

**EXCLUSIVE INSIDE: 1995 FIGHTING GAME PREVIEW!**

SUPER NES • GENESIS • 32X • SEGA CD • SATURN • INTL-GEN • 3DO • PLAYSTATION • CD-I • JAGUAR • GAME BOY • GAME GEAR • ARCADES

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**HIGH-TECH  
HARDWARE REVIEWS**

• SONY PLAYSTATION  
• SEGA SATURN  
• NINTENDO VIRTUAL BOY

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# EGM!

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## SATURN VS. PLAYSTATION—THE HEATED BATTLE RAGES ONWARD!

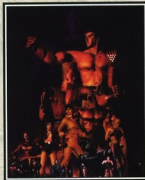
88

The Sony PlayStation and the Sega Saturn kept out of the limelight at the Winter CES, but the two companies had fun pulling a few pranks on each other. *EGM* went behind closed doors to get you the latest information on what went on between the rival companies.

90

## THE FIGHTING GAME GENRE IS STILL GOING STRONG!

What makes the fighting game genre so popular? Find out in this issue with a special, four-page feature on hot games like *Mortal Kombat I and II*, the *Super Street Fighters*, *Tekken*, *Virtua Fighter* and many more. Also, can game-to-movie translations really work?



## NINTENDO DIVES INTO THE 3-D REALM WITH A NEW PORTABLE!

94

At the Winter CES, Nintendo unveiled its new, true 3-D portable Virtual Boy. *EGM* was there to take a peek at the new system as well as check out some of the upcoming games. Nintendo is certainly bringing us closer to a virtual-reality world with this hot item!

104

## TEAM STAR FOX JUMPS INTO HIGH-VELOCITY WITH ITS SEQUEL!

Team Star Fox returns to fight the forces of Andross once again with two new members, transformable R-Wings and non-linear game play. It's everything you could want in a sequel and more. Check out Cyber's awesome four-page extravaganza in this issue!





# GAMING GOSSIP

...PlayStation The Unseen Hit Of CES...  
...Nintendo To Eat \$100 Per Ultra...  
...New Ultra Games Announced...  
...MK3 Seen By The Q - Full Details...  
...PlayStation Gets MK3 Exclusive...  
...Virtual Boy Goes Color?...  
...32X Not Living Up To Its Potential?...  
...Jaguar Gets MK Actors For Game...

...The one-armed bandits of the gaming world were decked out in their Sunday best just weeks ago. Even though there were fewer companies this year at the Winter Consumer Electronics Show in Las Vegas, that didn't deter yours truly. The Q-Mann made his rounds and lifted enough dirt on the movers-and-shakers of the gaming world to ... well ... write this column ... Nintendo confirmed what the Q-Mann reported previously: Diddy Kong will be starting in his very own Super NES jungle adventure. Rare is doing the programming as we speak, and it will also feature the new ACM technology used to make Donkey Kong Country ... Also at the Nintendo booth, execs released info on their upcoming Ultra 64 on a need-to-know basis only. Behind closed doors, however, the Q heard rumors that Nintendo has committed to taking a \$100 hit per unit to get the Ultra onto store shelves at the promised \$250 mark. (There remains a remote possibility that it will slip to \$259.) Seems the release of other details is being held back so the big N can react to the rabbits that Sony and Sega have planned to pull out of their respective hats...

...In other Ultra 64 news, the Q hears that LucasArts, in conjunction with Nintendo and Sculptured Software, is working on an Ultra 64 Star Wars game that takes place 20 years after the originally trilogy's timeline. The play mechanics are rumored to be a combination of Rebel Assault and TIE Fighter. Yours truly has also discovered that they're trying to get Mark Hamill to play an older Luke Skywalker and use compressed full-motion video in the game ... The other game the Q finally laid his eyes on was the almighty Mortal Kombat III which the Mann viewed behind closed doors at the show. MK3 looks great and early indications are that you won't be disappointed by Boone and Tobias' latest course in pain. Rich Divizio is once again playing the parts of Kano and Baraka, Tony Marquez is playing Kung Lao, Kerri Hoskins is playing Sonya and John Parrish is playing Jax. As far as the other nine characters are concerned, Williams hired models instead of martial artists. Williams is still trying to convince Robin Shou, the actor playing Liu Kang in the Mortal Kombat movie, to play Liu Kang in the game. Fighting on (and under) city streets and other locations will definitely offer a new change of pace for a game that has most definitely taken the crown from Street Fighter II (let's just hope the movie is better)...

...So where did the people responsible for bringing many of the Mortal Kombatants to digital life end up? The Q-Mann hears that they are working on a new fighting game for the Jag with Atari. The project is being headed up by Ho Sung Pak, the man who played Liu Kang in Mortal Kombat II and Dr. Philip Ahn, who played Shang Tsung. Also along for the ride is the actress who played the part of Kitana. The game should hit stores later this year ... In other news from the Atari front, the Q saw a fatty display loaded down with 64-bit goodies, including a yet-to-be-named, Virtua-inspired fighting game with some truly cool features. While some of these softs have been seen at previous shows, the people in power at Atari Central Command promise players that they'll be able to get their hands on dozens of new titles as well as their new CD peripheral as the months tick off the 1995 calendar...

...Wurd has it that Super Tetris III is in the works and the game may be ready in time for this coming Christmas. The game will allow four people to compete at the same time! Gamers can expect to see at least 12 to 15 titles ready at the launch of the Ultra 64, including a new version of Castlevania from Konami, Robotek from Gametek, a Mario adventure from Nintendo and a Mario Kart-style game also from Nintendo. Doom from Williams, Batman Forever, Alien Trilogy, Turok the Adventure Hunter and Frank Thomas Big Hurt Baseball from Acclaim and the next Final Fantasy Quest from Squaresoft. Also look for Capcom to launch onto the next-generation platforms with Street Fighter II, complete with blood and guts. While this will help, Sony, who may not get MK3 as a pack-in after all, is likely to get an exclusive distribution window instead, meaning that for a period of 30 days the PlayStation will be the only format that you can play MK3 on. Seems the guys with the lightbulbs floating over their melons at both Nintendo and Sony think that a new war of the fighting games will be the best way to attract interest to their respective camps...

...Virtual Boy was one of the wanna-be highlights of the show. At first glance Virtual Boy really isn't all that great, but the Q-Mann scoured the halls and parties looking for the V-Boy's hidden agenda and, as usual, yours truly found it. Virtual Boy's future seems to lie in a future virtual-reality gaming application and insiders are suggesting a possible compatibility with the Ultra 64 and a virtual-reality arcade application is in the works in Japan. The Q-Mann was catching rumors of Nintendo pushing back the release date, however, by the end of CES ... It took some doing but Virtual Boy's red diode display may become full color if Reflection Technologies has anything to say about it. Seems that company has developed a blue and a green diode and they're lobbying to develop an adapter that could turn the Virtual Boy into the first full-color VR station for home use. Virtual Boy may even become the eye piece for the Ultra 64 or possibly even the Super NES! ... Other games planned for the Virtual Boy include a version of Tetris, Bomberman from Hudson Soft and Brutal from Gametek. Also expect other companies to be getting games out for the one-color version of Virtual Boy as the secret to its real purpose begins to leak out ... Another peripheral that developers told the Q was not living up to its potential was Sega's 32X. Those in the know tell me that the peripheral is capable of much, much more and early games don't use many of the device's higher functions. Some were saying 32X is 90 percent of a Saturn which bodes well for Sega's lower-priced next gen machine...

...So what was the hit of the show? It's an odd one my Q-Fans as the most talked-about product at the show wasn't even there. The Sony PlayStation, in light of what the Sega Saturn has to show and what Nintendo's Ultra 64 has yet to show, is quickly becoming the new standard of the video game industry. While the Q will remain concerned about widespread acceptance of the unit until a definitive price is announced, sources close to the company are saying that it will be under the \$300 barrier. Furthermore, the system will accomplish a first for the industry and actually launch with more than three pieces of software. In fact, there are so many games in the queue (or is it Q?) that Sony insiders are privately concerned that too many games may be available! In any event, the PlayStation is hot, Hot, HOT, and with the stellar lineup of talent supporting the product, the next generation of gaming could have Sony written all over it...

...That wraps it up for this chapter of Gaming Gossip, the longest-running video game gossip column on the face of the entire planet! Next month I'll deliver more dirt from the show and keep you posted on the latest developments from the 32-/64-bit front. Until next time, keep the rapid-fire on, the slow-mo off and remember to never double down on 20 or stay on 7 like that sap at the end of the table...

## - QUARTERMANN

# SPECIAL FEATURE!

## VIRTUAL BOY EXPOSED

Get a good look at this head unit. If Nintendo's wishes come true, this will be strapped to the heads of gamers across the country. It's the headset to Nintendo's newest system, the Virtual Boy. On these pages are sneak previews of games confirmed to be released in the U.S. for this 3-D, virtual-reality system from the big N.



# SEVERAL VIRTUAL BOY GAMES CONFIRMED FOR U.S. RELEASE

At the Winter CES, we had a chance to peek at Nintendo's newest "portable" system, the Virtual Boy. In addition, we got our hands on some pix of the games confirmed for release in the U.S. Everything is beta at this point, but there was still plenty to see and hence, plenty for us to show you.

This newest system by the Big N will definitely be breaking new ground with three-dimensional scaling and rota-

tional graphics coming from a high-tech, projectional LCD visor.

Its specifications are a tad sketchy, but we do know that it will be true 3-D (as opposed to 3-D-like effects produced on other systems), 32-Bit and feature true stereo (not just two speakers producing the same sounds). Its controller is bound to remind you of the PlayStation's wing-style, hand-held control unit. There are a variety of but-

tons, among them those that control "toward and away from you" on the back of the controller.

The graphics were very impressive, and the sound was excellent. This unit will definitely raise some eyebrows once it hits the States, sometime in April for around \$200.

Its portability is questionable. Although it does run on six AA batteries (for about seven hours), its large size and cumbersome weight will limit the number of people who will be willing to lug this thing around.

At CES, there were some

games on display, among them are the ones shown on these pages. Below, you can see the demo that was running. It showed some of the power the Virtual Boy has in terms of graphics in 3-D.

Among the titles confirmed for release were Red Alert by T+E Soft, an unnamed space shooter by Hudson Soft, Space Pinball, Mario Bros. and Teleroboxer by Nintendo.

Look at some of the pictures on the next page to get an idea of what these games will look like. (Of course, on paper they are only 2-D, in actuality they are in very impressive 3-D).

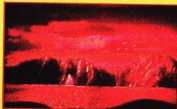
## How It Looks

We're close to those virtual-reality units you see in the movies. The Virtual Boy is somewhat cumbersome to strap onto your head, so it is designed to rest on a tripod for you to lean into the visor and play. Technically speaking, it is portable, but due to the odd shape and weight of the unit, it is yet to be seen how practical such a product is. The controller is very PlayStation-like and has special buttons for depth control.



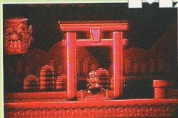
## VIRTUAL BOY DEMO

Nintendo displayed a demo that showed the power and realism of the Virtual Boy.





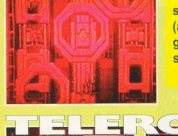
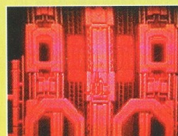
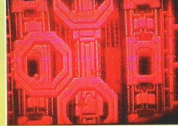
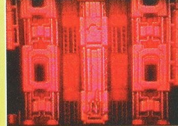
# MARIO BROTHERS



Yes, every new Nintendo system has to have a Mario game as a sendoff. Virtual Boy gets a 3-D remake of the original title involving Mario and his faithful brother Luigi. Why not Super Mario Brothers, or something other than the original Mario Brothers? Who knows? This would seem to be a risky move on Nintendo's part, but maybe it's worth it in 3-D.



# UNTITLED SHOOTER



## VIRTUAL BOY GAMES SCHED- ULED FOR RELEASE IN THE U.S.

All of the games on this page will soon be released for Nintendo's newest portable, the Virtual Boy. Take a look at some of these screen grabs (although only 2-D), and try to get a feel for the power this system has!

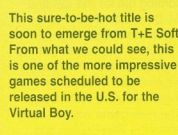
# TELEROBEXER

This title, although pretty raw now, looks very promising. It uses much of the Virtual Boy's 3-D power.



Hmm, better than Virtual Fighter? This one's by Nintendo.

# RED ALARM



This sure-to-be-hot title is soon to emerge from T+E Soft. From what we could see, this is one of the more impressive games scheduled to be released in the U.S. for the Virtual Boy.



# SPACE PINBALL



This hot title has some cool depth effects, also from Nintendo.



\*Tentative Title—as yet unnamed by Hudson Soft