



▶ BITS & BYTES



Bondi studio goes mad?

Scandal has engulfed Australia's largest video games design studio Team Bondi. Apparently, publishers Rockstar are reluctant to publish the studio's next game and, if you are to believe the rumour mill, Team Bondi is about to be acquired by George Miller's KMM Studio (the same studio behind *Happy Feet* and the *Mad Max* series). No official word has come from either party, but Team Bondi head Brendan McNamara has been sighted touring the Dr D studios (the animation wing of KMM) in the past week. Team Bondi is the studio behind the innovative crime solving game *L.A. Noire*.



"Hackers Oscars" announced

The Stuxnet computer worm that caused chaos in Iranian nuclear facilities has scooped up a prestigious Epic Ownage Pwnie (an annual award for hacking) for "delivering the most damaging, widely publicised or hilarious Ownage". The Stuxnet virus beat off notorious hacker group Lulz Security, responsible for a string of attacks on video game companies and others, for the prize at a Black Hat gathering of computer security professionals in Las Vegas. Stuxnet targets computer control systems by German industrial giant Siemens, which are used to manage water supplies, oil rigs, power plants and other critical infrastructure across the globe. The Stuxnet code was crafted to stealthily take control of valves and rotors at an Iranian nuclear plant, according to security researchers. Sony (Sony CEOs are pictured above apologising) collected the dubious Most Epic Fail award. "After learning the hard way that their PlayStation Network was about as porous as air, Sony had to shut it down for over two months to rebuild it from scratch," Pwnie judges said of the winning choice.

Child Of Eden is a wild, colourful ride



Action and rhythm combine in this innovative new title for Microsoft's controller-less Xbox 360 Kinect, writes **ROB FARQUHAR**

Child of Eden is unusual; an action game without gun-toting soldiers or bloodthirsty villains, a rhythm game without instruments or popular music. At its simplest, *Child of Eden* is a shooter. Enemies appear on the screen, you move your reticle over them and shoot, you earn a score.

Some enemies fire missiles at you that you must shoot down before they damage you. The keys to surviving the game's five levels are memory and timing.

Enemies appear at the same times and places and move in the same patterns every time you play; learn this and you can put your reticle in the right place to take them down quickly.

You must juggle your two weapons; an Octa-Lock, which lets you lock on to up to eight

enemies before shooting, and a rapid-fire laser, which is best at destroying inbound missiles.

If you get overwhelmed, you can use your limited supply of Euphoria to take out everything on screen.

Do you allow missiles closer while going for an Octa-Lock (which multiplies your score if you shoot in time with the soundtrack's beat) or shoot them down and risk taking out Octa-Lock targets (or even letting some pass out of range)?

That dry summary doesn't do *Child of Eden* justice.

Those five levels are Archives within the internet of the future, Eden, which stores all human memory.

Each has its own visual and musical style, from the geometric shapes and pulsing techno beats of the first Archive, Matrix, to the blue skies and water and ambient themes of the third Archive, Beauty.

Your enemies are viruses that corrupt the digital life forms within Eden.

You must keep a sharp eye for targets and ear for the beat (I found that tapping my foot helped) to chain successive

Octa-Locks, which multiply your score in explosions of light and music.

While you can play using the normal controller, which is more accurate and vibrates to the beat, I feel like I'm really interacting with the game when I use the Xbox 360's Kinect motion sensor.

Swapping between my right hand, with which I lock on to targets and then push forward to fire, and my left, which controls the rapid-fire laser (not to mention triggering Euphoria with a one-person Mexican wave), is more fun than mashing buttons.

What I love, though, is the sense that my virtual actions are making Eden better.

In the second Archive, Evolution, my first targets were single-celled organisms that divided and grew as I shot them. Then, later, I encountered a massive whale that, once I'd rid it of the angry viral barnacles infesting it, metamorphosed into a star-borne phoenix.

Even the music plays into this theme. As viruses exploded, I heard snatches of a woman's voice. Toward the end of each level, rhythm gained melody and the vocal

cuts became words, then verses from songs by the first human to be resurrected within the internet, Lumi, whose digital existence I had to protect.

I wasn't just erasing viruses or fixing the Archives. I was restoring music to Eden, freeing its voice of hope.

The Kinect has detection problems if the light isn't the best and warming up before playing might prevent shoulder ache from firing too many Octa-Locks.

Scratching your nose at the wrong moment can also be disastrous.

Yet I'd still recommend *Child of Eden* to anyone with an interest in video games and everyone with a Kinect. It's beautiful. It's action without blood, guts and bad language. With a Kinect, it's exercise.

Best of all, on a store shelf dominated by games whose pleasures of mowing down hordes of enemies are guilty at best, *Child of Eden* is that rare, all-round good game that you can feel good playing.

■ Rob reviewed *Child Of Eden* (G) with a Microsoft Kinect-enabled Xbox 360. PS3 version is coming soon.

AA PC PARTS

North Queensland's own discount computer supplier
www.aaapcparts.com.au

WEEKLY SPECIALS

60GB Solid State HDD	\$159	Ram DDR2 800 2GB	\$34
120GB Solid State HDD	\$279	Ram DDR3 1333 2GB	\$38
3D 1.4 HDMI Cables 2m	\$20	Ram DDR3 1333 4GB	\$41
50 Pack of DVD's	\$15	500Gb SATA HDD	\$50
50 Pack of CD's	\$15	Bluray Burner	\$139
Wireless N Modem Router	\$89	1TB SATA HDD	\$75
19" LCD MONITOR	\$99	2TB SATA HDD	\$115
22" LCD MONITOR	\$175	54Mb ADSL MODEM	\$56
24" LCD MONITOR	\$209	CASE & 500W PSU	\$45

<h4 style="text-align: center;">TOWER ONLY</h4> <p>AMD Sempron 2.7Ghz, 2GB DDR3 Ram, 500GB HDD, DVD-RW, Mid Tower Case, Windows 7 Home Premium!!</p> <p style="text-align: center;">\$399!!</p> <p style="font-size: xx-small;">AMD X2 255 3.1Ghz \$449 AMD Phenom 2 3.2Ghz \$499</p>	<h4 style="text-align: center;">INTEL I7 SERIES PC TOWER ONLY</h4> <p>Intel i3 2100 3.1Ghz, 4GB RAM, 500gb HDD, DVD Burner, Win7HP</p> <p style="text-align: center;">\$549</p> <p style="font-size: xx-small;">i5-2310 Quad Core \$629 i5-2500k Quad Core \$649</p>
---	---

<h4 style="text-align: center;">UPGRADE KITS!!</h4> <p>AMD X2 255 3.1Ghz, 2GB DDR3, MSI M/B</p> <p style="text-align: center;">\$195</p> <p>INTEL i3-2100 3.1Ghz, 4GB DDR3, MSI M/B</p> <p style="text-align: center;">\$289</p> <p>INTEL i5-2310 3.1Ghz, 4GB DDR3, MSI M/B</p> <p style="text-align: center;">\$369</p>	<h4 style="text-align: center;">VIDEO CARDS</h4> <p>Nvidia 210GT 512mb \$49 Nvidia GT520 1GB \$67 Nvidia GT440 1GB \$92 Nvidia GTX 460 \$190 Nvidia GTX 560 \$329 Nvidia GTX 570 \$449 ATI HD6870 1GB \$299 ATI HD6850 1GB \$249</p>
---	--

PRICES APPLY TO CURRENT STOCK AND SUBJECT TO CHANGE. *MENTION THIS ADD TO OBTAIN SPECIAL PRICING

114 Anderson St. PH: 4053 5556