

# Zhadnost: The People's Party

There is a new game  
in Bizzarnia and  
everyone must play.



It does not feature the brainy Alex Trebeck, or the letter-turning sensation Vanna White, but the inhabitants of the backwards totalitarian little country of Bizzarnia probably wouldn't have their favorite game show any other way.

Zhadnost: The People's Party represents the evolution of a unique game show genre that was pioneered over a year ago with the release of Twisted: The Game Show on the 3DO system. There is no coincidence in the obvious likeness of these two games, as they were both created by the same producer, Studio 3DO.

By combining a plethora of full-motion-video, witty satirical humor,



and competitive gameplay, Zhadnost is not only a fun game to play, but it

also serves well as comic relief. You and your opponents have the choice of controlling five different personalities -- each with their own whims and dreams. These abnormal game show contestants range from a sadistic Colonel with dreams of being a Las Vegas comedian to a lady rocket-scientist with aspirations of becoming a top fashion designer. Luckily, these outcasts of society have been abducted and brought to the only place that can make their outlandish dreams come true -- The People's Game Show.

Zhadnost is not a terribly complicated game -- contestants



The Green Room?: Unlike the deluxe accommodations available to their counterparts in the US, Bizzarnia wait their turn at the game show in detention cells under the watchful eye of a hidden security camera.

Up to four contestants can compete in each game (top). Each player must attempt to get as much time as possible (middle) for each turn. Players have an opportunity to reverse their luck and gain an advantage by working on the money wheel (bottom).

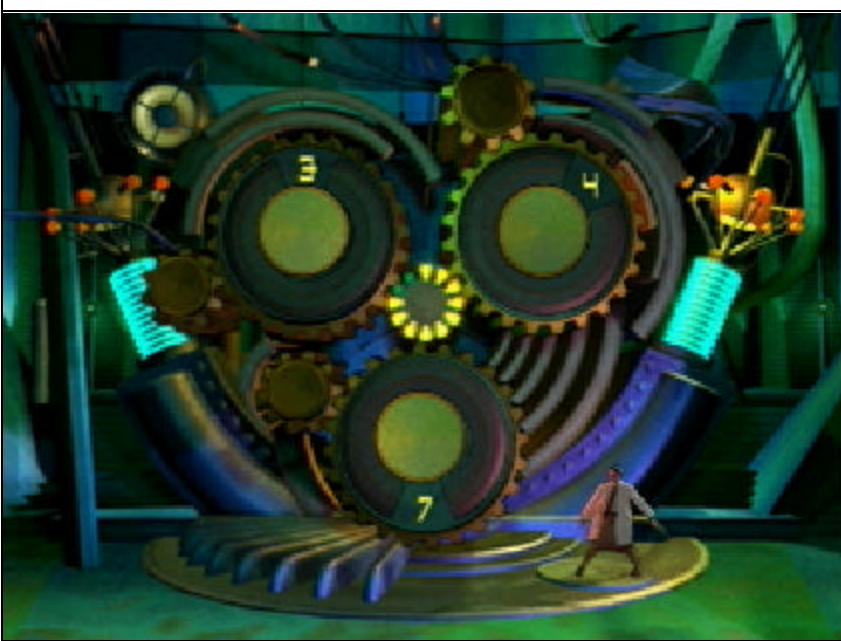
must compete in a variety of contests to win various amounts of time. At the end of each round, the time won by each contestant is added up and used in the final round, dubbed the 'money wheel'. The player which scores the most amount of dough on the wheel by highlighting surfaces in a strategic fashion becomes the winner. Although this wheel segment is a rather interesting concoction requiring a

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blend of skill and strategy, the rest of the games aren't nearly as demanding or original.

Aside from a few trivia segments that may rack your brain, most of Zhadnost's five contests consist of simple head-to-head memory-matching not unlike the old 'concentration' card games. Surprisingly enough, the gameplay doesn't suffer horribly despite being simplistic. The humor and competitive gameplay with three or four people is a blast.

Fortunately, Zhadnost's simplicity does not hurt it, but its lack of characterization does. Despite having a great full-motion-video introduction and amusing ending animations involving individual personalities, the



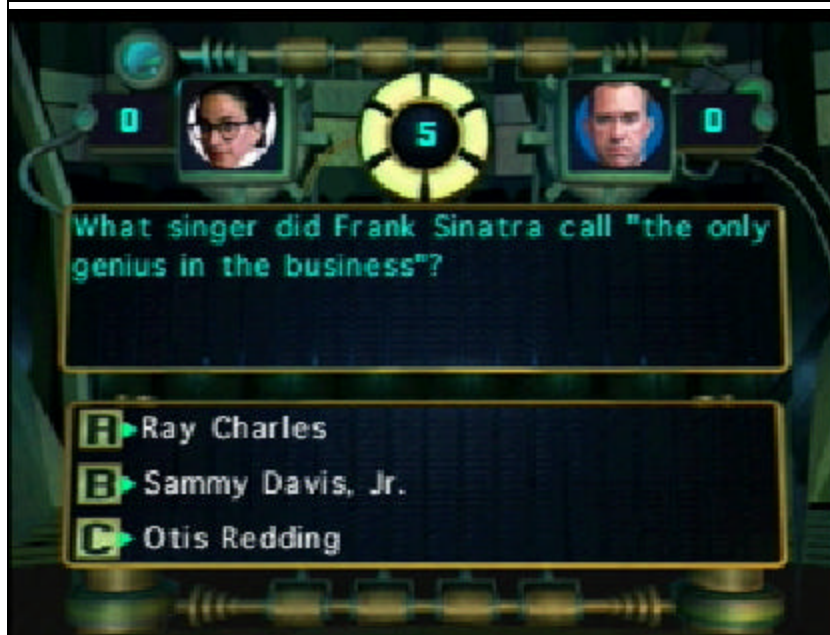


Even if it is your turn, a contestant will attempt to win the round or make you play a different game by fighting for control of the space (top). Some of the games seem simple, at first, such as the matching game (middle), but even the best can be thrown by the trivia challenge (bottom).



characters you control might as well be pieces of cardboard during gameplay. Instead of continuing the funny quips and humor during the

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'show', the game show characters, aside from the host, are virtually silent throughout the entire game.

Zhadnost certainly does not fail anywhere on the technical side. It is probably one of the best marriages of live-action video and crisp computer graphics in a video game. Perhaps the best compliment that should be said about this title is that it succeeds in its attempts to simulate a gameshow. In fact, it is so accurate that it channel-surfs commercials between each round.

Zhadnost: The People's Party is a great multi-player game, especially for parties. In a great marketing move, and an outstanding deal, Studio 3DO has even packed in a controller since the game operates with a minimum of two players. Although this is the minimum, I strongly recommend having three or four available.