

# SEPTEMBER'S GAMING GOODNESS

Lesley Smith looks at the offerings available for import gamers...

So, the heat of the summer is almost over and September brings more for the gamer; from the anime-inspired to the weird and wacky.

One of the biggest releases this month is *Rhythm Tengoku*, a GBA release which tests players' 'rhythm sense'. Gamers also have the chance to play addictive mini-games and try to beat bosses using just button presses timed to music.

*Blood+*, the anime series based on Production I.G.'s OAV *Blood: The Last Vampire*, is getting two releases this month, both for the PS2. The first, *Blood+: Soujoku no Battle Rondo*, is a three-dimensional epic that combines traditional dialogue-based games with action sequences which pits that unearthly schoolgirl Saya Otonishi against legions of vampiric Chiropterans.

The second title, *Blood+: One Night Kiss*, looks a lot like *Killer7*, which is no great surprise as the game was developed by the same studio. The game allows players to take the role of both Saya as well as a new character, Aoyama, who is unique to the game.

Fans of the visual novel genre will be rejoicing with the release of a PS2 tie-in for *ARIA the Natural*, a mellow series – and sequel to last year's *ARIA the Animation* – which is based on the long-running manga *ARIA and AQUA* by Kozue Amano. The game follows the attempts of Akari Mizunashi to become an Undine (a gondalier) with Aria Company in the Venice-like city of Neo Valenzia on the flooded planet Mars, now renamed Aqua.

