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E3 SHOW STOPPERS

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- Jungle Strike

EPIC CENTER
- CHRONO TRIGGER
- JAPAN'S RPGs

ACM On Game Boy?

DONKEY KONG LAND

When Pigs Fly...

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ELECTRONIC ENTERTAINMENT EXPOsed

The Place to Be

From May 11th through May 13th, the place to be for committed gamers was the Electronic Entertainment Exposition, or E³, in Los Angeles. E³ filled two gigantic halls with a jungle of video games, video game systems, live stage shows, hardware and software demos, pounding music, flashing lights, humongous signs winging overhead, bizarre costumed characters dancing in the aisles and enough hot air to float an elephant. Thirty thousand or so retailers, developers, publishers, and media mavens flocked to the expo from all over the world. Your Power team stalked the crowded booths, hunting down the vital news bytes concerning the Super NES, Game Boy, Virtual Boy and the upcoming Nintendo Ultra 64. Even at night, prowling around the edges of the concert given by Seal at the Nintendo bash, we sniffed out rumors and hints. This was The Show. We were there for the big story. What would it be? Nintendo Ultra 64? Saturn? Playstation? Virtual Boy? The answer may surprise everyone.





The Super NES Reigns Supreme

The big story at E³ wasn't what anyone expected. Far from conquering the video game world, the next generation games from Sony and Sega didn't even measure up to the quality of Nintendo's Super NES duo of *Killer Instinct* and *Donkey Kong Country 2: Diddy's Kong Quest.* Against the expensive 32-bit newcomers and their limited and mostly unfinished games, the Super NES with its strong lineup of



games from Nintendo and third party licenses looked like a giant killer.

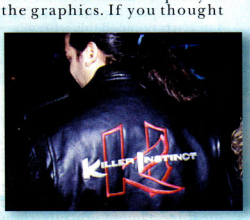
Score these for the Super NES: *Killer Instinct, Donkey Kong Country 2, Mortal Kombat 3, Doom, Earthworm Jim 2, Chrono Trigger, Secret of Evermore, Castlevania Dracula X, Tecmo Super Bowl 3—The*



Final Edition, Batman Forever, Primal Rage, Gargoyles, Judge Dredd, The 7th Saga II, Zoop, Madden '96, Phantom 2040, Ninja Gaiden Trilogy, The Mask, NBA Live '96, Urban Strike, Waterworld, Nosferatu, Revolution X, Venom—Spider-Man: Separation Anxiety, Boogerman, Spot Goes To Hollywood, EarthBound, Run&Gun, Frank Thomas "Big Hurt" Baseball, P.T.O. II, PGA Tour '96, Pocahontas... and those are just some of the upcoming games for '95. The glut of B titles that scared many publishers out of the 16-bit business last year has dwindled, leaving only the strongest companies still in the game. And the overall quality of games has never looked better. Nintendo's ACM titles, KI and DKC2, look better than anything for the 32-bit systems, but Doom and MK3 also rival the versions that are appearing on the new platforms, and Earthworm Jim 2 contains some serious special effects. The renaissance of Super NES development will result in one of the best years ever for gamers.

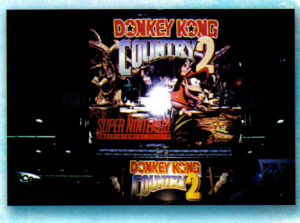
A one-two punch
Killer Instinct

Killer Instinct for the Super NES brings an amazingly sophisticated arcade game to the home platform and delivers a knockout. Most of the characters and moves have been retained in the Super NES KI. That is to be expected. But what blew minds at E³ was the quality of the graphics. If you thought



Donkey Kong Country was awesome last year, you'll see that Rare learned a thing or two since then. For dramatic action, total challenge and beautifully rendered, ACM graphics, nothing beats Killer Instinct.

Donkey Kong Country 2: Diddy's Kong Quest



If you want your awesome graphics in a platform game, Donkey Kong Country 2: Diddy's KongQuest sets a new standard. As good as DKC was last year, DKC 2 beats it. Diddy's new companion, Dixie, adds a new dimension to the game play because the two characters can use each other for special moves. One of the marvels of DKC 2 is the lifelike hair, which has been rendered using a new Alias PowerAnimator™ feature that manipulates thousands of computer generated particles (or, in this case, hairs) at the same time. It's the first program ever to create natural looking hair animation for computer generated characters. But that is just one of the stunning effects Rare has used in this game, and the play surpasses that of the original DKC. To be considered second to KI would be an honor for virtually any video game in existence except Donkey Kong Country 2: Diddy's Kong Quest, which is its equal.

Doom's Day

Williams Entertainment showed off its own one-two punch for the Super NES. In any other year, *Mortal Kombat 3* and *Doom* would be on the top of the heap. Even with KI and DKC 2 in the running, the two Williams titles should be huge. The Super NES MK³ rivals the arcade game for quality and, at least at E³, stood toe-to-toe with the Playstation game, although neither game was finished. With all the characters and moves, plus the awesome Kombat Kode feature and Animalities, the Super NES MK3 will rock.

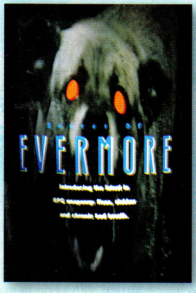
When you hear Doom knocking on your door, you'd better let it in. Doom for the Super NES makes use of the FX² RISC chip to recreate one of the biggest phenoms in computer gaming history. The next chapter begins on Doom Day, September 1st, when the exclusive Super NES version goes on sale. The version we saw at E³ moved with the same smooth speed made famous in the PC game, and it was just as lethal to aliens. The best news may be that Doom will have a two-player option for playing remotely on the XBAND modem. As PC Doom players already know, Doom is a game you don't want to play alone.

The best of the rest

In a closed office cut off from the bustle of the floor, we got our first peek at the next **Tecmo** football game for the Super NES. *Tecmo*



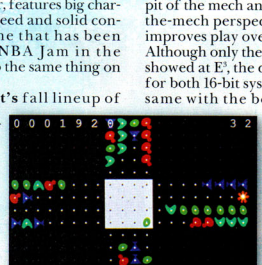
Super Bowl 3—The Final Edition lives up to its heritage. Dramatically improved graphics and all the options normally associated with a Tecmo Bowl game should put this multi-player, gridiron goodie at the top of the pile.



Earthworm Jim 2 didn't have the best parts in, according to Dave Perry, of **Shiny Entertainment**, but it still looks to be another wacked out, worm-hugging adventure with innovative stages and graphic effects.

Konami's exclusive *Castlevania Dracula X* for the Super NES will take players back to Transylvania for whip-snapping action with the Belmonts. Upgraded graphics effects including truly humongoid bosses. *Run&Gun*, Konami's arcade hoopster, features big characters, great speed and solid control. The game that has been beating out NBA Jam in the arcades may do the same thing on the Super NES.

Square Soft's fall lineup of *Chrono Trigger* and *Secret of Evermore* is the biggest Epic news of all time...so far. **Enix** only adds to the difficulty for RPG buyers by offering up *The 7th Saga 2*.



Disney fans may end up huge winners this year with **Disney Interactive's** *Pocahontas* and *Gargoyles*. Even though Disney Interactive is brand-spanking new, the animation is understandably mesmerizing in these games. A third title, *Toy Story*, may also come out this year, featuring beautifully rendered animation from **Pixar** and the voice of Tom Hanks. Two more titles will ship to Europe this fall but won't make it to America until 1996. *Pinocchio* and *Maui Mallard* both look incredible.

Acclaim's lineup should be as strong as ever once it is completed with titles such as *Batman Forever*, *Cutthroat Island*, *Revolution X*, *Frank Thomas "Big Hurt" Baseball* and *Judge Dredd*. The only finished game, Dredd, is a great play, but all of the others share its potential. We expect Batman Forever to be a block buster.

Zoop is one of those irritatingly infective puzzle games that seize control of your brain and refuse to let go. This mental wolverine will attack both the Super NES and Super Game Boy, thanks to **Viacom**. Viacom also showed *Phantom 2040*, which is a blast to play, and Congo, based on the Michael Crichton movie, which was too early in development to criticize. **Activision's** *Battletech* takes you out of the cockpit of the mech and into a behind-the-mech perspective that really improves play over *Mech Warrior*. Although only the Genesis version showed at E³, the design of games for both 16-bit systems will be the same with the better graphics appearing on the Super NES.

T•HQ is making the most of its associations with **Electronic Arts** and **Lucasarts Entertainment.** Upcoming titles like *Urban Strike* for Super NES and *Return of the Jedi* for Super Game Boy show marked improvement in quality. But *The Mask*, based on the movie hit and comic hero, may be T•HQ's biggest title of the year. Delays in development haven't effected the quality of this platform game, which features some very cool moves.





ALSO PLAYING

JVC's *Big Sky Trooper* may be one of the more unusual adventures ever to appear for the Super NES. Lucasarts pumped this sci-fi game full of humor, puzzles and easy action elements. The game play in *Mutant Chronicles* from **Playmates** couldn't be further from Big Sky Trooper. This game takes its inspiration from the Contra series of bullet-fests. **Tecmo's** *Ninja Gaiden Trilogy* combines the three NES Ninja Gaiden games in a single Super NES Pak, but don't expect anything new. Trilogy duplicates the three games faithfully, right down to the Controller layout. **Time Warner** plans to bring *Primal Rage* to both Super NES and Game Boy players while **Bandai** continues to push *Mighty Morphin Power Rangers* with two new games—one based on the movie and one taking the form of a tour-

nament fighter. **Virgin Interactive** will bring out *Spot Goes To Hollywood* and *Converse Hard Court Hoops* for the Super NES and



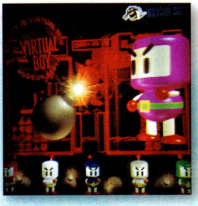
Aladdin for Game Boy this fall. **Interplay** has only one Super NES title, *Boogerman*, planned for 1995. But the big news is that Interplay announced the acquisition of **Shiny Entertainment,** the developers of *Earthworm Jim*. Conspicuous by its lack of titles on the list of upcoming games is **Capcom**. The Big C has called it quits on 16-bit platforms. *Breath of Fire II* and *Mega Man 7* may never see the light of day. That's too bad, but don't expect that this is the last you'll hear from Capcom. It's gearing up to produce games for the new generation of video game platforms.

Virtual boy

Virtual Boy took center stage in the Nintendo booth with big screen demos and hands-on units. Nintendo announced that Virtual Boy would go on sale August 14th at the suggested retail price of $179.95 including a pack-in game. Just which game will be packed into the system isn't known yet, but it will be *Teleroboxer*, *Galactic Pinball* or *Red Alarm*, a 3-D polygon shooter along the lines of *Star Fox*. A golf game made by T&E Soft and *Mario's Tennis* were not as finished as the first three but should follow the introduction within a month or two.

Mr. Yokoi, from Nintendo Company Ltd., the man who designed Virtual Boy, held a Virtual Classroom for 30 students from the Orville Wright Middle School in Westchester, California, during the show. Along with Allen Becker, of Reflection Technology Inc., and Jim Merrick, of NOA, Mr. Yokoi answered questions after the science students previewed the 3-D immersive system.

On the licensee front for Virtual Boy, there weren't many games being shown. **Hudson Soft** demonstrated two titles, *Panic Bomberman VB* and *Vertical Force*. Panic is a puzzle game along the lines of *Bomblis*, while Vertical Force adds 3-D depth to a vertically scrolling shooter. **Kemco's** *Virtual League Baseball* was shown



in its Japanese form. Unfortunately, the demo didn't allow players to get a hit and most people walked away thinking they'd just experienced the ultimate strikeout pitcher.

ACM for Game boy

The biggest news for Game Boy players is *Donkey Kong Land*, the first ACM game for Game Boy and Super Game Boy. Rare performed the same magic on DKL as they did last year on Donkey Kong Country, only this time they had to reduce



the palette of millions of colors down to four instead of 256. Equally impressive is the Game Boy version of *Killer Instinct*. As one reporter said, "I wouldn't have believed it if I hadn't seen it."



Classic Game boy

The Arcade Classic series of dual Pak Game Boy games includes *Asteroids/Missile Command*, *Defender/Joust*, *Centipede/Millipede*, and *Galaga/Galaxian*. All of these Paks reproduce the old arcade games in amazing detail, right down to the cabinet borders on the Super Game Boy enhanced mode.

Several other Game Boy titles could, also fall into the classic category including *Street Fighter II* from Nintendo and the EA Sports series being brought to us by **T•HQ.** The T•HQ lineup of Game



DREAM TEAM

Mindscape officially joined the Dream Team at E³ with the announcement of Monster Dunk for the Nintendo Ultra 64. The in-house development team at Mindscape has been gearing up with more Silicon Graphics Inc. workstations for this project. The concept of the game is basketball with monsters—a sort of haunted NBA Jam. Although no characters have been finalized at this point, Mindscape hopes the game will be multiplayer.





Boy titles includes *PGA Tour '96, Michael Jordan: Chaos In The Windy City, Shaq-Fu, Super Return of the Jedi, NBA Live '95, Madden '96, FIFA Soccer '96, and NHL Hockey '96.*

ACCLAIM'S MOTION CAPTURE DEMO



Anyone who plans to buy a Saturn or Playstation should have been at Acclaim's motion capture demonstration at E³. Acclaim set up its motion capture software to demonstrate how quickly it could translate animation data for each of the four top-end video game platforms, including Saturn, PCs, Playstation, and the Nintendo Ultra 64. Side-by-side, the same animated baseball player threw balls, leaped, rolled and performed on the four screens. Although this was not intended to be a contest, the difference between the NU 64 image and the others was like day and night. The NU 64 emulation was so smooth and lifelike that it looked like an actor instead of a computer generated character. The others systems just couldn't keep up. In order of blockiness, the worst was the Saturn, followed by the PC and Playstation. Even more amazing is the fact that the emulation of the NU 64 isn't as good as the real thing.



AN INTERVIEW WITH DAVE PERRY

DP On E³:

"I really liked the show. If there was one thing I would change, though, it would be to hold it later in the year—around July or August if possible. May is so early that we couldn't show the best or funniest

parts of Earthworm Jim 2, and you always hate to show games too early because people might get the wrong impression."

DP on Saturn:

"This (early launch) is hilarious. It reminds me of 3DO's launch. Actually, the people at 3DO were showing me the new stuff (M2) and I wanted to tell them to start all over. Maybe if Trip grew a beard and started a new company they could sell it, but not the way it is now."

DP Discourses on Worms:

"We didn't even get to show the best parts of Earthworm Jim 2 at the show, but you'll be absolutely amazed. We have some 3-D effects that will look even better than Donkey Kong Country. Last time (on the first Earthworm Jim) we basically did the same game for both the Super NES and Genesis. This time, I told the Super NES guy to go for it. We've been finding ways to create effects on the Super NES that no one has ever seen before. Now the Super NES Jim is really shining." And what about future worm games? "We created Jim to be a license and we've done that. The TV show is on the way, and it looks terrific. Gamers will instantly see the humor and laugh, guaranteed. But we'd like to go on with something new, something that will surprise a lot of people."



DP Is A Fan:

"I really want to do more 16-bit games. It's incredible what you can do, and we're just beginning to learn what the real limits are." We asked Dave (by way of a little shameless self-promotion) if he thought Super NES games matched up to the new 32-bit games. "Absolutely. They can look even better. In one stage of Jim 2, he rides his pocket rocket through a fantastic 3-D stage. The effects are better than on Playstation."



DP Conquers Time, Space and Dimensions:

"One of the projects we are working on now that will help with (upcoming games) is a new motion capture facility. This is a total 3-D system that measures 500 points in space for creating animations with 120 frames per second real-time in a field of view the size of a movie theater."

DP Gazes Into The Future:

"We'll be working with Interplay beginning in 1997. In the meantime, we have the Activision engine to finish. We also have another game to create for Playmates." Another Earthworm Jim? "That's up to Playmates. I definitely want to do another 16-bit game, though."

TOP 5 PREDICTIONS FROM E³

5. Sega will introduce a 64-bit system by bundling eight Master Systems together and calling the whole thing Titan.

4. Everyone at Atari will have to take mandatory math lessons.

3. Virtual Girl will debut next year with a color option. The cases will be available in yellow, green or teal.

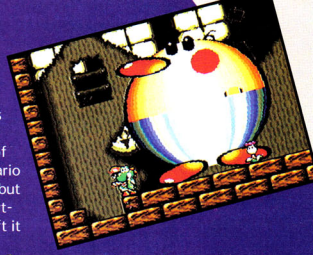
2. Sony will try to trade Psygnosis for a box full of real lemmings.

1. Kevin Bayliss, the designer of B.Orchid at Rare, will invent the world's first anti-gravity device and win the Nobel Prize.

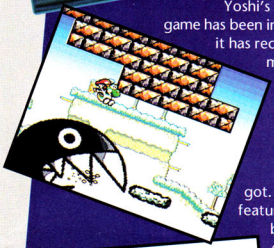
PAK WATCH

EXCLUSIVE

FIRST LOOK

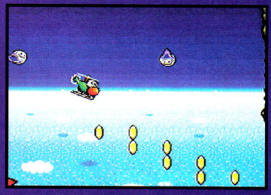


Nintendo didn't put all of its eggs in the E³ basket, as the appearance of Yoshi's Island proves. This new Super Mario game has been in the works for well over a year, but it has recently gone back to the art department for a face life, and what a lift it got. The comic style graphics are truly unique and feature more animation than you can believe including animated foregrounds. The game play involves Baby Mario riding around on his trusted Yoshi. Yoshi is the active partner. You can stomp enemies, slurp them up, or shoot eggs with a completely new aim and fire technique. If young Mario loses his seat on Yoshi's back, you'll have a limited period of time to catch the youngster and continue the adventure. October second is the scheduled debut date for this innovative and totally fun game. Mark it on your calendar, because this is one game no one will want to miss.



SUPER MARIO WORLD 2

AWESOME!



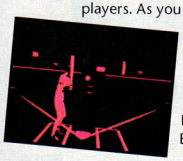


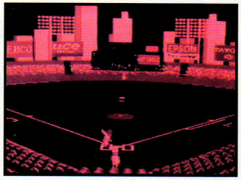
NINTENDO

VIRTUAL LEAGUE BASEBALL

KEMCO

The first screen shots ever of Kemco's Virtual League Baseball show the Japanese version of the game and an early American version. The major difference in the U.S. version will be the appearance of the baseball players. As you can see, the characters in the American version will be taller, slimmer, and more realistic. The viewpoints should remain the same in both games, zooming from home plate during batting and pitching to a higher view for fielding. Kemco plans to release Virtual League Baseball as one of the earliest Virtual Boy games, probably in late September.





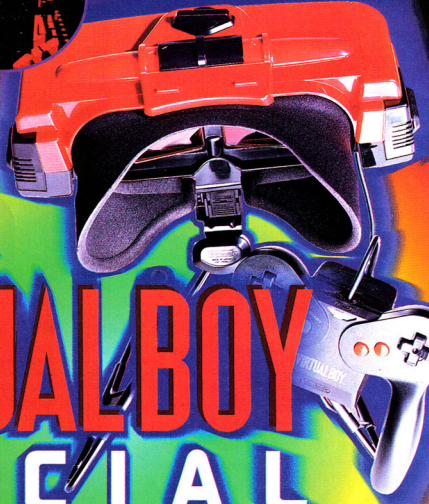
Incidentally, Nintendo Power has acquired a special screen capture system for Virtual Boy. The images shown here show one of the two arrays (or screens) that make up the stereoscopic 3-D image of the game. Shots taken using both arrays look blurry. Although all the elements of the screen appear in their proper places, you should keep in mind that the actual Virtual Boy image is three dimensional with very sharp contrast that can't be reproduced on paper.

COMING NEXT ISSUE

AUGUST 1995 VOLUME 75

What is a new system without games? Next month's 20-page special feature covers the first games to be released for this incredible new system.





VIRTUAL BOY SPECIAL



EPIC CENTER Chrono Trigger!!

Role-playing game fans have been screaming for information on this hot new game from Square Soft. Next month's Epic Center features a special 12-page article full of the info you need to get started in this massive quest!





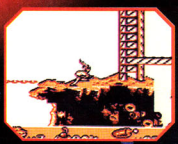
Boogerman



Phantom 2040



Street Fighter II



Earthworm Jim