

NICE MIND, NICE WEB SITE

By The Millenium Boy (Tasneem Raihan)

In my previous article at RS I wrote some of the web-site addresses which you may use to make your own web-page. Now, I will write some tips on making your web-site free, nice easily.

First, at your browser type the web-address: <http://home.infospace.com/anup4>

When the page will open then find the "Get your own free homepage" at the last of the page and click that. After that click "Make a new site". Then you will be asked to give a user name which will be used later as your web-site's address. As for example: home.infospace.com/yourname.

Then you will be asked to choose a page title. You may write: Welcome to My homepage. Then select your colour and picture theme and background music from the selection box. Then type something about yourself in the edit box. Don't forget to write about yourself in the Microsoft Word before you get connection of Internet. After getting the connection just copy the words to the edit box from Microsoft Word.

You can then add a guest book in your web-site for free from <http://www.alxbook.com>

Check into the

SWACKDOWN! HOTEL!

by Shahed Ibne Mahub

In many ways WWF Smackdown! is the first of its kind in wrestling games. The long formed monopoly of the WWF and Acclaim sport partnership has been broken with the new title, which has been brought out by THQ, the same industry responsible for developing titles like WCW Nitro and WCW Thunder. Gamers who have played Warzone and WWF Attitude will find this game a little different from the previous titles. "Smackdown!" introduces a brand new game engine, which basically feels like the one THQ used for Nitro, but it is a lot faster and has more straightforward moves and taunts. Okay, here are all the features in the game that are worth mentioning.

1. The game introduces new wrestlers and managers including: The Big Show, Chris Jericho, The Hardies, The Dudley Bony, Vince and Shane McMahon and Debra.

2. It contains the first ever Hardcore matches in multiple locations including the Parking lot, Kitchen, The boiler room, and even at Ringside.

3. Perhaps the most impressive thing in the game is the lively crowd. It was really a giant leap from the handful of fans in Attitude to the "millions and millions" of cheering fans with cameras and placards in Smackdown!

4. The game also offers special guest referee matches. Here the players can choose from a pool of thirty-six playable characters to play the role of the guest referee. Watch out, these guys aren't to be messed around with; they can and will get physical with the wrestlers and the occasional quick count might also surprise you.

5. The game also includes an original story mode where you can play as any wrestler, and the pre-match interviews and sneak peeks are also original.

The game has some serious drawbacks, like the lack of commentary and the move-list-box. But all things considered, I would say that it is better than its predecessors are. But will it have enough to edge out Wrestlemania 2000? Let's wait and see.

After DVDs, data storage is set to enter a new dimension

Barry Fox, From New Scientist magazine

HOLOGRAMS will be storing movies, pictures, sound and computer data much sooner than anyone thought, according to Imation, a company based in Oakdale, Minnesota, which specialises in optical storage systems. Imation says it can combine several cheap off-the-shelf technologies to make a disc recording system that will store six times as much data as a DVD.

The firm is in a race with many other companies, including Bayer of Germany, which is developing holographic discs that use liquid crystal displays to construct data "pages" that are then stored in the layers of a hologram. Bayer hopes to store 1000 gigabytes--1 terabyte--on a holodisc by 2004. Imation says its holographic CD-ROM recorder will be on the market in 2002.

George Purrio, an engineer with Imation in Europe, says his company's holodiscs will initially store around 125 gigabytes. Today's DVDs store less than 20 gigabytes. He says later versions have a capacity of 1 terabyte, and will deliver data at up to 1 gigabit per second--at least 25 times as fast as a DVD can manage.

The off-the-shelf technologies that Imation is exploiting include a cheap gas laser and a micro-mirror array designed for digital video projectors.

The 200-milliwatt gas laser, which Purrio says will soon be selling for just \$300, shines through a half-silvered mirror to create a reference beam and data beam (see Diagram). The reference beam strikes a light-sensitive polymer disc spinning on a modified CD-ROM drive.

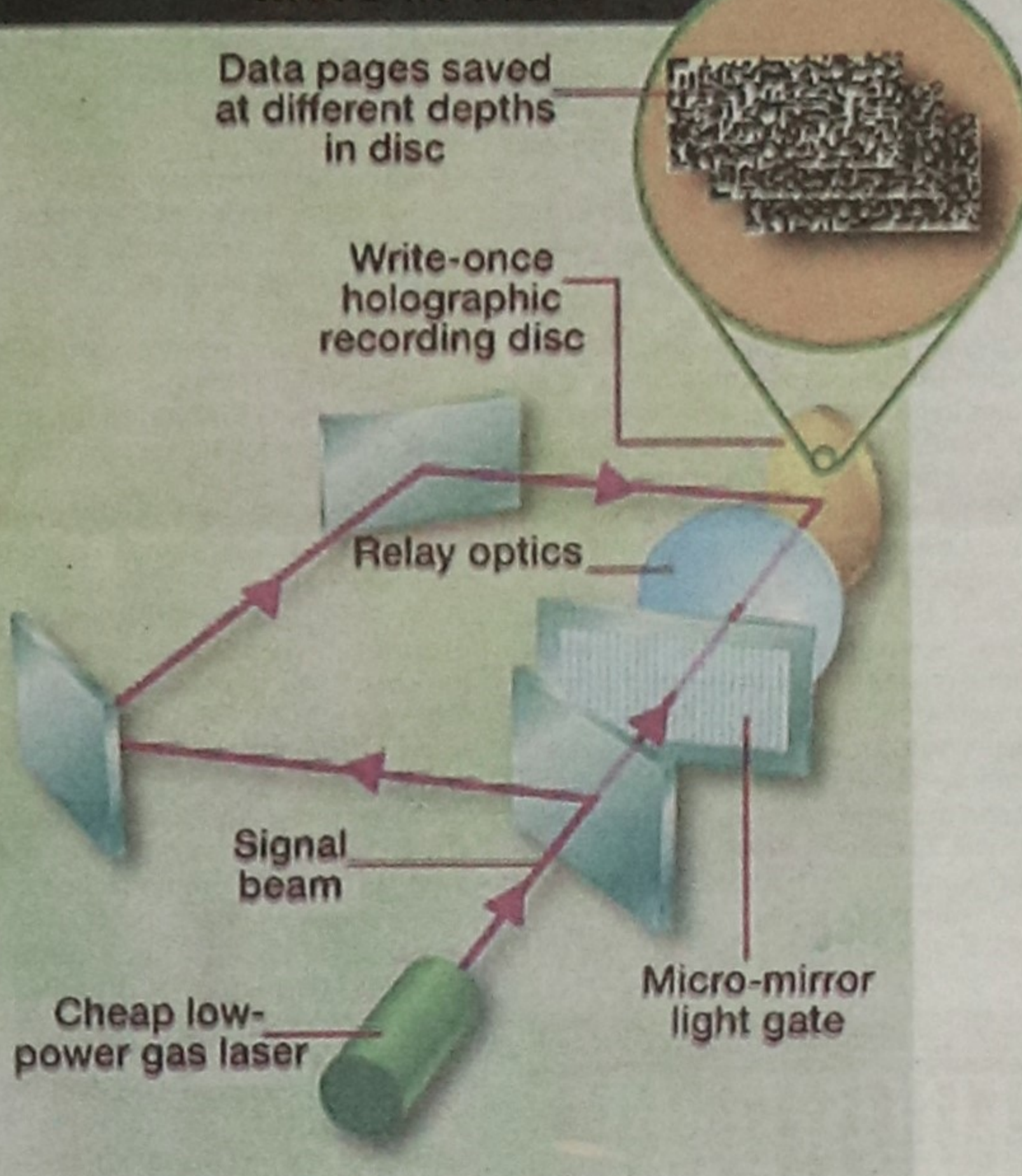
The data beam travels via the digital micro-mirror array, which was developed by Texas Instruments and carries a million or more tiny mirrors on the surface of a chip. The mirrors flip-flop between an "on" position that lets light pass through, and an "off" position that reflects it away. Driven by a PC, or any other digital system, the array allows bitmapped "pages" of data to be constructed at much higher resolution than is possible with LCDs.

The data beam generated by the micro-mirrors falls on the polymer disc at the same spot as the reference beam, but at a different angle. This creates an optical interference pattern corresponding to the bitmapped page of information built up by the micro-mirrors. This is recorded as a permanent change to the chemistry of the polymer. The disc stores a sequence of these bitmaps along a spiral track.

The disc is read by shining light through the polymer onto a microchip image sensor. Devices of this type are now routinely built into digital still picture cameras, and cost \$500 or less. Data is transferred very rapidly because the sensor can receive whole pages or blocks of data at a time.

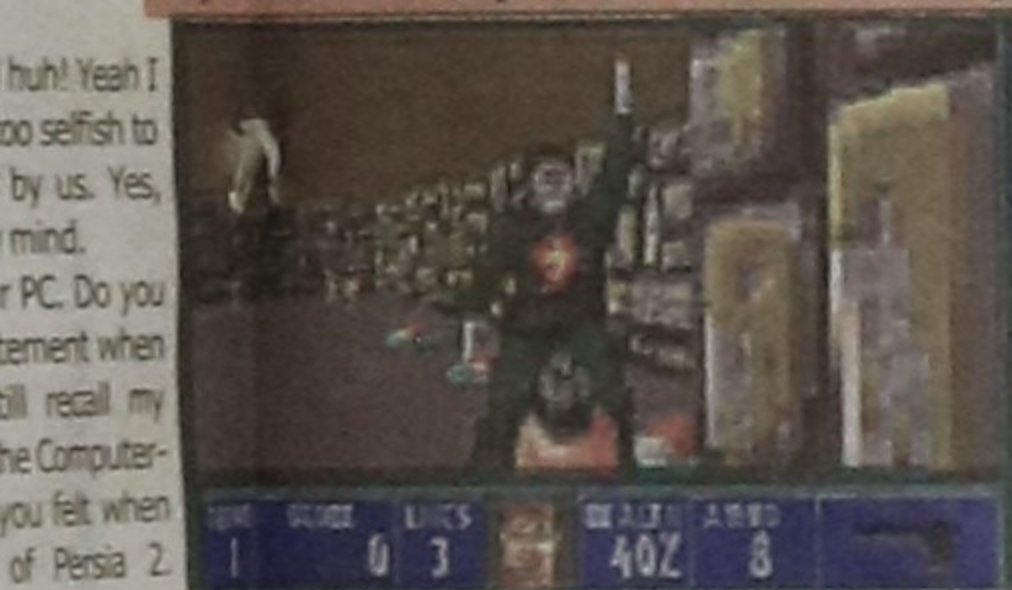
The data on the discs will not be erasable. Imation thinks this won't matter because the capacity of the discs is so large. The advantage of this write-once, read-many-times technology, Imation says, is that it will avoid the need for expensive and unstable erasable hologram technology.

More in store



GAMES IN MEMOR

by Adnan Firoze (adnanf@citechco.net)



in 1969. Can you believe that! Well both those games were mind games. This game was pretty simple. A little thing with its mouth opening and closing continuously had to eat up spiders in a big maze. Whenever I think of these games I wish to go back in Past.

There were racing games before NFS and Nascar kind of games. I would like to mention a racing game of early 90's. Its name was "Stunts." I started off playing this game in a black and white monitor. I would do anything to play this game. It asked several questions before starting. If I could not answer it, the game would not run. I knew only one answer among 100 questions. I spent 1 of more hours just to get through that. The game was cool too. Even personally I prefer that to NFS 4. This game has big areas where the car had to jump, there were big roller-coaster type of things on the road. In a sentence "It was the best racing game I have ever played."

Do you know which is the first 3D game in history? Yes you guessed right-DOOM (*). Yes Doom 1! Maybe you have not played that but you sure have played Doom 2, haven't you. I was a big fan of this game and another game very close to it "Wolfenstein 3D." Now every 3D game you play from Duke Nukem 3D to Quake 3: Arena; all these games are followers of Doom.

In 1997 another new generation game caught up my eyes. It is Mortal Kombat 1. Yes, this is where the Mortal Kombat legacy started off. This had only 8 players. I was amazed by the Fatalities done by the players in the game. Now whenever I play Mortal Kombat 4 in 3D stages, that good ol' MK 1 comes to my mind.

The first sports game to come to my PC was 1995 premiere league soccer. It was more a funny game than a Football one. I only liked one part of it. Sometimes in the game a naked fan ran out in the field and the dumb cops chased it the whole way. Not a touch of 3D was in this game but still what is old; it is gold.

Then came the flight simulators. I started the Aero-plane games with "Raptor" and "Xatax". To tell the truth I am not such a fan of flying games. I never played any other flying games since I played those 2 3 years ago. Raptor was the best fling game I ever saw. I has the abilities to beat all other plane games. But Xatax was a bit special. Though it is a space ship game but it had a little SECRET game in it. I do not want to discuss about that little game. But let me give you a hint. Its name is "E.J."

Games are divine but these games have made History in thousand hearts, like mine. These old games never die- they always live in the hearts of gamers (But some of them still live in my Hard Disk).

Whenever I play Unreal Tournament, Quake 3, Prince of Persia 3D, DX-Ball, F22 Raptor the past of those games come to my mind. I feel great respect for the games' mom and dad.

Before 3D hardwares, Cd-Roms, before 17 GB Hard Disks; there were games AND there will be games in Pentium 4 or VooDoo 6 too, but these history making games will still live in the hearts of thousand game lovers around the world.

(Editor's note: * It would be correct to say that Wolfenstein was released before Doom by the same game developer ID software in the early nineties. For details on 'who did what' in computer gaming history- please refer to the Rising Stars millennium edition)

RISK II

by Rajiv Ashrafi (RA)

Risk is like the Citizen Kane of strategy gaming - you just can't consider yourself a gamer unless you've played it. The basic objective is simple: Conquer the world, which has been divided into 42 territories. You gain armies based on the number of territories you control, with bonuses for controlling an entire continent. There are no trade routes or supply lines to worry about and no morale checks - just straight-ahead world conquest.

All the features of the boardgame have made the transition to Risk II. Veterans will be familiar with the alternate victory conditions: Mission Risk and Capital Risk. New to the mix, though, are six bonus territories that create new connections between continents and really open up the map. For example, adding New Zealand, the Philippines, and the Falkland Islands makes it much harder to turtle in South America or Australia.

The biggest gameplay innovation is the Same Time mode, in which players place their reinforcements and plan their attacks simultaneously. The exultation of knowing that your strategy is about to pay off or the teeth-grinding realization that you've been blindsided and are about to lose that continent adds a lot to the game. This mode also opens up the possibility of border clashes as players send armies against each other, territories being invaded across multiple borders, and spoils-of-war battles between successful invading armies to determine ownership of a territory.

Same Time mode contains one other important change. Instead of the 6-sided dice of the original, each player rolls a single 12-sided die, with faces numbered from one to six. The size of an army determines which type of die it rolls, with smaller armies skewed towards lower numbers and higher numbers for hordes of 30 or more. Additionally, ties now go to the attacker, rewarding more aggressive play.

Graphically, Risk II is fairly true to the boardgame, with an old style map and brightly colored armies. You can customize the display, color-coding territories by continent, ownership, or troop strength. There is an option to view the game as a globe instead of a flat map, although this view can be a little disorienting. Battles take place in a zoomed-in view of the disputed territory, with each unit represented by a miniature soldier (Cavalry and Artillery are mixed in for variety with larger armies). Dice are rolled and muskets crackle as units cry out and collapse in defeat. And if you get tired of watching the zoomed-in battles, a quick change from the Preferences menu will speed things up.

On the downside, the diplomatic options are limited to three levels of alliance and a 'threaten' option that can only be used at the beginning of your turn, by which point the attack you wanted to stop has already happened. Also, although Tournament Mode pits you against increasingly skilled AI, there is no way to adjust the computer's skill level on your own. Computer opponents rarely gang up on players in the lead and are not very aggressive about continent-busting - repeatedly overextending themselves trying to capture continents while blithely ignoring neighboring, inadequately defended continents.

Despite its flaws, Risk II is a solid update of the boardgame. The lack of industry buzzwords like dynamic LOD or bump-mapping may keep away hardcore gamers, but the robust gameplay and high degree of customizability will reward those willing to take a Risk.

By the way, if you need game helps then just mail me at rajiv@rajzone.net and hey please visit my website cause I just registered a domain name for it! Visit RajZone at www.rajzone.net! Also contact me by ICQ at 46773643!

- Tips:
- * In Same Time mode ties now go to the attacker. If the defender is rolling the white die, they have a one in three chance of rolling a 1 (and losing automatically). So attack, dummy.
 - * Try to own the territories that correspond to the Risk cards you have. The bonus armies are especially important early in the game or if you're playing Set Value or Ascend by One for redeeming sets.
 - * Blitzkrieg in Classic Risk. Especially to knock out players holding multiple cards. You immediately get all the cards they were holding and if that puts you over 5 cards you have to trade in a set right away. Late in the game, this can mean an additional 40 or more armies in the middle of your turn to place on your front lines and roll over your opponents.
 - * Always take at least one territory each turn. You want to get the Risk card it brings.