

REVIEW  
PLAYSTATION



プレイステーション



# BLOODY ROAR

**FREAKY, DISTURBING, FUNNY, AND GENERALLY A GOOD TIME!**

The complete lack of decent fighting games on any console for the past year has been the worst drought since before the days of *Street Fighter*, but with *Tekken 3* barreling its way towards the PlayStation, that's all about to change. In many ways, it's unfortunate that *Bloody Roar* is coming out when it is, because first-rate games like *Dead Or Alive* and *Tekken 3* are set to steal the show.

Graphically, *Bloody Roar* is a solidly built fighting game that suffers



Mild mannered, scantily clad, teenage fighting machine one minute...

from some slight resolution problems that make it look more like a Saturn game. However, the looks of *Bloody Roar* are certainly good enough and the fast play and unique characters give this game a great deal of personality.

There are eight selectable characters and their beastly counterparts, including: Long (tiger), Fox (ditto), Alice (bunny), Mitsuko (boar), Bakyr (some weird alien), Yugo (wolf), Gado (lion), and Greg (gorilla). The characters all do battle in caged arenas, a la *Fighting Vipers*, and the moves, balance, and playability of the game is quite remarkable. I mean, everyone knew that Hudson Soft makes a great *Bomberman* game, but

We've heard of dancing on someone's grave, but this is ridiculous!



The occasional spillage of blood is certainly an entertaining feature.

who knew about the fighting genre?

The simple two-button attacks and inventive Beast and Rave modes make the game immediately playable.

The one criticism of *Bloody Roar* has to be that button mashers can often pull out a win against graceful fighters like myself. However, in the long run, the hackers get theirs. With some fantastic throw moves, like Alice surfing on the back of an opponent before taking them down, the game is a fun and interesting experience. The funky head, kid mode, and the oddity of a bunny fighting a gorilla all are part of the entity that is *Bloody Roar*. As a serious fighter, this can't compete with *Dead Or Alive* or *Tekken 3*, but for pure, fast, arcade fighting fun, *Bloody Roar* is a bloody good choice.

MIKE SALMON



Exploding into the animal suit is also an effective weapon in battle.



By tweaking some features, you can send enemies out of the ring at any time in the game.



A good combination of charge moves, throws, and basic punching and kicking gives players a great, but simple variety.



There are some great creative moves, like surfing on an enemies back.



...and mad, stomping pink bunny the next. Talk about split personalities.

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	6
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	8

SPECIAL

EXTRAS	9
PRESENTATION	6
INNOVATION	8

RATING

7.9

ALTERNATIVES

Bushido Blade: 9.1  
Street Fighter EX Plus Alpha: 9.0