



SAMURAI WARRIORS

戦国無双

State of War

Preview by DJPubba

Publisher : Koei
Developer : Omega Force
Release Date : 2/21/06

Genre(s) : Action/Strategy
Category : Third-person
of players : 1-4

Koei's newest beat-em-up series has returned, with new features and surprises in tow. 2004 saw the debut of the *Samurai Warriors: State of War* series, and 2006 will see it debut on a portable. Essentially *Dynasty Warriors* set in feudal Japan, *State of war* features 37 stages (22 being PSP- exclusives), and all 19 characters from both previous games. *State of War* rewards longtime fans longing for online play by providing four player vs. challenges via ad-hoc Wi-Fi, a first for the series, and something that is sure to increase the life of the game.

Omega Force made even more changes to the existing formula. Instead of skill points to unlock new techniques, you now have to find skill scrolls during battle to learn new attacks. Charms are yet another new addition to the series, and can only be found during the strategy portion of battles. These are unlocked after clearing a space on the grid with a charm on it. Charms boost your strength, increase your health, and can even damage foes, so get them whenever possible. Omega Force also increased the sub-officer (in-game bodyguard) setup from previous games. Now, you've got a whopping 200 of them to choose from, and can take up to four into a given battle with you.

Longtime fans will also be rewarded with a game that not only looks about on par with its PS2 brethren, but takes full advantage of the PSP's wide screen. To better see your foes, you'll be able to have the whole screen at your disposal, and can even toggle the maps on and off to mix things up if you'd so desire. Dedicated fans should find a lot to enjoy here, so be on the lookout for *State of War* in late February.

