

CIS 487/587 Assignment 2
Computer Game Evaluation

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Tekken3



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Basic Information:

Title: Tekken 3.

Company & Author: Namco.

Type of game (Genre): Fighting.

Price: Starts at \$6.00 over at Amazon.com.

Hardware requirements: PlayStation 1 and 2, PC with a PlayStation emulator.

Actual hardware required: As stated above.

Tekken 3 is the last of wildly-popular 3D fighting games available for the original PlayStation, which has been converted from its arcade System 12 board format. It does not have super moves or power bars or magical attacks, like many other fighters, such as Mortal Combat or Street Fighter, but it features a lot of realistic marshal arts moves instead. Its story is kind of weird... The King of Iron Fist Tournament has been established for the third time to draw out an evil force known only as the Ogre. The tournament takes place fifteen years after the end of the second, where the organizer Heihachi defeated his evil son Kazuya to once again claim control of the Mishima Empire. Twenty-one fighters have come from all over the world, all for different reasons, to claim victory. Many of the warriors who fought in the previous titles have died, or have been defeated at the hands of the current participants. Some of the old guard from the two previous titles such as Nina Williams and Paul Phoenix still remain, and have one final chance to win the tournament.

As you can read the story in Tekken 3 isn't mind blowing by any means, but the amazing game play is incredible.

Only ten players are available initially, but more characters are hidden, released when the players accomplish certain tasks like beating up a game with one of the initial warriors. Robots, Indian, Panda, Bear (!), and an Ogre demon are included. And each of the 28 characters features an individual style of fighting and behavior.

The controls are pretty easy to manipulate, even for rookies. The improved fighting engine allows for faster, more fluid movements. Execution of moves is flawless, response to button presses is instantaneous, and the fighting is brutal. Each character has over twenty moves, and at least two to three different hit combos. There are hit, punch, kick, and throw counters as well, and the character balance is superb. In addition, fighters have the ability to dash, throw, escape from throws, charge up, and more. By charging up (a technique done by pressing all four attack buttons at once), your fighter's attacks become more powerful for a short amount of time. Some moves are even unstoppable, so players who like to block attacks will have to think of new strategies. The controls are so user friendly that button mashers can have a great time, but if you're playing against a pro who knows what he/she is doing you'll be in for a beating. The fighting engine is very deep and rewards those that take the time to improve their skills rather than those that just like to hit buttons. The only real hard part about the controls would be trying to execute the more complex moves or those devastating 10-hit combos. But there's a practice mode that can help players master their fighter's moves and in any of the game modes, you can pause the game and view your fighter's attacks.

Visually, Tekken 3 is still a nice game. The game packs some of the best graphics ever seen on the PS1, with detailed backgrounds and well designed characters. Polygonal fighters have never looked so sooth in a fighting game as far as the original PS games goes. Contact animation is also excellent. You can almost feel the pain and impact when you snap opponent's limb or knock them senseless with a string of hits and as with Tekken2 (the previous part), head tracking is used in this game. Knock someone down or move around them and your character will move their head accordingly to maintain eye contact with the rival.

The soundtrack is great. Be it remixed or arcade tunes, the music rocks. You'll mostly

hear music that consists consist of an electric guitar, but it sounds so good you can't help but love it. The music in Tekken 3 is so good, that many gamers have purchased the original soundtrack CD.

The sound effects are very much reminiscent to the previous Tekken games. You have nice bone-crunching effects for limb breaking, super impact effects when a kick or punch lands and plenty of grunts and groans from the combatants. The sounds for the special effects are also sweet. When your character starts to vibrate with energy, a nice swirling electrical sound ensues.

Namco has always been known for putting extra modes and features into its console games that originated in the arcades and Tekken 3 is no exception. Along with the vs. survival, team battle, and time attack mode are the hidden theater, Tekken Ball, and Tekken Force modes. Theater mode allows you to view the endings of fighters that you've already finished the game with and lets you listen to the tunes of the game. This cool mode also works with the original Tekken and Tekken 2. Tekken Ball mode plays like a game of beach ball that lets you use your fighter's moves to hit the ball over to your opponent in order to knock them out. Tekken Force is like a classic beat 'em up game, going through four levels taking out wave after wave of enemies, with a boss at the end of each stage, however, you only have one life in this mode, so you better make it last.

Last but not least the fact that this game can be picked up cheap these days and it is possible to play it on any PlayStation emulator (such as Bleem or Epsxe) on a PC with no problem adds to the value of the game. Actually, the game looks better on a PC than on the PS because emulators are using dedicated video cards hardware to redrawn textures in a higher resolution, which is impossible to do on a PlayStation.

Overall this game is a lot of fun. Aside of a puny "story line" it has no other weak points. It offers many hours of fun in a single player mode (vs. computer) and the two person

mode can actually last for many weeks with a right group of friends. A definite “must have” for every gamer.