

**INSIDE  
THIS ISSUE  
OF EGM!!**



**NUMBER  
75**

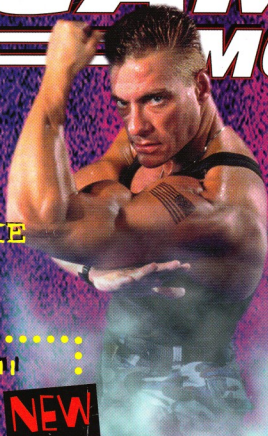
**YOUR GUIDE TO:**

Super NES • Genesis  
32x • Sega CD • 3DO  
Saturn • PlayStation  
Jaguar • CD-i • Neo-Geo  
Game Boy • Game Gear

# ELECTRONIC GAMING MONTHLY™

**COLL  
GUILLE**

**STREET  
FIGHTER:  
THE MOVIE**



**KANO  
MK3**

Two .....  
**HOT** .....  
**NEW**

**GAME SYSTEMS BRING HOME**

**COOL**

**FIGHTING GAMES!**

**Game Previews:**

LIGHT CRUSADER • VIRTUA COP 2

CLOCKWORK KNIGHT 2 • MEGA MAN X 3

SPOT GOES TO HOLLYWOOD

**OCTOBER, 1995**

\$4.99/\$6.50 Canada



Display until October 31, 1995

SEGA SATURN'S STREET FIGHTER: THE MOVIE

SONY PLAYSTATION'S MK3



32x

## PITFALL

activision



category: release date:

Adventure

Now

challenge:

back-up:

Moderate

None

As I played Pitfall for the 32X, I couldn't help but wonder why they didn't work on the control. This game is packed with secrets that are really hard to get to because of the frustrating, loose control. A game like this should be picked up and played, not picked up, learn the control then played. After I got the hang of the control, the game's great animation and graphics came through, but that's not enough. If you liked the first version, you will like this one. It didn't change all that much.

What's the difference between this game and the Genesis version? I really expected to see more from this new 32X version. Sure, the game itself is good, but why is it only marginally different from the supposedly inferior Genesis? Anyway, I liked the pace of this game: Do what you need to do with a minimum amount of fuss and move on. This is how more video games should be, regarding their game play. I found no difficulty getting into this one.

Pitfall 32X suffers from the same problems as the 16-Bit versions. The character tends to slide around a lot, making precise control nigh-impossible. Hitting enemies with your weapons also is sloppy. The graphics are good, with a few touch-ups here and there. The screen broke up a few times. (Why?) The levels are long and filled with secrets, and if not for the control, would probably be fun to play. Overall I'd try it, if you can get used to the controls, you'll have fun.

This is much the same game as the Genesis version. There might be a few touch-ups but it looks and plays pretty much the same. Speaking of playability, I found my character kind of tough to control, moving as well as aiming. It seemed a little slippery to run and stop or to shoot at times. There are plenty of hidden areas and some neat levels, but the game seemed more like a run-and-gun rather than a take-your-time-to-explore. If you liked it before, you'll still like it.

**Best Feature:** Still fun  
**Worst Feature:** Slippery control  
**Time To Complete:** Medium  
**Also Try:** The 16-Bit versions

virtual boy

## RED ALARM

nintendo



category: release date:

Shooter

Now

challenge:

back-up:

Moderate

None

The Virtual Boy tries its hand at a shooter and comes out with a cool game. The little ship you are flying controls very well and the different perspectives really add to the game play. There were times where in the middle of a mission I would run into a wall or pillar or something and would completely lose my sense of direction not knowing what I was hitting. But it wasn't too hard to get back on course. I love the part where the little people are running around looking for shelter!

Ouch. After playing through a bit of this, stand back, look at something and try to focus. Anyway, the control is superb. I was impressed by Red Alarm. Unfortunately, the graphics fall in red, mind you are baffling. Is that a wall, a ship or an icon you are approaching? If you are not careful, you could find yourself lost in the land of wire frames. I really was impressed by the "virtuality" of it all—being able to move about freely within a miniwire frame universe. It's alright.

This cart is pretty cool, especially for a first-generation game. The graphics are detailed. I like the little soldiers running away in terror in the mech hanger. The game play is well managed with lots of options to appease any player. It's almost impossible to play from the StarFox point of view. I wish there was some way to fill in the wire frames. Sometimes you can't tell what you can and cannot hit. The audio needs work. Red Alarm is a nifty show-off game.

I was surprised by this game being as good as it was. I really expected the first few titles to be too simple. This game has good perspectives and plays pretty well. I don't really like first-person flying games, so this still won't rank high in my book. However, it is a decent game with its main drawback being its inherent nature of too many wire frames that blend and confuse you. If you can keep your eyes focused and get over all the red, it is a pretty decent game.

**Best Feature:** Good first-gen. game  
**Worst Feature:** Easy to get lost  
**Time To Complete:** Medium  
**Also Try:** StarFox, Battle Zone

virtual boy

## GALACTIC PINBALL

nintendo



category: release date:

Pinball

Now

challenge:

back-up:

Moderate

None

I have always liked pinball games, and I wondered if Virtual Boy would have what it takes to make a good pinball simulator. I like the fact that you can choose your own level, and for the most part, the levels are completely addictive. The only thing that disappointed me was that the flippers don't respond as fast as they should. But once you get the timing down, you can just about play forever...or until your batteries run out. The Virtual Boy keeps looking better and better.

All-new systems have first-generation games that supposedly exploit the hardware's capability. This game doesn't seem to fit into the mold of look-how-impressive-I-am games. The control is not entirely there. However, there are some nifty little treats to discover, if you're attentive in the least. Unfortunately, I wasn't too impressed with this new approach to an otherwise severely refashioned form of game. This one's neither overly fun nor impressive.

I was very skeptical about how good the Virtual Boy would really be. Galactic Pinball is a very cool pinball game. The flippers react a little slowly and not at all realistically. The buttons feel like the real thing, however. Each board has its own feel to it. The Colony Level is awesome, while Alien seems really cheap. The audio and voices are all top-notch. Before I couldn't see the VB as a viable system, but now I'm beginning to see what Nintendo has up its sleeve.

I really don't care for this "new portable system," so I must admit to being very skeptical to an "all-red" game. Actually, the several different fields are quite good and if you can get by the sluggish flippers, you may even be able to enjoy it. There are several cool gimmicks to keep you playing and the 3-D effect is decent. I think pinball fans would definitely want to give it a try, but the general player may not be drawn in as easily. It's an average game but nothing to write home about.

**Best Feature:** It's 3-D pinball  
**Worst Feature:** Wears thin  
**Time To Complete:** Medium  
**Also Try:** Eyeglasses after a few hours

DANO

AL

ANDREW

SUSHI



# NEXT WAVE



Ocean

## Waterworld

See below...

Action

The most expensive movie ever made will soon be released as a game on multiple formats. The Super NES and Genesis versions are pictured to the left, while the Virtual Boy and Sega Saturn games are pictured below.

Waterworld will also appear on the Game Boy.

It is set in a post-apocalyptic future where the polar icecaps have melted. The world is covered

## SEGA SATURN



Still early, the Sega Saturn version will probably be very detailed.

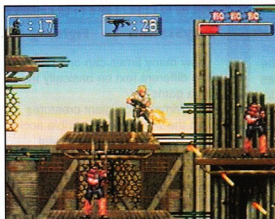


## VIRTUAL BOY

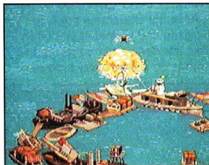


Enola is a little girl who has the map to dry land tattooed on her back.

## SUPER NES AND GENESIS



The 16-Bit Waterworlds are the most complete. They re-create the desolate world quite well. There are different playing styles.



# WATERWORLD

with water and people struggle for the basic necessities of life. In the game you play as the mysterious Mariner.

In the 16-Bit versions, you save the atolls from a group of pirates called the Smokers. This is primarily a shooter-type sequence. You have to blast the enemy jet skis and boats with your spear guns. There are also side-scrolling action sequences that have you fighting it out with the scum of the Earth.

The Virtual Boy Waterworld promises to be a 3-D arcade simulation. It is loaded with lots of shoot-'em-up action. The system will immerse you right into the middle of the action.

Waterworld for the Sega Saturn is early; little is known except that its graphics will be spectacular.

The movie was really cool, and I hope that the games will live up to it. More on these games later.

Waterworld for the Virtual Boy promises to bring new thrills.



Three-dimensional shooting action comes alive in your living room.

## EXPERIENCE IT IN 3-D!