

CGR VISITS WITH THE BRAINS BEHIND WESTWOOD

COMPUTER GAME REVIEW **and CD-ROM Entertainment**

**EXPLORE THE REALMS OF ARKANIA IN
BLADE OF
DESTINY**

**GEAR UP WITH
CGR'S GUIDE TO
SPORTS GAMES**



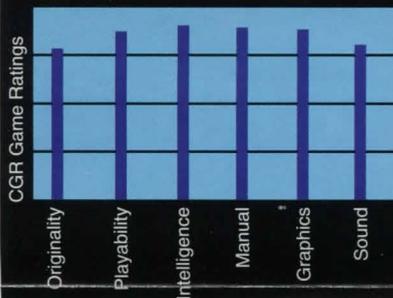
CGR REVIEWS
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Blade of Destiny

by Sir-Tech

Overall Rating: **89%**

78 87 90 89 88 80



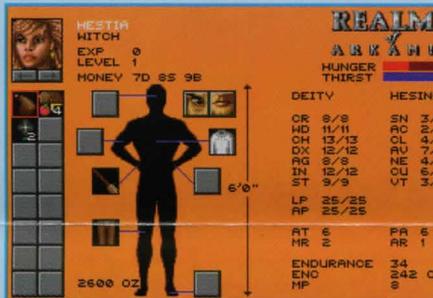
GAME SPECS:

Requirements:	640K, VGA, Hard Drive
Sound Support:	Creative Labs, Roland, Covox
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Hans-Jürgen
Distributed by:	Sir-Tech
Retail Price:	\$59.95
Hard Drive Space:	10 Meg
No. of Players:	One player

Sir-Tech, the people known for producing the Wizardry computer role-playing series, starts something new with an RPG based on a popular German pen-and-paper game. Blade of Destiny is the first of a trilogy of games using this new format which take you to the world of Arkania. Wandering this land, you will find enough adventure and excitement to satisfy even the most thrill-seeking of dungeon delvers. You can choose your party of six from twelve different character archetypes using several different generation methods which allow you to personalize them to your liking. The basic method lets you play through the game without having to concern yourself with many small details, while the advanced game gives you hands-on control over individual skills. Combat is done in a turn-by-turn overhead format based on a certain number of action points per combatant. The rest of the quest takes place in a first person 3-D perspective with an automap feature to help you get around.



Choose and personalize your characters from a dozen archetypes.



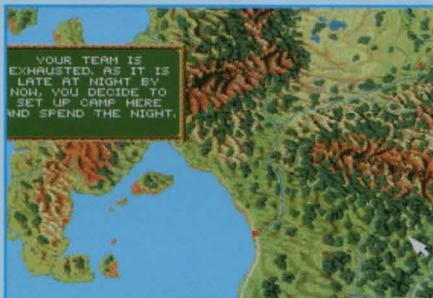
A convenient character sheet lets you view and equip your six party members.



Seek out excitement in the towers and dungeons of the many towns.



The overhead view combat system allows for easy control of your hardy travellers.



Travel abroad in the land of Arkania while questing for wealth and adventure.

This is the kind of RPG I like to see. Blade of Destiny is complex without being complicated, challenging but not impossible. I had never heard of the game it is based on, but if the system is pretty close to this game, I might like to take a look at it (assuming they have English versions). Having more than one way to generate your characters is a good idea, so that everyone can play the game on their own level. The control scheme works well, and I had few problems (other than I found it easier to move around with the keyboard). I also found the quests to be fun once I got used to the combat system.

-Alex

Blade of Destiny has been on my "can't wait too see" list. Now, does it live up to my eagerness? Yes, it does! From the moment I saw the intro, I knew I was going to like the game. The music was very nice, but after awhile, it seemed repetitive. The graphics are also very good, and it was refreshing to see a game that I could actually map out. There was one thing I wish I could change, and that would be the way you have to use the right mouse button to get into a lot of the screens. It was just a little annoying, but it did not significantly detract from the game play. This game will probably be on our HD for a good while!

-Rick

Blade of Destiny has a great intro that, while it features simple two-step animation, is notable for its length and quality. It's also extremely easy to play. The game style is similar to the Might and Magic series and of about the same quality as far as ease of movement and control. It also is similar to Darklands in use of menus and the open-ended feel to it. This one is definitely for the hard-core role-player; for the first time player, Blade will probably be extremely daunting. The only problems I had with this game were the music, which got kind of stale, and the long and difficult character generation.

-Steve