

EARLY REVIEWS

WorthPlaying.com

<http://www.worthplaying.com/article.php?sid=44626&mode=thread&order=0>

Scored the game an 8.6 / 10 and liked the AGEIA Island level. Yes, there are some so-so comments on the use of physics in the level, but it's largely positive...

"It will make you look at your card in a whole new, rose-colored light. "

"Those equipped with an Ageia PhysX card will enjoy some of the most impressive and convincing explosions ever seen in a video game. Detonating a pack of C4 on a fuel tank will cause it to blast high into the sky in a blaze of smoldering metal, billowing smoke, and realistic heat distortion, often permeated with smashed planks of wood and other debris if structures were nearby at the time you hit the button.

"There is a special bonus level for owners of PhysX cards, shamelessly named "Ageia Island," that makes full use of the hardware acceleration the card provides. (Note: a \$20 coupon for the PhysX card is included with the game.) In this level, virtually everything you see is destructible. Wooden fences can be shot apart, plank by plank, and supporting structures can be destroyed, causing buildings to collapse, killing anyone standing underneath. Shoot a single bullet through a piece of tent fabric or camouflage netting to make a small hole suitable for sniping. Put a few bullets into the trunk of a palm tree and take delight as it breaks in half and collapses upon its unsuspecting victim."

"I was also impressed with the PhysX-enhanced dust, foliage and fabric"

PC Format

87% 1 Page review (GRAW 1 scored 80%)

*"A worthy addition to any tactical shooters to any tactical shooter fan's collection"
"The graphics smoulder... and the physics are so good, you can play football with the tumbleweed"*

Gamestar [Germany] Early Review *without AGEIA Island yet*

Score: 82/100

http://www.gamestar.de/magazin/test/action/ghost_recon_advanced_warfighter_2/1472121/ghost_recon_advanced_warfighter_2_p_wertung.html

<http://www.gamestar.de/aktuell/boxenstopp/>

Posted a video in which they call out "cool PhysX effects in the standard levels". The reviewer essentially says, the physics effects are very good. They didn't yet test AGEIA Island, so we're pushing them to take it further.

Was für eine Hetzerei: Kaum hat das Ghost-Team im Vorgängerspiel den amerikanischen Präsidenten befreit, geht es mit der Rettung der US-Bevölkerung weiter.

Für den Soldaten Scott Mitchell gibt es keine Pausen! Denn Mitchell ist Captain der besten Mini-Spezialeinheit, die das amerikanische Militär für knifflige Einsätze in der Hinterhand hat. Exakt 24 Stunden nachdem er und seine Mannen den US-Präsidenten vor einem durchgeknallten Putschisten gerettet haben, geht es wieder los: Nahe der amerikanisch-mexikanischen Grenze, in der Stadt Juarez (die es wirklich gibt), sind zwei Atombomben



Ghost Recon Advanced Warfighter 2

GRAW2 Community early user comments . . .

"After much love and some help from this fine community I was able to play the much awaited Ageia Island last night. It's really cool! I found it to be a great long distance / sniper map... a little CQB work as well. Nicely done GRiN!"

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"I'm not sure why all the missions aren't setup with this level of Ageia support, too time consuming I guess???"

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"In my mind this (AGEIA Island) is how all the maps in the game should be but I assume they aren't because of time and less than universal ownage of the Ageia hardware"

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Actually all maps have AGEIA effects when you run with the Physics Card 8like the explosions, tumbleweed, dust clouds, leaves, scrap, spark effects and so on. The AGEIA Island is special as we could put gameplay altering objects in there - it was great fun to do. I'm talking about the destuctable houses, fences that open up routes and leaves system that makes visability poorer for the player. You can't have that in the full game as ppl without the card would not get the same type of mission experience.

Good link is here:

<http://www.theinquirer.net/default.aspx?article=40962>

I think we did a stand up job with the AGEIA card that no other game developer pulled off so far.

Bo

good to hear, loving the interaction from the environment alone in the SP demo, it really makes the surroundings seem alive

Previews



Crunch time nears for Ageia Physx Ghost Recon Advanced Warfighter 2 launches today

By [Theo Valich](http://uk.theinquirer.net/page_controls/theo.valich@gmail.com) http://uk.theinquirer.net/page_controls/theo.valich@gmail.com: Friday 13 July 2007, 07:43

AGEIA IS PUTTING a lot of hope on latest tactical mega-hit from Ubi Soft, a title known as GRAW2. This game was developed by GRIN, developers of Ballistics and first GRAW - so action is guaranteed.

This latest title from a line of Tom Clancy games brings an additional level of reality by incorporating special Physx level called Ageia Island, available only to owners of Physx cards. But this is far from over as far as Physx support is concerned, since developers implemented Ageia's Physx SDK (Novodex/Meqon), physics engine across the whole game.

Developers promise an additional level of reality in the game, environmental effects, "persistent destruction" and debris. If these effects take off, it may mean that year after its debut, PPU concept is finally starting to pick up, with a dozen titles coming before the end of this year.

The game is now available in shops offline and online. μ

<http://uk.theinquirer.net/?article=40962>



FUDZILLA – AGEIA Island looking "Impressive"



Guru3D forum member spotted the footage about "AGEIA Island" in Ubisoft's upcoming sequel Tom Clancy's Ghost Recon Advanced Warfighter 2. Physx cards are something that has been talked about a lot, but unfortunately it was just talk, nothing for real. Just recently things heated up a little with first real PhysX game CellFactor that we wrote about [here](#).

Apparently this is the footage of a mission that will take full advantage of the PPU, including what should be a new force-field wind system that adds some reality with the leaves flying around, and with the level of detail. Other rumored features should include full destruction system, like the one that can be seen in this footage, fences, trees, buildings, towers, in short almost everything.

You can check out the footage [here](#). It really looks impressive.



MAXIMUM PC – GRAW2 Could Rekindle My Enthusiasm for Ageia's PhysX

http://www.maximumpc.com/article/graw2_could_rekindle_my_interest_in_ageias_physx

Posted 06/18/07 at 07:00:19PM | by Michael Brown

I've been a relatively harsh critic of Ageia and its PhysX technology; not because I don't believe in the concept of hardware-accelerated physics, but because I think Ageia has done a poor job of making a case for its own product. But a hands-on demo of Ubisoft's Ghost Recon: Advanced Warfighter 2 at this weekend's Showdown LAN 2007 has rekindled my interest.

I found the recent CellFactor: Revolution demo to be a major disappointment because it didn't offer a compelling reason as to why you should buy one of these cards. Redirecting lava flows to turn my enemies into crispy critters with my character's "psi power" was fun, but the graphics were pedestrian at best—and the gameplay was utterly banal. GRAW2 is a different matter. Ageia tells me all the physics in the game were created using its PhysX SDK, but only one level (dubbed Ageia Island, appropriately enough) requires a PhysX card—you can't unlock the level without it. Could this be just a marketing ploy? I guess it's possible, but I've never seen such detailed physics in a game.

My impressions are based a brief demo with pre-release code in Ageia's booth, but this is the clearly the direction in which Ageia needs to move. Nearly everything in the game environment is destructible, and objects exhibit realistic properties. If the enemy catches you hiding behind a wooden fence, for instance, they can plink away at the boards until your cover is completely destroyed. The guard tower is even more remarkable. You can act with stealth and take out the enemy soldier with a sniper rifle, or you can launch an RPG, blow the entire structure apart, and watch him tumble down to his death. The first time you try this, you'll undoubtedly get blown away yourself because you're too busy watching the destruction unfold before you.

The effects are persistent, too. Blow up a hut or take down a tower, and the debris will be there every time you return to that spot in the game. This should help keep the game fresh and new, especially during multiplayer bouts. And as odd as it might sound, the weather effects in GRAW2 are almost as impressive as the explosions. The wind blows so many leaves and other debris around the environment that it sometimes obscure your vision. These are the types of particle effects that I've been waiting to see move from Ageia's lab demos to real-world games.

I want to see hardware-accelerated physics thrive, and I think a dedicated processor is the way to do it.