

QUARTERMANN'S

Q-LETTER

FOR EGM SUBSCRIBERS ONLY!

EXCLUSIVE REPORT - BLOOD AND GUTS

...Hi ho, Quarter-fiends, 'tis I, the one and only insider with info here to reward the most loyal EGM readers with a very special mix of rumors and reports to keep you exclusively "in the know." It's been a crazy month, kiddies, with yours truly traveling to Japan to hook up with Terry Aki and Nob-X, the masters of Japanese gaming, as well as speaking to an elite sub-committee on the dangers of turning onto games with gore. This month the Q-Letter addresses both of these sizzling subjects, with the last going first and vice-versa...

...The Q-Mann has dug hard and deep to deliver the dirt on Mortal Kombat, Acclaim's upcoming cartridge destined to draw big numbers when it sees store shelves later this year. There's one tiny fly in the ointment, however, and the destiny of video games is now hanging in the balance...

...When Acclaim first announced that they would be boxing up Mortal Kombat for home systems the Q-Mann and his Q-Friends rejoiced, for we knew that Acclaim was a quite capable publisher with a long history of producing some great games. The next thing you know, however, a hush of silence fell over the Q-Party as we all realized that this game with no barriers would definitely have to be edited for TV. "Not fair" cried Sushi-X, a long-time fan of fighting titles who had grown particularly attached to the finishing moves, death blows and other techniques which made Mortal different than the other quarter-munchers out to live off of Street Fighter 2's good name...

...But alas, it appears that Nintendo has already placed speed bumps on Mortal Kombat's drag strip to success. Why the white shirts at the big 'N' have done this is not a mystery - Nintendo prides itself on maintaining a squeaky clean image and having people actually bleed when a perfectly-executed roundhouse hits the face of their on-screen characters is a totally alien concept. While Nintendo sticks to their guns, however, Sega is out for blood - and proud of it...

...This summer, unless their brilliant marketing minds failed to remind them, Nintendo will be going up against a Sega armed to the teeth with a CD system (yeah, I know there aren't any new games for it, but just chill out and listen), Street Fighter 2 - Champion Edition, and a translation of Mortal Kombat this is rumored to be loaded with all of the elements that made the coin-op even slightly more interesting than Street Fighter 2. If my name was Timmy and I wanted a game system, this gaming guru knows which system would sell. If you're out to sell softs, maybe you should stop worrying about what a few red pixels are going to do and concentrate on the big picture (and something that you do so well) - making good games. 'Nuff said...

...By the way, Nintendo, this problem isn't likely to go away soon - Mortal Kombat 2 is due in arcades this fall...

Q-MANN BEATS THE STREETS OF JAPAN...

...What a show! Although the trip back and forth scored about a 1.8, the Q-Witt's journey to the Land of the Rising Sun was spectacular! Besides getting the inside track on a great number of super softs ranging from Sister Sonic from Sega to Turbo Street Fighter 2 CE from Capcom even Nintendo let us in on a few secrets, including a mammoth 16-Meg Mario adventure slated for the second half of this year!...Dig into this month's Quartermann and Terry Aki sections for the complete picture from the best in the biz...Till next time (when I deliver a full-scale assault on the software side of things), the Q-Mann reminds you to always unwrap before you bite...

- QUARTERMANN

QUARTERMANN'S "TOP TEN REASONS WHY NINTENDO WON'T BLEED..."

...It's a question as old as time itself - well, at least as old as Street Fighter 2! To bleed or not to bleed, that is the question that Nintendo is facing once again in light of the imminent release of Mortal Kombat. The squeaky clean image has to go big 'N', us game goofs demand it! Here's the top-secret list rumored to be floating around the halls of Nintendo...

10. They secretly want Sega to be number one.
9. They are stuck on Band-Aid, so Band-Aid's stuck on them.
8. They don't want to adopt that wacky NC-17 rating.
7. They're afraid players might try to decapitate friends during particularly hot and heavy matches of Mortal Kombat.
6. They'll stop at anything to prevent that nasty Itchy and Scratchy pair from making it into a Nintendo video game.
5. Nintendo exec swears he saw a real-life criminal get shot and turn into a flower.
4. Insect Politics.
3. It just isn't in the budget.
2. Who says Nintendo doesn't like blood and guts? Look at Street Fighter 2, there's blood there. And look at Mortal Kombat, there's, well, there's some red pixels on the screen from time to time.
1. Heaven forbid Mario ends up with an axe in his hands! That guy is out of his mind!

THE Q-MANN REVIEWS...

STREET FIGHTER 2-CE

Well, what have we here? Street Fighter 2 - Champion Edition on the Genesis? I can't believe it, is it really true? Could I be dreaming or has Capcom actually acknowledged what the Q-Mann said oh so many months ago?

Now that the big 'C' (whoa, that's scary) has agreed that yours truly was right all along about such a project, let's get to the game play of this 16-Meg monster!

Basically, all of the standard SF2-CE characters and moves are here, within a game framework that does a jiffy job of re-creating everyone's favorite sequel sequel.

The graphics are a bit thin in some areas, and the Sega machine's color limits constrict some of the visuals, but all in all the Genesis translation gets the Q-Mann's big thumbs up and a toasted Ho-Ho award until the Super Famicom trans appears.

THE Q-MANN REVIEWS...

BATMAN RETURNS-CD

Excuse me, didn't I see this game somewhere before? I knew the Q-Mind couldn't be that rusty...this is the same Batman Returns we all razzed last year! But those wacky execs at Sega have added some boffo scaling scenes to the otherwise mundane side-scroller and a new soundtrack for an experience that's not exactly great, but does give 'em the chance to get new distance out of the same game. Ah, guerrilla

marketing at its best - you gotta love 'em!

If you could buy just the CD stuff there wouldn't be much of a game left, but the content of its predecessor actually weighs down the whole game. Plus, forcing game players to work through the cartridge scenes to get to the good stuff is about as much fun as watching a "My Three Sons" marathon and about as fair as the IRS!

THE Q-MANN PREVIEWS...

STREET FIGHTER 2-CE

Deja vu? No, not at all my little Quarter-friends, this is the new and improved Duo pumping out this 20-Meg masterpiece bearing the same name as well as a striking resemblance to the game at the top of this page.

There is one very important difference between the Genesis and Duo versions of the game, however (and while you're at it, go ahead and throw in the Super NES copy).

The Duo version is much better.

Sure, there may not be as many Duos on the market, but with solid softs like this beauty available for the cart/CD hybrid, you're going to have lines forming.

The action is more refined, the graphics crisper and more colorful, and the interaction absolutely top-notch! Get this game over on these shores right away TTI!