

QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

MORTAL KOMBAT 2 ALREADY IN DEVELOPMENT...

...Here's one that's so hot you won't see it anywhere else - not even in the pages of EGM! For subscribers only, Quartermann has dug up some sizzling follow-up to what is sure to be one of the hottest games of the year! The rumor has it that Acclaim is already hard at work at the sequel to Mortal Kombat, even before Mortal Monday is upon us! Although the new game is supposedly far from leaving preproduction, the Q-Mann has isolated info from one of MK's original consumer developers who slipped the rumor that an enhanced version of the original could begin production before the end of the year. The project, reportedly being called Mortal Kombat - Fury Edition, will not contain any new characters, but will introduce several new techniques. MK-Fury is also rumored to include some new play saving mechanism that even the Quartermann's been sworn not to reveal! In the end, the Q-Mann can say that the home version of MK, although a little rough around the edges, is a punch-a-thon of the highest magnitude!...

NEW VIDEO GAMES ON THE HORIZON...

Over at EA there are plenty of softs that literally blew the Q away! Although it wasn't exactly easy getting past the security, yours truly did manage to fight past the guards and dig deep into the bowels of the company (thanks for the mints Boscoe!)...EA Sports is in high gear, with a complete redesign of their basketball title under way. Look for NBA Showdown to hit the slots of Genesis machines everywhere come February. The Super NES will make it in '93, but it won't entertain the radical changes that the Genesis version will enjoy...Walking around the EA pyramid I couldn't help but catch a glimpse of NHL Hockey and Bill Walsh College Football up and running on the Sega CD! These surprises were even chalked on the board as X-Mas '93 releases! Lots of full-motion video highlighted both of these titles...Look for EA and Hudson to ink a deal soon that will make all of EA's Super NES sports titles compatible with the Hudson 5-player adapter...

...Outside of the Sports section, yours truly got a sneak peek of a half-dozen solid softs, including Speed Demons, Mutant League Basketball, Mutant League Football 2, Space Commander, Jordan for the Super NES, and a new 3DO title called Super Wing Commander!...

...No west coast trip would be complete without crawling through an open window and diving face-first into Tengen's development center. Besides a strange looking volleyball entry that features animated characters and a high level of technique, Tengen is scoring tons of Game Gear softs from everyone, including the hottest titles from EA like Road Rash and Jungle Strike...Sequels are hotter than ever and the Q-Mann has a list to end all others. From Japan you can expect to see Dragon Quest 6, Fist of the Northstar 7, Sonic Blastman 2, Tetris 3, Legend of the Mystical Ninja 2, Lemmings 2, Brawl Brothers 3, Joe and Mac 3 and Super Black Bass Pro. I just love the concept of fishing on a TV video game screen! How twisted!...Despite rumors to the contrary, there is no truth to the fact that Penthouse wanted to do 3DO games. Now there's a soft I'd like to see the end to!...The upcoming Superman game from Sunsoft will hold the integrity of the comic in 100% perfect detail, according to sources inside the company. The latest pixel rendering of the Man of Steel will feature the entire storyline that led to his demise with a climactic battle with Doomsday and the birth of four mysterious Supermen (just in case you don't know, the cyborg Sup is the bad guy and the REAL Krypton bomb is sort of a nasty looking version of that guy who plays the Highlander on TV...

...That about empties my turkey for this month, my Q-friends, but never fear, the master of mystery will return in 30 days with another installment of the Greatest Gaming Rumors on Earth!...

- QUARTERMANN

QUARTERMANN'S TOP TEN WAYS TO GET THE COVER OF EGM...

It may not be the search for the Holy Grail, but for video game companies it's every bit as important! The cover of America's biggest and best video game magazine can spell the difference between instant success and a slow death, but how can a company snag the front cover of EGM? The Q-Mann offers a few behind-the-scenes suggestions....

10. Send doughnuts. We just love doughnuts!
9. Name your game Street Fighter 2. Of course, if you're anyone but Capcom, expect a lawsuit with your cover.
8. Don't give it to the 'Power' brokers! Once you give it to them, there's no way they'll let you give it to us.
7. If you do give it to 'Power' tell them we got the game in Japan.
6. Get the license to 'Spawn' and have Todd McFarlane punch out the artwork.
5. No more turtle games. Seen 'em, had 'em, did 'em, done 'em.
4. Insect Politics.
3. New hardware always has a good shot at the front spot. Just don't tell Ed you're calling from Atari.
2. Try an SNL game. Yeah, a Deiter cover could be fun. Shake and bake!
1. Tell Ed his voice gives you a nice, warm, fuzzy feeling.

That about sums it up for this ish, Q-fans! As for Quatermann's number one fan, I've got to tell you that you're dead wrong! The only reason you'd be in that Top Ten list was because you made it easier to beat the competition! Taking credit for "Cyber Boy" Andy Baran's great contributions is downright low...

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...