

# BEHIND THE SCREENS

## THE MAKING OF

# PHANTASY STAR IV

Mention role-playing games to any Sega player and the one game that always comes up is Phantasy Star. Not only is it the most popular Sega RPG, but it also is the game most players want to see another sequel made. Having heard rumors this last summer that the fourth in the series was about to be started, the EGM editors packed their bags and headed out to Japan to interview the design team working on PS4 to find out the latest scoop on this super secret sequel.

Working quietly in one of Sega of Japan's R & D labs were the three main people of the PS4 development team. The head of the team is

Mr. Minoru Kanari, Manager, Consumer Products R & D Department; "Reiko" is the crew chief and "Tohru" is the head programmer and designer. Together they create the game concept, the character artwork and supervise the programming and day to day activities.

When we arrived, the development team had just finished the storyline and started working on the actual layout of the game. They expected that the game would be completed

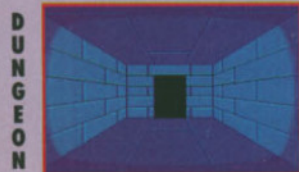


The key people in the PS4 development team: Mr. Minoru Kanari; "Reiko" and "Tohru".

near the end of 1993. Although the programming hasn't been started yet (they did give EGM copies of the artwork to be used in the game), Mr.

## THE EVOLUTION OF THE PHANTASY STAR RPGS

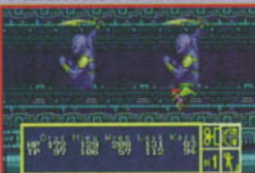
### PHANTASY STAR 1



### PHANTASY STAR 2



### PHANTASY STAR 3



### PHANTASY STAR 4

The goal of Phantasy Star 4 is to take the best from the first three games and to go beyond anything done to date on any system. Their plans for the three main parts of this FRPG include:

#### BATTLE SCENES:

In this version, the developers plan on continuing to use the point-and-click icon fighting control, similar to that found in PS3. This has proven to be a lot simpler than anything used in the past. There also will be more background detail, and the enemy and characters will have smoother animation and more realistic attack moves in the fighting sequences.

#### CAVERNS:

PS4 will make more use of the multi-level scrolling backgrounds as found in PS3. There will be more mazes, both underground and multi-story castle-type and they will also be much more complex with a lot more enemy to fight.

#### OVERWORLD:

The developers hope to show the above ground cities and countryside in a manner that will have more of a 3-D perspective rather than a straight overhead view. There will be three times as much area to explore, including visiting three planets, two satellites and a yet unnamed mystery area.

Kanari was able to discuss the story-line and how this sequel will tie in with the previous versions of the game.

As to the time line, PS4 will not be a sequel to PS3. Rather, Reiko stated that PS4 will begin about one generation after PS2. With PS4 so chronologically close to PS2, some of the main characters in PS4 will be related to the heroes of the second quest. Reiko states that there will be a maximum of five characters in the game. You will start out as Rudie Ashuru and as you explore the main world you will find the other characters who will want to join you on your quest. Each character will have certain strengths, weaknesses and special abilities.

Rudie is a hunter and he will be a strong fighter in battles. His main weapon is the sword.

Later you will find Saei Uorushu.

She has very strong magical powers but

very weak fighting skills. The third member of your party is Fuaru. He is a neo-human and has no primary trait. His fighting ability is only average and he can cast only a couple of different spells. The fourth member of your group is Fuoren. He is an android and has exceptional



Dark Force will be back again in PS4!



Saei Uorushu is a mystic. Her main trait is her ability to cast very powerful spells. strength and great fighting abilities. The fifth person has not been identified yet.

The game will only go on for the life span of the main characters, though. It will not continue for generations as PS3 did.

PS4 will take place in the same solar system and on the same world as PS2. However, in this version, there will be a total of 3 planets, two moons and one more mystery location that will have to be explored.

One of those new moons will now be circling the home world and it will play a very important part in your quest. The whole game will be at least three times as large (explorable area) as PS2. There will be three times as many things to do in this version including exploring maze-like underground caverns,

dark, monster-infested mechanical dungeons and large castle like structures with tons of hidden rooms and surprises.

Reiko states the every effort is being made to make PS4 better than the previous versions. There will be more detail in the cities and countryside. There will be more people to talk to and more things to do and see. There will be double the magic spells and a lot more weapons to get and use. The fighting scenes will be more realistic with better backgrounds and more character animation. The easy to use point-and-click icons from PS3 will again be utilized. The caves and mazes will have three or four levels of parallax, giving the overall impression of great depth.



Rudie Ashuru is a descendent of one of the four main characters from PS2.

It has been a long time since we saw a good RPG from Sega. PS4 has the potential of becoming their next mega-hit but unfortunately it will be quite a while before we see an English version. Until then, you can count on EGM to keep you informed on all of the latest developments.

## THE CAST OF PHANTASY STAR 4



Rudie Ashuru (Hunter)



Saei Uorushu (Mystic)



Fuaru (Neo-Human)



Fuoren (Android)

NOTE: All names, cities, worlds and titles are preliminary and subject to change.

# BEHIND THE SCREENS

## the MAKING OF

### PHANTASY STAR IV

It has been over 1000 years since Dark Force and Mother Brain attempted to control Algo with its weather control system. Since then, a new threat is growing on the planet Motavia. Bio-Monsters, which normally stay outside the cities, start appearing within the Motavia Academy in Piata. The Motavia Academy is a college where young minds reach higher levels of education. Two mercenaries named Rudy and Leila must seek out this mystery and put a stop to the force behind it.

For those who don't remember the first article we ran on Phantasy Star IV for the Mega Drive and Genesis, check back to issue 42 where we first showed some terrific scenes of the awesome RPG! In part 2, we'll discuss the changes made since that issue, plus show some first-

hand pix of what promises to be the hottest RPG of 1994!

The PS4 development team has really been crankin'



#### INTERVIEW : PART 2

since we talked with them last. Not much of the story-line has changed, but there are a whole slew of new pictures plus a more in-depth interview with the Phantasy Star Team.

The game begins with two main characters that you will have full control over throughout the entire game; Rudy, whom we talked about last time, and a new character named Leila, a feisty young female warrior with incredible skills. Other new additions to the cast include an unnamed character with telekinesis abilities and a more advanced version of Nei (from Phantasy Star 2). You can have a maximum of five characters in your party with a total

of 11 characters that will have come and gone.

This game is definitely no slouch when it comes to size! PS4 is three times bigger than PS2 with many new planets and moons to discover before you can finish. There are also over 100 breeds of both Bio and Mechanical creatures to do battle with. Collecting experience points and Meseta are also still a big part of the game.

Combat has been modified to the old way like Phantasy Star 2. You will get the same view of the back of your characters, but the background won't be a simple, blue grid. The backgrounds will be extremely colorful and will change according to the landscape of where you're fighting! None of the fighting scenes are shown due to the game being so early. However, as soon as we get a hold of a few pix, you can be sure we'll print them in future issues of EGM!



The college town of Motavia has monsters appearing out of nowhere.



When the game is more complete, new lands will be built across large seas.



The sand town known as Mio is one of the many other towns you will visit.

PHANTASY STAR  
FRINGES OF ALGO

<http://www.psalgo.com/>



LEILA



SAEI



FUOREN



HAN



FUARU



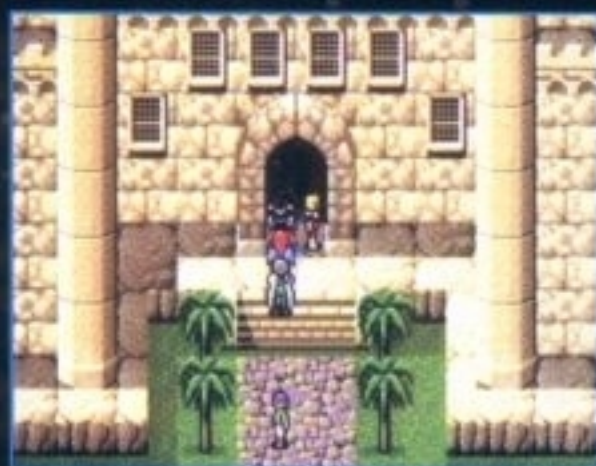
RUDY

## THE CAST KEEPS ON GROWING

The towns have been changed a bit too! In some cases, you may actually fight in the towns! The first example is in Piata where you must venture through the labyrinths within the Academy to destroy the Bio-Monsters which inhabit the halls. Also, there is more interaction with townspeople so learning important information is even more taskful. There are a variety of shops in each town like weapon depots, tool shops to stock up on magic, and inns for when your group needs a restful nap and hit point recovery. Remember the teleporting system used in PS2 to zip to and from various towns? A new method of transportation will be used but no details were given away just yet.

Phantasy Star 4 is shaping up to be the best Sega RPG ever! Although no definitive release date has been set, they are planning on a 1994 release and are aiming for 16-Meg, maybe more! So stick around, because there may just be more interviews as more exciting information comes our way!

## ENTER MOTAVIA ACADEMY



Our band of brave adventurers begin their quest by learning of the strange occurrences that are happening at the Motavia Academy in the beautiful city of Piata. It seems that many strange and hideous creatures are simply appearing out of nowhere! Rudy and Leila have been hired to exterminate the monsters. But, this isn't just a bad case of cockroaches here! These monsters are part of an unknown evil force that threatens Planet Motavia and every other life-form in the galaxy. Could the insidious Dark Force be behind this?



Speak with the frightened students to learn more about the odd occurrences.



The Academy has many floors to explore before battling the creatures within.



## CHARACTER ANIMATIONS!

More detail in the enemy's animation has been focused on. Here are just two of over 100 enemies you'll face. The green beast is called Grass Assassin and the droid is called the Sensor Bit. You'll face these two near the beginning of the game.



Of course, you can visit weapon shops, tool shops and restful inns in all towns.