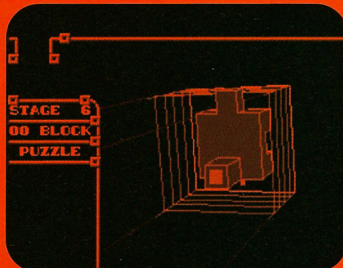## 3D Tetris • Virtual Boy • Nintendo • $39.99

Tetris doesn't really need to be 3D. It's a perfectly absorbing game as it is. Making it 3D only makes a simple concept that little bit more complicated, and perhaps less appealing.

This conversion has been handled by the good folks at T&E Soft, a company perhaps more famous for its golfing sims than anything else. Now, *Tetris 3D* does have a very convincing 3D aspect, and the new perspective does add a little intrigue and difficulty.

One of the only things that really counts against this is the annoying sound. Most Virtual Boy sounds are annoyingly tinny, but this is just poor.

Graphics	7
Sound/FX	6
Gameplay	8
Rating	8

Panzer Dragoon 2 • Saturn • Sega • $59.99

The original *Panzer Dragoon* was impressive enough, but Sega has pulled out all the stops with this thoroughly entertaining and worthy sequel.

Actually, *Panzer Dragoon Zwei* is a prequel. It takes place years before the original game and this time, a young boy and a young dragon are charged with defending their planet.

Although your dragon's course is still on a "track," this time around you have more control over where the track leads you. The graphics have been tweaked to the point that they're almost distractingly beautiful, and the game is much longer and much more challenging.
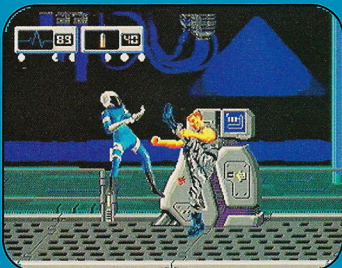
Graphics	9
Sound/FX	9
Gameplay	9
Rating	9

X-Perts • Genesis • Sega • $69.99

It's a shame that some of the most amazing-looking 16-bit games, like *Vector Man* and *X-perts*, have arrived when many people have moved on to other systems.

While the graphic appeal of *X-perts* is something that more people should see, the game itself is average at best. This is your run-of-the-mill beat-'em-up, with mission objectives thrown in to keep it interesting. The sound and music are without question the most irritating and disappointing factor in the game.

With more development time, this could have been a monumental game. It's still a recommendable rental though.

Graphics	9
Sound/FX	6
Gameplay	7
Rating	7