

ZENITH
REVIEW

BY

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Zenith

Introduction

The first time I saw Zenith the characters were slow and big this is now all change . I turned on the N64 to find that the characters where small and nippy. This was surprising as I thought that the game was to be based on a big main character, never the less I carried on. This all new 'wee man' was amazing, making all the levels appear bigger, good! Another feature that I spotted, was that there was a selection of characters (whoop!). This game is of course to be released on the N64 therefore it must contain great graphics and not so good game-play as that is what they appear to be wanting. Although, I myself am a fan of good gameplay.

Front end:

When the game is put on it goes straight to the menu screen with no real introduction to the game. The Actual menu screen is a bit drab and perhaps a bit cold compared with the rest of the game. The *select character* screen is quite pretty with the character faces ranging from good (Havoc) to quite bad (Yokio). The reason for some of them being ugly is the fact that they are not very clear and a bit dull (the colours not bright enough). There is also a box showing the person running this could be good if it demonstrates the movements of the character and better still the special move that the particular character will have. This is another time that the artists could show off by giving the guy/gal really smart textures and more polygons, as you are just showing the character not playing with him/her.

Graphics :

The graphics in the games in general are a bit soft and bland. Perhaps if they were more striking and bold there would be more impact. Most of the graphics for the wall are a bit square looking. By that I mean that the textures are one colour-light at one side dark at the other. The moveable

and destructible blocks are blue and not all that smart. This would be ideal for a detailed stone block that slowly crumbled and looked realistic. I do although like the way there is a puff of smoke when the blocks blow-up. The art on the medical bag is fine and the dollars are OK. The main characters are now smaller and there graphics are not as clear as some of the Nintendo games to date i.e. Mario, pilotwings and wave-race. There is not much difference in the graphics between the characters one is green and one is red (in fairness the red one is a bit bigger). The characters I feel do not catch the imagination quite, the opposite really. The morphing although not inspirational is still better than the old morph. The movement of the main character I feel is very realistic and is smooth during the animation's, the only down point is that the character can jerk between animation's. An instance of this would be getting hit by a baddie while trying to punch it. I like the baddies that I encountered there was the rather smart spider that had a very good movement and animation. The other baddies that was particularly eye catching where the bats. The were well drawn and animated and moved around the screen cleverly.

Gameplay :

I think that the gameplay is not too bad, this is a compliment although there is vast room for improvement. There are some down points about the control of the main character the first would be that the whole game is a bit square you cannot go diagonally, crawl or roll. This limits the free control of the character and the player feels in some-way restricted. The way that the player can now jump and move up and down objects is improved dramatically and I like the way if you push forward at the wall you will now begin to climb. I quite like the way the camera works as most of the time it lets you see the area of the level that you are about to tackle. The fact you can move the camera is also useful in game terms as well as graphical but there is a severe draw back with the camera. As soon as you look around the side of the wall or around the back of the wall all the blocks will all disappear, This should be improved. The way the puzzles work is very good I like the way you use the exploding block to propel to the power-ups. The block pushers and crumbling blocks work well as do the boulders. The only downer is the fact that you can just avoid almost every puzzle by climbing around it. There would appear to be no difference between the characters in the game as I can see no visible difference in strength, speed or in fact graphics.

The Levels:

As with most games it depends on how much things can be added to the editor but the only level that I have seen so far has been all right. The puzzles are nice (not too difficult to work out) and the wall looks reasonably good. The only thing that I could comment on would be the difference in the levels, would there be new puzzles in the new graphic types. The main priority is to have last-ability and would this be delivered in the new levels, we will have to wait and see.