

QUARTERMANN'S

Q-LETTER

FOR EGM SUBSCRIBERS ONLY!

The Q-Mann Has the Soft Touch...

...Boy does the Quartermann feel refreshed! Some great gossip in this month's EGM, a killer column in the new comic book mag, HERO, and a special voice to the real power behind the success of EGM - you, the faithful subscribers who know a good thing when you see it! Yours truly has packed some miles recently - all on your behalf! While you may have read about some of the softs looming around the corner on the "Gaming Gossip" page, I thought the wealth of knowledge and insight sloshing around in my noggin' would be perfect for my second Q-Letter...

...Star Wars games are becoming a hot trend, with a variety of different packages set for all the major systems. Top on the list is "Rebel Assault" by JVC for the Sega CD. This game is going to be a CD blockbuster, with tons of digitized footage from the movies and incredibly fast action. Similar in style to the X-Wing computer simulation, this game will focus on the Death Star attack, serving up a stomach-churning ride through the trenches of the Empire's ultimate battle station. This game will also boast a bevy of techno-innovations, including new data compression techniques and better color selection. Don't start looking on the shelves until late this year or early in '94...Lucas is set to release "Super Empire Strikes Back", the 16-Bit follow-up to last year's superb action entry, later this year. The game follows the storyline of the movie, with incredible 'Mode 7' effects (including 3-D terrain), the introduction of 'The Force' (invincibility), as well as a new 'Super Force' that allows Luke to throw his lightsaber and control its movements. You'll also be able to accomplish new techniques like a double-jump (a la Ghouls and Ghosts)...Software Toolworks will be lifting their own Star Wars lid with "Star Wars Battle Chess", a unique twist on the typical chess theme. Instead of kings, queens and pawns, Toolworks is serving up Lukes, Leias and 'droids...

...Electronic Arts is planning to kick into overdrive on their new line of "Mutant League" titles. Following hot on the heels of "Mutant League Football" comes "Mutant League Hockey", "Mutant League Football 2", and "Mutant Speed Demons". All three of these 16-Meg monsters will hit many moons from now, with Hockey joining the line-up by Christmas and Football 2 and Speed Demons both seeing light in early '94...ASCII is considering a move into CD games with a property called Steel Diver. The corp.'s big plans for '93, however, revolve around a fleet-footed fox that bears a smashing resemblance to Necky the Fox, the curious canine that graces the covers of ASCII's Japanese video game mag, Famicom Tsushin...

...Look for Software Toolworks to put their faith in Mario-madness! The company plans to bookend their "Mario is Missing" game with five new titles that address themes like geography, history, math, early learning, and reading. The folks at Toolworks are also diving into 3DO in a big way, with a new shaded-polygon programming routine that will be used to enhance their first title on that machine called "Cyber Race". Also look for a Super NES and Gameboy version of "Captain America", a Super NES copy of "Wing Commander Secret Missions" due in October, and an AI Unser racing game for the Super NES and Genesis hitting next February..."Star Trek: The Next Generation" will warp onto both the Super NES and Genesis (both clocking in at 12-Meg), as well as a CD adaptation that will be loaded with the usual goodies...

...Terry Aki has just flown in from Japan with an assortment of news that's sure to please! Irem is currently laboring on a 16-Meg version of R-Type tentatively called, now here's a stretch, "R-Type 3" for the Super Famicom. Also keep your eyes peeled for pix of a new racing game rumored to be under development at Nintendo that will use the Super FX chip! The title? F-Zero 2!

- QUARTERMANN

QUARTERMANN'S "TOP TEN REASONS WHY CAPCOM INTRODUCED SF2-CE"

...Sure, the Q-Mann has been saying it all along, but would you listen? Whether you had Q-Faith or not, Capcom has signed onto Sega and SF2-CE is right around the corner. But did you know the decision to intro CE on Sega was more than just fun and games???

10. Capcom was heeding Clinton's call for new investment.
9. Capcom wanted to make a splash in Sega and they didn't feel Capcom Bowling would cut the mustard.
8. Capcom President wanted saucy new sports car.
7. The programmers just couldn't get the extra World Warriors into the 16-Meg Super NES version. No, really, they couldn't do it.
6. That Blanka character started copping an attitude and asking for more royalties.
5. Capcom didn't want to face the riotous masses that would have gathered at their CES booth had it been debuted on the Super NES.
4. Insect politics.
3. Capcom knew the Neo-Geo clones would start cutting into their market-share.
2. Capcom wanted to make sure that Sega used the Q-Sound (man I love that name) system in all their new games (just don't tell 'em that Capcom owns part of that company!!!).
1. Capcom wanted to have five more EGM covers for 1993.

THE Q-MANN REVIEWS... BUBSY

A lot has been made of this action game featuring a new franchise created by the marketing firm of Accolade Inc. While the strength of the character seems pretty solid (it's still a rumor, but a TV show is supposedly just around the corner), the game is a bit different story.

While the graphics and sounds of this fast feline adventure are well done, it's the subtle points which could

and probably should have been done better. The control suffers the most, with sluggish manipulation in certain encounters and an overall lack of spontaneity in the way the nasties enter the picture.

Bubsy does have many merits, including a crisp look and large levels, but the lack of small differences in technique are what separate it from the big boys, Sonic and Mario.

THE Q-MANN REVIEWS... COOL SPOT

Here's the kind of all-out action that yours truly can really appreciate. In Virgin's latest Genesis title, you assume the identity of one of those 7-Up dots from the commercials. Unlike the first game, however, which tried to be more of a puzzler, this game is all-action from start to finish, with great visual FX and animation that is really cool.

Sure it boasts some of the features that have made

similar carts shine, but Cool Spot does it with more style, and interaction that makes up for some of the problems the equally-intensive Global Gladiators suffered from.

This game is also a great cart to show off just how good the Genesis can really be when there's a programmer who really is out to make something great. Cool Spot is a winner with quality and class from beginning to end.

THE Q-MANN PREVIEWS... TOTAL CARNAGE

While it's tough to judge this zippy little shooter (face it, it's only 20% done) today, the graphics and interaction are shaping up to make one of the best shoot-out sequels in recent memory.

The sequel to the coin-op sensation, Smash TV, Total Carnage boasts a testosterone level way above your average blast-a-thons. Strap yourself into your seats for a scrolling blow-out featuring combo play,

tons of painful weapons, and huge (no, let me say this correctly), I mean HUGE on-screen characters. Toss in a few incinerated soldiers and babes in bikinis and you get a battlefield that stands head-and-shoulders above the others. There's even an electric chair sequence!

The Q-Mann will keep you posted on this super soft, with some pix just for you in the next issue of EGM.