EXHIBIT 2

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Message from discussion GRANDIA demo impressions

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From: ldrel...@my-deja.com
Subject: GRANDIA demo impressions
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I just went down to a stationary store on campus and picked up a copy
of the latest Official US PlayStation Magazine, I didn't get it to read
(I can care less about shitty American games like Crash Team Racing!),
I got it for one thing... GRANDIA demo! Finally, I've waited for SO
long to just play this game, and now I can play it in English! Here's
the impressions I gather...

1. Intro
When you first start, you see an opening CG of events in the game, with
the staff names on it. The CG is decent, though a little dark, and the
characters are drawn in an SD anime style over it (which looks very
awkward compared to the CG backgrounds). But overall, the music

2. Videos
From the demo menu, you can see 3 short videos of scenes in the game, a
Ghost Ship (which is a CG ship rocking back and forth in the ocean), a
Military Base (which shows a big base made out of iron and steel, and
some hang gliders taking off from it), and a scene of a giant red
airship taking off. The CG quality is pretty good but has nothing on
FF8.

3. Town Demo
Another playable part is (what I'm guessing is) the first town, Parm.
The first thing that caught my eye was the size of it... The town is
much bigger than most other RPG towns, and you can press Select to view
it as a whole. There are many different houses that you can enter and
people to talk to. The graphics in the town are very very good, they're
fully rotatable 3-D (but they look much better and cleaner than
Xenogears), but in the houses, you're not able to rotate the camera.
The only problem with the graphics in the town is that the frame rate
is VERY low (about 15 FPS). In the town, you basically have to go to
the harbor to get a ship, but you need a passport to get on the ship,
and the passport is obtained through this guy named Java who's in the
Cafe, but the Cafe key is missing, so you need to go to the harbor to
get the Cafe key from this one guy. Then, when you go to the Cafe,
Java's not there, he's over exploring some mines, so you need to go to
the mines (that's where the demo ends, you don't get to go to the mines
in it). So, from what I gather, the game's graphics look very nice and
the towns are big, but the game looks like it'll have a lot of stupid
fetch quests in it. Another thing I noticed was the awful dialogue in
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it. The game is very reminiscent of Lunar in how the characters in your
party actually have DIALOGUES with the townspeople (instead of
monologues like most RPGs), and from here the personalities of the
characters are evident... Justin sounds like a real dumbass (who
doesn't know the difference from "cold bread" and "not very warm
bread" :P), from what I gather, and Sue is sickengly cute (and
annoying). The dialogue in this game is very terrible, too, with lots
of grammatical errors and expressions that don't make sense. Lately
Sony's been doing half-assed jobs of translating games, but oh well.
Some of the dialogue is so bad it's laughable. Look at the screenshots
at GIA and you'll agree.

4. Field Demo
The Field Demo has you playing through a mountainous area of the game,
this time you're accompanied by a green-haired woman named Feena. In
the fields, you can rotate the camera around, but you can only see an
overview of the current area you're in when you step on little circle-
like spots (they look like save points). This one particular area is
pretty big, with lots of places to explore, which is a refreshing
change of pace from games like FF8 with their simplistic dungeons.
Although the graphics on this particular board were nothing to write
home about, they served their purpose. Another thing is that you can
see the enemies before they attack you, which is a positive. So far,
the battle system is pretty cool. It's set up like a normal turn based
battle system with hints of Star Ocean... At the bottom of the screen
is a meter which shows which characters and enemies get to attack
first, so you're able to actually go and attack the enemies that are
ready to attack. The enemies and characters are both sprites, and both
are fairly detailed. The battles are pretty fast-moving and are a
change of pace from other more traditional combat systems (FF, BOF,
etc.), I like the battle system as there can be quite a bit of strategy
used, but in the demo, it was easy to survive just by using critical
attacks. There are spells that are levelled up in the old-fashioned
FF2j style by the amount of times you use them, and I believe weapons
are levelled up in this way too. It's good stuff.

So, overall, this game is coming out October 28, I believe, and I'm
gonna definitely pick this game up! So far it looks like it can be THE
RPG of 1999 (right behind Star Ocean 2, of course)...

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