

The future of interactive entertainment

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# EDGE

PlayStation ■ Saturn ■ Nintendo 64 ■ PC ■ Arcade ■ Net ■ Multimedia

## SEQUELS INVESTIGATED

RESIDENT EVIL 2

TOMB RAIDER 2

OVERBLOOD 2

**GRAND THEFT AUTO**  
ROADTEST: DODGING THE LAW IN THE CRIMINAL UNDERWORLD

HE IS MISSING  
(PRESUMED NICKED)  
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## OVERBLOOD 2

THE ORIGINAL *OVERBLOOD* ATTEMPTED TO RECREATE THE LIKES OF *ALONE IN THE DARK* IN A REALTIME, SCI-FI-THEMED ENVIRONMENT, BUT FAILED ON THE ACTION FRONT. WILL THE SEQUEL DELIVER THE GOODS?



The backgrounds are now more colourful, the camera is more manageable, and the characters are smaller, but Riverhillsoft has retained the puzzle element that was evident in the first game



This time round, players will face a wider variety of enemies to deal with

**R**iverhillsoft has a history of developing third-person adventures. *Doctor Hauzer* on the 3DO was followed by *Overblood* on the PlayStation, which enjoyed much success in its homeland, and has recently seen a release in the west to a more moderate reception.

The sequel, shown at the recent Tokyo Game Show, looks set to improve on its predecessor. The programmers have concentrated on a system it has dubbed World Active Supervisor, which greatly helps the management of the environment and camera views, as well as reducing polygon distortion (which was a noticeable problem in the original title) using a minimal amount of memory. Furthermore, loading times have been improved.

Apart from technical improvements, the most obvious change is *Overblood 2*'s proposed increase in size, which is reflected in the inclusion of 160 maps, 71 musical tracks, voice samples from 19 actors, and a copious amount of cut-scenes.

At present, Riverhillsoft is hard at work on the enemies, plus the item system which features heavily throughout the game. The control system has been simplified, and the final version will support Sony's dual analogue control, with one of the thumb pads taking care of the character's movements, and the other controlling the game camera.

As in the original, players will use a variety of items, including fireproof boots, clothes, weapons, and even a grappling hook.

In graphical terms, things look generally improved, with the action now taking place in more varied locations with smaller characters, and more colourful backgrounds. Riverhillsoft has released little in terms of plot, but what is there is expected to be completely altered by the time this promising title is released in Japan in early 1998.

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As well as boasting improved graphics, *Overblood 2* now also has a more varied assortment of locations, including some outdoor action (above)

Format:	PlayStation
Publisher:	Riverhillsoft
Developer:	In-house
Release:	Early '98
Origin:	Japan