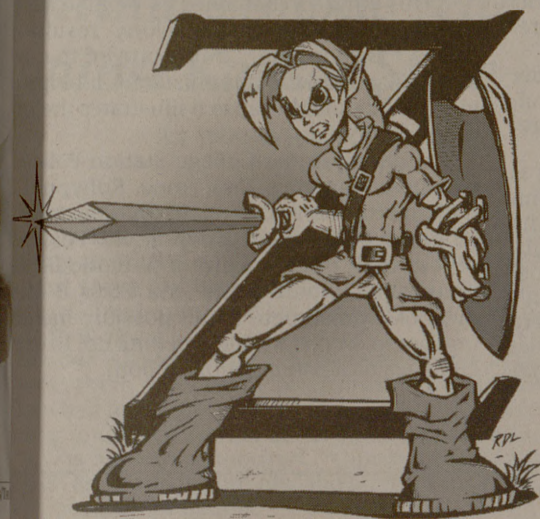




Zelda 64 creates fantasy for next generation,
Brave Fencer Musashi breaks ground in creativity



RUBEN DELUNA/THE BATTALION

Zelda 64

Console: N64

Category: Adventure/RPG

Developer: Nintendo

In 1986, Nintendo produced an adventure game that shaped the way adventure and role playing games would be made forever. The game, *Legend of Zelda*, made words like Link, Gannon, Triforce and Hyrule common for countless fans. Since then, three other games have been released in the series. The small adventure game spawned a global success for Nintendo.

The most recent of these is *Zelda 64*, which has added to the success of Nintendo's current system, the N64. Since *Zelda 64*'s release, Nintendo has seen a boom in the sale of N64 systems numbering five times more than before its release. Ninety percent of systems are now sold with *Zelda 64*.

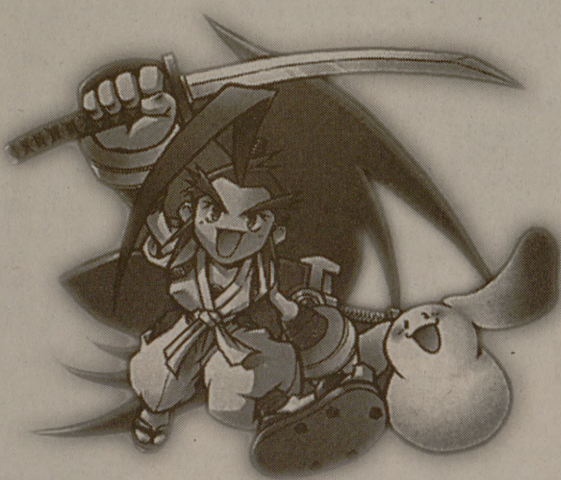
The game is huge, with many quests, secrets and action. Link is now in a polygonal 3-D world battling the evil forces of Gannondorf through the mystical lands of Hyrule.

The gameplay of *Zelda 64* is surprisingly easy to learn, which was intended, so many younger players wouldn't have much trouble learning the game. Unlike most other 3-D, third person games, *Zelda 64* does not have a jump feature. The character automatically jumps when he reaches a ledge, taking out the frustration many gamers feel at complicated jumping.

The storyline, along with the gameplay, is interesting and incredibly addictive. The usual dungeons and puzzles the *Zelda* series is known for are present and, while complicated, never prove impossible for the dedicated player. Side quests and ghting add to the already fun gaming experience of saving Hyrule.

Overall, the game is fun, massive and challenging. Just try not to skip too many history classes in our quest to reunite the Triforce. (Grade: A+)

— Kyle Whitacre



GRAPHIC COURTESY OF SQUARESOFT

Brave Fencer Musashi

Console: Sony Play Station

Category: Action/RPG

Developer: Squaresoft

Squaresoft is known for putting out the best role-playing games (RPG). Aside from the *Final Fantasy* series, they have produced such hits as *Serret of Mana*, *Bushido Blade* and *Chrono Trigger*.

In Fall '98, Squaresoft released several RPGs, each being totally different from the other while managing to stay in the same genre.

Brave Fencer Musashi was one of these released, and while the gameplay is nothing new, whoever wrote the story was not taking their medication.

While the King and Queen are absent, the Allucaneet Kingdom is attacked by its fierce neighbor, the Thirstquencher Empire.

In her parent's absence, Princess Fillet uses an ancient hero summons spell to teleport a hero to the kingdom. What she gets is a 10-year-old, purple-haired ninja warrior named Musashi.

The game is odd and quirky, but very fun. While containing a story and theme of an RPG, the game is pretty much action.

Musashi uses his two swords to battle evil monsters while running and jumping through different areas and solving puzzles. He also uses his swords to assimilate and use the attacks of enemies, a very unique feature that adds to the depth.

While gameplay is not special, it is the wackiness of the game that sets it apart.

Things like zombie bowling, mutant potted plants and fruity librarians keep the game interesting and entertaining. What other game lets the player beat up cute little animals for "Hit Points?"

Overall, *Brave Fencer Musashi* is a very light and simplistic action/RPG but is still a blast to play and interesting to follow. (Grade: B)

— Kyle Whitacre

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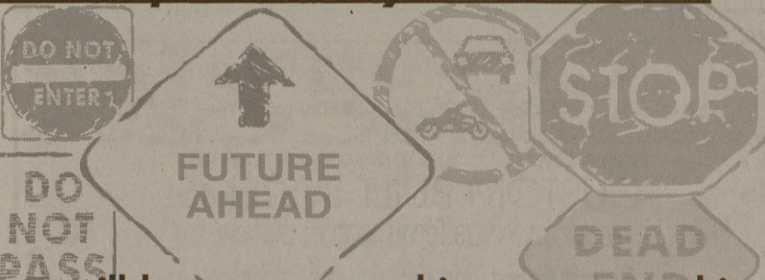
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Los Angeles Times



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