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new @  **GAMERS.COM.**

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**February 2000:**

**Sven's Weird Games: Odd Ogg**

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# GX Internal Company Newsletter

## **The FiringSquad Report by Bob:**

Firingsquad is chugging along - now that we have access to statistics information I'm going to be studying the last month's data very carefully so that we can find patterns with which articles are popular, and which ones we need to be doing more of. Obviously the Carmack interview did very well for us this month, so I hope to get similar interviews out on other famous/notable game programmers like Tim Sweeney (Unreal Tournament), Tim Gift (Tribes), Will Wright (The Sims), John Romero (bake me a Daikatana), etc. Questions you want to ask these folks? Send them my way. Other upcoming articles include coverage of current gaming events: Thursday's Microprose day, next week's Microsoft Gamestock and the GDC coming up in early March (Voodoo 5!)

There's more exciting news about Firingsquad: the Triad of Terror (myself, James Yu, and Wayne) will be working on a number of changes to FS. We're seeking to add functionality (hardware portal?) and expand the focus to the site to cover gadgets (palm tops, cell phones, etc.) and console stuff. If there's a gadget of yours that you'd like to review, or a hot console game that you're dying to write about, please come talk to me. We're going to put up a couple of experimental console game reviews and gadget reviews and see if that's a direction that could grow FS some more. We also want another PC hardware writer, so if you know any techies who write well please have him or her contact me. Final bit of news - we've finally secured a custom hardware benchmark for Nocturne from Terminal Reality! No one else has this benchmark. Instead of just running Quake benchmarks and the usual set of useless artificial tests, we'll be looking to expand that to include a suite of different game genres. If you know of a popular game with a built in timedemo feature, let me know so we can add it to our list of tests. That's it!

## **Operations Update by James "Thump" Mecham:**

medical dental plan employment agreements fill in the blank HMO PPO IPO select from the list stage1 is down deductible on the phone company priorities life insurance working on that vision plan moving hiring smile saver are you happy internal communications offer letters in a meeting legal issues file server down travel agency HR superstar gamers night performance evaluations recruiting 401K some of it's done some not the rest is somewhere inbetween

**Joel's Report -> Page 2! Check it!**

## **Moving Report from Alice Tan:**

Hi Everyone!

First of all, I'd like to thank everyone for being so patient in waiting for the \*BIG MOVE\*! 3 more weeks and you'll graduate to having your own ergonomically shaped desk, complete with a tack board, white board, drawers and book shelf!!! As Hank would say, "I don't believe it!!!"

I would like to emphasize however that we are still collecting tons and tons of memorabilia to decorate the new office. You'll get it back if you ask for it to be returned, but we'd like to borrow some of your favorite things to bring joy unto others! So if you have anything game-related like action figures, old games, posters, signed books, paintings...anything interesting at all, bring it on in. We've gotten some really cool things so far (i.e. action figures, AOE book signed by the authors, Sega Dreamcast sign, original war games, paintings), so dig around and get it to me on Monday. I'll call each and everyone of you on Sunday afternoon to remind you guys.

;) 

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## **Kenn Rocks the Production Report:**

You'll notice that March 1 is going to be rolling around pretty soon now. That's a big date for Production, since it means we'll be meeting our deadline of polishing up the top 2% of games in each platform. With major changes to the Gamers.com site scheduled for early May, we'll be spending a lot of time filling in new fields and implementing new features into the existing database, while Development slaves away at the brand new backend design.

Some of the specific things we'll be focusing on are pulling specific quotes out of reviews, placing files and links into logical categories, and continuing to deepen our coverage of top games while maintaining our comprehensive breadth.

In other news, Terence's nefarious plot to hijack Gamers Night for the evil purposes of WWF Smackdown is now in full swing, and unfortunately quite successful. Even TF is unable to coax him away from the smell of cookings of the oiled, mostly-nude Demosthenes that his personal hero and grand aspiration in life. My hope was that the infection would be contained to a small group, but my optimism dwindles each and every day. I feel resigned to leave him to his fate, a swamy mixture of iridescent phosphors, amateur acting, and ambiguous sexual messages and imagery.

# GX Poll:

## CARS:

What kind of car to you drive? What kind of car do you want?

**GX-NoComment:**

Integra Type-R / 2002 NSX

**AngelWithThorns:**

A Nissan Sentra, heavy on character, light on paint. I'm happy with it.

**GX-Crazy Toon:**

Honda accord 2k, want m5 :)

**John:**

Integra, wish i had an M5!

**GX-Ozy:**

Now: 99 Honda Black Civic Coupe.

In late 2001: 2001 4 Liter 550HP 8Cyl NSX

Oh yes.. it will happen.

**Gabe:**

I drive a 1999 Toyota Camry.

The car I want to drive is a car I can pay for all by myself and be proud of it at the same time.

**GX-Peon:**

Currently: Pathfinder  
Want: Nice little fast car that doesn't eat as much gas

**horkin-fiber:**  
I drive a 2000 Jetta.

**Timmus:**  
now - Integra  
want - CLK 430 or M5  
want badly - F50 or CLK-GTR  
ha!

**Rik:**

Car?

Motorcycle now: Triumph Sprint ST

Motorcycle want: Triumph Daytona 955i

Car now: MGB

Car want: McLaren F1

**Binky:**

1986 Chevrolet Nova

2000 Nissan Xterra

**Tammy:**

I drive a 2000 VW Jetta, would like a convert BMW

**D5-Kenn:**

Current: 1991 Honda Accord

Wanted: 1992 Honda Accord

**Ren:**

Now: Civic (a Black Coupe, of course)

My wishlist wouldn't be complete w/o a Silver Honda S2000

**Guido:**

have: acura integra

want: land rover defender 90

**SvenOgre:**

I drive a crappy Ford Taurus that has parts blow out if you leave the doors open for too long. But what can you expect from a \$5 car? I'd rather have my old car back, a BMW 320i.

**Anj:**  
honda accord now, I want a forerunner next

**Wemmick:**  
93 Ford Ranger

2002 Acura NSX

**GX-Darkfarmer:**  
HAVE: 1999 Chevrolet Cavalier

WANT: old Celica GT.

**Ying:**  
98 VW Passat - 1.8L turbo 150HP

A Boxer would be nice

**Thump:**

I drive a 2000 Mustang.

I'm saving up for a Pinto; I figure in another year I'll have enough to buy it.

**GX-monkey:**

'87 celica, 2000 celica have, want

**Shuffly:**

Well, I drive the 69' Mustang, of course...

Ummm, the only car I've ever wanted was a 98' Jetta Wolfsburg Edition...

Yeah, I think I still would want that...

Or that little gas/electric hybrid that gets 70 mpg...

**GX-Assassin:**  
I dont drive right now, but I own a ford taurus, and I would like to drive a VW jetta 4motion 2.8VR6

**CalBear:**  
I drive a 99 Accord V6 Coupe now - but my dream car would be a BMW M5 or an Acura NSX

**Thedish:**  
I drive my boyfriend's Pathfinder, but I want a 98 Supra

**Justin:**  
I drive a blue '88 Honda Civic; the license plate advertises bud.com whenever I'm in traffic. I've been thinking about getting a new car - one with airbags and more legroom - I'm too tall for my car now. Maybe a mid-80s Mercedes? Or something old and cool like an International Scout 60s truck or once I saw this crazy compact BMW CamperVan.

**WhiteFang:**

I drive a 1995 Camaro Z-28. I want a vette or a Viper, if not a practical car like a Lexus or something j/k.

**Taylor:**  
I drive a Porsche Boxer, I want a '69 VW van.

**FatGreek:**

99 Honda Civic Si, black either 98 or 2003, Toyota Supra TT. /me drools

**Joel:**

Yo' mamma.

Polling: Terence

# J o e l :

Production is chugging along! The top games in each platform are in awesome shape with lots of sites, links, files, screenshots, movies, and all the rest. We are currently working with dev to implement some new formatting to improve presentation of the content. We're adding more fields because we just didn't have enough work to do beforehand, and we'll be improving the categorization of our existing links and files.

On a related note, I will be stepping down as Executive Producer of Gamers.com for the time being, and I will be moving over to the development team to help with the new site as a project manager. I will be acting as the point of contact for the dev team over in the Berkeley office and will also be doing some coding on the side. With the crew we have assembled to go to the Berkeley office, I think we can crank out the new site in no time, and I'll be keeping everyone updated on our progress on a regular basis.

Top 10 Reasons to go back to the Berkeley office:

10. Abundant supply of small rodents to trap and torture
9. Friendly downstairs neighbors
8. Choco Taco
7. Periodic power failures add to the excitement of an Internet startup
6. Lunch
5. Makes you feel like you're living in the country because the bathroom smells like a stable
4. Other human beings exist within three miles of the office
3. The singles scene. Oh wait...
2. WonderFruit
1. Rich Tang

# GX Cars

One of the interesting things you may not notice at the office is the car sub-culture here at GX. It may not actually be a sub-culture, but just another part of the larger GX culture here. What is this I'm talking about? Well, take a look outside at the parking lot, what do you see? You'll probably see 2 major things: Rice-Rockets and German cars.

Why is this? The best explanation is the most obvious; the cars people own here is a more or less direct mirror of their personality. But how does that explain why there are generally 2 types of cars out there? Easy! We're all gamers!

Lets first take a look at the Rice-Rockets. For those of you who don't know what a Rice-Rocket is, it's a common term for a small, Japanese (usually Honda) car that has been "enhanced" so they go faster than their out of factory counterparts. Some distinguishing qualities include lowered shocks (puts the car lower to the ground, reducing air resistance), larger than factory wheels with very thin tires (increases grip), hard shock absorbers (more control while turning), absurd mufflers (doesn't do anything but make your 2.0 liter engine sound bigger than it is), some absurd body enhancements like cattle prods for a front spoiler (I'm not kidding about that one), and usually a stereo which takes up more space than the rear seats.



Secondly, the German cars: German cars are known for their high quality and reliability over the life of the car. Volkswagens, Audis (the company is owned by VW), BMWs, even Rik's Triumph [motorcycle] are all known for their fine engineering and style throughout the world. Ask anyone here that owns one; they really like them.

The two types aren't mutually exclusive in their characteristics however, German cars can be upgraded in similar ways to Rice-Rockets (just ask me about it!), and Japanese cars are arguably high quality as well, even though the common upgrades destroy the longevity of them (But do you really need to 4-foot high spoiler?).

The two types of cars seem very different, but they are in fact very similar. Take a minute and think about gaming hardware, what do serious gamers do with their hardware? They do 2 things: They buy high quality stuff that will last a long time, and they constantly upgrade. This same aspect from being a gamer extends to many parts of gamers' lives, and cars are not an exception.

Rice-Rockets are typically the cars that are upgraded

by Terence\*



and supped up until they are faster and louder than the other things on the road. German cars are the high-quality cars that meet the standards of people who demand the best hardware.

There are of course other cars in the parking lot, but they are still reflections of the personalities of the people who drive them.

Joel's Ford Ranger (truck), Jim's Ford Ranger (SUV), Matt's Camero, Stephen's Chevy Truck, Thump's Mustang; they're all cars that you'd relate to the person driving them.

Thinking about upgrading your car? I know you are! I'm sure you can get a lot of advice from the people around the office, and I know a lot of people like talking about cars here. There are plenty of experts on both German cars, and how you can make your car into a Rice-Rocket. But whatever you choose, I implore you to NOT get a Black Honda Civic. There

will be a shortage of black car paint in the world if we get any more of those here.

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## Sven the Ogre's: WEIRD GAMES

### "Odd Ogg" by Ideal -

Powered by 2-D sized batteries, Odd Ogg was a toy/game made in 1962 that looked just like the TV commercial said: "Odd Ogg, Odd Ogg, Half Turtle and  Half Frog." Ogg came with 4 balls which tried to roll it underneath him directly below his tongue. When you succeeded, the evolutionary mutant rolled toward you a little. When you missed the mark and rolled the ball to either side, Ogg backed up and opened it's mouth, sticking out it's tongue at you and making a rude noise. To win, you had to make Ogg reach you before you ran out of balls. Designed by Marvin Glass, the same guy who came up with Operation, Mousetrap, and Rock'em Sock'em Robots, a functional Odd Ogg can reach prices of up to \$500 these



- Sven the Ogre

□ "you're using that picture thing again? asshole."

# Ex Libris

by Justin

In an effort to edify you dropouts, we're building a library of books about games, the game industry and information design. Look for them at our Richmond office, in the cafeteria/dancehall, on a shelf next to the TV. Please feel free to reference them and even take them to read. Please return them to the shelf once you're done. And keep track of "idle time" with these books - if you haven't cracked the cover in a week, it's time to reshelve it.

Here's the GX Library, as it now stands:

[Arcade Treasures With Price Guide](#) - by Bill Kurtz

A picture book of arcade game history. It focuses especially on pinball, although you'll find a few of the early video game classics in there. Plenty of obscure information, and a ton of color photos. The text concerns the history of the games and the companies behind them.

[ExtraLife](#) - by David S. Bennahum

A Gen-X writer considers his youth growing up with computers and video games. Might bring back some memories or give you some context on the early history of computer games, when many gamers made their own.

[Joystick Nation](#) - by J. C. Herz

The author examines her fascination with games and the development of video gaming as a cultural phenomenon. The book consists mostly of a broad view of the society and culture of gaming - it has less specific game history. Some in the classic gaming community have not received the book well, take it for what you will. Herz was the games columnist for the New York Times; though she resigned in early February 2000, she will likely be a mainstream/highbrow voice on gaming for some time to come.

[Finite and Infinite Games](#) - by James P. Carse

This is a different type of game book - think of it as "way meta." Carse draws parallels between the basic structure of games, with rules, competition and cooperation, and human existence. A good choice if you're feeling philosophical - it's a quick read and it's one of those books that might make you say "a-ha!" about your everyday life.

[Playing for Profit: How Digital Entertainment Is Making Big Business Out of Child's Play](#) - by Alice Laplante

Entertainment and technology are converging! The Internet! Business opportunities and lessons! Browse the table of contents to find the chapters about the games business in particular or just read the whole darn thing.

[Phoenix; The Fall & Rise of Videogames](#) - by Leonard Herman

The definitive history of console gaming. Herman has a vast

Figure 4.1: A 9-year-old boy sitting on his bed absorbed with his Game Boy



Poor kid - so absorbed in his GameBoy he doesn't know up from down! store of knowledge that spans from 1970 to 1996. Every console you've heard of and thousands you haven't are included here, many with black and white photos. Reading the book takes some work - there's a lot of data he has to share, and whatever story there might be suffers for it. But by the end you will know an enormous amount about the history and continuity in console games business. An invaluable research tool for classic console gaming.

[Game Over: Press Start To Continue](#) - by David Sheff

A history of Nintendo - from playing card company to kiddie-crack peddler. Seriously, this company practically defines the business we're in, and this book is a fantastic look at their recent history. It's not only chock-full of video game business stories, it's a darn fine read too. The copy we have includes an appendix covering the N64 and the PlayStation; unfortunately it's not as well written as the rest of the book.

[Young Children, Videos and Computer Games: Issues for Teachers and Parents](#) - by Jack Sanger

Some British people followed kids around and observed their interactions with video games. As you can see from the *attached photo*, they didn't always get it quite right. This is good stuff to read if you want to weigh the role of games in education and the development of young minds.

[Game Design: Secrets of the Sages](#) - by Marc Saltzman

This book is pitched as a primer for people looking to learn how to design games. It's better considered as a collection of interviews and stories from over a hundred famous and not-so famous game designers. Each of them reflects on a past game design project, some with illustrations. "Better

for game players than game designers" said one reviewer, and well, that probably suits us just fine. Includes commentary from both console game makers and computer game makers.

Games War : Video Games - A Business Review - by Michael Hayes, Stuart Dinsey

A quote here from an Amazon review: "Although certainly not something to

cozy up to the fire with, this book will certainly provide you with a barrage of facts and statistics from the European war between Sega and Nintendo during the 16-bit era. "

Besides these books, expect more titles in the coming weeks. If you can think of a book we might have missed, please suggest it to Justin. Ex Libris, written in the front of many of these books means

"From the Books" or "From the Library" BTW.

*Note: Thanks to Tammy for her help in getting these books together.*

Previous issues of the newsletter are available on the intranet:

<http://www.internal.gamers.com/>

interview: Tammy "Tamster" Larsen

## GX Profile: Paul Gregson Cribbage & Programming ICQ: GX\_cornellbigred / 61387903 DOB: January 21



Tammy left, Paul right.

What is your full name?

Paul Anthony Gregson

How old are you?

I just turned 23 on January 21st, but most of the time I act like I'm 7.

Do you go to school? where? what is your major?

I graduated from Cornell University last May with degrees in Computer Science and Operations Research & Industrial Engineering. It's located in Ithaca, NY which is smack dab in the center of the state, four hours west of NYC, 4 hours east of Niagara Falls.

Now I'm finishing my Masters at Berkeley in Industrial Engineering & Operations Research, I finish this May.

Why did you chose Industrial Engineering?

It's very mathematical and there is a lot of figuring stuff out and developing algorithms as apposed to just coding. Basically, cuz it's fun and it's how my brain works.

What do you want to do when you grow up?

Get married and have a kid named Chloe (or at least that's what Tammy tells me). Seriously, I'm not all that worried about it. I just want to do whatever I do passionately and love it.

Where did you grow up? England or near Cornell?

I was born in Watford, Hertfordshire, England, which is about 20 miles north of London but my family moved to Baltimore, MD when I was 2. I grew up in Towson, MD and lived there until I went away to college.

Do you have any siblings?

I have one sister Amanda, 19, who is a sophomore in Hospitality Management at Michigan State. Go Spartans!

What do you in your spare time?

In my spare time I like to play cards (cribbage specifically). I can teach anyone who wants to learn. I also like movies, wrestling (I'm going to Smackdown in San Jose in April, woohoo) and kicking back with Gamers' cute Assistant Office Manager.

How did you hear about gamers.com?

My girlfriend (Tammy) got a job there and the rest as they say, is history.

What is your function here at gamers.com?

I keep Matt, Mikey, and Kirk entertained....oh and occasionally I do a little web development.

What stands out about this job compared to other jobs that you have had?

I have a dart board in my office and I'm actually older than some people.

:-)

Do you play a lot of games?

Not a lot of different games, and not really traditional games. I like games that are very mathematical and have strategy. My dad and I would play Stratego all the time when I was younger. I used to play games like Doom and Quake when I was a freshman at Cornell, but I think my roommates kicking my butt repeatedly discouraged me from it.

What is your favorite game and why?

Cribbage. I love the strategy and I grew up with the game since I was born in England and it's a traditionally British game.

What is your least favorite thing to do?

Laundry. Tammy's way of doing it is too complicated for me. :-)



GX Profile: `interview: Sam "Ren" Parker`

## Devin Passage

A Gaming Man of Mystery

ICQ: GX-DarkFarmer / 55948887

DOB: September 2

> Where are you from?

A couple places. I was born in SF, I've lived in Los Angeles, Morro Bay (in Central California), and Denver.

> How did you come to be in Berkeley?

I actually have never lived in Berkeley, I moved to Richmond when I got into Gamers.

> Where were you living before you moved to Richmond?

Morro Bay, a coastal town near San Luis Obispo. It's where my parents live, a real pretty place but also extremely boring and there are no interesting jobs there.

> How do you like the Bay Area?

I love the Bay Area, I lived here for most of my life, until I graduated from high school. I am really excited to be back. I have a lot of things I want to do here that I haven't even gotten a chance to do yet I've been so busy.

> What's the most interesting thing you've seen or place you've visited since moving here?

Well driving through the city is always interesting. Not nearly as fun as driving through New York though... everyone I think ought to experience that at least once :) it's fun, it's just like Crazy Taxi, except you can't hit stuff.

> Why did you come to work at GX?

An old friend of mine is a webmaster in the GX network and he told me about the job, which I was instantly interested in due to its game industry nature.

> Which affiliated site does your friend work on?

He is the editor of Rush magazine, an e-zine on the GX-Network. I actually write columns for rush as well. They aren't huge, they get about 3K hits a month.

> What is it about the games industry that interests you?

I love games and I want to make them... I have issues with the industry but as a whole it is where I want to be because well it's where games come from :)

> What is the best feature on Gamers.com?

As always I think the web search and link descriptions are its most powerful features for me.

> Are there any particular search functions you'd like to see in future versions of Gamers.com?

Hmmm... all I can think of now is to beef up the content.

I want to punch in FF3 and see EVERY FF3 music site on the net, although we aren't quite there yet, I am here to help make that a reality :)

> Are you a big Final Fantasy 3 fan? Tell us why you'd want to see a list of every FF3 music site.

Not such a big fan of the FF series as some... I prefer Phantasy Star 1 and 2 because the worlds are better. The music in FF3 and Chrono trigger is arguably the best music ever composed for games. The soundtrack of FF3 is excellent and it is difficult to find a comprehensive link source to all of it.

> Where is your favorite place to eat near the office?

Don't know yet but probably my house since it is closer than anywhere else :)

> What do you do at GX?

The peon of the massive and impressive Gamers.com database.

> Do you find the size of the database intimidatingly vast?

No, one of the best things about it that I can't stop raving about is the awesome interface [even the old one is pretty stinkin good compared to what I've seen. "I've seen horrors..."]. I do not state this lightly, it's the best DB I've ever seen. I am amazed how easy to use it is despite its size.

> What do you do when you're not at the office?

I record shoe-gazer/gothic-type music that sounds like Joy Division, the Cocteau Twins or My Bloody Valentine and design my own games for the PC with a team of student coders and artists.

> How long have you been recording music?

Recording and playing for 6 years now...

> What part of the recording process are you involved in?

I am a one-man garage band so I do it all. I use my computer... I no longer have my electronic keyboard, so I don't

# Devin continues...

have drum samples anymore :\_( but I hope soon to scrape together enough cash to get a drum machine or sampler.

> Have you done any live gigs?

Nope... I have never actually been in a band either. A band is a pretty intense affair and I usually haven't had time to devote myself to it due to my preoccupation with games.

> Tell us about some of the crazy music experiences you've had.

Once my friend got tickets to two concerts within 4 days... with a British band we liked called the Longpigs then a few days later the Verve . He went to UCSB and I went to UCLA, and there was a midterm for both of us on the same day as the midterm. He actually trained home to SB and came back the same day as the show, it was insane. The Verve show was awesome, I was about 6 feet away from the cab. I don't use this term lightly or often, but it was totally a spiritual experience... it was awesome. They broke up a few months later. It was one of the final great shows because on their tour after that they lost their guitarist.

> What games have you worked to design so far?

I have been designing games for paper and pencils since I was 12... its a long story but I eventually went over to designing computerized/digital type games instead and I have yet to finish one. The game I am currently working on is coming on strong but not quite at a phase for much discussion.

> Do you have web pages for your music and games efforts?

Not yet but it's on its way.

> If this company makes you a millionaire, what would you do next?

Start a game company.

> What kinds of games would your company produce?

I am mostly interested in strong player activity type communities but also ultratight internal design/development regimens. I would want to found a company that makes games which are basically a combination of id software circa Quake and Sega circa early Genesis/Master System.

> What do you think made id and Sega great?

Very different reasons. Sega maintained I think the highest quality of games upon a platform with the genesis and the SMS. I don't know much of their inner workings at that time but it was like they were an empire of games, a roman empire of games. The arcades as well, were awesome. The SMS was good for the time and I believe the games were tighter overall than the NES. The genesis does not even need to be explained, it is quite clearly the best console of all time. Sega ruled the arcades until very recently. Their games would send chills down my spine looking at them, an awesome

sense of style.

Id's mentality is almost the opposite. Their games are very unuser friendly, and powerful. They don't force the vision down your throat, they treat the game as a medium between the computers, between the players. Id's devotion to end user customizability and modification made things like Quakeworld and CTF possible. No other game company has had the vision to see how much that could do for the community of players.

> What would your company do to start down the road towards building a strong game-centered community?

People need a voice, a guide, to create organizations. A game is a gigantic endeavor, it is the most arduous and difficult thing I can imagine doing. To create a game which is good and enjoyable for people is the ultimate mark of capability of maintaining that voice... so the first step down that road I think is to prove oneself by creating a game which will form the basis of a strong community. Something people can get excited about, take up and fight for. Like a battle standard. In the industry, you can see it happen again and again... people get passionate about good games. It is that passion that forms the basis of the community. In one form or another, that passion within every gamer, forms the basis of the industry and its continuing momentum towards becoming the most popular form of entertainment ever to exist.

> What was the last book you read?

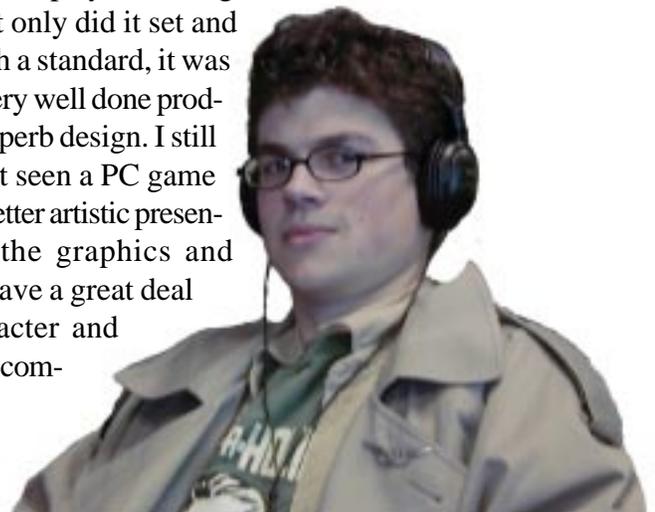
"Endangered Species" by Gene Wolfe... a collection of science fiction short stories by a not so famous fantasy author who is also my favorite. I only read science fiction.

> What attracts you to science fiction?

I am an escapist freak, I like science fiction because it presents a possible future history. Many visions that were once science fiction are already factual in our present day world.

> What's your all time favorite game and why?

Warcraft 2. It did for multiplayer internet gaming what SF2 did for multiplayer arcade gaming. Not only did it set and establish a standard, it was also a very well done product, a superb design. I still have not seen a PC game with a better artistic presentation, the graphics and sound have a great deal of character and are very compelling.



# Devin finishes...

> Did you play Warcraft 2 multiplayer online much? Were you in a clan?

Yeah I played probably over 1000 games of Warcraft2 over the course of 2 years. I was in several clans and I played on Kali as Darkfarmer. I can't imagine anyone who played on Kali much during the big War2 times not seeing me or my chat channel, #farmer's Tavern. I think at the beginning of the UO beta, when I retired, I was one of the best players on Kali, certainly among the top 20 or 30.

> If we spend over 10 hours a day with you, what should we know about you?

I don't carry weapons in the trench coat. I don't bother, because I have heard voices in my head tell me everyone is an alien who is waiting for the signal to get me and when it comes I believe a copious supply of weapons will spawn about the office in a predictable pattern and that upon picking them up I will instantly know how to use them and escape alive.

> When the aliens land, who'd you want watching yer six?

Hank's more aggressive hamster. Her mindless aggression unquestionably makes her the greatest ally available. The brain of a human would only slow him down in his killing. Of course, I would have to steer clear, I wouldn't want a hamster clawing at my targeting-eye while I am lining up a shot on one of you covertly-possessed alien freaks.

> Anything else you want to add?

It's great to be a part of the team. If anyone wants to jam or has a spare synthesizer, reverb unit, or digital delay pedal they want to unload, let me know.



## Pitch Black

### "Fight Evil with Evil"

review by Sam "Ren" Parker

Somewhat enticed by the CG effects and the promise of losing a few mindless hours on a slow Saturday evening, I admit smacked down \$8 to see this flick. By *The Arrival's* David Twohy, I held out hope for a slightly genre-bending bit of sci-fi. The innovation starts and stops with the bad-ass anti-hero concept taken up in the tagline. Otherwise, the plot warms over *Alien*. As for effects, I could hardly tell if the shipwreck scene was supposed to be a parody (*ST: Generations*, anyone?)

One of the cooler pull-quotes from Rotten Tomatoes:

"Pitch Black is one of those annoyingly noisy outer-space thrillers where you can't figure out the characters' names at first, and when you finally do, they are either dead or you hate them." Susan Wloszczyna, USA TODAY

# GX CLASSIFIEDS

Nokia 6160's! \$30 each. Comes with chargers. Inquire with Alice if interested.

Billy:

i'll be selling my used Sony 21" Trinitron GDM-500PS monitor soon. selling for \$850 or highest offer. it's only been used for almost a year. if you need any other info let me know.

For Sale:

Used Copy of Daikatana for the PC. Manuals, box in good shape. Smells vaguely of sulfur. %7 o.b.o.

Devin:

I am looking for guitar FX pedals, mixers, mics, and any sort of musical equipment if anyone has them. e m a i l darkfarmer@gamers.com with a list of music equipment sitting in the corner you'd like to see turned into cash. thanks!!!!

For Sale: VHS copy of "DC Cab" starring Mr. T. Ten Clams. Talk to Trish.

Wanted: Taro root bubble tea deliverers. We are a young startup specializing in b2c bubble tea operation. We have just secured out first round funding from key players at Gamers.com and we are aggressively going after the b2b market. For more info, please visit:

<http://www.I-want-my-pearl-tea.com>

Adam:

i'd like to buy 1 WORKING omnikey ultra inverted t keyboard... course, i think everyone that has a working one doesn't want to sell it... but it's worth a shot, no?

John: For Sale:

Boss Drum Machine \$200

DVDs :

Used: \$15

Better Than Chocolate

Detroit City Rock

Seven Days Six Nites (or whatever)

For Sale:

'86 BMW 325e

Gettin' rid of it, ASAP.

Contact Taylor

Lyle:

Free Futon