

Need a wide, open space where you can make lots of noise, invite all your mates round and blow them up? Then try Outer Space...



# HOMEWORLD



▲ Everything's initially quiet, providing valuable time to plan strategies before...  
... the void erupts in a blaze of lasers.



**In space, as they say, no one can hear you scream. Which is a shame in Homeworld's case, because this is one game that'll make you scream with joy.**

Before yelping with shock as the computer blows up your home planet, cooling with pleasure at the enormous battleships placed in your vengeful mitts and finally making a strange, gurgling, drooling sound the first time a giant space battle lets rip.

## GRAPHICS

Let's get straight to the point. *Homeworld's* graphics cock their leg against every other strategy game that's ever appeared on the PC. In comparison, all other games should place bags over their monitors whenever they go out in public. *Homeworld* makes them look ugly. Granted, great graphics don't make a good game but they don't half help. Luckily,

*Homeworld's* a great real-time strategy game anyway, but the visuals take you to another planet. When two giant space fleets clash it's hard not to just stand back and watch the pyrotechnics.

Thunderous battleships and destroyers manoeuvre across the void stabbing at each other with huge beams of hot laser death. Swarming around them are clouds of tiny fighters that attack in waves. Dwarfed by the huge dreadnoughts they weave in and out of their big cousins and disappear in puffs of hot gas and fire as they're hit. Some are only wounded and spin out of control, while the survivors regroup and prepare for another attack run against the enemy. It's an absolutely spectacular sight that has to be seen to be believed.

## DIMENSIONAL

Best of all though the whole game is played in real 3D. And because you're in space you're not limited by ground, sky, or the edge of the

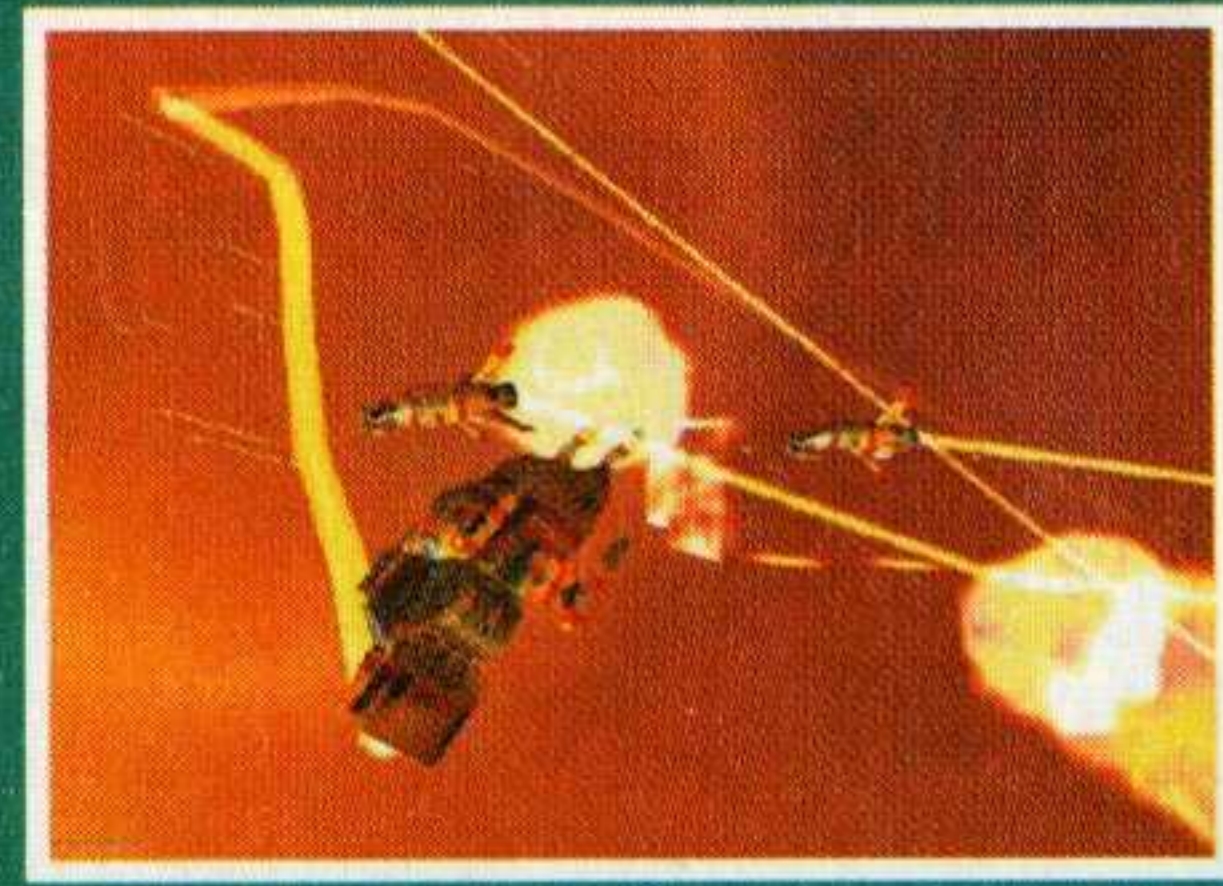


▲ There's nothing as satisfying as flying through deep space in tight formation.

world you've got complete freedom to attack the enemy from all sides. Which means you can be as cunning as you like when it comes to gunning down your foe. You can appear behind him, above, below, or all angles at once if you really want to make him weep. Of course, moving in 3D space is harder than it sounds and thinking in the extra dimension takes some getting used to. But it's well worth it to see the majestic sight of your battle armada hovering right over the enemy and then to watch the

## KABOOOOOOOOOOOM!

Space battles may lack pretty things like trees, hills, twittering birds and that sort of thing, but they do have one big compensation – explosions. Dirty, great, huge ones that send rippling shockwaves across the screen and tickle the best graphics out of your 3D card.



▲ "Watch out you've got one on your tail man." "Where?" Fzzzap! BOOOM! "Oh. Forget I said anything."

▶ For safety, tape your chin to your top lip to prevent your jaw hitting the floor.



◀ Now look. This is just getting silly. The order is "Every man for himself!"

▼ The flying saucer is spacious, economical and burns like a real log fire.

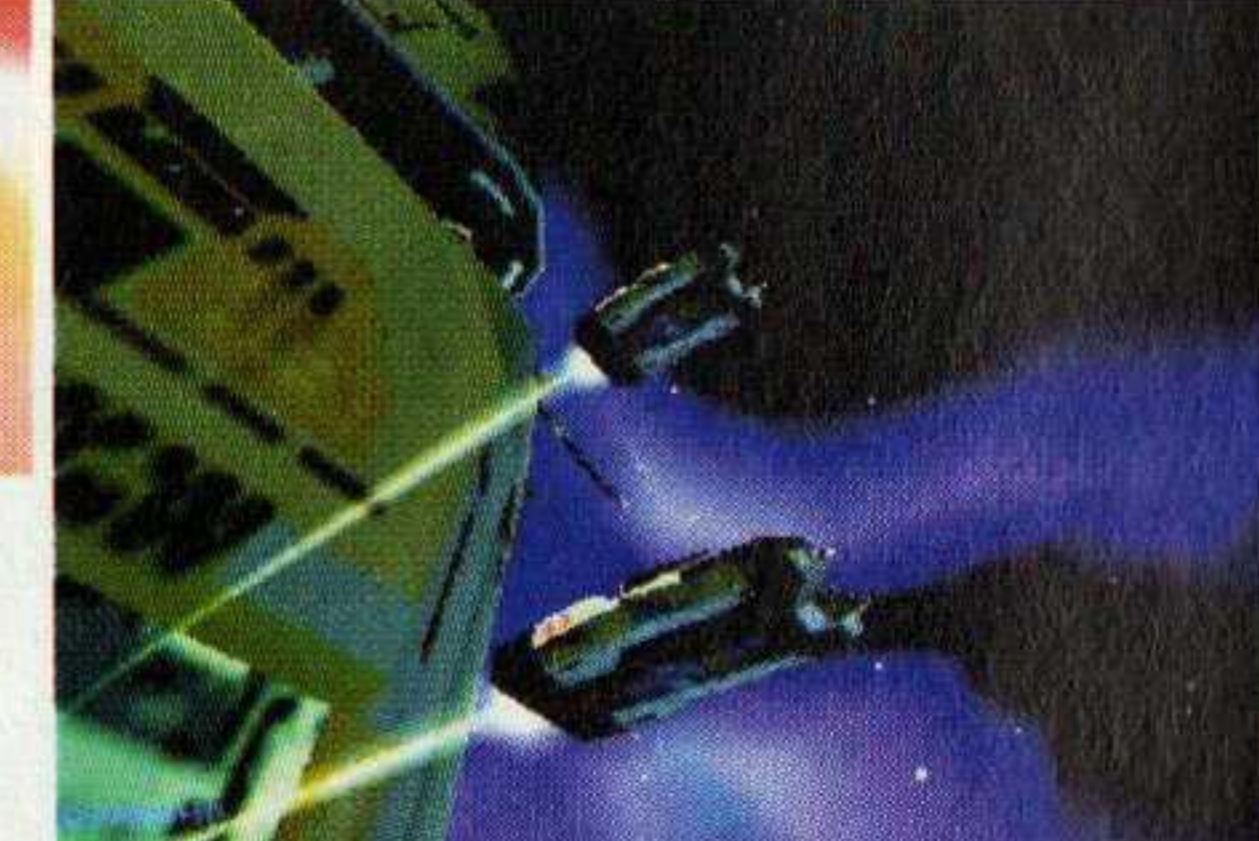


▲ Damn! How did they spot our camouflage scheme?



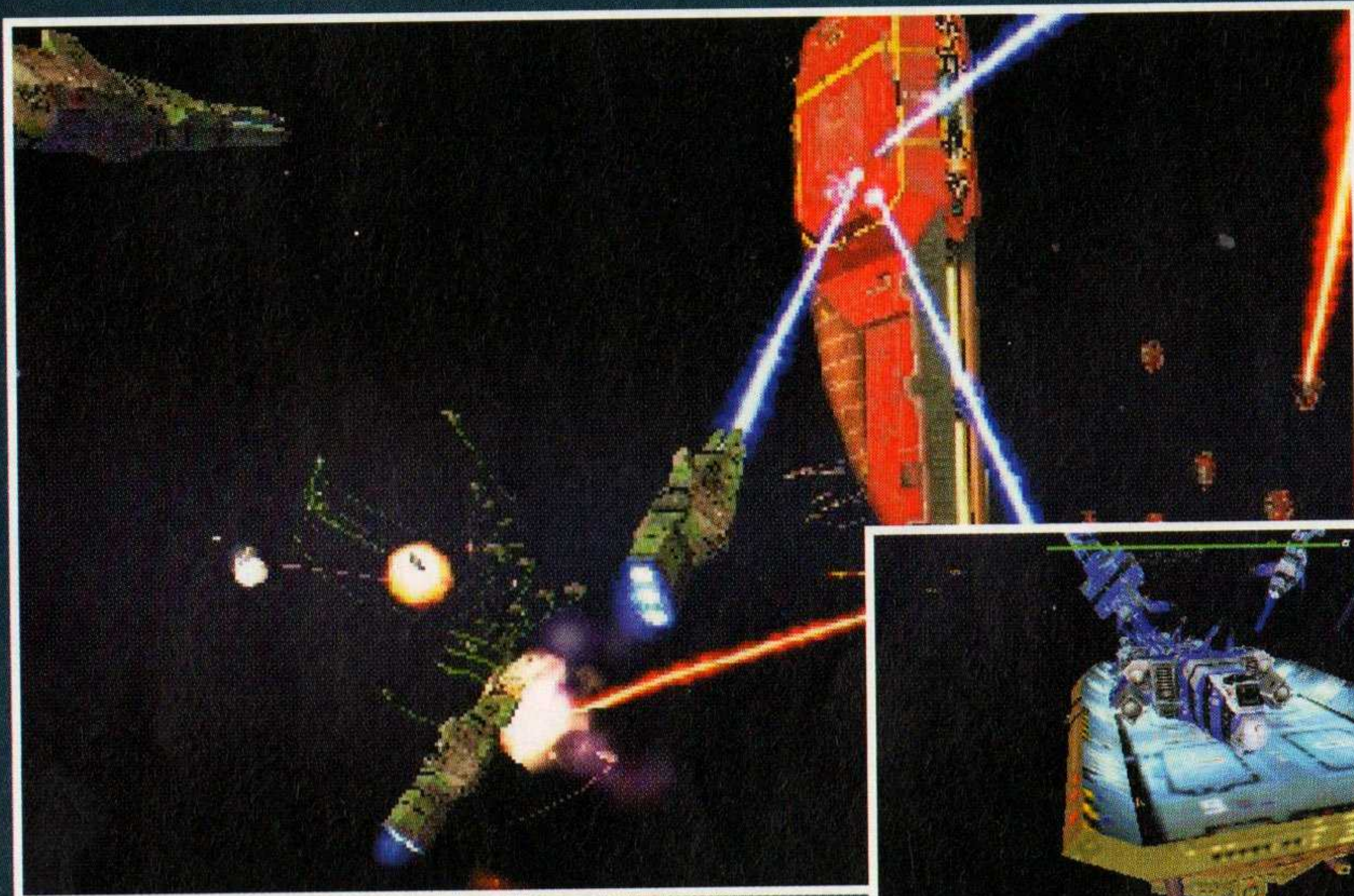
▲ Motherships spit out hords of vicious fighters like a wasps nest...

▼ ... and then they normally run straight into laser-death aggro like this.

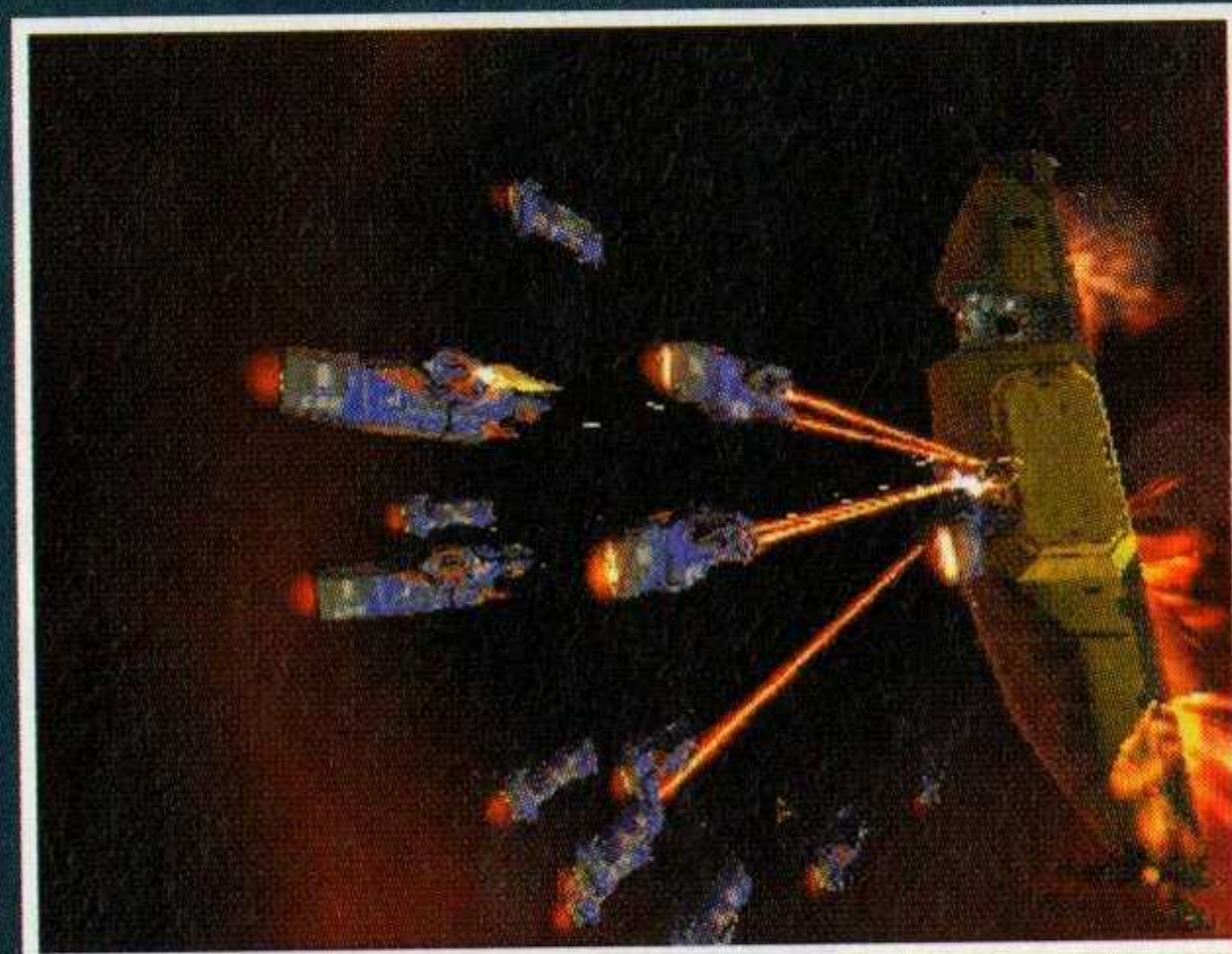


## 2 MOTHER BLOWS BEST!

The biggest ship in the whole game is the mother ship. She's one swollen mama of a vessel that creates all the other ships. Lose mum and you lose the game.



▲ That's no way to treat a lady! The green fleet show mother no respect and launch some serious firepower at her. Go and beat 'em up.



▲ But Homeworld's also a caring game. Here little ships snuggle up to their parent vessel for comfort.



◀ A quick bit of laser surgery will soon change the face of this ugly mother.

pandemonium as you decloak your ships and open fire.

Course *Homeworld's* most fun when you're kicking your best mate all over outer space via the Internet but the single-player game is most excellent too. As in any real-time strategy game, you build your fleet by harvesting resources (in this case your space hoovers suck up asteroids), and then decide which ships you want to spend your money on.

Cosmic bullies will tend to build the biggest planet bruisers they can find – packing pant-filling firepower. But that won't work

unless they come up with a plan to deal with psychos who churn out hundreds of kamikaze fighter-bombers that are too agile for the battleships to shoot down.

Meanwhile clever clogs can play it canny – using cloaking vessels to disguise their moves and gravity wells to paralyse smaller ships. Exploring the different technologies and strategies will keep you going for ages. And while you're doing that the story (your *Homeworld* has been destroyed so you've got to find a new one) keeps you playing through the missions as

unexpected threats and strange alien races pop up.

## FRONTIERS

If the endless queue of *C&C* clones has been getting you down lately, then you should give *Homeworld* a try. It still feels like real-time strategy but the space setting knocks the genre into an entirely new orbit.



▲ Zoom out miles and it looks like a battle between laser armed midgies...



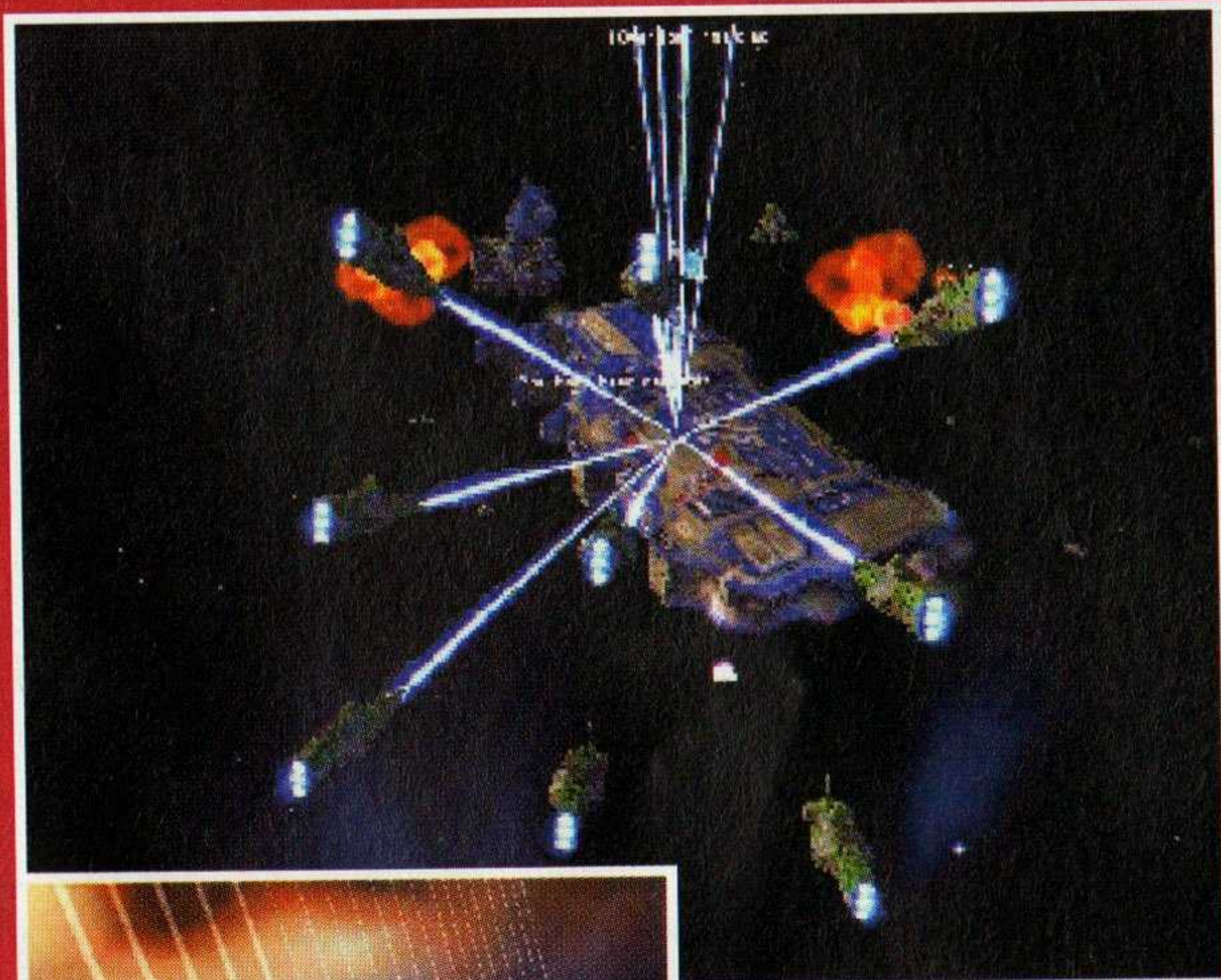
▲ Chris Foss is a definite influence here.



▲ ... then nip up close for the fireworks.

## 3 CUE THE SLAUGHTER!

Of course it's always good to have a plan of attack and this is where the squadron formations come in handy. A quick tap of a hot key makes your ships form up in pretty patterns that increase their fire-power and let them help each other out.



▲ The Wall formation lets your big cruisers and destroyers concentrate their fire to pant-wetting effect.

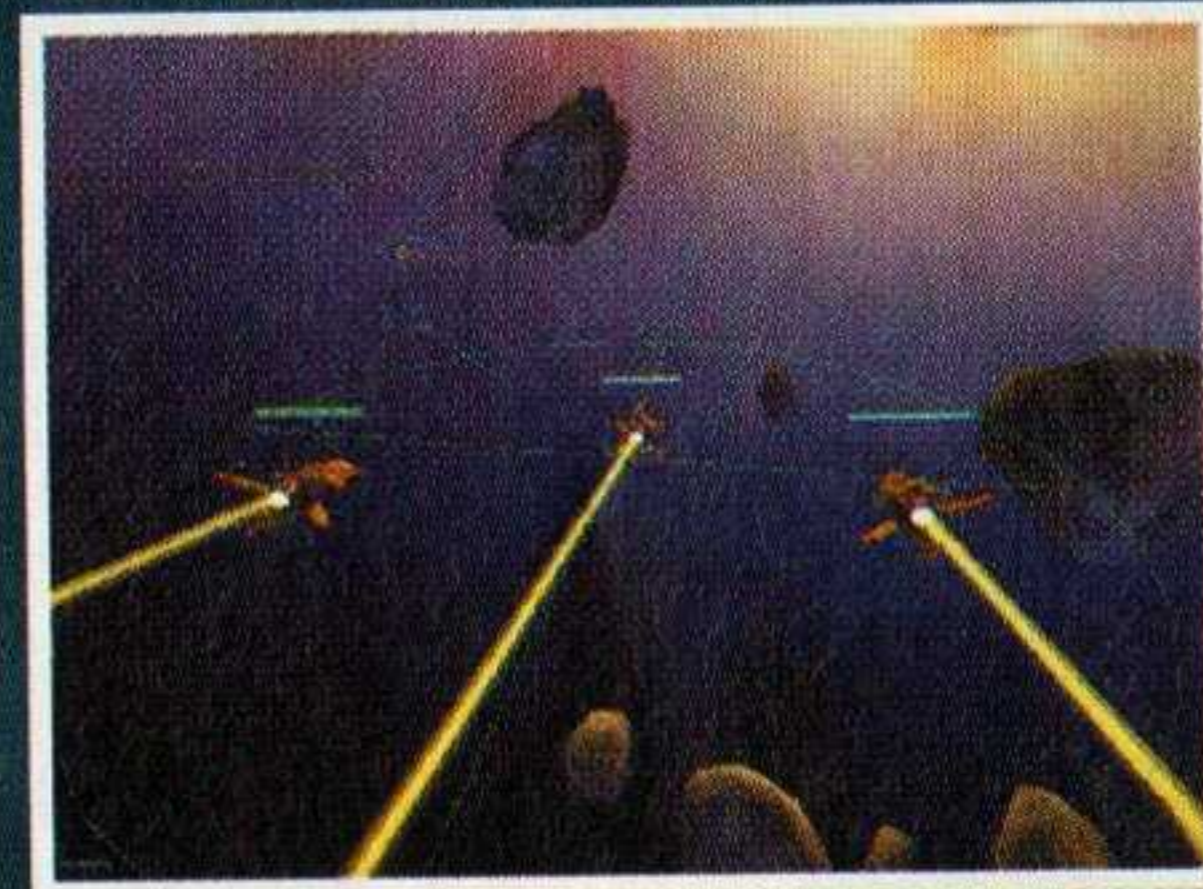
◀ The Delta formation is like a giant arrow head that lets your fighters punch straight through the enemy.

## 4 LOST IN SPACE!

Space. It's big, dark and it's easier to get lost in than an infinite supermarket filled with identical cans of beans.



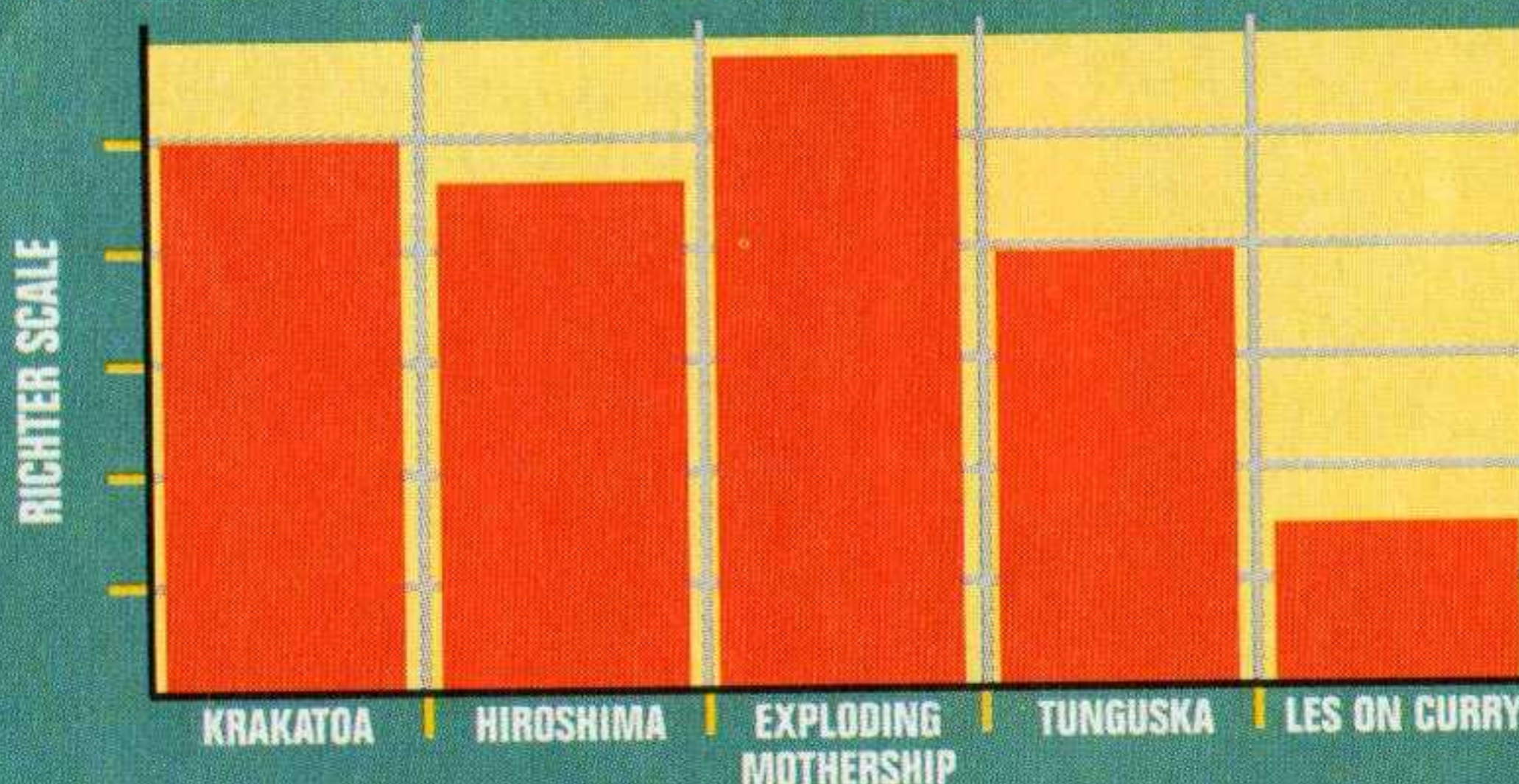
▲ Need to go somewhere fast? Then pull up the scanner and hyperspace there.



▲ This green navigational disc is known as the pizza dish (the pineapple's optional).

## BATTLE OF THE BANGS...

Which are the loudest explosions ever heard on Earth? Our in-house seismologist compares the best...



“THUNDEROUS BATTLESHIPS AND MASSIVE DESTROYERS MANOEUVRE ACROSS THE VOID STABBING AT EACH OTHER WITH HOT LASERS.”

## JUDGEMENT

### PRESENTATION

The best graphics ever seen in a strategy game, drink plenty of water so you can drool.

### GAMEPLAY

Beautiful, intelligent and difficult to pick up, but stick with it and you'll receive great rewards.

### LIFESPAN

If you love space, space battles and *Star Wars* then you'll love this celestial phenomenon.

### THE BEST BIT

Spectacular 3D battles that you'll never forget being in the middle of. It's like watching a film.



### THE WORST BIT

It can be hard to control an entire fleet able to travel in every direction imaginable. Stick with it.



It's cosmic. Great graphics, gorgeous battles, tricky tactics, *Homeworld's* got the lot. Different enough from *C&C* to feel fresh.

# 91%

If you like this... Then try *Command & Conquer: Tiberian Sun*. A simpler strategy game with tanks and on Earth.