

GAME

CORNER



Welcome to the Game Corner of the RS! Here you can get the latest news of the gaming world! Plus I can help you trouble-shoot any game problems (mail me at rajuv@rajzone.net & visit RajZone.net at www.rajzone.net).

GAME REVIEW OF THE WEEK

LARA'S BACK & SHE'S LOOKING BETTER THAN EVER!

TOMB RAIDER: THE LOST ARTIFACT

Lara's back and she's looking better than ever! But there are some problems with this game! It still uses the same Tomb Raider engine used in the original TR 1, 2 & 3!! It's been five whole years since she has entered and rocked the gaming industry (1995) but still stays quite new as ever! Many people like me are real crazy Lara fans and would do anything to get their hands on Lara Croft or Tomb Raider but this game has really disappointed me, graphically it's quite stunning but it's the same old thing in a new cover!! Things never change in Tomb Raider and it will never change! In this mission pack or you could say a follow up to Tomb Raider 3 she's got some cool outfits, new weapons, new really hard levels (not as hard as TR4!) but it's still the same! By the way, even though it's a mission pack it can still be run by itself cause it's also a stand alone game! Read on...

STORYLINE

Tomb Raider: The Lost Artifact is set immediately after the downfall of Dr. Willard in Tomb Raider III. If you have played the last level of TR3 then you will get the picture! Apparently, when Lara met up with the good doctor, he lied to her face when he told her there were only four artifacts carved from the ancient meteorite; there were, in fact, five. Willard kept this a secret (cue ominous music) for his own nefarious plans. Unfortunately, Willard meets an untimely demise, and Lara is charged with recovering the fifth artifact.

LEVEL DESIGN

There are umm... I think 5 levels in this game (I haven't finished the whole game yet!) and they are very well combined! You start off the game by entering Dr. Willard's crumbling but hazardous estate in Scotland to travelling in his underwater lair in his estate. There are six areas of exploration in this game and they are very well combined with the story and each of them feel like I was playing in the real Scotland instead of the virtual one in the game! I think they just digitized the whole Scotland in the game :) By the way, Lara's home is also here and a tutorial will start off the game! It's quite easy and well here's a tip to newcomers in TR. First of all to learn the basic movements of Lara first go to her home which is looking better than ever and practice all over

Pierce Brosnan had come to Dhaka to take part in a Bond movie shot in Sadarghat. He had just arrived on board a shallow boat and took over the control of a custom made rickshaw specially made for him by the ever-present ancient scientist Q, who by now should have won a Nobel prize for all his inventions, but unfortunately never got one. However, after shooting millions of laser rays and firing super power bazooka rockets out of the rickshaw handle to kill the baddies, Bond flew the machine for 2/3 km with two jet propelled ultra-swoosh nuclear powered engines installed in the back. Then straightening his tie knots, he killed the engines and dived into Buriganga River with the rickshaw. Sure enough, with the pressing on its bells, the rickshaw turned into a mini-submarine. Bond took the submarine into a mega-sized sewerage pipe after dodging some hidden pillars (filled with thick layers of bombs) and killing a bunch of savage mutant river dolphins. He drove it towards the uptown with a certain arrogance and classical Bond confidence. But just as he was passing beneath Dhosha's shop, Dhosha had his great fall (reminder: he got unconscious by JMC's hypnotism). Bond was not at all ready for the impact that it created. The floor of the shop cracked and broke down on the sewer pipe pressing it in great force on the rickshaw turned submarine. The submarine couldn't hold against the pressure and it cracked open like a nut. Bond, with some other hi-tech apparatus that he was equipped with, managed to get out of the shattered submarine and climb up through a manhole. He stood in the middle of a road, his suit covered with thick layers of unmentionable wastes; as his film crew arrived at the scene he screamed at them in anger, 'That was not on the script! I quit!'

The devil had calmed down a little; he was still frustrated though. But hunger seemed to be more important to him at that time. He pushed the 'GO' switch on the mobile teleporter that was set on Dhosha's. With the pressing of the switch a white ray of protons came out and vanished the devil instantly. Some fractions of seconds later he appeared again, but a hundred miles away on top of a wire pole scaring away a squadron of B2 bomber crows (Humans couldn't see the devil but the crows could). 'Damn these hi-tech ever-shrinking gizmos' the devil frowned at the mobile teleporter, 'it was supposed to take me inside the food shop, but instead dropped me outside in the middle of these ugly crows.'

As the devil was growling the crows were circling over his head, complaining about the uninvited appearance in their usual irritating ka-ka's.

'Oh! Shut up! Nasty creatures!' the devil bellowed at them, 'You know, I can throw unleaded petrol fire balls at you and roast your pitiful feathered bodies into shish kabab! Halum!'

But no sooner had he said the hateful words a pair of MIG 29

there!

WEAPONS

Lara still travels with her bottomless pistols and there are always cooler weapons than that really weak pistol! The weapons show includes her pistols to the body blasting Rocket Launchers! Out of these I like the Desert Eagle cause it's more powerful than the Shotgun and it's nifty also!

GAMEPLAY

TRS doesn't offer anything new in Gameplay but the levels are damn hard! I couldn't cross the 3rd level even without cheating! The puzzles are what makes the game so hard and makes it so frustrating! Like in some of the levels I was wondering in that damn stupid empty level searching for clues which I couldn't find anywhere and I had to look for that damn clue everywhere like the ceiling, floor, windows and stuff! Here's another tip: see anything you get, it might give you a clue! By the way some of the levels are really good like the Shakespeare Cliff or something!

GRAPHICS

Okay, okay I admit it! Lara's not looking better than before but she's looking a bit better! Anyway, TRS uses the same old engine used in the original TR1, 2 & 3! Why couldn't they just use the engine used in TR4! It's so damn good that I was amazed when I saw the difference between TR 4 & 5!! The graphics are blurry and pixelated and the fishes or piranhas look so flat that I thought that a bulldozer ran over them! Objects like the gates and bars are also flat! One more thing, I actually laughed when I saw the graphics cause they look like cartoons compared to the graphics of the games released this and the last year! I also hate that damn 3rd person perspective camera which goes out of sight! Eidos should have put in another camera!

SPECIFICATIONS

Guess what the game doesn't need a PII to run and doesn't even need an AGP card! Here are the specs: Pentium-166, 16MB RAM, Windows 95/98, DirectX 6.0, 4MB video card, 4x CD-ROM. It only costs \$20 if you buy online!

TIPS

Here are some tips I collected from the net! It helped me a lot!

1: In Highland Fling, you'll need to take a mud bath at one point. Jump to the standing pillar and wade from there.

2: Willard's Lair holds a lot of timed jump puzzles, so save often. Also, this lair is pretty old and unstable, so watch for falling rocks.

3: The ventilation gratings in Shakespeare Cliff are really fragile, and they don't like gunfire.

4: Also in the Cliff, don't jump to the grating with the drill behind it until the gates are open, otherwise you'll plummet to your death.

5: Watch your oxygen gauge in Sleeping With the Fishes. It's easy to lose track of how long you've been underwater.

6: Open one valve at a time in Fishes. It's much easier to take care of one fish at a time. You won't need harpoons to kill them if you can lure them near a place where they'll surface.

7: If you're having difficulty opening the first grating in It's a Madhouse, try shedding some light on the problem.

8: Three keys are necessary in the Madhouse, and monkeys are near two of them. Don't let the one in the wooden walkway room get away.

FINAL WORD



Lara's back with quite some glamour with some really cool outfits and some new weapons but she should have made a more glamorous entrance! Eidos needs to update the game engine of this 5 year old game! The levels are good but they could have been better! Anyway, TRS is good but could be better!

SITE OF THE WEEK

Gamepen: www.gamepen.com
Gamepen is an online magazine aimed at PC games as well as owners of PSX and N64! What sets it apart from similar magazines is the colourful comic-strip style artwork used throughout which gives the site a trendy look. On the main page, you're greeted by the Gamepen mascot, Yacat-a teenage game player who seems to have come straight out of a comic book. On browsing around, you'll notice that updates are very regular and new information is made available here throughout the week. This site is a standout from all the other

A Little Help From The

DEVIL

(Part One)

By Ananya

crows advanced towards him. The devil jumped at once and crashed down on a garbage dump. Missing him the MIG 29s massacred a black mini Austin that was backing up in the alley way. As the devil got to his feet the car sped away with a strange looking man dressed in black on the driving seat. The devil wanted to teach the crows some lessons on mannerism and respect but saved it for sometime later. He could see the back door to the New Dhosha's and he could hardly wait to get some food.

To the devil, the New Dhosha seemed like heaven [not in the usual mortal sense of course]. It was messy, in fact calling it messy would be an underestimation; the place was virtually overflowing with filth. The walls were all damp with acids running down from all the crevices; cobwebs hung in thick layers from every corner. There was a counter in one side of the dreaded [apply mortal sense here] room, surprisingly with an ash glass on top of it. The devil realised that it is actually where the food is kept, so with great anticipation and a king-size hunger he approached the counter... the ash glass bore that colour not because it was coloured that way but dust had gathered over it for so many years that it appeared to be ash. Devil cleaned a portion of the glass and peeped inside. A broad grin started to appear on his face.

There was plenty of food inside, all a month's old and real gross looking. But you cannot judge something by its looks only. After gobbling down some of the food the devil started to like the taste. In fact they seemed to be the best food devil had ever tasted, million times better than what they serve in the Hell's canteen. So he instantly fell in love with the place, but of course he didn't like the chubby cockroaches that were grazing on the tattered magenta carpet. But this was always given in a situation... wherever the devil went the cockroaches were sure to be present, always inflicting some injuries to him. Once, out of curiosity, the devil had sneaked into the heaven for a look (he

disliked the place at once) and found cockroaches there too.

But everything else about the shop was so great that even a trillion cockroaches didn't matter... the filth, the smell, the food... devil let out a sigh... 'I wish I could own this shop.' But that was out of the question. So he got busy devouring the food, and because of the release of such great stress he started to become visible. As soon as he became fully visible with the peculiar devils' pointed tail, red color, whimsical horns and pudgy face than Dhosha woke up and saw him. Dhosha screamed at the top of his lungs in horror. The devil hadn't noticed Dhosha lying on the floor, so he turned around and seeing Dhosha started to scream as well. After screaming for another few minutes the devil fainted.

Cold water is very effective to wake up a person, even when unconscious. Dhosha was aware of this fact very well. In fact in his early years, Dhosha even engineered a wake up timer that used cold water instead of the traditional alarm chime (he was always short of hearing, so the chimes never worked any way). However, after using it for five days Dhosha caught pneumonia and had to throw the device away. 'Another pillar of failure in my life' Dhosha thought about the wake up timer and went out in the backyard to get the garbage bucket. He was going to fetch some water from the nearby mega polluted pond.

As Dhosha reached the pond, he saw a gang of miniature Godzillas sunbathing around it and an anaconda sipping on some tannery wastes. He carefully walked past the creatures and dipped the bucket into the oily water. Before returning to his shop Dhosha gave the anaconda a chunk of rotten fish and threw a can of contaminated Belgian Coke towards the Godzillas (they were Belgian coke freaks). Our Dhosha was an animal lover and he always tried to take care of these out-of-place poor creatures. Naturally the animals also loved him for his generosity.

'I wonder who this strange looking man is. He seems stressed out and really hungry for the way he ate all the food and fainted after seeing me. I'll wake him up and give him some more food.' Dhosha thought and threw the polluted water from the bucket on the crapped out devil.

The devil shrieked like a bat and shuddered like a duck by the sudden gasp of water. For a moment his mind was blank. A frog came out of his ears and gave out a nasty burp. The devil, regaining full consciousness, pulled himself back into a corner like a spring. He was on the verge of a mental crack down, 'Oh, please don't hurt me,' he cried out pathetically.

'Don't be scared poor fellow,' Dhosha tried to be soft but sounded horrible as his voice croaked. 'I'm not gonna hurt you. Be calm, I'll give you more food if you want.'

To be Continued or Not to be continued, that is the question