

QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

THE TRUTH BEHIND NINTENDO'S NEW 64-BITTER...

...With my bags still packed, I'm fresh in the door from my whirlwind tour of the globe! Out of all the news the Q-Mann gathered in his travels, the most incredible was definitely the announcement from the big 'N' that they would skip the CD super system which they touted at the Spring's developers conference (where yours truly nabbed the specs to what would have been a wondrous piece of programming power) and plow their bucks into a NEW system to be jointly developed between Silicon Graphics and their own, in-house tech-heads. Sure it may make for a good line heard 'round the world, but the nitty-gritty of this self-proclaimed 64-Bit powerhouse, dubbed "PROJECT REALITY," is something less sensational. Now the Q's not here to diss the machine, but sources close to yours truly have confirmed that SG's involvement was peripheral at best. Rumor has it that their involvement with this summer's Jurassic Park movie (which used a beefy version of the chip set Nintendo plans to use under the hood of REALITY) cinched a development deal with Nintendo to help flesh out the final stages of the pre-pro design. It sure didn't hurt SG's stock any...

THE TRUTH BEHIND SUPER STREET FIGHTER...

...While the boys at EGM Central have plowed through the latest Street Fighter update, the Q-Mann has more insider info related to the recent rumors of discontent within the ranks at Capcom. Seems several of the staff responsible for the first Street Fighter 2 were a little agitated at the lack of attention (not to mention bucks) they received while their games made zillions of dollars for practically everyone else. Many in the original group splintered off to form an in-house office for SNK (as previously reported), and are hard at work on the latest batch of Street Fighter clones, including a couple of tasty entries like Fatal Fury Special and Samurai Shodown. Super Street Fighter 2 was jointly designed by dual teams of Japanese (responsible for Cammy, Fei Long, and Thunderhawk) and American (Dee Jay) producers. Although the U.S. office put up a big fight to keep the speed of the Turbo version, the white shirts prevailed and the end-product, while packed with some super new moves and enhanced techniques, is a step back in speed to the original SF2. What can you do...

THE TRUTH BEHIND BLOOD, MEGS, AND NINTENDO...

...During the recent press announcement of PROJECT REALITY, the Quarter-Meister managed to corner the Nintendo Prez for the straight scoop on why Mortal K ended up sweaty. Via Terry Aki's masterful translation, Mr. Yamauchi said "...in America, Nintendo was criticized for ordering excessive violence taken out of a certain fighting game. It is true that we did ask the maker to tone down some of the excessive violence. As providers of home entertainment, we have certain responsibilities and if this title was sold as it was originally made, it could have become a major social issue that could escalate. We didn't want that to happen." Geez. Lighten up, we're talking VIDEO GAMES, not the plague...Mr. Yamauchi also offered this exclusive tidbit to Q-Letter readers - the first 24-Meg Super NES game will hit stores next year! It's called Fire Emblem and will feature some heavy duty RPG scenarios. He also hinted that a number of 32-Meg games are just around the corner but added that early next year meg size will become a thing of the past thanks to a number of new compression programs Nintendo plans to use to cut program sizes in half...

THE TRUTH BEHIND THE ATARI JAGUAR...

...Just had my first hands-on with the 64-Bit Jag and although several developers I was with lost their creamy filling over the console, the two games I laid eyes on were very average. The side-scrolling shooter had little parallax and played like a European blaster, while the 3-D Alien game looked more like a funky version of Wolfenstein 3-D. They crowed about "less than 20" licensees, but the only big names expressing interest were Iguana and Interactive...

...That's it for this issue, kiddies, but stay straight and true and you'll hit me head-on in a quick 30.

- QUARTERMANN

QUARTERMANN'S TOP TEN THINGS ATARI MUST DO TO MAKE JAGUAR A SUCCESS...

Out of the darkness comes the latest weapon in the battle for your video gaming coin! The Atari Jaguar has been heralded as the next generation of gaming, but in a land filled with more big guns than Beirut, will the Atari make it or break it? (Special Note: If you're particularly chummy when it comes to the A-Force, replace "fail" with "succeed." Got it? No problem!

10. New ideas. Pong is still Pong, even if it's done in 64-Bits.
9. New booth. Atari should consider getting a booth at CES. Atari will really take you more seriously if you get out of the Telegames area.
8. New name. People don't trust video game systems named after cats.
7. New look. You need to do more than polygons for 200 bucks. Polygons. Sounds like a new "Lucky Charms" shape.
6. New support. It's hard to go far with only one third-party licensee.
5. New insight. It's even harder when that licensee is "Butthead Software."
4. New reason. Insect Politics.
3. New, snappy fragrance. The office air fresheners haven't been changed since 1985.
2. New partner. IBM is making the damn things! IBM wouldn't do something that loses money...would they?
1. New marketing. Spend a dollar. You might be surprised what happens when people know about the machine.

Them's the digs for this issue, boys and girls. Look for more Q-insight in the next exclusive edition of the Q-Letter!

Q-MANN TARGETS THE HOTTEST GAMES NEW AND UPCOMING

Super Mario Bros. All-Stars Collection

Although the concept of Super Mario was getting the Q-Mann bored, the thought of playing the same old games I'd played before made my yawn-meter kick into overdrive. This cart combines all of the three previous 8-Bit Mario adventures, throws in the Japanese version of Mario 2 (which was closer in style and content to Mario 1) and packages them in some slick 16-Bit graphics. The result? Combined with a few new tricks and some expanded game play, this cart KICKS! I didn't think the Q would find much to like about games that are nearly 10 years old, but with the Super NES powering them, this title scored a direct hit!

Street Fighter 2 Turbo Edition

How can you go wrong? This game totally blows its predecessors away with better technique, more animation frames, and faster action loaded into its 20 Meg brain! The latest installment gives home gamers all the updates that the coin-op had, along with the same menus to let you tailor your characters. Some special codes (see the September EGM) even let you turn the game into ANOTHER SF2 game that moves at hyper speeds. Absolutely brilliant!

Actraiser 2

The gurus of Enix have listened to EGM and produced a version of the award-winning action/epic, Actraiser, sans adventure sequences. The battles in this game are truly addictive, giving way to some of the most fluid animation you'll ever see out of a home system. Great stuff from beginning to end!

John Madden '94

With improved graphics, sound effects, stat screens and the addition of the real NFL teams, John Madden '94 is proof that some games, like fine wine, do get better with time. This title has grown better and better each year and, despite the subject matter remaining constant, still manages to deliver big thrills each year. The Super NES version has managed to work a few of the kinks out of the earlier versions, successfully dishing out some great play.

That's it for this installment of the Q-Mann Reviews, kiddies, but be sure to dig into the next edition of the 'Letter' for more down and dirty info from the guru of gossip! We're off to Japan for a very special preview in the next issue that's guaranteed to be loaded with the best that gaming has to offer - exclusively for loyal EGM readers just like you!

Also, don't forget to look up my new column in HERO ILLUSTRATED, the hottest magazine covering the explosive world of comics and collectibles! With several pages of gossip, full-color pix of the hottest games, and incredible Q-News, HERO is the magazine for comic and video game fans alike! 'Till next time...