



**N**amco, best known in the 90s for their hyper racing games and rave beat 'em ups, have returned to their roots. They've recovered their neck for making great platform games. We're talking cute. We're talking funny. We're talking fluffy animals with attitude fighting the dread forces of evil.

Forgive us for getting carried away, but it's been so long. We haven't been able to write about this kind of stuff since the 16-bit days, when almost every game was like *Klonoa*. Of course the big difference with a PlayStation platform game is that it ought to look much more incredible than any old Mega Drive software. Whether PlayStation can offer platform games with better game-play than 16-bit is another matter. This is where CVG's vast knowledge of the classics comes into full effect.

|   |             |          |   |
|---|-------------|----------|---|
| <br>PlayStation™ | PLATFORM    | BY NAMCO | • NO OTHER VERSIONS AVAILABLE<br>• NO OTHER VERSIONS PLANNED<br>• STORAGE 1 CD<br>• RELEASED BY SONY<br>TEL 0171 447 1800 |
|   | MAY RELEASE | 1 PLAYER |   |

You've got a choice of some of the best games with PlayStation. None of these, however, are platform games – until now.

# KLONOA

## DOOR TO PHANTOMILE



### SIGHTS TO SAVE

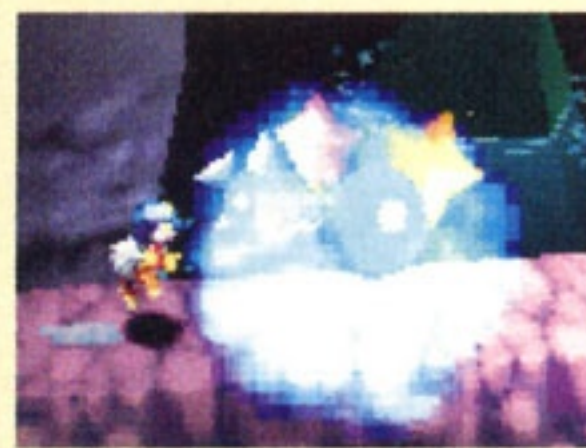
This adventure leads Klonoa through the five fantasy lands which exist in the Phantomile world. A save game feature should enable any player to see the final area – the Moon Kingdom, Cress – with little frustration. This feature also suggests that there are many secrets worth investigating – a sign of a good game, especially coming from Namco. We're investigating on your behalf for the review, coming soon.



Those big ears are used for flapping to steal a few extra inches from a jump.



The magic ring sucks the enemy in then inflates it like a balloon.



Captured enemies can be fired off into another enemy, or any other object.



Klonoa can also spring board off a captured enemy by jumping on top of it.

### TEACHING A DOG NEW TRICKS

The game is named after its hero, Klonoa. Though Klonoa's looks are based on a cute kind of cat, his abilities mirror those of a US basketball pro. Klonoa depends on his magical ring to perform stunts that are essential to win. All the people from Klonoa's village, Breezegale, can harness the power of the wind to work for them. That's the secret.



Klonoa's hometown, and the starting place for the game.



Breezegale - The Wind Village



The tree-village introduces the concept of looking into and out of the screen.



Forlock - The Tree Village

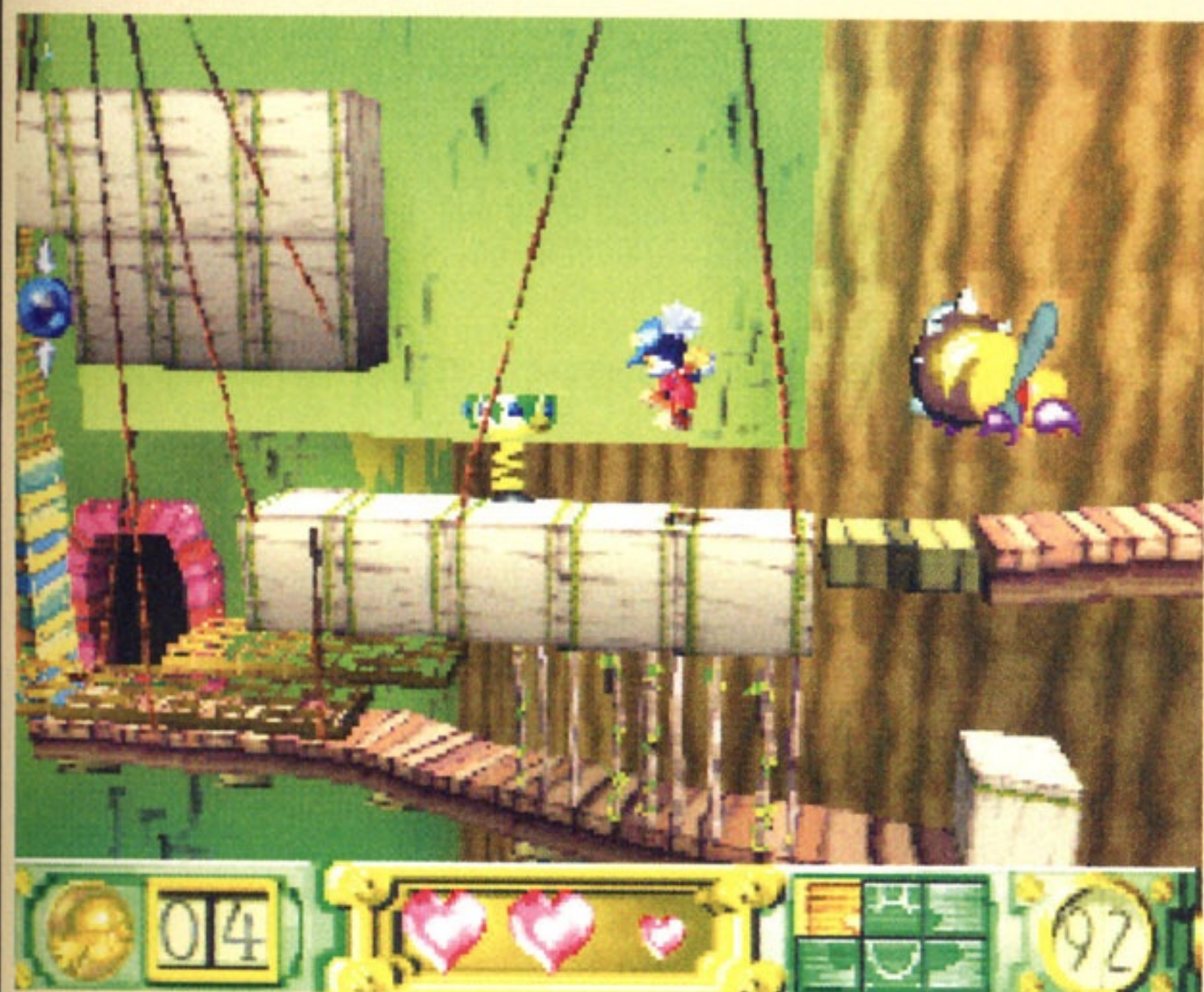


Armoured Myus increase the challenge level, but the waterfalls keep you calm.



Shell Castle - The Kingdom of Jugpot





**Klonoa looks magnificent, and has a character which is brilliant to control. This is the first worthwhile platform game on PlayStation. We think it's better than *Pandemonium*, more inventive than *Crash*.**

## SILENCE THE PANDEMONIUM

Is *Klonoa* better than the *Pandemonium* games? Absolutely!

*Pandemonium* I and II have cute girls on their side, but *Klonoa* is far sexier. The world of Phantomile comes to life in a way that makes both *Pandemonium* games look ill-defined, even dull. Not only does *Klonoa* look better, but we believe it has superior gameplay. The main character has more interesting abilities, and that appeal is magnified by what is possible once these have been mastered. *Crash* is cool. This is better.



## BOSS ENEMIES RAISE THE STAKES

'Boss', or 'Guardian', characters used to be crucial to a game's success. Traditionally the huge Boss or Guardian blocks your way from one location to the next - they'll try anything to stop you! It's with these guys that game developers really go to town. It's great to be reviewing the latest inventions from one of the world's greatest software houses.

⬅ This guy is **Rongo-Lango**. He tries to break **Klonoa's skull**, and creates earthquakes with his claws!

➡ This mutant penguin boss is called **Pamela**. Throw the rider into this dolphin monster's face to drive it crazy!



⬅ Take the alternative route here to search for otherwise unavailable treasures.

➡ You need to line-up Klonoa with this Nagapoko egg then aim toward the screen.



➡ This area is optional, and can only be reached if Klonoa switches the perspective.

## NEAR AND FAR

Most times you'll find Klonoa only travels from left to right, or vice versa. However there are times when he's required to walk towards or away from you. Doing this forces the entire screen to shift perspective, so that a new route is followed. Being able to face front or back also allows Klonoa to target enemies or objects in those directions. Not all of these situations are forced to take place, so you need to pay attention so as not to miss any opportunities.

## ANOTHER STORY

This issue we review Nintendo's latest platform game, *Yoshi's Story*. We expect this to have raised the question of how *Klonoa* compares - PlayStation's best shot at matching that ingenious N64 release. For now it's fair to assume that Namco's game will hold its own due to the length of its challenge, as opposed to the localised treasure-hunting approach of *Yoshi's Story*.

In *Klonoa* the enemies are trickier, and the pitfalls are more frequent. The Boss set-up is a classic example of a linear game doing its best to trip you up; steal a few lives. *Yoshi's Story* is straightforward. In the end we'll judge *Klonoa* on how much it invites you to go back and perfect skills, then how enjoyable this is in the long-term.



➡ Cute versus cute. Which is the best?

## KILLED BY CUTE

While all our hopes have been with *Tekken 3* since before Christmas, *Klonoa* has quietly entered the scene where it may well cause a storm. This gorgeous platform game could be perfect company for blockbusters such as *Gran Turismo*. Find out whether *Klonoa* is essential, soon in CVG.

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Coronia and Cress, the last two areas, we'll keep secret. They're too nice to spoil too soon.

PLAYSTATION'S ANSWER TO YOSHI'S STORY

COMING SOON