

MACHETE GIRL

AUSTRALIA

FIRST CYBERPUNK MAGAZINE

IN THE YEAR 2010 - ISSUE 01
LITE EDITION

DYSTOPIAN WORLDS EDITION

EVE 7 YEARS ONLINE

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MACHETE GIRL
THE FIRST CYBERPUNK MAGAZINE



E.D.I.T.S.

EVOLVE & DESTROY IDIOSYNCRATIC TECHNOLOGICAL SENTIENCE

INPUT FROM MACHETE GIRL

Sweet! You've downloaded our cyberzine first issue. I'd like to give mention to a few cyberphreaks and hacks out there who helped make this possible.

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Kat Caterwaul, Aaron Elliott, Beck Priem, A Night of Horror, Think Geek, CCP, Urban Tool, Fauxmaceuticals, Vivka, The Dose (For inspiration), Bruce Bethke and William Gibson.

Sometimes people hear the words "cyber" and "punk" and are often perplexed when the two are put together. Several people have told me they think that cyberpunk is about punk rockers and/ or a sub culture of goth. To which I reply "Are you f\$&king crazy!!!" (YES I HAVE A PROBLEM WITH AUTHORITY AND IGNORANCE OF CYBERPUNK CULTURE).

Many people have tried to describe Cyberpunk and there are some very good explanations out there, yet some explanations come up short. It's a constantly evolving genre because essentially it's about the future, technology, rebelling against society or a form of control, hacking, and basically living on a futuristic toilet. Whatever we once assumed Cyberpunk to be has changed and will not be the same tomorrow. All we can do to satisfy our lust for it is take the elements we prefer of cyber culture or "cyberpunk" and turn them into a reality. That's what I like about it the most, the fact that we can create our own cyberpunk future.

DYSTOPIA

The theme of this edition is Dystopia which is a key element in cybersculture. Dystopia is the opposite of a Utopia, where everything is pretty much f\$%ked up. In popular Cyberpunk culture, Dystopia is often depicted as a futuristic corporate structured society, where rights of the individual or a noble cause is negligible next to a powerful evil corporation, or where hacking is commonplace and illegal, or where some great tragedy has befallen humanity such as an incurable disease or a nuclear holocaust. Films like Johnny Nemonic, Mad Max and Tank Girl are a few good examples.

MACHETE QUEEN COMPETITION

This quarter with the launch of the cyberzine we are running a competition for our girls of cyberpunk. We want you to send in pictures of yourself as a cyberpunk queen. This can be, for example, a studio photo in dystopian gear or a cybernetic implant photoshopped into the picture - you are limited only by your imagination. More on this on page 46. Please enter there are heaps of cool prizes worth over \$2000.

There are many articles on cyber culture to be explored in music, fashion, corporate greed and our existing dystopia that we hope you enjoy! We are very open to feedback from the Cyberpunk community so please send us your feedback from our website.

Dys-functionally Yours Machete Girl

Cover Art © CCP - EVE ONLINE

DATASTREAM 02

CONTENTS

FEATURES

EVE ONLINE - PAGE 08

MACHETE GIRL VIVKA - PAGE 18

RUSSIAN DYSTOPIA - PAGE 25

A NIGHT OF HORROR INTERVIEW WITH LISA MITCHELL - PAGE 39

MACHETE QUEEN COMPETITION - PAGE 46

GENERAL

PAGE 02

TOP TEN DYSTOPIAN RANTS - PAGE 06

CYBERPUNK NEWS - PAGE 15

RANDOM INPUT - PAGE 35

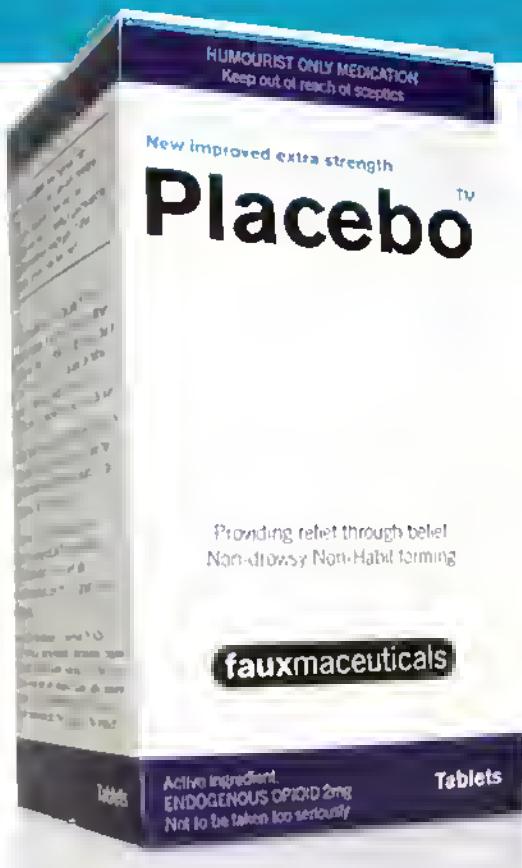
CLUB PHOTOS - PAGE 36

CYBERPUNK BOOK REVIEWS - PAGE 41

IBA CITY GAME AND TECH REVIEWS - PAGE 43

CYBERWEB - PAGE 49

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www.machetegirl.com

Machete Girl's Top Ten Cyberpunk Movie Dystopian RANTS:

1. I know the date it happens, (I'm sure it feels very real to you - Silverman) on August 29th 1997 its gonna feel pretty fucking real to you too! Anybody not wearing 2 million sun block is gonna have a real bad day get it? God you think you're saving a life you're already dead everybody him, you you're dead already. This whole place everything you see is gone, you're the one living it a fucking dream Silverman cause I know it happens, it happens!

[Sarah Connor \(Terminator 2: Judgment Day\)](#)



2. The Matrix is everywhere; it is all around us, even now in this very room. You can see it when you look out your window, or when you turn on your television. You can feel it when you go to work, when you go to church, when you pay your taxes. It is the world that has been pulled over your eyes to blind you from the truth.

[Morpheus - The Matrix](#)

3. I've seen things you people wouldn't believe; Attack ships on fire off the shore of Orion, I watched sea beams glitter in the dark near the Tenhauser Gate all those moments will be lost in time like tears in rain time to die.

[Roy Batty - Blade Runner](#)

4. How much blood has been shed? How many tears spilled? All of our friends who fought beside us are dead, killed in the last 3 years. But even as justice can never be vanquished we terrorists will never vanish, however evil they deem us. Because we know that a handful of adults, a handful of nations selfishly define the nature of peace and freedom in this world. But our world is so much more complex than that. This world has 6 billion people living their own lives in 6 billion different ways, 6 billion kinds of peace, 6 billion kinds of freedom 6 billion kinds of war and evil. No one has achieved peace without fighting for it. Behind every peace there's a river of blood, sweat and tears (It's going live to global host computers worldwide - Female Officer) But if we avert our eyes from that history and abandon it, then peace might as well be dog shit. Japan, China, North Korea, Guatemala, Indonesia, Cuba, Congo, Peru, Laos, Vietnam, Cambodia, Grenada, Libya, El Salvador, Nicaragua, Panama, Iraq, Somalia, Bosnia, Sudan, Yugoslavia, Afghanistan. You may be lonely, but it's time to stop being afraid. To all the abandoned children of earth Lets rise up together and fight together. We're throwing away the old rules taking off to a world far, far away. Tonight, I send this message to all the adults who stole our freedom and pinned us down: Merry Christmas. Nanahara Shuya, Wild Seven.

[Nanahara Shuya - Battle Royale II](#)

5. This is our world now the world of the electron and the switch the beauty of the baud. We exist without nationality skin colour or religious bias. You wage wars, murder, cheat, lie to us and try to make us believe it's for our own good but we are the criminals. Yes I am a criminal, my crime is that of curiosity. I am hacker and this is my manifesto. You may stop me but you can't stop us all.

[Agent Smith - Matrix](#)

6. Three of my patients miscarried in one week others were in their fifth and sixth month. Managed to save two of the poor babies. Next week, five more miscarried, then the miscarriages started happening earlier. I remember booking in a woman for her next appointment and noticing that the page seven months ahead was completely blank not a single name I rang a friend who was working at queen charlottes and she had no new pregnancies either she then rang her sister in Sydney and it was the same thing there.

[Children](#) [Children of Men](#)

7. Our Nations health is in crisis. Radioactivity, industrial waste, chemical weapons have poisoned us. Environmental diseases are epidemic and a threat to our future. Genetic mutations are rampant beyond the reach of current medicine. Allow me to present my findings. These are "neo-cells", the fruit of my years of study. I found them in the genome of a primitive ethnic group. They can be converted into any cell. All of the internal organs, nerves, bone, skin, hair everything can be cultured and harvested at our convenience. Simply put: 'spare parts' for the human machine.

[Children](#) [Children of Men](#)

8. To the end of all things! You know how I know it's the end of the world? Because everything's been done you know, every kind of music's been tried, every government's been tried, every fuckin' hairstyle, fuckin' bubblegum flavour. How we gonna make it another thousand years, for Chrissake? I'm telling ya, it's over. We used it all up.

[Old Friends](#) [Strange Days](#)

9. You know, all my life I've been careful to stay in my own corner, looking out for number one no complications now suddenly I'm responsible for the entire fucking world and everybody and his mother is trying to kill me, if, if my head doesn't blow up first. (Maybe it's not just about you anymore - Jane) Listen you listen to me. You see that city over there, that's where I'm supposed to be not down here with the dogs and the garbage and the fucking last month's newspaper blowing back and forth. I've had it with them and I've had it with you, I've had it with all this...I WANT ROOM SERVICE! I want the club sandwich. want the cold Mexican beer. I want a ten thousand dollar a night hooker. I want my shirts laundered like they do at the imperial hotel in Tokyo.

[Johnny](#) [Johnny Remember](#)

10. Life which you so nobly serve comes from destruction disorder and chaos Now take this empty glass here it is peaceful serene, boring but if it is destroyed. Well look at all these little things so busy now notice how each one is useful quite a lovely ballet ensues so full of form and colour. Now think about all those people that created them. Technicians engineers hundreds of people who will be able to feed their children tonight so those children can grow up big and strong and have little tiny weenie children of their own and so on and so forth, thus adding to the great chain of life. (Water, fruit - Computer Voice) You see father by creating a little destruction.. (a cherry - computer voice) I'm in fact encouraging life. In reality you and I are in the same business, cheers. (Zorg Chokes)

Where is the robot to pat you on the back? Or the engineer? Or the children maybe? There you see now how all your so called power counts for absolutely nothing how your entire empire of destruction comes crashing down all because of one little cherry.

[Dawn](#) [Dawn of the Dead](#) [Dawn of the Dead - Zorg and Father](#) [Dawn of the Dead - Philip Edward](#)





DYSTOPIAN WORLDS



In a world of mmorpgs and new games popping up everywhere, one game has stood above all in terms of game experience, number of players in a persistent universe and sheer popularity amongst its players (Rated no3 on mmorpg.com)...

The game is Eve Online, now in its seventh year Eve continues to grow and evolve into whatever gamers desire. Whether it be game-play or updates to the stunning and limitless visual effects of the game universe. As Eve has operated in space for the last seven years, wormholes and space stations have been the locations available to pilots, however there is a continuous push from the tens of thousands of players to land their vessels on the stunning planets they see below. In the real world there's Eve Radio, Eve TV and new novels (available in bookstores), and now the next dimension is to explore these wonderful planets in game and the dystopian nature of these worlds which has been richly described in the Eve chronicles, Eve novels and on the Eve online site.

I spoke with Associate Producer of the game from Iceland: Arend "CCP Whisper".

Comwedge:

Eve online has been going strong for seven years in the public domain tell us a little about your experiences in game and some of the unique features...

CCP Whisper:

The most unique feature of EVE Online is the fact that it is an entire universe on one server, and this is also the source of the most interesting experiences our players have. Interacting with other people who have their own motivations, desires and goals means that you can never truly predict what is going to happen, as opposed to other games where you are primarily pitted against scripted content. Our player-driven economy and the fact that alliances of players can claim sovereign territory out in the lawless fringes of the galaxy mean that the social, political and economic background of the EVE universe is always shifting, just like in real life except quite a bit faster.

cont...

We have seen alliances built up around geographic lines, where players from a certain country or language group come together. This was particularly evident in the early days of EVE Online, but now it is more common for alliances to be formed around common goals, such as the destruction of shared enemies. As the game has evolved, so have the social mores of the in-game communities. Whether this is always for the better is a matter of opinion, and I know of some people who mourn the passing of the age where you could challenge someone to a 1-on-1 and rely on them not bringing seven friends to "even the odds" but that is the nature of a sandbox game as ours where the emergent behaviour of the players dictates how the game is to be played.

Personally I will never forget the first corporation I joined. After months of hard graft and toil I had my first destroyer-class vessel shot out from under me by a pirate who tried ransoming me for a ludicrous sum and then just proceeded to blow me up. My loss was witnessed by another player who warped into the asteroid belt in the last couple of seconds of the fight (well, slaughter would be more appropriate...the pirate was in a much more powerful ship!). He offered me a place in his corporation, who then bought me a new destroyer and helped me hunt down the pirate who blew me up. That was the start of a totally new game for me. I flew with the corporation for quite some time, and when they joined an alliance called The Big Blue I got my first real taste of large-scale war. Well, it was a bit one-sided because we were grossly outnumbered, outgunned and out skilled but it was a load of fun.

**Comwedge:**

These days flying around in EveE, especially in low security space, will get you noticed. Generally speaking do players find it hard not to interact with other players if they just want to fly solo?

It is possible to fly solo in EVE and many of our players fly missions or mine on their own. And despite the feeling of overcrowding there is a lot of empty space out there. You just have to know where to look and keep your wits about you when you are out there. Wormhole space in particular is great for the player who just wants to get away from it all and not know who else is sharing the solar system with them. But that sort of situation comes with its own disadvantages that one has to learn to work with. I think as with many MMOG's out there it is impossible to lock yourself away into a bubble that only you control. And at the end of the day that is not what EVE Online is about. EVE Online is about carving a niche for yourself in an unforgiving universe and then banding together with like-minded individuals to make your collective mark on space.

Comwedge:

Who came up with the idea for pod technology in the game and how has that evolved as a feature of Eve Online?

CCP Whisper:

The pod technology was one of the first game elements that was decided upon. Who exactly came up with it is lost in the mists of time, but it most likely a collective effort like most of the game's development was back then and continues to be now. Really the pods themselves have not evolved much. There was a plan long ago to let players upgrade their pods to make them faster, stronger and such but that got shelved in favour of developing other aspects of the game. Given the rate at which most players lose their pods in combat (and accidents) that has probably saved a lot of pilots a lot of money in lost upgrades over the years. The one thing which has evolved though is the use of the cloning technology which is incorporated into the pods. We introduced so-called Jump Clones which allow a player to transfer their consciousness from one body to another instantaneously once every 24 hours. Clone bays are to be found in almost all stations and some of the larger capital ships have the ability to mount clone bays as well. It's interesting to see how people use the technology, especially with regard to saving implants from destruction when one is going into a risky situation.

Comwedge:

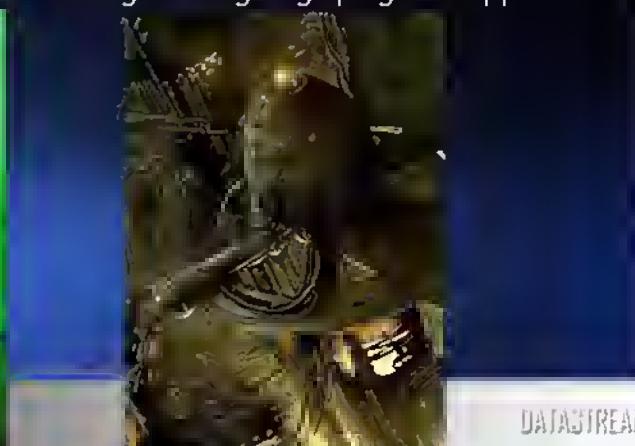
Implants obviously play an important role in speeding up skill time and enhancing attributes of characters abilities. Would you care to explain how implants function in Eve...

CCP Whisper:

Implants come in two types: Attribute Implants and Skill Hardwiring. Attribute Implants affect a character's attributes in the areas of perception, willpower, charisma, intelligence and memory. The better the Attribute Implant, the higher the boost to the character's base stats and the faster they will train skills that rely on the boosted attributes. Skill Hardwiring gives a boost to the carrying out of a certain action in EVE. You can for instance get a Skill Hardwiring implant that increases the yield of mining equipment or an implant that reduces the falloff penalty for artillery weaponry.

A character only has five implant slots for Attribute Implants, one for each attribute. You cannot have more than one implant for each attribute. The maximum number of Skill Hardwiring implants a character can use is also five, and each implant type has a specific slot into which it can be inserted. This limits the extent to which Skill Hardwiring can be used to boost abilities and keeps things balanced. Some Attribute Implant types also boost a player's abilities in certain skill areas such as ship speed, weapon usage or manoeuvrability.

Implants can be extremely expensive. Some are acquired from running missions for special agents and others are only found as rare item drops from NPC's encountered in the far reaches of space. Certain combinations of implants are renowned for being extremely useful for certain situations and "full sets" are these are known as command premium prices on the player market. An important thing to note is that implants are permanently implanted. You cannot remove an implant and swap it for another at a whim. Given the costs of some implants and the risk involved in getting your pod blown up and subsequently losing your hard-earned brain hardware, many players are constantly recalculating the risk versus reward ratios involved in heading out to low sec or null sec regions or going up against opponents.



Comwedge:

It's interesting to note that people do tend to live their lives in game with EvE and they actually gain real life skills that they otherwise would not have attained. How is EvE changing the real world in this way?

CCP Whisper:

Our players have a saying: "Internet Spaceships. Serious Business." and this reflected in what one can learn from engaging with EVE Online. The fact that people acquire skills that they can apply in real life through playing EVE Online is something we are quite proud about.

So yes, I think EVE Online is changing the world in a small but significant way by introducing many people to the intricacies of project management, leadership skills, financial management, time management and cross-cultural communication just to name some of the various things one can learn through playing. EVE Online gives a 15 year-old in Bend, Oregon the ability to link up with a 16 year-old in Warsaw, Poland and start a corporation that employs people from all over the world.

They're going to have to manage the work of all their compatriots, oversee production schedules, moderate disputes and engage in diplomacy and business negotiations. While it is all happening in a game and easily dismissed, I think it is safe to say that they are learning something solid and valuable, regardless of whether or not their corporation becomes successful or vanishes into obscurity. Every so often we get mail from a player who tells us that his success in leading a team in EVE Online motivated him to go ahead and open his own business. Or that the fact that she had to learn how to make people from four continents work together as a team ended up making her life easier in her real life job. When you read stuff like that you do feel like you're helping to change the world.

Comwedge:

Can you give us a basic rundown of the economics of EvE? How it all works?

CCP Whisper:

The vast majority of the ships, ammunition and items used to equip ships in EVE are manufactured by players. These players rely on others to mine and refine the raw minerals that are required for the production of these goods. Other players move the goods and resources around. And finally, another group of players uses the ships, items and ammunition to shoot at each other, generating a demand

for more ships, items and ammunition to replace their losses. Players are not able to develop new products though, the production is based entirely on the blueprints which are provided by the game. These can however be researched to make the production of goods more material and time efficient.

EVE Online's economy is therefore a largely closed system which replicates the way many economies function in real life through supply and demand cycles. It gets really complicated though and we need to consider carefully the potential changes our game designs can have on the delicate balance of the economy. That is why we have a professor of economics on our staff to keep an eye on things for us!



Comwedge:

Just about everywhere in the world you can buy eve isk (eve currency) with money in the real world. While this is illegal according to your EULA why is it such a big part of EvE? and what are you doing in game to discourage/ encourage this behaviour?

CCP Whisper:

In EVE Online the maxim "Money is Power" holds true. Players who are able to generate large amounts of profit from their ventures that they can invest into bigger and better ships, better equipment and possibly even hiring more players to assist them will be the ones who are able to advance more rapidly and expand the scope of their operations. While most of our players are willing to put the work in to obtain profit and fun from engaging with the normal game-play of EVE, and also reap the immense satisfaction of achieving their goals, there are always some people who feel the need to get an advantage quickly. Purchasing ISK from external vendors is the easiest but no means cheapest way to do this.

Our methods of combating the RMT (Real Money Transactions) trade are varied, but first and foremost we offer players the chance to convert game time codes into an in-game item that they can sell on the open market. Called a PLEX, a player gets two of these representing 30 days game time each for each 60 day game time code they convert. This represents a safe and legal method of acquiring ISK through the market and also keeps many of our players in the game as they are effectively funding their game-play through playing the game and earning the ISK to purchase PLEX'es for their accounts.

Comwedge:

One of the greatest things about EvE Online I found in the early days was that the popular in game drink "Quafe" was available to purchase from your website. Are you ever going to sell Quafe again? Can we expect to see Quafe Ultra on the menu as well?

CCP Whisper:

We've had Quafe at a couple of the past Fanfests, where over a thousand players from all over the world converge on Reykjavik for three days of EVE Online-themed fun, games and chats with the developer team. Who knows, perhaps we'll release it onto the market again at some point in the future when the world is ready for the fresh, refreshing taste and energy kick that only Quafe knows how to deliver. As for Quafe Ultra, I think the issue there is not so much availability as the fact that humanity as a whole is just not yet evolved enough to handle its particularly intense properties. Let's not forget EVE Online is set many, many thousands of years in the future. Humanity's ability to handle carbonated beverages will have made several quantum leaps in that time.

Comwedge:

Being another world EvE has a distinct dystopian setting. 21 thousand years into the future with many worlds in a universe separated from our own different races with many different cultural, sociological and technological backgrounds. How much effort goes into the story of EvE for those who wish to role-play rather than pvp (player vs player)? Does the role-play have a significant impact on the gaming experience?

CCP Whisper:

We have a team of writers dedicated to the further development of the setting of EVE Online through novels, short stories and novellas. Some of these are published for free through the EVE Online website, others appear as commercial products like the "EVE: The Empyrean Age" novel by Tony Gonzales and the upcoming novel "EVE: The Burning Life" by Hjalti Danfelsson. The work on fleshing out the cultural, technological and sociological backgrounds of our game's universe is an on-going project and we think it does pay off for those players who are interested in role playing. Role playing can have an impact on the game experience depending on how you go about it. There are several role playing alliances in EVE Online who routinely prove themselves just as capable in combat as their non-role playing brethren and who hold territory that they defend in the name of their chosen race. Role play is perhaps less well represented in EVE Online than in other MMOG's, but for those willing to make the effort there is a lot of information and a rich back story to engage with. We are also increasingly incorporating role played events into the development of our expansions. For the launch of Apocrypha we blew up a moon...that was pretty cool.

Comwedge:

Eve has established several branches such as Eon Magazine, Eve Radio Stations and even Eve TV. How does one measure the scope of such a game?

CCP Whisper:

Measure the scope...I do not think that is possible.

The scope of EVE Online is determined by how much the players and fans want to expand it. None of the EVE radio stations is run by CCP for instance, they're all volunteers. EVE TV started out as a group of players who decided to try their hand at moving picture broadcasting. Some of those people now work

for us, others return to volunteer time and time again to help us broadcast the Alliance Tournament, a sports-event built around arena style EVE combat. There are hundreds of fan sites and a large group of players who use the data exports provided by the EVE API to build skill training monitor applications,

market analysis tools and even iPhone apps. All of this is generated by dedicated, motivated people who are enthusiastic about EVE Online and willing to devote their time and energy to making the game experience of everyone better, be it only by a little bit. All of their work expands the scope of the EVE Online universe to a truly mind-blowing degree. I'm constantly amazed by it, I really am.

Comwedge:

Do you think one day we will be able to plug our brains into the Eve online?

CCP Whisper:

I think one day we'll be able to plug our brains into the internet,

or at least use them to directly control computers which are connected to the internet. While the thought of giving some of the crazy people out there direct access to my brain is a scary one, I would gladly interface directly with games such as EVE Online. It would mesh nicely with the gameplay concept of having clones into which our consciousness is transferred, although I think we'd have to figure out a way to prevent the 'death' experience of being podded causing psychosis or similar. The challenge would also lie in figuring out how to translate the effects the environment is having

on your ship into sensations, given that when your pod is linked to a ship you effectively become the vessel. It'd be cool to feel kinetic damage as a pattering sensation on your skin or experience a sensation like walking through tall grass when moving through certain types of gas cloud. But again, where does one draw the line and how does one prevent people from becoming lost in such a simulation? It's going to be an interesting ethical challenge once the technical challenge is overcome.

Comwedge:

The game is fairly flexible in terms of what you can do. Do you try to do as much as you can to fulfil your gamers needs or do you have strict plans for the future?

CCP Whisper:

While there is a Master Plan for the development of EVE Online we have always looked to the players and the things they are doing for inspiration about what sorts of new features we can incorporate into the game. For instance, the alliance functionality was added when it became obvious that corporations had an active interest in forming officially recognised groups. From this stemmed the sovereignty functionality, allowing the alliances to become what are effectively small nation states.

Our upcoming expansion EVE Online: Dominion is totally revamping the sovereignty system based on observations and comments we have gathered from the players over the past two to three years.

It is a responsibility of a developer

who sets out to create a sandbox game like EVE to keep an eye on what the people who play in the sandbox are doing and to regularly throw some new toys in to keep things interesting. While in some cases we take inspiration from player needs, in other cases we put on our thinking caps and come up with a totally new feature that we feel will expand the EVE universe in new and interesting ways. Such an example is Wormhole Space, which was launched in EVE Online: Apocrypha. An area of space that is linked to the known universe through constantly shifting, opening and closing wormhole tunnels lets players venture out and explore the great unknown to their heart's content and their wallet's profit. It's proven a great source of entertainment and stories for our players, with people getting lost and in some cases having to bury the hatchet temporarily to get back home by working together.

Comwedge:

When do you suppose it will be that players can start landing on planets and interacting in the atmospheres of those beautiful cities we can see from orbit on some worlds? "Soon?"

CCP Whisper:

Planetary interaction has been on our plate for a very long time. It is one of the logical next steps we should take and we are planning on doing it. But there is no firm timeline for this yet. First up we need to see how the game-play of Dust 514 and its link to EVE Online will work out and see what we can build on that foundation. But yes, we are aware that there's a lot of real estate in the universe that our current game mechanics do not touch and that our players would love to engage with.

There's a lot of really cool ideas being pitched about what we could do, easily enough to fill several dozen development cycles. It's going to be an interesting time...watch this space (pun totally intended).

Comwedge:

Does CCP recommend any specific hardware to play Eve Online? Have you thought about manufacturing your own hardware and accessories for better game-play?

CCP Whisper:

To get the most out of EVE Online we recommend you run either a Windows or Intel-processor Apple Mac with at least a 2Ghz CPU, 1Gb of RAM, a Shader Model 3.0 compatible graphics card and a dial-up connection to the internet. Yes, EVE Online will still work over dial-up, its bandwidth requirements are that low. Apparently we have two people in Antarctica who play EVE through a satellite phone connection. We do support older hardware though, as the average age of an EVE player is 28 and we have a lot of people playing our game who are not traditional gamers who upgrade their rigs every six months. EVE Online will run comfortably on a family PC bought within the last four years.

Manufacturing our own hardware for better game-play...well, my answer to that would be that there are so many different play styles in EVE Online that it would be hard to manufacture hardware that satisfies all the requirements of all the different players. Beyond mouse mats and the occasional tie-in with manufacturers like Commodore to produce EVE themed products I think we'll leave the hardware production to the professionals in that field. After all, there's a reason we make computer games and not the actual computers themselves.

Comwedge:

Is working for CCP a dream job for anyone who wants to stay on the cutting edge of online gaming for the future?

CCP Whisper:

Definitely. We are constantly pushing the envelope of what our code and server hardware can do. We're one of the first MMOG developers to look seriously into High Performance Computing (HPC) to run our server cluster because of the architecture and performance benefits that would bring us. As a result we work closely with partners like Microsoft and Intel to get access to cutting edge hardware for research purposes. Our developers are routinely ahead of other game studios when it comes to adopting new standards and many are acknowledged experts in their respective fields. We're an aggressive company when it comes to using whatever advantages we can get out of the latest and greatest technology we can lay our hands on.

Thanks for your time Whisper and CCP!

Check Out: www.eve-online.com

Since this interview was made a new upgrade of Eve Online - EVE DOMINION - has been released!



DOMINION

CYBERPUNK NEWS

Zombie Lurch...

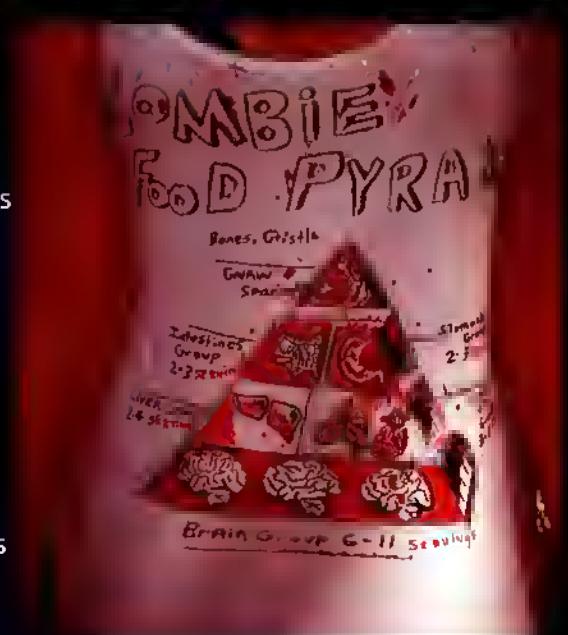
2010 Zombies lurch on the city of Sydney to bring awareness to the rating system for computer games in Australia.



For the moment there is no R18+ rating for digital media in Australia and gamers are so fed up that they held their own Zombie March in Sydney during March 2010.

At this moment in time the highest available rating for games is MA15+, this means that games requiring a qualification of an R18+ rating equivalent in most other countries, are refused classification in Australia. Many games are heavily modified by their publishers in order to achieve an MA15+ rating so they can be distributed within Australia.

The group behind the Lurch are "Grow up Australia R18+ for Video Games." They are fighting for a better classification system within Australia, a system that informs parents, protects minors and gives Australian adults the freedom to play R18+ video games without them being modified. "Game" one of Australias largest video game stores is also fighting for the creation of an R18+ rating by encouraging people to sign a nation wide petition.



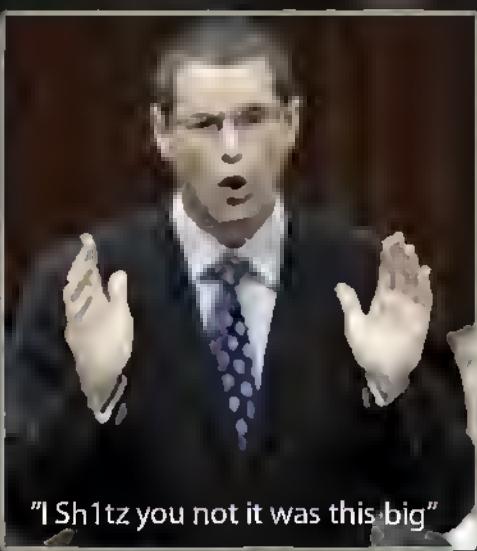
CYBERPUNK NEWS

Australia Joins China and Iran with the Mandatory Internet Filter.

EVER SINCE

Senator Stephen Conroy has tried to convince us that the mandatory internet filter would only block content that is illegal within Australia (ie. child porn sites), he has been at the centre of controversy earning him the nickname Stephen "Hitler" Conroy (Thanks to the modified video from Downfall on YouTube) and gaining increasing notoriety for bringing Australia closer to the kinds of internet censorship experienced in countries like Iran, North Korea and China.

Earning condemnation from the United States and the U.K. Websites that have already been blocked include information on breast cancer and other legitimate business websites. WikiLeaks director Julian Assange says: "The first rule of censorship is not to talk about censorship. The flow of information and how we understand that information is how we create law and elect politicians."



"I Sh1tz you not it was this big"

Sen. Stephen Conroy in his defence said that "it's not just he himself" implementing the filter. We also happen to know that Chairman Mao didn't kill 79 million people on his own either.

The biggest concern with the government implementing control over internet service providers is that our government can then control what the average user sees over the internet. This is exactly what censorship is all about. Several corporate and private organisations are fighting the filter including some of the major internet service providers. If you are a parent you should be aware that your children could find it very easy to circumvent the filter using peer to peer networks, proxies or any number of other technologies. The implication is that the Australian government is coming into your home and saying we can raise your children better than you. I don't know about you, but that makes me pretty angry.

The intended filter will reportedly slow down the internet by 75 % or more and will increase the cost of an internet connection to Australian households. The trial has already cost millions of dollars from tax payers' pockets. The once "opt out" feature will now be removed and a mandatory filter will be implemented. **And above all it doesn't work!**

A similar trial was also attempted in the UK several years ago and found to be a complete waste of time and money and have reportedly even warned the Australian Government that this would be the case here. Clearly this is all about abuse of power and the scale of it has enormous ramifications for the future, with things like international business ventures, trade, and the perception of Australia by the rest of the world.

Alternatives to using the filter are things like 'Parental controls' where you as a parent have the ability to control internet usage from your home computer. Surely this is a much better solution.

For more information on how to help fight the filter and speak out about keeping the internet free from abuse by government visit:

* nocleanfeed.com

* getup.org.au

For more on Conroy himself go to:

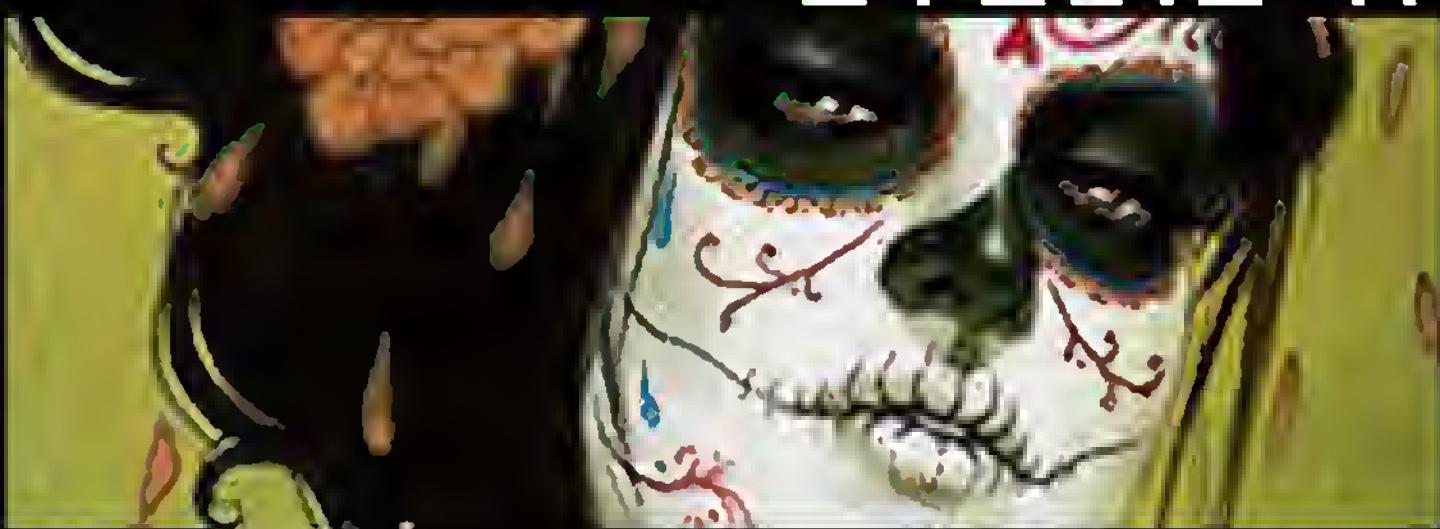
* http://en.wikipedia.org/wiki/Stephen_Conroy

* www.ministerdbcde.gov.au/

SHALLOW NATION

NIGHTCLUB

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OPIATE
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THE UNDERGROUND

(FORMERLY GILLIGANS) DOWNSTAIRS AT THE OXFORD HOTEL

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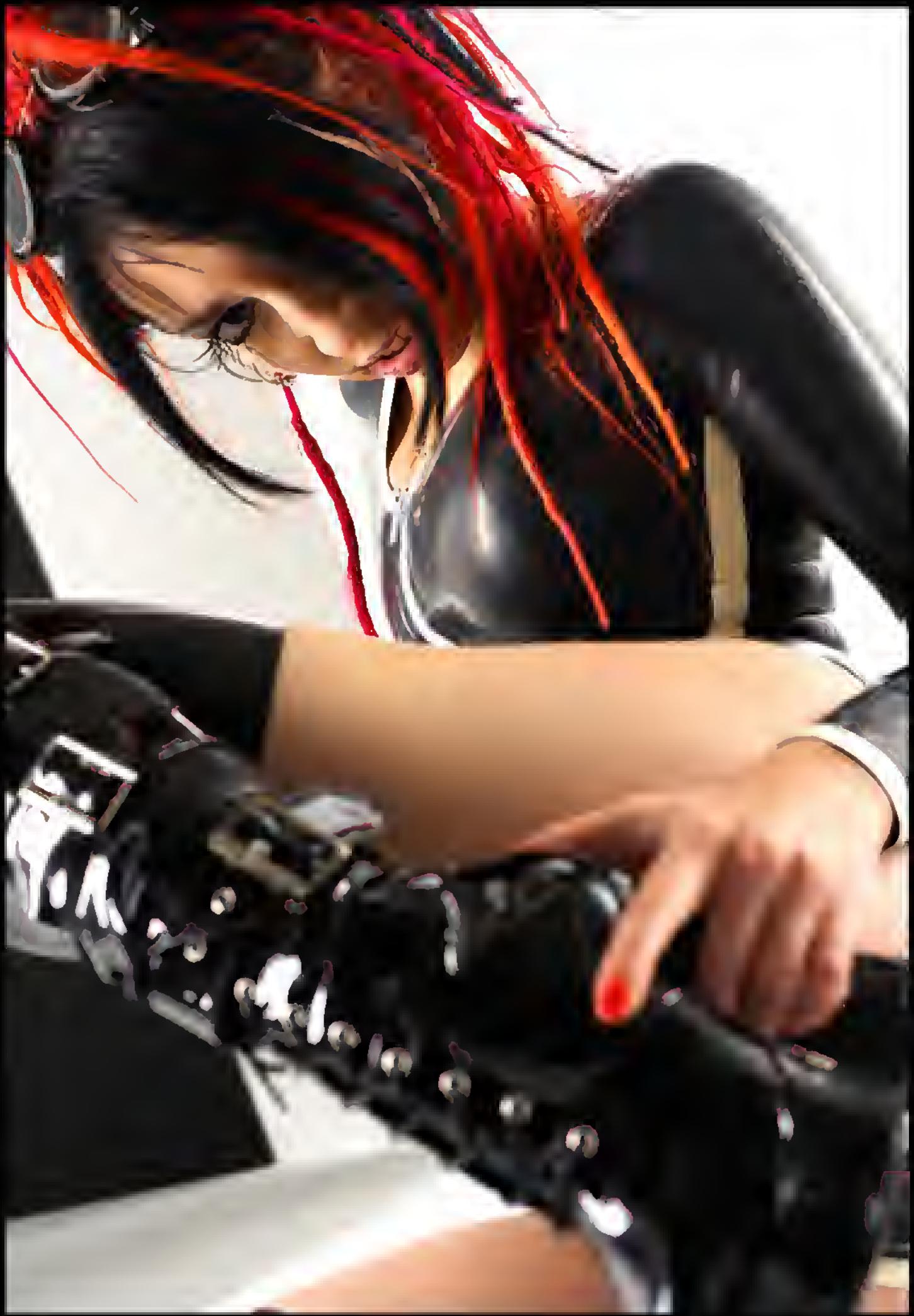
MAY 22nd

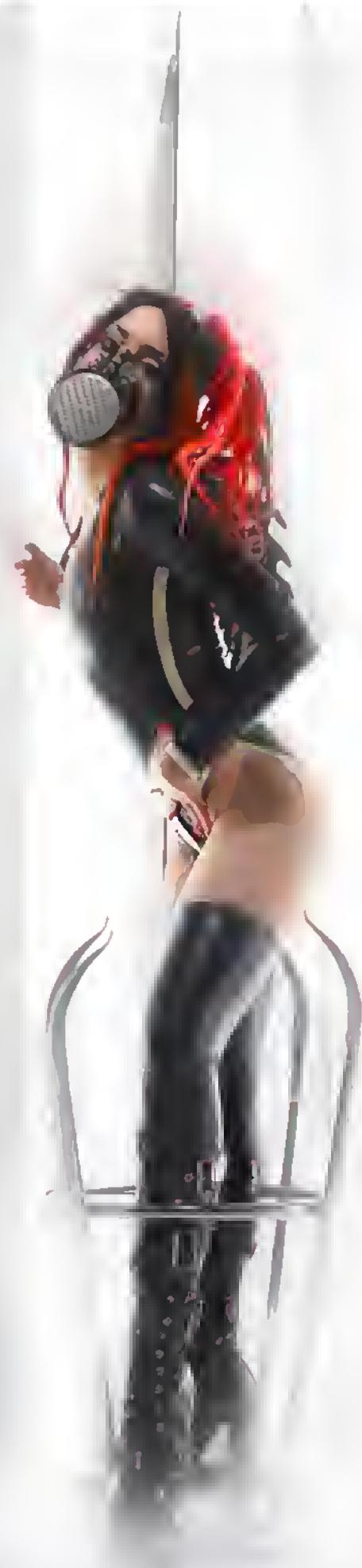
\$10 ENTRY - DOORS OPEN 10PM
WWW.SHALLOWNATION.NET



Few models would fit into our view of the perfect machete girl but after taking one look at Vivka you can see why she is clearly this edition's favourite!













From: Det[riot] (aka RoboCop land)

Age: Endless

Vices: Latex, Leather, Lace and Vodka.

See more Vivka at:

pinkeye.deviantart.com/

myspace.com/vividvivka

twitter.com/vivka

vivka.etsy.com

DIGITALIA - BY JAMES FLANAGAN

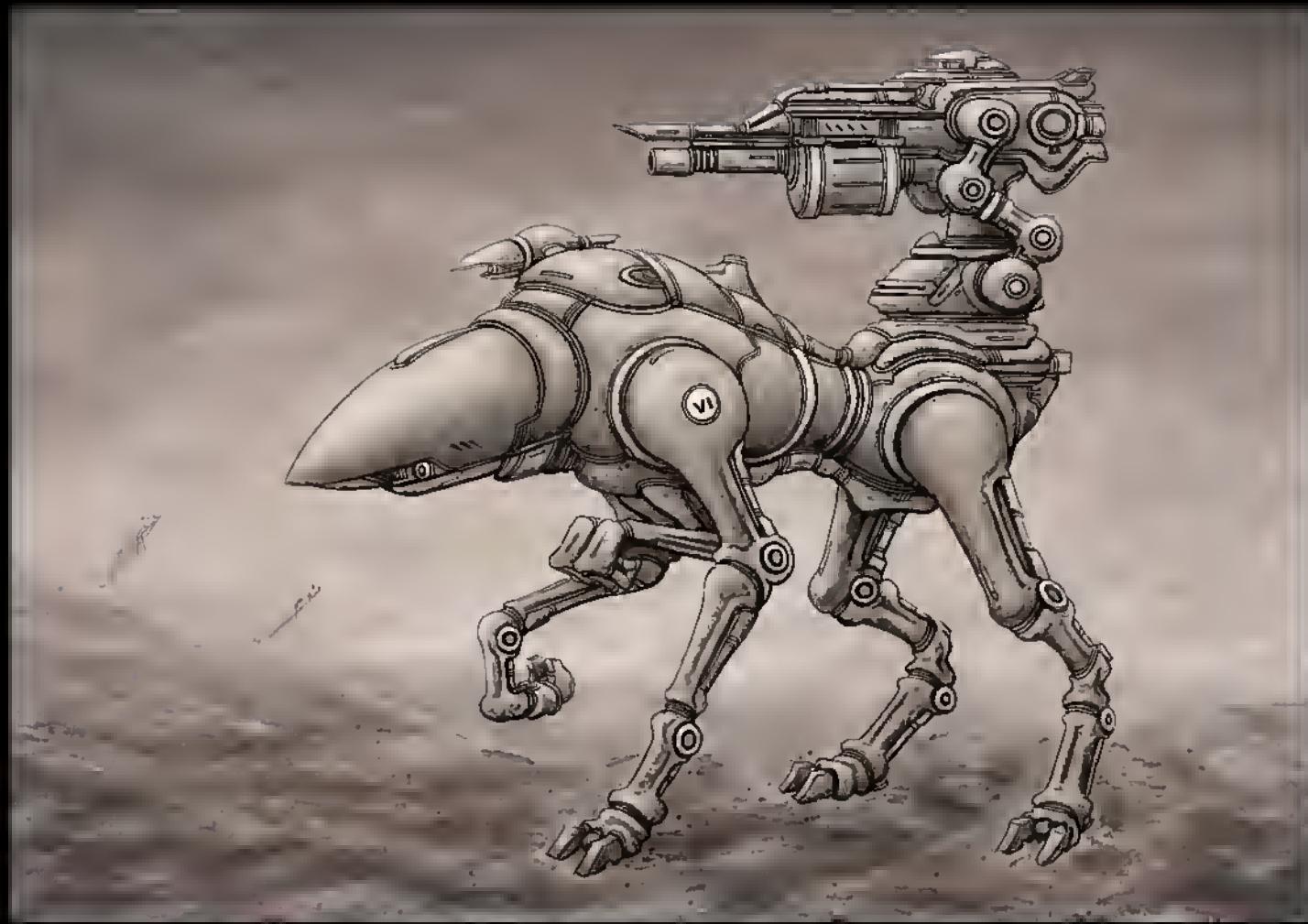
SET IN A RUSSIAN POST APOCALYPTIC WORLD VISIONS OF A HOPELESS
WORLD DRENCHED IN POVERTY AND CHAOS WHERE ONLY THE SMART
SURVIVE...



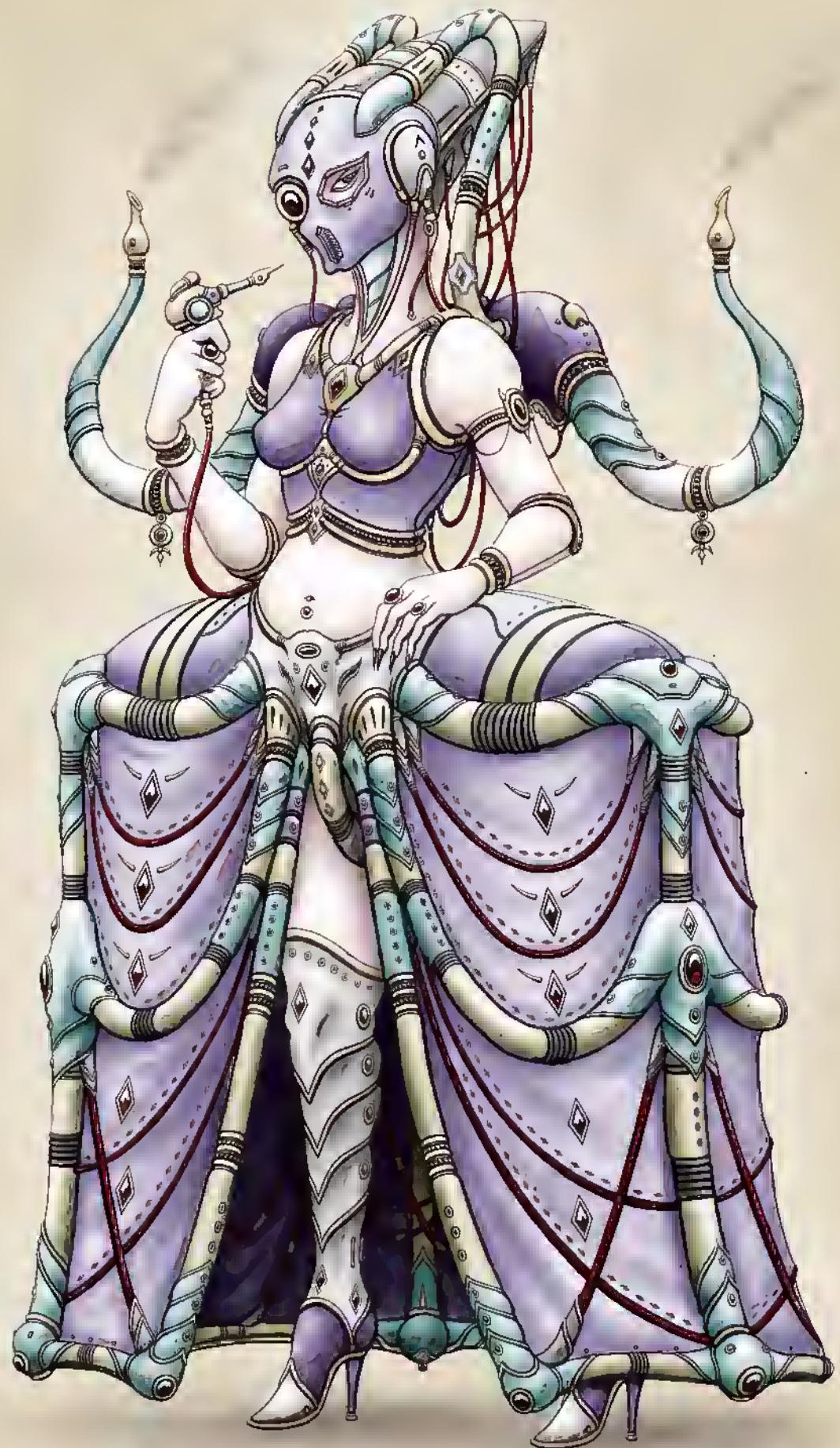
"The partly mummified remains of an ancient warrior, uncovered by one of the fierce dust storms that howl across the Bone Desert. No-one can tell who he was, what cause he was fighting for, or whether he fought willingly. But his presence attests to the fact that he was a predator before recorded history."







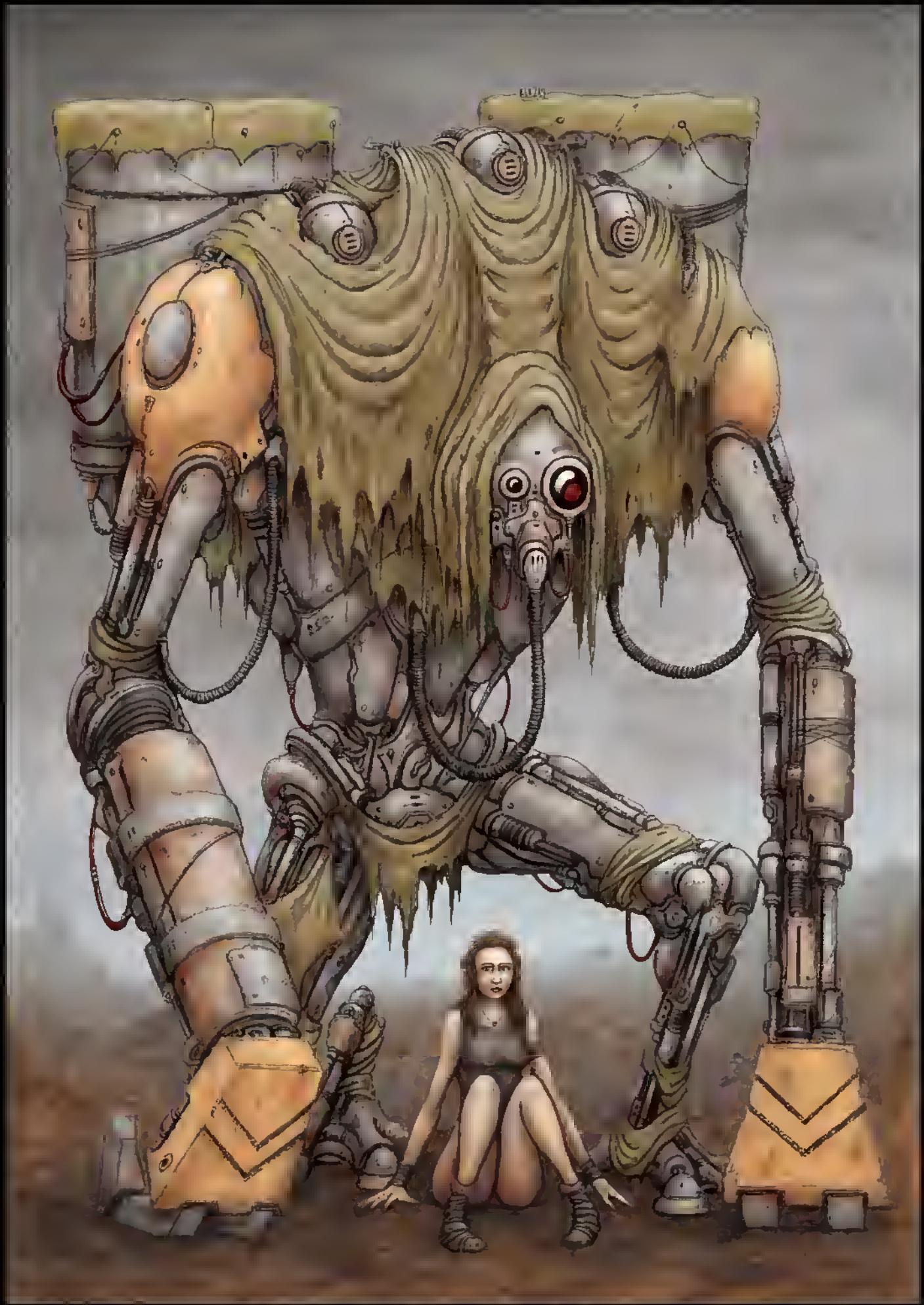


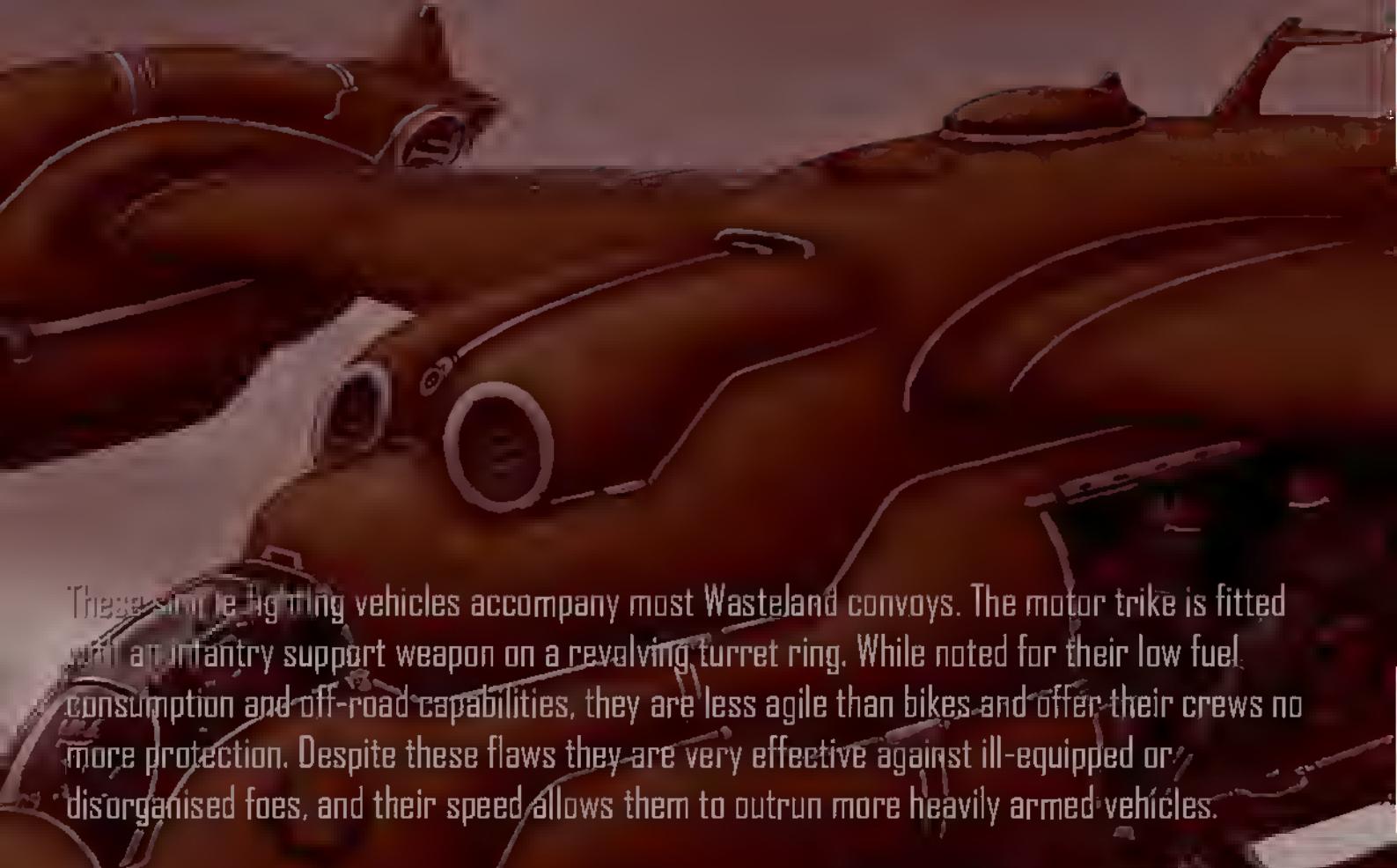


DATASTREAM 30

DATASTREAM 30

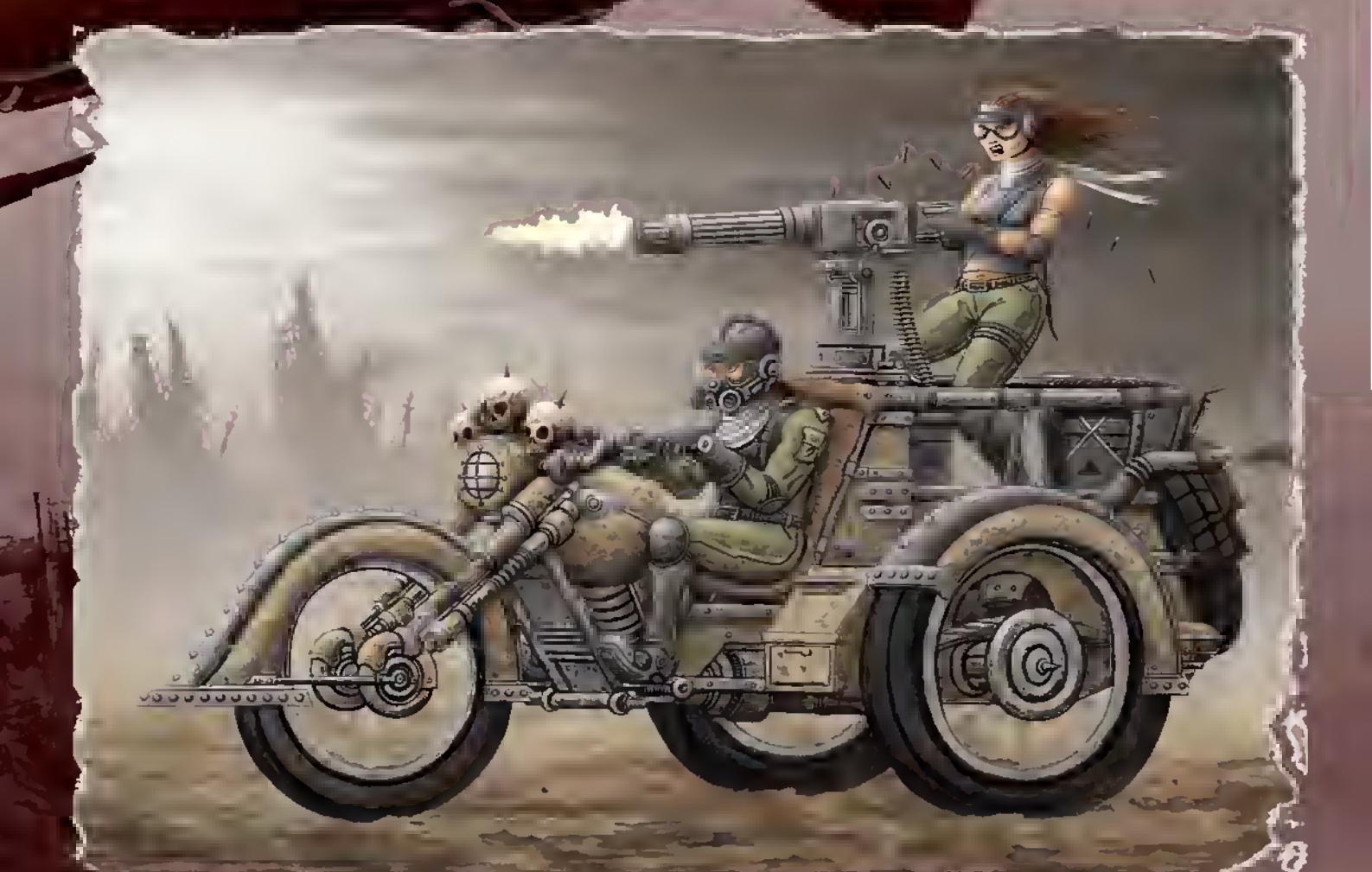






These simple fighting vehicles accompany most Wasteland convoys. The motor trike is fitted with an infantry support weapon on a revolving turret ring. While noted for their low fuel consumption and off-road capabilities, they are less agile than bikes and offer their crews no more protection. Despite these flaws they are very effective against ill-equipped or disorganized foes, and their speed allows them to outrun more heavily armed vehicles.

Troika teams are often used to seize ground ahead of a main force, press home an advantage won by armour and artillery, or cut down fleeing enemies.





RANDOM INPUT



Madi Hudson's fembot is a versatile artwork of old tech mixed with fashion.

"I think of it as a kin to one of the dolls in Blade Runner" says Madi. The Fembot is a

stationary piece however comes with a video screen on its face that reflects your face when you look at it currently on display around Australia.



Did somebody loose a 5 foot giant mechanical ant... no really! Next time please keep your alien robot world domination ant on a leash!

Found in Marrickville Sydney.

AKASAKA - TOKYO AT NIGHT
FROM THE PRINCE TOWER

THE VIDEO ABOVE IS ONE OF MY FAVORITE CYBERPUNK VIDEOS OF ALL TIME 'THE CYBERPUNK ATMOSPHERE'. IF YOU ARE HAVING TROUBLE VIEWING THE VIDEO [CLICK HERE](#) FOR THE ORIGINAL

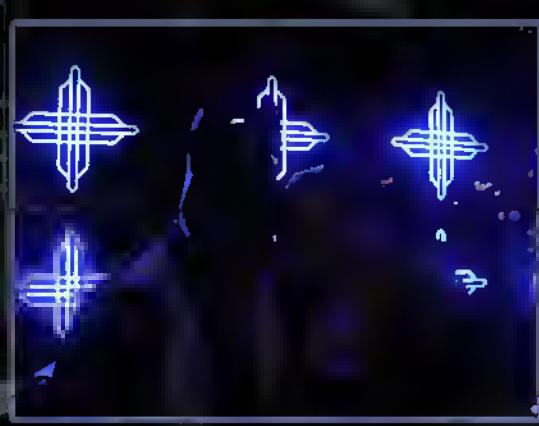
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DATASTREAM 36

ASCENSION MAY 2010



ASCENSION

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Monochrome
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ID required

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An illustration of a woman with short hair, wearing a bikini top and shorts, playing a guitar.

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(left) A Night of Horror (ANOH) creators Dr Dean Bertram and Lisa Mitchell (right) LISA WITH HER FESTIVAL BLOODYGUARDS

ACTRESS AND FESTIVAL DIRECTOR LISA MITCHELL took some time out of the festival to give us an insight into the inner workings of the beast!

As the co-creator of A Night of Horror International Film Festival and the founder of Fantastic Planet International Sci-Fi Film Festival, tell us a little about how you got started.

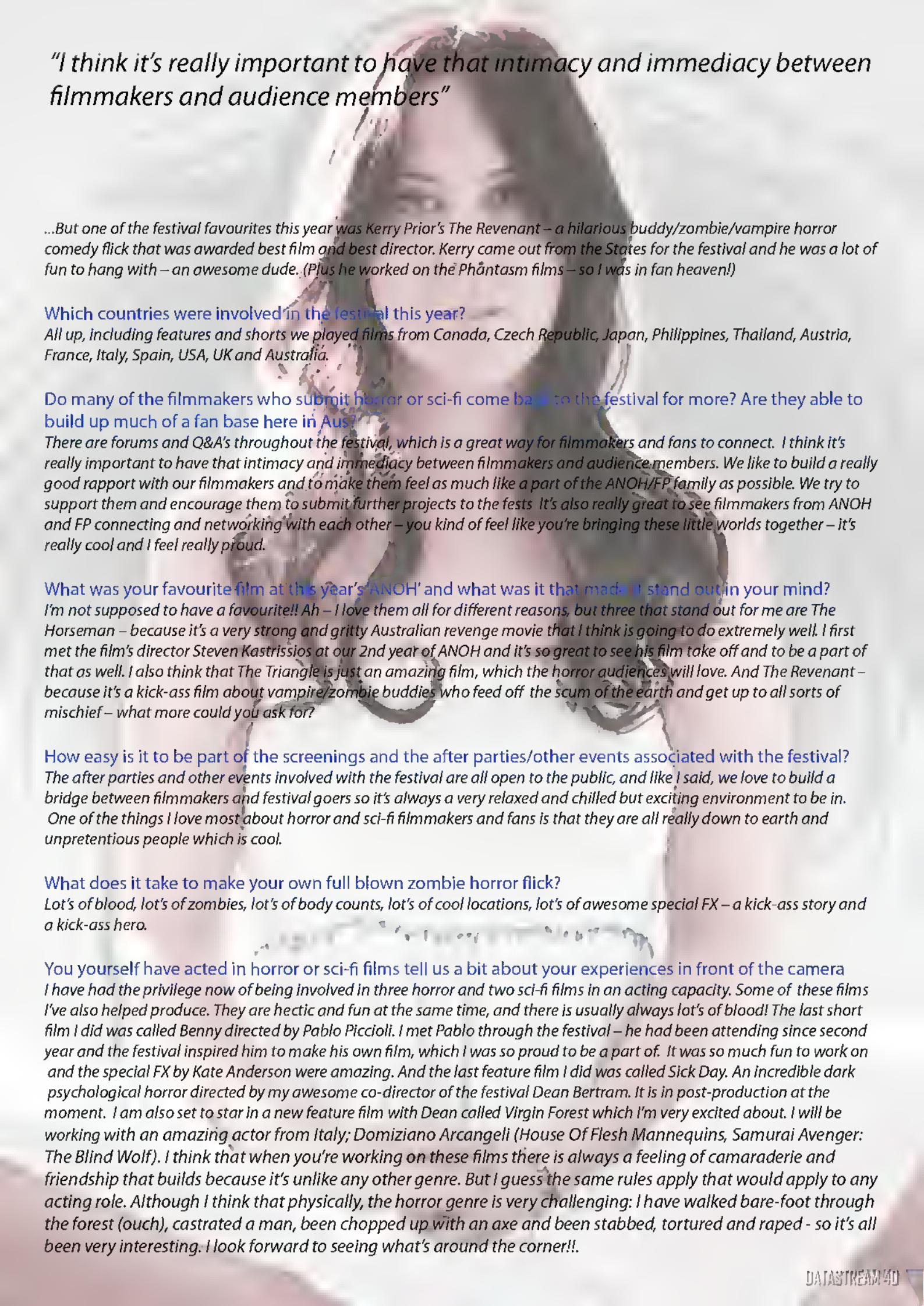
My co-director Dean Bertram and I started A Night of Horror back in 2006. Initially the idea came out there not being any horror festivals in Australia. We made a short horror film and screened it at a number of festivals overseas but we noticed that there were none here. So we thought it would be cool to start our own. We put the word out and A Night of Horror was born. The name "A Night of Horror" arose from thinking the festival would only get a handful of submissions from filmmakers. Little did we know that we'd be inundated with submissions from all around the world – really amazing films – so our festival has now extended to many nights of horror!! And Fantastic Planet: Sydney Science Fiction & Fantasy Film Festival happened because ANOH was starting to receive a lot of sci-fi/ fantasy entries. They were amazing films but they weren't appropriate to play at ANOH and really needed a platform of their own. Once again, believe it or not, there were no sci-fi/fantasy fests in Australia and so we saw a necessity for one. We have accumulated an amazing team over the years: Grant Bertram, Shane K, Jack Sargeant, Dalibor Backovic as well as countless other vannies and people who helped us out.

I'd imagine organising your own international festival is like setting up fashion week? Do you have any horror stories of your own??

Haha... Every festival is intense and tumultuous. There are always dramas behind the scenes – whether it be trying to get a filmmaker's print to the cinema on time, or a film has been sent in the wrong format... there are always issues to tackle, but I think it's all part of the fun. We always manage to pull through in the end amazingly enough. I don't think it would be a horror festival without a few horror stories behind the scenes to keep us on our toes!

You just had A Night of Horror which lasted 9 days! What sort of films showed at the festival this year and are we expecting to see any of these films in mainstream cinema soon?

The festival's line up this year was amazing – our best yet. We try to cater for all horror tastes – so we had some blockbuster films like: The Descent 1&2 (double feature which went down a treat) The Children, The Haunting In Connecticut and The Triangle. We also try to keep as much Aussie content in the fest as we can and were thrilled to be able to screen three Aussie horrors: Damned By Dawn, The Dark Lurking and The Horseman. (Keep your eyes out for The Horseman in May, it is screening at the Chauvel Cinema). And we aim to keep the spirit of Indy horror alive as well with flicks like: House of Flesh Mannequins, The Dawning and Into The Pit: The Shocking Story of Deadpit.com (a documentary about Deadpit Radio – the most awesome horror radio podcast which everyone should listen to!)...



"I think it's really important to have that intimacy and immediacy between filmmakers and audience members"

*...But one of the festival favourites this year was Kerry Prior's *The Revenant* – a hilarious buddy/zombie/vampire horror comedy flick that was awarded best film and best director. Kerry came out from the States for the festival and he was a lot of fun to hang with – an awesome dude. (Plus he worked on the *Phantasm* films – so I was in fan heaven!)*

Which countries were involved in the festival this year?

All up, including features and shorts we played films from Canada, Czech Republic, Japan, Philippines, Thailand, Austria, France, Italy, Spain, USA, UK and Australia.

Do many of the filmmakers who submit horror or sci-fi come back to the festival for more? Are they able to build up much of a fan base here in Aus?

There are forums and Q&A's throughout the festival, which is a great way for filmmakers and fans to connect. I think it's really important to have that intimacy and immediacy between filmmakers and audience members. We like to build a really good rapport with our filmmakers and to make them feel as much like a part of the ANOH/FP family as possible. We try to support them and encourage them to submit further projects to the fests. It's also really great to see filmmakers from ANOH and FP connecting and networking with each other – you kind of feel like you're bringing these little worlds together – it's really cool and I feel really proud.

What was your favourite film at this year's ANOH and what was it that made it stand out in your mind?

*I'm not supposed to have a favourite!! Ah – I love them all for different reasons, but three that stand out for me are *The Horseman* – because it's a very strong and gritty Australian revenge movie that I think is going to do extremely well. I first met the film's director Steven Kastrissios at our 2nd year of ANOH and it's so great to see his film take off and to be a part of that as well. I also think that *The Triangle* is just an amazing film, which the horror audiences will love. And *The Revenant* – because it's a kick-ass film about vampire/zombie buddies who feed off the scum of the earth and get up to all sorts of mischief – what more could you ask for?*

How easy is it to be part of the screenings and the after parties/other events associated with the festival?

The after parties and other events involved with the festival are all open to the public, and like I said, we love to build a bridge between filmmakers and festival goers so it's always a very relaxed and chilled but exciting environment to be in.

One of the things I love most about horror and sci-fi filmmakers and fans is that they are all really down to earth and unpretentious people which is cool.

What does it take to make your own full blown zombie horror flick?

Lot's of blood, lot's of zombies, lot's of body counts, lot's of cool locations, lot's of awesome special FX – a kick-ass story and a kick-ass hero.

You yourself have acted in horror or sci-fi films tell us a bit about your experiences in front of the camera
*I have had the privilege now of being involved in three horror and two sci-fi films in an acting capacity. Some of these films I've also helped produce. They are hectic and fun at the same time, and there is usually always lot's of blood! The last short film I did was called *Benny* directed by Pablo Piccioli. I met Pablo through the festival – he had been attending since second year and the festival inspired him to make his own film, which I was so proud to be a part of. It was so much fun to work on and the special FX by Kate Anderson were amazing. And the last feature film I did was called *Sick Day*. An incredible dark psychological horror directed by my awesome co-director of the festival Dean Bertram. It is in post-production at the moment. I am also set to star in a new feature film with Dean called *Virgin Forest* which I'm very excited about. I will be working with an amazing actor from Italy; Domiziano Arcangeli (*House Of Flesh Mannequins*, *Samurai Avenger: The Blind Wolf*). I think that when you're working on these films there is always a feeling of camaraderie and friendship that builds because it's unlike any other genre. But I guess the same rules apply that would apply to any acting role. Although I think that physically, the horror genre is very challenging: I have walked bare-foot through the forest (ouch), castrated a man, been chopped up with an axe and been stabbed, tortured and raped - so it's all been very interesting. I look forward to seeing what's around the corner!!.*

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www.FANTASTICPLANETFilmFestival.com

CYBERPUNK BOOK AND DVD REVIEWS



NEUROMANCER

3.5



We could not escape starting our book review section without paying homage to Neuromancer; the novel that probably got a lot of us started on the cyberpunk train. Rather than a normal book review I thought I would share my own experiences of when I first read Neuromancer and how it has impacted my life possibly reflecting some of your own experiences.

Although Neuromancer by William Gibson (The father of Cyberpunk) was first published in 1984 (The same year George Orwell predicted we would all be living in a totalitarian regime in some dystopian future), I first read this novel in 1999. Now before you start calling me a noob, prior to my first reading I was had consumed a lot of other literature and had become a net savvy html developer by 1994 as well as becoming quite the nerd gamer, playing till all hours of the night.

In 1999 in my city of Sydney, the movie "The Matrix" was being filmed down the road, I had a mad crush on this Goth Lolita chick who would routinely kick my ass in Half Life at the local internet cafe (when internet cafes had coffee machines). I was working for a major web development company, peddling my wares like Lenny from the movie Strange Days. All of which would inevitably lead me to my discovery of Neuromancer.

So one day I picked up Neuromancer in the bookstore that was attached to the internet cafe and began to learn about the world I was already so much a part of. The story about a computer cowboy left broke from spending too much "New Yen" in Tokyo on nerve splicing and microblonics completely reflected my story (though admittedly I didn't suffer from nerve damage >_<). "Case" starts off in a bar in Tokyo listening to some Aussie guy mouthing off (something I thought was pretty cool – coming back to the fact that I am an Aussie). "Case" is basically a neuro hacker who is down on his luck, at least until he meets up with the very sexually liberated "Molly" and his new employer "Armitage", who take him on a whirlwind tour of the virtual, destroying real lives in cyberspace and earning him more New Yen than he has ever seen. Travelling in Tokyo, you can see the futuristic bars in Ginza, the westernisation of Roppongi Hills and the clubs of Shibuya where Gibson was headed with his stories and lot of Gibson's predictions about Tokyo have come true in recent years. It is truly an awesome experience to step out of the book and into the reality that is Tokyo today. If you don't have a copy, buy it and take Neuromancer with you on your next visit to Tokyo, try to see it as an imaginary guide to the Tokyo of the future. This is a great book for understanding modern cyber culture and is still hailed as one of the greatest literary triumphs of the 20th century. You are not a cyberpunk until you've read Neuromancer (and maybe not after but you get my point)!!!

THE VIRTUAL REALITIES TRILOGY is an impressive exploration of the virtual world which took five years to fit into one volume.

Andy Tremain has a terrifying ability. Using virtual reality, he can create monsters from his unconscious mind. And he's obsessed with dinosaurs.

A psychiatrist in the United States promises a cure but when Andy and his brother and sister realise they are prisoners rather than guests in Dr Kephan's luxurious desert complex, Andy's dream becomes a nightmare. When his powers change and reality itself begins to shift and tear, Andy is so dangerous that society clearly cannot afford to let him live.

BOOK 1 - VIRTUAL REALITIES, BOOK 2 - CYBERSAUR, BOOK 3 - WORLDWARP



If William Gibson is the father of cyberpunk then Chris Cunningham is the bastard child! Spewing forth visions of Japanese mental asylums to robotic lesbian lovers, Chris has created music video clips for some of the biggest musicians including Bjork, Madonna, Portishead, Leftfield and Aphex Twin. All in all its pretty fucked up what when this director gets into super imposing his head onto nearly everybody.



What impresses me the most are the risks that Chris seems to take with each video, delving deeper into the dark pit of humanity until finally there is no humanity left just a robot trying its best to feel like a human.

This compilation of Chris Cunningham's work could serve as a compilation of the different takes on cyberpunk. The visual styles, even from his early works, are just phenomenal.

A must have for any cyberpunk collection.



The first game we shall review in Machete Girl is probably one of the more unique, not to mention one of the cheapest games we can possibly find, the game is of course Mirror's Edge.

Released in November 2008 by EA, Mirror's Edge places you in the shoes of the city runner "Faith" who's purpose is to run across the roof tops of a futuristic utopian city that is controlled by a militant force, the UFC. The role of a runner is to transport information from one contact to another navigating the hostile and fascist world as quickly as possible. Faith, the main character, is put in a situation where she needs to save her sister, who has been framed for killing a city mayor candidate whose ideals were to clean up the city from its various forms of corruption.

Your role is to be in Faith's shoes (stylish toe shoes to be exact), to free run first person through the roof tops of the utopian city in order to save Faith's sister from her execution. While in first person the player experiences what the world would be like through Faith's eyes all the while accompanying her on her emotional journey. This includes the emotive and visual experience of the realistic movement of Faith's limbs fully interacting with the surrounding world with the ability to climb, jump and slide over most objects and even the ability to fall to a fast, blurry, windy death several stories below (One of the coolest features of the game!...)

The ever expansive environment gives merit to the developers and is another wonderful feature of the game along with the release of the single "Still Alive" and its various mixes performed by Swedish singer Lisa Miskovsky. Not many games come with a song release, and it is very rare for it to be so successful. The only games I can think of that have done that as of late has been Portal (developed by Valve Corporation in 2007) with release of the song coincidentally named "Still Alive" (written by Jonathan Coulton and sung by Ellen McLain) and Left 4 Dead 2 (developed by Valve Corporation in 2009) with "Re: Your Brains" (written and performed by Jonathan Coulton).

The wide, expansive and dynamic worlds that you will encounter in Mirror's Edge are very impressive. With worlds ranging from building rooftops, more building roof tops, roof top of a high sky scraper to the top of a shopping mall, on the top of a train and even on a cargo ship! One may say that you stay on top of things pretty easily (Bah had to say it)...

But the negative side to having a wide and open utopian world of roof tops is that it is often so bright you can't see. There are quite a few moments in the game where developers have, in my eyes, over used the bloom effect to light up the world so much that you often have trouble seeing specific obstacles such as low walls.

Mirror's Edge as a game itself is unique. There is a negative side to having a wide and open utopian world of roof tops and it is that it is often so bright you can't see. There are quite a few moments in the game where developers have, in my eyes, over used the bloom effect to light up the world so much that you often have trouble seeing specific obstacles such as low walls. good constant game play that keeps you playing as well as impressive graphics that have stepped over boundaries that many games have not before.

The best action that you can achieve out of this game is to build up speed and momentum to pull off agile manoeuvres that have never been achieved by a first person game before. This game contains so many possible melee combat and free run combinations that you can approach almost any obstacle differently each time and achieve consistently different outcomes. Where Mirror's Edge really differs from other first person shooter games is that Mirror's Edge does not directly endorse the use of guns and weaponry, on the contrary Mirror's Edge encourages you to run and avoid trouble through the use of agility and speed...probably why they call them runners.

That Mirror's Edge is impressive on its technical side is beyond contention; however there is obvious room for improvement, the best I can equate it to is going out on a date with a head-over-heels gorgeous woman, only to find that she has a 10 o'clock curfew. By this I mean there are a few holes in this game which require, ahem, filling.

One of the major marks of improvement required is in the plot's backstory. It's never really revealed why the city has become so corrupt or why the government chose to frame Faith's sister rather than Faith or any other runners. The story line itself does not run smoothly, due to the open nature of the world there is never a clear or decent explanation where to go next. The story just runs on tangents, jumping from one section of the plot to another, chasing after something that is completely useless to get you where you want to go. Faith just has to follow through on so many unnecessary steps just to save her sister all the while trying to expose this government plan to take down the runners of the city.

Another highly annoying factor to Mirror's Edge is the repetitiveness of sections due to the lack of save points. Completing a particularly tricky section of the game perfectly first time around can be difficult. No matter how good of a gamer you may be, players are bound to make mistakes. For example during the section of the game where you are required to fight an assassin in order to complete the section. The problem with this game is that if you happen to fail or die in any section regardless of its proximity to the end of said section you will need to start again from the beginning. Now this you can cope with but just say you can't figure a section out or keep on getting killed no one likes that and this has always been a pet peeve for serious gamers. Repetitiveness also links back to the poor story line. Even though this game is about running across building roof tops the story line goes from a decent plot line to what seems like puzzles, obstacles that you need to navigate correctly to get to where you want to go.

All in all I would like to say that I did enjoy playing Mirror's Edge despite the issues I found with the game. It is one of those games that I could play once and once only just so I could get the experience of playing such an original game. This game with its unique game play, music and art work to  speaks one word:



Cyberpunk.

- DeKiller

Story Line: 5/10
Game Play 9/10
Graphics 8/10
Controls 7/10
Cyber Punk: 10/10
Overall: 7.8/10



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- Slydog (Red)



THINK GEEK (www.thinkgeek.com)

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- Http panties (Black and White)
- Spazzstick Lip Balm Mint
- Japanese Pill Towels
- Nippon Fusion Watch (Ladies)



FAUXMACEUTICALS (www.fauxmaceuticals.com)

- NIES Placebo
- Personality Implant
- Guilt-eze
- RUP4SX

Additional info can be found at: www.machetegirl.com/comp.html



This competition is not open to Machetegirl staff or any offspring produced by said staff if however a robot representing a machetequeen is created it may be considered for a doggie biscuit award and may be subject to repeated torture. In other words the terms of this comp are subject to change to be determined by the editor of this magazine.

It seems somewhat of a distant memory to me not having technology woven into my shirt, allowing me to control my iPod from my lapel or having to dream of the day where the technology would be available so that I could control my computer with my brain.

Every day new wearable tech seems to be coming out of its shallow origins in Sci-Fi and moving into the real world applications. Some of the more notable pieces of technology that have been developed here in Australia with wear tech are available from Urban Tool. Supplied to the Emotiv EPOC that allows you to control your FPS with your cognitive, expressive and emotive actions.

It's hard for me to walk downtown Osaka without my Bluetooth headset and solar powered jacket recharging my battered mobile device with my favourite mp3's. Even harder to imagine is not being able to access my computer remotely from see through widescreen computer glasses.



O.K. we are not there with the glasses just yet but the technology is being developed and in my opinion it cannot get into the confines of that hard to open plastic barrier, sitting on the shelf at the local 1000 yen shop, fast enough.

The thing that bothers me the most is that when the technology is so free to use what the hell are we going to do with it? Not all of us are going to be hacking the planet on the run. Most kids will probably just listen to their favourite bands watching their latest interview in their 3D screen glasses while chatting to friends and ignoring their homework that they programmed the Robot dog to eat.

To me that seems pretty lame.

The fact is that most technology including wear tech is economically driven. If the kids want it we'll make it. Not to mention all the apps that flood the market with each new emerging technology.

Now movies have taught us that wear tech can be dangerous, giving us insight to the dangers of spending too much time in the virtual world with your full face prosthetic feeding your online lust for power and world domination. Or being one step ahead of the authorities by being autonomous within the mobile computer framework is bad because you will be opening up the possibility of a virus infecting your system.

Scare tactics to stop us from inventing the technology ourselves and becoming rich off it..

The reality is that wearable technology is still in its infant stages and there is plenty of opportunity yet to abuse the next emerging technology so dont be afraid be a genius invent the wear tech of the future so i can live out my fantasies of world domination!



PM3 jacket



Image from Ghost in the Shell



WHAT ARE YOU WAITING FOR!!!

THE BEST HOAX FILM I'VE SEEN SINCE THE BLAIR WITCH

Machete Girl

THERE ARE FOUR KINDS
OF ALIEN ENCOUNTERS.

THE FOURTH KIND
IS ABDUCTION.



THE FOURTH KIND

BASED ON THE ACTUAL CASE STUDIES.



CYBERWEB

There are billions of websites. So we narrowed them down to a few that might interest our cyberpunk audience out there (please note these website are subject to change and are not sponsored links enter at your own risk).

<http://www.2advanced.com/>

2Advanced is a site I have been watching for a very long time since 1999. This is flash dev at its best. The dynamic interface is exactly how the web should be!

The company itself develops other websites and naturally they attract big business.

I also once spoke to the guys and they seem very down to earth an awesome site to watch for progress or to draw inspiration from.

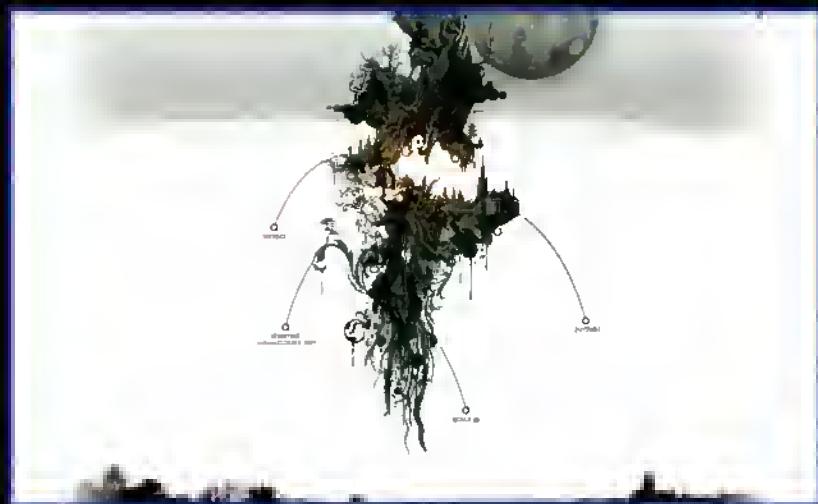


<http://www.williamgibsonbooks.com/>

The official William Gibson Website

If you are a fan of Macross then this is the site for you. You can browse all other official websites related to Macross from here and the sites themselves are fairly dynamic. They are mostly in Japanese but you can use google translate to help navigate your way around.

If you don't know much about Macross or Robotech (English Ver) Then visit our fan site for more info.



<http://www.williamgibsonbooks.com/>

The official William Gibson Website

You might be able to tell that we are pretty big fans of Willy's works. There nothing very special about this site apart from the fact you can order his work direct from the site.

William Gibson is hailed as the modern day father of cyberculture. He predicted that by this time we would all be using avatars in an online environment to communicate and pretty much do everything we do in RL (Real Life for the newbs).

He wasn't to far off the mark!



<http://www.idapictures.com>

IDA PICTURES

These guys work on a lot of commercials and computer games and work with a lot of dystopian themes. So a big portion of their work is in the cyberpunk realm.

Be sure to check out their kick ass showreel and navigate the site its at least 10 minutes of distraction time.

If you have any sites you want to suggest please contact us from our feedback section of the site and you may win prizes if your suggested site is in the next issue.

GERARD BUTLER



GAMER

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