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4 VOLLVERSIONEN
SERIOUS SAM 2 Der 3D-Knaller & Benchmark-Standard!
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2 TZAR 3 BENEATH A STEEL SKY 4 LURE OF THE TEMPTRESS

Jedi Knight 3

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 Vollversion Serious Sam 2nd Encounter	SPELL SERIOUS SAM S.E. • BONUS-KAMPAIGNE, 21 EXTRAS	EXKLUSIV-VIDEO JEDI KNIGHT 3	EXKLUSIV-VIDEO BATTLEFIELD VIETNAM	
	VIDEO-TRAILER C&C GENERALS: ZERO	HALF-LIFE: MUD NATURAL SELECTION 2.0	VIDEO-TRAILER PANZERS	

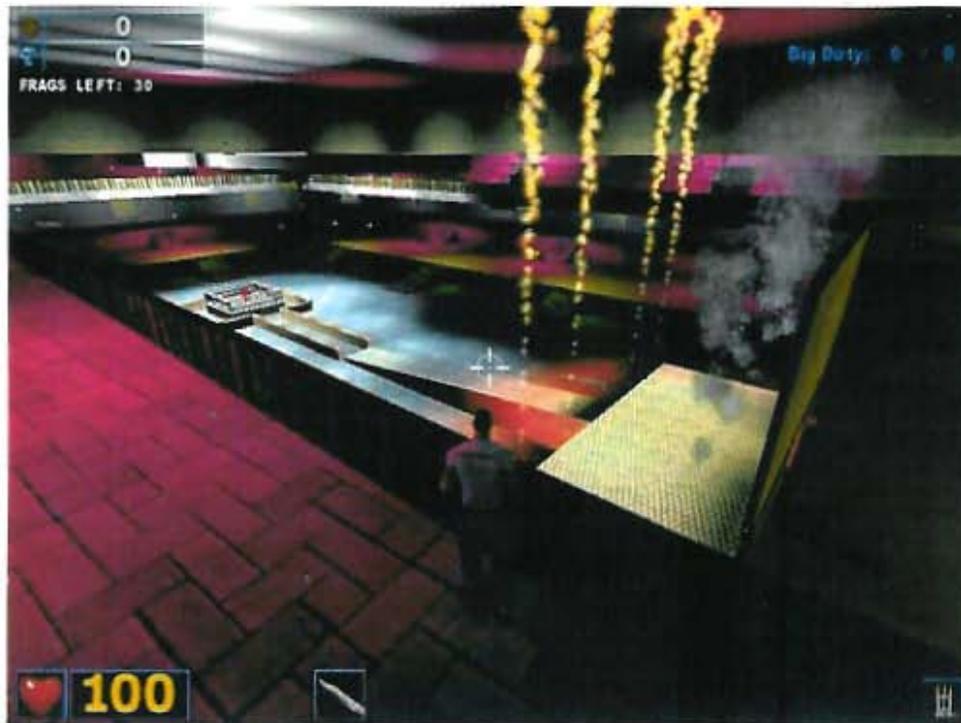
Ab 16

- Serious Sam S.E. Ab-16-Vollversion
- Jedi Knight 3 Ab-16-Video
- C&C Generals: Zero Ab-16-Video
- Battlefield Vietnam Ab-16-Video
- BF 1942: Secret W. Ab-16-Demo
- Panzers Ab-16-Video
- C. Desert Storm 2 Ab-16-Demo
- u.v.a.



Professional Wrestling Style Arena
A level for Serious Sam: The Second Encounter

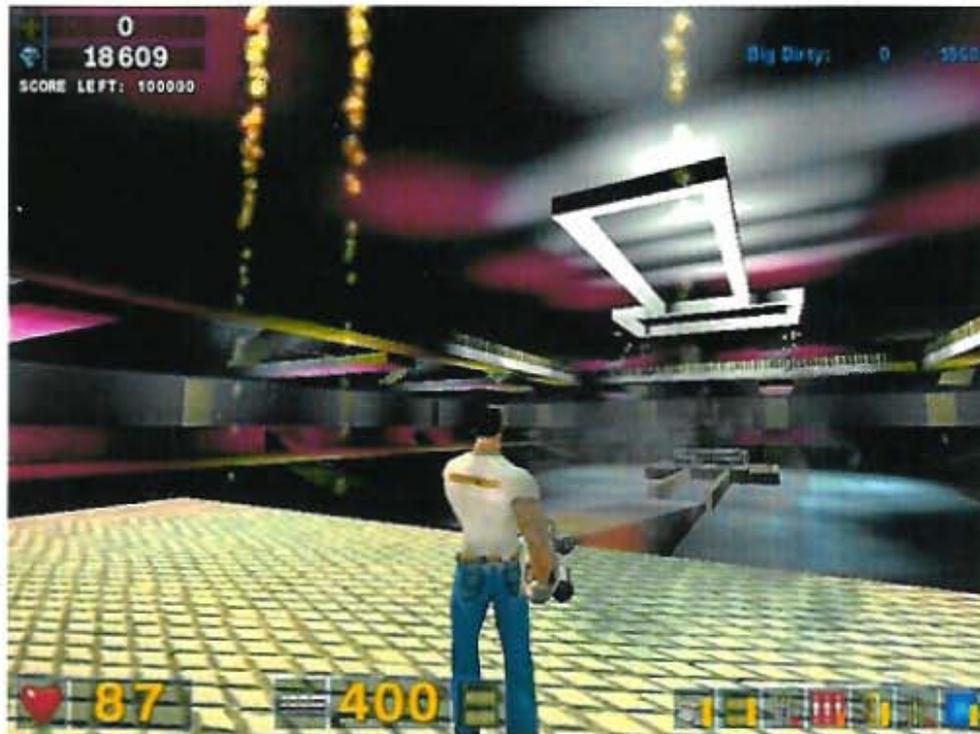
Appeared in Gamestar Magazine, October 2003 issue
Bonus Content DVD



This arena is a frag match arena, modeled after a medium-market arena that would hold professional wrestling events that would be seen on Monday night cable television. The uniqueness of mixing in a familiar, but nondescript, real world locale into the fast action comic book style fantasy of Serious Sam, lends much to its appeal.

The world of the arena is fairly high-poly for its size, being made up of quite a number of step platforms to represent the seating areas, as well as numerous ramps and staircases throughout the structure.

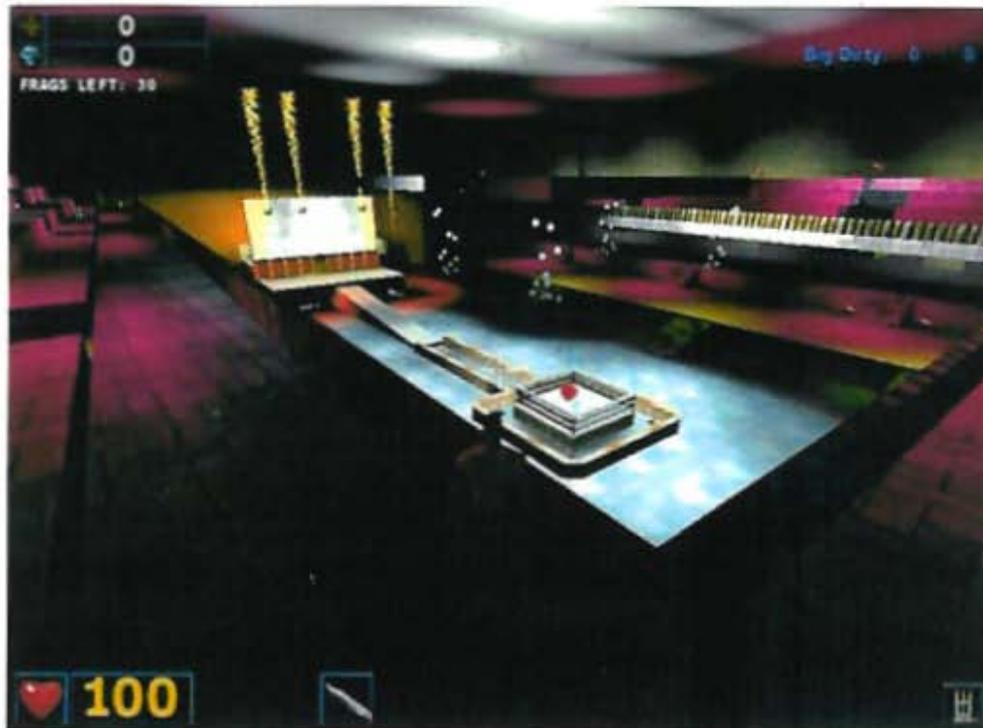
This shot is taken from the upper deck of the arena and gives a view of the open floor, covered elevated levels, and upper deck, as well as the ring area, entrance ramp, stage, and big screen. Also in the picture you can see the particle effects that make up the pyrotechnics and smoke, which is mandatory for an arena of this type.



This view comes from the stage, looking down the entrance ramp towards the ring area. In this shot, you can see the particle effects that make up the pyrotechnics from a closer view, as well as a clear look down the ramp, to the ring, and beyond to the rear of the arena.

There are ramps that can be used to go from the floor to the first elevated level, and from the first elevated level to the second. While these ramps make it an easy transition between the levels, but a transition can also be made by a properly executed jump.

The ramps allow for coverage to hide behind from one front, but still the player is left exposed to attack from at least two other directions. These ramps also allow for the placing of semi-hidden entities, such as ammo, weapons, and armor, since the placement can't be seen on one front and is tucked away into the shadows on the others.



This is another view from the upper deck, but from the opposite corner of the arena from the first shot. This view shows a more complete view of the ring area. Above the ring is a lighting rig structure, which plays host to the ultra-bright lights that illuminate the ring area. Also from the lighting rig structure is a pyrotechnic, which consists of a falling particle effect, with the particles falling toward, but not reaching the far corners of the guardrail.

Also revealed in this shot is a frontal view of the stage and big screen area. Along with the ringside area and entrance ramp, the screen and stage are the only other places in this arena that are lit in ultra-bright style. The fullness of the pyrotechnic spires can also be seen in this image as well.

The amber glow of the area behind the stage is a back stage area, which consists of a number of trailers, which are used for item placement and coverage.



This shot is taken from the edge of the brightly lit arena floor. In the shot you can see a complete view of the ring, which is scaled at actual size of a WWE ring. At the ring posts, you can see that there is an effect of exploding ring posts, which is triggered by an entrance within a 30-meter radius.

Also above the ring in the picture you can see two of the walkways that connect the outer concourse to the seating areas of the upper deck. These walkways are unguarded platforms, which allow for action underneath the upper deck seating area.

The level was dimly lit with a combination of red, yellow and amber lights, to provide enough light for seeing the action in the arena while allowing it to be fairly dim throughout. The concourse areas on the outside are lit with a streetlight style effect, keeping them fairly bright, but keeping the light removed from the arena floor and seating areas.

The Seriously Tall Tower
A level for Serious Sam: The Second Encounter

Appeared in Gamestar Magazine, October 2003 issue
Bonus Content DVD



This shot comes from the ground floor of the massive 1000-foot high structure. The light is a single beam that goes straight down the center of the mammoth structure, leaving the areas underneath platforms in a medium to heavy shadow.

The ground floor is one spawning point for players, and there are low level items placed for the players to use during their ascent up the tower where more powerful weapons await.



The shot in this picture comes from about one-third the ascent of the tower. Here you can notice that some levels are made of fairly narrow platforms. Players who aren't careful of their surroundings are susceptible to a quite damaging fall, especially from the higher elevations.

You can also notice that there is an unrestricted column between the top of the tower and the floor. While this serves as the lighting column, it also allows for dramatic falls and for a clear line-of-sight between levels.



Taken from slightly under the midway point from the tower, you can see the M.C. Escher inspired architecture of the structure. The numerous stairways, slopes, and apparent floating platforms provide not only a visually stunning experience, but also effect the physics of rebounding projectile weapons, including the grenades and cannonballs.

The slightest adjustment to the aim can result in an exponential difference to where the projectile detonates. Not only does this add to the excitement of the level, but to the strategy as well.



Taken from about 750 feet up the tower, you can see the top of the majestic structure. There are also treacherous winding stairways that connect some of the high level platforms, and an extended unprotected stairway that leads to the top of the tower.

Awaiting at the top are a vast array of items for the player who makes a successful ascent, including super health and super armor, as well as a great view down the structure.

The Fortress Arena
A level for Serious Sam: The Second Encounter

Appeared in Gamestar Magazine, October 2003 issue
Bonus Content DVD

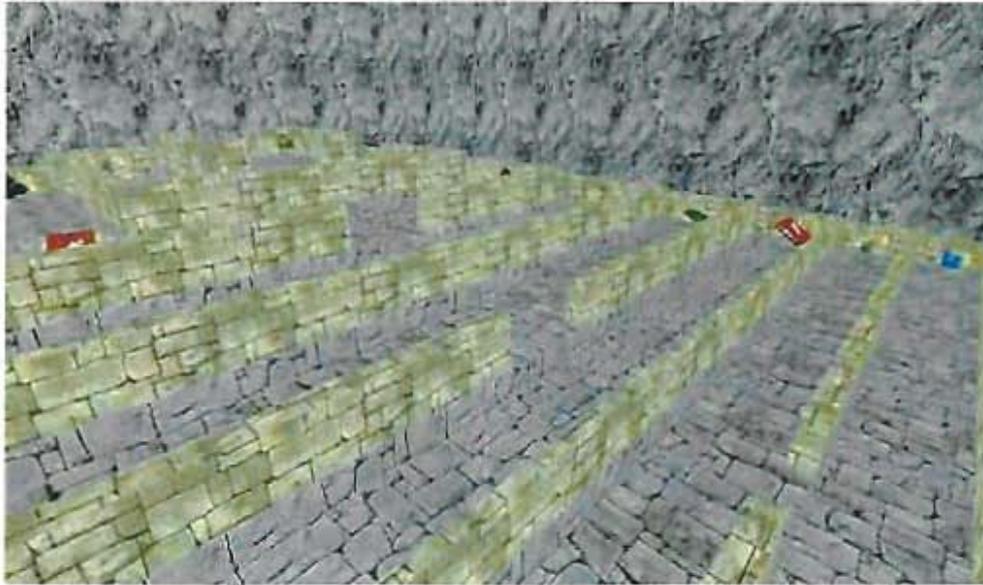


The arena is a multiplayer frag match map, which takes place in a very low-poly structure. This map was designed for all players of the game, regardless if their machine just meets the minimum requirements on the box, or is a state-of-the-art screamer.

The picture to the left is an aerial shot of a Spanish-Colonial style fortress. The fortress has two rooms on the ground floor, and an open roof. The roof has a crossing along the x and z axis where there is a stockpile of munitions. Roof access can be obtained by climbing up one of the buttresses.



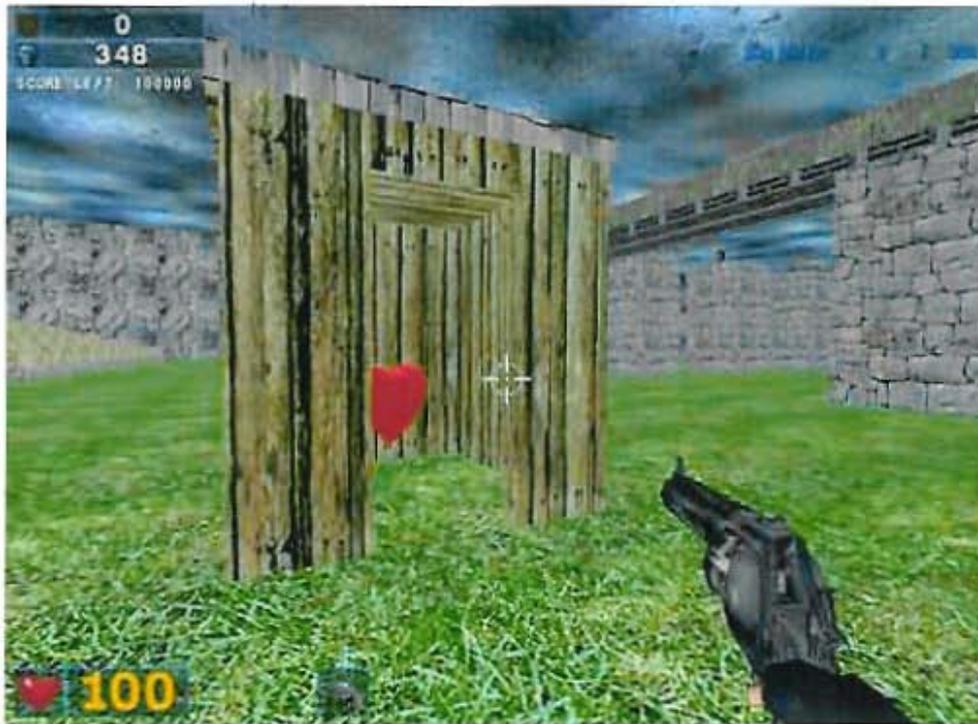
The level also has points that leave players vulnerable to attacks, such as this corridor, where a player can be caught with an explosive projectile with nowhere to go. The corridor also serves the purpose of providing cover against a sniper attack from higher points of the arena.



Another structure contained within the arena is an Aztec style step pyramid. It is not accidental that both the Colonial Spanish and Aztec styles are represented in this warring arena.

The pyramid consists not only of steps, but also walls that allow for a duck-and-cover play mechanic where a player can stay covered in a crouch position, and attack from a standing position. The corners of the structure contain power ups, and the top of the pyramid is a strategic point for the level.

The structure of the pyramid also makes for an interesting use of ricochet projectiles, such as the grenade and explosive cannonball. The combination of the trajectory and walls can send the projectile in an unanticipated direction.



The main power-ups in this level are held in shacks, which are low-poly structures that not only keep the power-up out of sight, but also provide coverage in what would be open areas of the playing field.

The appearance of the shack is not of the quality of the other structures found in the playfield since if it was a stone or brick structure, it would fail to be a shack by definition.

Certain power-ups that are contained within the sheds across the arena can also be found tucked away in discreet places in the level as well, but having a structure to move to also clues in the opposing players of strategy or greed.