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**FINAL FANTASY VII SECRETS:** The stuff you **DIDN'T** know!

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# 日本ゲームお宅

The latest news and notes from the Land of the Rising Sun, featuring our very own Bill Paris-san!



## NIHON GAME OTAKU

**F** 1998! SHINGO!! You trusty Japanese correspondent is quite jazzed after attending the Fall Tokyo Game Show... what with all the and doing my best to find out all the latest biggest news brought from NIPPON TAHEI RYOHSHI SHITA YOH! Nevertheless, I came through with the kind of goodies that otaku live for.

► Square, the RPG juggernaut, will be releasing yet another RPG sometime this winter called *Kingdom Hearts* boasting even higher quality graphics than *Final Fantasy* so you can zoom in and rotate the battlefield! But that's not all—you can even rotate towns, the roads of buildings, dungeons, and more. You can view all objects at all angles, which is *Kingdoms'* biggest asset. Animation, polygons, and CG movies have all been incorporated by an entirely different game feel!

► At Fukuoka's Sennsuke Hotel and Resort, Everhit! Set held a production conference for *Overlord 2*. Thirty-six companies involved in mass communications watched on the "3D Active Adventure" *Overlord 2* is set in the fictitious city of East Edge. It's in the year 2115. The game's epic fantasy scenarios and new system, as well as the world new graphics and handling, far surpass the first *Overlord*. A Japanese release date of January 1998 has been set.

► Square's *Final Fantasy* and Chun Soft's *Mysterious Dungeon* are co-starring in the RPG *Chocobo's Mysterious Dungeon*! Koichi Nakamura, creator of *Fune no Shien* and *Kamen Rachi no Yoru*, supervised the development, and Bergasse contributed character designs. The heroes are Chocobo and his friend, Magon. Chocobo can jump just like in *Total 2*, and it can read books to obtain magic, as well. Monsters that have appeared in various incarnations of the FF are as throughout its 16-year history will be making guest appearances. *Chocobo's Mysterious Dungeon* will be released in the winter of 1997.

► Eighth naga Nin star Sho Kazuigi (of *Enter the Ninja*, *Revenge of the Ninja*, and *The Master TV* series) and his son Ken (Kaku Rangers, *Dark Eyes*) were motion-captured for the fight scenes in the upcoming 3D adventure game *Tenchi* from Sony Music Entertainment. Ken was motion-captured for the lead part of *Blissness*, and his father for an enemy boss.

### Square

*Everhit* was one of the two best playable PlayStation games at the show. This shooter has great detail and lots of weapons.



► The *Everhit* fighter is no joke when it comes to unleashing the major adrenaline in *Everhit*.

With the touch of a button, your arm will move your gun from underneath the ship to over the top of your head! This title is definitely one to look out for. Two of the most anticipated games, *Parasite Eve* and Chocobo's *Mysterious Dungeon*, had no playable demos. Both are slated for a winter release in Japan, making it very strange that the public couldn't actually play them. Chocobo's *Mysterious Dungeon* doesn't quite have the polygon count that *Final Fantasy VII* had, but a lot of work has gone into the characters, spells, and environments. *Parasite Eve*, an RPG, looked great, and will definitely give *Biohazard 2* a run for its money.

Of all the titles shown on Square's video wall, the most interesting was a game that hadn't been mentioned before. *Sokajiki* is a 3D polygon action-adventure game that looks like *Baywatch*. *Black* with Square's special RPG touch. This title will be released this winter in Japan, but Square currently has no plans for a U.S. release.



In Chocobo's *Mysterious Dungeon*, the Chocobos can read books to learn magic spells!



► *Sokajiki* is set in Japan with very traditional scenery and architecture. It's the best game.



► *SASUGA SQUARES* Set in the present day, lots of FFVII-ish images and characters reveal our *Sokajiki*.



► Can *Asa* do for *Parasite Eve* what *Levi* did for *FF7*.

► Move over *Bill Valentine*, *Asa* Green can bring the nucleus no spiders, too! *FE* is just plain awesomg.

### Sony Music Entertainment

This company is the child of Sony Computer Entertainment, and the developers behind such games as *Klax*, *The DNA Imperative*, *Epidemic*, and *Kowloon's Gate*. Although Sony Music's booth was probably the smallest at the show, and it only showed us *Laguna Cool* RPG and *Dam Dam Shomland* (very similar to Konami's *Poly Poly*), this company will be one to keep an eye on in the future. Upcoming titles include *Tenchi* (based in PSM 42), *Escaper*, and *Speed Power Gunblitz*. *Escaper* is an action-adventure game very similar to *Tomb Raider*, with more of an accent on fighting. It has two characters—*Escaper* and *Danger*.



► Transformers fans better get out for *Speed Power Gunblitz*!

The action game *Speed Power Gunblitz* will be released this November in Japan. You are part of the *Gunblitz Special Assault Unit*, made up of transforming mecha (much like the *Cyclones* in *Robotch!*), which defends the Earth against a new race of beings called *Mechi*. You can choose from three characters (*Eppe*, *Major Hahna*, and *Ahmi*), and each mecha can transform instantly into three different modes.

### Gettin' wild with Bill in Tokyo!



## Hudson

Hudson has announced its first software for the PlayStation—*Bloody Roar: Hyper Beast Due!* This unique 3D fighting game was the second of the two best PlayStation games at the show. You can transform eight characters into different beasts and fight. Just because you're a beast doesn't mean you're guaranteed to win, however, since humans can win just as easily. The PlayStation version will have modes that weren't even in the Japanese arcade game! *Bloody Roar* will be released in the U.S., but no confirmed publisher has been announced yet. It will be released this fall in Japan.



◀ Hudson's first entry into the PlayStation market landed one of the best, and most original, games shown.



◀ Beasts make *Bloody Roar* stand out from the rest.

## Easley Staff

*Easley Staff* revealed its hexagon-based Fantasy/Simulation/Strategy RPG *Brigandine* for the PlayStation. Its release status in Japan has yet to be announced, and as an American title, it is shrouded in mystery. A spokesman said that they would have to see how well it fares in Japan, the toughest RPG critic, before considering any American release. Gameplay is reminiscent of



◀ Mythical chimeras, dragons, and other such reality creatures abound in *Brigandine*.

Final Fantasy Tactics, Military Mediasia, and Iron Storm. The small company is little known in the U.S., but it may be making its mark on the RPG scene soon.



◀ *Brigandine* uses a hexagon-based system, which is rarely seen in PlayStation strategy games.

## TOP 10 SELLERS IN JAPAN [at press time]



### 1 REAL POWERFUL PRO BASEBALL '97: SEASON OPENER EDITION

Konami. Released August 28, 149,038 copies sold

### 2 DRAGON BALL FINAL BOUT

Bandai. Released August 21, 130,332 copies sold

### 3 MINNA NO GOLF

SCE. Released July 17, copies sold 105,532 in last 2 weeks, \$24,157 total

### 4 DERBY STALLION

ASCII. Released July 17, copies sold 82,292 in last 2 weeks, 1,432,851 total

### 5 COOL BOARDERS 2: KILLING SESSION

Leo Systems. Released August 28, 30,769 copies sold

### 6 MONSTER FARM

Tozmo. Released July 24, copies sold \$2,748 in last 2 weeks, 205,218 total

### 7 SAGA FRONTIER

Square. Released July 11, copies sold 34,592 in last 2 weeks, 1,102,127 total

### 8 DX JINSAI GAME B

Takara. Released July 24, copies sold 30,473 in last 2 weeks, 1,356,104 total

### 9 FINAL FANTASY TACTICS

Square. Released June 20, copies sold 24,698 in last 2 weeks, 1,295,825 total

### 10 ROCKMAN X4

Capcom. Released August 1, copies sold 23,494 in last 2 weeks, 83,564 total

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◀ Legend of Legaia looks to be a great RPG from Sony ME.



◀ No doubt about it, ninjas make Tekken DA BOMB!!!



◀ Final Fantasy Tactics will blow Europe (the "West") out of the water.



◀ Speed Power Quizzes will have Cyclones underfooting!

