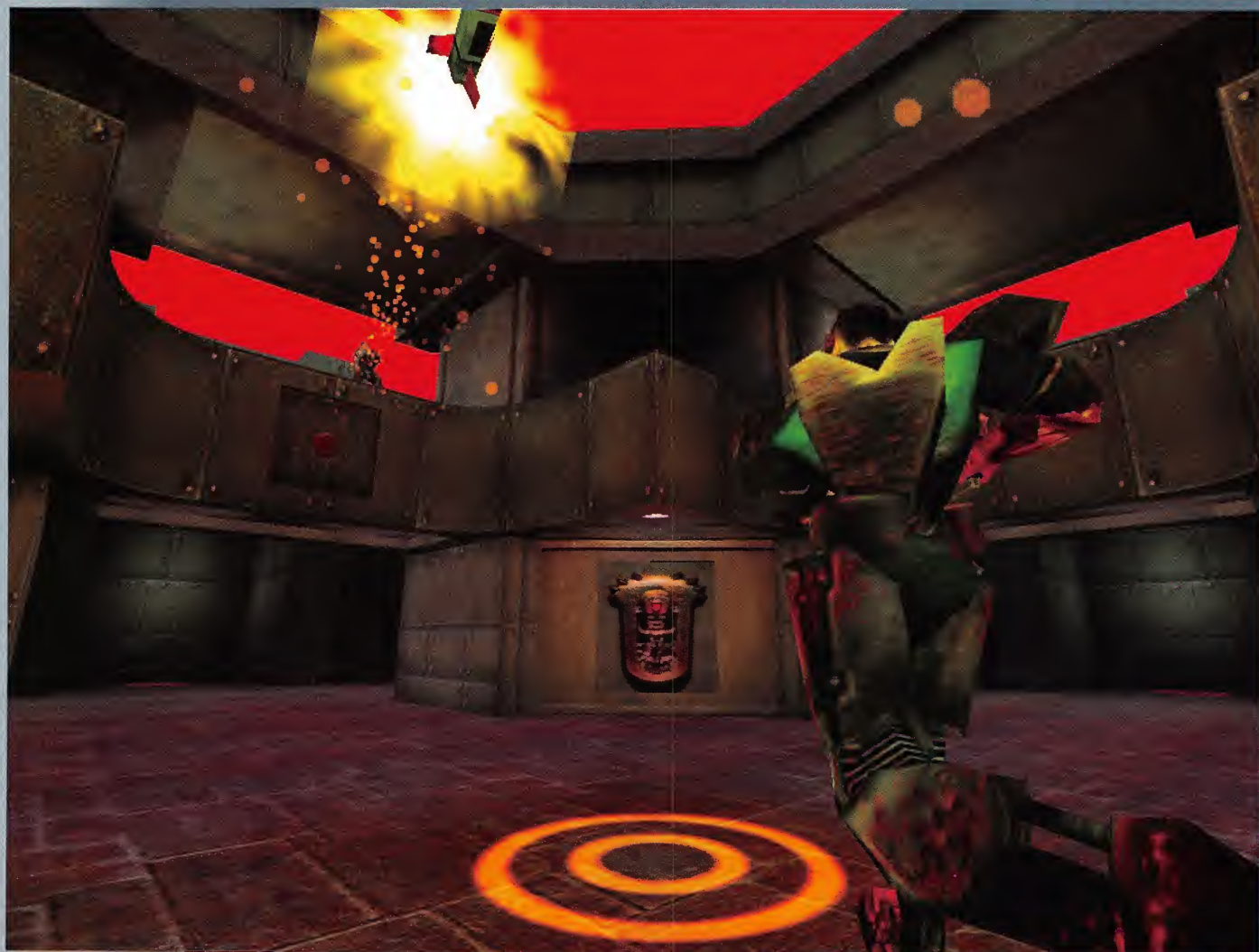
The big draw-factor and spotlight worthiness comes from the games physics engine. As space is a frictionless environment, in B5 when you accelerate you keep on going. Thank God Wing Commander physics are being phased out with particularly nice 3D moments occurring from ships retro thrusters firing from all sides to stabilise them.

Other exciting situations occur with massive ship-to-ship combat. Babylon 5 will allow you to participate in battles with hundreds of ships at once and with some of the largest and most detailed capital ships seen to date. In fact, the 60 combat ships in the B5 game have all been taken directly from the televised counterparts 3D software.

There's a spanner in the works though, one called "consolidation". Sierra has announced "widespread reorganization" that resulted in the death of four divisions and over 150 jobs. One such group is the Babylon 5 team. Word is that B5 which was reported as being only "months away" could be delayed by a further 6 months suspending it to a launch of 2000. For now I suppose there's always the screenshots to stare wistfully at.







## NewsBites

Alright! Proving that Starsiege Tribes is a must have multiplayer game and that multiplayer-only action games can be a success, Dynamix have announced that they're already started working on Starsiege Tribes II. No further details yet...

BioWare (makers of Baldur's Gate) have gotten to work on their own mega-multiplayer RPG. At this stage, a tight lid has been kept as to what form the RPG will take, but don't be surprised if its got something to do with the Baldur's Gate series. There's also a strong contingent of Fallout fans suggesting that it could indeed be based on last years top-selling post apocalyptic RPG. Although a Fallout online RPG is less likely of the two, we know which one we'd prefer.

MIRC v5.51 has just been released, featuring a couple of interface tweaks and a couple of security and bug fixes.

The Descent people, Parallax, are setting up their own online service for games like Descent, Freespace and Silent Threat. On top of being free, an official ladder and ranking service will be provided by Parallax. Go to <http://www.pxo.net> for more details.

Grim news for the Middle Earth and Tolkein faithful. The online RPG project was almost canned when Sierra recently relocated its HQ. At first, Middle Earth's head honcho - Stephen Nichols - was reluctant to move to the new premises to continue developing the game. With the future of the game in doubt and a huge public backlash, Nichols has agreed to move with Sierra and continue work on the game. Nichols now has to convince the rest of the team to do the same.

EverQuest has gone gold! Still no news on an Australian release though...

Acclaim have released a multiplayer patch for Turok 2, taking it to version 1.04. The patch fixes numerous multiplayer bugs as well as making Turok 2 more GameSpy friendly.

### TOP 5 MULTIPLAYER GAMES

1. Starsiege Tribes
2. Half-life
3. Quake 2
4. Heretic II
5. StarCraft

To cast you vote, email [ngn@pcpowerplay.next.com.au](mailto:ngn@pcpowerplay.next.com.au) with your favourite online game



This way, you'll know which little sod is firing at you (rather than finding out after you've been gibbed). It's a small touch, but a damn welcome one.

- id have chosen to stick to a more simple class differentiation system. At this stage, you have the choice of either a light, medium or heavy character. The only ways in which these characters differ from each other are in movement speeds and hit points. Light characters will run further and jump higher, whereas the heavier players can take a bit more of a thrashing before they bite the dust.
- The network code underlying Q3A is supposedly "better than Quake 2's or Quakeworld's by a long shot". It remains to be seen just how much better.
- The final number or type of maps for the final release haven't been decided yet.
- Curved surfaces supposedly aren't as processor intensive as we were lead to believe. id are really pushing the performance angle of Q3A in conjunction with the eye-candy factor.
- There will be a more intuitive weapon cycle path. Getting from weapon 1 to 8 (for example) won't be so much of a chore.
- Q3A will feature some hard-core gibbing effects, much to everyone's delight.



• While Q3A is more a hybrid of Quake and Quake 2, Doom is making it's comeback with quite a few Doom-style Quake 3 Arena textures being spotted around the place. Alright!

## Current Game Versions

There are a number of reasons for keeping up to date with current game versions. Firstly, most game servers don't support older versions of games, so without it - it's like knocking on a door to a secret party that you don't know the password to. In other words - you won't get in. Secondly, newer versions are usually much more stable and robust, meaning that they won't crash as often and in some cases, run smoother than an earlier version. The other reason to upgrade your games is that quite often game developers will whack in a whole bunch of goodies, like extra maps, extra weapons, new gameplay modes, etc. It pays to visit a developers web site as frequently as possible.

**Quake 2** - 3.20  
**Half-Life** - 1.0.0.8  
**Unreal** - 2.20  
**Sin** - 1.03\*  
**Shogo** - 2.0  
**Starsiege Tribes** - 1.03\*

\* changed in last month

### Essential Online Gaming Files

**mIRC** - <http://www.mirc.co.uk>  
**ICQ** - <http://www.icq.com>  
**Gamespy** - <http://www.gamespy.com>



# Mod Check

## QTS

**Developer/s:** Caspar Milan Nielsen, Wouter van Oortmerssen, Jakob Hansen

**Game Engine:** Quake

**Available:** now

**Web Page:**

<http://www.telefragged.com/pels/qts/>

This mod is a total blast. It speeds up character movement by 38% and gives you ridiculously high jumps. You can also now jump out of lava. This is a mod for all those people complaining that DM Quake wasn't as fast as Doom. The added bonus is that this mod can also be used in single player. Go geddit.

## The Russian Front

**Developers:** Borderline

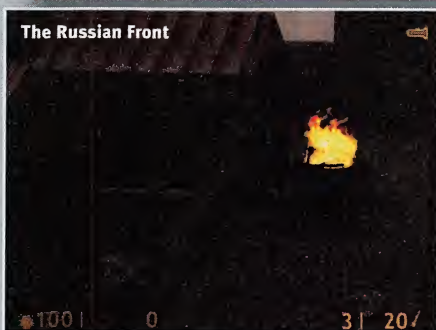
**Game Engine:** Half-Life

**Available:** Mid '99

**Web Page:**

<http://www.telefragged.com/rfront/>

This has got to be one of the most ambitious Half-Life mods out there. Set during WWII, you're either a jolly Ruskie or a fastidious Nazi. Realism is the target with The Russian Front, as well as a completely fresh Half-Life experience. There are stacks of new weapons (all replicas of real weapons of the era), new characters, new models, a whole swag of new maps, new code, and new sounds. And it's not just for multiplayer freaks either! The Russian Front will also feature a single player campaign on release.



## HOTTEST TC/MOD OF THE MONTH

### Zelda - The Lost Worlds

**Developer/s:** RyNet Worlds

**Game engine:** Ultima Online

**Available:** Currently in Beta testing

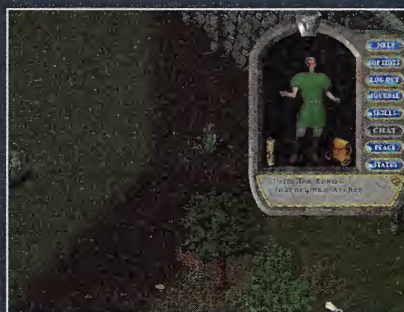
**WWW:** <http://www.rynet.net/shard/>

Mention mod and Ultima Online in the same sentence and you're sure to set the message boards alight with heated arguments on what constitutes a mod, what doesn't constitute a mod, why UO can or can't be modified, and of course what Richard Garriott allegedly doesn't do with his personal collection of farm animals on the Halloweens he doesn't run his haunted house parties.

Ladies and gentleman - although UO wasn't supposed to ever be modified by gamers and budding programmers, the evidence is out there. Royally pissing off the UO development team (and a large number of players), most of these mods have given players unfair advantages and have been labelled by them cheat programs. Get caught with one of 'em, and you a permanent banning from the Britannian realms.

One particular mod of interest is UOX(treme). Initially, using this mod allowed you to hoon about Britannia while offline. The catch was - you were totally alone (no items, no creatures, and CERTAINLY no other PCs were involved). Further versions included network support (of up to 16 players) and included items and creatures to help create a more interesting (and more meaningful) experience.

So while UO technically had mods, none of these really enhanced or changed the way



the game was played.

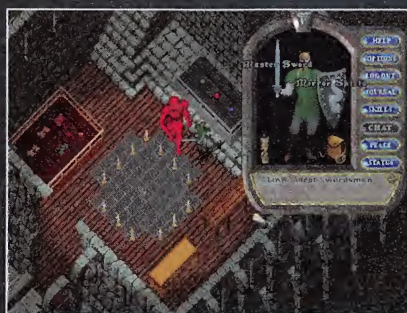
That was until now. A bunch of UO fanatics have set up their own UO server using the UOX engine and a customised code set for play. This means that this is the FIRST UO modification to depart from traditional Ultima lore, while still using Origin's robust engine. Apart from that noteworthy fact, the other thing that has to be mentioned (and half of the reason why this got mod of the month) is that this particular mod is based on the Zelda universe. Called Zelda - The Lost Lands, the developers have aimed to create a true role-playing game featuring Zelda lore, spiced with that unmistakable UO feel.

Actually, they've really emphasised the role-playing part. The servers featuring this mod will be run by the development team, who plan to strictly enforce the role-playing element. As a result, they've got plenty of quests planned and a huge storyline brewing.

There will be five "classes" of players, though at this only one has been released, being the Kokiri (Link's elf-like people).

Those that found UO a little too daunting and complex (read menial) should give this a mod a bit of a look. The Lost Worlds isn't about baking bread and mining ore and interior decorating. With a simplification of complex RPG elements, this mod is about taking part in a rich story and interacting with other people to help keep it going on.

The Lost Worlds is currently in beta testing. No word on Nintendo's position on this mod had been released at time of press.

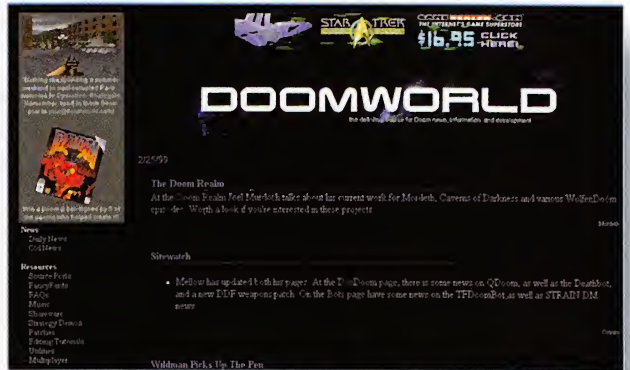


# WEBSTALK

The Internet: Not just for porn.

Welcome to another sparkling edition of Webstalk, since it's our birthday and all we decided we'd do a 'best of' this month, looking back at some of the very best websites we've featured over the last year. Also, in the not too distant future we will be featuring reader made pages, so send your finest creations to spoonman@next.com.au

(LAN) Parties. There is heaps of detailed information about where you should have your LAN, what sort of hooligans you should invite, what games are cool and generally what makes the difference between an awesome deathmatch experience and a total disaster. Very cool site for multi-player gamers, hopefully all of us.



## CDROM.com

<http://www.cdrom.com>

So where is the best place to download games and utilities? Right here, CDROM.com has myriads of files and patches just waiting to be

downloaded. Best of all is they have FTP mirrors as well which means you can just point your FTP client program at it and just wander around as if you were on your own Hard Drive. It's very fast too and navigation is easy whether you use FTP or the usual Hypertext versions.

## Doomworld

<http://www.doomworld.com>

Even though Doom's 5th birthday has passed Doomworld is still going strong. Ever since the source has been released there has been a growing interest in the once almost forgotten giant game. Now GLDoom is out and the project Boom is becoming more popular there is renewed interest in Doom. Thankfully, all the relevant information is in

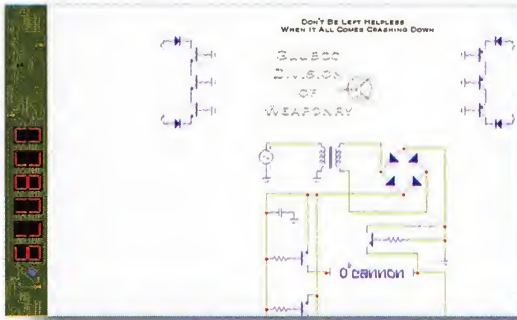
one place, here. Not only is it a useful site, Doomworld is presented with clarity and style. A great combination.

## The Free Site

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

Heaps of free stuff in one place. How could you go wrong? The Free Site is chock full of everything you could possibly want for no charge (within reason of course). There are free banners, sounds, pictures, multimedia and more importantly website things such as message boards, guest books and scripts. Each month they send out a newsletter too so you know what's new without going to the site every few days, a great resource and starting point for other sites of this nature.

Rod "Spoonman, not the Triple M guy"  
Campbell  
[Http://surf.to/spooney](http://surf.to/spooney)



## Glubco Division of Weaponry

<http://www.glubco.com/weaponry/>

This website is still great, it's hilariously funny and it's obvious Glubco have put a mammoth amount of effort into making their site and all the "weapons" which they have photos of. Fry the kid next door with a Railgun, forget a guard dog - you want a Tesla Coil! Of much interest is the death Ray for ultra annoying people and mother's in law. This site is great, if you've never been there visit it now, you will never regret it, ever.

## Lanparty.com

<http://www.lanparty.com>

Cold Pizza can only really be enjoyed while enjoying an early morning (Ok, maybe mid afternoon) fragfest. Lanparty.com will help everyone out with their Local Area Network

Buy Blood II for \$29.99, Get the Patch on CD for free!

**LANPARTY.COM**

Party Pic of the Day:  
Ahhh the joy of LAN Parties. You get to frag your best friend sitting next to you, then ask him, "You want some of this?"  
[pic submitted by LLPC]

Submit your news, pics, and prn to [News@LANParty.com](mailto:News@LANParty.com)

UPCOMING PARTIES:		
Red-Eye	Bialeah, FL, USA	3/26/99
A Lan in Nottinghamshire	Salvation, Nottinghamshire, England	3/26/99
NWS '99 - The '99 Network Session	Stade, Niedersachsen, Germany	3/26/99
GamesCon	Toronto, Ontario, Canada	3/26/99
Lan - 8' - Trauma	Amelia (cincinnati), Ohio, United States	3/26/99
The Big Frog Shoot	Dishkosh, WI, USA	3/26/99
EastLAN	Vancouver, Washington, USA	3/26/99
QuakeLand 99	Venlo, Netherlands	3/26/99
Alcoholic Gamers Network	Skive, Denmark	3/26/99
Nichas Game	Saarwellingen, Saarland, Germany	3/26/99
Sydney LAN Gamers	GreyStanes, NSW, Australia	3/26/99
AmisGames	Växjö, Finland	3/26/99
WABLAN	Battle Ground, WA, USA	3/26/99 3:00:00 PM
SA Wonderlan	Adelaide, South Australia, Australia	3/27/99

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PLAYSTATION



MAC



PC-CDROM



CHAT



SEGA



ARCADE



NINTENDO 64

# LETTERS

Write to PC PowerPlay  
LETTERS  
78 Renwick St.  
REDFERN, NSW 2016  
letters@pcpowerplay.next.com.au

## GyMEA, a lovely suburb

I would like to apologise for my poor misguided countryman Mr X from GyMEA NSW. I live in GyMEA myself and was horrified to find that Mr X has managed to find a computer to spread his insane and deluded ideas to such a respectable (if not venerable) gaming magazine. Mr X's philosophies do not in any way - reflect the intelligence or sense of humour of the rest of our humble Sydney suburb. And the appropriate action has been taken to exile and ostracise him from the, until now, apathetic world of contemporary computer gaming.

Again, I apologise for any permanent psychological illness, or strange urges to swallow snail pellets and foam at the mouth that may have been inflicted on the populous of PCPP readers by poor, poor Mr X. Of course, we all know that a game starring Bert "Moonface" Newton and the wacky Good Moaning Australia cast would be a much better idea. You could play Bert and run around armed with only your dry wit, in an attempt to destroy the Super Saleswoman with the plastic smile who shoots dodgy, repetitive, cheap-assed infomercials at you from close range. And finally at the end of it all, you have to destroy Big Kev and his army of overly excited, pants wetting carpet cleaners....

**Dale**

**GyMEA, NSW**

*Dale, that's an absolutely fantastic game idea. What a concept! We've forwarded your email address to some big name developers around the traps - expect a call soon.*

*p.s. Can we have a cut of the proceeds please? We did print your letter, after all*

## Live, Love, Linux

You probably won't publish this because I am going to insult your intelligence, but who gives a toss? Anyway I found your "sidelines article" on linux very unresearched, just because we aren't playing mainstream games, does that mean we aren't playing anything good, no it doesn't. While you unhappy folks in Windows land

play games natively and mock us for playing old games you might want to do a little research and actually play some the games on the Unix platform. We have all sorts of addictive games like XEvil for merciless violence and Xcrossfire for RPG fun. So you see we aren't completely gameless, and if worst comes to worst its time to boot the windows partition. Another grievance is that you said Wine is an emulator, if you had even gone to the wine development site you would have noticed the acronym "Wine is not an emulator" - interesting huh? Bochs is an emulator not WINE Well sorry if I came on a bit strong but I get emotional when Linux is mentioned.

**Arkaine**

**Internet**

*Well, fair enough Arkaine. Sorry about that! We should have known better than to toy with the Linux community so. From what we've seen of Xcrossfire, it looks like a really great game though - very cutting edge!*

## Fantasy v Reality

It's nice to read a magazine that is not just a "which game to buy" publication. You guys really push the pure or ultimate gaming experience which we gamers thrive upon. I'd like to relate what I think is probably my ultimate gaming experience...Remember Lester Chaykin? I think that was his name. He was a strict trousers man with a shock of red hair. Skinny little dude could pack laser death with the best of 'em. Poor guy was tinkering with his particle accelerator when Wham!; off to Another World he went. I loved Lester. Making him slide into a well guarded hallway, firing his laser gun with gusto and leaving charred skeletons behind. He even managed to kick one of those grey alien bastards in the nuts. Cartman would have been proud.

Yet Lester did not judge them all. He befriended one of the Big Grey Aliens and crossed the cultural (lightyears apart) barriers and worked as a team with Mr Grey. Lester even managed to gate crash a harem filled with female aliens. Don't say he wasn't keen to start a multi-cultural society. It's a pity they probably would have tried to kill him. Yet Lester didn't win in the end. Having the ground shot from underneath him and the



**JOLT COLA LETTER OF THE MONTH**

**A CASE OF THE GOOD STUFF FOR THE LETTER THAT SAYS IT BEST**

## 3Dfx - You've lost us

3Dfx started off as one of the most innovative companies around. Giving us great quality chipsets they really started the 3D-accelerator revolution. Now they are alienating the very people who made them the powerful company they are today, the gamers! Hard-core, Soft-core and even Apple-core (I hate those terms).

Well 3Dfx almost became a monopoly, and when a company becomes a monopoly all innovation is thrown out the window. Just look at Microsoft, Windows is an original O/S? It is just the old Mac; System 7; O/S with a different name! Nothing Microsoft has made recently has been original. All the innovation has come from smaller companies and then Microsoft buys them out or turns them into an improved product. If a company comes close to being successful then a lawsuit is made against them. One of the greatest flaws of the 90's is nothing is talked about, everything is just sued! And who is going to win in court? The small company that just wants to get a start in the industry or the company that can afford a huge legal team? How many times have 3DFX gone to court to settle things now? 2-3 that I can think of, and when have they started to do this? Only when they became a successful company!

All I can say is 3Dfx have typified the fact that they don't care about the consumers anymore by going for OEM. How many gamers buy a Gateway or Dell computers? I don't know ONE. That is because they are so limited in upgrades. Also the fact that the Voodoo3 isn't going to support a 32-bit palette, gamers don't need it right now but they will need it in the near future! Finally all I can say is that I am totally disillusioned by the way 3Dfx are treating the accelerator market. If they don't realize that they are pissing-off the people who support them the most, they are going to be hurt very badly in terms of sales in the near future! Lets keep up the competition and keep up the innovation NVidia, s3, Matrox and all the other chipset makers!

**Jim**

**Melbourne VIC**

**apollyon@alphalink.com.au**

*Jim, you're not the only one. There's plenty of people, and plenty of manufacturers, really starting to question just how much of an influence 3Dfx needs to have in their lives. Especially now that we know about TNT2's in SLI mode, with a feature set that the Voodoo3 won't even come close to matching. What's going to happen to 3Dfx in the future? Well, no-one knows as yet, but plenty are betting that it's not going to be pretty for them...*

absolute snort bashed out of him almost sealed his fate. Yet he crawled towards his only friend on a hostile planet, millions of light years from home, and finally closed his eyes when his big mate wrapped him in those big grey tree trunk arms.

I had a tear in my eye as Lester and his alien mate flew off into the sunset on the back of that dragon. I had thoughts about Lester recovering beside a fire, drinking broth and wincing in pain. Thoughts of him learning to walk again, with those big grey alien arms holding him for support. Thoughts of Lester finally at peace. I tell you, Another World gave me the pure gaming experience. I've never shed a tear in any other game. Another World is an

old game but I'll never forget it. Let's we forget Lester.

**Richard Copland**

## I'm not a geek!

A couple of weeks ago my girlfriend's sister gave me a copy of issue 31 (December 98) of your mag, it looks pretty cool, good reviews of games and hardware. Anyway, I found myself reading the letters at the back of the magazine. I found some of them quite pathetic. I can't believe how sad some of the geeks are, the way they write about these games and the game's storylines or lack thereof.

Some of the letters make the writers sound like they could get into a punch on over whether Quake II is better than Unreal, or

if consoles are better than PC's. I think it's time these geeks put on their best army disposals jacket, their least dirty pair of 20 year old jeans and went out and lost their virginity. The guys who wrote the letters i'm referring to ("Cheap vs. Good" and "Reality Gaming") sound like the typical IRC wankers who use the letter Z instead of S, and call everyone "Lamerz". They all think they are hot shit, when in actual fact they are the kind of people who get beaten up at school and have nick names like "Tubby" or "Hey Cockhead". If either of the two guys who wrote those letters are over 18, I suggest they start going out and getting pissed at clubs instead of sitting in front of their computer every night wanking over the latest female skins for Quake2.

#### Name not supplied

*Yes! Well said! More people should be going out to clubs getting stupidly drunk making obnoxious fools of themselves, and possibly vomiting at the end of the night rather than sitting at home innocently playing games! That's what life is all about. And what's wrong with masturbation anyway? Everyone does it - c'mon, even hard drinking super studs like you, eh?*

#### Granny rage

Shame on you Ben! So you thought us little grey haired grannies hadn't noticed the extra blood and gore. Well it's no fun running down a blood filled corridor and going flat on your back. Bones don't knit very well at our age you know! Also, you might warn your readers to put shutters on their windows. Not windows 95 & 98, those little squares in the corner of the room. A bird flew into mine just as I was turning the corner in the dungeon and I almost needed a heart re-boot! Oh! and before I forget, I think you should be supplying plenty of clean undies to that poor Oracle you have suffering for us under the stairs. I am rather fond of the guy too. He's saved my sanity on more than one occasion in the past. And a big thank you to you all for saving me from those dull, witless, expensive overseas game magazines.

**NANNA B.  
S.A.**

*Nanna B, you scare us. A lot.*

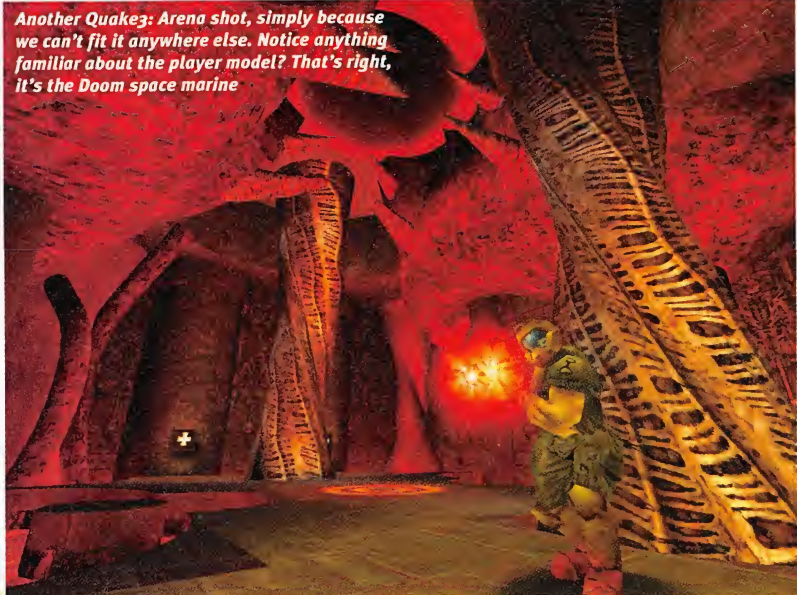
#### Sierra bad

As with "Install Nazis" (issue 32), and "See Error" (issue 34), I too have been a terrible victim of Sierra's knife-in-the-back tactics. And not once, but twice. The first time, I was at one of our regular LAN parties, and I installed Half-Life to play multiplayer. When I got home, I decided to remove it since it could only be used multi without the CD (and also because it was illegal software).

So I uninstalled it, but it left that annoying Sierra utilities thing on my machine. "No problem" I thought, since it too had an uninstall feature. How handy. But quite surprised was I by how much space my harddrive had left after I had reset. Oh well, I thought, I'll just go play a game of... wait a minute, where are all my games! That damned utility thing had deleted every non read-only file in my games directory! Well, I can tell you the expletives came hard and fast, and I was tempted greatly to pursue random acts of violence. But I rationalised that it probably was only a once off thing. How surprised I was when, after uninstalling your KQ8 demo and the subsequent utilities that were once again automatically installed on my computer, that again, everything in my games directory was gone!

I almost put my fist through my monitor right there and then! I mean I still had all the originals for all my games, all it would take was a lot of time. But I also lost all the save games I had. But the worst thing was redoing all my Quake2 config files. I have about 12 mods for Q2 which I routinely play at out LAN parties, and having to rewrite every single one is a major pain in the ass. Some like CTF are easy. But for ones like BraZen, Chaos, and Action Quake, there are about 15-30 things to bind, which takes quite a lot of time. Is this what Sierra is reduced to now? Are their market sales so low that they now have to resort to erasing the competition? I don't think I am ever going to buy another Sierra product now, thanks to the most wonderful pleasure of having to reinstall all my games twice.

**Axel**



**Another Quake3: Arena shot, simply because we can't fit it anywhere else. Notice anything familiar about the player model? That's right, it's the Doom space marine**

#### Why we play

Aren't we all forgetting something!!! There are a lot of people out there who have forgotten something very important! Games are games, they're made to be fun and interesting. No one intentionally makes a game sexist or politically incorrect (except perhaps Running with the Scissors, but hey Postal sucked anyway). And who gives a stuff about political correctness in the first place?

I've had enough of this, "But Lara is so fake" crap, NO SHIT, she's made up of polygons, not flesh and bone. The idea is to enjoy the game, not analyse the main character for faulty traits. I'm glad the violence in games issue has died, lets hope the sexism issue dies with it. That brings me to my second point, what the hell is the go with all these people who bag out other systems? It seems platform prejudice is alive and well in the gaming community.

Lets all try to remember all of us gamers have one thing in common, we like playing games, and forget about bagging out other systems. Personally I'm yet to find another racing game as fun, and in-depth as Gran Turismo (PSX), sure the graphics aren't up to the standards of 3Dfx, but the games are great. Turok (N64) made the cross to PC with mixed reactions, but most people liked it, what's more fun than racing four of your friends in Mario Kart (N64) or playing Half-Life on the net?

Try to remember it's about the games, not the systems we play them on, even Macs have their good points, My old LC-II never ever crashed, unless I did something outright idiotic. I'm afraid to say it's not the case with my

PC, the Mac OS has it all over Windows, when it comes to stability. How about we end the system war, and instead of bitching about "My PSX shits all over your N64" or "PCs are the best games platform in the world", we play the games, enjoy the games, and have arguments over which game is the best, not which system is the best. Because every system has it's good points and bad points, the price of a good PC is out of the reach of most teenagers pockets (unless mum and dad buy it). Consoles are cheap, and there's no need for constant upgrades to stay on the edge. The games are what we should be worried about not the system. To hell with political correctness in games, to hell with sexism and violence and to hell with the Console Vs. PC war.

**Cor\$@ir**

#### Where the F@#\$ is my cordless gamepad?

I am starting to get annoyed. There are cordless mice and keyboards but as far as I know there are no cordless gamepads. Come on! It wouldn't be that hard to make, they have the technology so why can't they make a cordless gamepad?

One other thing - as far as I can tell they are not exactly promoting USB peripherals as they seem to be more expensive than the same product with a serial port connection. Also why the hell is everybody complaining about the Windows keys? I know they get in the way but most knew games disable them and one's that don't you can get a patch for so whats the problem?

**R & W Prowd**

# COMPETITIONS

## CIVILIZATION: CALL TO POWER



Years in the making, and no one is as eager as us to see if the classic Civilization essence has been recaptured or butchered. Find out for yourself. Thanks to the adorable (and damn punctual) people at Activision, we have 6 copies to give away.

**Q. Who reigned in Egypt after Tutankhamen?**



## SILVER

Joy! It's another cutesy RPG! Going to show that not all RPG's need to be stastics laden and driven, Silver is a well written romp through a fantastic fantasy world. Sega Ozisoft have given us 6 pieces of Silver to give away (the games, not the metal!). Just answer the following question.

**Q. Silver is considered a precious metal. What are the other four metals traditionally considered "precious"?**



## CANON SCANNER

Scanning can be necessary and useful at times. But no one told us how much fun they could really be. Grab yourself one of these and your sex life is bound to improve in leaps and

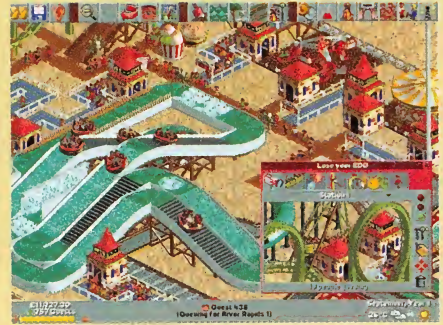
bounds (sorry, no guarantees though). Canon have kindly given us 1 Colour Image Scanner to give away. Just answer the following question.

**Q. Which are the three primary colours used in printing?**



# ROLLERCOASTER TYCOON

Click. Fasten. Clunk. Jolt. Kink. Whiplash. Hurl. Wet pants. Oh how magical the rollercoaster can be! Reckon you've got what it takes design a better one then? You're all talk! Go on then! Enter this comp and prove it to us! Those "we-take-our-fun-quite-seriously" people at Hasbro Interactive have given us 6 to give away. Enlighten us.



**Q. Which forces must a rollercoaster overcome to perform a corkscrew manoeuvre?**

## WHERE TO SEND

Write the answer, along with your name and address on the back of an envelope.

All entries close June 13, 1999

Entries to:

PC PowerPlay,

78 Renwick St

Redfern NSW 2016

## Issue # 34 winners

BALDUR'S GATE

Q. Create a punchy war slogan with a contemporary nuclear theme.

Cripes! We know we left you a bit miffed with our Baldur's Gate question back in PCPP #32, so after a quick question change back in #34 we were literally swamped with entries. We got the whole spectrum of possible slogans. So the esteemed PCPP Judges looked for originality. Thanks for all the extra work people! Right! On to the results...

And the winners are!

"Laser light, fearful sight."

-R. Wren, Kirrawee NSW.

"Winning a war isn't about who's right, it's about who's left."

-P. Sullivan, Slyvania NSW.

"No flukes when you use nukes!"

-P. King, Warriewood NSW.

"Brighten your enemy's day, the wholesome nuclear way!"

-M. Ryland, Annerly QLD.

"How many nukes could a nuke chucka chuck if a nuke chucka could chuck nukes?"

-J. Dorney, Drummoyne NSW.

"Minds not pliant, mushrooms giant."

-P. Warren, The Patch VIC.

"Whether by fission or fusion, a benign nuclear reaction is but an illusion."

-J. Marney, Glenorchy TAS.

"Candy is dandy but ammo goes blammo!"

-T. Sime, W. Melbourne VIC.

"A nuclear strike, what a fright!"

-D. Parkeš, Elizabeth Park SA.

"Nuclear Fallout, Total Wipeout."

-J. Fraser, Riverside TAS.

CRICKET IS LIFE

Q. From all the current international players across the world, create your World XI.

Limited Overs Side

1 - A. Gilchrist, 2 - M. Waugh, 3 - G. Hick, 4 - R. Ponting, 5 - S. Waugh, 6 - M. Bevan, 7 - G. Cairns, 8 - W. Akram, 9 - S. Warne, 10 - A. Donald, 11 - G. McGrath, 12th Man - V. Wells.

Test Side

1 - M. Slater, 2 - M. Waugh, 3 - B. Lara, 4 - S. Tendulkar, 5 - S. Waugh, 6 - I. Healy, 7 - W. Akram, 8 - S. Warne, 9 - S. MacGill, 10 - A. Donald, 11 - G. McGrath, 12th Man - C. Hooper.

(Sent in by) - P. Hammat, Wentworth NSW.

AFL '99

Q. Give us your AFL Dream Team for the 99 season. The judges decision was unanimous - Ms L. Fell's AFL team was obviously selected with finesse and a foresight only dreamed of by the country's top coaches. Using this team as a template, all the other winners were selected. Well done!

L. Fell's (E. Keilor VIC) AFL Dream Team.

Backs: G. Archer, S. Silvagni, N. Burke.

Halfbacks: N. Buckley, N. Smart, G. McKenna.

Centres: S. Tingay, W. Campbell, M. Voss.

Half-forwards: J. Hird, W. Carey, C. Grant.

Forwards: M. Richards, T. Lockett, M. Lloyd.

Ruck: P. Everitt, R. Harvey, G. Wanganeen.

And the other winners...

K. Cook, Glen Waverly VIC.

K. Mackenzie, Preston VIC.

A. Kildare, Port Willunga SA.

R. Whitfield, Dunsborough WA.

J. Chaplin, Willeton WA.

P. Marriott, Woodberry NSW.

D. Maney, Mt. Gambier West SA.

SOUTH PARK

Q. Create a new South Park character.

We were completely stoked by the amount of entries we received for this comp. It seems there's quite a few PCPP readers with a soft spot for the South Park series. Oddly enough, most of our entrants were at that special stage of life where you start throwing in little letters among the big ones. What are they doing up so late watching South Park anyway?

The judges chose the characters based on which would actually make side splittingly funny characters on the South Park show. Just a little spoiler - those that sent in Cartman and Mr Hanky rip-offs were generally overlooked by the judges. So for the 75% of you that sent us Cartman/Mr Hanky influenced characters - better luck next time!

Patricia Plumbottom by Robin E. Seaford Rise SA.

The 28 year old pot-smoking, gun-packing, black-belted, tree-hugging hippie! Like there's not enough of them around in South Park! Interests include good times and protecting her hydroponic interests.

The Mime by J. Willetts, Burnie TAS.

A youngin' that mirrors all the rigours of life through the mystify-

ing art form known as mime.

Highly annoying. If you've ever seen a mime try to recreate the magic of birth (as The Mime often does), then you'd understand. Excruciatingly painful character.

John the Public Relations & Political Correctness Advisor to South Park

by C. Shepard, Waratah Nth VIC.

More than just a mouthful, John "throws no punches, has no opinions, and is completely self-righteous" according to creator C. Shepard. The dossier included had us laughing our lungs up. Another winner.

ROM (Really Old Man)

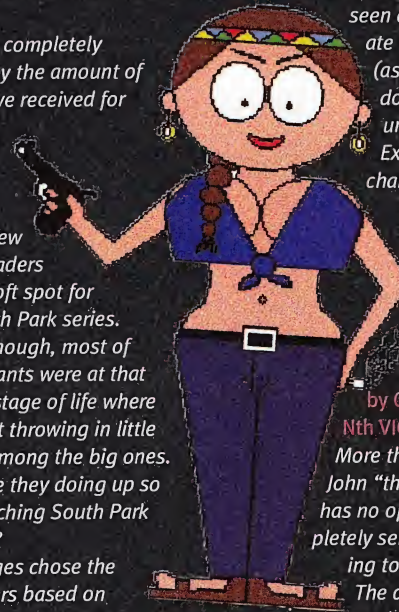
by W. Bowyer, Noarlunga Downs SA.

Alright, alright. The name is hardly catchy or inspiring, but the character sure is. ROM is an elderly git that wears flares, platform shoes, tokes on the big green spliffs and rants on about Jimmi Hendrix records - and he talks like Andy Warhol! A hip cat past his prime that no one can seem to tolerate, all in the appropriate pick-up.

BRUCE

by J. Gollie

Bruce is Mr Garrison's long lost chum from, take a guess... Australia! Bruce has a special relationship with South Parks most tolerated school teacher and aspires to one day run the local boy scout chapter. For very clean and sensible reasons too, by the way.



# COMMAND & CONQUER

It was pure gaming bliss. Wonderfully immersive single player games along with superlative multiplayer mayhem made for an experience worth remembering

**Developers:** Westwood Studios

**Year:** 1995

**W**hat do you say about a game that ignited an entire genre? How about that it wasn't the first of it's kind at all.

We all know that Dune 2 came before Command and Conquer, but what came before Dune 2? (Bloody Harpoon did! First ever RTS! - Ed) It was in fact a little known game for the Sega Genesis called Herzog Zwei. A real time strategy game with varied terrain such as swamps, canyons, ice or snow and the objective being to destroy your opponents base by dropping small units from a giant mech

Herzog what?

Ok, we've established that Command and Conquer wasn't the first of it's kind. What it was, however, is one of the most playable, enjoyable and thoroughly addictive real time strategy game ever made.

For those that don't know what Command and Conquer is about (there's always one) it can best be described as a fast paced strategy action game - well, that's what I used to call it until the term real time strategy (RTS) became more popular. These days the majority of strategy gaming is now real time, but back when C&C first came out the genre was still very new and very revolutionary.



## Good v Bad

Strategy gaming previously was a turn based affair, like chess. You made your move, your opponent made his. At the very least, this kind of gaming could induce serious narcolepsy. C&C in stark contrast however had you in the thick of all the action. Either as the noble law abiding (Dune 2 pun intended) UN type Global Defense Initiative (GDI) or as the evil terrorist organization, the Brotherhood of NOD.

For the game the premise seemed simple. Collect enough Tiberium to make money allowing for the construction of buildings that can manufacture combat units. When you feel confi-

dent with your forces, totally demolish your opponent, either a computer or human foe. And that's human foes plural actually, for C&C brought to the table something very rare at the time - multiplayer support.

## Just one more hour...

C&C was game design perfection, particularly in single player. You started with a few units and could only build a few structures. From the very first move of the mouse you were addicted. "Hey if I build enough units, I can go and totally lay waste to the enemies base. But I need more of this Tiberium to generate more units. Hmmm, Tiberium is low in this area, and to collect it from







**C&C was game design perfection, particularly in single player.**

where in their pursuit of Tiberium, especially through enemy bases where they would get thoroughly toasted.

There was also the great wall bug. Enemy AI didn't know how to shoot through walls. Forget cheats, anyone wanting to complete a mission needed only to build sand bags to the computers enemy base, and "fence" it in. With its harvesters or troops unable to get in or out, the computer would just happily sit at the sandbags, never thinking to shoot their way through. There was also some pretty harsh multi player bugs too. The Silo bug in particular allowed players to amass vast amounts of cash within only minutes of playing the game.

#### Going back to Kali

The multi-player bugs however were fixed quickly by Westwood. They had to because multiplayer gaming through C&C was absolutely rife. It was all thanks to a product by Jay Cotton called Kali (Fully featured interview and story in issue 2 of the magazine).

Kali was how we played multi player games "way back then". Games didn't ship out of their box "Internet ready" with their own servers or networks to log into. In the case of C&C it offered IPX support only. Kali however was a utility that took IPX packets and could re-route them through

there my harvester could be exposed to an attack from here" ...and so it began

Victories and base razing were rewards in their own right. Sending troops from different directions, confusing your computer or human opponent then chortling gleefully when you reach the point where you know there's no recourse for them.

#### The stress zone

In C&C and other RTS games, losses tended to be taken more personally than in a first person multiplayer game. Observing a game between mates the term "stress zone" was frequently used to describe the losers state of mind. You'd often hear phrases such as "Uh oh, there's no way out of this one he's heading for the stress zone". Or just as their face was going that particular shade of red from the never ending army trashing their base you'd hear "He's in the stress zone, stand back and give him a few minutes to cool off".

In single player though C&C would captivate you with it's subtle introduction of new units and structures as you progressed through the game. To keep tedium at bay, there were also

unique and varied missions. Not every mission involved setting up a base and taking out the enemy. Many had goals that needed to be achieved such as collecting a crate with secret plans, or protecting a doctor in a village, and so on.

#### Nuke me, Noddy

Your performance in one battle also directly effected your options in later levels. With NOD for instance unless parts of the Nuclear Weapon were found in crates, over a few missions, you would not be able to build the nuke in the last mission of the game.

C&C however was a completely and professionally packaged game in all ways. More than just a strategy game, Westwood managed to effectively intertwine some extremely proficient full motion video as cut scenes between missions.

#### Beautiful intro

The video quality for the period was excellent and mixed some beautifully rendered 3D with live acting that wasn't too bad at all. The intro to the game was also one that most people will remember. A clever animation

where a channel surfer flicked through futuristic TV stations to communicate the story to the player. It was like the tongue-in-cheek adds from the Robocop movies, but better.

The sound was also extraordinary. Using a type of mod file that allowed for multiple wave samples to be played back like instruments the music ranged from peaceful harmonic ballads to heavy metal and onwards to stirring militaristic drum beats with rousing army chants. Nothing at the time was more inspiring in the midst of a battle than the masculine shouts of "Fight, Win, Prevail".

#### Bloody harvesters!!!

C&C however did have it's fair share of problems. The most prominent one being the sheer stupidity of the harvesters. These guys would happily drive any-





TCP/IP. If worked perfectly with C&C and 2 player games were smooth, and with a local Kali server 4 player C&C was an Internet gaming high.

### Multiplayer balance

There was another aspect to C&C that was both loved and hated by all who played multiplayer. Each side had their own unique units and to date the debate still rages on over which side was more advantageous. NOD has the advantage is the most common complaint with NOD players responding that they're just superior.

Realistically, the game did favour NOD. If only for one reason, the NOD bike. These things were as fast as lightning and packed missiles that could rip through any unit in the game. Send air units at them, wasted. Ground units were equally defeated. It became almost farci-

cal, playing the game online within minutes NOD bikes like cockroaches would be descending upon your harvesters and reducing them to scrap metal.

### Birth of the clone

So, how popular was C&C really? Just look around at all the RTS games now available. They exist because of one reason - C&C. It was the literal overnight success and in terms of technology the commercial birth of a new genre. Usenet raved about it and web pages the world over sprung up over it. It was almost a social

**Just look around at all the RTS games now available. They exist because of one reason - C&C**

thing. Modem players web pages spring up where total strangers in the same city would email

each to arrange a game of C&C then call up to multiplayer away. It was a phenomenon, and everyone tried to get in on the act.

Few however have actually managed to capture the playability and feeling of C&C that made it such a joyous experience. Total Abomination, err Annihilation is extremely popular but I never really liked it. Too many units, ridiculously stupid AI and multiplayer gaming that was an absolute yawn-fest. The only game that's ever really been able to capture the playability of C&C was our own home grown Dark Reign. A beautifully balanced and infinitely playable game.

### The dynasty: Red Alert

Even Westwood are yet to better C&C. Red Alert, the prequel (yet sequel) to C&C came out over 2 years ago and although selling many hundreds of thousands of units was an absolute disappointment. Single player was quite good but in multiplayer where it really counts Westwood found many disgruntled customers. The units were incredibly out of balance and Russian tanks would storm right over the allied forces.

### Play balance

Tank rushing, it was called, and it made Red Alert just about as unplayable as it got. Within 2 minutes of the game, experienced players could roll in with enough Russian armour to destroy any base. It was like the NOD bikes all over again, but at least it took people a few months to discover that tactic. In Red Alert tank rushing was apparent

pretty much from day one. Those that played on Westwood's now established Internet gaming service sat around the chat area complaining bitterly about the problem. The solution was for each to play as the same side to create balance but that rather spoiled the whole point of unique units. People were starting to sober up from the sweet drunkenness of C&C.

### Sole Survivor - crap!

Possibly the most amusing of the C&C licenses however was an absolutely abysmal creation called C&C: Sole Survivor. This was a shoot em up version of C&C where you controlled one unit online and had to drive around destroying everyone else. It was slow, laggy, futile, boring, uninspiring and ridiculous. Needless to say you won't find much mention of it on Westwood's web site, they want to forget about it about as much as we do.

### What's next?

The C&C product line is on shaky ground these days though. Gamers are still patiently awaiting the arrival of C&C2: Tiberian Sun and Westwood had better create an absolutely amazing game considering the disappointment expressed in Red Alert.

Westwood have also allowed numerous release dates to slip, something which can be respected if the extra time is used to make a superior product. Yet it can also breed resentment as we all wait in hope for our next experience within the C&C world.

Let's hope with C&C2 it's as enjoyable as our first encounter. Take all the time in the world you need Westwood, you've got a lot of work to do to beat the original C&C.

*Jere Lawrence*





A

# THE FASTEST WAY ACROSS THE GALAXY.



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- Harman Kardon HK195 Speakers
- 17" Colour Monitor (17.9" v.i.s.)
- Microsoft® IntelliMouse™
- Microsoft® Windows® 98
- NEW Microsoft® OEM Works® Suite 99
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