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INDEPENDENT SUPER NINTENDO MAGAZINE

# SUPER PLAY

ISSUE

37

NOVEMBER 1995

## SUPER BOMBERMAN

Better than  
playing by  
yourself?

# 3

RETRO  
FEVER

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**REVIEWED!**  
Chrono Trigger  
Mortal Kombat 3

**PLUS!**

Big sports game play-off!

**ULTRA 64**

The latest and  
hottest news -  
inside!



ANIME WORLD  
P20

The soft world of  
Mamoru Shiro exposed.



LIVE FROM  
HELL CITY P24

Look to the future  
with a visit to  
Fantoom Earthworld.



FANTASY QUEST  
P20

Buckle up these  
mobile suits - Front  
Mission's look.



IRRESPONSIBLE  
PICTURES P20

The UK release of  
Six Street Fighter  
anime arrives!

# LIVE

## FROM HELL CITY

By Nihon Sekai-yusu



**Famimaga Earth World 95: the show which showcases every showy new Nintendo release on its way to Japanese gamestore shelves. *Super Play* joined the mad rush for the Square Soft stand, naturally...**



The star of *Fushigi no Dungeon 2* smiles shyly from Chun Soft's stand.

Last year's Earth World event took place in the very heart of Tokyo, in Harumi, but this time around, on August 24-26, it was the turn of Yuenji Park, a heaving amusement centre set in the suburbs of Japan's capital city, to play host to one of the biggest events in the Super Famicom's calendar.

The venue change was down to Nintendo's current Virtual Boy sales push, the theory being that Yuenji Park's numerous entertainment attractions would draw potential Veebee customers (the younger gaming sector) like alcoholics to a free beer festival. But more on the big N's potentially volatile red-LED project later.

Slightly smaller than last year's event, FEW 95 saw a total of 72 SFC games presented, with RPGs charging in to take centre stage by force, leaving much lesser represented categories such as action, puzzle and strategy to scoop up attention leftovers available only after the Nipponese gaming public had enjoyed their first opportunity to get their mitts on the big new releases from Square Soft and Enix.

Square's *Seiken Densetsu 3* attracted enormous interest, naturally – the new and much-vaunted triangle system proving especially popular, being a great progression from that of *Secret Of Mana*. Enix's contribution came in the form of a work-in-progress version of *Dragon Quest VI*, which revealed many new locations and characters. The 32-megabit action RPG *Tenchi So So*, which was covered in last month's *Fantasy Quest*, also had an airing, with most who played it claiming it bettered both *Soul Blazer* and *Illusion Of Gaia*.

1995's Earth World was a smaller event than that of last year, and a sober affair compared to UK shows.



"Fancy a game of  
Final Fight 3?"  
"Not really, no."



Banpresto's Tenchi Muyo  
(below) is based directly on the  
evergreen anime TV series.  
What a twee colour scheme.



While besotted types discussed  
the saleability of Enix's products,  
younger gamers were happy just  
to marvel at their lush graphics.



Enix are pinning their hopes on *Dragon  
Quest VI*, which is due in December.  
Japanese gamers' mouths are watering.

Falcom's *Ys*  
series, jam-  
packed with  
action RPG-  
ness, is now in  
its fifth incarnation  
and will be released  
only on the SFC.



Human Hudson's wonderfully entitled  
*Crystal Bears* strutted into the ARPG  
arena, its inspiration coming from  
one of their previous releases,  
*Dungeon Explorer*, an old  
Gauntlet-style PC Engine  
hit which recently also  
made an appearance  
on the Mega CD.

Offering a Mana-  
style three-  
player multitap  
option and  
action along  
the lines of  
*Illusion of  
Time*, it looked  
like another  
innovative little  
gem from the  
geezers who  
brought us  
S.O.S. and *The  
Firemen*.  
Hudson Soft



*Mega Man X3* was one of  
Capcom's biggest games at  
the show. Despite *Mega Man's*  
illustrated design upheaval,  
he's not been upgraded to  
obviously in the game itself.



continued to plunder their back catalogue  
with *Far East of Eden Zero*, an update of an  
ageing PC Engine RPG. A mightily colourful  
adventure, it's packed with such classically  
oriental images as elaborate pagodas and  
the odd flying dragon boat or two. Despite  
Hudson's continuing interest in the Western  
market, however, few if any of these are  
likely to be translated.

After an agonising wait of almost 18  
months, Japanese gamers were finally able  
to experience an almost finished version of  
Enix's Tactics Ogre: Let Us Cling Together  
at the show. It was certainly one of the  
most attractive games there, with glorious  
colour schemes and breathtaking attention  
to detail throughout, and it's now been  
confirmed for an October release in Japan.  
We'll have a full report on this potential  
stonker in *Fantasy Quest* next month.

Banpresto, known chiefly in Japan for  
their Puyo Puyo series, had Tenchi Muyo  
running on their stand. Using a beautiful  
pastelly colour scheme, it's an isometric  
RPG with puzzle-led gameplay à la  
Ladytalker. Will's certainly looking forward  
to that one.

Moving away from the world of sword  
swishery and magical caperings, Soft Gold's  
*Rendering Ranger* was certainly the cause  
of much eyebrow raising among Earth  
World attendees. Featuring SGI  
workstation-rendered graphics throughout,  
it's one looker of a game, with a slew of  
shiny spacecraft designs and alien beasts  
galore. Whether it'll incorporate such  
images into a playable finished game as  
successfully as Rare have been  
able is currently open to debate.

Interestingly, it's being published by Virgin's Japanese arm – we approached their UK division for details on a possible UK release only to learn that they aren't yet even aware of its existence. Oh well.

Following the excellent conversions of strategy sprawlers *Sim City 2000* and *Civilisation*, Pack-In Video showed their SFC translation of *Take The A-Train III*. Originally released in Japan on the PC 98 series (NEC's continually evolving Japanese PC standard) way back in 1990, when it was awarded Best Simulation by *LOGIN* magazine. The sequel, *A-Train IV*, has appeared on both the PlayStation and PC 98 to similar acclaim, but its complexity forced Pack-In to opt for a conversion of the previous game instead.

Capcom's presence at the show – which was considerably smaller than usual – confirmed what many had suspected for a long while: apart from having new levels and some very slight gameplay enhancements, *Rockman X3* and *Final Fight 3* were very similar to instalments that had gone before. Likewise their Donald Duck-licensed platformer, which was awkwardly similar to the Mickey Mouse series. The sad thing, of course, is that here is a company once renowned for innovation and excellence, reduced to what has become a



We didn't know who this furry skunk-like fellow was, but he was jolly friendly.

sequel-churning factory. We'll have a minute's silence, please. Thank you.

Happier news concerned ASK's *Battletech 3050*, an adaptation of a Mega Drive title (itself based upon a tabletop wargaming system by FASA) using Front Mission-style robots. With particularly fluid action (for what could have been a lumbering game), a shed-load of futuristic weaponry on hand, and the irrefutably sexy lure of umpteen-foot-high mecha, it was arguably the hot game of the show. Interplay originally had the



Rendering Ranger's hero – what a rock chap.

Rendering Ranger contains masses of images of this style. Look out Rare.

*Battletech 3050* is exactly the sort of thing Japanese gamers go for. They're still mecha mad.



Space Squash is better than any other top-down game you'll find at the show. It's a shame it's not on the PlayStation.



Space Squash is better than any other top-down game you'll find at the show. It's a shame it's not on the PlayStation.

appear before Christmas.

The entire second floor of Young Planet's main building was dedicated to the Veebee, with some 10 new games for the system on display. Sadly, few titles showed promise, with Hudson's *Bob's Virtual Bomberman* and *Procyon Zone II* being little shoot-'em-ups from *Contra*-style, demanding nothing more than a button bash. Hudson's latest features classic Bomberman gameplay but, rather unfortunately, it neither exploits the full potential of the Veebee – it was a quarter-view display with only a handful of objects manipulated using 3D – nor does it utilise the link-up cable for multi-player games – kind of dark considering the nature of the game.

Those who've seen *Jumping*

Flash on the PlayStation will recognise the inspiration for the robotic character in *Contra*'s *Space Squash*, the company's other Veebee title. It's a *Contra*-like run 'n' gun which sees you knocking projectiles back and forth in a 3D court. While presenting visually effective 3D, like so many other Veebee titles, it lacks that vital

gameplay spark.

With upcoming software looking generally not much better than those available at launch, perhaps the Veebee is destined to die a messy death, after all. Certainly, many retailers have lost faith in the format already – you can pick up a machine in Japan for less than half its original street price.

In fact, it was down to the Virtual Fish game to finally clamp the screws of doom on the show – would you believe *Virtual Fishing*? Yup, you'll soon be able to own meggots and curse the one that got away in 3D. We're looking forward to Virtual Crochet, Virtual Chip Of The Month and Virtual Doodling Off.

