

QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

Mortal K. in the News...

...Hey, hey, game fans, the Q-Mann has returned once again with a semi-full of hot rumors from behind the lines at the hottest game companies in the world! The Q-Meister has been logging the miles this month, with a special VIP world tour that's carried the Q-Witt from one side of the globe to the other. I've dug up some special insider info for this issue, kiddies, so hold on to your knobs and don't pull too hard, 'cause the guru of gossip is ready for action...

...Our first stop takes us to the other side of the pond for a pit stop in Merry Old England! Sure the exchange rate sucks, but yours truly was able to get the lowdown on some of the hottest news stories you'll never read...We begin with Probe Software, the development house responsible for the bloody good Sega rev of Mortal Kombat! The Q has learned that Probe has not only signed on to do the PC version of SF2 (major yawn), but also the first CD version of the game! SF2 will make its disc debut for the CD-32 system recently unveiled from Amiga! Okay, okay, so it's not REALLY a game machine, but it will have some click' sounds and possibly even some voice effects!...Meanwhile, the Q-Mann has learned from my pal Rayzor that Capcom plans to integrate footage filmed for the upcoming Street Fighter 2 movie into the Sega CD and possibly 3DO versions of the game. Watch for original intermissions to be recorded especially for the game!...Contrary to rumor, Capcom chief and all-around swell-guy Joe Morici is NOT the model for Ryu...

...While we're still in the U.K. (which is O.K. by me), the Q has learned that EA is pulling the plug on their European Super NES operation! The reason? It seems that Nintendo's new policies regarding the distribution of games ends up costing the consumer as much as a hundred bucks a game! Ouch! Early word has a couple of companies reconsidering their plans, but the shake-out should only help strengthen Sega's grip on the U.K. market...The SFX chip is starting to catch on with developers throughout Europe. Look for a number of companies to start unveiling titles that use the super-powered chip for greater graphic and sound enhancement. Some of the better entries include a tank simulation from Game Tek called Spectre as well as Nintendo's own FX Trax racer...A new SFX technology is also exploding in Europe! Possibly beating the big 'N' to the punch, however, is Elite with their own racing title called Powerslide which uses the new SFX 2 chip set! This puppy delivers even more speed as well as additional math operations that give the car a much more fluid feel. Reminds me of the good old days of the MMC5...

...Don't look for Ermac in the Super NES version of Mortal Kombat because the designers didn't even know he existed! They should have read the Q-Mann...Also, according to an official release from Nintendo Company Limited (the Japanese mega-center of the Nintendo Empire), it was Acclaim's choice to adhere to the company's strict content guidelines. The question on the tip of yours truly's tongue is what would have happened if Acclaim had chosen not to go with the flow?...Look for T*HQ to try to bring home Time Killers for the Super NES. It'll be a battle boys, because if NOA bleached the color out of Mortal Kombat, who knows what they'll do to the blood, guts, and other flying body parts in this little gem...Staying on the subject of censorship, the Q has confirmed from sources tight within the German government that Mortal Kombat is currently undergoing review and may not be allowed in the country! And we thought we had it bad when they changed the color of the pixels...

...That just about wraps the dog with this one, game buds. Look for more in-depth info from inside and out the video gaming community next month, including a special Super Street Fighter contest open only to readers of the Q-Letter...Until then, lay off the oatmeal, it'll kill ya...

- QUARTERMANN

QUARTERMANN'S TOP TEN REASONS WHY MORTAL WENT SWEATY ON THE SNES...

We're all familiar with the story about Mortal Kombat and the sanitizing it endured to pass inspection at the big 'N'. Few, however, know the real reason why the Super NES lost its color before hitting the streets. All the gory details courtesy of the Q-Mann...

10. Acclaim had to use all that extra Mr. Clean for something!
9. Acclaim can now offer the "Director's Cut" version that has all of the extra stuff re-inserted into the game.
8. Great roll-on tie-ins. For a limited time only, buy MK and get a free sample of Speed Stick.
7. I want my boys to be real here. How many bought both versions? There ya go.
6. They were looking for that artistic difference that would give them an edge over SF2.
5. Color-blind focus groups.
4. Insect Politics.
3. It's all a set-up for the sequel. Think about all the attention the game will get if the next rev is offered with the blood and guts packed in.
2. Even Dead Alive was offered in two versions. If it's good enough for Dead Alive, it's good enough for Nintendo.
1. Hey, it's good for business.

That just about closes up shop for this installment, kiddies, but don't worry, the Q-Mann will be back again next month with the Top Ten ways to pick up chicks! I'll be hard at work with field tested quotes, actually applied in a real environment by the Cyber Boy! I can't wait...

THE Q-MANN RIPS THROUGH CAPCOM'S SUPER STREET FIGHTER

The Game the World Has Been Waiting For Takes the Original Street Fighter 2 Concept, Adds New Challenges, a Tournament Mode, and More Intensity Than You Can Shake A Super NES At...

...How could Capcom make the greatest game ever made even better? Sure, the wizards responsible for Street Fighter 2 dished up two excellent updates that kept the crowds coming, but their first jab at a totally new experience is absolutely, without a doubt, a landmark achievement in video game design...Super Street Fighter attempts to take the best from the original and upgrade both the play mechanics, options, and intensity of the on-screen martial arts mayhem. The Q-Mann is pleased to report that on almost every level SSF outdoes its predecessor....In addition to offering four new characters, the designers have also increased the selection of moves and special moves available to the regular characters we've come to know and love. Sure, it takes awhile to get familiar with the new techniques, but the rewards are worth it! A welcome addition to the battles is the four new SSF warriors, including Cammy, Fei Long, Thunderhawk, and Dee Jay. Each of these additions to the game enhances the action and provides even more to interact with...Another new feature being offered in Super Street Fighter is a special Tournament option that allows arcade operators to link up machines for absolute knock-down, drag-out wars that let only one competitor stand victorious. This unique spin on the head-to-head aspect of play is sure to keep lines long and insure that Capcom sells a few extra million machines...In the end, how does it all stack up? Well, despite the fact that the game is a little slower than the Turbo upgrade, the new embellishments on the original, coupled with strategic play enhancements, keep Street Fighter on top! In a word: SCORCHING!

Q-MANN RATING:

A PERFECT 10!

Don't forget to dig into the next edition of the Q-Letter, where yours truly will be delivering a very special SSF contest, just in time for the holidays, and the latest reviews from the one Mann who doesn't worry about spilling his guts!