

I was unsure what to expect from Zenith with it being a climbing game. My first impressions were not very good as I did not like the control method, resulting in me not liking the game very much, but after about five minutes of playing I got used to the controls and started to quite like the game. Although it still has a bit to go before being up to the Nintendo64 standards, which I feel it will or should definitely be.

The graphics on Zenith are OK but could still do with some touching up, the top of platforms for example would look far better with the same sort of texture as the under sides and sides, as at the moment they look out of place and unfortunately don't look right, and don't seem to blend in with the rest of the graphics in the game. Another problem with the graphics are the people themselves they are too small, and when you zoom in on the main characters they are not detailed enough at the moment, so they will definitely need some more work done on them, such as giving the characters facial expressions or even just a face would probably do. However the main character's movement is excellent and fluent, but he sometimes doesn't react quick enough when you press the direction, most noticeably when he/she is on a wall climbing the character doesn't seem to move to the side quick enough. Also when fighting the baddies the character needs more moves than just kick or punch, perhaps you could add small weapons like hand guns that could be picked up, obviously there would be different types of weapons depending on what world you are in. However there is a number of very nice graphics in the game such as the moving blocks, crumbling blocks etc. and the electricity is very nice. The lava or what appears to be lava should bubble and have steam rising rather than just a pleasant looking wave effect, however the fire balls that come off the lava look good.

A few problems I encountered while playing Zenith is, it can get quite annoying at times especially at the section where boulders fire down at you, as you can't see when or where they are going to fire, there is also not enough time to move the character out of the way especially if you are near the top, resulting in what I feel is an unfair hit and as you are getting hit all the time it dramatically slows down your ascent up this particular part of the level, so I feel there should be some indication of when the rocks have been or are going to be fired. This would probably be best indicated using sound. Also there should be must-do puzzles to get to the top of the levels not just for reaching bonuses, as it will get boring just climbing to the top of the levels. I am hoping that there will be lots of quirky sections such as the cannon, and stepping on secret blocks that create a different routes for you to take. I also feel that there is a lack of baddies in the game, so there should be more baddies added especially on wall sections as at the moment there is not much to do when climbing up the wall sections, when encountering a baddie on a wall you should be able to shoot or kick them off, when shooting these baddies the character should be hanging on with one hand while shooting with the other, also when shooting there should be a cursor for you to aim with as this will eradicate what I feel would be a random element of shooting while hanging from an underside of a wall. like the fact you get to control the camera yourself as this prevents silly angles where you can't see you character and have to guess what way the character is facing.

I feel the control method could still do with a few improvements such as, when pressing A to jump you should be able to press it again when the character is in mid air to make him/her/thing do the somersault jump, but the control for the big jump should be left the same. Also I feel he should have two running speeds where the faster one is obtained by pushing forward twice quickly(I've heard the control method is getting changed, but I feel these ideas will help greatly with the control of the character).

Unfortunately I am unable to comment on the sound of the game as it is not in the demo we currently have to test.

I feel that Zenith definitely has the potential to be a great game for the Nintendo64 and if it fails to make the grade then I will be very disappointed as it currently has all the right ingredients to make it on to the 64, and out of the games currently at the testing stage has the best chance of being a good selling game for DMA.