

QUARTERMANN'S

Q-LETTER

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WHO HAS THE MUSCLE TO BE THE NEW BIG BOY ON THE BLOCK...

...With all the talk from the hardware heads regarding the power potential of the young guns ready to enter the market in the coming months, the Q-Mann thought it necessary to put down the pen, go on the road, and do some fact checking on his own. While not all of the info gathered is going to end up on store shelves in the same shape as it was when I made the rounds, the VIP news will give you some insight on who's doing what as well as what's to come...

3DO - SURE THING OR MIND TRIP?

...Probably one of the most hyped hunks of hardware is the upcoming 3DO, produced by the latest public company created by Trip Hawkins. The Tripster has managed to take his first company, Electronic Arts, and most of Wall Street by storm with an incredible insight into how the money men work. His new endeavor, 3DO, hopes to hop onto the digital highway explosion with a uniform platform on which CD and other game and infotainment softs can be created. 3DO has long-term potential as a cable decoding box that can download information and games, a computer board, and eventually the industry standard for multi-media. Think of 3DO as the potential VHS format for the multi-media world...

...While 3DO has the firepower necessary to produce some sizzling softs, it also has a few flaws that may ultimately represent the biggest speed bumps on its drag strip to success. First and foremost, the 3DO experience doesn't come without a price. This price tag is particularly heavy, weighing in at nearly 700 bucks. The Q-Mann isn't saying the technological pay-off isn't worth the investment, but as a stand-alone game system this console just doesn't cut it. Compared to a Super NES or Genesis with a dozen games, the 3DO package just can't compare at this point. 3DO is worlds ahead of the other guys, the price of admission is just mega, mucho, super nasty...

...The other big problem facing 3DO is the separation of hardware and software production. In most cases, take Nintendo or Sega if you need an example, the same master company is producing both the software as well as the hardware that plays it. This allows that company to offset costs for the hardware through the software and give us all a better deal. Since 3DO is being produced by Panasonic, which has absolutely no blanket interest in the production (or revenues generated from the production) of software, there is no way for the costs of hardware to be passed along through software. This severely limits the company's pricing flexibility and, as a base console, limits its wide appeal as an entertainment device...

...3DO does, however, have a few tricks up its sleeve. A strong connection with other high-profile players such as Time-Warner and Matsushita insure plenty of high-powered support. Also, rumors indicate that 3DO may make a version of their hardware compatible with Joe-Average PC, insuring a broader installed base for their CD-driven system. Although 3DO has its sights set on odd attachments like keyboards and VR glasses, the package and what that package delivers is hot but expensive...

...Say, I've hit the bottom of the page! Well I didn't have too much more to say about the thrilling 3DO wonder-machine except that I like it despite its flaws. The price tag puts it in the same league as Neo-Geo, but with softs expected to clock in at between \$40-\$60 apiece, the mainstream base may have a better attitude towards high-priced entertainment. Also, with an eye toward the future, this console could score some nice sales even in its current form!...I'll check ya for this issue, kiddies, but expect the low-down on other super secret hardware including the Super NES CD and Sega 32-Bitter next month...Until then, stay away from Vienna Sausage...

- QUARTERMANN

QUARTERMANN'S "TOP TEN WORST THINGS ABOUT THE CONSUMER ELECTRONICS SHOW..."

Well, its that time of year again! The sun is shining, my shorts are on and the halls of the CES are open to the public once again! Last year the Q-Mann anticipated anarchy, with "kids 'o all ages" clawing their way past security and into those top secret zones deemed "off limits" to all (except yours truly...)

10. Getting stuck with the late shift during the consumer day, while the big-wigs go out and play...
9. Running into the bow-tie monster...
8. Those "Nintendo Girl" dancers. Sure they're hot, but someone has to tell them they don't know how to dance!...
7. Having feet...
6. That one kid who keeps asking for the Gamepro booth...
5. Parties with speeches. I just hate parties with speeches...
4. Insect Politics...
3. People who think that Nintendo makes cellular phones and Sega is pronounced See-Ga...
2. Anyone who asks who Sushi-X is and if that's his real name...
1. Tie:
The people who can never spell your name badge right and
The people who stop you at the door at the end of the show.

THE Q-MANN REVIEWS...

FAMILY DOG

I've got to say something for TH-Q - they're persistent!

This game, like most of the soft stuff coming from this license-driven company in the past year, plays exactly like the previous TH-Q game! It's almost like they've taken the same game outline and used it over and over again, just changing the backgrounds and characters to fit the particular license that they've managed to buy this month.

While I thought Family Dog was a great episode of Amazing Stories (or whatever that Spielberg show that was on about ten years ago was called) was good, I don't see very much of the quality found in the Tim Burton cartoon. Also, why buy into a single episode of an anthology that aired a decade ago? The series never materialized so why all the hype? At least you had good licenses before.

THE Q-MANN REVIEWS...

TAZ-MANIA

The Q-Mann must tip his hat to Siller and Co. for turning in-house game development around at Sunsoft! The killer cart maker has scored big points with yours truly by introducing some of the best 'toon titles around and Taz-Mania, the latest in the Warner license line is no exception.

This soft could almost be labeled a driver, with you at the controls of the cartoon speed demon that's out of control!

This game is packed with some great visuals, super play and humorous overtones that succeed in capturing the feel of a classic Taz 'toon! The animation is truly top notch in the Q-Mann's book. I know some have complained about the repetitious nature of this title, and even though you basically do a lot of the same thing throughout the game, the big Q just asks you to look at a shooter and talk about repetition. Good stuff.

THE Q-MANN PREVIEWS...

ZOMBIES ATE MY...

neighbors? I like the title when it was nice and simple (Monsters), but regardless of what they call it this game looks like one of the most fantastic original titles that this video game guru has ever laid his eyes on! Yes, it truly is that good - with plenty of extras thrown in just to make it too good for anyone to pass up.

The interaction and play technique are absolutely top-notch, with your hero interact-

ing with a variety of bizarre and strange creatures as well as hordes of other nasties intent on destroying life as we all know it.

This game looks like it could shape up to be one of the hottest titles the Super NES has seen in some time. Konami snapped up a winner with this little gem, destined to go down in history as one of the Q-Mann's favorite games (there's your by-line Konami!).