

PO'ed, by Any Channel1 Player, 3DO version. The 3DO system is the ultimate console system for 3D virtual world immersion. I've been saying it for some time now, and every time I do, a new title comes along to prove me right. Continuing this trend is upstart company, Any Channel, who has combined the intense, first person, adrenaline pumping action of Doom with the wonder, spectacle, and awe-inducing perspective of free flight. And believe me when I tell you, the results are simply incredible. Pushing the 3DO into its 3rd generation glory, PO'ed is a first person shooter lover's dream come true. It's intensely hard, fast, violent, and can induce vertigo.* *I've been keeping up with the game for about a year now, and even in its early stages (The 3DO Company has had several early levels on its sampler disks for quite some time now) I knew it was going to be a genre killing game. And now that the game is finally finished, PO'ed does not disappoint. Doom has the momentum, atmosphere, and great concept of wiping out the hordes of hell, and has always been an involving, immersive gaming experience. But, when PO'ed and Doom are side by side on the 3DO rack choosing between them isn't going to be an easy decision.* *I love Doom, but PO'ed one-ups it in at least one very important way--PO'ed's scoping levels, and freedom of movement granted to explore them allows for viewpoints, fire fights, and mobility that is virtually undreamed of in any other first person shooter available today. Also, the fact that many of the levels are actively connected, and allow access (though limited) to each other adds to the overall continuity of the game.* *PO'ed's plot is threadbare but effective. You are the only actively surviving member of the crew of the USS Pompous, a space marine vessel that finds itself overrun by vicious aliens and stranded in a huge city-like space construct. The marine squad has been annihilated, and the ship needs to be repaired before you can escape. The aliens have taken hostages for their own purposes, and only you have the means and ability to stop them. You being the ship's cook, initially armed with only your trusty frying pan.* *Much of PO'ed was done in an over the top, humorous way--from the plotline to the gratuitous amount of blood (how about that powerdrill?), and obnoxious alien creatures. And the mix of truly intense, even frightening action, and absurd, comedic touches works exceptionally. PO'ed is a prime example of an overused concept (as in, "the Doomer") done in a way that makes it seem fresh and exceedingly entertaining--so much so that the game, despite its very derivative roots, doesn't feel tired, overused, or even all that derivative. Just look past the 3DO rack to the hordes of PC and 16 bit titles that continually copy one another, and you can see just what a feat of

design and execution that really is.* *Control is excellent. PO'ed supports the flightstick and, as usual, control is even more convenient, and involving (looking around is much easier, which could very well save your life during the game). There are a great deal of controls to utilize in PO'ed, and the control layout is quite comprehensive--much more so than most Doomers. The reason for the more complex controls is due to the fact that PO'ed not only gives you a jetpack (it's not hard to find early on in the game), but plenty of reason to use it. PO'ed contains towering skyscrapers, gaping pits, sprawling catwalks and all manner of other scenery--including the claustrophobic tunnels that gave Doom so much of its intense atmosphere, and exquisite textures ranging from crystalline-style environments and marble floors to archaic mechanical structures and high tech computerized levels.* *There are stairs, elevators, teleporters, gaping drop-offs, ramps, ladders, radioactive pits, all in a complete 3D environment where enemies can attack you from all manner of perches and angles. There are even flying enemies that can swoop and soar through the wide open environments. Containing sixteen vastly different, and intriguing alien opponents, all with varying levels of artificial intelligence, PO'ed is never boring, and seldom even quiet.* *There are a total of ten weapons that can be discovered, and they range from your initial frying pan to cleavers, lasers, power drills, flamers, and even the missile cam launcher that lets you guide the missile to its target. And there's not a one of them that isn't fun to use. You can fight on foot, or have aerial dogfights, thus allowing you to weave around shots, duck to a lower level, and blast upwards to nail an enemy with both surprise and fire power.* *On foot, PO'ed allows you to run and jump from platform to platform, almost making the game feel like a sort of ultra-violent, 1st person platformer (similarly to the Playstation game, Jumping Flash, which is decidedly very non-violent). You aim both manually and with the help of the game's auto aiming (which varies in effectiveness depending upon the chosen difficulty level). Try to point your weapon as close to the opponent as possible, and the computer will compensate for the creature's depth and height level.* *Graphically, PO'ed is, as mentioned, very diverse and extremely attractive. The game does suffer from a lack of close range detail (with blocky pixilation). Unfortunately, this flaw seems to be the bane of 32 bit games, and is as readily apparent on the Playstation as the 3DO. The walls in PO'ed, especially noticeable when turning a corner, are very two dimensional as well. PO'ed's worst flaw is easily the warping of its texture map walls when you get up close to them, however, and this effect (which looks as if the wall

