

QUARTERMANN'S

Q-LETTER

FOR EGM SUBSCRIBERS ONLY!

SUPER STREET FIGHTER STORMS OSAKA...

...Beginning early June, Capcom put their latest update on the SF2 sensation on display at arcades in Osaka, Japan, ending the spec that yours truly had broken in the pages of EGM some months back. While a full report from the head ed at EGM is forthcoming, here's what the Q-Mann can tell...The latest chapter in the Street Fighter saga is being tested as Super Street Fighter! The play mechanics remain extremely similar to the original, with two 'zoids going one-on-one using punches, kicks, etc. New characters and locales have been established to keep SSF fresh, but the game play does little to waiver from the proven formula of its predecessor. There are two separate modes to the game, and virtually all of the original characters are back. Reliable sources tell the Q that Capcom will be building in much more of a back story into the new characters to help give each World Warrior a distinctive identity (the kind of stuff that helps convince kids to buy action figures and comics). Semradius, barely recovered from his recent life sentence (oops, I mean marriage) will jot down the complete story for EGM...

...Speaking of comic books, hold onto your EGM's my little Quarter-friends, because the April and May issues are the only place anyone will ever see that Street Fighter 2 comic again! Seems the white shirts at Capcom had a change of heart and decided against the comic after all! Not to worry, kiddies, because Malibu has already snagged up the rights to Mortal Kombat! Look for Goro, Raiden (or is it Rayden, I can't figure it out) and the rest of the Mortal Kombateers to trade shots courtesy of Malibu sometime soon (wherever their war takes them, I'm sure it will start in the pages of EGM!)...In other MK news, Williams is reportedly tweaking an enhanced version of the game for release this fall, while a sequel could be more than a year away. To keep you occupied in the meantime, however, the Q-Mann has caught wind of an official players guide to the game that should hit sometime in September...

ATARI JAGUAR - HOW MUCH BITE IS BEHIND THE ROAR?

...During the Summer CES, Atari & Co. showed-off a video of their upcoming Jaguar console, as well as pix of the unit for VIPs like yours truly! The system is housed in a small package that bears an amazing resemblance to the early PC Engines. The video on the show floor was marginally spectacular, but the tape being shown behind closed doors was incredible. The machine's ability to manipulate objects and fill the screen with 3-D environments is clearly head and shoulders above the competition - including a lot of what 3DO can do! The poly-heavy positioning of the machine (which was developed by Flare in Europe) makes it an ideal platform to out-Starfox the Nintendo hit, but could also be a limiting factor in producing conventional run-and-shoot softs. Still, running at a rumored 25MHz plus, the Jag should be able to do some rippin' things..

...The big Jaguar news, however, concerned Atari's rumored marketing plans. Although Atari claims to be cash rich, the company is privately said to be worried about the drain that an appropriate console launch could have on the overall company. Hoping to hedge their bets and align Atari with a top-level force, the show buzz had Atari joining forces with IBM to co-produce and possibly even co-market the new machine. Although neither Atari nor IBM would confirm this to the Quartermann, plenty of people behind the scenes were giving a wink and a nod to the concept that something truly big was impending with IBM. If true, the Jag may have found a home that even the Q-Mann would be comfortable with...

...That about sums up this installment of the Q-Mann's behind-the-scenes coverage of the CES. Look for more stuff too harsh to print in EGM to make it this way next month, along with some interesting rumors about Nintendo's plans for the future. Until next month, avoid SPAM at absolutely all costs...

QUARTERMANN'S TOP TEN REASONS WHY EGM IS #1!

Sure, we all know that EGM is the best, but how did the mag get to be number one? It sure didn't come easy! The Q-Mann did some probing to get the whole truth and to find out how EGM gets put together every month...

10. Genetically-enhanced employees that require no sleep and run on Sonic soda.
9. Where else can you read a magazine that has an editor named Nob?
8. Polybags! Polybags! Polybags! Not only do they hold your free stuff in, they're also guaranteed to contribute to the destruction of the ozone layer.
7. It's the snazzy UPC code on the front of the magazine.
6. Hey, we got Andy!
5. Short lead-times allow EGM to be first with the info and fit into small boxes a lot easier than long lead-times.
4. Insect Politics.
3. Tasty "Salmon Surprise" in basement vending machines given out to best employee of the month.
2. Street Fighter 2 Covers!
1. Tie:
EGM has the best stuff first. A booming circulation and the most ad pages don't hurt much either.
and
Ed Semrad's calendar

THE Q-MANN REVIEWS... SUPER MARIO COLLECTION

...While the Q-Mann initially questioned how a company like Nintendo can get away with repackaging their old games by dressing them up in 16-Bit graphics, I must truly say that this collection of blockbuster Mario titles, now being offered up with 16-Bit enhancements, is actually a lot of fun and worth every penny if you're a Mario fan.

Nintendo has taken the classic 8-Bit games and, while retaining the feel and play technique of the original titles, injected them with Super NES good looks. The games are virtual carbon copies of their 8-Bit cousins, they just look a whole lot better than the Q-Mann thought they ever would.

The package comes complete with four separate Mario missions, including the original, the two sequels, as well as the Japanese sequel to part one. This title is particularly powerful when you boot up the Japanese sequel which takes Mario through obstacles that were seen in complete form by very few in the states (portions of the game did make it into the original Mario adventure).

Combined with the other Mario games, however, this title really shines as a sharp example of how solid game play can be further enhanced by great graphics. Now, where are your NEW games Nintendo?...

THE Q-MANN PREVIEWS... SONIC CD

...Get ready for the big ticket item of '94 - Sonic CD!

This little gem is everything that a CD action title should be, with bigger worlds, better sounds, and a wild story that interlaces the adventure with a running technique that must be mastered if the game is to be completed.

With dozens and dozens of levels, each containing its own obstacles and unique feel, Sonic CD takes action games to a whole new height! Sonic must traverse the variety of dangers that relentlessly appear to not only survive, but to also solve a larger puzzle involving time travel. Only by completing certain tasks in certain orders can Sonic

unlock the barriers of time. By changing events in the past by completing the levels, Sonic changes the future (levels of the game). If the future is not changed in the correct manner, the blue guy can't advance and must go back in time!

Sonic is also joined by a new friend that tags along in much the same way Tails did (whoa, do I smell licensing or what!!!), and the whole package is further enhanced with some sharp intermissions and really cool tunes.

Although the Japanese will get to sample Sonic on CD this fall, Sega of America is making further changes for the U.S.