

June Gaming Contest

Written by Benjamin "Zeus" Heide

Tuesday, 12 June 2007 19:30 - Last Updated Tuesday, 31 July 2007 20:30

June Gaming Giveaway!

This contest is now closed - Thanks to all who entered!

Congrats to **Zenphic, Kilamon & Leboef** - winners of some gaming prizes!

Another month, another contest. This month's contest is simple to enter, all you need to do is join (if you haven't already) the BCCHardware Community (a.k.a. Forum) and post a gaming screenshot of you playing or favorite game. If you don't have a favorite game, now's the time to start gaming and find one.

You must [head on over and post your screenshots in this forum thread](#), and each different screenshot will count as an entry. If you are creative, you may earn bonus entries as well. Fujitsu and myself (Zeus) will judge the creative side of things if needed. You may post as many screenshots as you like. Each different screenshot will count as a contest entry.

Many games have built-in screen capture functions - for those that don't - [use FRAPS](#)!

Contest Rules:

Contest Ends June 30th at 11:59PM MST. Winners will be announced shortly thereafter.

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We will ship the prizes to anywhere in Canada or the United States for Free.

Prizes will be drawn using the random number generator at random.org

Any other questions can be sent to admin@bcchardware.com

Grand Prize - 1 Year Free [Gametap](#) (Gold)

This will let you play many games for free. Don't worry, these are not all lame, old games. While you have classic games such as Street Fighter and Space Invaders, you've also got Tomb Raider: Anniversary, Myst, Splinter Cell Pandora Tomorrow, and many, many more!

Prize #2 - 6 Month Free [Gametap](#) (Gold)

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Prize #3 - [Psychonauts](#) (PC Game)

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Psychonauts is a quirky, offbeat game set in a special summer camp for clairvoyant kids, in which a group of psychic children end up in a wacky adventure filled with brain-stealing hijinks, psychic secret agents, and a little romance on top of everything else. It's rooted in the sorts of 3D platforming sensibilities we've all come to know over the years. But there's a spin to the game--its psychic theme--which adds some cool puzzle-solving to the usual platform-jumping and swinging associated with the genre.