

# FIGHTING GAME SPECIAL!

Nintendo<sup>64</sup> • PlayStation • Saturn • Super NES • Genesis • Game Boy • Game Gear • Neo-Geo • 3DO

# ELECTRONIC GAMING MONTHLY

WORLD  
EXCLUSIVE

STREET  
FIGHTER III



## TWISTED METAL 2

### FIRST INFO:

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- MECHWARRIOR 2
- ID4

10 NEW  
NINTENDO<sup>64</sup>  
TITLES  
REVEALED

OVER  
100  
previews

EGM UNEARTHS

# RESIDENT EVIL 2



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# IRFAGE

## TOO MUCH GLITTER

Dear EGM,

During this past year, I've bought only two games. That is the lowest amount of games that I have ever bought in a year's time. I thought that perhaps I just didn't enjoy video games as much as I used to, but I concluded that video game developers have forgotten that video games are a form of entertainment and are using them as a forum to show off technological "glitter." Some companies are doing well in both areas (entertainment and technology), like Square and Capcom, while others are sorely lacking in the two areas. What are your thoughts?

Joshua Jorgensen  
dane@gte.net

What do you think our thoughts are? Of course we agree, 100 percent. We'd like to see developers ask themselves, "If we took away the flashy SGI-rendered 1 million texture-mapped, Gouraud-shaded polygon this-and-that...would we have a good, solid game?" And if they answer no, then we'd like for them to say, "Well, back to the drawing boards then." It would save the Review Crew from ripping into their games and us game players from wasting our money. We don't live in Oz, however, so for the time being, we'll have to put up with it. The only thing you can do is to avoid buying the poor-quality titles and only spend your cash on the games that are truly worth it.



Skeleton Warriors: It sure looked pretty but...

## ODE TO A LOST BOYFRIEND

Dear EGM,

I know a guy named Donny Graham, who always has a control stick in hand. What do I mean—you don't understand? Let me explain, he's lost in Sony Land. He worked really hard and saved his cash, then off to EB he

made a mad dash. He bought a Sony PlayStation without delay, and now he plays it every single day. Mortal Kombat 3 is his most loved game, he says he needs it to feed his brain. Using Sindel, Kabal, Cyrax or Liu, he'll make mincemeat out of you. He finds Agile Warrior most disturbing, it's the one game he's having trouble winning. He gets so close to winning the duel, but then he gets low on armor or fuel. If I know Donny, and I am certain I do, he'll win that game before the week is through. Then I am sure he'll find something else to play, another game to occupy his day. That's the sad tale of Donny Graham, one lost soul in Sony Land.

A concerned girlfriend,  
Amy Barth  
Reading, PA

## SUPER NINTENDO 64

Dear EGM,

I've spotted something that has annoyed me and probably many other gamers: Nintendo's naming of games. Almost every game put out in the first year for the Super Nintendo has the word "super" in front of it (Super Tecmo Bowl, Super Punch-Out, etc.). I once counted 40 "super" games in a used-game ad. That eventually died down, and I felt Nintendo had their senses back. Apparently not. They are now naming all of their Nintendo 64 games with a "64" after the title (PilotWings 64, Killer Instinct 64, etc.). It's not necessarily wrong, but I'm tired of it. What's the deal?

Andrew Szykula  
Clarkston, MI

The deal is the "super" or "64" helps promote the systems' name recognition. You'll probably have no trouble remembering that Doom 64 is an exclusive Doom game for the N64, right? Also, if you think about it, some of Nintendo's most prominent titles are not that original. For example, Metroid was a fantastic action title for the NES. Super Metroid was a 16-Bit update for the Super NES. (It was a good game as well, but it took most of its ideas from the original.) What do you think Metroid 64 will be? Probably the best Metroid yet and probably still unoriginal. Therefore, the "super" and "64" is used to sell you on a better, updated version of an old hit so that Nintendo can slyly avoid creating an original game.

## TOP 5 GAME FALLACIES

- 5 Blast Processing on the Sega Genesis.
- 4 The "portable" Virtual Boy.
- 3 The "Do the Math" Jaguar.
- 2 The 32X as a viable 32-Bit upgrade.
- 1 The Nintendo 64 being in players' hands by the end of 1995.

## MULTISYSTEM GAMES

Dear EGM,

When games are to be released over several platforms (e.g. Street Fighter Alpha 2 on the PlayStation and Saturn), how do you decide which version you will preview in the magazine first?

Pedro Franco  
Grosse Pointe, MI

If the versions are identical, like the PlayStation and Saturn SFA2s appear to be, we'll usually preview the first beta we get from the company. If they are not, then we'll preview them both.

## THE ORIGIN OF THE CHICKEN

Dear EGM,

I do hope this letter will arrive into your hands safely, for his letter contains the biggest secret the world will have ever encountered. Ever wonder about the origin of a chicken? From an egg? Nope. From a bigger chicken? Nope. Chickens are actually the descendants of Chocobos! With this secret, everyone will be worshipping chickens! There will be cults for chickens everywhere!

Carlos Yeung  
North York, Ontario

All of you people who wanted to see psycho letters, here you go. We'll do