

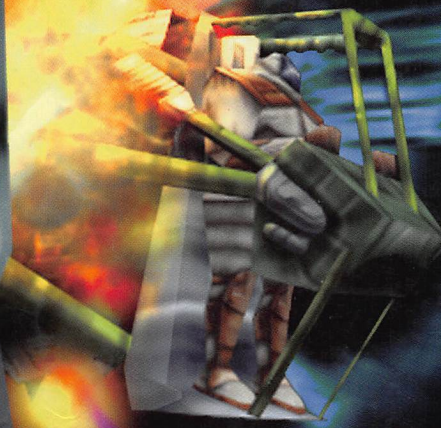
Gamers' Republic

COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

PREMIERE ISSUE
no. 1

Free Tekken 3 Supplement!

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IS ACCLAIM'S FORSAKEN A...

QUAKE KILLER?

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BUSHIDO BLADE 2, GRAN TURISMO, PARASITE EVE, SANITARIUM, G-DARIUS, BLASTO, STARCRAFT, VIGILANTE 8, GRANSTREAM SAGA, TENCHU & LOTS MORE

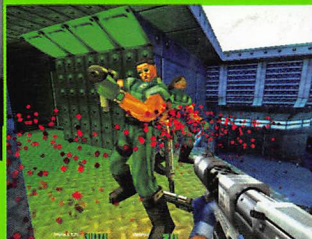
TUROK 2



METAL GEAR SOLID



SIN

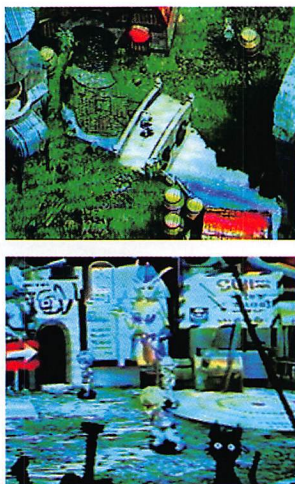


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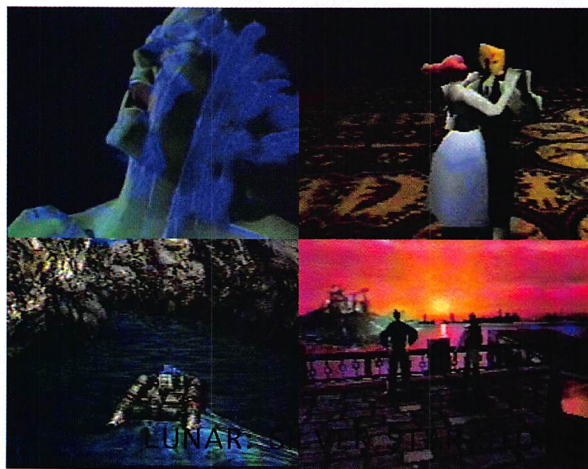
STAR OCEAN: SECOND STORY

It is great to see Enix getting back to their roots. Even though Enix failed to announce anything new (although they are rumored to have 20 titles in development), they had *Star Ocean: Second Story* playable at their booth, and that's all that counts. The sequel to one of the last (and best) Super Famicom games has incredible rendered backgrounds (by Links, who contributed to *FFVII*), CG movies that compare in quality to *Parasite Eve* and gameplay that is thankfully very similar to the original (which features a fast-paced battle system). One of my favorites of the show, *Star Ocean: Second Story* will be out in Japan this Summer.



B.L.U.E. LEGEND OF WATER

Although Hudson seems to have a substantial amount of games coming in the near future, their booth was based around, and only really seemed to feature this one game; *Blue*. Displayed on groovy widescreen TVs, this title was one of my favorite "smaller" surprises at the show. It was still quite early, but showed potential with its realistic underwater graphics (I enjoyed the effect as you surface), cool action/puzzle solving gameplay aspects, and RPG-like exploration mode. You also have this cool dolphin buddy you can control with basic AI commands.



OVERBLOOD

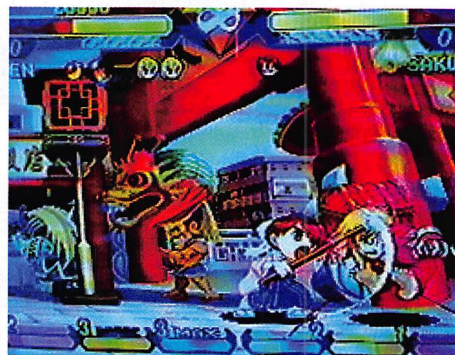
While I can't deny that the name *OverBlood* makes me shiver for all the wrong reasons, the sequel seemed much better than the original. Of course, that's not saying much. *Overblood 2* benefits from a high amount of nicely done CG movies, seemingly improved play mechanics, a cool futuristic setting and better quality graphics. The characters still move like puppets though, which is something they'll hopefully rectify before the release.

POCKET FIGHTERS

The PlayStation version of *Pocket Fighters* looked surprisingly similar to the Saturn version, even without the benefit of a 4-meg ram cartridge. Apparently made for a younger audience than the normal Street Fighter games, Capcom's simplistic three-button fighter should hopefully hit the States later this year.

LUNAR: SILVER STAR STORY

Coming to America later this year courtesy of Working Designs, this port of the Saturn title should please any *Lunar* fan. This has new music, full screen cinemas (which the normal Saturn version was lacking), and radically different storyline events than the original. Check out our Preview section for more information on the English version.



SILHOUETTE MIRAGE

Also hitting our shores soon thanks to Working Designs comes *Silhouette Mirage*. Seemingly almost exact to the Saturn original in the graphics department (I have heard rumors about missing parallax though in a few levels), the PlayStation version is improved by the addition of an exclusive new boss.



OKYO GAME