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COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE



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PAGE ONE SHOCKER!
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POINTER'S POINT 2



Konami's multiplayer extravaganza is back in style

Pointer's Point 2, KCET's sequel to last year's cult multiplayer hit, has arrived! We've heard from solid sources that a U.S. version of the game (to be called *Poy Poy 2*?) isn't among Konami of America's upcoming conversions. Perhaps the original didn't sell too well, or maybe this type of game doesn't exactly "fit" into their new line up of hard-core action and RPG titles. Either way, it's clear that the first *PP* had a dedicated audience. When *PP2* arrived at

GR, surprised fans of the original were piping up left and right. Everyone seemed to think that they kick ass at this game. Needless to say, the multitap was quickly retrieved from its drawer, challenges were met, and soon hours melted away...

Pointer's Point 2 welcomes back almost every mischievous member of the original crew. There's Debuo, who survives the most punishing of attacks with high stamina, Dojiro the ninja, who blazes across the screen spreading havoc, and hard-cores like Apache who crush using the power of special weapons. In regards to special weapons, *PP2* has a giant list of unique powers to choose from before each fight begins. In combat, you pick up items scattered around the level to throw at opponents in various painful ways. By holding an item such as a log, boulder, or bomb, and triggering the special weapon, you'll convert the item into one of over a dozen powerful attacks. Homing glow balls, spread shots, teleportation, yo-yo-like electric whips, ener-



gy fields, and spontaneous healing are among the best, while some, like the item dissolver, are apparently included for comedy value. Battle stages include a park, an extremely slippery iceberg, a desert (complete with quicksand center), moai ruins, and a modern stage loaded with wild lighting and hatching rock dinosaurs. Plenty of characters, piles of special weapons, and unique stages ensure *PP2*'s lasting playability.

There's little more to say. Konami has made very few significant changes to the Pointer's Point formula, but the new characters and weapons easily suffice. Another round of fundamental multiplayer gaming is order, and the action is universally appealing across the board. **B** & **C**



NOTABLE RELEASE DATES

Here's a list of games from which to choose your next batch of imports. If it's not on the list, chances are it's either Pachinko, Horse racing, or worse...

PLAYSTATION

SEPTEMBER 3

Navit ArDink

Metal Gear Solid Konami

SEPTEMBER 10

Dolphin's Dream Konami

Blue Breaker Burst Human

SEPTEMBER 17

Simulation RPG School ASCI

Toyo Max Aius

Bishibashi Special Konami

Spin Tail Bandai

SEPTEMBER 23

Hadaki Street Gorgeous King Enix

Capcom Generation 3 Capcom

Destrega Koei

SOMETIME IN SEPTEMBER

Become Pilot Pack in Soft

End Sector Asci

Power League Hudson

Ralley de Africa Prism Arts

Beat Mania Konami

SATURN

SEPTEMBER 3

Slayers Royal 2 ESP

SEPTEMBER 17

Simulation RPG School ASCI

Gensō Suikoden Konami

SEPTEMBER 23

Capcom Generation 3 Capcom

Shining Force III: pt 3 Sogo

Steam Hearts TGL

Battle Ship Nadeshiko Sega

NINTENDO 64

SEPTEMBER 23

SD Hyryu no Ken 64 Culture Brain

• developer/publisher **riverhillsoft** • available in japan now

OVERBLOOD 2



Explore incredibly detailed environments in RiverHill's latest offering...

I almost liked the original *Overblood*. It was ambitious, had a great premise, and aside from about a million quirky graphical and gameplay shortcomings, was fun to play. Unfortunately, this anticipated sequel acquires many of these traits from the first, although the negatives are much easier to ignore this time.

Now consisting of two totally different "exploring" engines, in *Overblood 2* you'll either find yourself in the familiar (although much more enhanced) full polygonal mode when inside buildings, or on pre-rendered *Parasite Eve*-like backgrounds when walking around outside. Although the game cheats a bit by making everything letterboxed, both of these modes are very impressive, and feature tons of lighting and texture effects. The frame rate stutters a bit when the polygon backgrounds are present, but it's easy to look past, especially when you consider how far you can see and the lack of any major pop-up. It's because *Overblood 2* looks this good, I can be a bit more lenient on the fact that, once again, it's not that fun to play. Much like the first game, you'll be wandering around for hours with little to do. The battles are still awkward, your character still moves like he doesn't touch the ground, and, although you're no longer faced with the red vest, it's apparent RiverHill still can't make a decent main character (what's with the Nash hair?).

One thing's for sure, RiverHill didn't skimp when it came to production costs: with tons of FMV and game graphic cinemas, along with hours of voice, *Overblood 2* comes off more like a movie than a game at times. Yet, thanks to the often-dull gameplay, this title resembles its mediocre predecessor more often than not, and ends up as yet another incredibly ambitious, but ultimately flawed RiverHill offering. **C+** & **C**

