

FEATURE PRESENTATION: NINTENDO NEWSLINE: TOSHINDEN URA • LEGEND OF OGRE BATTLE • EL HAZARD • GHOST IN THE SHELL COMIX: SUPER STREET FIGHTER II: CAMMY • SAMURAI SHODOWN

# GAMEV! USA

THE MAGAZINE OF ELECTRONIC MANGA GAMING

NEWSLINE  
TOSHINDEN URA  
EL HAZARD  
KING OF FIGHTERS '96

COMIX  
SUPER STREET FIGHTER II:  
CAMMY  
SAMURAI SHODOWN



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FEATURE PRESENTATION  
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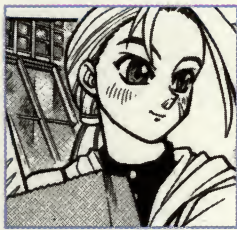
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# 64 Questions



**W**ell, we did it...we devoted an issue, an entire issue, to the big "If" of 1996, the Nintendo 64. As a self-respecting, underground, even *otaku* video game magazine, it seems almost inappropriate. Not to say that the Nintendo 64 isn't one big, impressive cartridge-pushing machine; no, on the contrary, it's just *too* big. *Everyone* is talking about it. This is space, after all, that could be spent on *Sailor Moon Super S* or *Lunar*. More than either Sony or Sega, Nintendo is so big that it doesn't even seem Japanese. To manga game players, it's too square to be hip.

Well...maybe. There is definitely a certain "feeling in the air" as Nintendo gets ready to unveil its super-system. Nintendo is deeply mired into video game history, an even if it's been last year's thing for the last two years, you can't ignore the influence of a system that first spawned JRPGs, or a company with a couple hundred million in the bank. Back in 1985, Nintendo was the only show in town. Now we've been enjoying almost a year of capitalistic 32-bit competition. Wouldn't it be easier, a voice whispers, to just go back to the old ways...to just sit back and let Nintendo handle it all?

Like many people, my first experience with the Nintendo 64 was back in May, at E3. Slurping a soft drink at the debut and maneuvering into the best position, I heard as the dozens of press guests—most from oh-so-video-game-oriented publications such as *Newsweek*—oohed and aahed at *Mario 64*. In my experience most adults are notoriously immune to video game awe—my parents' reaction to *Tekken*, "Can't they do anything but fight?", comes to mind—but for a few minutes it seemed that the sheer coolness of video games was finally being appreciated by the public.

Then I thought, "Why not before *now*?" There have been video games of depth and fun since the

early '80s; is the visual punch of 32-bit or 64-bit 3D really more successful in making non-gamers into gamers than the gameplay, character design, and all the other charms of 8-bit and 16-bit 2D? At the time, my NES and Super NES had been awesome.

But 2D, even if it someday becomes as marginal as black and white, isn't dead. *Arcade Classics* collections and other retro gaming don't mean the games were better than they are now (except for *Sinistar*, of course...); it just means that video games have become accepted enough that there's a place for video game nostalgia.

I think *Mario 64* is the best example of the Nintendo 64, and its best bet. It's *not* quite totally original—more like an improved expansion of 3D games for the 32-bit systems—but it's got good gameplay *and* is a real *ooh* and *aah* generator.

*Jumping Flash!* already convinced me long ago that platform games can work in 3D. There's something old-but-new about them. It's appropriate that such a game is the Nintendo 64's must-have title.

Nintendo now simultaneously occupies the nostalgia market and the cutting edge. They're not going to rule the world again (thank goodness), but as they struggle with Sony and Sega to try, we're going to see games get better and better.

Jason Thompson

**WE STAND CORRECTED.** On page 7, Issue #3, we printed that Jorge Hicks is SNK Home Entertainment's "Head of Marketing and Product Analysis." Just last week, SNK's *actual* head of Marketing called to tell us that Jorge Hicks is *actually* in charge of Product Testing. **Game On! USA** apologizes (sorry, Jorge, guess they noticed).

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**STREET FIGHTER II: CAMMY** © CAPCOM 1991, 1993, 1994. **SAMURAI SHODOWN** © SNK 1995. **SUBSCRIBERS/POSTMASTER:** Send address changes to *Game On! USA*, P.O. Box 77010, San Francisco, CA 94107. The Editor welcomes company product information for all video games, comics and video game-related merchandise. Such materials should be addressed to: *Game On! USA*, P.O. Box 77010, San Francisco, CA 94107. ©1996 Viz Communications, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game On! USA* is a trademark of Viz Communications. **FALSE GAME TIP OF THE MONTH:** While transformed into "liquid metal Mario" in *Super Mario 64*, Mario can form blades and cutting weapons with his body. Press A, B, down, up, and all the C buttons simultaneously. Mario will be able to not only defeat his enemies, but slice through enough meats and vegetables for a nourishing meal in under five minutes.

Contributors



**Glenn Wang** (AKA "Dr. Briefs" to his net pals) was born in Taipei, Taiwan, and immigrated to the United States in 1986. Having been an anime/manga fan as long as he can remember, his first anime (and manga) experience was with Doraemon.



Waking up **Jay Gavren (ON! Command)** anytime before noon this month may be hazardous to your health. Not only has he been working on his Web page (shameless plug—<http://www.novia.net/~thespook>) he recently got hold of *Final Fantasy V*, a game he's been drooling over for eons. Jolt, anyone?



With a stack of fanzines and a Pocket Gameboy, fanboy **J.J. Dagger (Fanline)** has sworn to sit outside of SNK headquarters, in protest, until he's assured his beloved Charlotte will be returning in *Samurai Shodown 4*.

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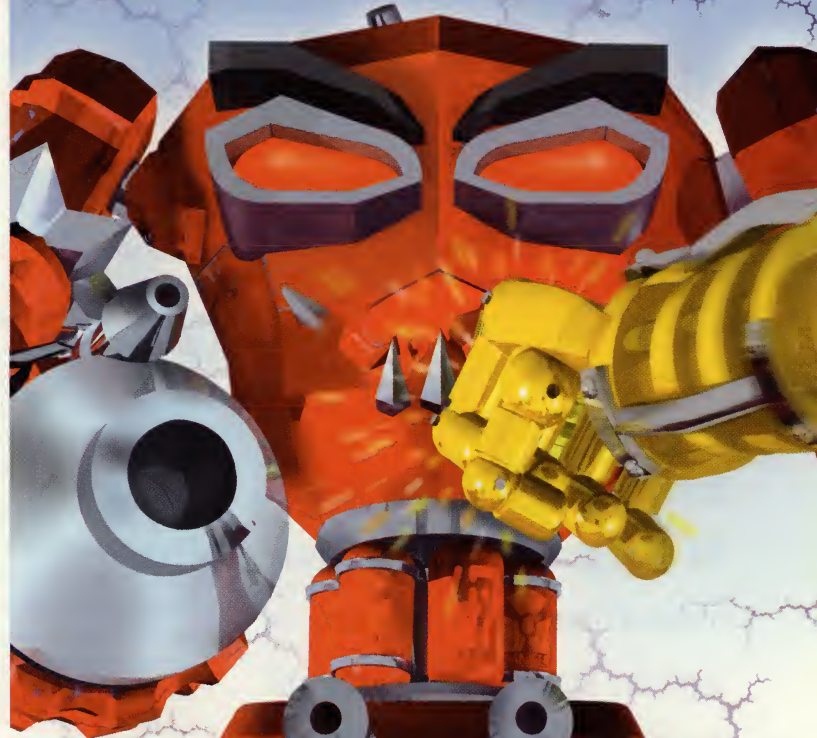
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# Inside the Mushroom Kingdom



## The NES to the Nintendo 64

Nintendo, once undisputed king of the 8-bit games market, has again bumped the stakes up to a new level: the Nintendo 64. The story of Nintendo has passed into video game tall tales, but here's what you need to know about the company that wants to reclaim its mastery of ten years ago

### Before the NES

Nintendo started out way, way back as a maker of *Hanafuda* playing cards (the same kind of traditional Japanese cards that Genjuro throws around in *Samurai Shodown*). Nintendo Koppai was founded in 1889. Soon they started selling Western playing cards as well, and the business expanded.

Hiroshi Yamauchi has been president of Nintendo from 1949 to today. Under his guidance, Nintendo first tried various experimental businesses—instant rice, “love hotels,” taxi companies. In 1969 a Games division was finally developed; Nintendo's first toy was the Ultra Hand, a long grip device which sold for 800 yen (the Ultra line of toys foreshadowed the system which was almost named the Ultra 64). Light guns (though Nintendo failed to predict the *Lazer Tag* craze) and love testers also made impact, but it wasn't until the late '70s that Nintendo entered the electronic games market.

by Universal Studios, who claimed that *Donkey Kong* infringed on the copyright of *King Kong*. Nintendo defended themselves successfully.

In Japan, however, Nintendo was already working on a home machine. Their first in-house home product was Game & Watch, a line (1983-1985 in the U.S.) of portables which featured versions of games such as *Donkey Kong*. Soon Game & Watches—and systems similar

### Barreling In

Nintendo's arcade presence—now comfortably abandoned—truly began in 1981 with *Donkey Kong*. *Radarscope*, the POV shooting game immediately before *Donkey Kong*, was a bust; other early games included *Space Fever* and *Sheriff*. Many of the early Nintendo games were based on Play Choice arcade titles such as *Hogan's Alley*, where several games could be picked from, and later Nintendo arcade systems were simply NESes inside arcade cabinets. But *Donkey Kong* was a huge hit; it was the granddaddy of all jumping games, and all games with different levels.

*Donkey Kong* also marked the video game debut of designer Shigeru Miyamoto, and of several characters Nintendo would embrace from then on. Its popularity made Nintendo of America, under the helm of president Minoru Arakawa and chairman Howard Lincoln, boom... and attracted enemies. In 1982 Nintendo was sued—not for the last time—

to them, and bootleg versions of them—were found throughout schools and department stores across Japan and America.

The Famicom, developed in 1983, was Nintendo's big leap. Faced with a half dozen competing machines, Nintendo did what they have become known for

doing—improved their technology to try to make their superiority clear.

Nintendo's initial goal was to make a Family Computer, a system so fun that it would end up for kids in millions of houses...only later to add keyboard, modem, and other peripherals for adults. This never quite succeeded with the Famicom; by the time Nintendo tried to hook up a network system, for instance, kids monopolized the systems so





their parents couldn't check their e-mail or type their reports. The peppermint-colored red and white Famicom looked quite different from the eventual U.S. release, although in those days—before dubbed or even fan-subtitled anime was easily available—only a tiny number of U.S. fans were aware of what was happening in Japan.

In 1985 this changed.

### Nintendo: The Not-Atari

“Develop something that other companies cannot copy for at least one year. It must be so much better that there will be no question which system the customer will want.”

—Hiroshi Yamauchi, President of Nintendo, 1983

The NES faced incredible resistance on its 1985 launch, as retailers everywhere feared video games following the collapse of the Atari 2600 in 1983. Gradually, by emphasizing the the NES was completely different from the 2600, it gained a good name. It was first named the Advanced Video System, or AVS, and its physical appearance was changed before settling on the distinctive gray box.

At first, the NES was only marginally available, but gradually it began to spread. Part of Nintendo's initial success came through the now-forgotten ROB, the controller-holding robot who was bundled with some NESes and provided the illusion of robotics in pylon-pushing *Gyromite*, scarcely “interactive” though it was. The Zapper light gun was also emphasized early on. Later adaptations included a piano keyboard, the Power Pad for running and jumping games, the Power Glove (which Freddy Krueger later wore/promoted), and various “motion-sensitive” controllers with more curiosity value than success.

The games, however, were the decision maker. To its eternal benefit, Nintendo's always understood that it's the games that sell the system, not the other way around. And after the initial run, the games quickly improved; one advantage of cartridges, as demonstrated by the NES, is that hardware-boosting chips can easily be added to new cartridges. Compare the NES *Donkey Kong*, which didn't have enough ROM to include the fourth level, to *Super Mario Bros. 3* in 1990. In mid-1988 computer chip shortages delayed *Zelda II: The Adventure of Link*; other titles also were pushed back because of the trials of the cartridge industry. Yet delays and scarcity, Nintendo bet, would only increase demand for the games.

The company 'zine called the Fun Club News, with its first run of 700 copies, was replaced by *Nintendo Power* whose circulation reached nearly 750,000. *Super Mario Bros. 3*, released in 1990, became the bestselling video game of all time.



### Cross Platform Blues

Nintendo's success had several costs. One, it provided a convenient target for Japan-bashers in the U.S.; two, it provoked several long battles over

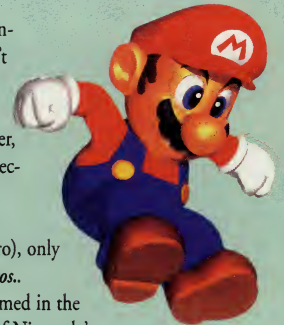
continued on page 6

# Big Names

Who has made Nintendo what it is?  
Two obvious choices

## Mario

Imagine a small-nosed Mario, like a standard manga character. Unthinkable, isn't it? A nose was important to Shigeru Miyamoto, who gave a big schnozz, overalls and a moustache to the character, partly to keep his exaggerated features recognizable on the screen.



Mario started out as a carpenter in *Donkey Kong* (a rather self-centered hero), only later to become a plumber in *Mario Bros.* Anonymous at first in Japan, he was named in the U.S. after Mario Segali, then landlord of Nintendo's NY warehouse. Mario became a runaway hit. By 1990 Mario was better-recognized by kids than Mickey Mouse (only later to be pushed from #1 by Sonic the Hedgehog). Since his first platformer appearance, he has appeared in dozens of others, followed by racing games, puzzle games, and RPGs. Only fighting games seem totally out of Mario's style. On NES, SNES and Game Gear, he also tends to pop up as a golf player, referee, and all-around figure of encouragement.

(1) Born 1981

(2) “Who knows how Mario will look in the future. Maybe he'll wear metallic clothes!”—Shigeru Miyamoto, *Mario Mania*



## Shigeru Miyamoto

Before there was Yu Suzuki there was Shigeru Miyamoto, mild-mannered celebrity video game designer. Miyamoto's life as designer of *Donkey Kong* and *Super Mario Bros.* has been documented in David Sheff's history of Nintendo, *Game Over*, as well as appearing on the cover of American news-magazines. Since 1984 he has been the leader of Nintendo's fourth R&D division. “Some people call you the Spielberg of video games,” quipped one E3 attendee. “I would call Spielberg the Miyamoto of movies.” As for Miyamoto himself, he remains friendly and humble; being beaten by the Bomb King while demoing *Super Mario 64*, he remarked “Now you see that a great video game designer is not always a great video game player.”

(1) Born 1953

(2) He started out for Nintendo as a toymaker

(3) In college he played bluegrass guitar in a duo with a banjo player

(4) He wrote his own music for *Donkey Kong*



Super Mario 64



Super Mario World

bus rides and plane flights. However, the Sega Genesis was a bigger threat. Nintendo needed a 16-bit system.

Nintendo has an on-again, off-again reputation for upgrading its hardware. The NES Disk System debuted in February 1986 in Japan, letting Famicoms play small magnetic diskettes (not floppies), and copy software onto disks legally at stores. Cartridge technology outpaced the disks, developers became confused, and the system fell apart. The Family Computer Communications Network System was an early (1988) attempt to use NESes as part of a modem network...but it too couldn't find an audience. (A similar thing has happened to the Super NES communications network, the 1995 Satellaview.) The promise of a Super NES CD-ROM also failed to ever materialize. The Virtual Boy was less than a smash, and the Nintendo 64 Virtual headset, "Project Atlantis," is still only a rumor. So how did the Super Famicom/Super NES do?



Super Mario Bros.

### Tech Talk

All right, you ask...so where was the Nintendo 64? The answer: before materializing, it bumped into half the next-generation consoles out there. In 1991 the now-N64 was the Sony PlayStation, announced between Sony and Nintendo as a way to play both CD-ROMs and SNES cartridges. However, Nintendo abandoned the deal, feeling Sony would have too much control over the CD-ROM side of the system. After the failed Sony deal, Nintendo tried to switch to Philips, who gradually shifted to their own project, the CD-i. After chatting with Sony again, Nintendo went back to the drawing board.

On August 23, 1993, Nintendo revealed it had allied with Silicon Graphics, instead, to produce its "Project Reality," which later became the Ultra 64 and then the Nintendo 64. Nintendo had allied with software toolmakers instead of a giant that might compete with them. The U64/N64 was supposed to appear in Fall 1995, and in arcades in Fall 1994 (perhaps in a similar fashion to Nintendo's old PlayChoice machines). As you can tell, it was delayed slightly...until coming out this month, September 1996.

Though the Nintendo 64 has aggravated millions of gamers with delays and hype, there are millions of others claiming—at least in polls—that they're waiting to buy it. Are gamers ready for next generation graphics with that retro hero, Mario? This is the month when it happens.

continued from page 5

Nintendo's ruthless marketing and distribution techniques. As Nintendo gradually grew in success, some parents cried foul and Oprah Winfrey hosted shows on "Nintendo zombies." In 1988 Tengen, the software company descended from Atari, sued them claiming that the "Nintendo Seal of Quality" violated antitrust laws, and started to produce their own pirated software (including a version of *Tetris*).

Nintendo won the suit, and today Tengen is no more.

However successful one system is, though, higher technology always comes knocking at the door. In 1989 Game Boy was launched, becoming a huge success and knocking aside color portables such as NEC's Turbo Express and Atari's Lynx. Surprisingly, many of its millions of players were adults, leading to many ads in news-magazines and TV featuring bored businessmen pulling out their Game Boys on

### The Ups

With the N64, Nintendo has the best 3D machine out there—as shown in *Mario 64*. Abandoning CD-ROMs for cartridges seems crazy, but if and when 600 MB CDs are outdated, Nintendo will (they hope) already be ahead with magnetic disks and faster technology. Many Japanese developers promise N64 games, albeit some time in the future. And did we mention *Mario 64*?

### The Downs

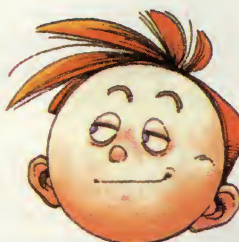
No RPGs yet, no 3D fighting games, shooters or platformers (except *Mario 64*). Some new licensees are showing up, but old ones have switched to Sega and Sony, complained about Nintendo's tactics, or even quit business in the U.S.. And if cartridges *are* outdated, will every N64 owner have to spring for a DD64 or an Internet peripheral? And will they bother?

### The Sleeper Wakes Marketing the Nintendo 64

The Nintendo 64 has been out for three months in Japan. So how'd it do? With pre-orders and lines, 300,000 units sold in the first few hours, breaking Japanese system debut records. In the following three days, another 500,000 sold. It makes you think that maybe *Super Famitsu* magazine isn't the only Japanese gaming magazine that'll be changing its name to *Nintendo 64*...Some people reported sales dropping off afterward as people realized that only the three launch games and *Cu-On-Pa* would be available until Fall, but still the figures are impressive.

Of course, the U.S. launch may be another thing entirely...even according to Nintendo of America Vice President of Marketing and Corporate Communications George Harrison. Nintendo predicts 500,000 units will be sold before Christmas after the September 30th launch.

In Japan the Nintendo 64 was heavily pre-advertised; in America, things will be more cautious. TV ads won't really kick in until October, once it's available. You may already have seen Nintendo 64 demonstration machines in stores. Nickelodeon will promote the N64, and probably the biggest change from past Nintendo products is that Blockbuster will have exclusive Nintendo 64 rental promotions. Nintendo, which once tried to make renting video games illegal, has realized that rental increases the hype. Nintendo still expects its main audience to be younger than Sony's



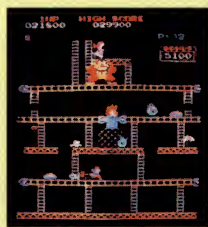
The orange-haired kid in *Pilotwings 64* looks a lot like the old Nintendo Power mascot, Nester. Hmmm...





## A Link to the Past

- 1889 Nintendo Koppai founded
- 1981 **Donkey Kong** released in arcades
- 1983 Famicom debuts in Japan
- 1985 NES debuts in America
- 1989 Game Boy debuts
- 1990 **Super Mario Bros. 3** debuts in America  
Super Famicom debuts in Japan
- 1991 Super NES debuts in America  
PlayStation project announced
- 1993 "Project Reality" announced
- 1996 Nintendo 64 debuts



Donkey Kong



Famicom



NES



Super NES



Nintendo 64

### Bibliography


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*Game Over: How Nintendo zapped an American industry, captured your dollars, and enslaved your children*, Random House, New York, 1993, David Sheff.

or Sega's, who have already gone after adults.

Nintendo 64 cartridges aren't CD-size, but they're nonetheless bigger than Super NES cartridges. *Mario 64* is 8 megabytes—or 64 megabits, what is normally thought of as "MB." The DD64 is another thing altogether. Expected to debut at the November Shoshinkai show in Japan, the DD64 sits under the N64. DD64 disks are two to three times the thickness of a normal 3.5" disk, more like an optical disk. The launch DD64 title will be *Zelda 64*.

*Super Mario 64*, *Pilotwings 64*, and *Cruisin' USA* will be the American launch titles. The future holds several possibilities: a rumored *Donkey Kong Country 64* from Rare...unconfirmed adaptations of *Quake*, *Hexen* and *Duke Nukem 3D*...and more arcade games developed with the N64 hardware by Williams (whose *Killer Instinct* and *Cruisin' USA* shared the technology). In Japan, several developers such as Kemco, Konami and Hudson Soft are also planning titles. Two of the first are *Cu-On-Pa*, a puzzle game from T&E Soft, and *Pro Baseball King* from Imagineer. Both are scheduled for this Fall.

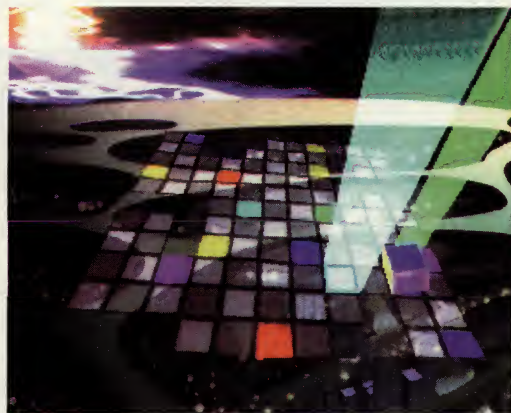
Of course, many people have already bought Nintendo 64s by import. George Harrison was surprisingly tolerant of the gray market. "It'll increase the buzz," Harrison said. "It's like a banned book." 



Ultimate Habu Shogi



Pro Baseball King



Cu-On-Pa

# The Cadillac of Game Consoles

*Game On! USA, along with the editors of Game On! Japan, cornered Nintendo of America Chairman Howard Lincoln at E3. Graciously, unruffled by 32-bit systems scratching outside the door, lawyer-turned-corporate-chairman Lincoln told the score on Nintendo 64...at least in Nintendo of America's eyes*

**Game On! USA:** There are several N64 games on display such as *Mario 64* and *Pilotwings 64*. Looking at the other companies' releases on the show floor, such as Sega's and Sony's, how do you think they compare?

**Lincoln:** The Nintendo 64 games represent a breakthrough in not only technology but creativity. We're relying quite heavily on people like Mr. Miyamoto who, as you know, *Time* magazine referred to as the Spielberg of video games. So I don't think there is any comparison, and I think what distinguishes *Super Mario 64* and *Pilotwings* from these 32-bit games from Sony and Sega is that Nintendo 64 games, for the first time, put the player in a 3D environment for which graphics are being created on the fly, and in which the player can move in a 360-degree field, completely unrestricted, instead of left-right, or up and down.

**Game On! USA:** You claimed at the press conference that games are more important than hardware.

**Lincoln:** Yes, I think that's true. I think that has always been Nintendo's position, that whatever the technology is, Nintendo is going to be successful or not almost completely depending upon the quality of the games. That's why we limit the number of games that we produce. So that when the consumer buys one of the Nintendo games, they really get an entertainment experience, instead of saying "Gee, I've seen this before," or "There's a lot of fluff here, and not any real content."

**Game On! USA:** There is a seal-of-quality system on the Nintendo 64 products similar to the NES?

**Lincoln:** Yes.

**Game On! USA:** Why did you change the name from *Ultra 64* to *Nintendo 64*? When was it done?

**Lincoln:** They made the announcement in January. Our feeling was that it was important to Nintendo that there be a worldwide brand recognition. In the markets of the world, *Ultra 64* was not as clear, or there were trademark problems with the use of that "Ultra" name. So that's why *Nintendo 64* was chosen.

**Game On! USA:** We've heard that *Mario 64* is complete. What is the reason for the Japanese release date being three months ahead of the U.S. release?

**Lincoln:** You've got to start somewhere, and Nintendo is a Japanese company that has subsidiaries around the world. Logically and historically Nintendo has always introduced its new products first in the Japanese market. There was an effort made for a simultaneous launch, but that proved to be impossible. We decided that in the United States to launch a product in the summer is not traditionally done...traditionally new video games are launched in the beginning of the 4th Quarter. When you look back at Nintendo of America's history, you'll see that we launched the Super NES, NES, Game Boy, and now *Nintendo 64* in the August-September area.

**Game On! USA:** What is Nintendo's position on the announcements of the *Sega Saturn* and the *Sony PlayStation* being retailed at \$199?

**Lincoln:** Well, we think it's dramatic, and very clear evidence that Sony and Sega are hearing the hoofbeats of *Nintendo 64*

**Nintendo waited a year to bring this project to market to get it right, to get it exactly right**





coming. It amazed me that Sony would be so fearful of Nintendo 64 that literally the day after, within 24 hours of the time that we introduced the hardware and the first new games to the press and to the trade, Sony dropped their price in the United States by \$100. That is not an indication that they have a great deal of confidence in their product relative to the Nintendo 64. It's a tacit admission that they are fearful of Nintendo 64...as they should be.

**Game On! USA: There's been a lot of time between the Nintendo 64's first announced launch and its current September launch.**

**Do you think the target audience has changed in that time? Have you changed your market strategy?**

**We will concede up front that Sony and Sega will always win in terms of the number of games they make**

**Lincoln:** No. We announced our partnership with Silicon Graphics in August of '93, and the decision led to the development of the Nintendo 64. Our hope, at that time, was that we could have brought the product to market in the Fall of 1995. There's no question that there has been a delay...I think that there are still a lot of very hungry gamers who are anxious to get their hands around Nintendo 64, and I think that when they experience games like *Super Mario 64* and remember that Nintendo waited a year to bring this project to market to get it right, to get it exactly right, that they will be very complimentary of Nintendo and of developers like Mr. Miyamoto for taking the time and patience, instead of rushing something to market simply for some short-term profit.

**Game On! USA: How do you think N64 software prices will compare with many of the PlayStation and Saturn games which are around \$59 and \$69 as well?**

**Lincoln:** The range of the initial Nintendo 64 software in the U.S. market will range from a low of \$49.95 to a high of \$79.95. I think that there's no question that those games which are on a cartridge-based software medium are going to be slightly more expensive than CD-ROM games. But you know, when an American walks into a car dealer, and he wants to either buy a Chevrolet or a Cadillac, he expects to pay more for a Cadillac than for a Chevrolet. That's the same thing that's going on here in the video game business.

**Game On! USA: What do you think Nintendo 64's position will be in the overall picture of PC CD-ROM games and console game systems?**

**Lincoln:** I think that there is going to be a shakeup in the PC CD-ROM software market. There are thousands, literally thousands, of PC CD-ROM software titles competing for shelf space, and that shelf space is limited for retailers. So there are going to be games that do not make it to the market, and there are games that sell only a nominal amount of units. I don't believe that any market can exist where you have thousands of entertainment experiences competing against each other.

Nintendo's 64 strategy is to cut through that and to identify a select group of games that can be clearly identified by the consumer and have a high level of quality...That's why our strategy is to make fewer games, not hundreds and hundreds. In fact, we will concede up front that Sony and Sega will always win in terms of the number of games that they make. But I think that is not what this war is all about.

**Game On! USA: Originally Nintendo was going to premiere what's being called Nintendo DD64, the magnetic disk drive, at E3. Was there a delay in the production, or a reason that it didn't come out here at E3?**

**Lincoln:** We had indicated at the 1995 Shoshinkai show that we were hopeful of being able to show the DD64 at E3. We decided instead to focus all of our attention on Nintendo 64, the core system. Secondly, we did not have software for the DD64 that was complete. The plan is to preview that hardware unit at the Shoshinkai show in late November of this year in Tokyo.

**Game On! USA: Being that when you deal with magnetic media you get into problems of piracy, how does the DD system plan to combat pirates?**

**Lincoln:** Nintendo is not only the world leader in video games, it's also the world leader in combating video game piracy. I think we have some degree of success, not only in the courts and working with U.S. trade representatives and combating piracy in a legal way, but also through incorporating various patented technologies in Nintendo 64, 16-bit, 8-bit, whatnot. You can be assured that we are well aware that if you do not have security protection for the DD64, that there will be copying of magnetic disks.

**Game On! USA: With the DD system will the copy protection be on the hardware end, or as software protection, or both?**

**Lincoln:** I think that, given the unfortunate fact that counterfeiters in Japan are also readers of video game magazines, and perhaps *Game On!*, that it's best that we not tell now what our plans are. We want to keep them guessing until the product is introduced.

**Game On! USA: There are a lot of U.S.-developed N64 games. Will we see U.S.-developed games show up in Japan before the U.S. release date?**

**Lincoln:** Nintendo Co. Ltd. has not announced what games it will introduce for the balance of 1996, after the initial three-game launch on June 23. But I can say that one of the games that is going to be launched in Japan when Nintendo 64 is launched is *Pilotwings*. That game was developed by Paradigm Simulations in Dallas, which is a U.S. company.



Nintendo 64 games are being developed right now in the U.S.; in England, at Rare and other developers; really, there are developers all around the world. So our development is not limited to our laboratories in Kyoto.

**Game On! USA: Are there any games in development that will not be released in the U.S.?**

**Lincoln:** I think one of the initial launch games is a Japanese chess game [*Shogi—Ed.*]. I don't think we're going to launch that in the U.S., unless there are a lot more Go players in the U.S. than I think!

**Game On! USA: One last question...basically, it's typical that Japanese games are imported into the States. Is this the first time that you think we may find U.S. games turning up in Japan in a similar manner?**

**Lincoln:** Well, we have traditionally taken steps to prevent gray market importation either way, and I anticipate that you will see that with Nintendo 64, but I really can't go into the details.

**Game On! USA: Thank you for your time, Mr. Lincoln.** 🍄



# Stars and Mushrooms

**N**intendo's power is star power. Nintendo games have always featured cartoon characters which break Japanese, American and international barriers with ease, and

Mario, Link, Donkey Kong, Samus Aran and the rest have all had their time in the spotlight. In the late '80s, a real-life American plumber named Mario dressed up as the Nintendo hero (with permission) and saw a corresponding boom in business. No one's hit it off like Mario, with Mario music, puzzles, clocks, phones, **Super Mario Bros. 3** McDonalds Happy Meals ("Collect all five characters!")...and who could forget the Nintendo Cereal System?

### NTV

Mario had an early "American-style" character design by the animators of his first TV show: as an occasional character on the 1983-85 CBS Saturday Supercade, a variety show featuring Mario as a circus animal trainer (also starring Pauline, the original **Donkey Kong** heroine, and the title ape). Remember, this was a time in which **Dragon's Lair** and **Pac-Man** cartoons also appeared...

In 1989 Mario switched to NBC, and appeared in the weekday afternoon **Super Mario Bros. Super Show**, which ran for over 100 episodes. Live-action sequences starring an ex-professional wrestler as Mario (though he was not seen to jump on anyone's head) appeared between the animation, as if the producer, DIC Enterprises, was influenced by a cross of **Pee-wee's Playhouse** and **The Mickey Mouse Show**.

In 1990, **Captain N: The Game Master** and **Super Mario Bros. 3** premiered on Saturday morning cartoons, with half an hour of Mario and half an hour of the Captain in each episode.

Rushing to keep pace with the series, the show threw in Yoshi in the second season. You can bet the N64 will also be painstakingly licensed.

### Mario Underground

**The Wizard** (1989) was nominally the first Nintendo movie or, cynics said, the longest Nintendo commercial. Publicity-pumped and game-loaded, it was a road movie in which a NES-playing kid earns tons of money and saves his family by competing at a NES tournament. The movie had the first footage ever of **Super Mario Bros. 3**, which helped it to be a modest box-office success. Note also Christian Slater in an early role.

**Super Mario Bros.: The Movie** (1993) was much longer-awaited. Dustin Hoffmann originally asked to play Mario, apparently as his sons loved the games, but Nintendo held out for Danny De Vito, and eventually had to settle for Bob Hoskins (**Who Framed Roger Rabbit?**). Dennis



Janken, directed; however, **Headroom**-style dark future zaniness did not mesh with Miyamoto's colorful cartoon worlds. Worm-eating Mushroom Kingdom denizens, evil reptiles, and realistic-looking sewers were as far as you could get from the game. It won praises for its bizarre art direction, but didn't last long at the box office.

### Mario Manga

We at **Game On! USA** have to admit it...**Nintendo Power** was publishing game manga before we were, with two continuities starting in 1992, translated and colored. The initial manga was Shotaro Ishinomori's **The Legend of Zelda: A Link to the Past**, and **Super Mario Adventures**, written by Kentaro Takezuma and drawn by Charlie Nozawa. **Star Fox** and others later appeared. Although **Super Mario Adventures** was later collected by Tokuma Shoten Publishing Co., Ltd., the manga experiment wasn't a huge success (judging from the fact that **Nintendo Power** isn't printing it any more...).

In 1990 Valiant Comics released a Super Mario Bros. Special Edition comic book in a one-time-only print run. ☞



Hopper played Bowser as his usual psycho character. The original creators of **Max Headroom**, Rocky Morton and Annabel



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# JAPAN VIDEO GAMES

## ULTRA 64

### IMPORT



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| Kirby Bowl 64  | Waver Racer           |
| Pilot Wings 64 |                       |

## SONY PLAYSTATION



- |                        |                         |
|------------------------|-------------------------|
| <b>(Import)</b>        | <b>(US)</b>             |
| Advance V.G.           | Dark Stalker            |
| Beyond The Beyond      | Deadly Skies            |
| Burning Fest           | Earthworm Jim 2         |
| Choro Q                | Legacy of Kain          |
| Deadheat Road          | Myst                    |
| Double Dragon          | Raven Project           |
| Dragon Ball Z Legend   | Return to Zork          |
| Dynasty War            | Skeleton Warriors       |
| Floating Runner        | Slam N Jam96            |
| Galaxian 3             | Space Hulk              |
| Galaxy Fight           | The Hive                |
| Genso Suikoden         | Tokyo Hwy Battle        |
| Goemon Warrior         | Toshinden 2             |
| Gundam V. 2.0          | Triple Play 97          |
| Irem Arcade Classic    | Virtual Open Tennis     |
| Jumping Flash 2        | Williams Arcade Classic |
| Illing Zon             |                         |
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| Ridge Racer Revolution | Gradius Deluxe PK \$69  |
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| Sailor Moon Super S    | Dark Seed \$59          |
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| Tokimeki Memorial      |                         |

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- |                          |                     |
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| Gundam W                 | Tales of Phantasia  |
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### SPECIAL OF THE MONTH:

- |                   |      |                |      |
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## SEGA SATURN



- (Import)**
- 3 X 3 Eyes
  - Albert Odyssey 2
  - Dark Legend 2
  - Dark Savior
  - Dragon Ball Z
  - Dragon Force
  - Fatal Fury 3
  - Feda Remake
  - Fist of The N. Star
  - Golden Axe
  - Gotha 2
  - Guardian Heroes
  - Gulliver Boy
  - Gun Griffon
  - Gundam
  - Keio Geki
  - King of Fighter 95
  - Linkle River Story
  - Rockman X 3
  - Sailor Moon Super S
  - Snatcher
  - Sonic Wing Special
  - Story of Thor
  - Tetris
  - World Advance 2

- (US)**
- Baku Baku
  - Destruction Derby
  - Dragon's Lair 2
  - Gldn Ax:The Duel
  - Guardian Heroes
  - Irem Arcade Clsc
  - Iron Storm
  - Legacy of Kain
  - NBA Action
  - NHL Powerplay 96
  - Panzer Dragon 2
  - Shining Wisdom
  - Skeleton Warriors
  - Slam N Jam 96
  - Space Hulk
  - Ultimate MK 3
  - Wipe Out

### IMPORT SPECIAL:

- |                   |      |
|-------------------|------|
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| Godzilla          | \$59 |
| Ninku             | \$64 |
| F-1 Live Informtn | \$69 |
| Slam Dunk         | \$59 |

## PC ENGINE

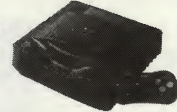
- Dragon Ball Z
- Cosmic Fantasy 4
- Fatal Fury Special
- Starling Odyssey 2
- Blood Gear
- Sailor Moon Colction
- Recrd of Lodss Wr 2
- Y's 4
- Vasteel 2
- Arcade Card
- Strider
- Xak 3
- Advanced V.G.
- Flash Hiders
- Super Big Brthr 2
- Strip Fighter 2
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- Sister
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- Legend of Xanadu 2
- Guilliver Boy
- Louga 2
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- Dracula X
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### SPECIAL

- |                   |      |
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| Drop Off          | \$10 |
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| Art of Fghtng ACD | \$40 |
| Princess Mkr SCD  | \$49 |
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PlayStation

Deathwing

Cybertech Design  
Release Date: September 20 (Japan)

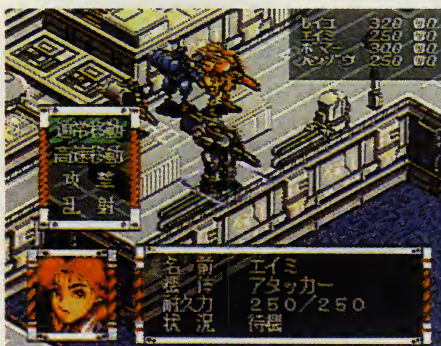
A 3D shooting game similar to *Galaxian*<sup>2</sup> and *Starblade Alpha*. It features three different viewpoints: behind the plane, within the cockpit (with all your instrumentation visible), and from a fixed third point out in space. The levels include a space station shot through with electricity and a nebula where solar flares plunge in arcs narrowly missing your ship. The newest feature in *Deathwing* is that it uses the new PlayStation analog controller, with two joysticks like an arcade throttle. The new controller, unfortunately, is sold separately.



SD Gundam over Galaxian

Bandai  
Release Date: Summer (Japan)

Do you like *Gundam*? Do you find yourself buying *Arcade Classics* collections? The quirky *SD Gundam over Galaxian* has the gameplay of *Galaxian*, redone with colorful rendered graphics of yourself as a super-deformed Gundam and your enemies as dangerous robots. Is the action still 2D? Yes, but there's a new viewpoint; you can see things from Gundam's POV, looking "up" at the ranks of 3D foes, which may make playing harder but is certainly good for a trip. Rendered movie sequences round out the CD.



CRW: Counter Revolution War

Acclaim Japan  
Release Date: August

Here's a change; a game published in Japan by the Japanese offices of Acclaim, which is (surprise!) an American company. A simulation game with three-quarters-view battles, you control a crack team of (mostly female) anti-terrorist specialists. The year is 2040, and the remnants of the Third World War have plagued Japan's democratic government with terrorists. Save the lawless Japan of the future!



Cross-platform

IT'S TOSHINDEN TIME!

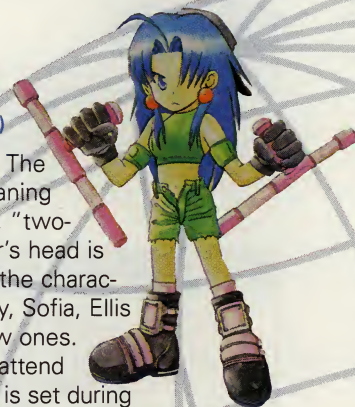
PlayStation or Saturn...either way, you can still play *Toshinden*, thanks to those wily third-partyers at Takara. Will a Nintendo 64 *Toshinden* appear?

Nitoshinden

PlayStation  
Tamssoft/Published by Takara  
Release Date: September (Japan)

Two words: *Toshinden Kids*. The title is a pun on *Nitoshin*, meaning "super-deformed" or, literally, "two-head body" (i.e. the character's head is as big as their body). Four of the characters from *Toshinden 2*—Tracy, Sofia, Ellis and Eiji—return, plus four new ones.

All of the characters attend Takara High School; the game is set during the school fair, when the students get into an onstage fight about who's selling the best food. The gameplay is slightly different; for example, depending on your timing you can change your fighting technique in mid-move, putting a different command in while in the middle of special attack. There are 'sound balloons' when you get hit, as in manga, and the characters squash and stretch in action, like the cars in *Motor Toon Grand Prix*.



New character Baifu is a dojo master who has made it his duty to make boys stronger by training them. He trains so much, he misses school a lot, so though he's still in high school no one knows how old he is.

Toshinden URA

Saturn  
Tamssoft/Published by Takara  
Release Date: September (Japan)

*Toshinden URA* ("Ultimate Revenge Attack") is intended to be for *Toshinden 2* what *Toshinden Remix* was for the first game. There are eleven characters, including two new ones; one of the new characters is "Ripper," a cold killer who uses survival knives, while the other one is unknown. Some backgrounds are new, such as an ice floe. The graphics have a slightly lower polygon count than the PlayStation version.



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## RETURN OF THE OGRES

### Ogre Battle/Tactics Ogre

Saturn  
QUEST/River Hill Soft  
Release Date: TBA (Japan)

### Legends of Ogre Battle

QUEST/Artdink  
Release Date: Fall (Japan)

Yumihara Kawsa's fantasy war simulation **Ogre Battle** and its sequel, **Tactics Ogre**, are an example of the kind of game that would probably be for PC rather than console in the States. Still, **Ogre Battle** was released for the SNES, and both games have a hardcore following; now both are being ported to 32-bit systems. River Hill Soft, the original publisher, is converting both games to the Saturn, while **Ogre Battle** alone is being converted to the PlayStation by Artdink. Gameplay will stay the same, although in both cases the color palette is expanding, music



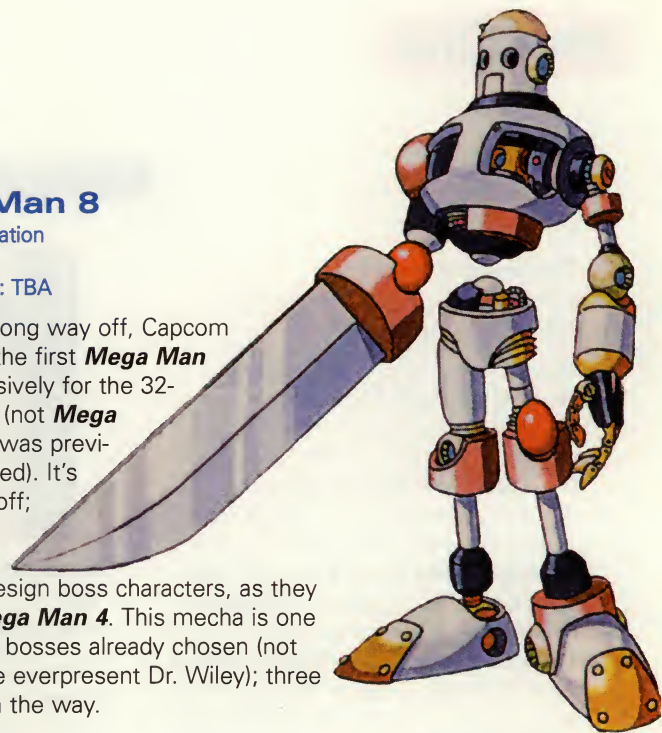
and voices will be improved by CD soundtracks, and a larger number of save points (such as on the battlefield). In addition, in the PlayStation version at least, the combat field can flip and spin instead of remaining in a three-quarters view; as in **Beyond the Beyond**, perspective tricks will let 2D figures be viewed standing on a 3D plane.



## Mega Man 8

Saturn/PlayStation  
Capcom  
Release Date: TBA

Although a long way off, Capcom is planning the first **Mega Man** game exclusively for the 32-bit systems (not **Mega Man X4** as was previously reported). It's a long way off; Capcom is looking for people to design boss characters, as they did with **Mega Man 4**. This mecha is one of the three bosses already chosen (not counting the everpresent Dr. Wiley); three more are on the way.



## Steeldom

Saturn/PlayStation  
Techno Soft  
Release Date: September (Japan)

This 3D head-to-head combat shooter uses the same system as the Saturn's 1995 **Reverthion** and **Hyper Reverthion**, also by Techno Soft. This time, however, the eight manga-style characters are influenced by traditional Japanese elements; the robots you pilot are like armored samurai and ninja.



## Street Fighter Alpha 2

Saturn/PlayStation  
Capcom  
Release Date: Summer (Japan); October (U.S.)

After doing its time in the arcade, **Street Fighter Alpha 2** is on its way to Saturn and PlayStation (no chance, says Capcom, of a heavily Saturn-favoring release, as with other 2D fighters such as **Darkstalkers**). As in the original 32-bit **Street Fighter Alpha**, a

training mode will be added in the home version. Whether or not the codes will be intact in their original form is still unknown. **Street Fighter Alpha 2** will be published for the Super NES as well, by Nintendo itself, on a 32 meg cartridge.



Street Fighter Alpha 2 on the Super Nintendo

Saturn

Thunder Force

Techno Soft  
Release Date: August (Japan)

Shooter fans, take note; **Thunder Force Gold Pack 1** and **2** have been released in Japan, both compilations of earlier games now on the 32-bit Saturn. The **Thunder Force** games were shooters, some top-view, some side-view, some both. Gold Pack 1 contains **Thunder Force 2** and **3** for the Mega Drive Gold Pack 2 contains **Thunder Force AC** (the arcade equivalent of **Thunder Force 3**) and **Thunder Force 4** for the Mega Drive. [*The Mega Drive is the Japanese and European version of the Genesis—Ed.*] With 2D shooters performing so lukewarmly in the U.S., these probably won't be seen here.



Thunder Force 4 on the Genesis



Sakura Wars

RED  
Release Date: September (Japan)

Manga fans have probably heard of **Sakura Wars'** talent. The game's writer, Hiroi Oji, is known for his work in the **Samurai Crusaders** manga; its character designer, Kosuke Fujishima, drew the manga and anime **Oh! My Goddess** and **You're Under Arrest!** **Sakura Battle** is a strategy-simulation adventure game with a three-quarters view, starring yourself as the commander of six girl characters, all mecha pilots, at the end of the feudal Tokugawa Shogunate days in Japan (Shogunate Japan...combat mecha...don't ask). The buildings, cityscapes and mecha are made from rendered models, and the game contains animation sequences with professional anime voice actors.

Policenauts

Konami  
Release Date: September (Japan);  
TBA (U.S.)

The Sega CD "prequel" to **Snatcher**, set in the same world, is about to be ported to the Saturn, possibly even in the U.S.. Filling 3 CDs, this comic-style adventure game includes action in the form of POV shooting scenes. As Jonathan Ingram, an ex-Policenaut (an elite force of police-astronauts), you become involved in a crime-solving mystery.

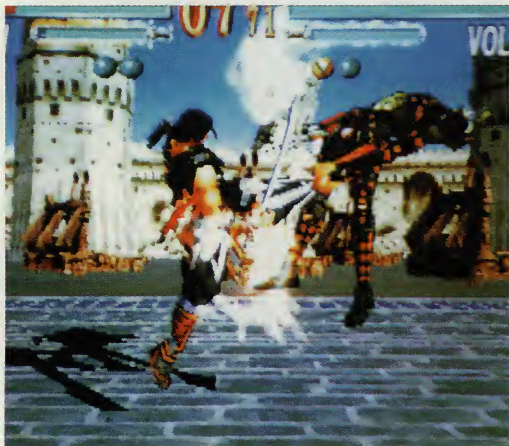


Arcadeline

Overseas titles that may hit home.

Soul Edge ver. II

Just as they did with **Tekken 2 Ver. B**, Namco has thrown something to **Soul Edge** fans waiting for the must-be-much-better sequel. The only major addition to gameplay is that Hwang and Cervantes (the *first* version of Cervantes, mind you) are now accessible from the character select screen. Aside from this, all the characters have new techniques, and some of their animation has improved as well. There's also a Time Attack mode and an opening movie—a taste of what might be in the PlayStation version.



King of Fighters '96

Out of the blue, SNK released the latest **King of Fighters** in August. There are now 27 characters—four of the new ones are female (Iori Yagami's assassins Mature and Vice, new Ikari Warrior Leona, and Kasumi Todo from **Art of Fighting 3**) and three are the bosses from other games...Wolfgang Krauser, Mr. Big and Geese Howard! Missing in action are Eiji, Takuma, Jeidern and Billy Kane. In Japan, **KoF '96** has been scheduled for the Saturn (using a ROM cartridge and CD) as well as the Neo•Geo; of course, import buyers may already have another cartridge in their Saturn...SNK is also planning to release **Samurai Shodown IV**, another much-awaited sequel, this Fall.



King of Fighters '96 ©SNK, Soul Edge ver. II ©1995, 1996 Namco Ltd., Policenauts ©Konami, Thunder Force ©Techno Soft, Sakura Wars ©1996 RED Company



# Cels and CD-ROMs

Upcoming Japanese game releases based on anime and manga.

## Ghost in the Shell

PlayStation  
Xact/Published by Sony Computer Entertainment  
Release Date: 4th Quarter 1996 (Japan); 1st/2nd Quarter 1997 (U.S.)

An original story in its cyberpunk universe but taking "a different direction than the comic", this 3D shooting game has received the blessing of Masamune Shirow, the original creator and artist. Joining the same police force that the main characters are part of in the movie, you pilot a Fukochima, a one-man tank controlled by your cybernetic consciousness. Xact, the developer, was also responsible for **Jumping Flash!**. Production I.G., the animators of the **Ghost in the Shell** movie, are drawing the opening animation. T•HQ intends to release this one in the States, though rumor has it Sony themselves are also considering it.



## Bastard!!

PlayStation  
Shueisha/Seta (Bastard Development Co.)  
Release Date: TBA (Japan)

Prepare for a RPG starring the evil wizard Dark Snyder, "Bastard!!" to his foes, from the popular **Shonen Jump** comic and animation. You make a party of four from 24 characters, and jump into a world of 3D polygon dungeon corridors, animation sequences, and battle simulation screens. As the artist/author, Kazushi Hagiwara, uses tons of heavy metal references (the "kingdom of Metallicon," "Lord Anthrax," etc.), this writer hopes (but doubts) that the soundtrack will feature appropriate tunes.



The rumor that **Bastard!!** will be re-titled by Sony in the U.S. as **Jerk!!** is, we hope, completely unfounded.

## El Hazard

Saturn  
Pioneer LDCA  
Release Date: August 9 (Japan)

In Japan marginally-interactive art- and animation-compilation games are often released. **El Hazard** promises a "multi-scenario, multi-ending adventure game" in the form of a menu-driven interactive comic with a long opening movie. The plot features you as Makoto Mizuhara, along with your fellow Japanese high school students, and the princesses of the magical world of El-Hazard. It was originally released for the PC-98, but has been "powered-up" for the Saturn. It is based more on the Japanese TV series, rather than on the OAVs which were released in English.



## Game On! Japan's Top Ten Games

This top ten list is based on sales, overall popularity, and industry expectations compiled by Game On! Japan, one of the leading cross platform game magazines in Japan. The following list appeared in its August 1996 issue.

### #1—Fire Emblem

Super Famicom/Nintendo/Simulation RPG  
Aah, the durability of the Super Famicom...all it takes is one good military-simulation RPG to recapture first place. The earlier **Fire Emblem** games (there were three) caused plenty of frustrated pushing of the "reset" button; at last, this one incorporates "reset" into the controls (push L, R, and select).

### #2—Drift King

Sony PlayStation/Geki/Racing  
This game was popular on the Super Famicom, and now also on PSX. Ported to the U.S. by Jaleco as **Tokyo Highway Battle**, it lost the recognition factor of the Japanese race-car drivers and highways, but the gameplay is the same.

### #3—Tekken 2

Sony PlayStation/Namco/Fighting  
As **Tekken 2** comes to America, it's just slipping from the top in Japan. With **Virtua Fighter 3** (and, some say, **Street Fighter 3** just around the corner, who knows when Namco will release their own third round of sequels...

### #4—Biohazard

Sony PlayStation/Capcom/'Survival Horror'  
Though beating **Biohazard (Resident Evil)** in the U.S. in under three hours is tough, the rocket launcher may just be worth it. After comparing the Japanese and U.S. versions, further examples of censorship—torsoless corpses, additional blood—continue to surface. Come on, Sony! Go for the MA rating!

### #5—Super Bomberman 4

Super Famicom/Hudson/Action  
Bomberman, Hudson, Bonk...Hudson Soft has a knack for cute SD characters. In Japan you can even buy Bomberman cookies (rumors that the cookies are themselves explosive have proved false).

### #6—Treasure Hunter G

Super Famicom/Square/RPG

### #7—The Great Dragon Ball Z Legend

Sony PlayStation/Bandai/Action

### #8—People of Nonomura Hospital (*Nonomura Byoin No Hitobito*)

Sega Saturn/Elf/Simulation

### #9—Jumping Flash! 2

Sony PlayStation/SCE/Action

### #10—Tokimeki Memorial Private Collection

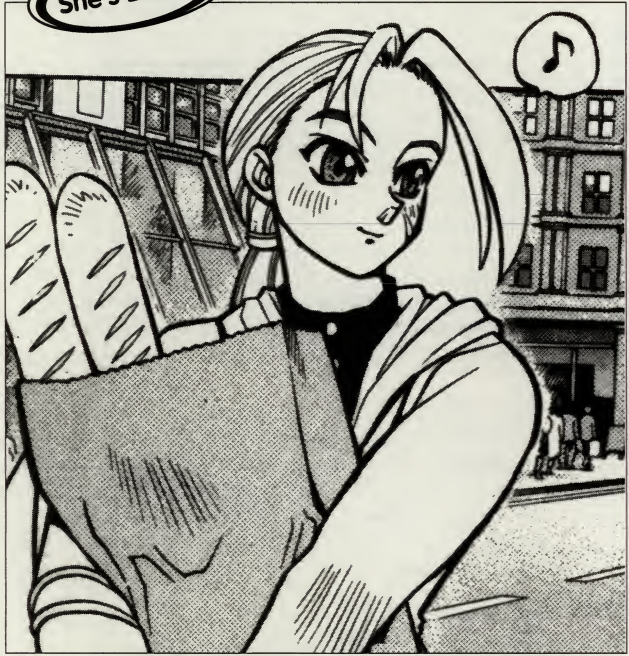
Sony PlayStation/Konami/Etc. (not a game)

# MANNGA

## F E A T U R E S

### Super Street Fighter II: Cammy

She's Back!



#### The story so far...

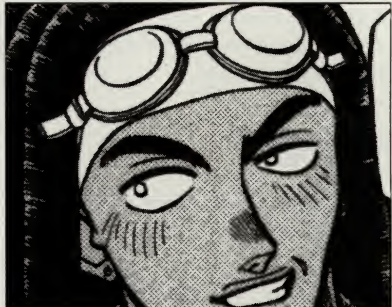
They call Cammy a street fighter, but before that she was in Special Ops! Since becoming assigned to British Intelligence, or MI-6, Cammy has exposed a traitor in the force, infiltrated heavily-guarded headquarters, acted undercover, and beaten challengers of every rank and martial art.

In her last mission, Cammy (with help from American Major Guile) busted Battle Rave, a tournament which was used as a front for aristocrat Sang Froid's attempts to create brain-washed, expert fighter/terrorists. Cammy, whose past before the age of 19 is a blank slate, was shocked to find that she *remembered* Sang Froid—who referred to her as "Experiment 740106." But even after beating him, her memory of her past is not entirely back. Who was she? Why is she so powerful? And why was she made that way?

Back at her HQ in England, Cammy can only guess at the answers to these questions. But the forces that once controlled her aren't about to let her go...



**Name:** Colonel Wolfman  
**Identity:** Leader of the Special Operations Unit  
**Notes:** Cammy has great respect for Wolfman, who discovered her as an amnesiac and brought her into MI-6.



**Name:** Luke  
**Identity:** Black Marketeer  
**Notes:** He's cool, he's discreet; if you want it in London, Luke can get it for you.

### Samurai Shodown



#### The story so far...

It is 1787 Japan—the Tenmei Era, a time of historical plague and famine. Only Nakoruru, Ainu priestess and swordswoman, can see the Dark Kingdom which is causing the destruction. Along with her allies, the samurai Haohmaru and the ninja Hanzo, she seeks to stop it from spreading...but the Dark Kingdom has allies.

The inhuman sorceror Madou Shiranui, and the goblinlike Shiranui Force, seek to thwart the samurai team. During their travels, Haohmaru and Nakoruru come across a top-secret scroll; a pledge between Japan's most powerful warlords to attack Japan's capitol, Osaka and Edo. A civil war would only leave more people dead...which is exactly how Madou Shiranui wants it. When Haohmaru, Nakoruru and Hanzo try to expose the war plot, they are attacked by inhuman monsters, including the metal-clawed Gen-An.

In Hanzo's fortress, the samurai think they are safe...until they take in Haohmaru's old enemy, the delirious Nagiri, unaware that she is a Trojan Horse. Possessed by Madou's magic, and her own revenge, the power of evil pours from Nagiri as Gen-An and his goblins attack by air. While the other fighters are distracted, Gen-An captures the scroll along with the unconscious Nakoruru, taking both to Kikoku Island, stronghold of the Shiranui.

Haohmaru and Hanzo now look across the sea, prepared to cross it to save Nakoruru...and the world!



**Name:** Gen-An  
**Identity:** The Taloned Fiend  
**Notes:** What does the cruel captain of the Shiranui Force have planned for his captive, Nakoruru?

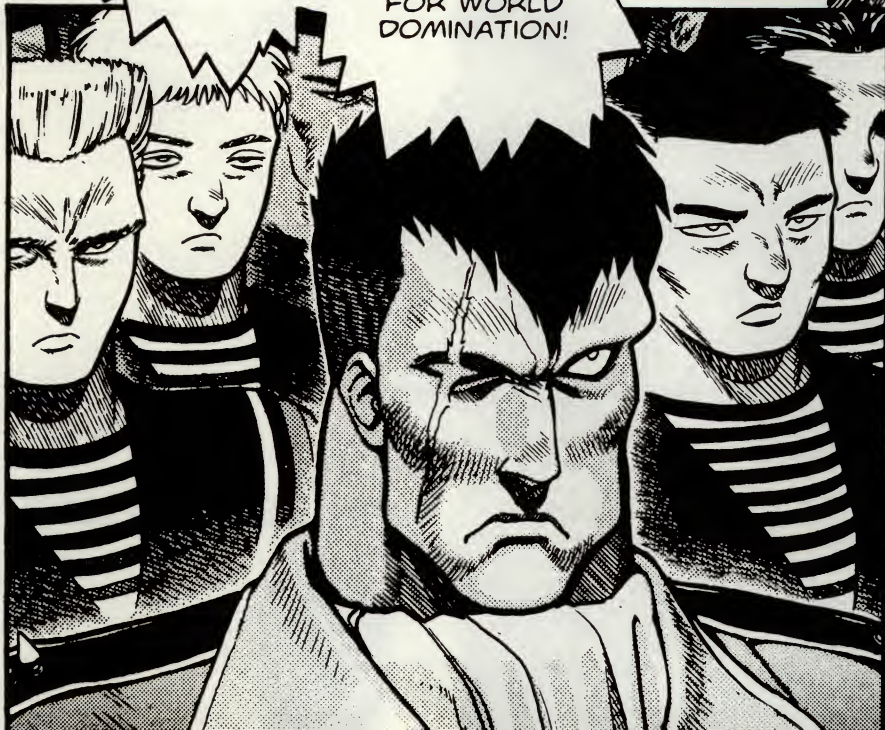


**Name:** Madou Shiranui  
**Identity:** Evil Sorcerer  
**Notes:** Too evil for one person alone, Madou also contains the souls of the Devil Ambrosia, and of Yui Shosetsu, a military scholar dead for 100 years.



GET  
HER  
BACK!

BRING  
CAMMY  
BACK TO  
SHADOWLOO  
!

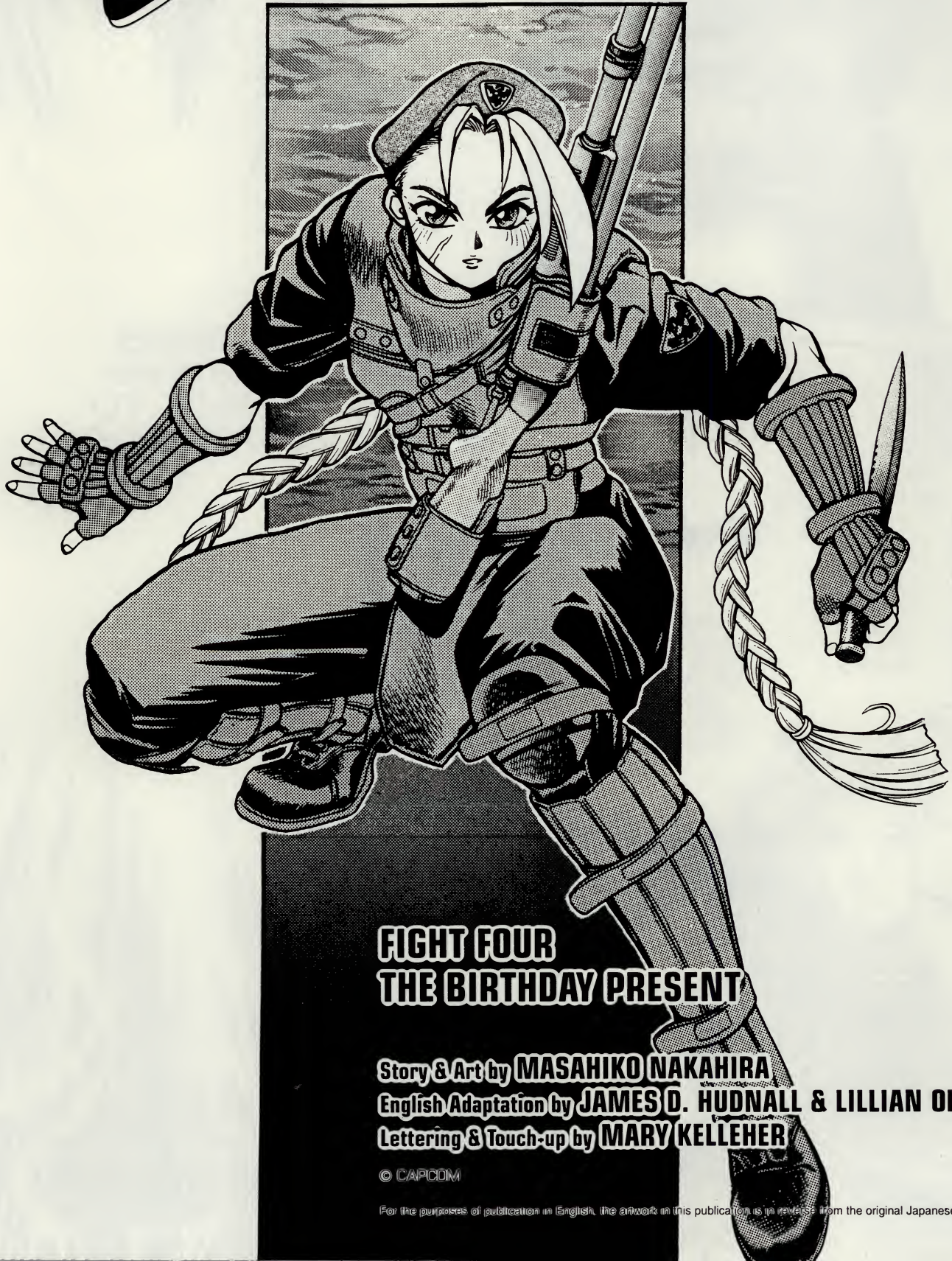


WE'VE  
TRAINED  
HER TO  
USE ALL  
OF OUR  
POWERS.

AS  
OUR MAIN  
COMMANDO,  
SHE'S THE KIND  
OF MATERIAL  
WE NEED  
FOR WORLD  
DOMINATION!

**SUPER STREET  
FIGHTER II**

# **CAMMY**



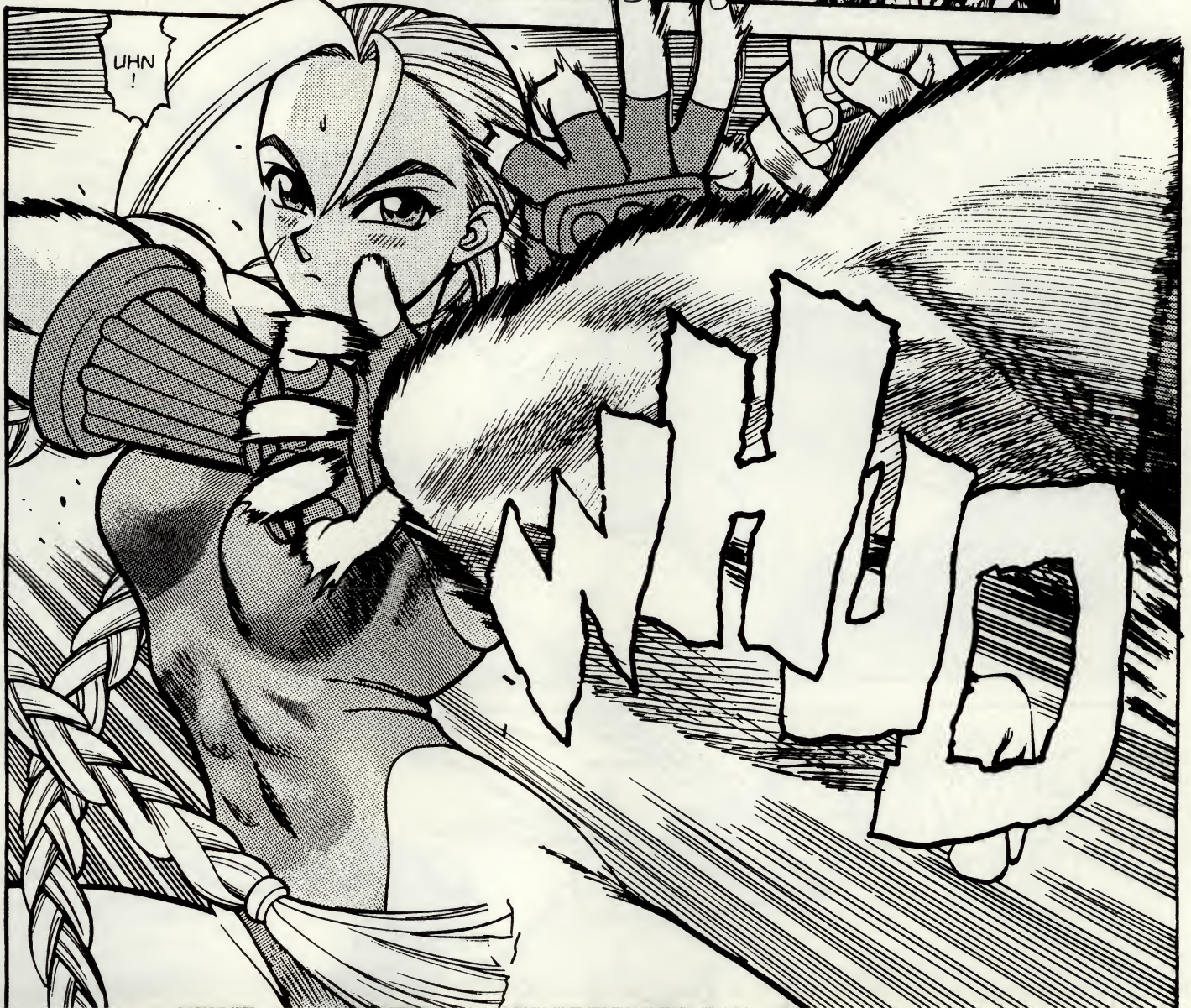
## **FIGHT FOUR THE BIRTHDAY PRESENT**

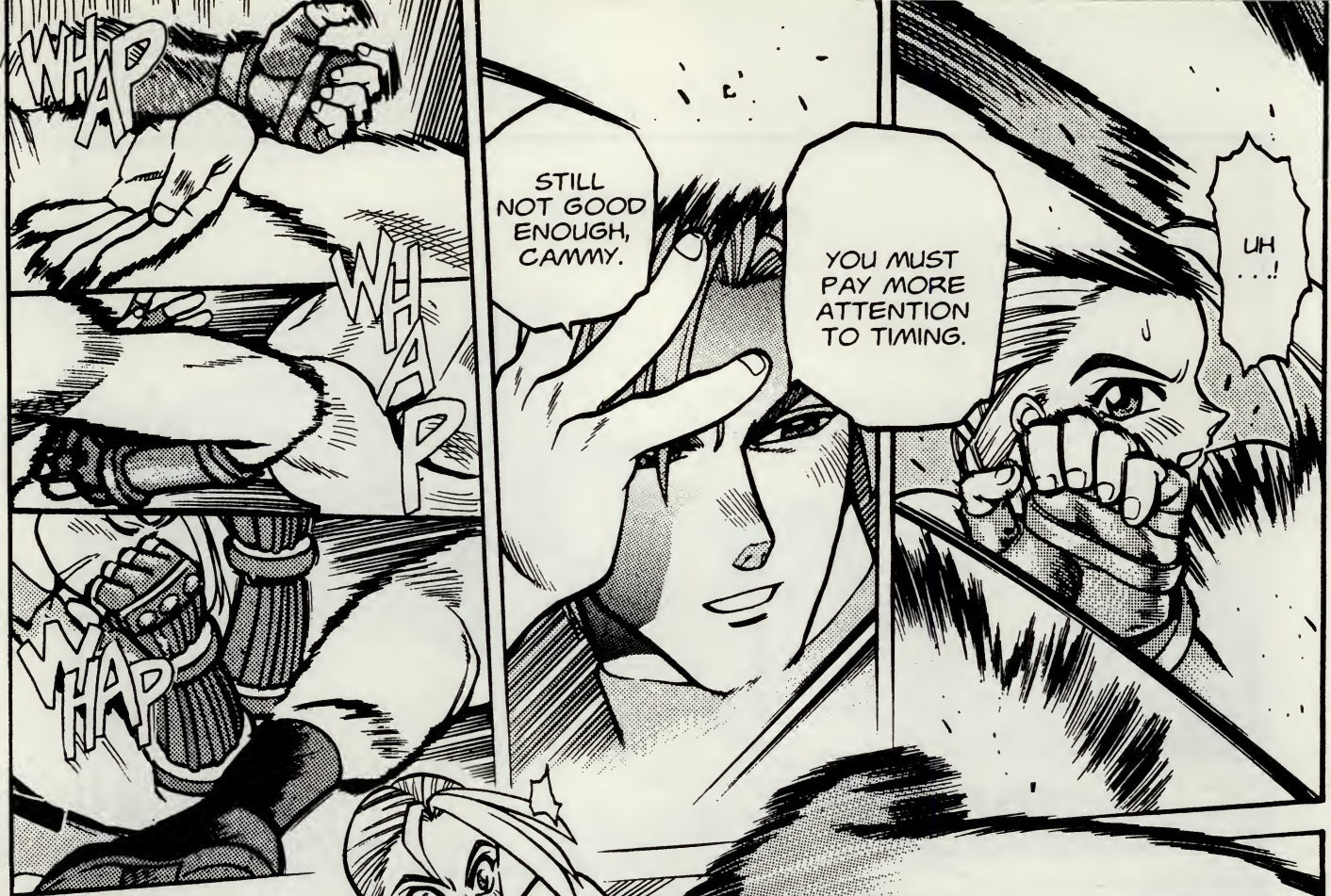
Story & Art by **MASAHIKO NAKAHIRA**  
English Adaptation by **JAMES D. HUDNALL & LILLIAN OLSEN**  
Lettering & Touch-up by **MARY KELLEHER**

© CAPCOM

For the purposes of publication in English, the artwork in this publication is in reverse from the original Japanese version.

MIG,  
British  
Intelligence  
Secret  
Base

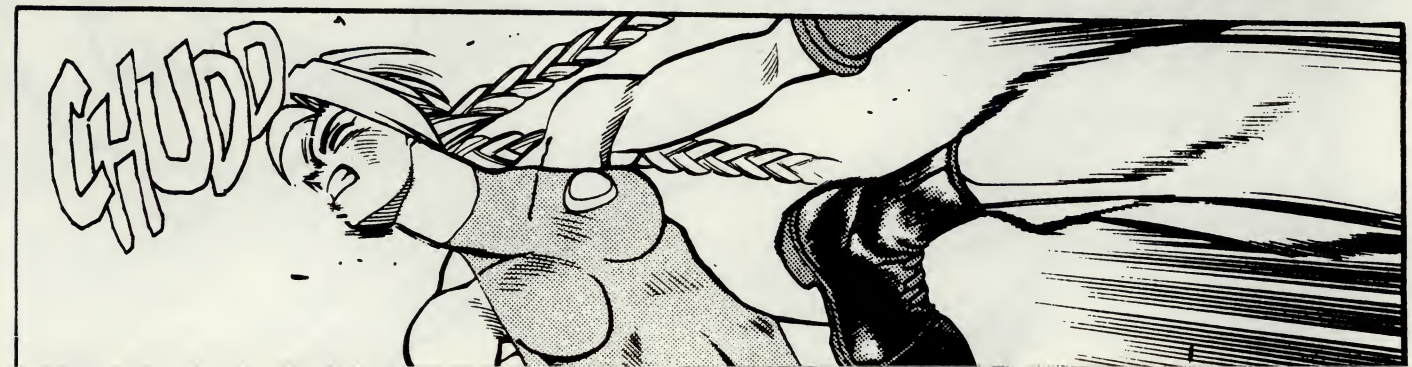




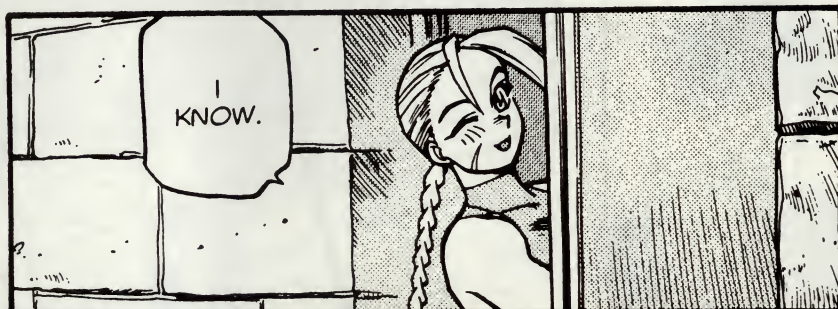
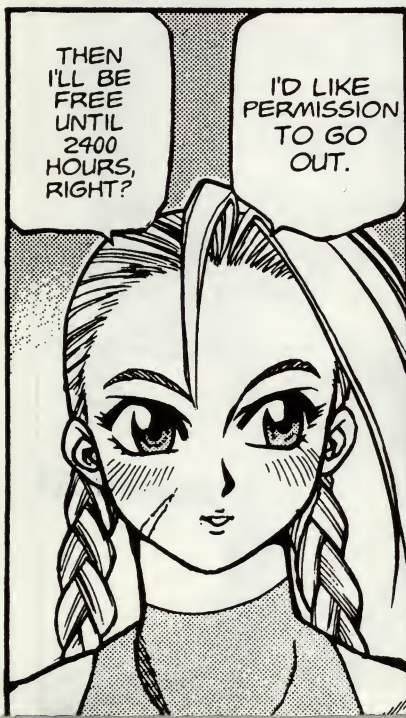
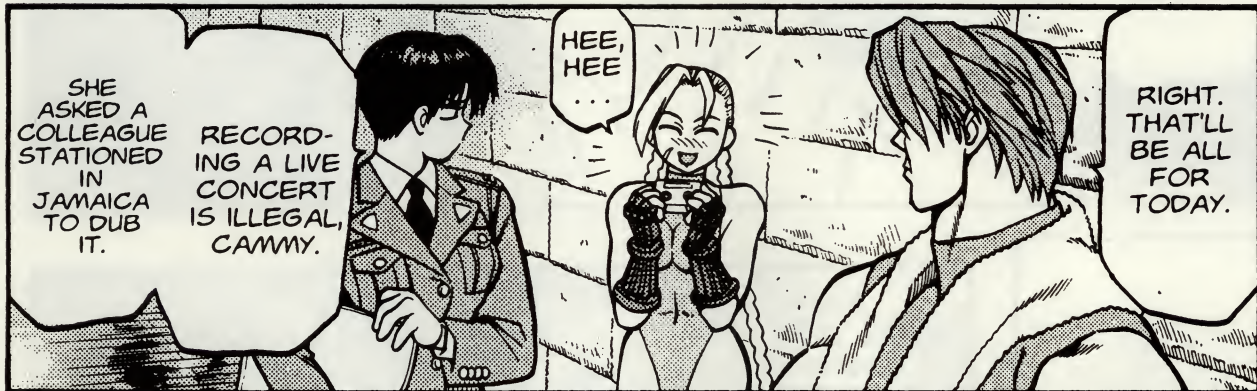
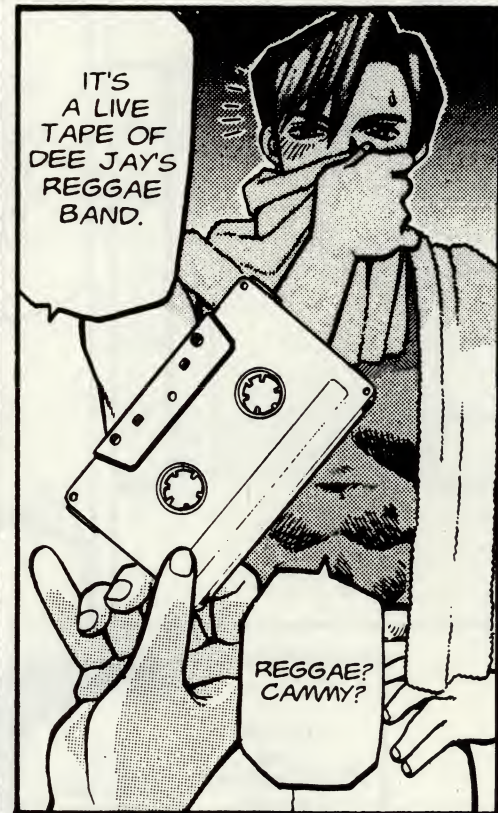
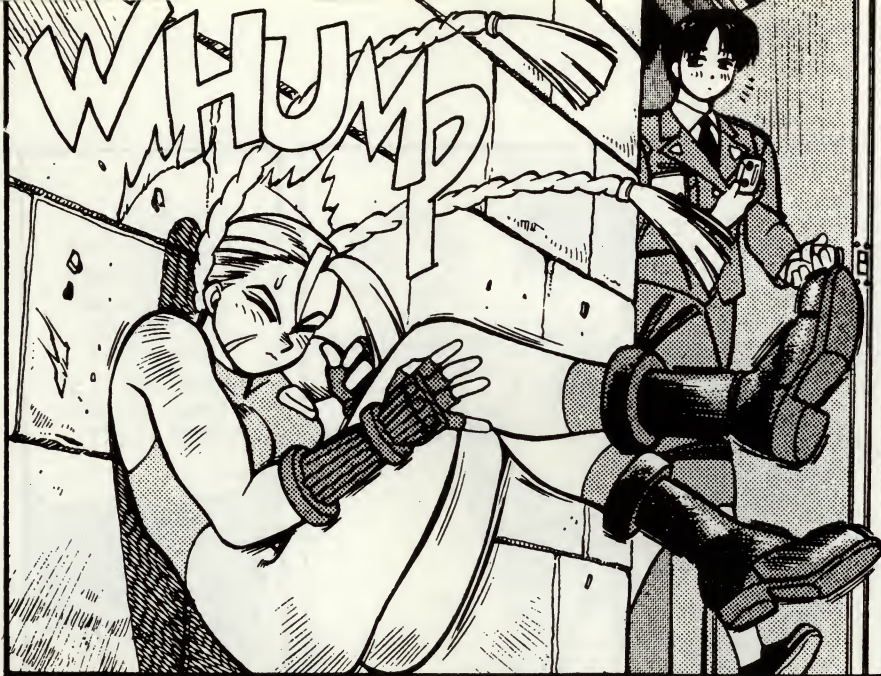
STILL NOT GOOD ENOUGH, CAMMY.

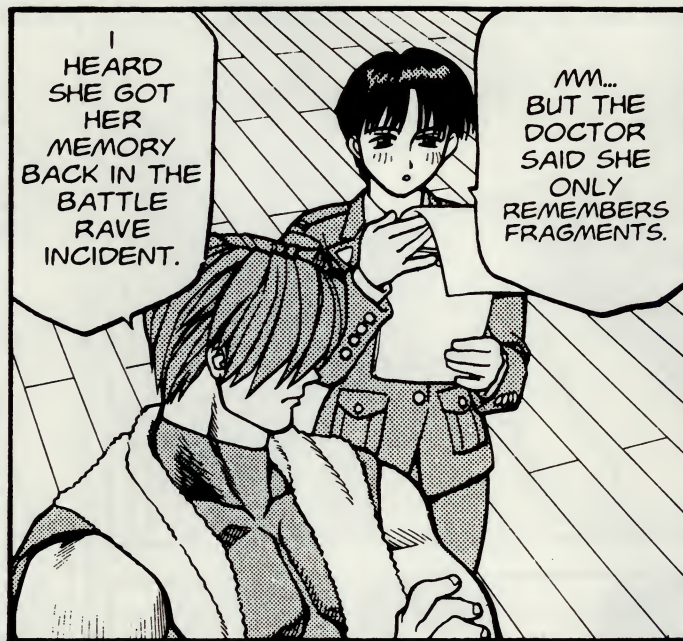
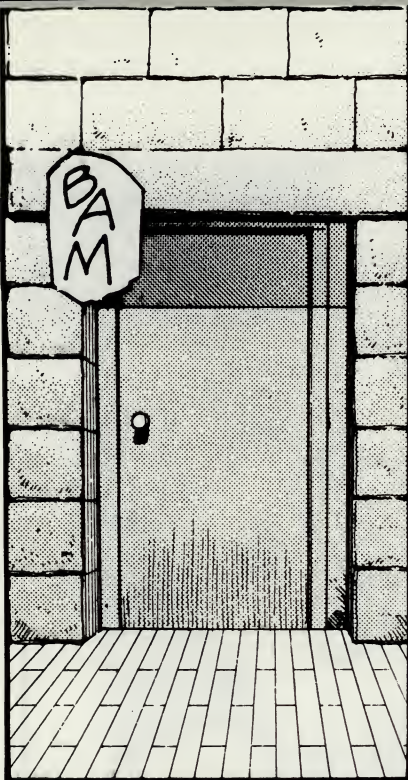
YOU MUST PAY MORE ATTENTION TO TIMING.

UH...!



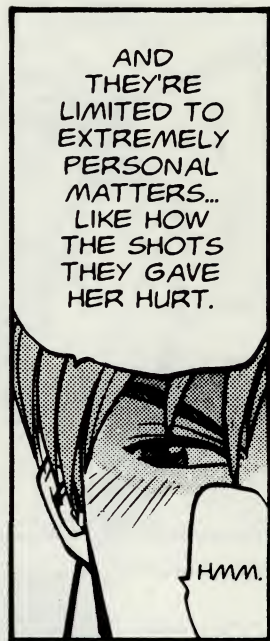
CHUDD





I HEARD SHE GOT HER MEMORY BACK IN THE BATTLE RAVE INCIDENT.

MM... BUT THE DOCTOR SAID SHE ONLY REMEMBERS FRAGMENTS.



AND THEY'RE LIMITED TO EXTREMELY PERSONAL MATTERS... LIKE HOW THE SHOTS THEY GAVE HER HURT.

HMM.



MAYBE SHE REMEMBERS LIKING REGGAE ...

OR MAYBE THE RHYTHM HELPS HER FIGHT.



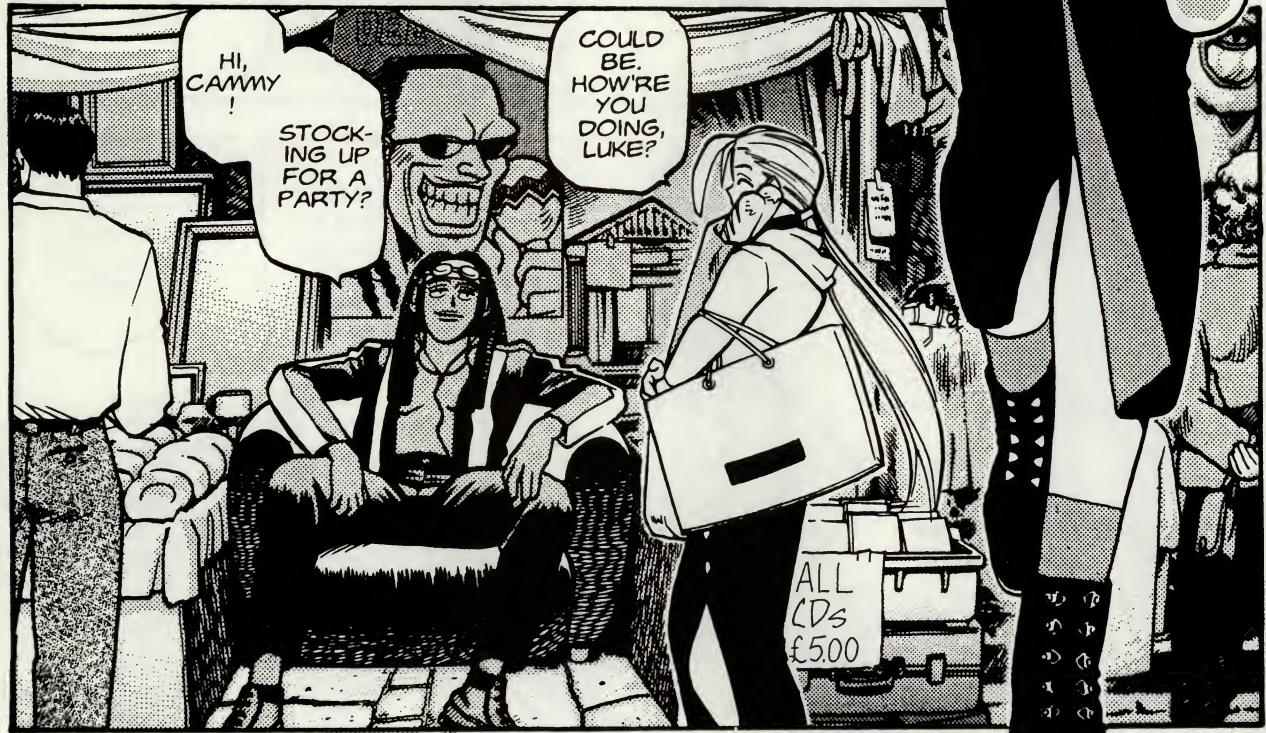
CAMMY? THAT'S A STRETCH, COLONEL.

STILL, IT BEATS FIGHTING TO THE BEATLES.



London







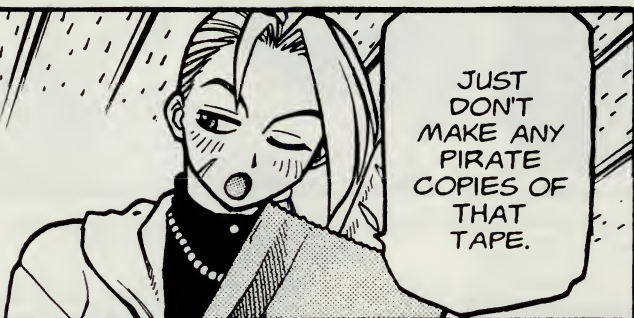
I'M ALWAYS FINE. BY THE WAY ...

DID YOU BRING THE "GOODS"? THAT'LL MAKE ME EVEN FINER.

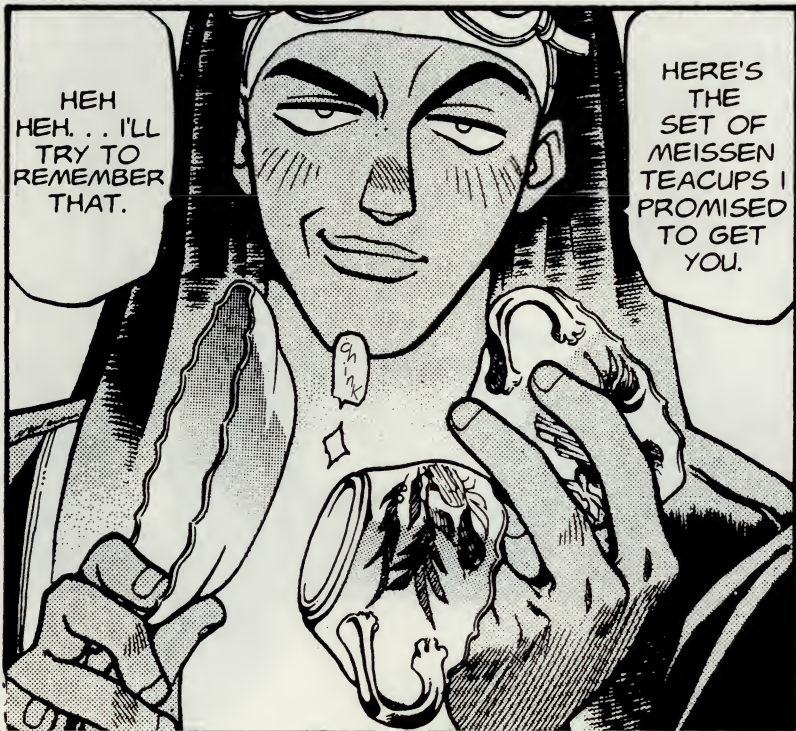
YOU'RE LUCKY A LITTLE MUSIC CAN BRING YOU SUCH HAPPINESS.



YES! I FINALLY HAVE THE AWESOME DEE JAY, LIVE!

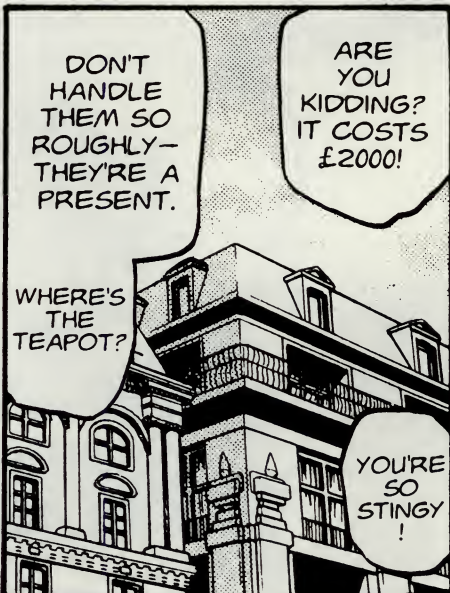


JUST DON'T MAKE ANY PIRATE COPIES OF THAT TAPE.



HEH HEH... I'LL TRY TO REMEMBER THAT.

HERE'S THE SET OF MEISSEN TEACUPS I PROMISED TO GET YOU.

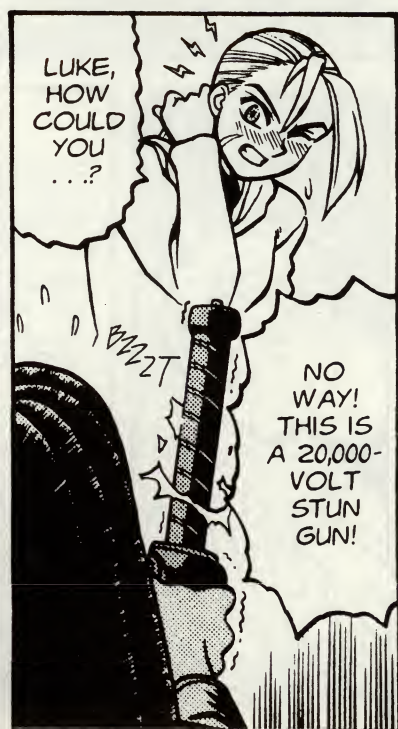
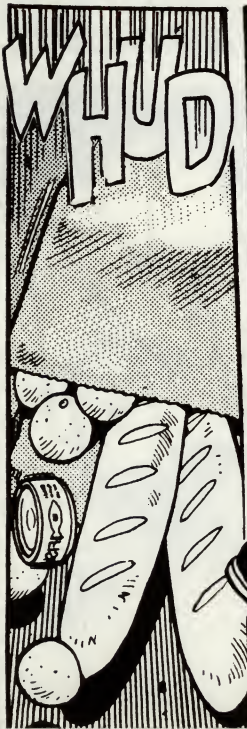
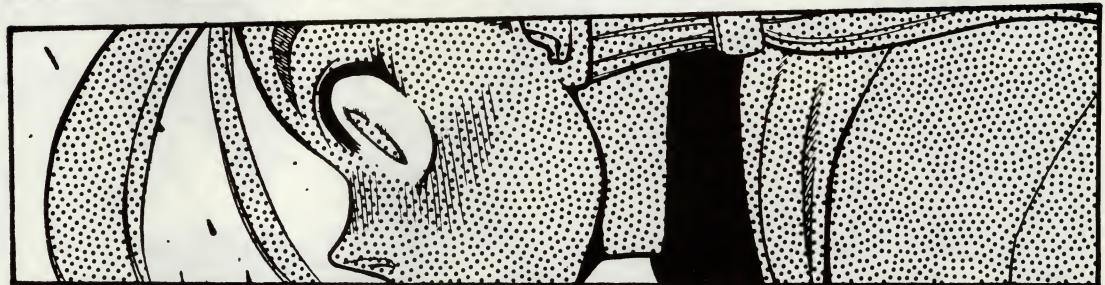
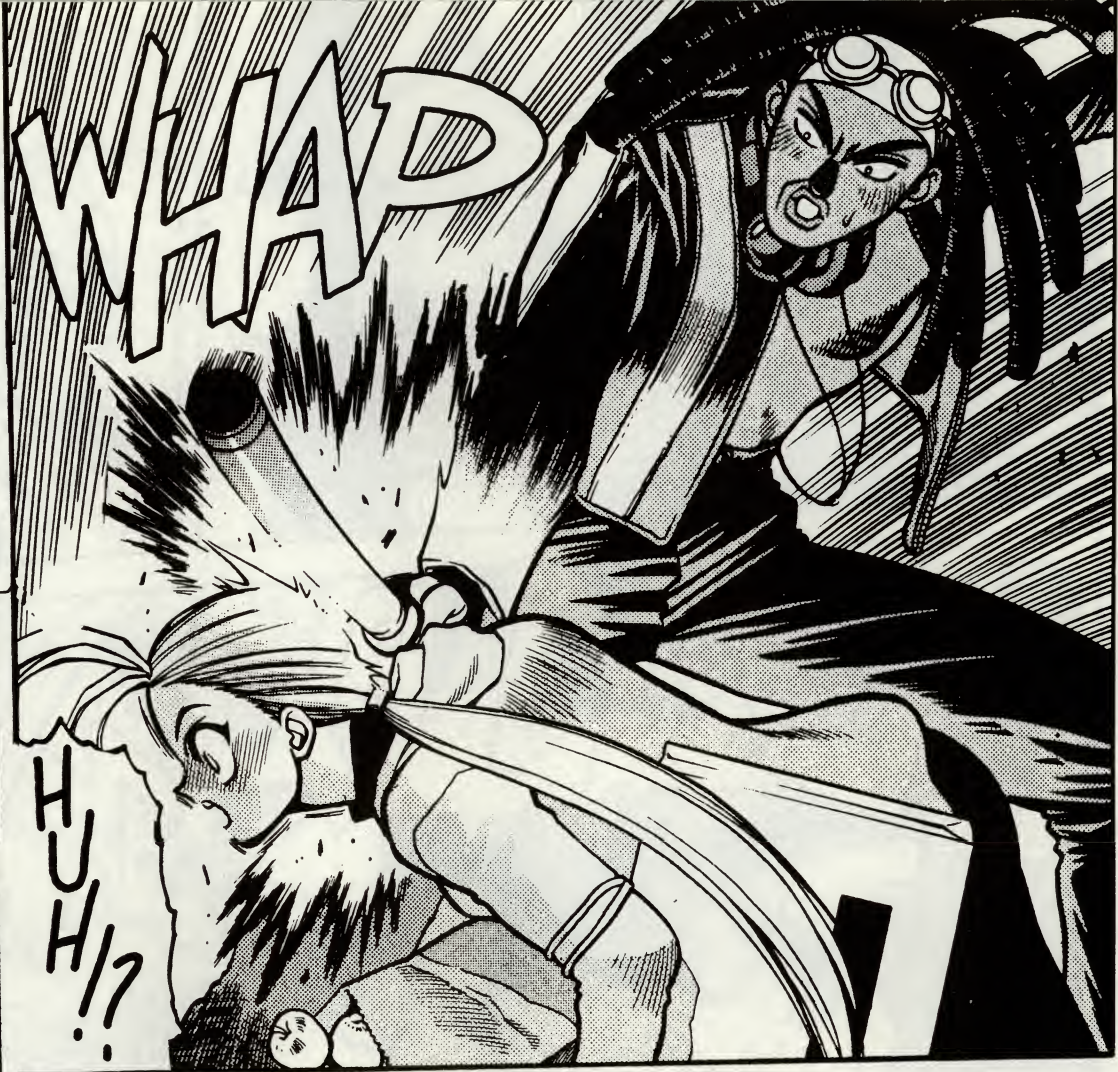
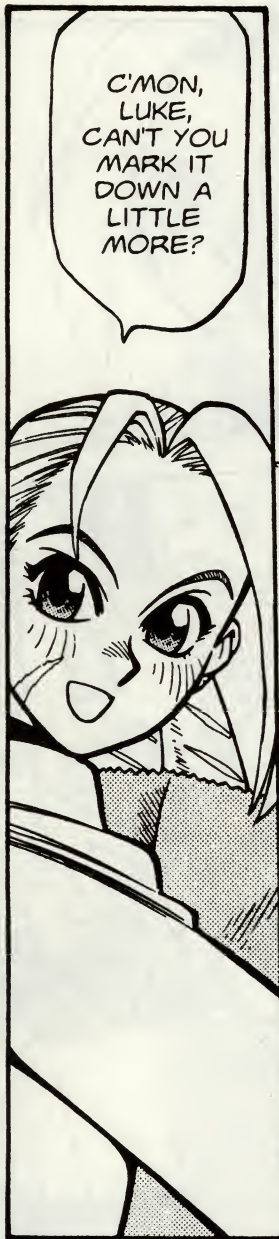


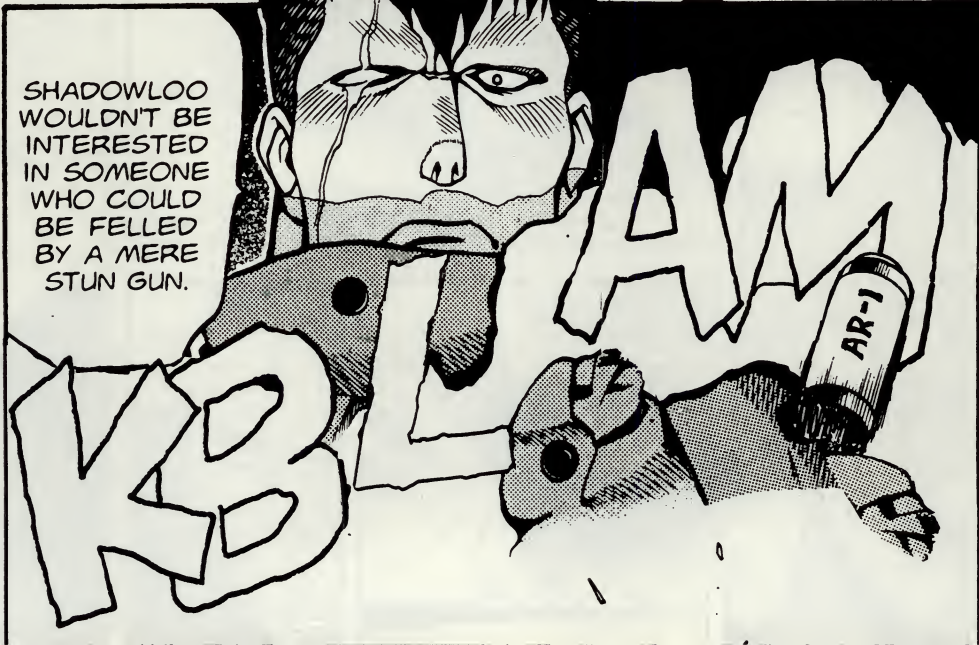
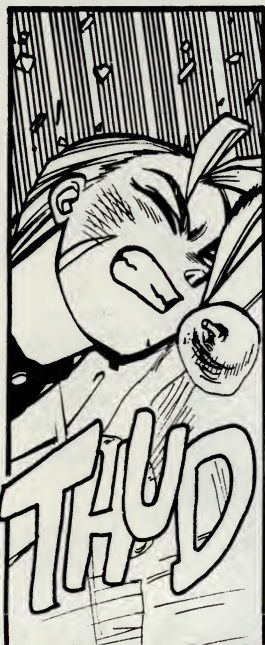
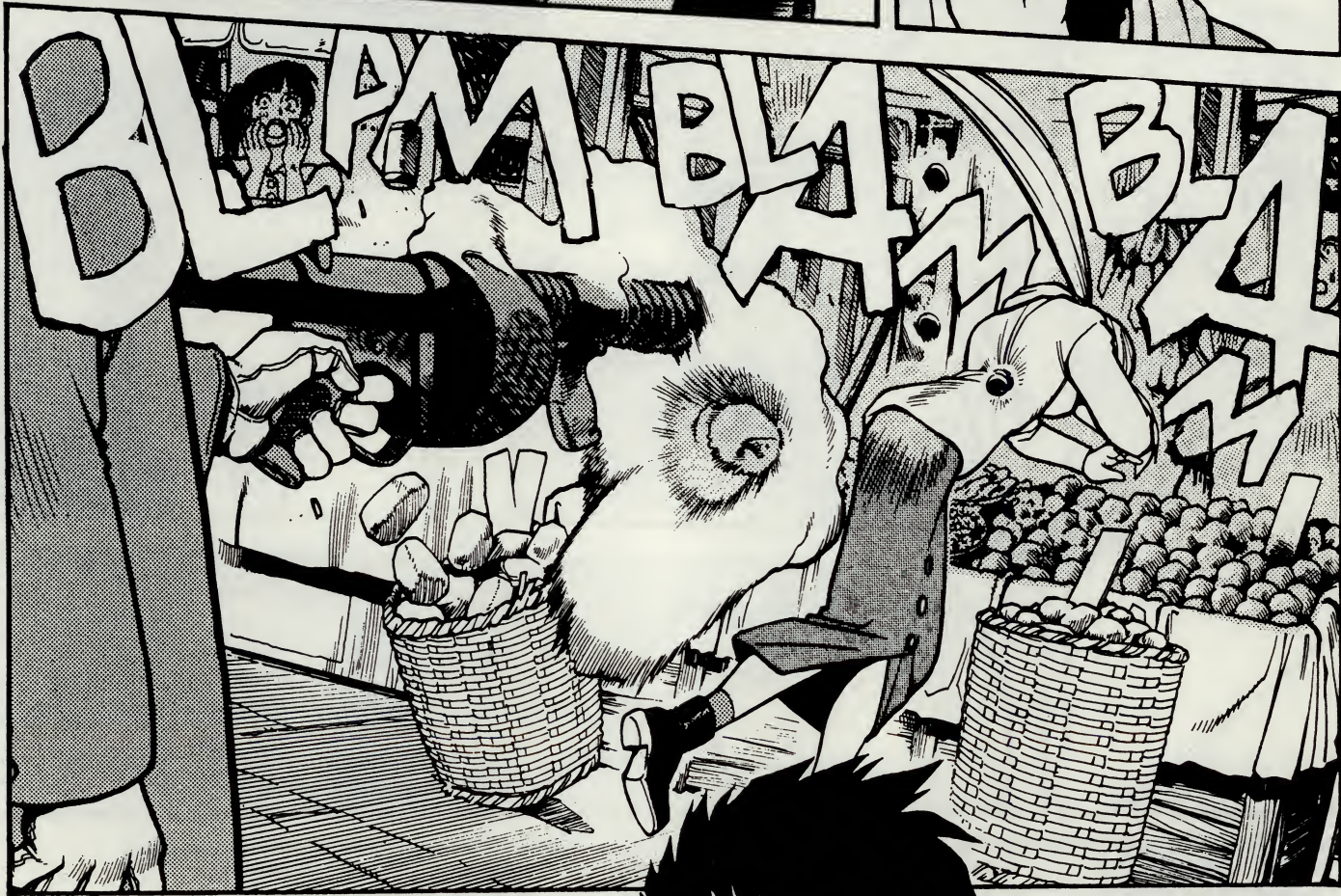
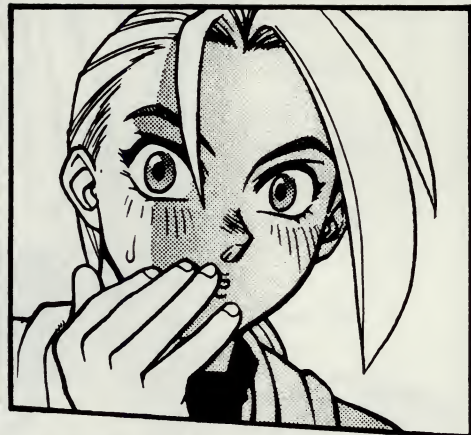
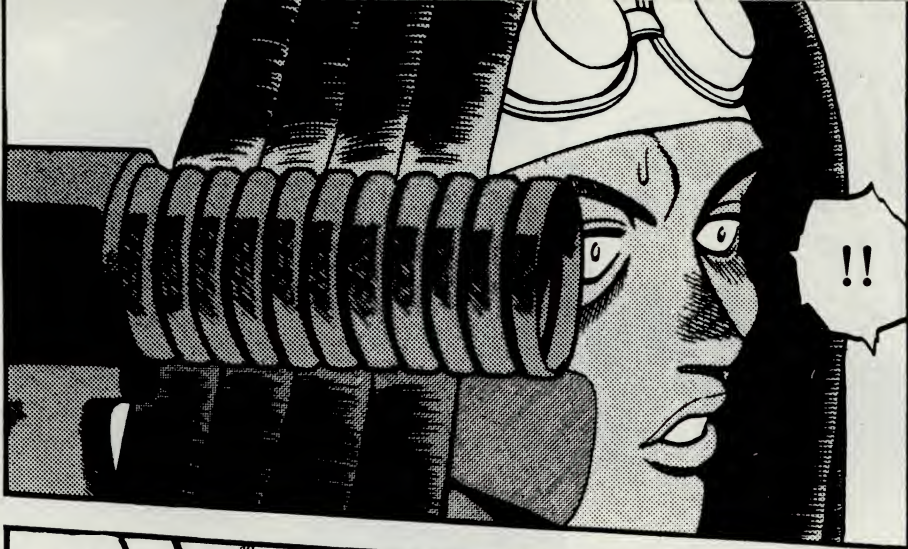
DON'T HANDLE THEM SO ROUGHLY—THEY'RE A PRESENT.

ARE YOU KIDDING? IT COSTS £2000!

WHERE'S THE TEAPOT?

YOU'RE SO STINGY!





SHADOWLOO  
WOULDN'T BE  
INTERESTED  
IN SOMEONE  
WHO COULD  
BE FELLED  
BY A MERE  
STUN GUN.



WHA... I THOUGHT YOU WERE GOING TO TAKE HER ALIVE?!

THOSE WERE RUBBER SLUGS. DON'T WORRY.

MARCO, WASN'T M16 KEEPING AN EYE ON CAMMY?



I TOOK CARE OF THEM, CAPTAIN.



WHAT THE HELL ARE YOU DOING? I'M NOT GOING TO AID AND ABET ANY MURDERERS!

SHALL WE SNUFF THE PUNK, AS WELL?

NO. WE'LL TAKE HIM WITH US.

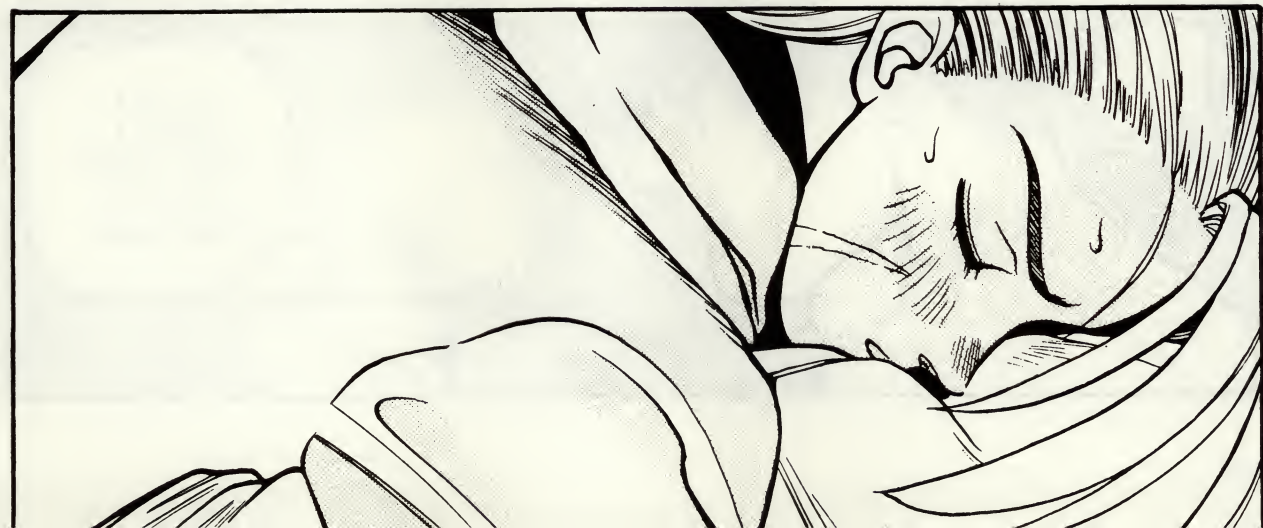


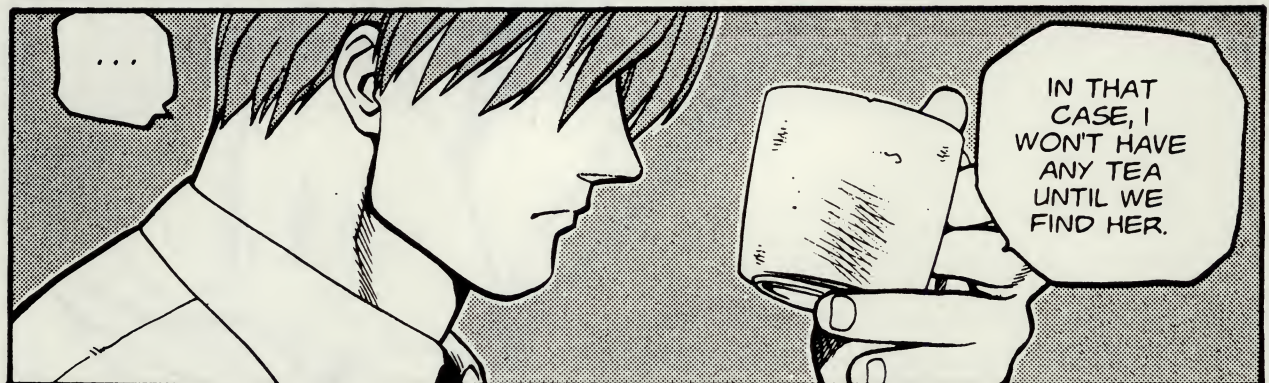
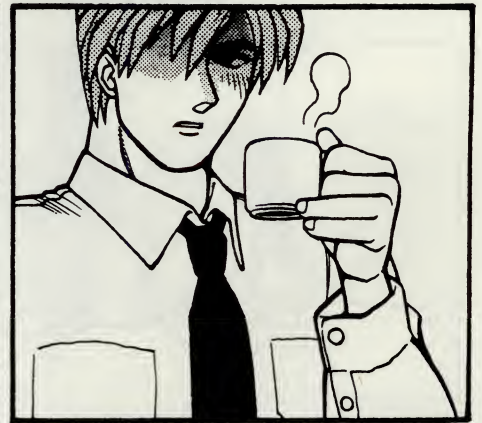
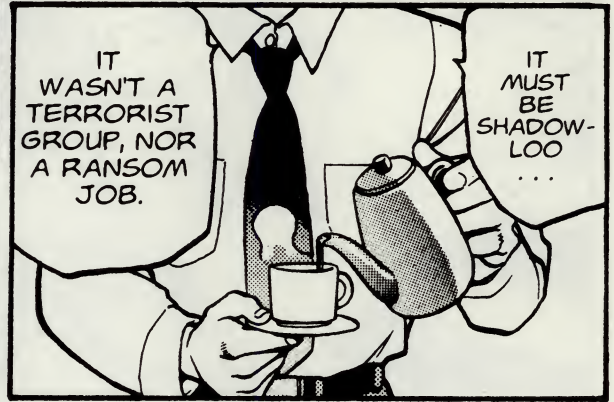
LUCKY FOR YOU... YOU GET TO LIVE A LITTLE LONGER NOW.

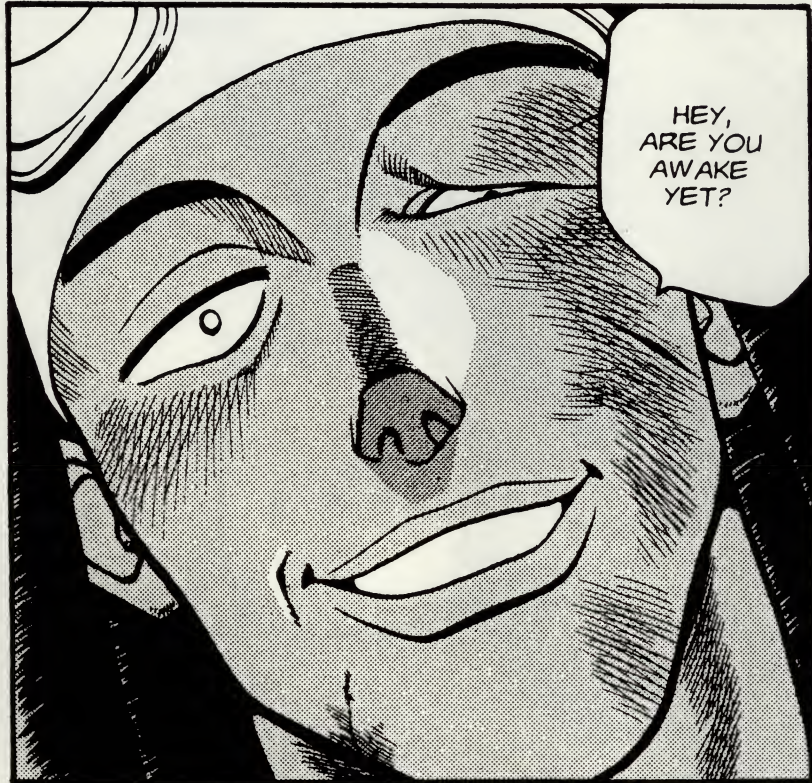
TCH... YOU WERE PLANNING THIS ALL ALONG.



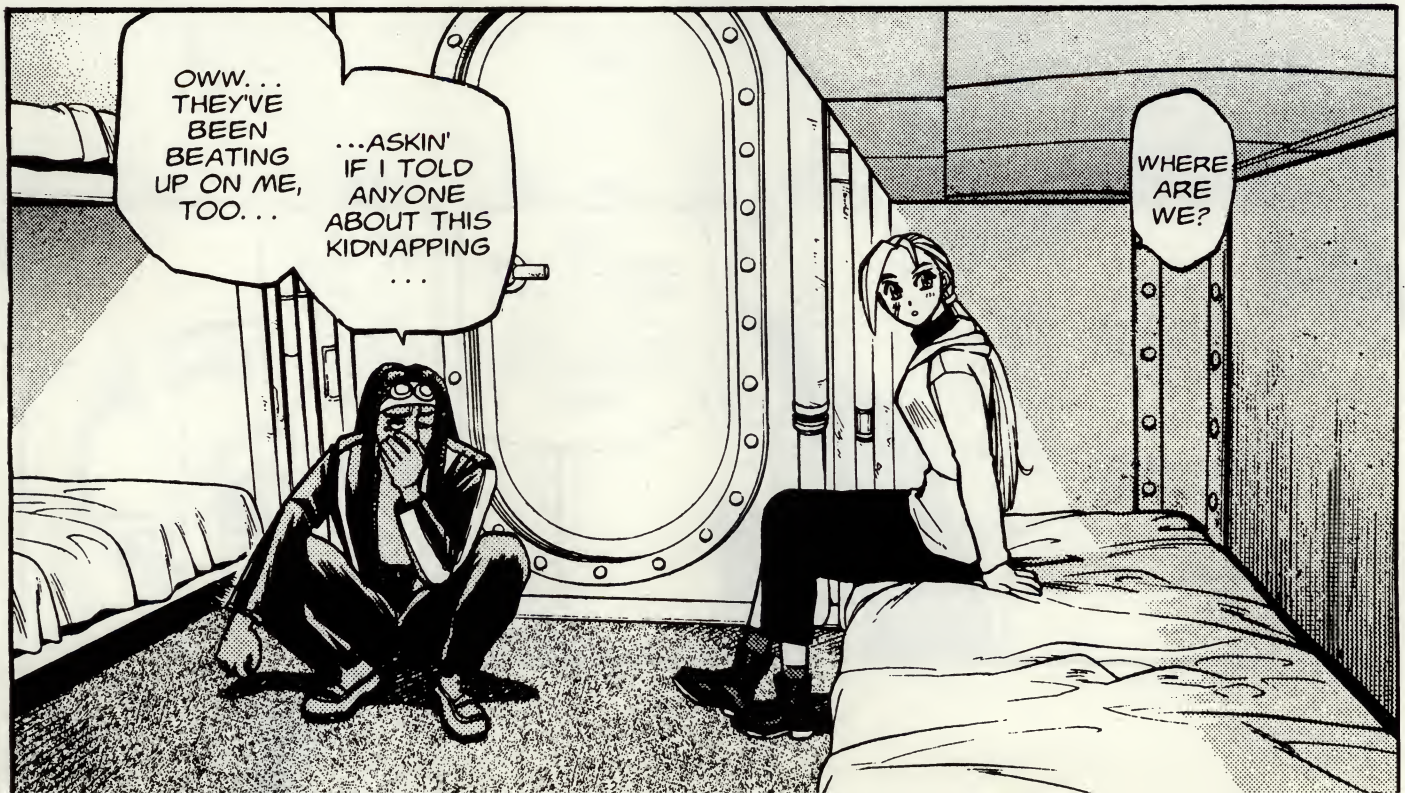
LET'S GO.







HEY,  
ARE YOU  
AWAKE  
YET?



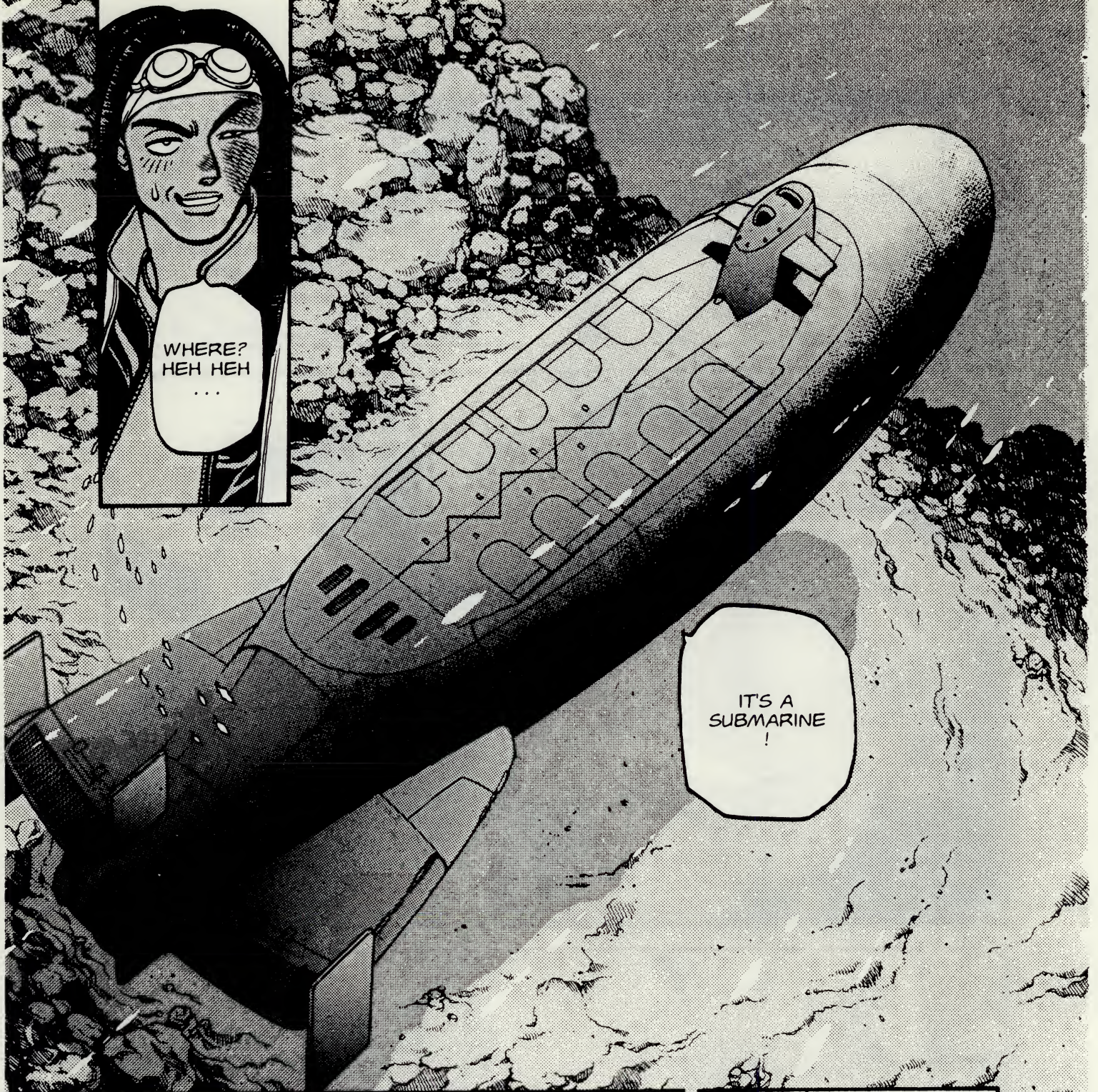
OWW...  
THEY'VE  
BEEN  
BEATING  
UP ON ME,  
TOO...

...ASKIN'  
IF I TOLD  
ANYONE  
ABOUT THIS  
KIDNAPPING  
...

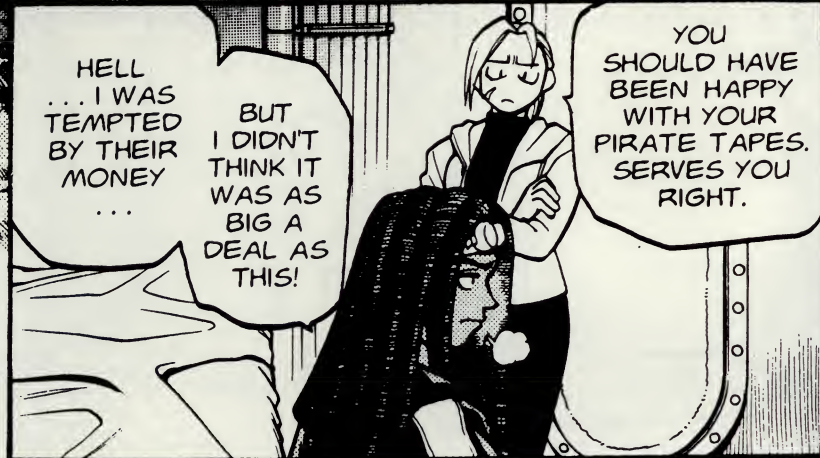
WHERE  
ARE  
WE?



WHERE?  
HEH HEH  
...



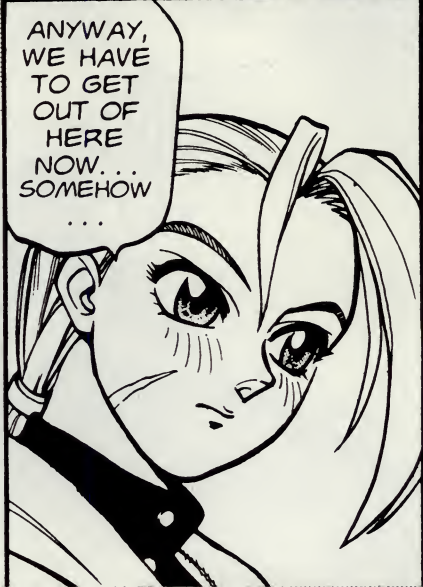
IT'S A  
SUBMARINE  
!



HELL  
... I WAS  
TEMPTED  
BY THEIR  
MONEY  
...

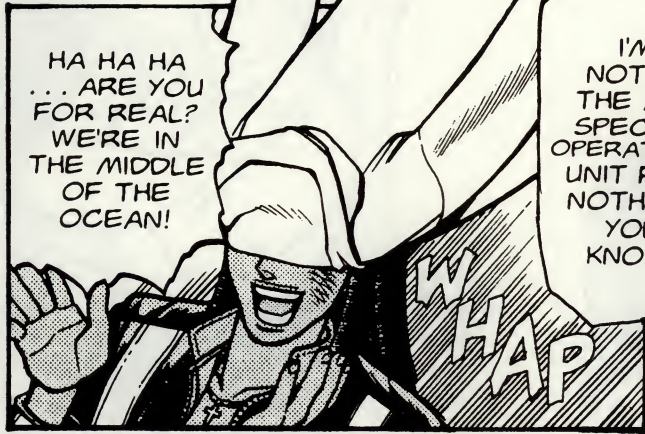
BUT  
I DIDN'T  
THINK IT  
WAS AS  
BIG A  
DEAL AS  
THIS!

YOU  
SHOULD HAVE  
BEEN HAPPY  
WITH YOUR  
PIRATE TAPES.  
SERVES YOU  
RIGHT.



ANYWAY,  
WE HAVE  
TO GET  
OUT OF  
HERE  
NOW...  
SOMEHOW  
...

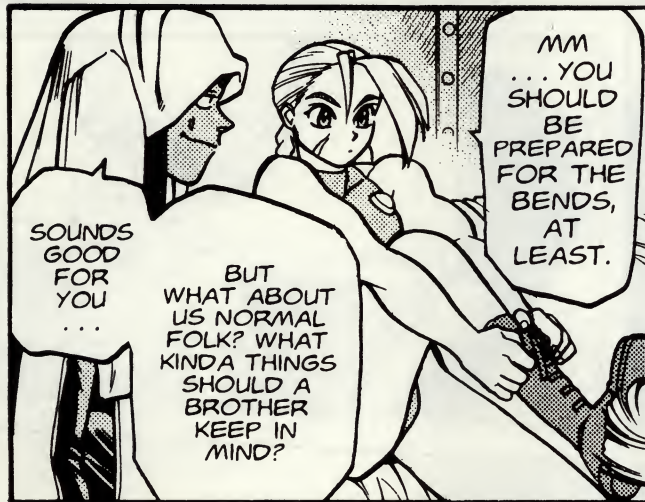




HA HA HA  
... ARE YOU  
FOR REAL?  
WE'RE IN  
THE MIDDLE  
OF THE  
OCEAN!

I'M  
NOT IN  
THE MIG  
SPECIAL  
OPERATIONS  
UNIT FOR  
NOTHING,  
YOU  
KNOW!

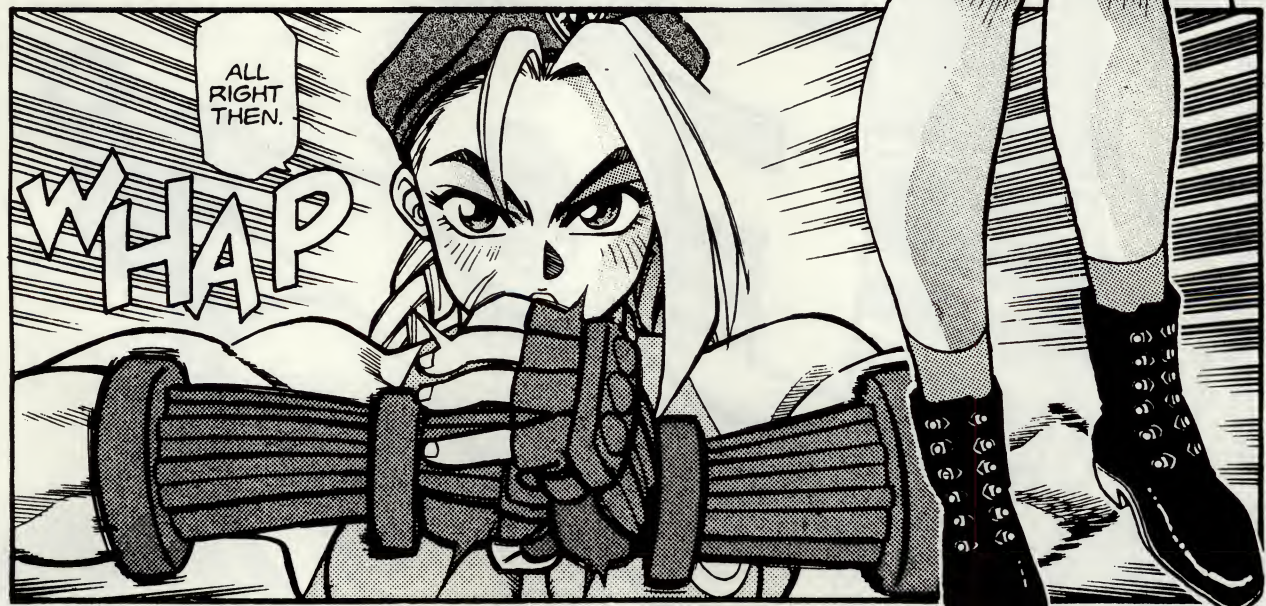
AN  
UNDERWATER  
ESCAPE  
FROM A SUB  
IS CHILD'S  
PLAY.



SOUNDS  
GOOD  
FOR  
YOU  
...

BUT  
WHAT ABOUT  
US NORMAL  
FOLK? WHAT  
KINDA THINGS  
SHOULD A  
BROTHER  
KEEP IN  
MIND?

MM  
... YOU  
SHOULD  
BE  
PREPARED  
FOR THE  
BENDS,  
AT  
LEAST.



ALL  
RIGHT  
THEN.

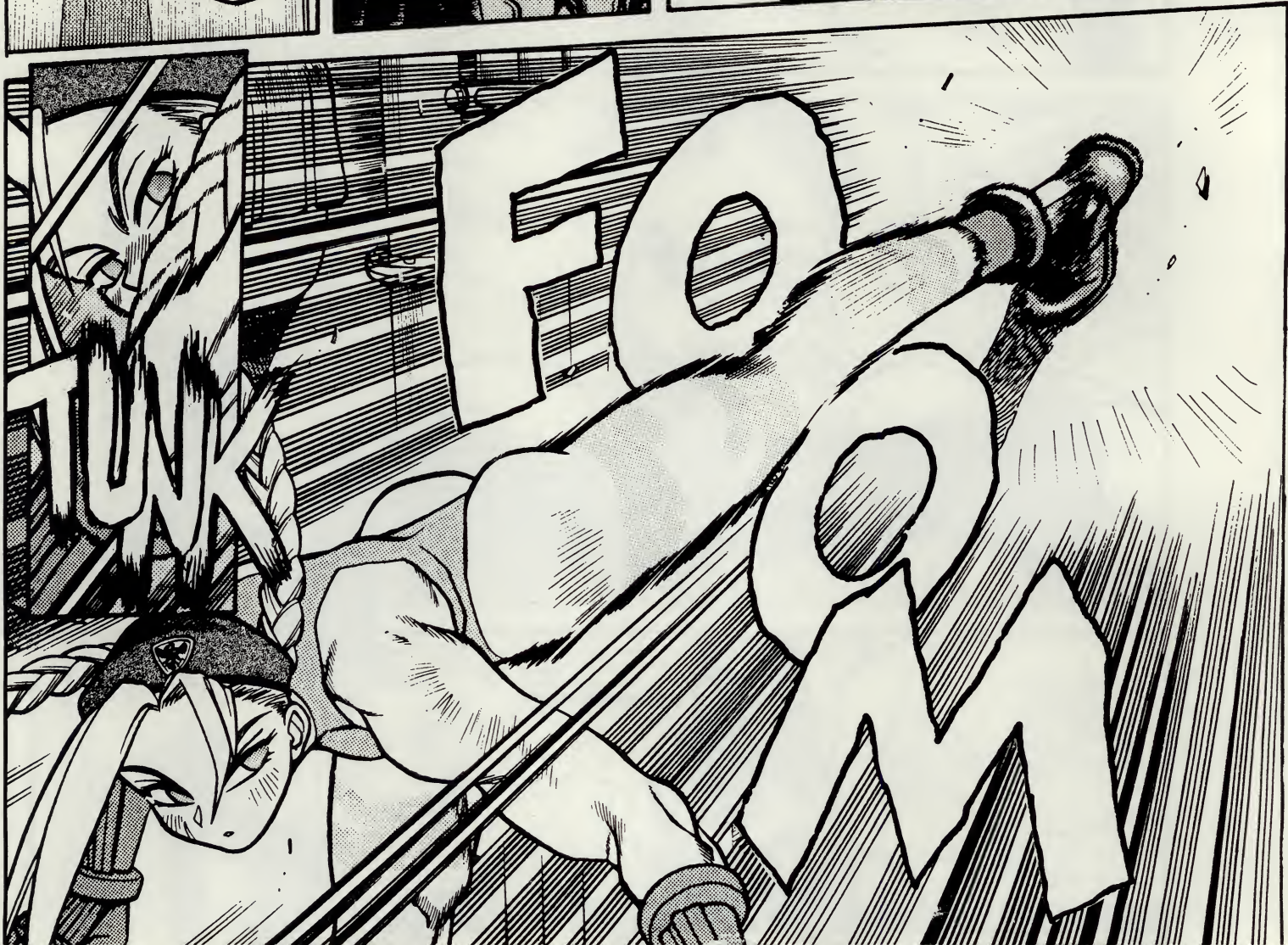
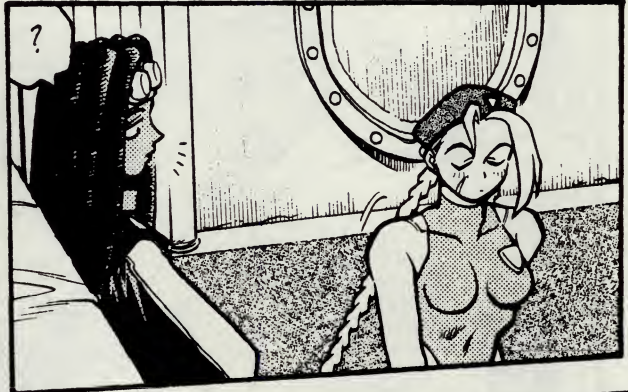
WHAP

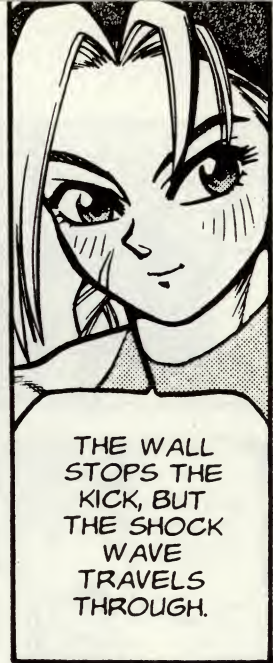
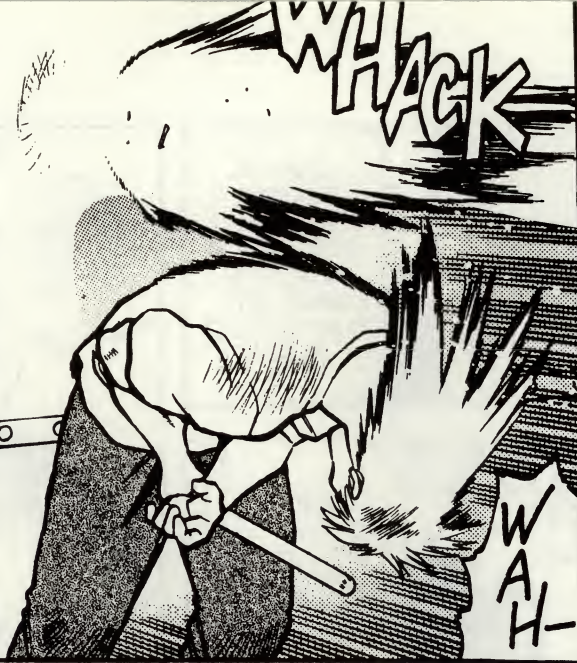
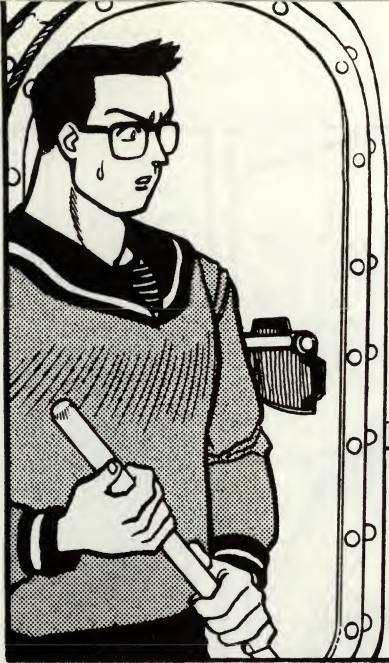


THE FIRST  
PROBLEM  
IS HOW TO  
GET OUT OF  
THIS ROOM.

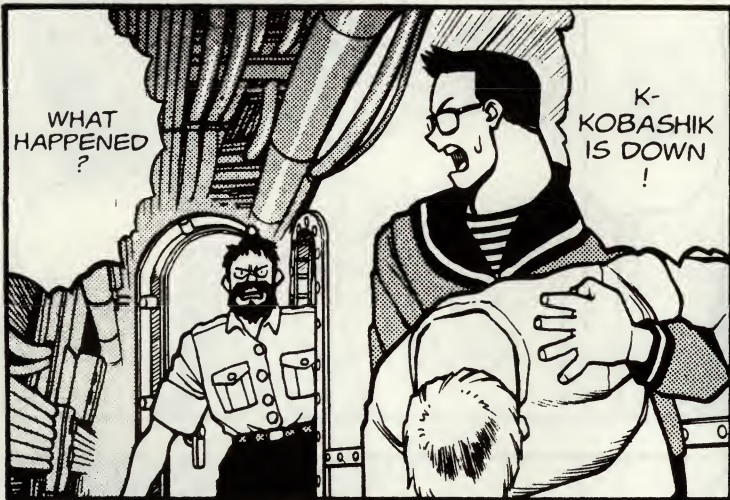
THE  
DOOR  
CAN ONLY  
BE OPENED  
FROM  
OUTSIDE.

SHH!





THE WALL  
STOPS THE  
KICK, BUT  
THE SHOCK  
WAVE  
TRAVELS  
THROUGH.



WHAT  
HAPPENED  
?

K-  
KOBASHIK  
IS DOWN  
!



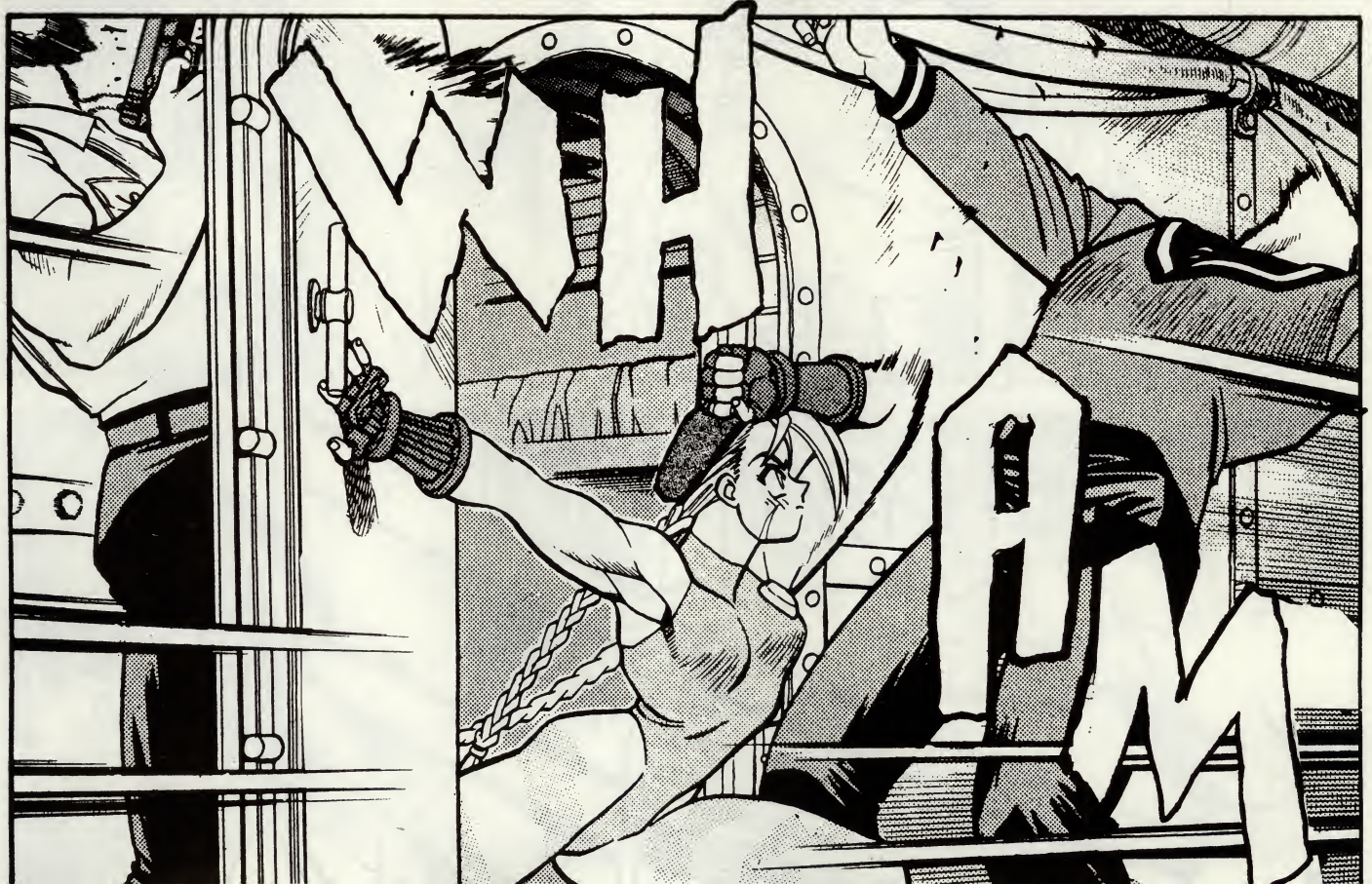
DID THE  
PRISONER  
DO THAT?

I  
DONT  
SEE  
HOW.



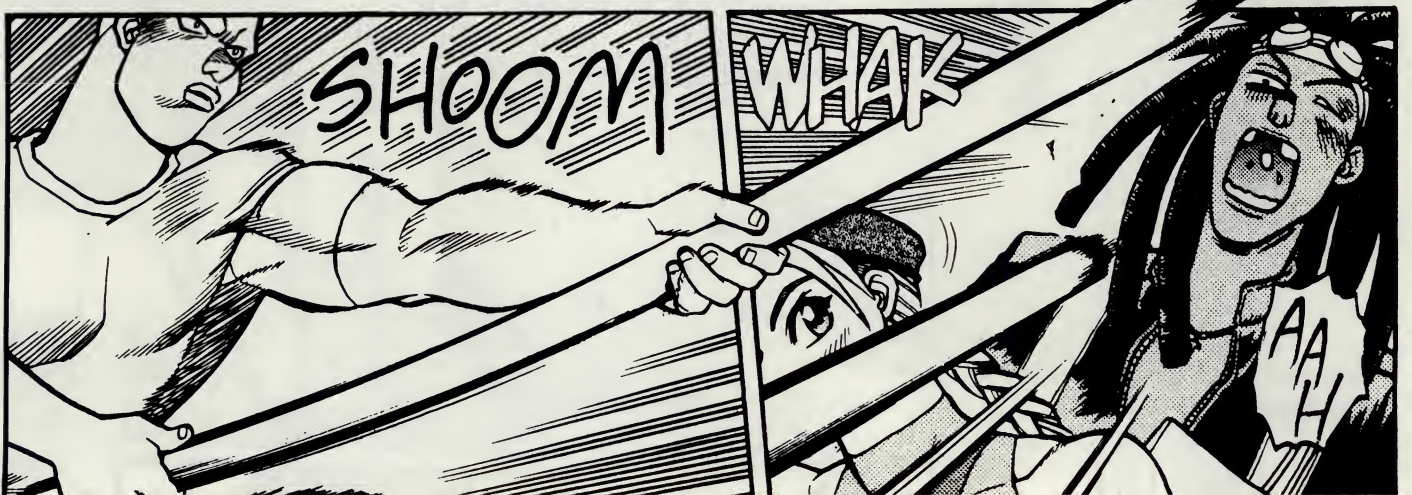
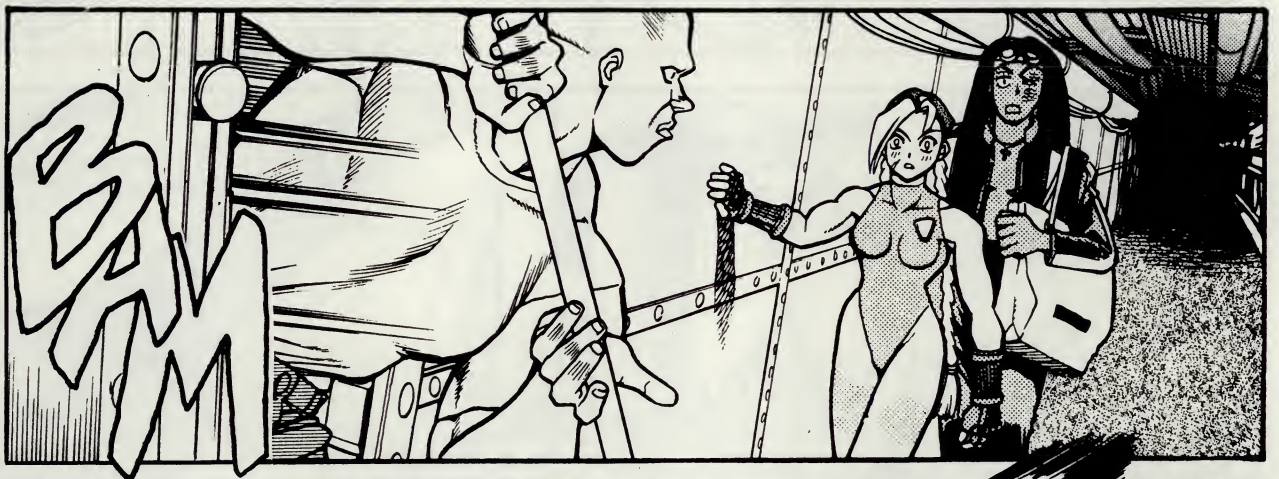
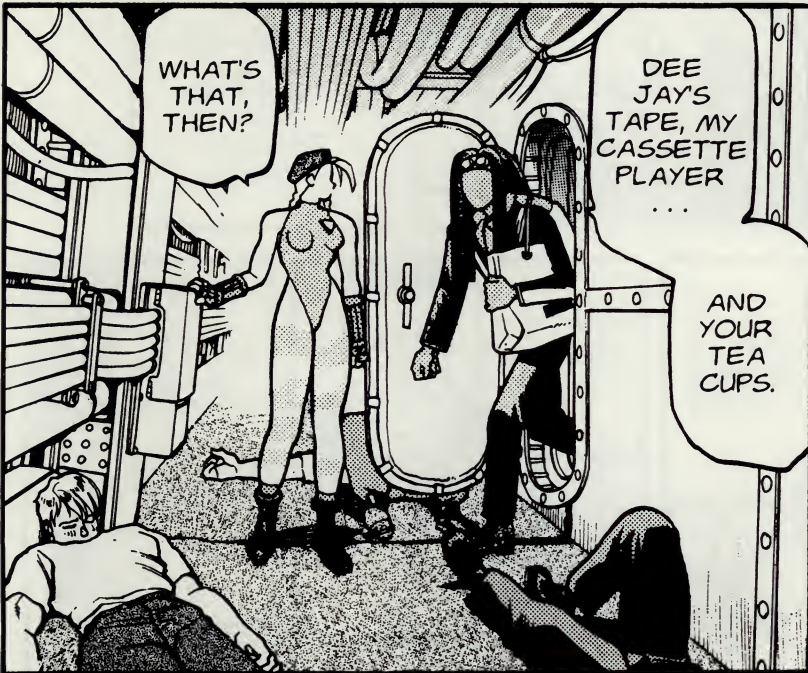
WE  
TOOK  
AWAY ALL  
THEIR  
WEAPONS.

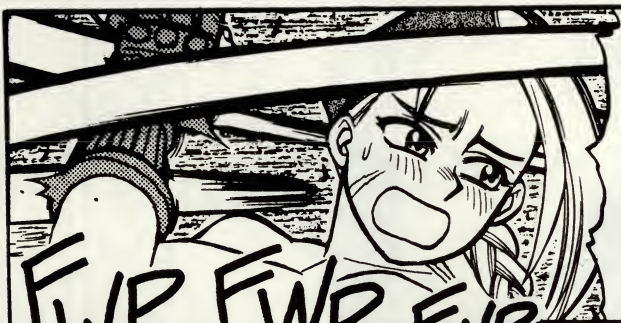
CHK



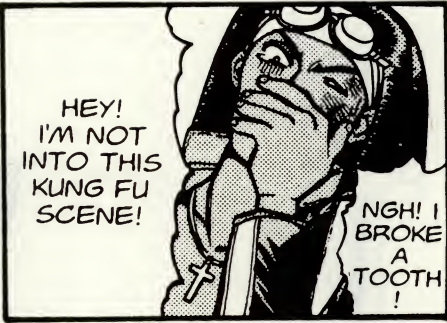


CHRIST, YOU'RE ROUGH, GIRL. AIN'T SMOOTH LIKE 007, THAT'S FOR SURE.



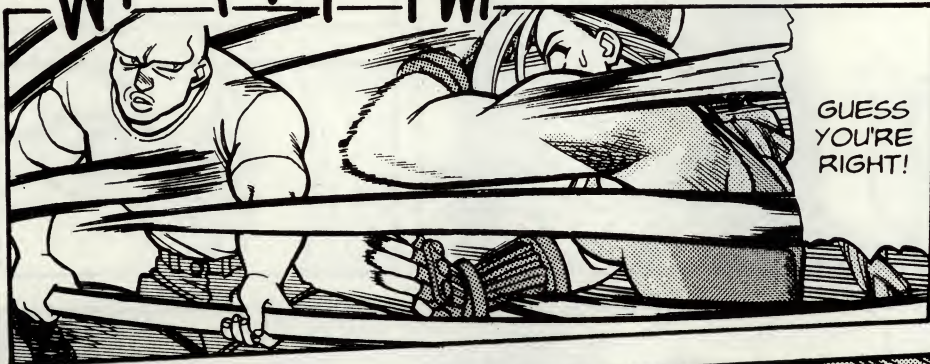


WHAT'RE YOU DOING? CAN'T YOU EVEN DODGE SOMETHING THIS EASY?

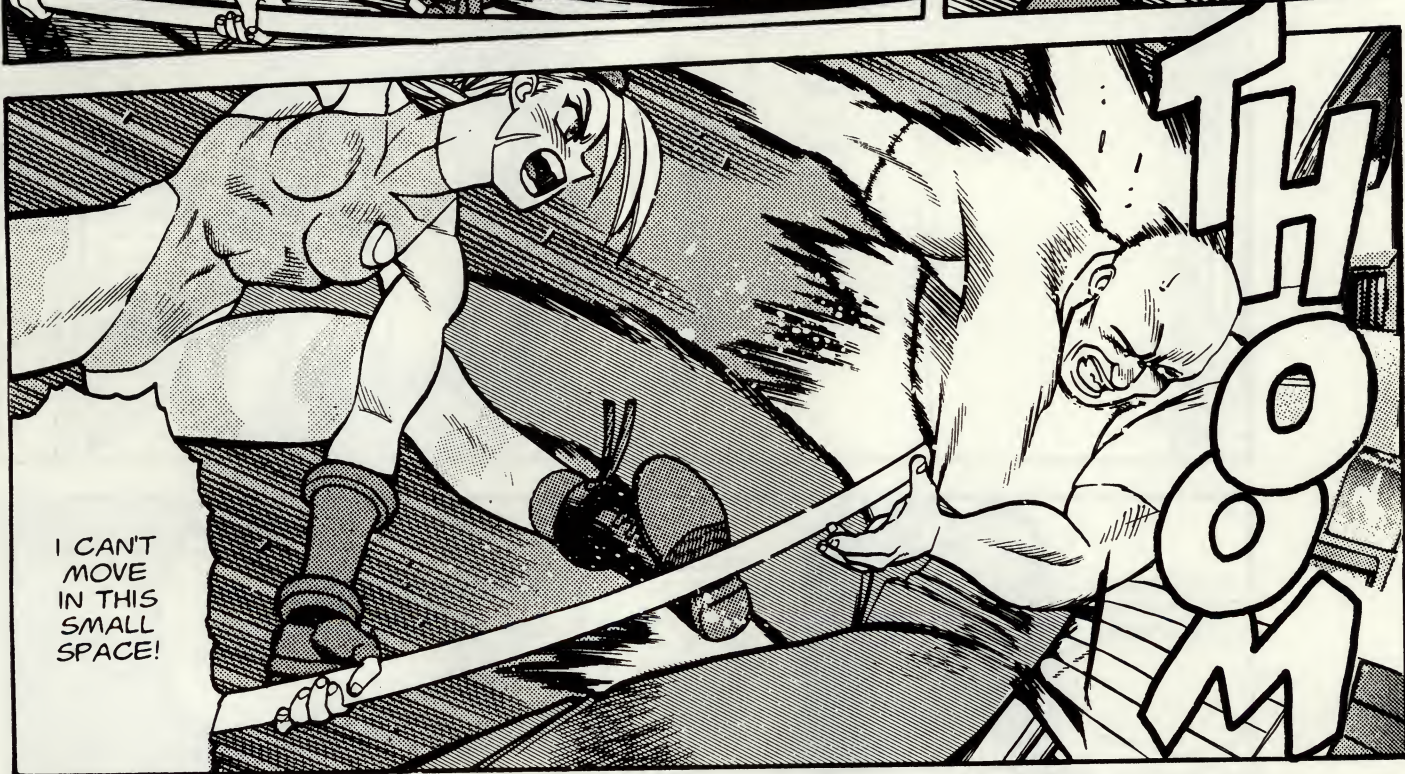
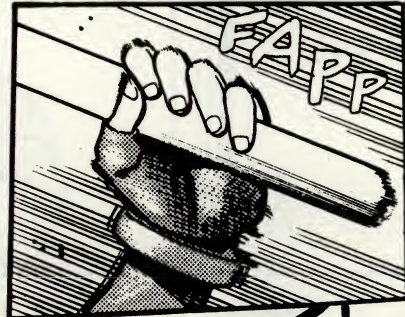


HEY! I'M NOT INTO THIS KUNG FU SCENE!

NGH! I BROKE A TOOTH!



GUESS YOU'RE RIGHT!

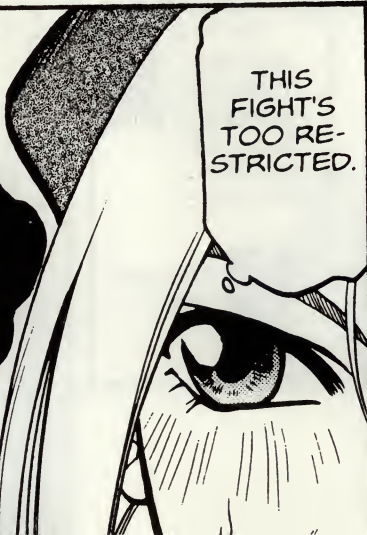


I CAN'T MOVE IN THIS SMALL SPACE!

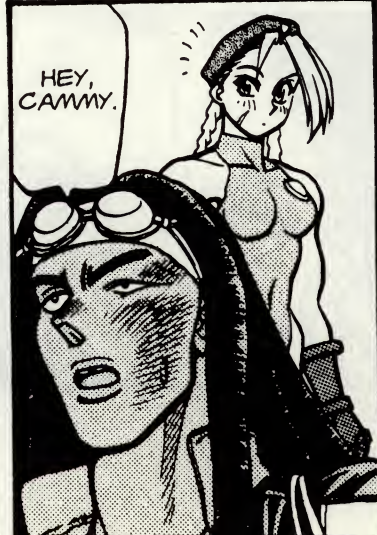
THOOM



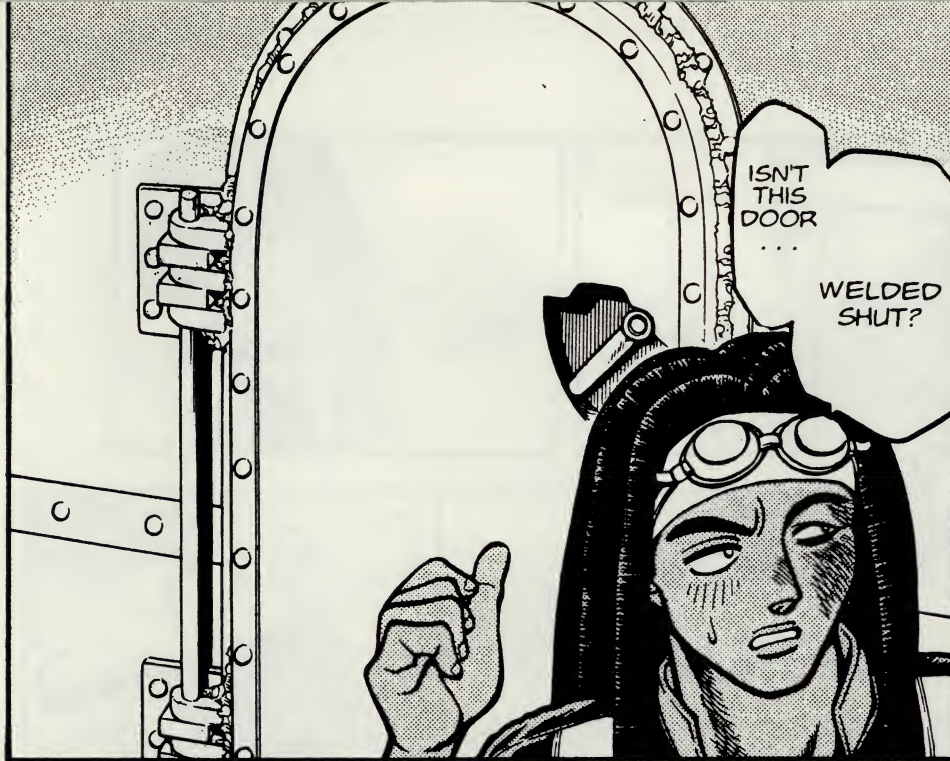
CAN'T USE THE CANNON SPIKE! CEILING'S TOO LOW!



THIS FIGHT'S TOO RESTRICTED.

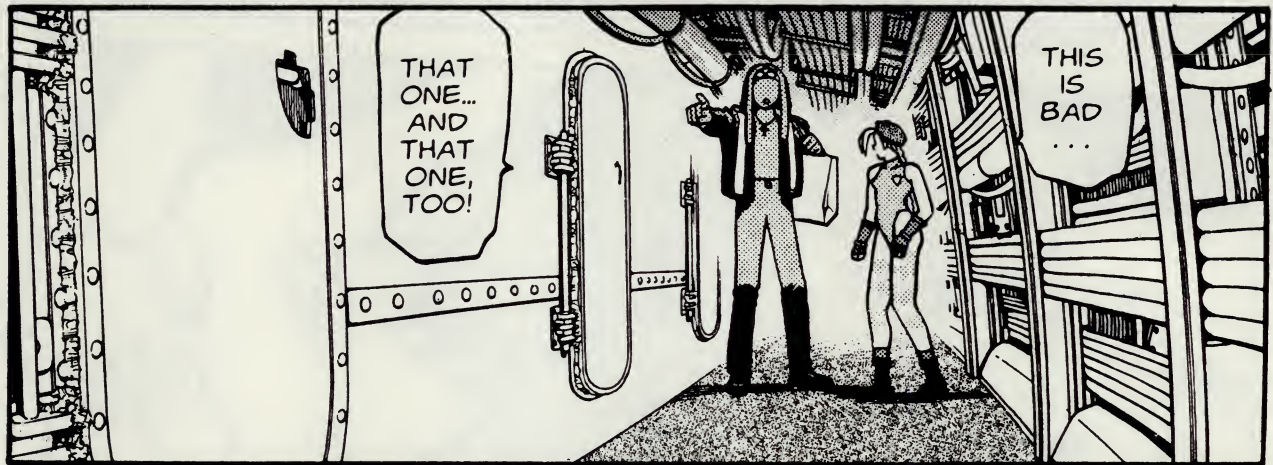
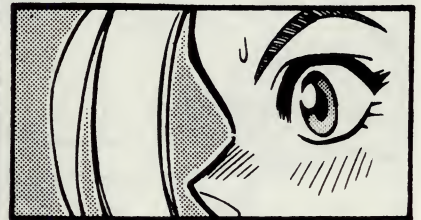
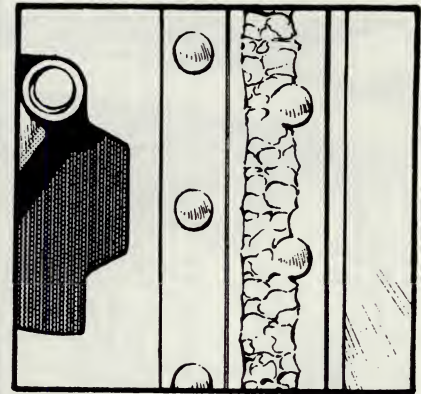


HEY, CAMMY.



ISNT THIS DOOR ...

WELDED SHUT?



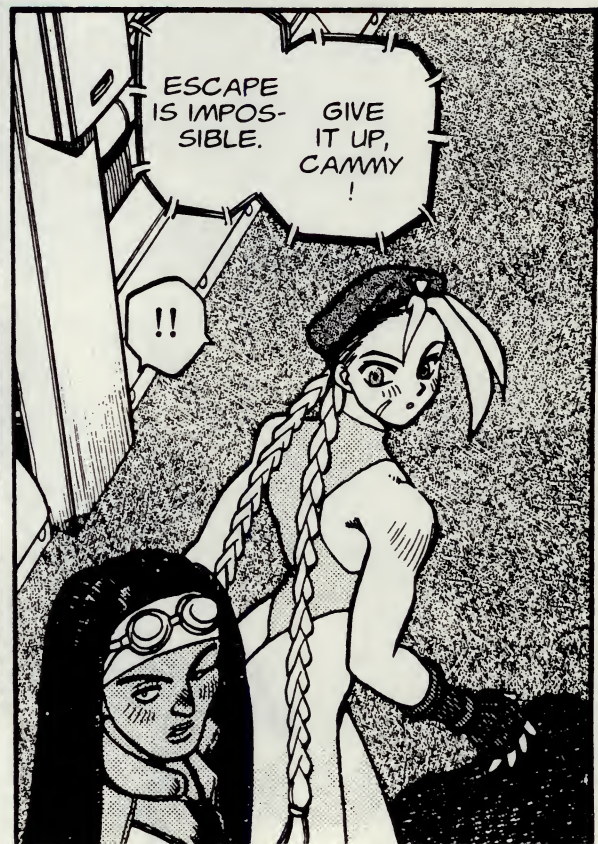
THAT ONE... AND THAT ONE, TOO!

THIS IS BAD ...



WE'RE COMPLETELY TRAPPED ...!

WOULD THEY GO THIS FAR, EVEN IF YOU ARE FROM S.O.U.?



ESCAPE IS IMPOS-SIBLE.

GIVE IT UP, CAMMY!

!!



IT MEANS THEY'VE COVERED ALL THE CONTIN-GENCIES.

THEY'RE PROS.

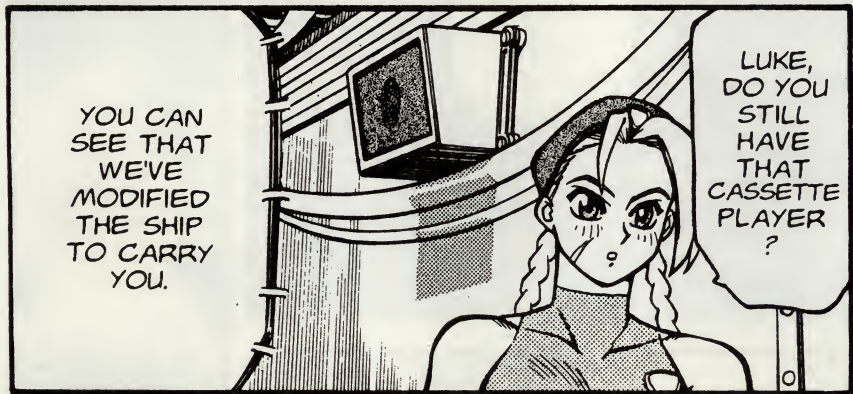


I'M SPIEGELMEYER, CAPTAIN OF THIS SUBMARINE.

I HANDLE SHADOWLOO'S TRANSPORTATION OF WEAPONS AND KEY PERSONNEL.

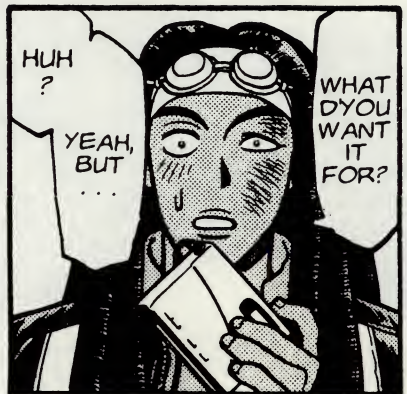


A SPEAKER?



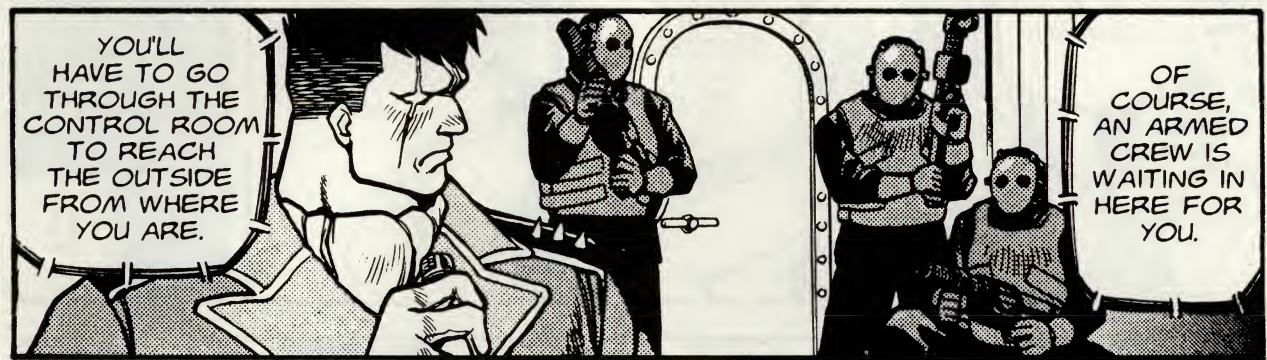
YOU CAN SEE THAT WE'VE MODIFIED THE SHIP TO CARRY YOU.

LUKE, DO YOU STILL HAVE THAT CASSETTE PLAYER?



HUH? YEAH, BUT ...

WHAT DO YOU WANT IT FOR?



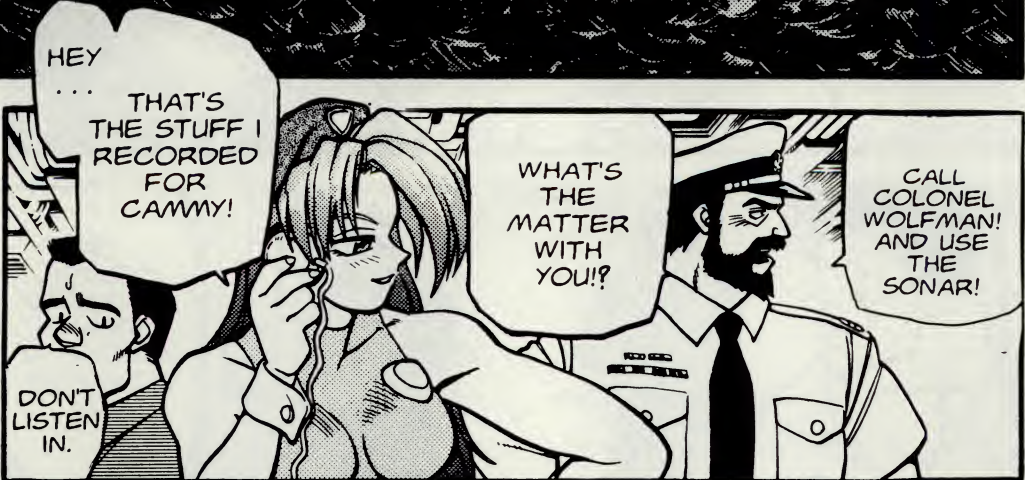
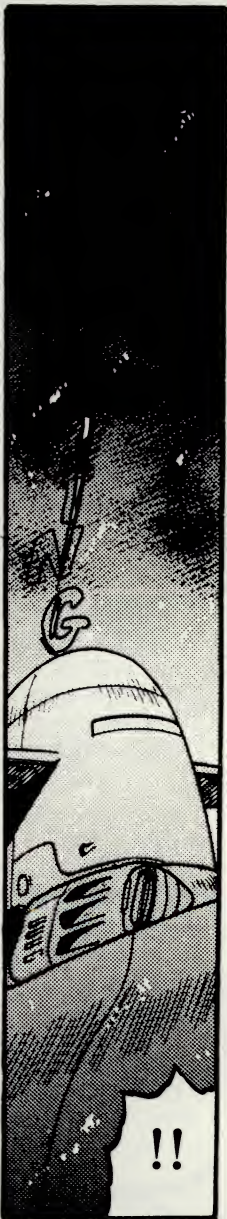
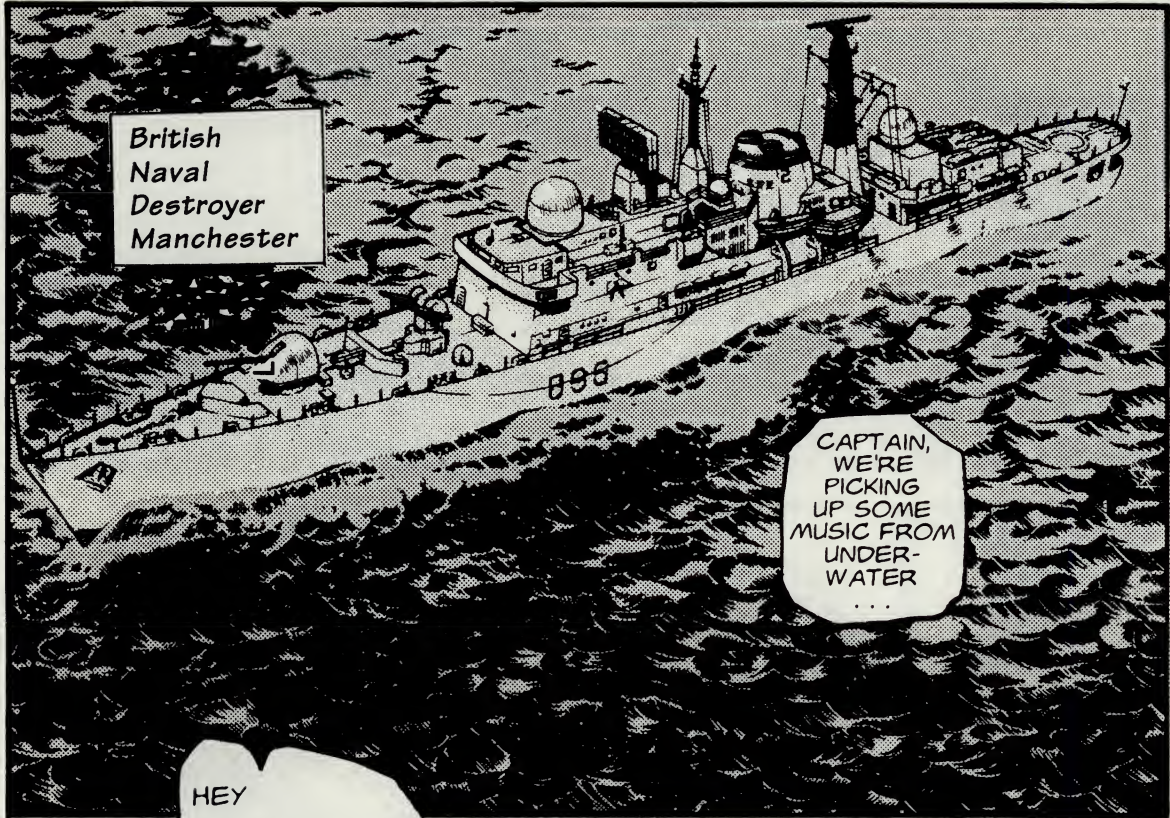
YOU'LL HAVE TO GO THROUGH THE CONTROL ROOM TO REACH THE OUTSIDE FROM WHERE YOU ARE.

OF COURSE, AN ARMED CREW IS WAITING IN HERE FOR YOU.



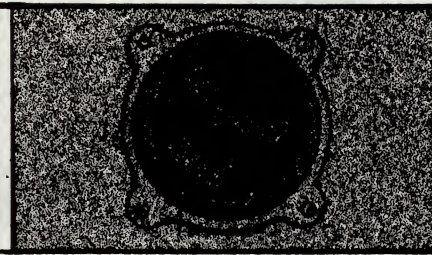
I WOULDN'T WANT TO FIGHT AN UNNECESSARY BATTLE, AND I WAS ORDERED BY THE COMMANDER TO BRING YOU IN UNHARMED, BUT...

BOOM BOOM BOOM  
**JAH!**  
HEY!





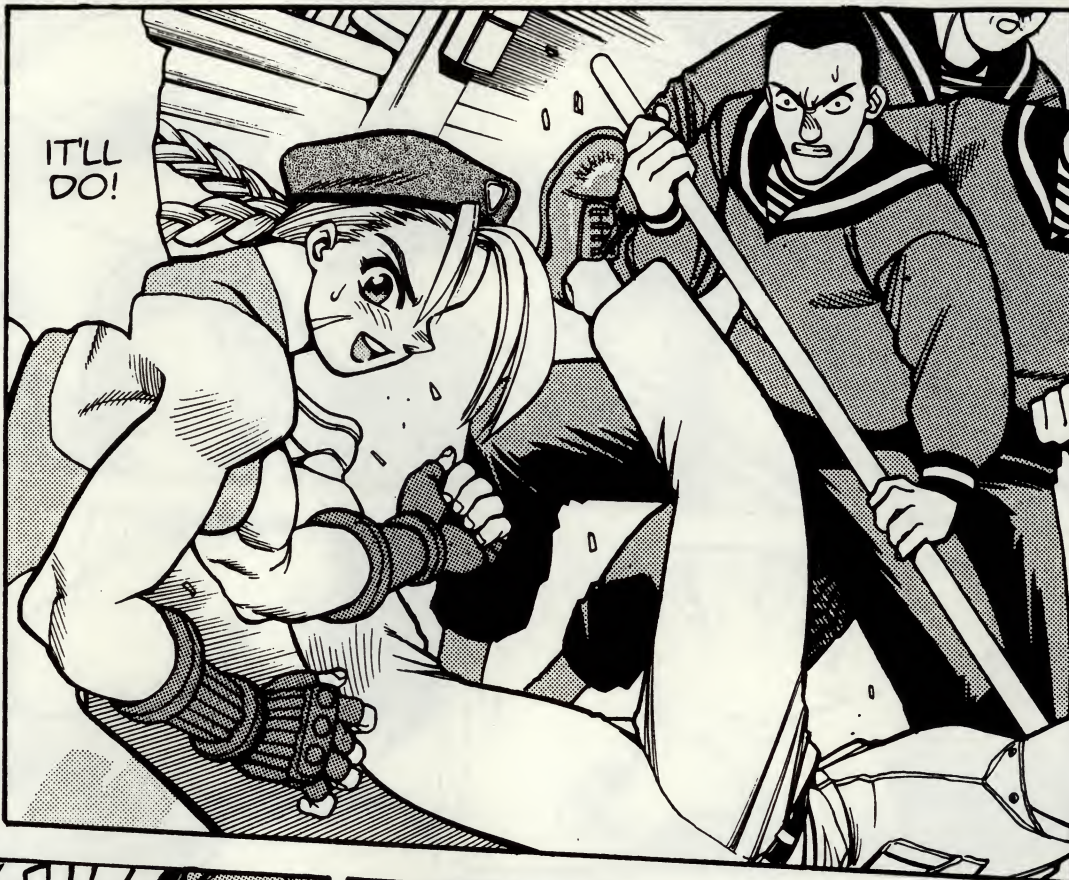
**BOOM**



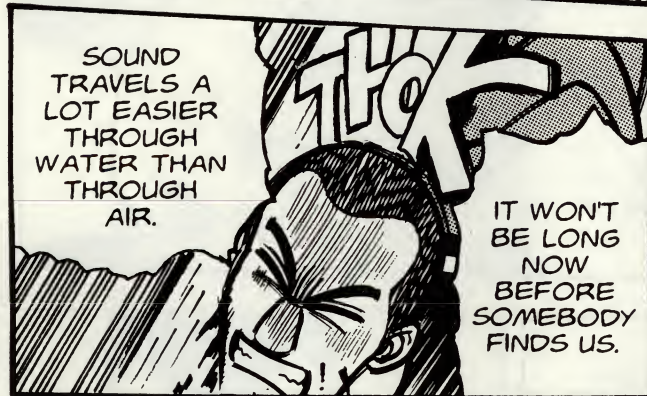
**BOOM**



THIS IS AS LOUD AS IT'LL GO!



IT'LL DO!



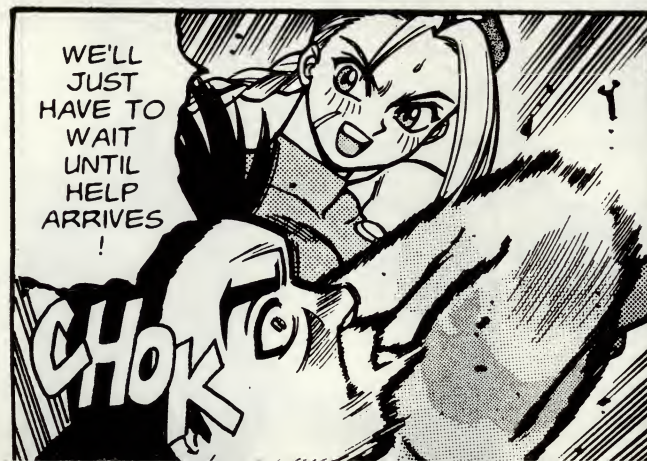
SOUND TRAVELS A LOT EASIER THROUGH WATER THAN THROUGH AIR.

**THOK**

IT WON'T BE LONG NOW BEFORE SOMEBODY FINDS US.



... IT LOOKS LIKE EVERYONE WILL BE WIPED OUT BEFORE THAT HAPPENS!



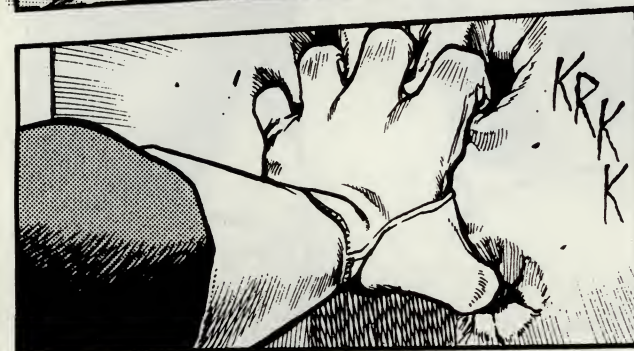
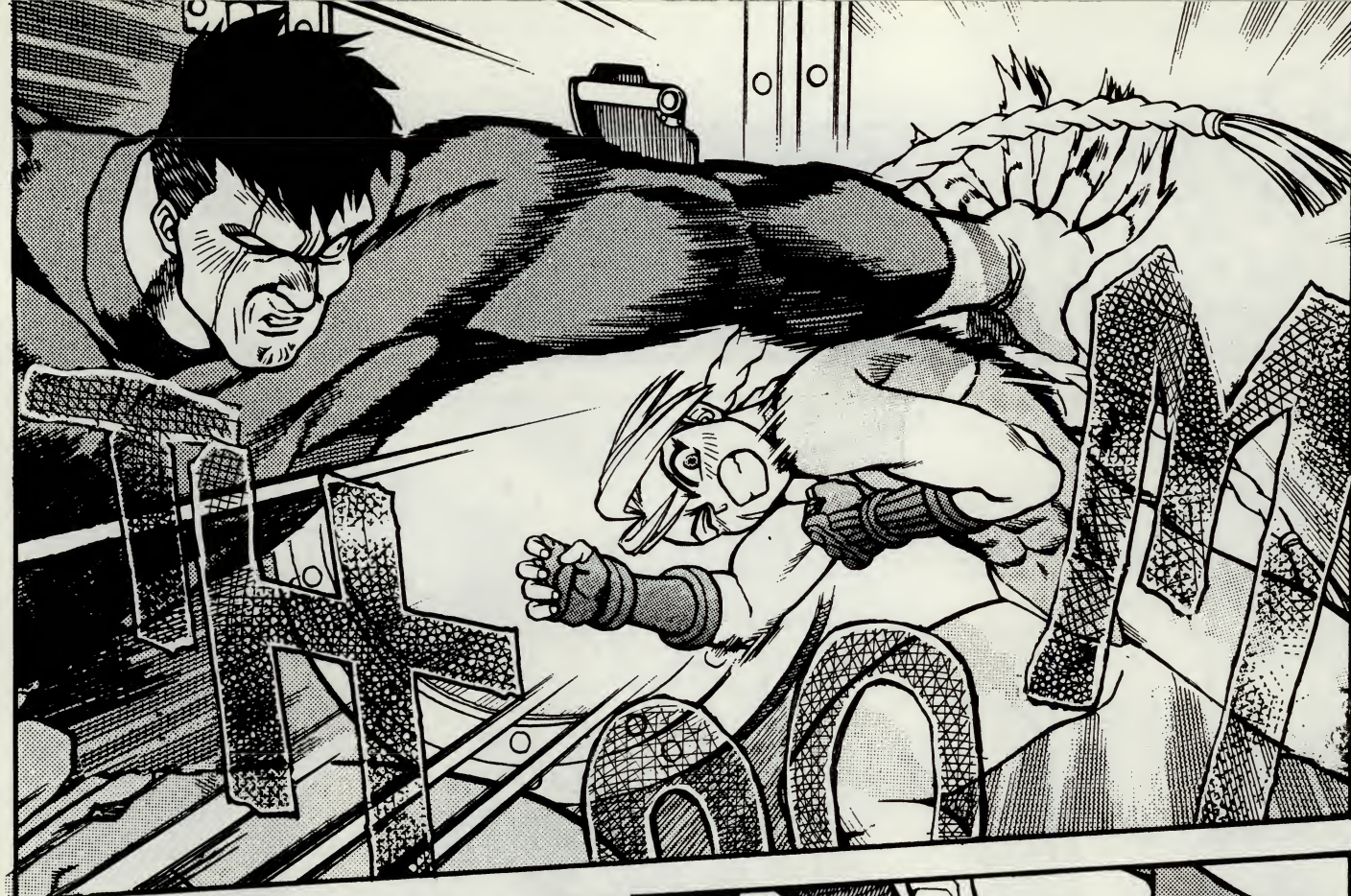
WE'LL JUST HAVE TO WAIT UNTIL HELP ARRIVES!

**CHOK**

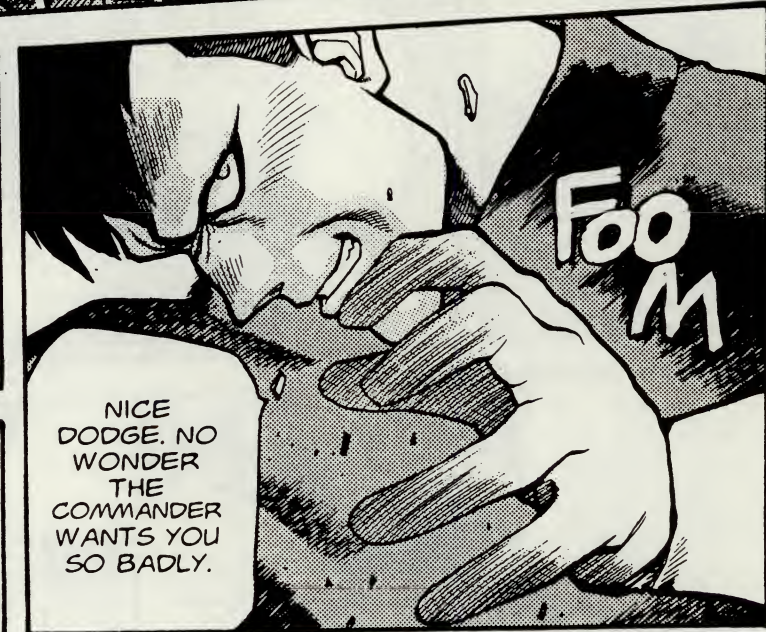


THAT'S ENOUGH, CAMMY!

**THUD**

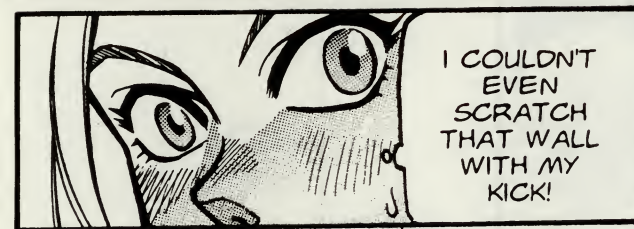


KRRK

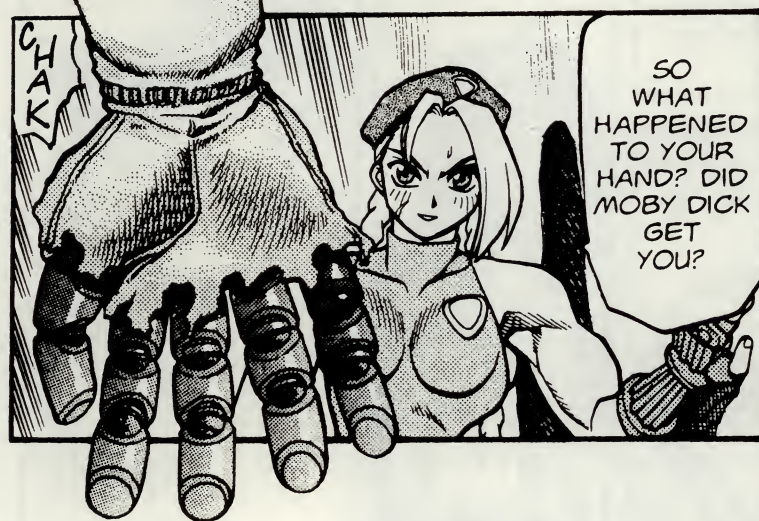


FOOM

NICE DODGE. NO WONDER THE COMMANDER WANTS YOU SO BADLY.



I COULDN'T EVEN SCRATCH THAT WALL WITH MY KICK!

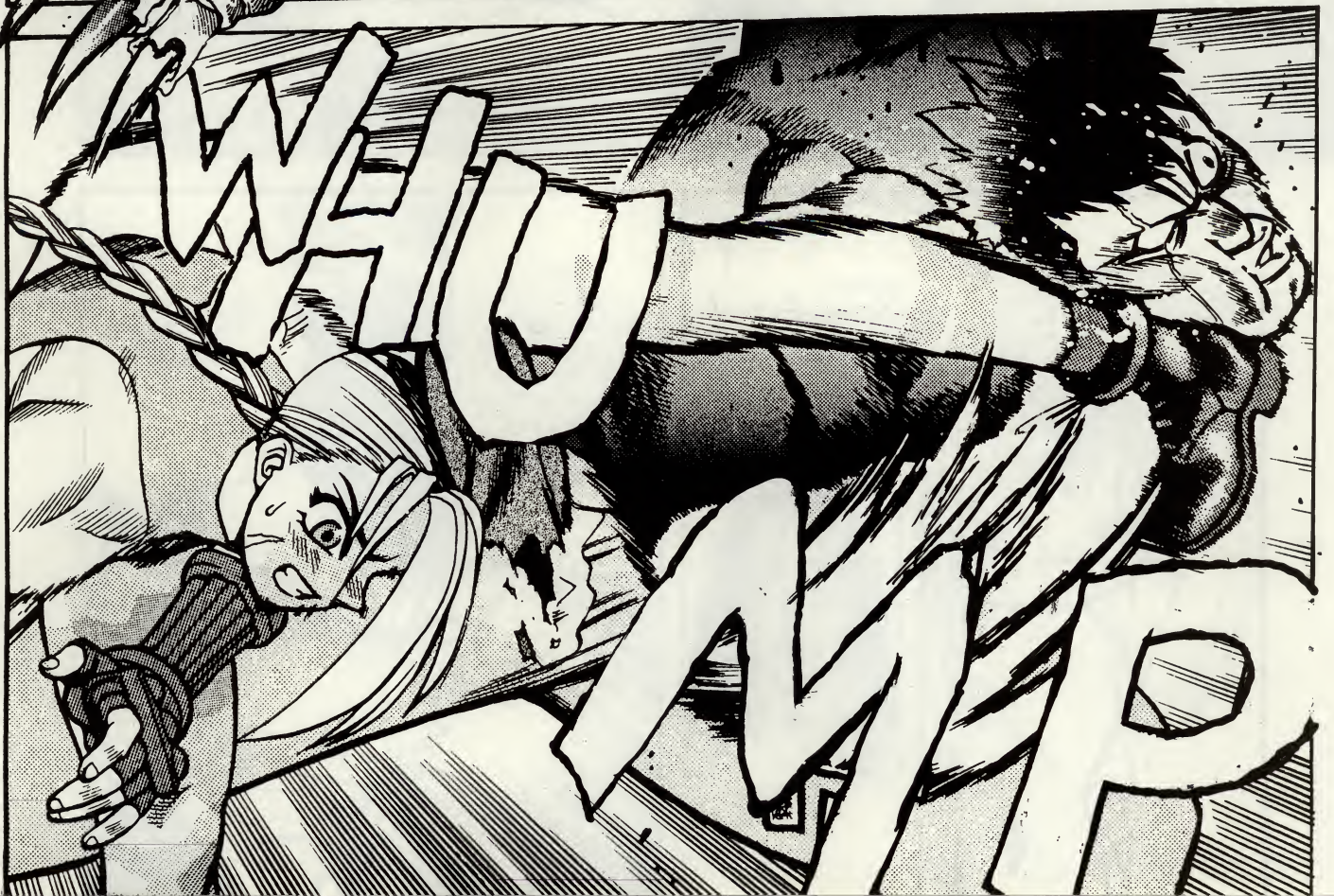
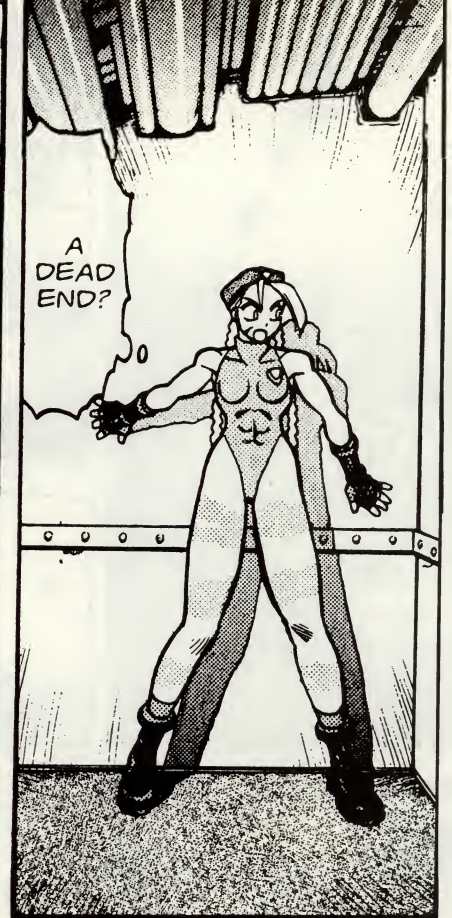
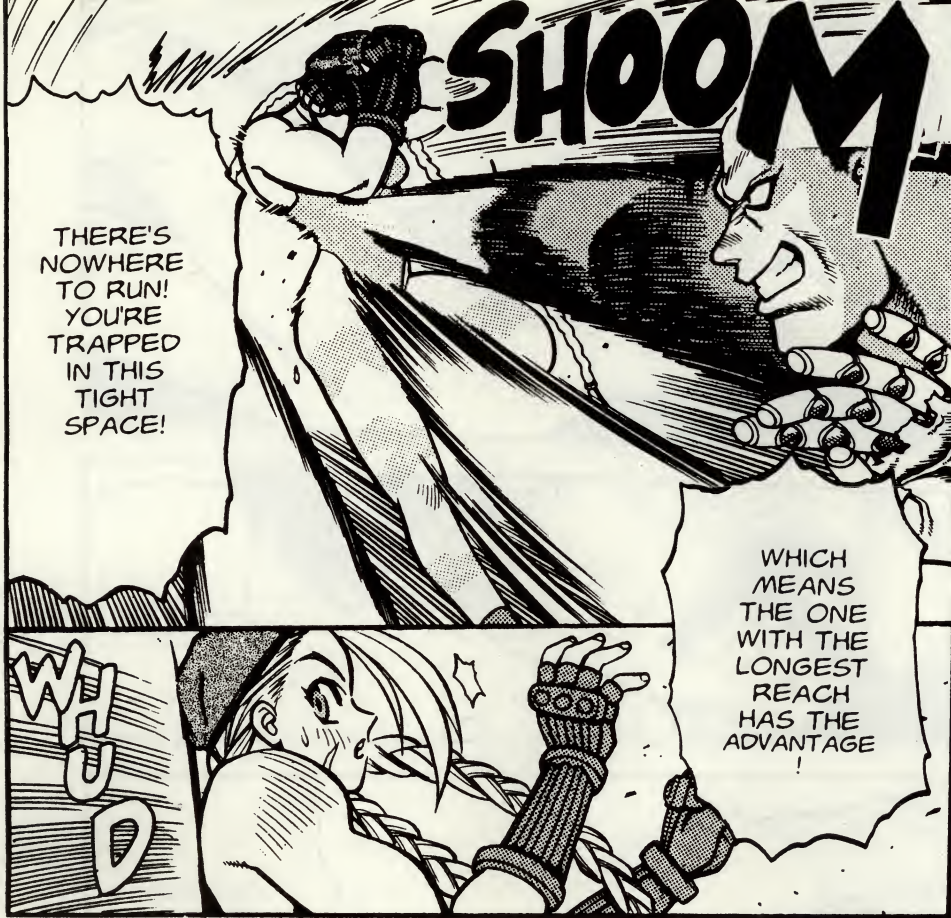


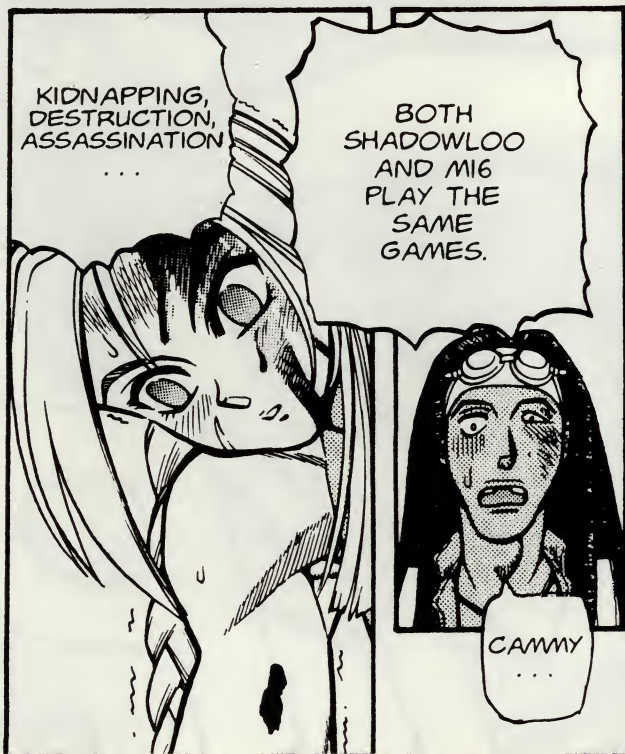
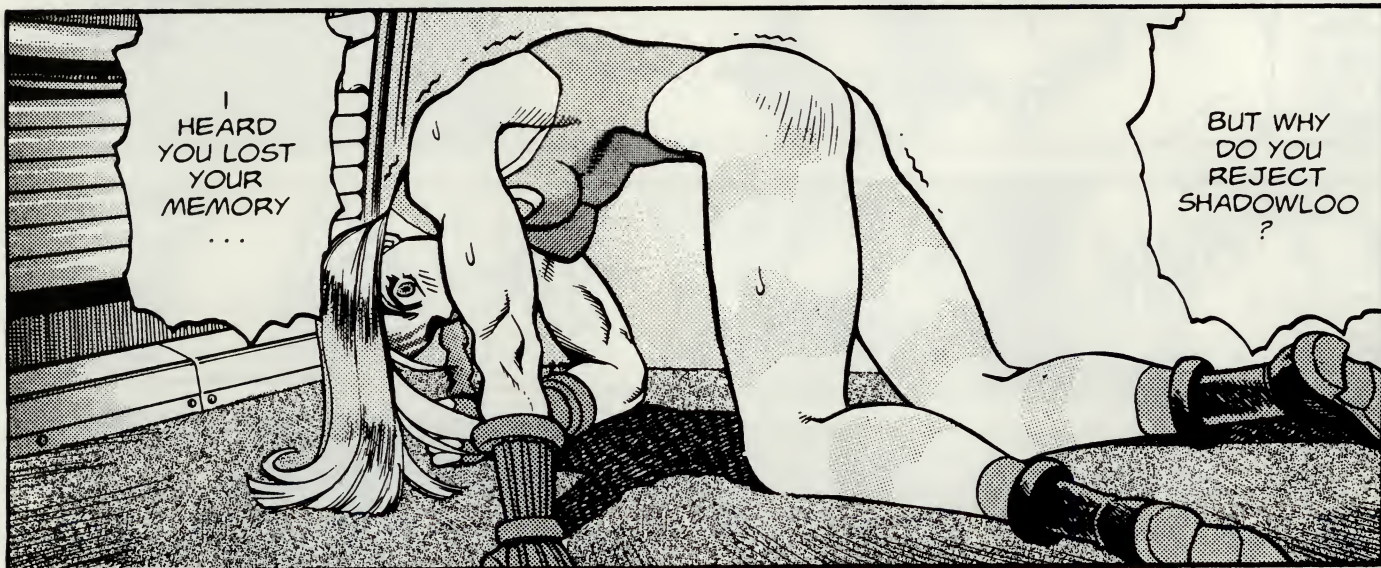
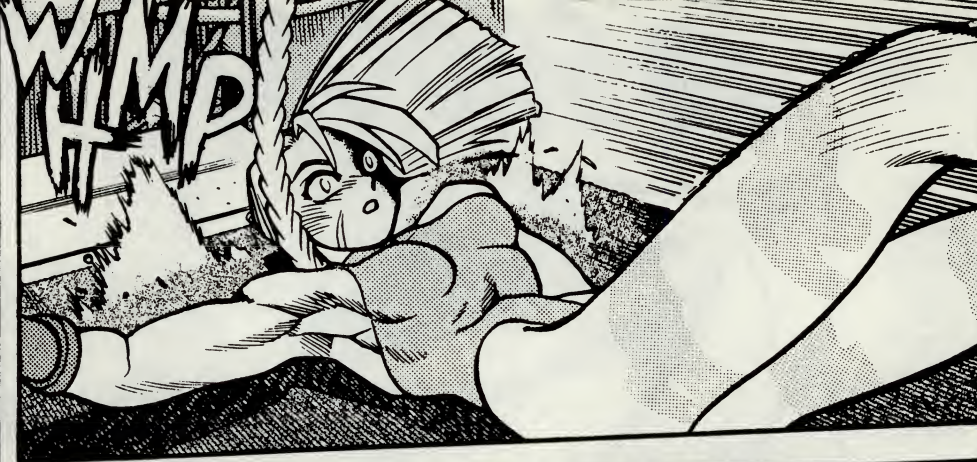
CHASH

SO WHAT HAPPENED TO YOUR HAND? DID MOBY DICK GET YOU?



SEE IF *THIS* AMUSES YOU...





KIDNAPPING,  
DESTRUCTION,  
ASSASSINATION  
...

BOTH  
SHADOWLOO  
AND M16  
PLAY THE  
SAME  
GAMES.

CAMMY  
...

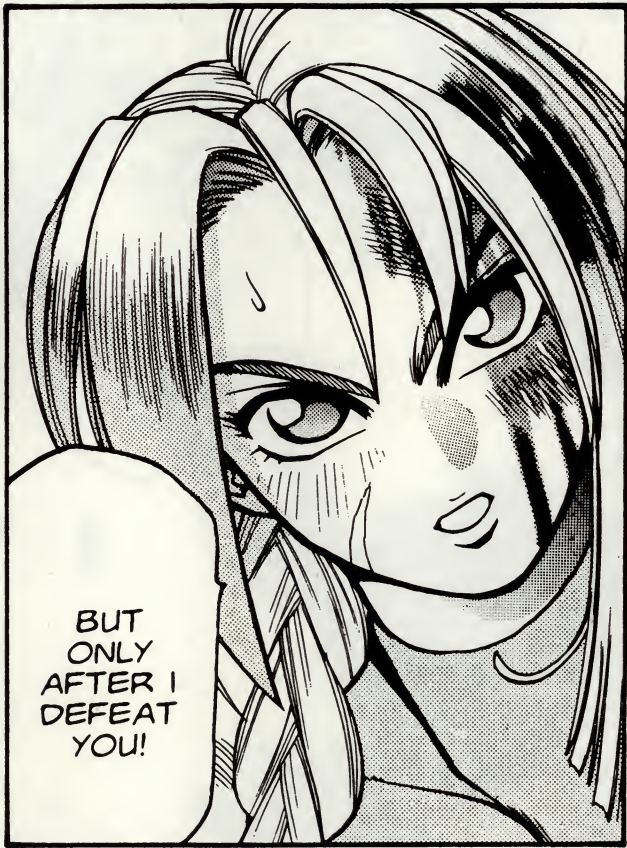


YOU  
USED TO  
**BELONG** TO  
SHADOWLOO!  
THERE'S NO  
REASON FOR  
YOU TO  
REJECT  
US!

BUT YET,  
YOU STILL  
RESIST!



HEH—  
I  
CAN  
TELL  
YOU  
WHY  
...



BUT  
ONLY  
AFTER I  
DEFEAT  
YOU!



I  
ADMIRE  
YOUR  
SPIRIT.



FIRE  
WHEN  
READY!  
USE THE  
SHOCK  
SLUGS!  
SHAK



HEY,  
STOP IT  
ALREADY!  
SHE  
CAN'T  
RESIST  
ANYMORE!  
SHE'LL  
DIE!

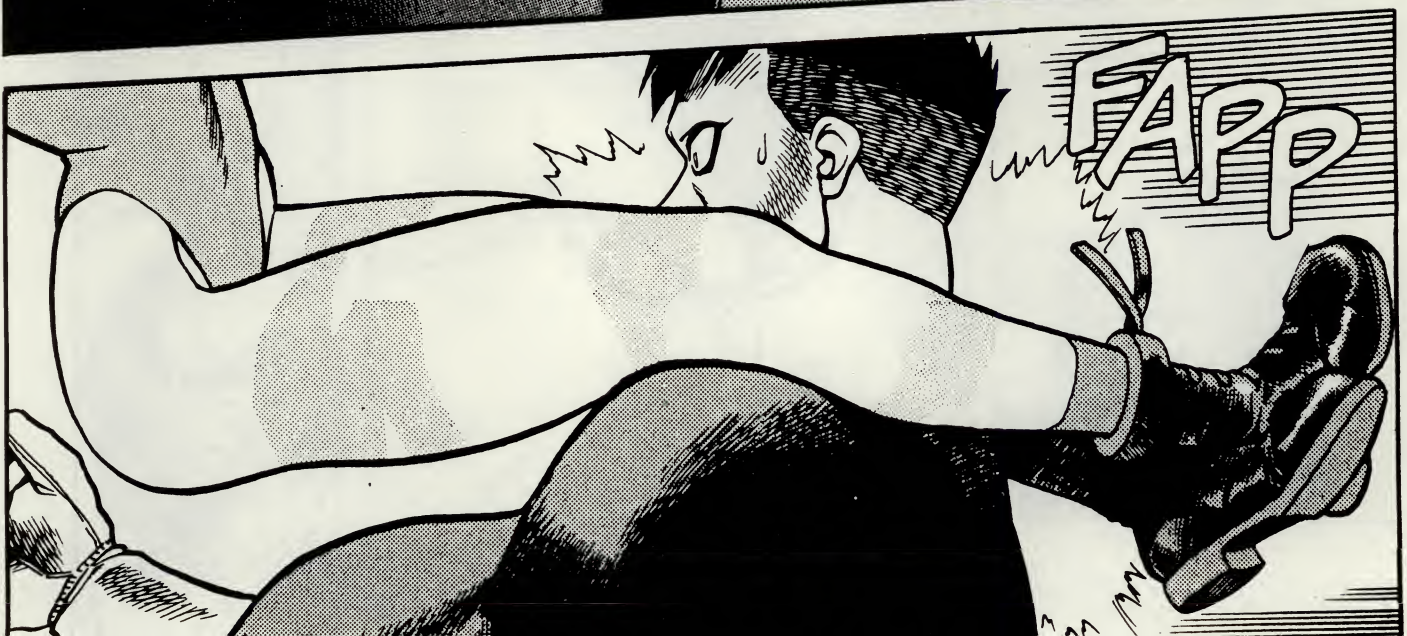


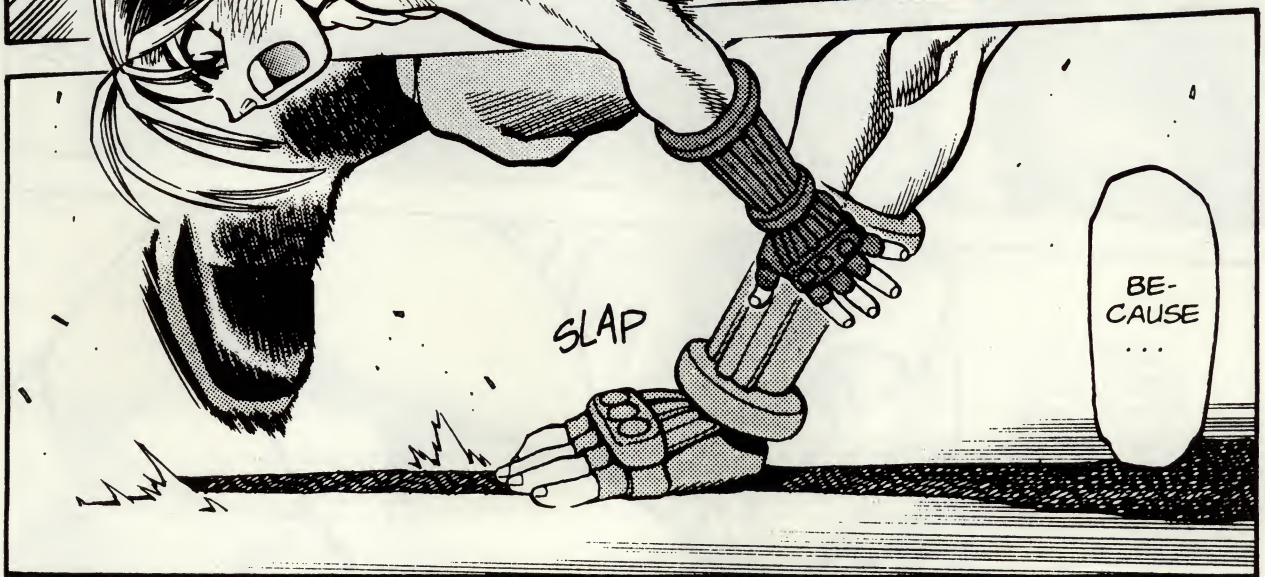
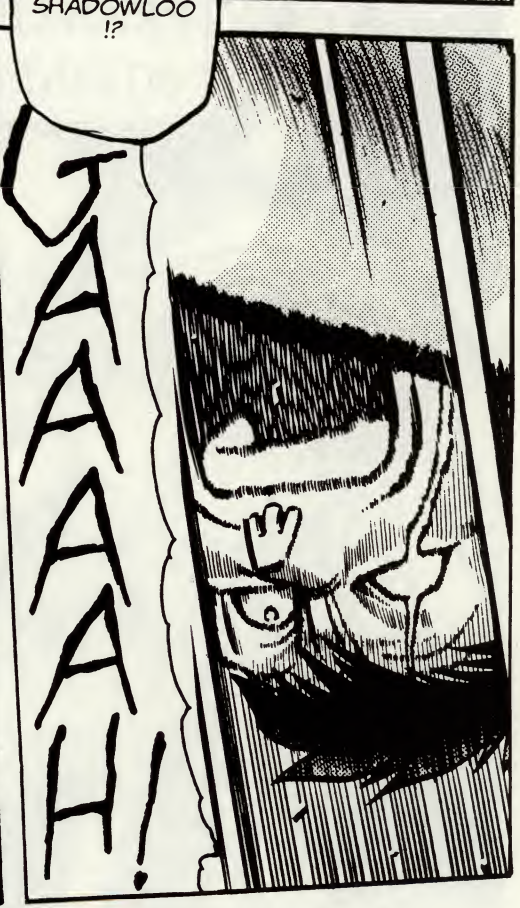
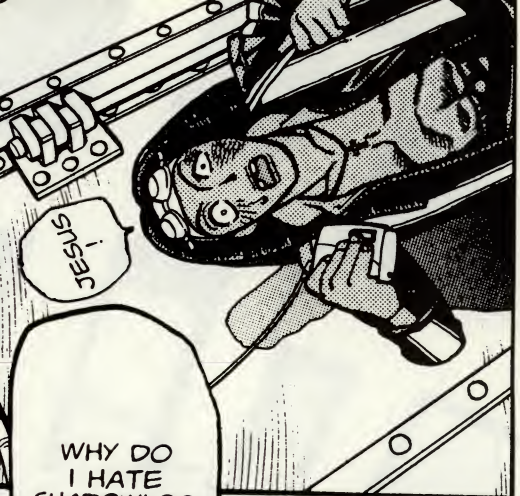
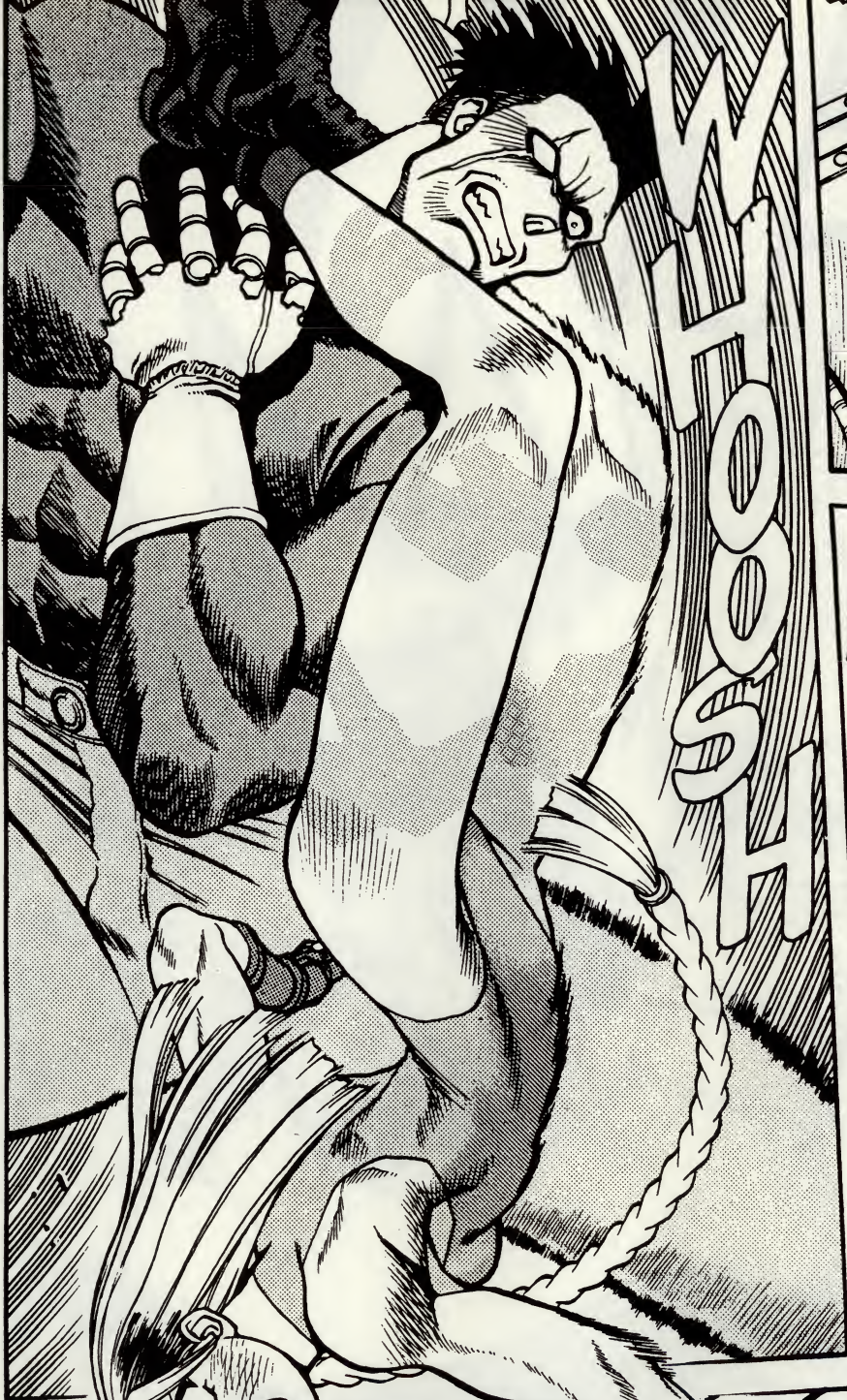
DO  
YOU  
THINK  
WE'RE  
THAT  
SOFT?

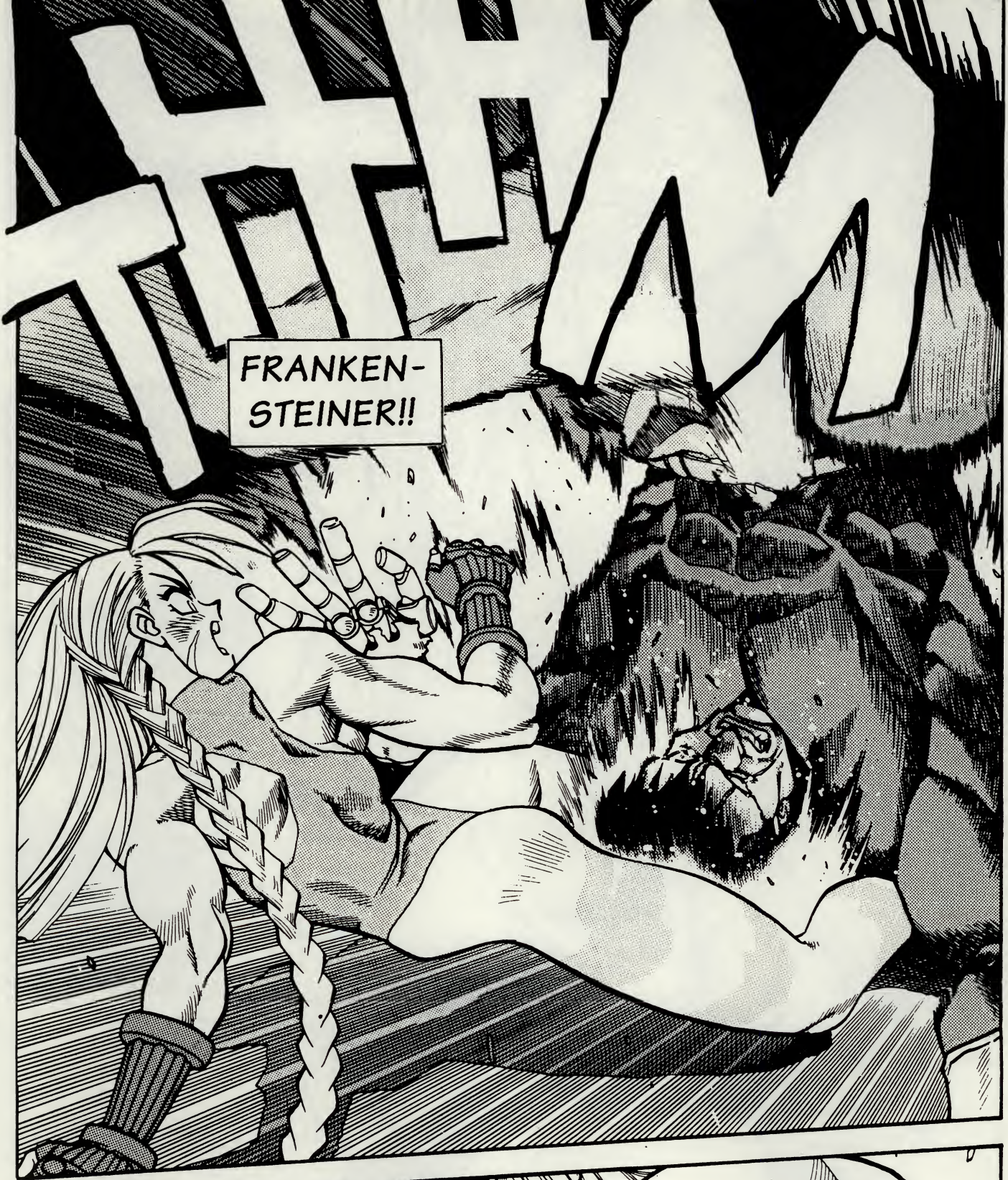
THIS  
IS  
HOW  
A PRO  
DOES  
HIS  
JOB.



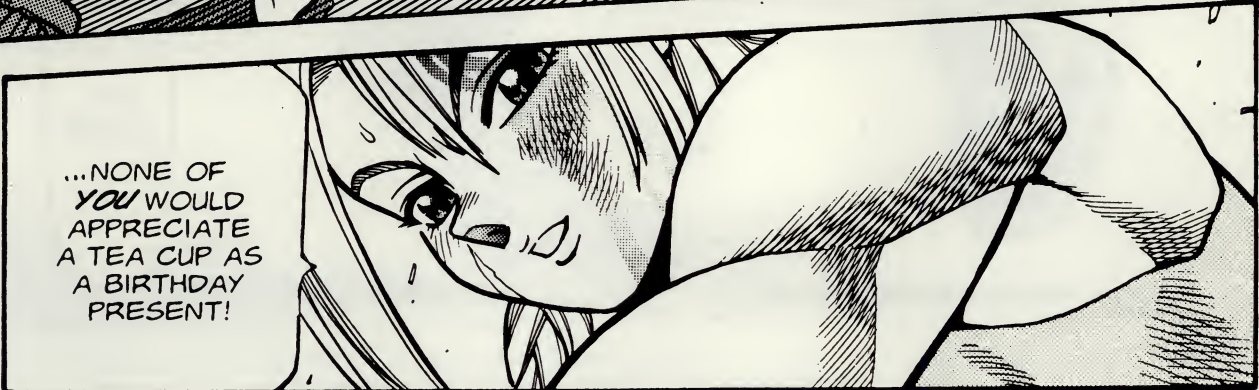
FIRE!





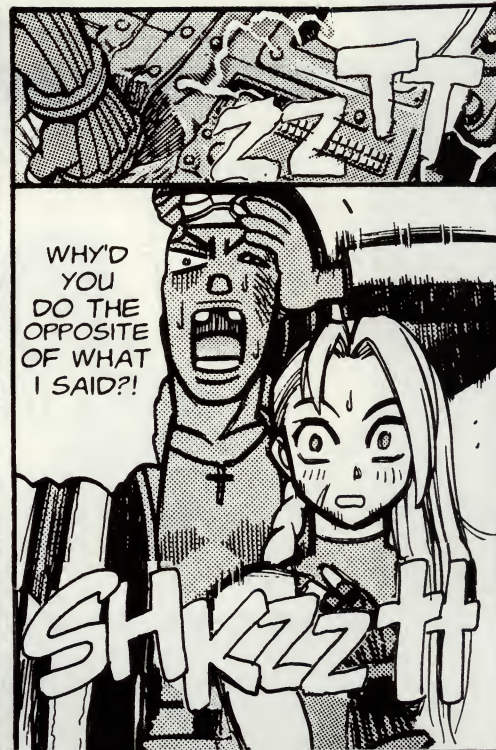
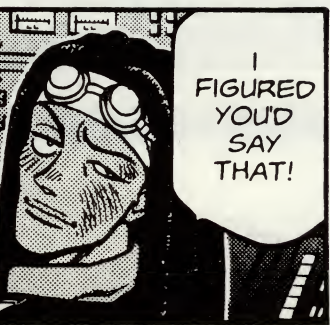
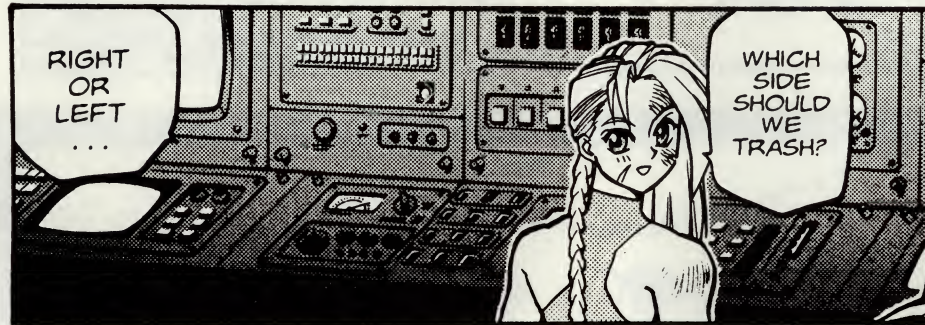
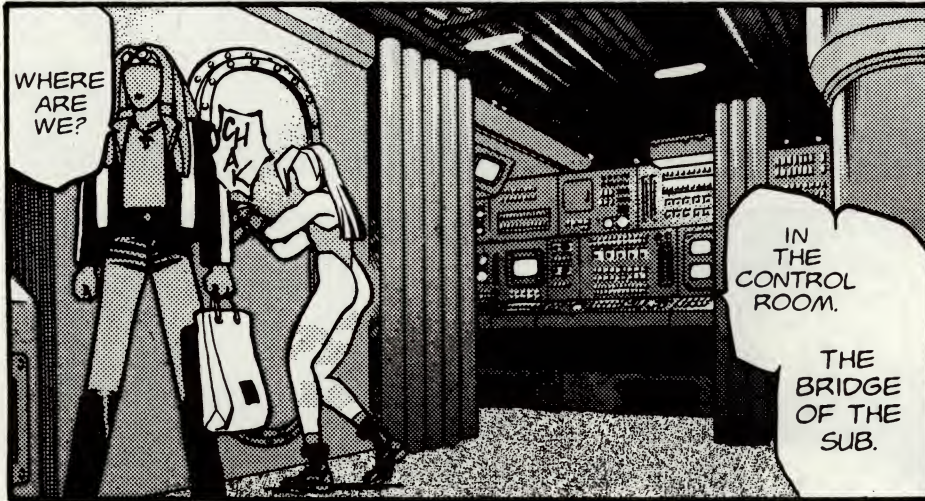
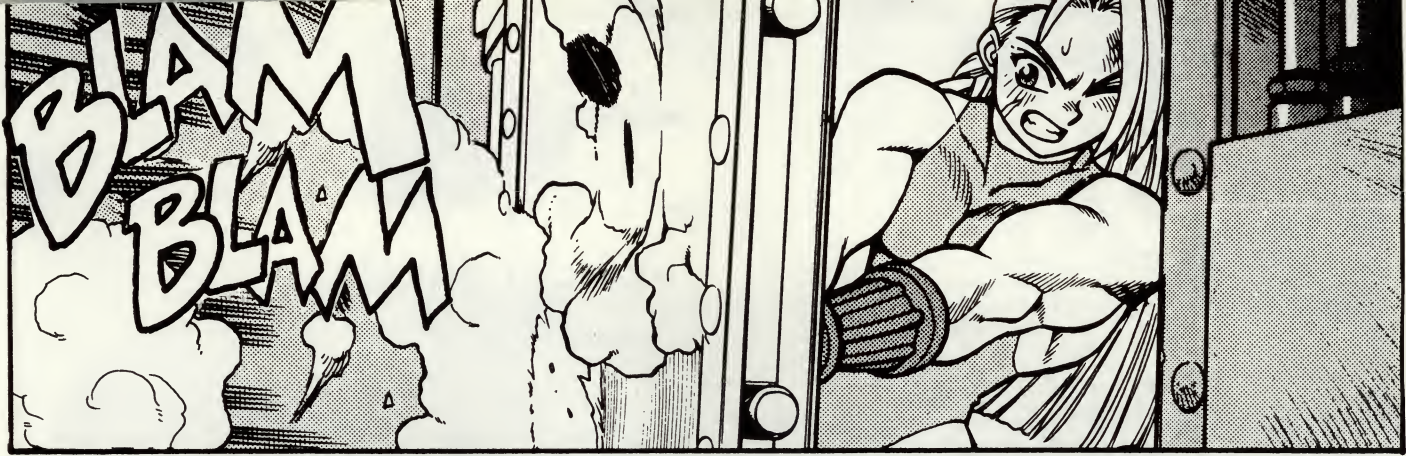


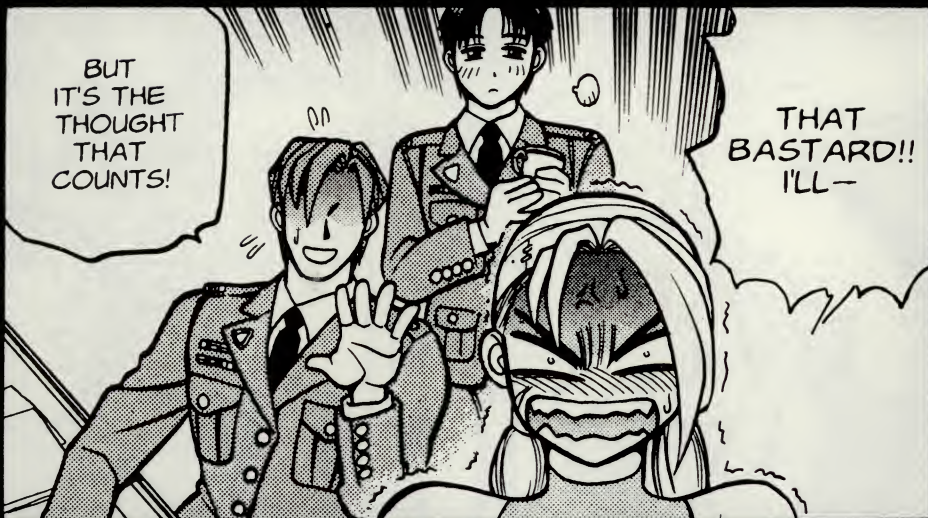
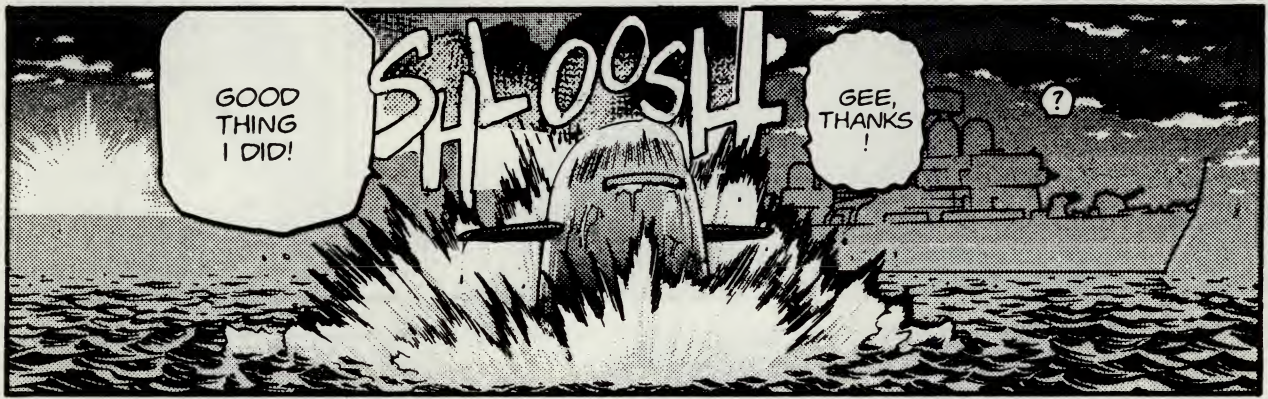
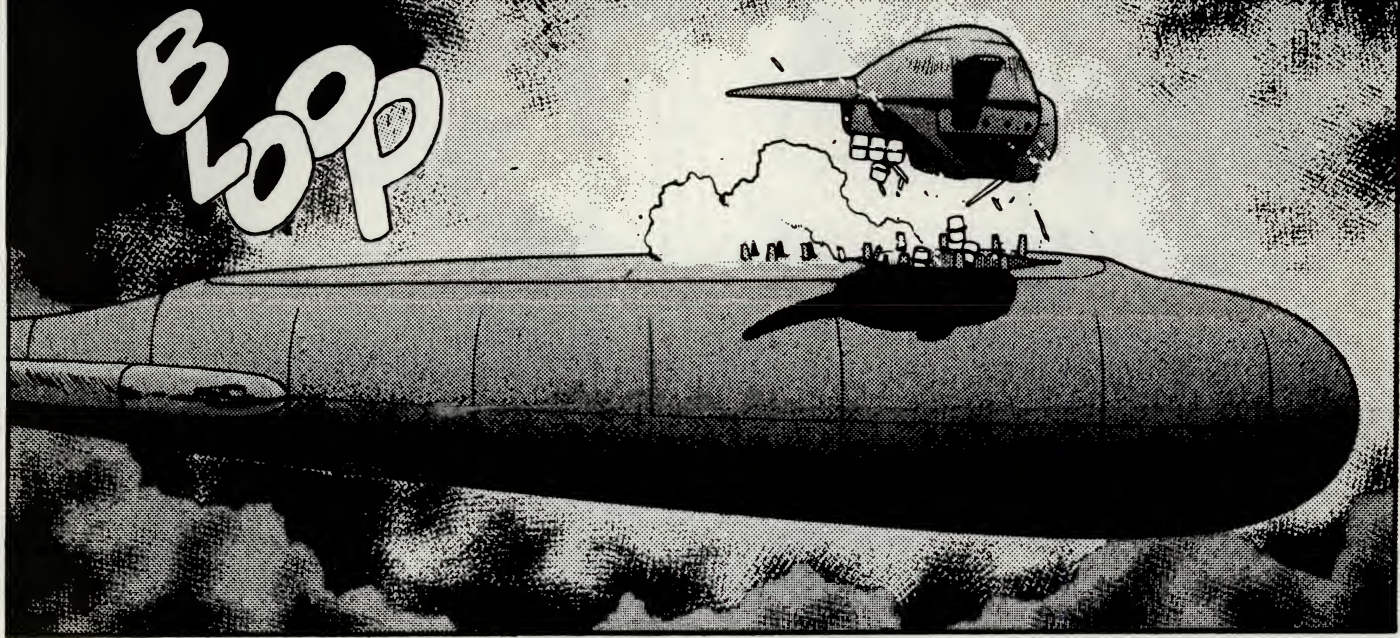
FRANKEN-STEINER!!



...NONE OF YOU WOULD APPRECIATE A TEA CUP AS A BIRTHDAY PRESENT!







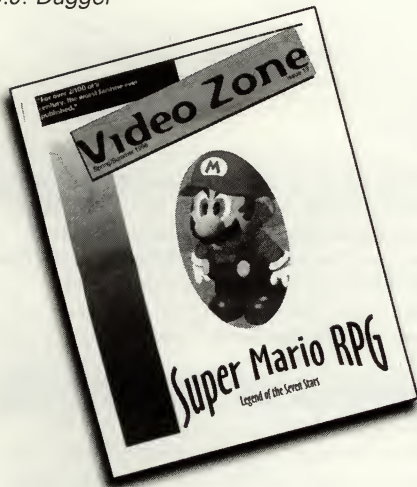
To be continued. . .

# The Zine Arena

Some of the most creative and opinionated voices in gaming are to be found in fanzines. Mysterious Game On! USA writer J.J. Dagger takes a look

What, you may ask, are fanzines? We all long to have our opinions heard, yet so few of us get the chance to speak our voices to be heard by many. Fanzines are created and produced by people just like yourself, the "average" video game fan, who became tired of only wishing to speak their mind about all that goes on in this kooky industry. While they may not look as slick or contain as many pages, they are written from the heart, the soul of their creator, and more times than not, they have the ability, and desire, to speak in a pull-no-punches manner.

J.J. Dagger



## Video Zone #19

Editor: Chris Kohler  
Address: 330 Totoket Road; Northford, CT; 06472  
Cost: \$1  
Rate: Occasional  
Genre: RPGs, Japanese Style

Video Zone is one of my favorites out there, because it's a shining example of a sincere, honest video gamer writing about what he loves. His humor is wonderful, but he doesn't really give himself a chance to show it. If Chris would lose one page of reviews, and put an editorial and some humor there instead, Video Zone would have more diversity and would be more enjoyable. It is still, however, very good, and a great place to start your collection of fanzines.



## Digital Press #30

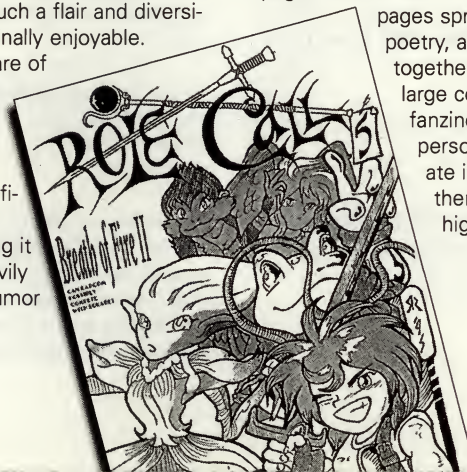
Editor: Joe Santulli  
Address: 44 Hunter Place; Pompton Lakes, NJ; 07442  
Cost: \$1.75  
Rate: Bi-monthly  
Genre: Classic

Digital Press is always large in page count, full of information and writing, and never drops in layout quality, but I've been known in the past to accuse it of being a bit bland and impersonal. Issue #30, however, very much surprised me. Each issue of Digital Press covers a specific topic, and this one was "Blurb-a-thon," where the whole of the issue is devoted to nothing but different writers and contributors talking. Not about a specific topic, or a certain game, just whatever they felt like, which I found really interesting to read.

## Role Call #5

Editor: Rachel Ryan  
Address: 25 Oakdene Ave; Woolston; Warrington; Cheshire, WA14NU; UK  
Cost: 3 International Reply Coupons  
Rate: Unknown  
Genre: RPGs, Adventure

Role Call is, without a doubt, my favorite fanzine currently being produced. Sure, it's only really about RPGs and the occasional Adventure game, but it's done with such a flair and diversity of material that it's criminally enjoyable. Beyond the mandatory share of game reviews, there are editorials, humor, debates, an RPG encyclopedia, even it's own cartoon serialization with a definite Japanese influence. I highly recommend checking it out; even if you're not heavily into RPGs; it's style and humor can be appreciated by all.



## The Laser #15

Editor: Michael Palisano  
Address: 2 Rock Ridge Drive; Norwalk, CT; 06584  
Cost: 3 International Reply Coupons  
Rate: Occasional  
Genre: Anything

Let me first make a warning, the Laser is not for everyone. Not that it's offensive, or crude, or anything like that, it's just that some people might find it too...weird. The best way to describe it would be if you were to take a group of pages written about video games, a group of pages sprayed with artwork and poetry, and to mix the two together. Each issue is rather large compared to most other fanzines, and always highly personal. If you can appreciate its more artsy nature, then the Laser comes with high recommendations.

Welcome to the Game On! USA letter column! From this issue on, we'll be here to answer your questions and confirm your rumors. First, the Letter Column Contest outcome!

### First Place—Write ON!

Jason Weibel • Great Falls, MT  
We know what you're thinking: "But I thought of Write ON!" The winning entry was also the most popular entry, with about a million people suggesting it. Though this should have warned us, we went ahead, and a random drawing was held, which Jason Weibel won. But not to forget the others: Steve Ney • Philadelphia, PA; Justin Chan • Moncton, New Brunswick, Canada; Jimmy Gray • Huntington, WV; Lee Tellez • Torrance, CA; Robert Rada • Naperville, IL (via Internet); Julian Thomas • UK (via Internet); Chris Kohler • Northford, CT; Eddy How • Secangor, Malaysia; Patrick Little • Elizabethton, TN; Andy Laubacher • Albion, NY; and Andre Devon • Inglewood, CA. You'll all receive Fatal Fury posters for your efforts!

As for Jason, he'll be getting all three Fatal Fury: The Motion Picture videos, the six-issue Street Fighter: The Animated Movie limited series, and a year's supply of Game On! USA! You're good with names, Jason...but you're pretty lucky, too!

### Second Place—Pass it ON!

Roy Wilkins • Alexandria, VA  
Roy grabs the Street Fighter: The Animated Movie limited series, and a 12-issue subscription to Game On! USA. Congratulations!

### Third Place—The ON Switch

Nick Celani • (via Internet)  
Nick's tuned-in contribution nabs him a 12-issue subscription to Game On! USA.

We thank everyone who contributed the many and very creative submissions. And now, Write ON!  
The Editors

## THE ANIME CONNECTION

After reading the first issue of *Game On! USA*, I have to admit that your magazine is ahead of the competition when it comes to information on overseas games, background information on hit games, and the video game/manga scene. I was extremely impressed with the first issue and I plan to purchase upcoming issues. In future issues, I would like to see a number of things. First, I would like to see more review coverage on overseas games. I would also like to see a section for hints, tips, and strategies on overseas games both of the present and the past. There should also be a section which reviews and covers anime. Finally, I want to see interviews with video game designers, especially with Masamune Shirow and Akira Toriyama.

**Paul Cooper**  
Glendale, NY

Thanks for the input; as you can see (for instance in *ON! Command*), we're doing some of this already!

About anime reviews, there are other magazines devoted solely to anime, which we recommend anime-oriented fans to check out along with *GAME ON! USA*, *ANIMERICA*, *V-MAX*, and *PROTOCOLTURE ADDICTS* are only some of the many anime magazines you can find. And we will preview and review some game-based anime.

## BANG FOR YOUR BUCK

Hello,

I just wanted to drop you guys a letter telling you how much I enjoyed reading the first issue of *Game On! USA*. Your magazine is still young, but I really did enjoy all the elements it presented. Fresh ideas, comics, and very little ads...why hasn't someone done this before?

I do however have a few suggestions. The background was...lacking. After getting used to *Animerica's* "look," *Game On!* seemed too spacey with all the pages on a plain white background.

More honest critiques of the games. I don't want to buy a stinker. No one does. Talk about how the gameplay is. How necessary is it to be able to read what's on the screen.

More screen shots. As many as possible. I was left aching for more pictures of the new *Macross* game.

More bang for my buck. *Game On! USA* is thin. Real thin compared to its competition. The comics are wonderful, but give us more of them, or more articles. \$4.95 is a heavy price tag for a magazine that is more than 50% black and white. Give us more of what you guys do great...articles, pictures, and generally anything Japanese that has to do with anime/video games.

Whoops! Sorry, I got carried away in the criticism. I did enjoy *Game On!*. I just see so much more potential.

**Vincent T. Riley**  
via Internet

We can take it, Vince! Your Editors and your Graphic Designer, Ted Szeto, have worked since Issue #1 on adding more graphics to *GAME ON! USA*. We love screen shots—and hand-drawn art—and try to use as many as possible. As for the cover price, we feel that with B&W comic

books regularly running for between \$2 to \$3, two issues' worth of comics plus color pages in each issue makes our price, the same as other magazines, reasonable. And about more pages...we're looking into it. Newline gets one page longer next issue.

## SUPER MULTIPURPOSE CULTURAL STREET FIGHTER GIRL CAMMY

Dear *Game On!* folks,

Hey, whaddya say?

First off, congratulations on a fine magazine. Finally, us non-Japanese otaku/gamers have found the perfect magazine. I got my \$4.95 worth, I'll tell you that much right now. What really hooked me was the manga. Guys, you have my personal thanks for translating Masahiko Nakahira's *Cammy Gaiden* manga. But I'll admit, it was sort of a mixed blessing. Here's why:

Back in December, I went to my nearby Japanese Cultural center to buy my first untranslated manga. I'm a student, and with money being tight, I logically looked for a manga which I thought would have a pretty low chance of being translated. Guess which one? Yup. *Cammy*. Plunked down nine bucks, unwrapped the book, and then spent about the next four months reliving the days of early otaku, as I tried to guess what was happening. Imagine my surprise when I read about the translation featured in the upcoming *Game On!*. It was a sort of shocked/surprised/happy feeling. (It still astounds me how amazingly off the mark I was with my guesses about the first chapter.)

By the way, any chance of you translating the *Cammy* mini-poster that came with the original manga? I'm dying to know what it says.

**Darrick Chen**  
Bartlett, IL

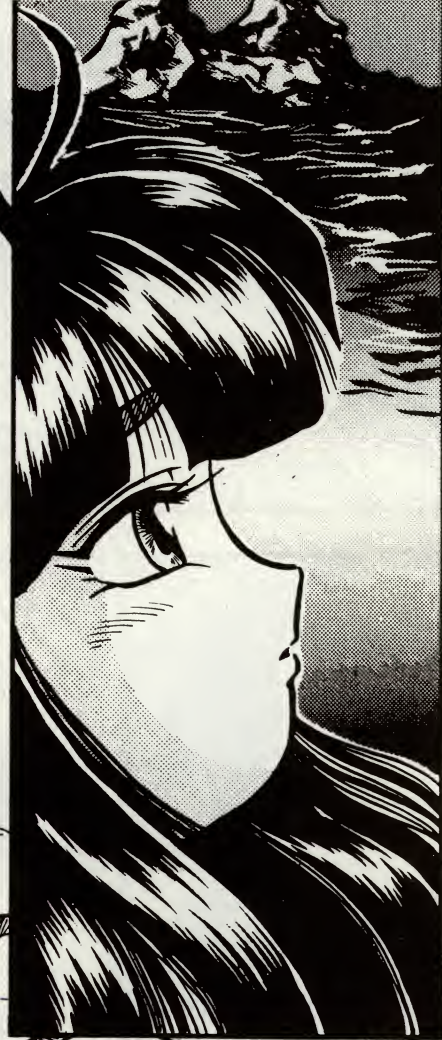
All things come to those who wait for the graphic novel, Darrick. As far as our upcoming manga, we're considering *DARKSTALKERS*, *TEKKEN 2*, more from the artist of *TOSHINDEN*, and *VIRTUA FIGHTER*, not to mention *RPG manga* and *STREET FIGHTER ALPHA* by *CAMMY's* own Masahiko Nakahira. Send us your votes!

## Attention Artistic Gamers!

Some people say 2D games are dead...but 2D is perfect for submissions to the Fan Art Gallery! Send in your illustrations and we'll print them each month. The only guidelines are as follows: (1) Avoid using pencil or binder paper (color pencils are okay, but don't reproduce as well as pens). (2) **NO LARGER THAN 8 1/2" x 11"** (3) It doesn't have to be on the envelope. (4) **LABEL** the back of your art with your **NAME, ADDRESS, and AGE**. We're waiting for your designs!

When we run out of manga to read, we tear into your mail. Address correspondence to: **GAME ON! USA-C/O VIZ COMMUNICATIONS-P.O. BOX 77010-SAN FRANCISCO, CA 94107**, or via the Internet to [game\\_on@sirius.com](mailto:game_on@sirius.com). We are unable to answer mailed letters individually. Concise, typed letters have the best chance of being published. We reserve the right to edit for space or clarity.

# SAMURAI SHODOWN



## BATTLE FIVE: OGRE'S HOWL

Story by **KYOICHI NANATSUKI**

Art by **YUKI MIYOSHI**

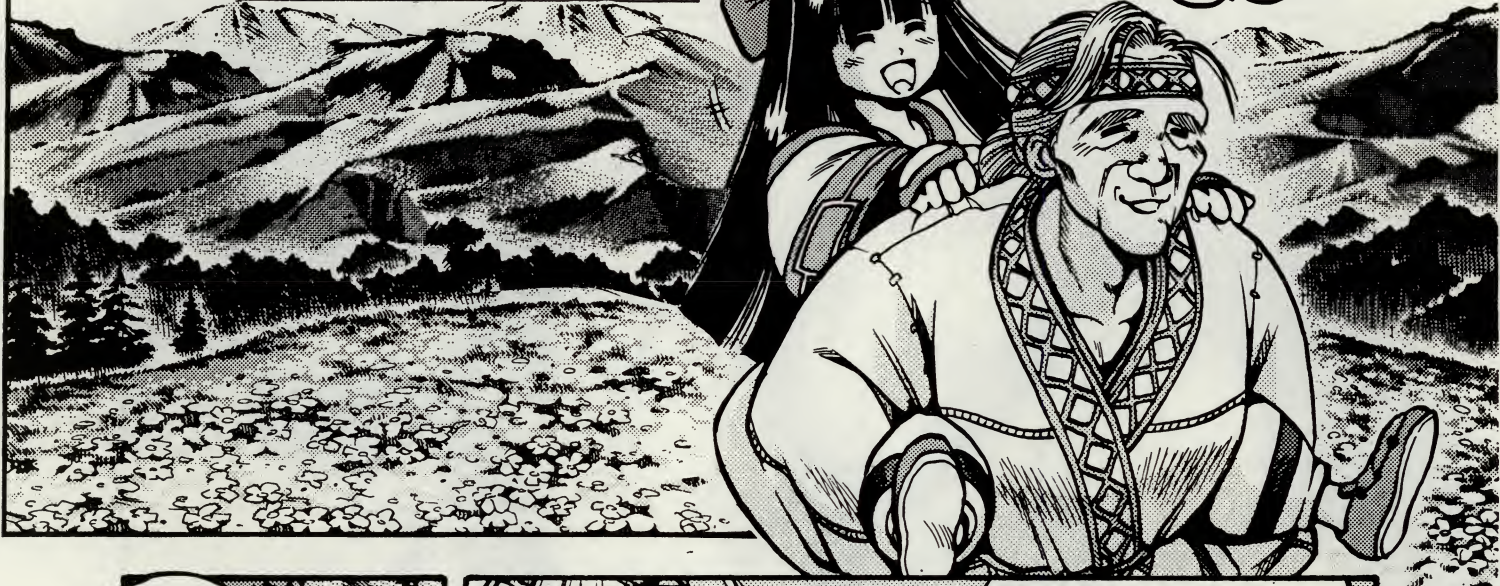
English Adaptation by **FRED BURKE & KAORU HOSAKA**

Lettering & Touch-up by **MARY KELLEHER**

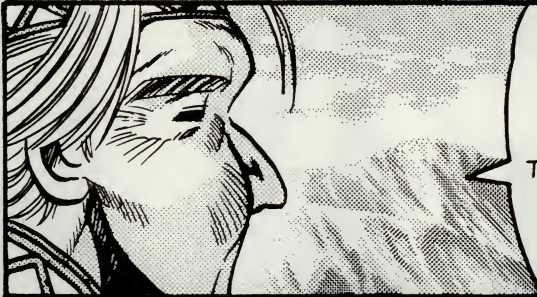
© SNK 1993

♪ Ohlululu, oho, oho, o  
Milk of sleep has descended  
Quietly. . .  
Ohlululu, oho, oho, o ♪  
Boat of sleep has descended  
Quietly. . . ♪

I LOVE  
YOUR  
PRETTY  
SONG,  
GRANDMA.



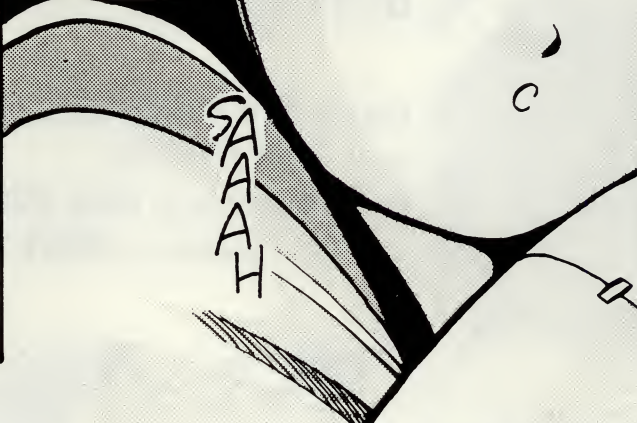
REMEMBER,  
NAKORURU...



GRANDMA  
CAN SEE -- YES!  
YOU ARE FATED  
TO GO ON A JOURNEY...  
WITH A **SWORD** IN  
YOUR HAND!

THAT'S WHY  
YOU MUST  
**NEVER**  
FORGET  
THESE  
**SONGS.**

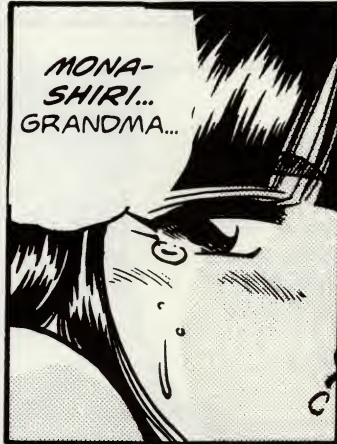
THE SWORD  
TEARS  
PEOPLE  
**APART...**  
BUT SONG  
UNITES  
PEOPLE  
**TOGETHER**



LISTEN TO  
MY LULLABY  
**NOW,**  
SWEET-  
HEART... FOR  
THE SWORD  
AWAITS  
YOU...



GOD OF SLEEP, LET THIS CHILD HAVE PEACE— FOR NOW...



MONA-SHIRI... GRANDMA...



OH... OHH...!

sha  
Z  
A  
A  
A  
A

THE RAPID  
CURRENT  
LEAVES  
ALL THE  
APPROACH-  
ING SHIPS  
STRANDED  
ON A REEF.

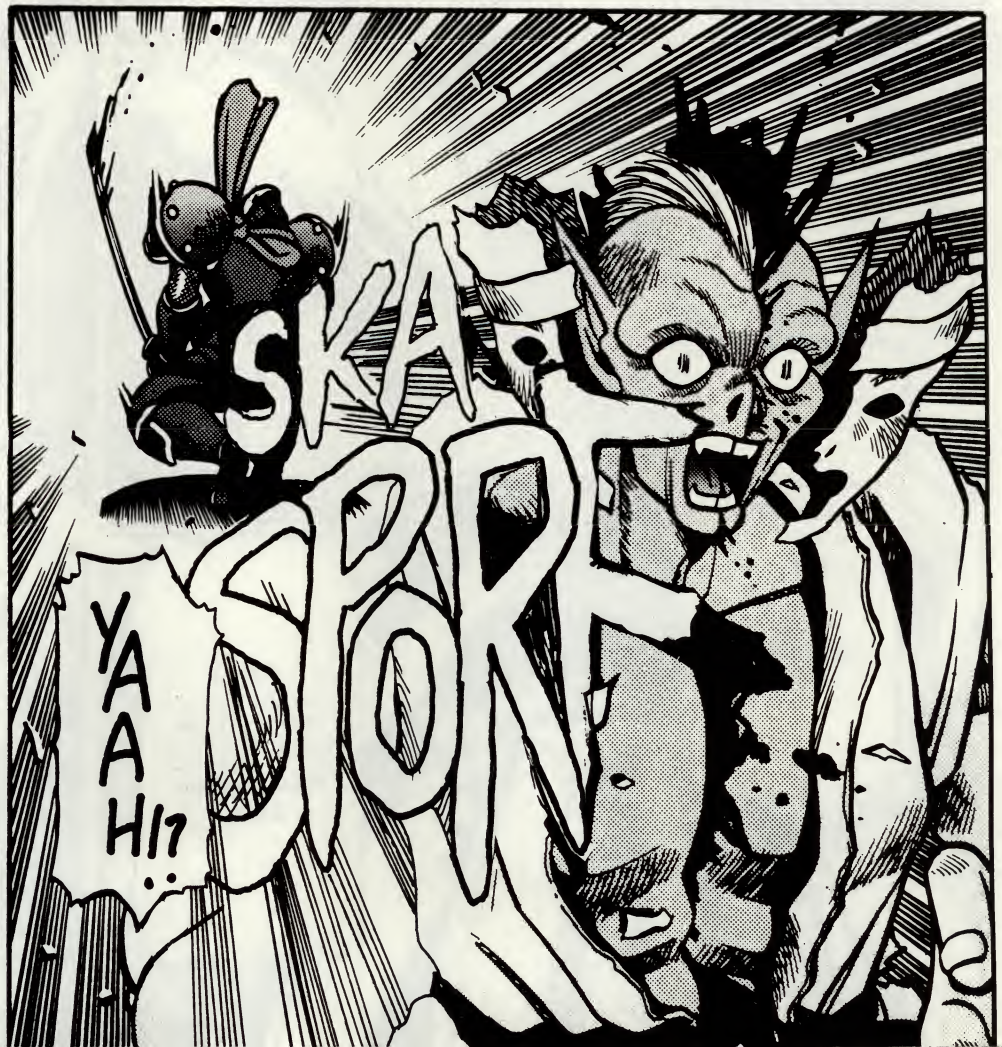
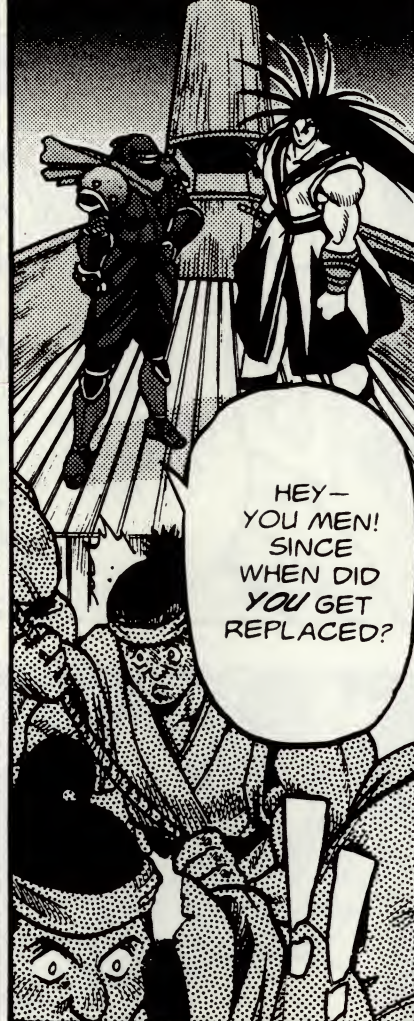
CORPSES  
THAT WERE  
DRAWN INTO  
THESE  
WHIRLPOOLS  
HAVE NEVER  
RISEN IN  
THIS  
TREACH-  
EROUS SEA.

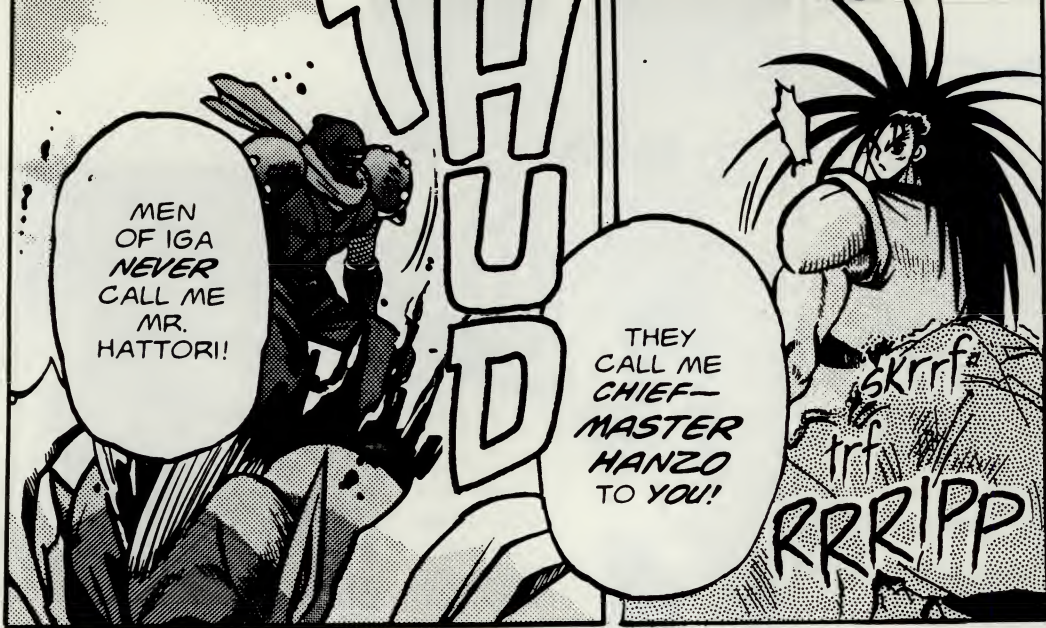
THE HOWL  
OF THE  
WIND FROM  
THE ISLAND  
SOUNDS AS  
IF OGRES  
ARE CRYING  
OUT FROM  
HELL...

A  
O  
O  
O  
H

PEOPLE  
CALL IT  
KIKOKU  
ISLAND—  
"THE ISLAND  
WHERE  
OGRES  
HOWL"...



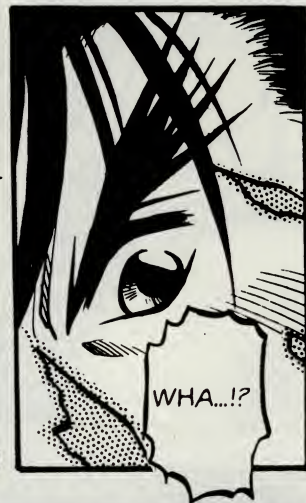




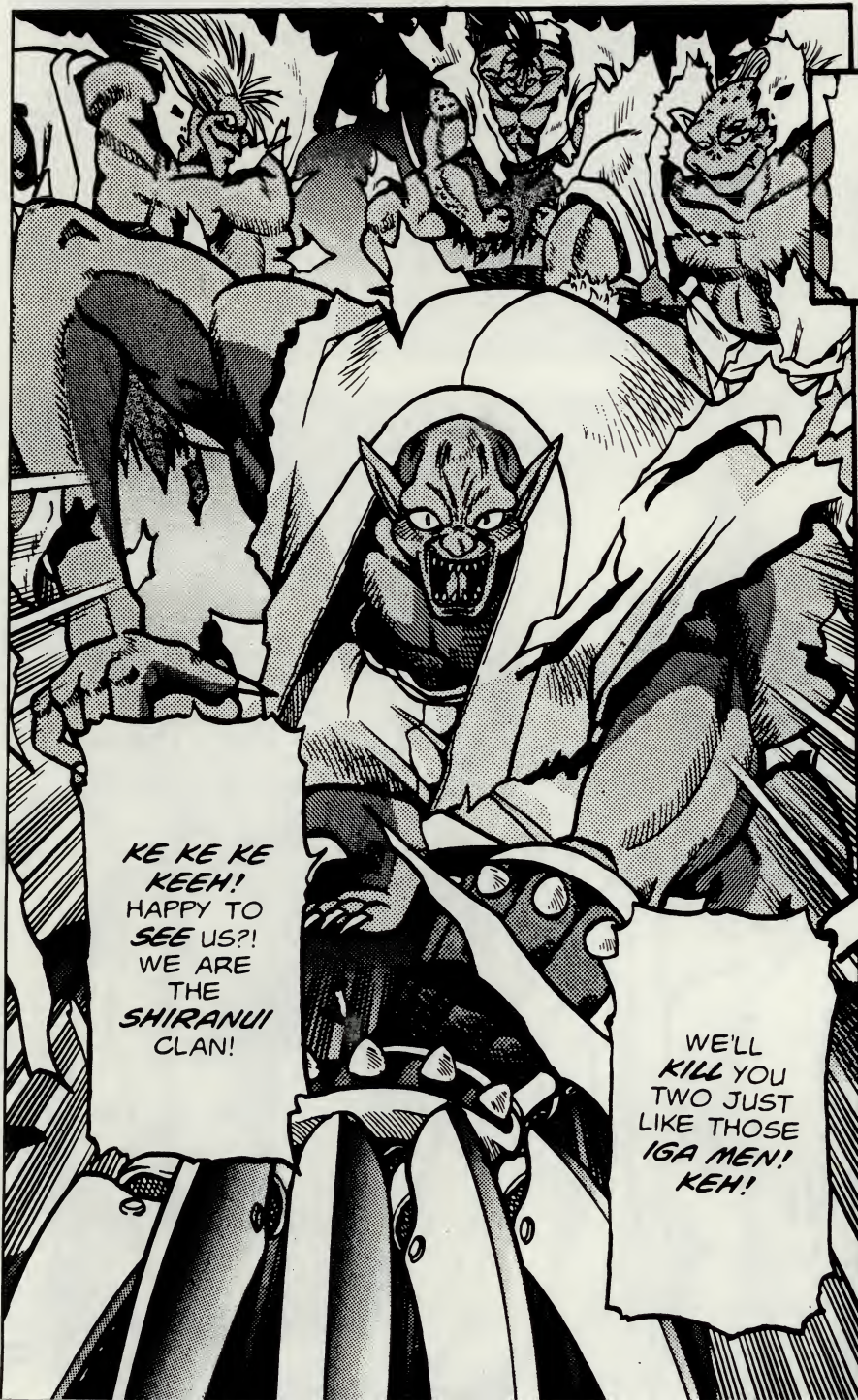
MEN OF IGA NEVER CALL ME MR. HATTORI!

THEY CALL ME CHIEF— MASTER HANZO TO YOU!

SKRRF  
trf  
RRRIPP

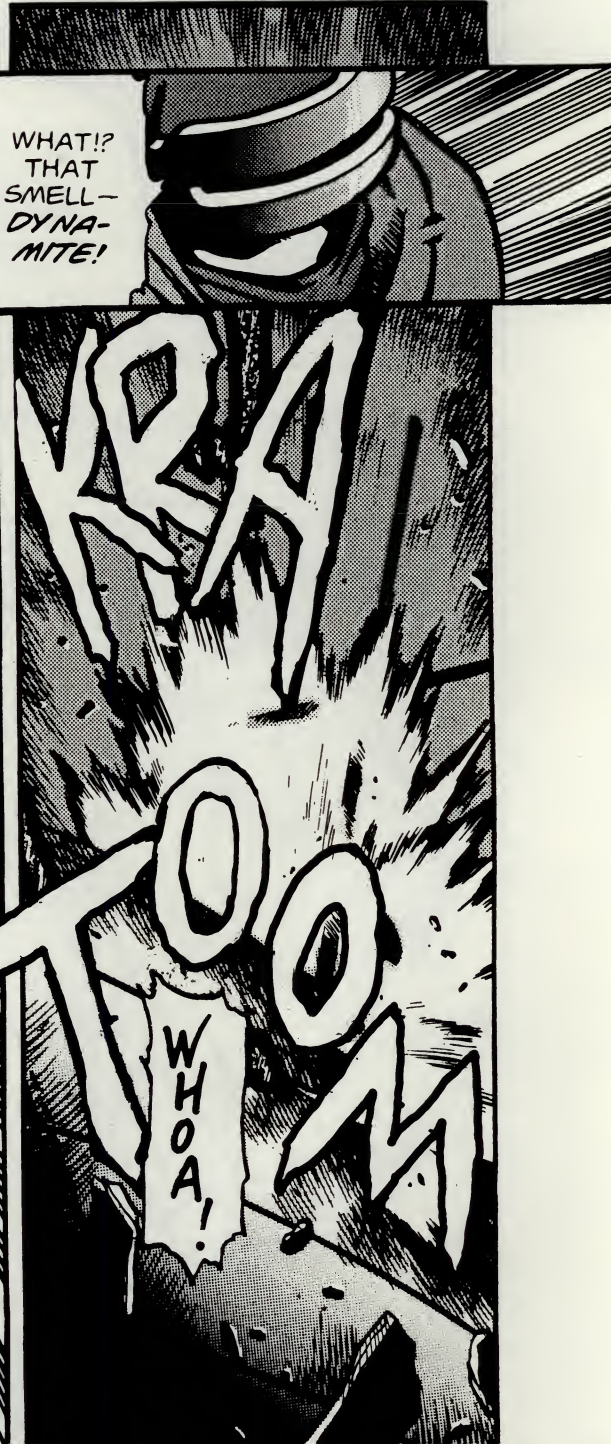


WHA...!?



KE KE KE  
KEEH!  
HAPPY TO SEE US?! WE ARE THE SHIRANUI CLAN!

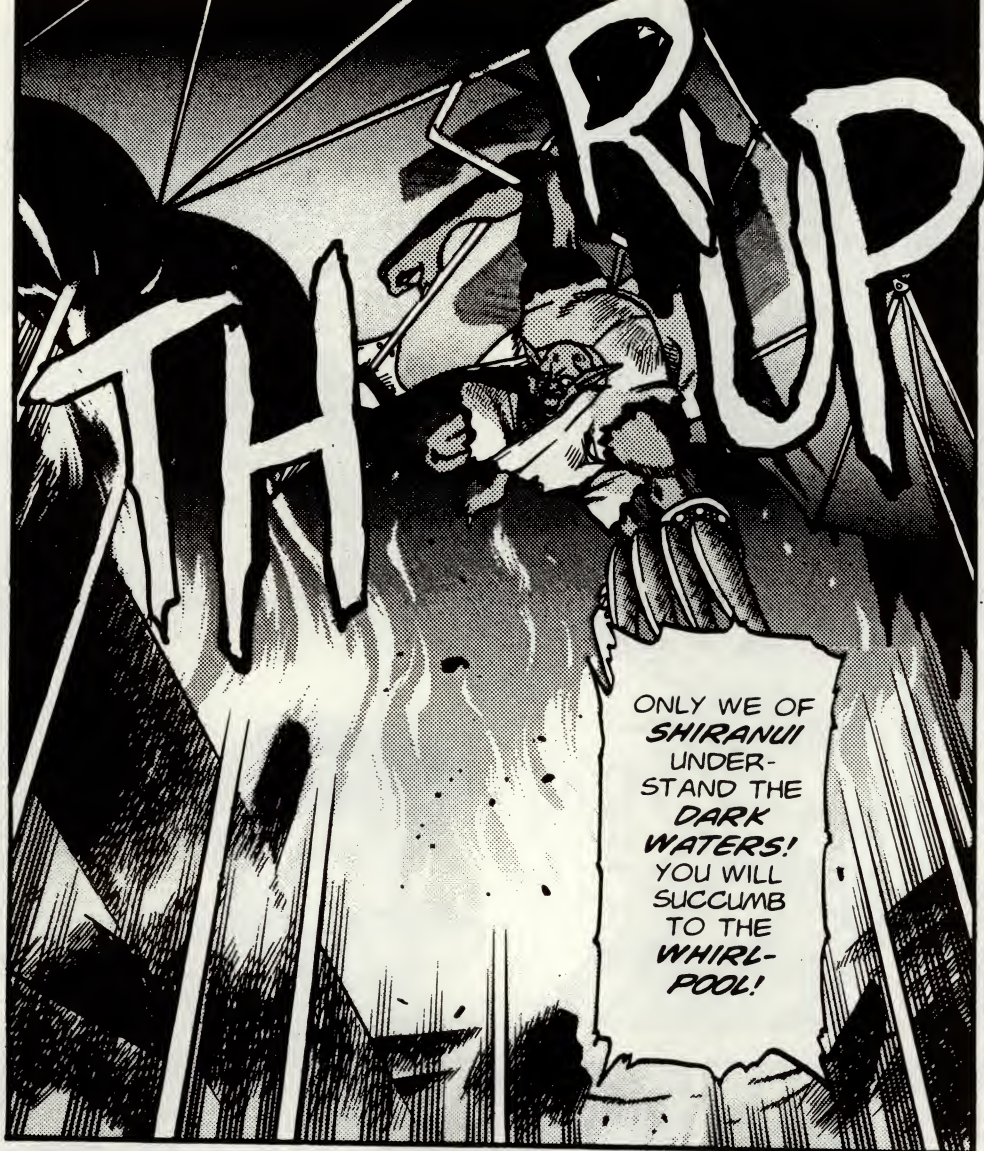
WE'LL KILL YOU TWO JUST LIKE THOSE IGA MEN! KEH!



WHAT!? THAT SMELL— DYNAMITE!

KRAA

TOOOM  
WHA!

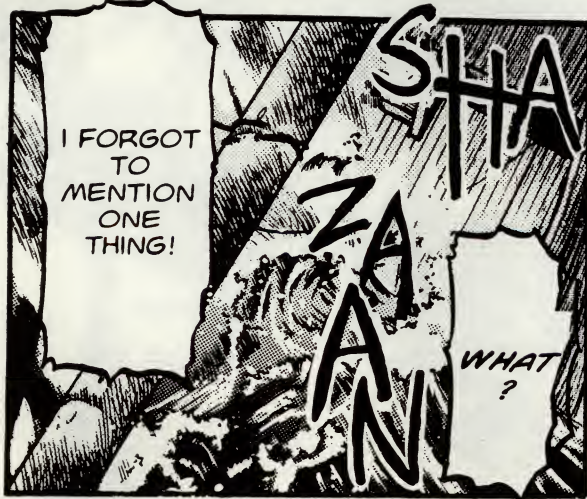


ONLY WE OF SHIRANUI UNDERSTAND THE DARK WATERS! YOU WILL SUCCUMB TO THE WHIRLPOOL!



DAMN!

HACH-MARU! WE'LL HAVE TO SWIM TO SHORE!

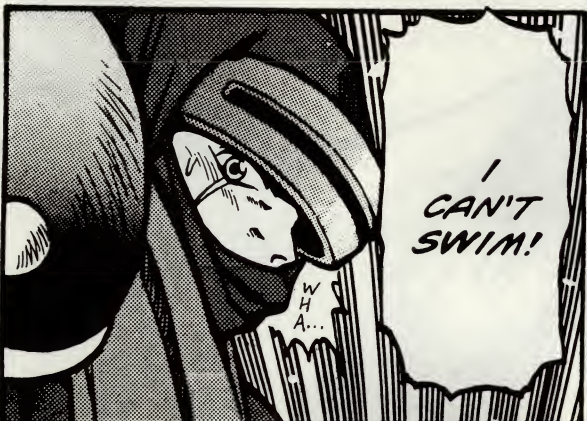


I FORGOT TO MENTION ONE THING!

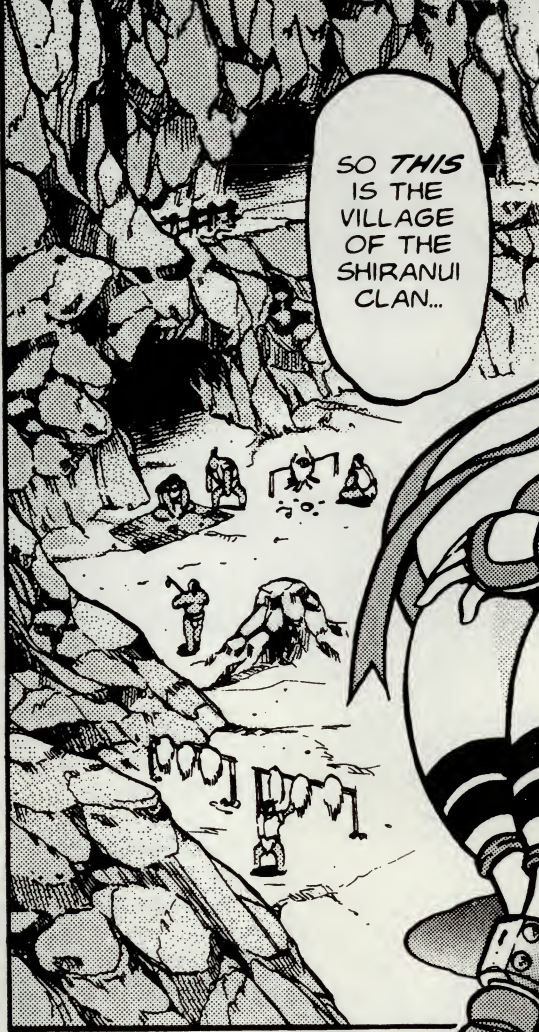
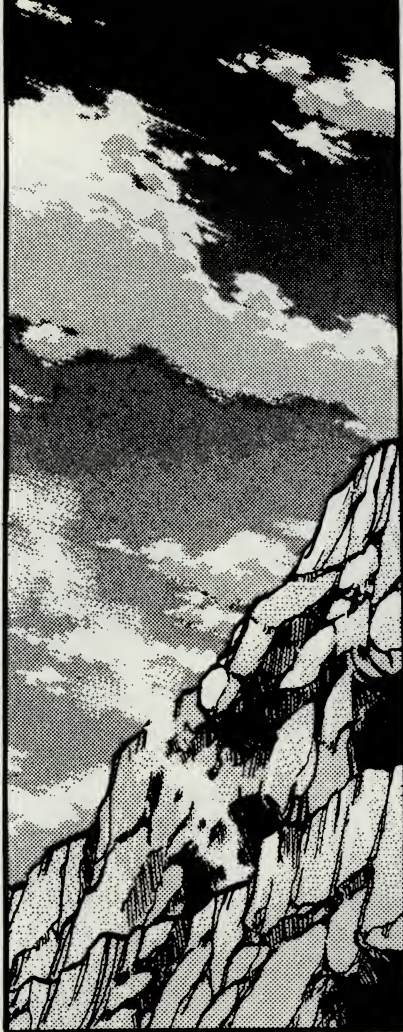
WHAT?



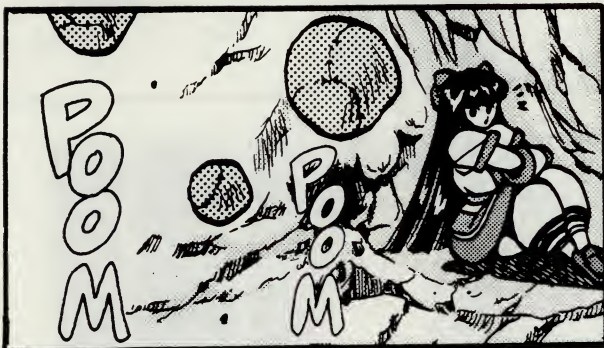
WHAT!?



I CAN'T SWIM!



SO THIS IS THE VILLAGE OF THE SHIRANUI CLAN...



POOM

POOM



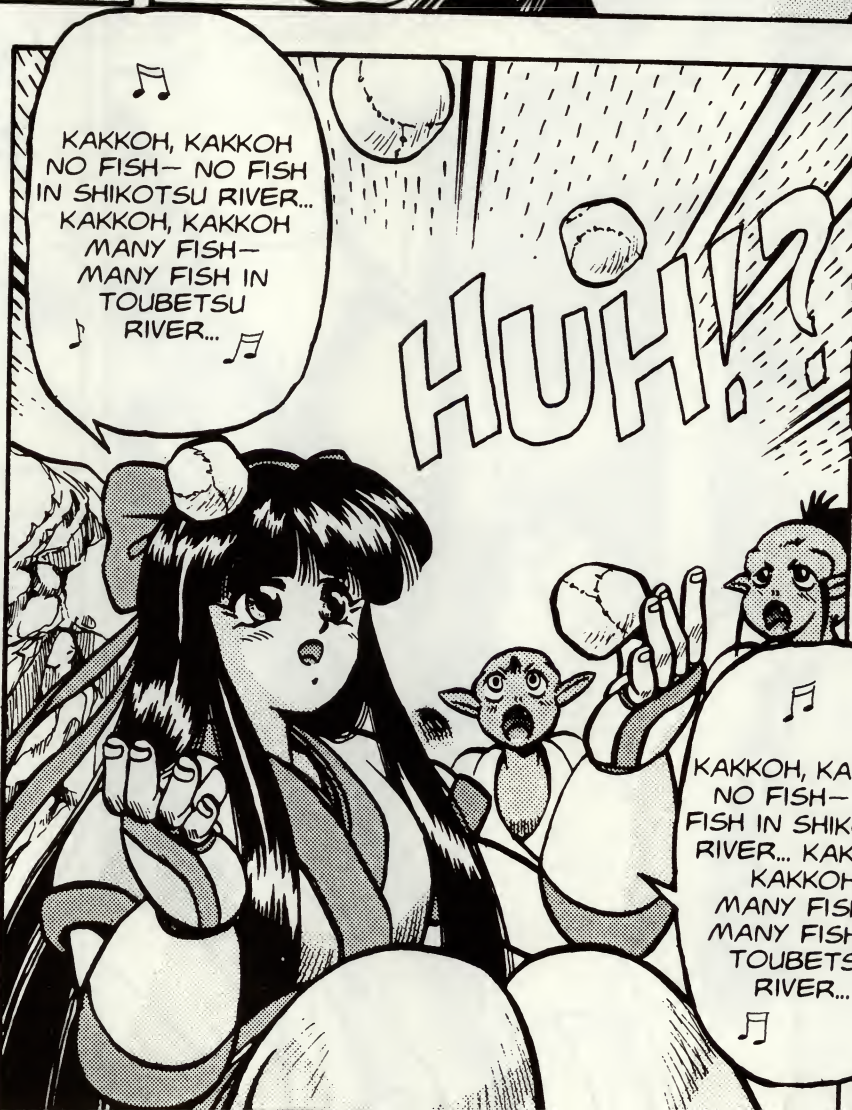
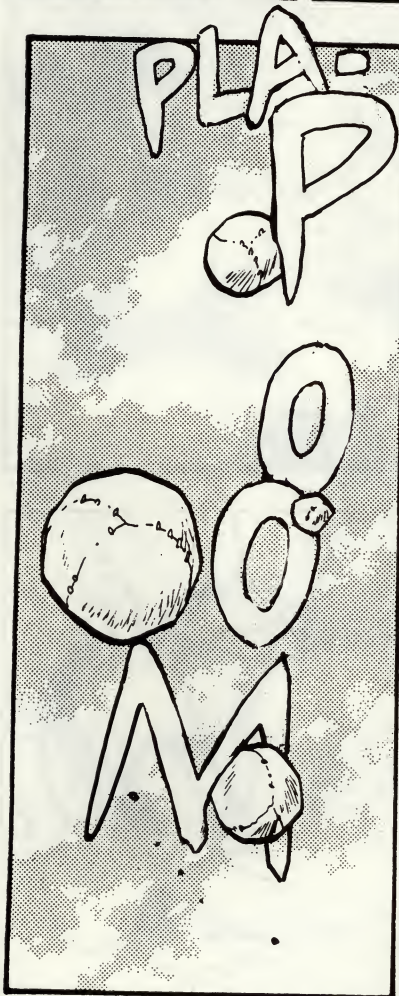
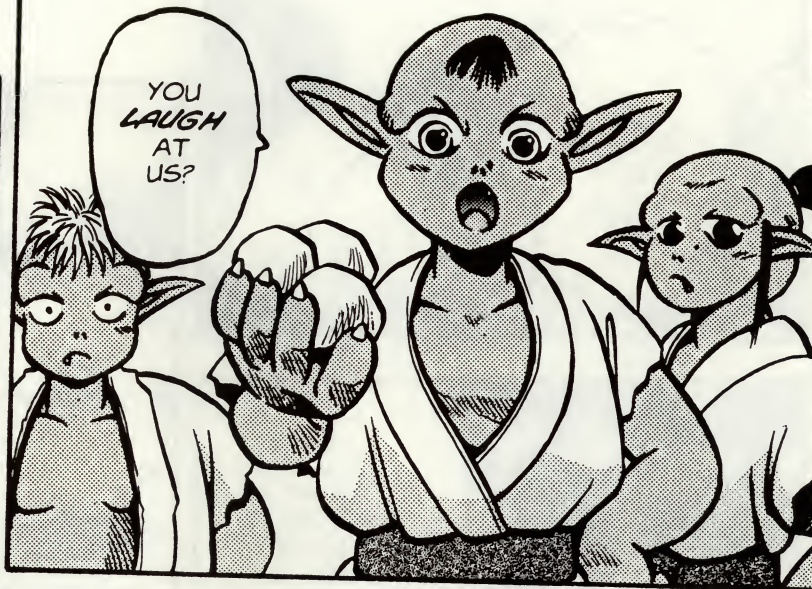
KEH...

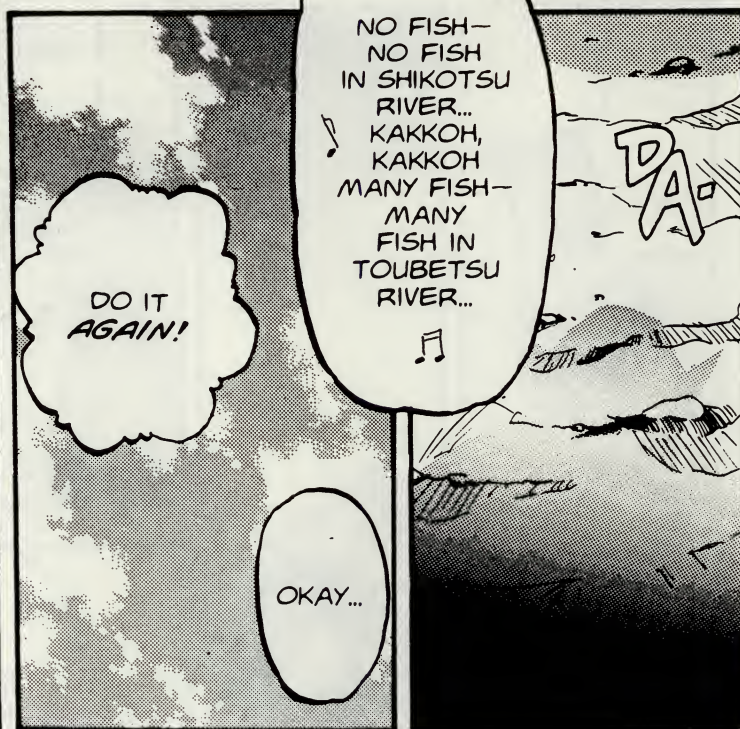
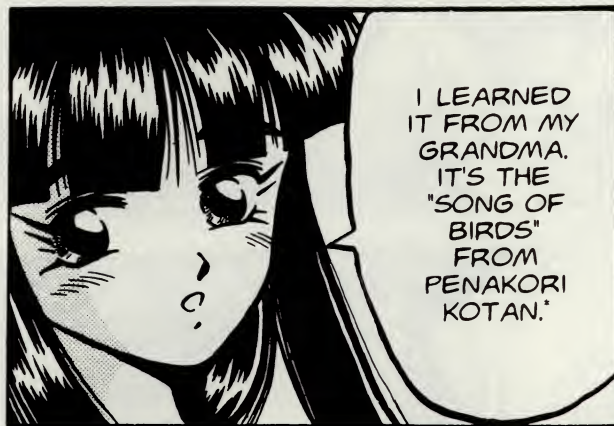
POP



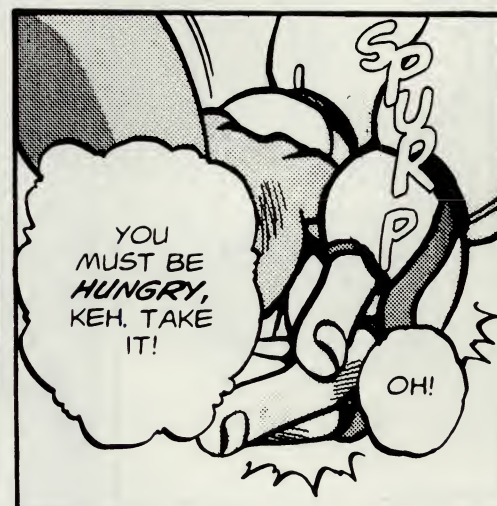
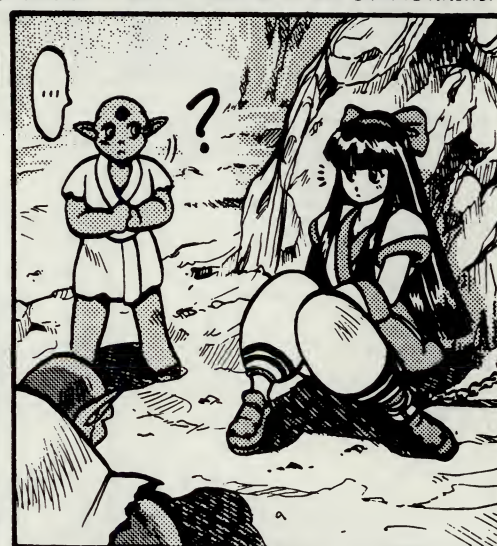
HA, HA!

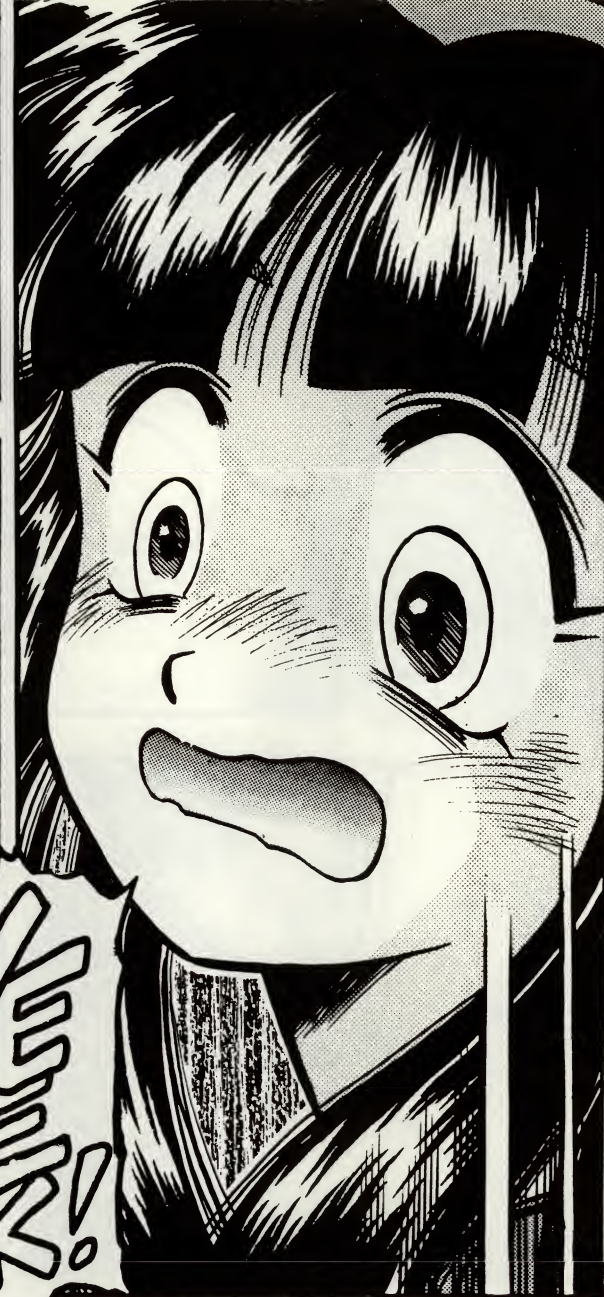
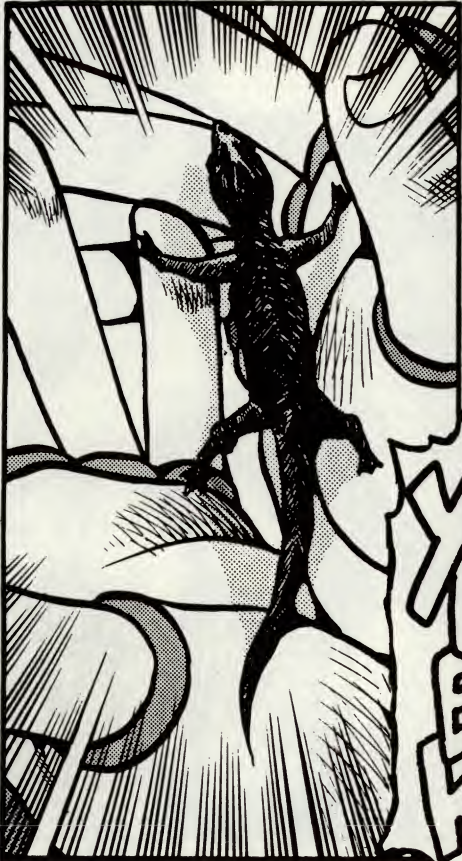
HA, HA, HA!





\*An Ainu tribe in the Hidaka area of Hokkaido

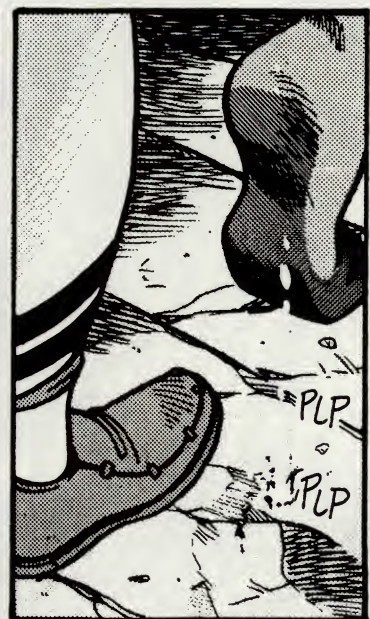




ヤ  
長!



★  
#  
\$  
@  
! !





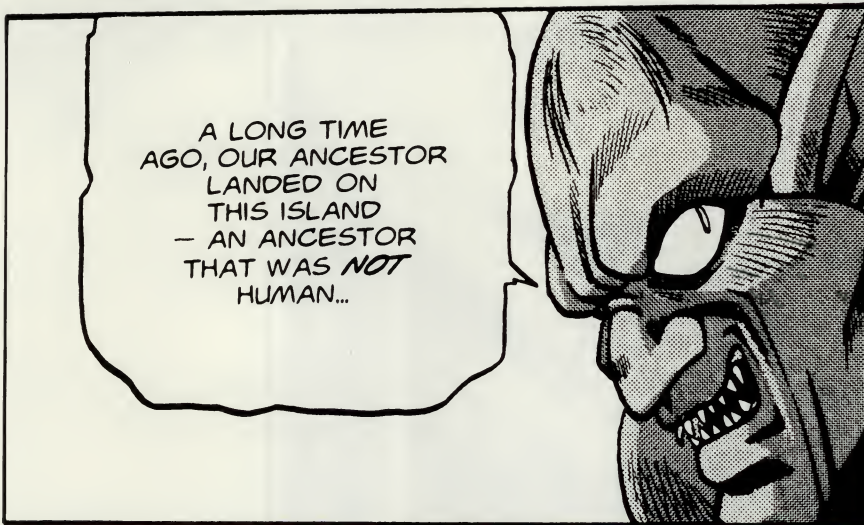
WE  
SHIRANUI  
PEOPLE  
ARE  
**DIFFERENT**  
FROM YOU!  
RESPECT  
THAT!



DIFFERENT?  
IN WHAT  
WAY?



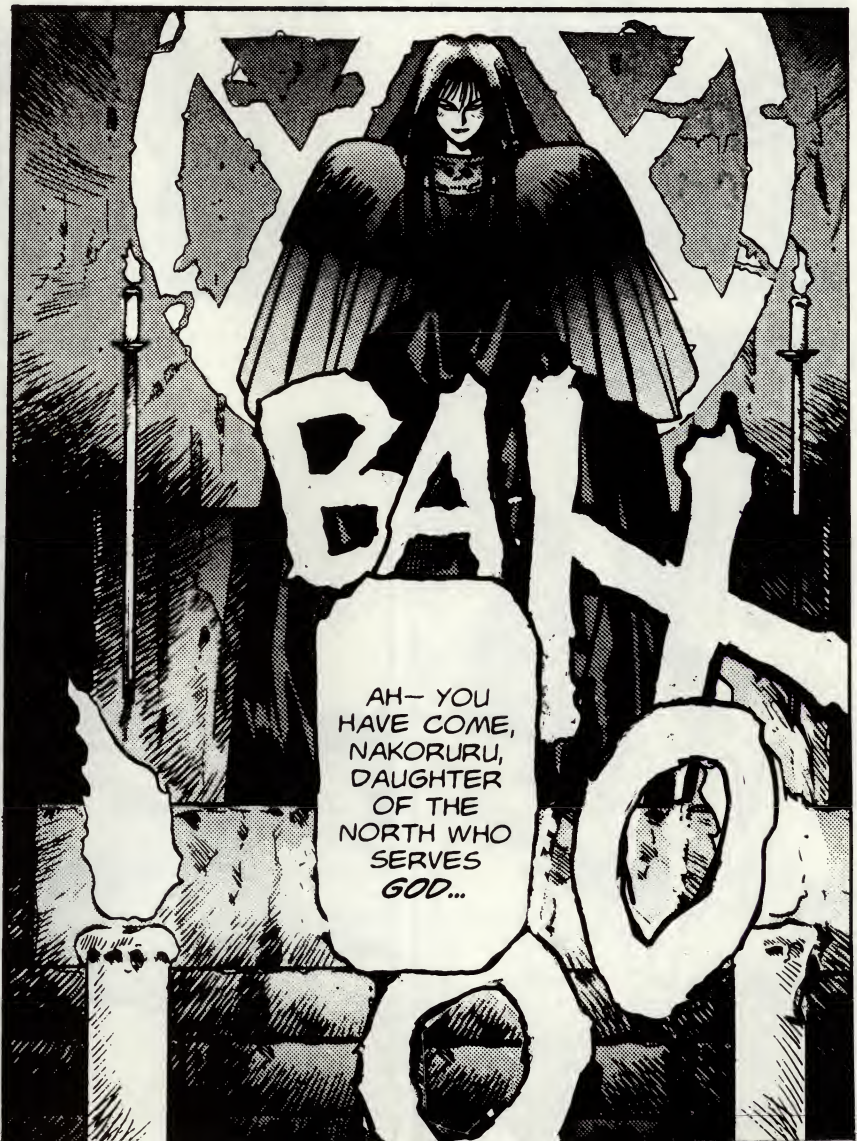
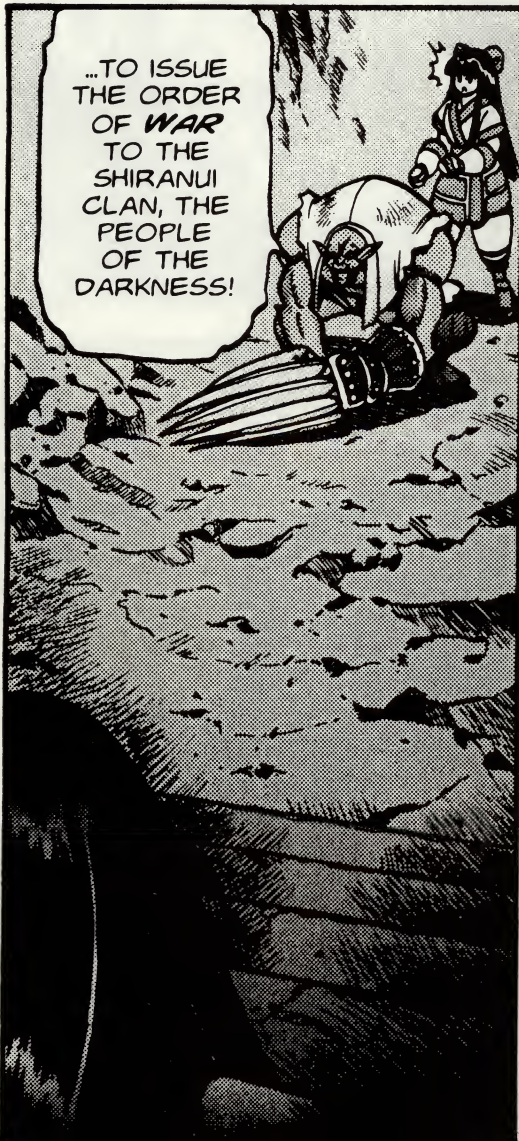
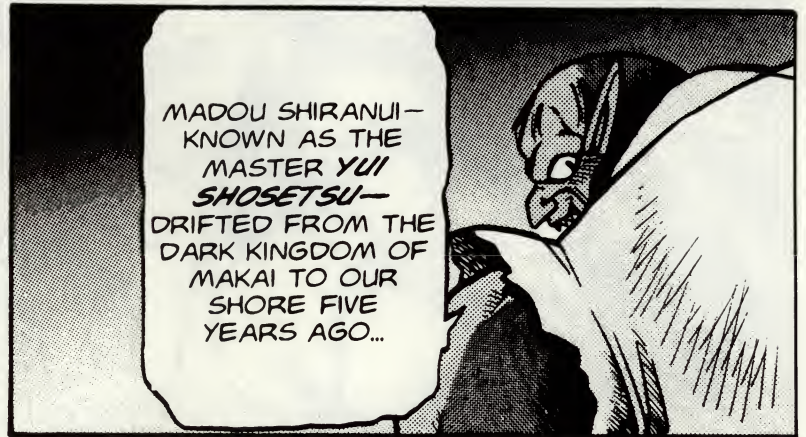
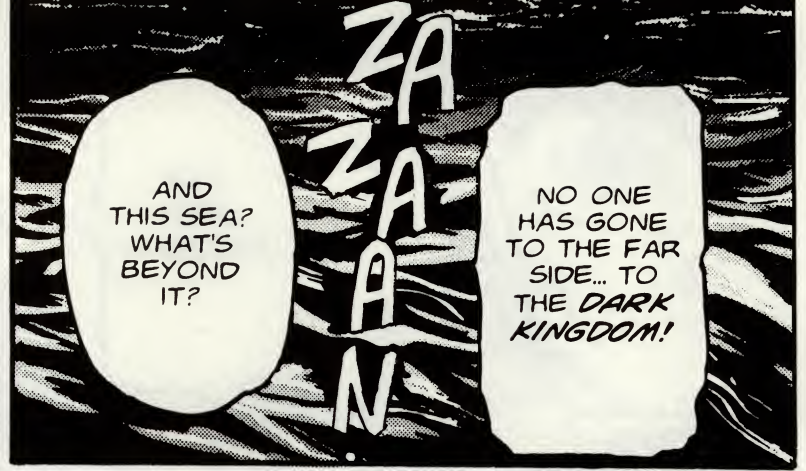
...BUT AN  
**OGRE!** THE  
SHIRANUI  
TRIBE  
ARE THE  
OFFSPRING  
OF AN  
OGRE AND  
A HUMAN!



A LONG TIME  
AGO, OUR ANCESTOR  
LANDED ON  
THIS ISLAND  
- AN ANCESTOR  
THAT WAS **NOT**  
HUMAN...



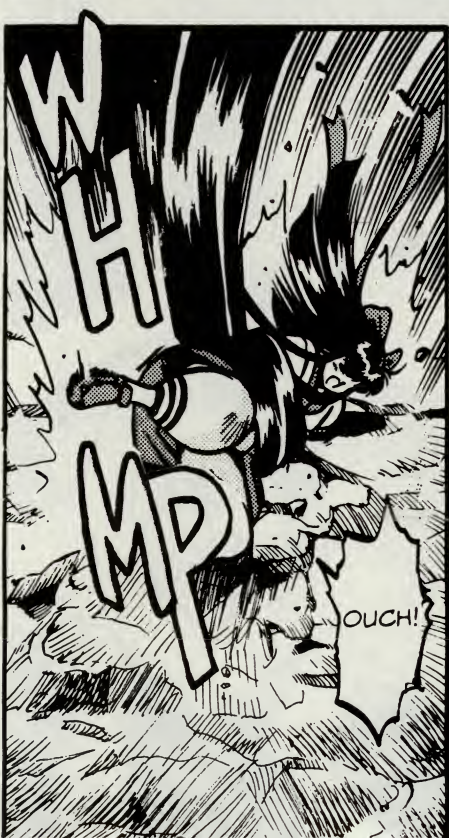






YUI  
SHO-  
SETSU—  
!

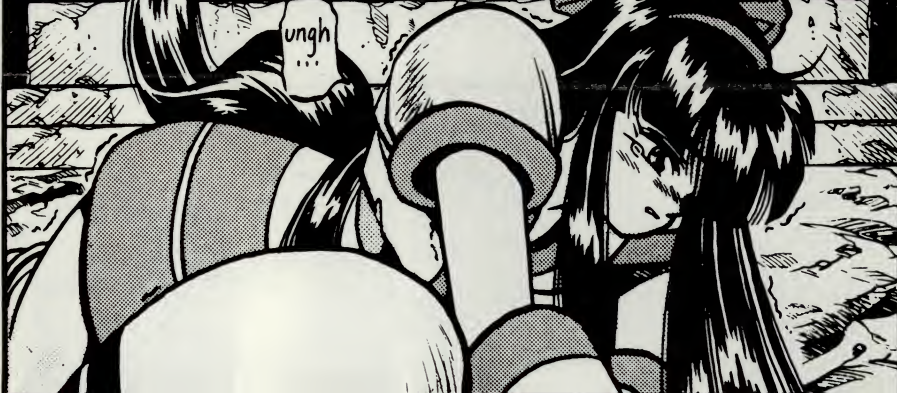
FA  
MOOSH



DON'T HASTEN  
TO YOUR DEATH,  
CHILD...  
YOU ARE HERE  
TO *WITNESS*  
THE RITUAL THAT  
IS ABOUT TO  
*BEGIN.*



WHEN  
THE  
RITUAL  
IS *OVER*,  
YOU CAN  
MEET  
YOUR  
END...





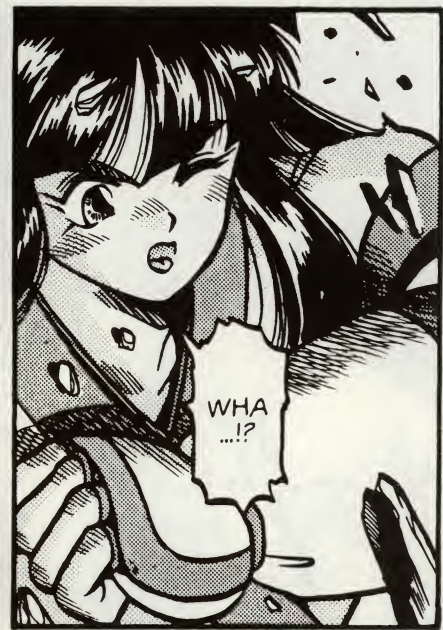
AFTER YOUR DEATH, TELL YOUR GOD—

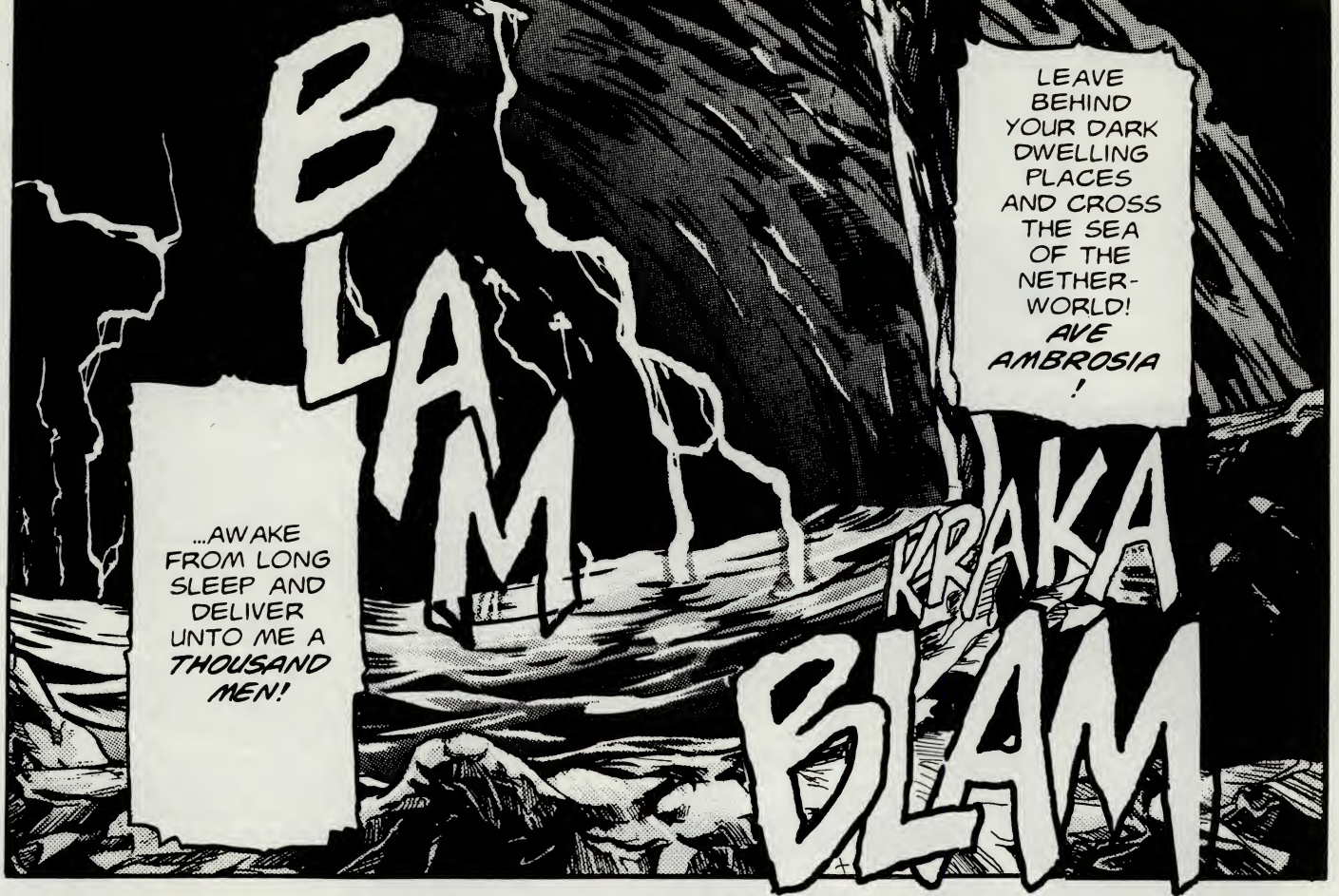
—THAT THE TRUE RULER OF THIS WORLD IS THE DEVIL AMBROSIA!



DEMONS OF HELL, YOU WHO CREATE CHAOS IN THE UNIVERSE...

...ZARIA  
TONATOMICS  
ETTONAMUS  
ERIONA  
OREA  
ORASIM  
MOZIM...





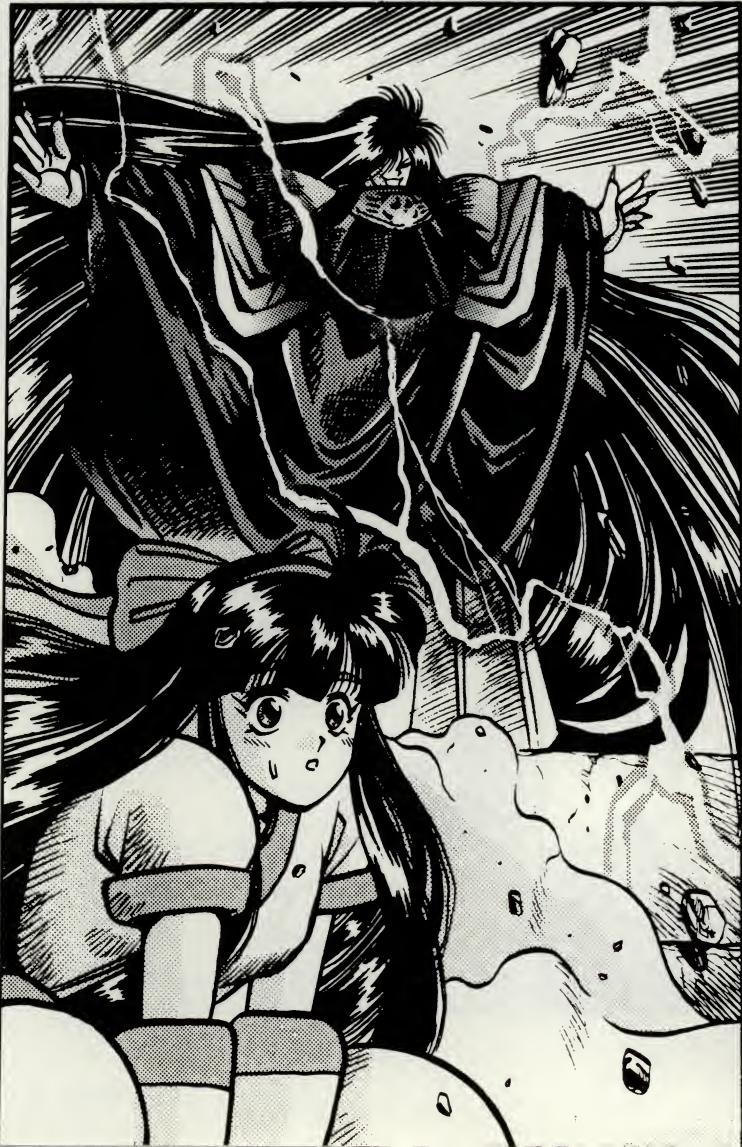
...AWAKE FROM LONG SLEEP AND DELIVER UNTO ME A THOUSAND MEN!

LEAVE BEHIND YOUR DARK DWELLING PLACES AND CROSS THE SEA OF THE NETHER-WORLD!  
*AVE AMBROSIA!*

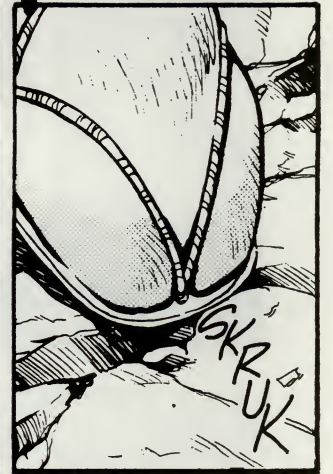
**B  
L  
A  
M**

**KRAKA**

**BLAM**



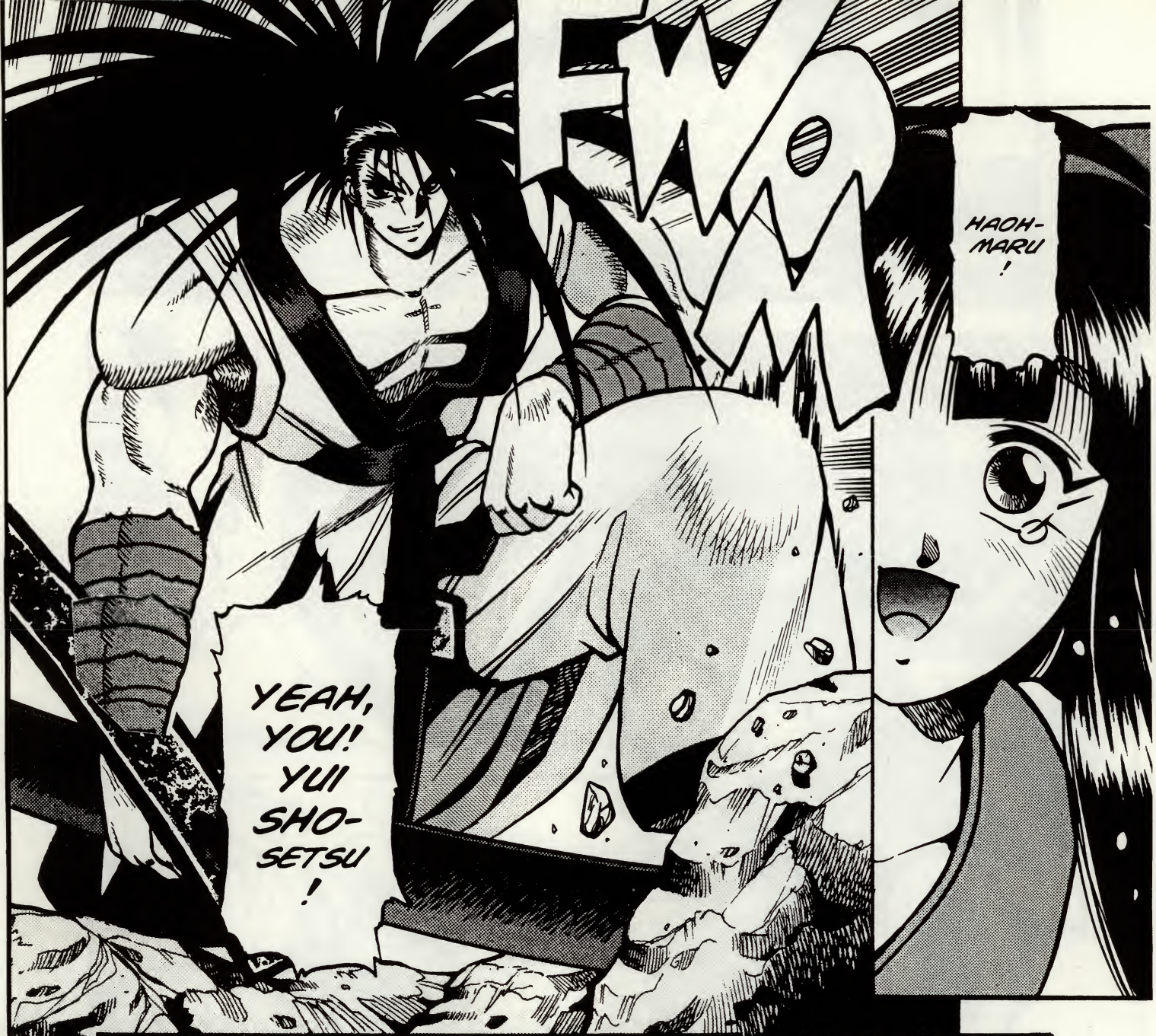
OH...  
OHH...!



SKRUK



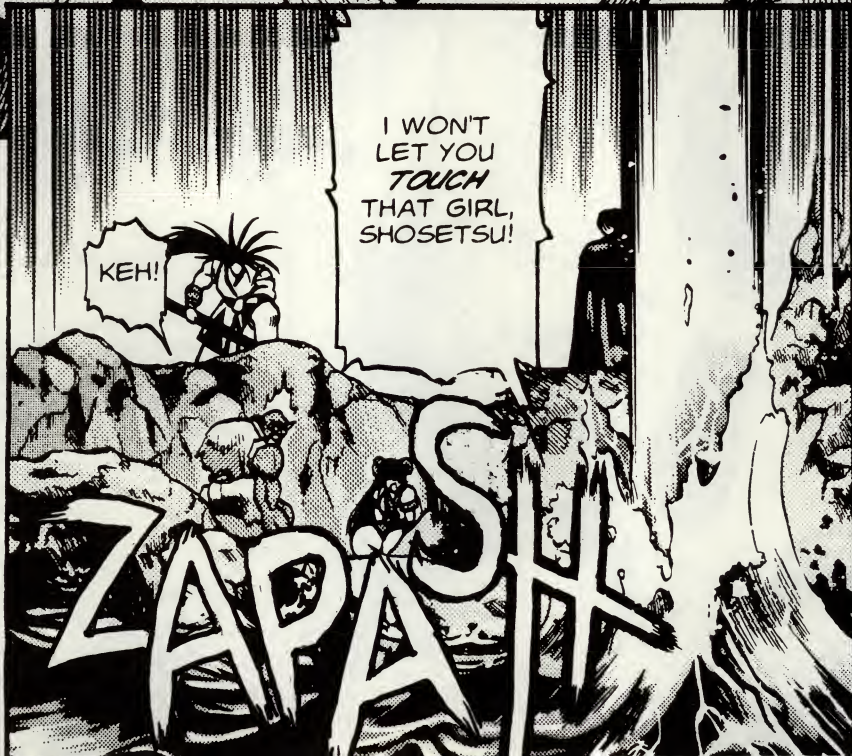
QUITE A MOUTHFUL, THIS DUDE'S INCANTATIONS, EH?



YEAH,  
YOU!  
YUI  
SHO-  
SETSU  
!

HAOH-  
MARU  
!

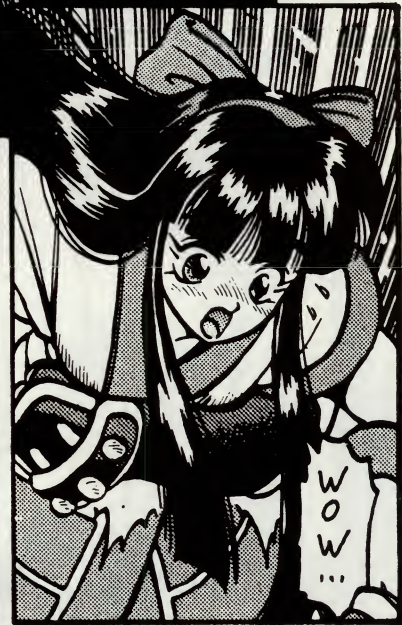
WOW



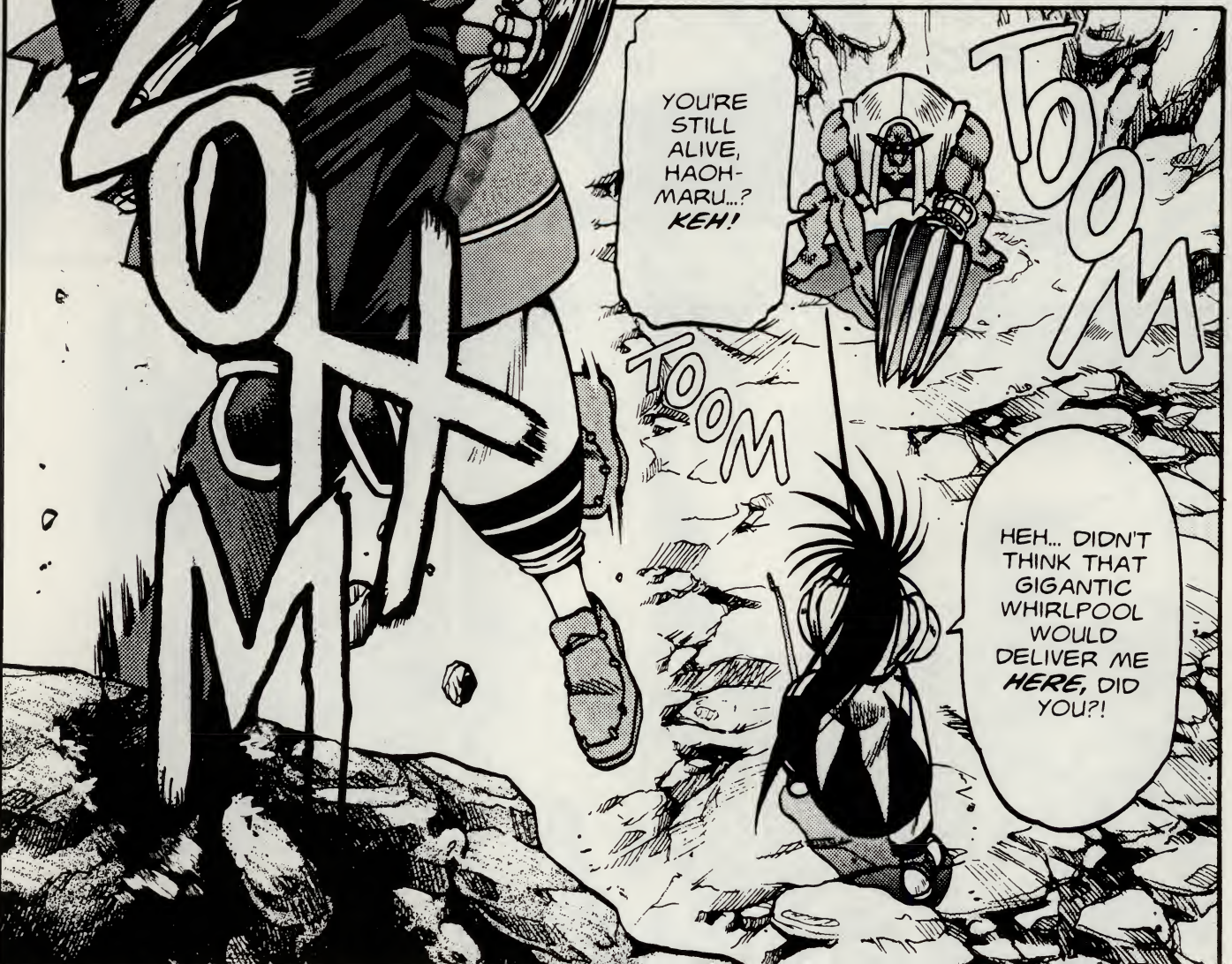
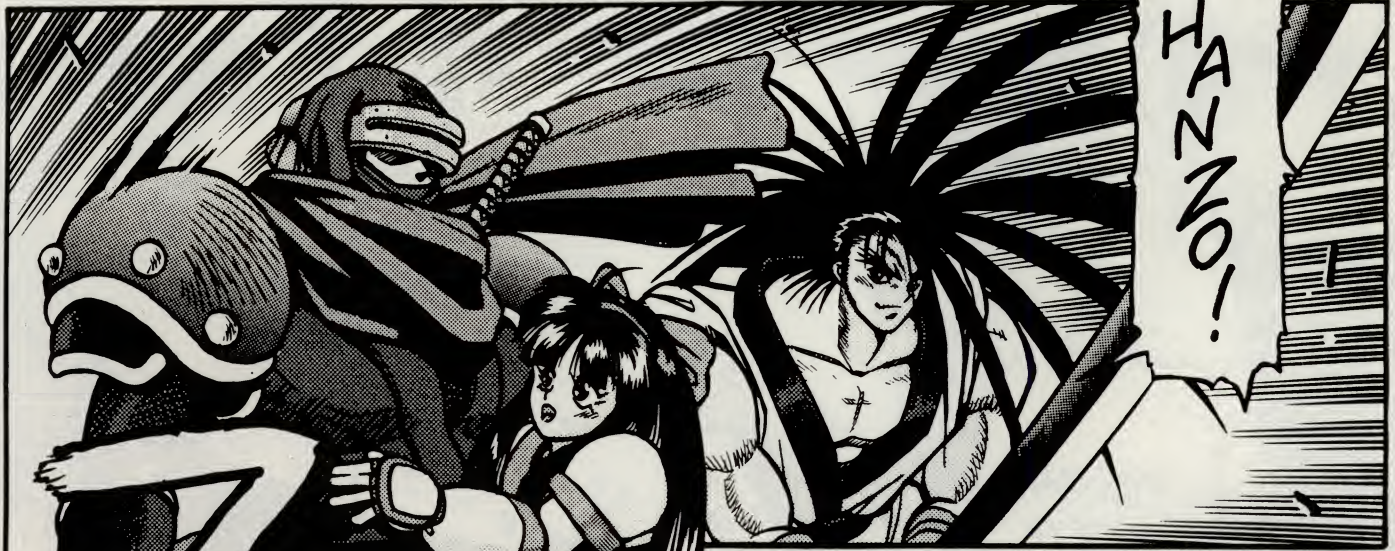
I WON'T  
LET YOU  
TOUCH  
THAT GIRL,  
SHOSETSU!

KEH!

ZAPASH



WOW  
...



WELL,  
THIS  
TIME  
I'LL FINISH  
YOU OFF!  
KEH!

**KANG**

EAT  
BUZZ  
SAW,  
BABY!  
KEH!



DIE, KEH,  
HAOH MARU!  
DIEEEE!



SK  
SKRAFFF

NOON!!!



STSSSH  
STSSSH

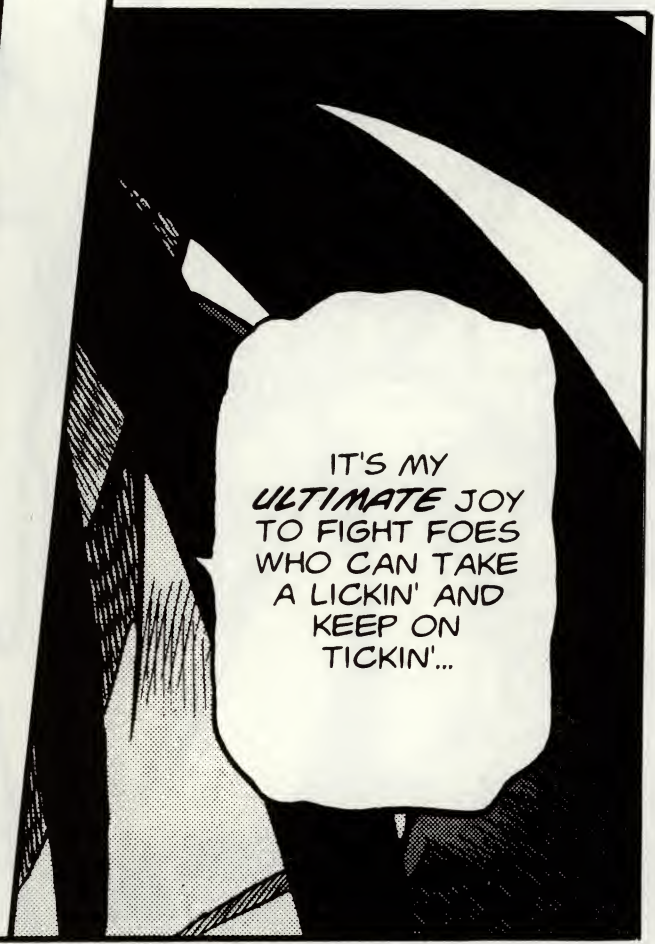


SKANG  
TANG

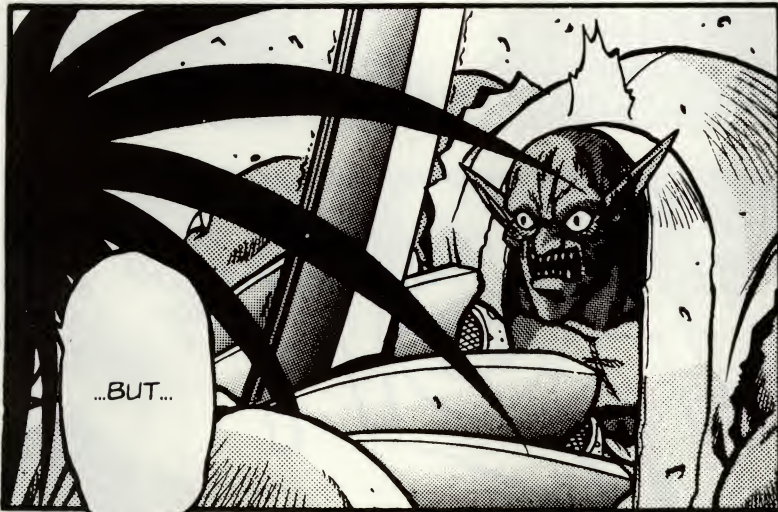




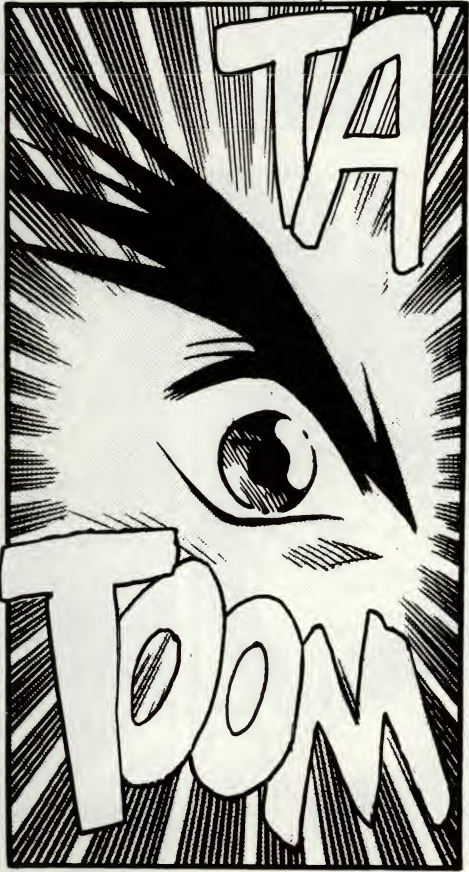
GEN-AN,  
YOU'VE  
GOT REAL  
HE-MAN  
POTENTIAL  
...!



IT'S MY  
ULTIMATE JOY  
TO FIGHT FOES  
WHO CAN TAKE  
A LICKIN' AND  
KEEP ON  
TICKIN'...

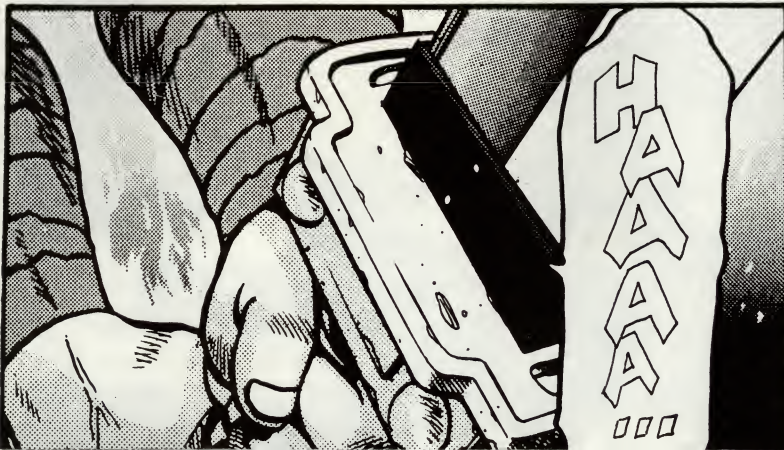


...BUT...



TA

TOOM



HAAA  
OOO



...YOU HAVEN'T GOT WHAT IT TAKES!



KEH !?



TOOMP



HUH !?

To Be Continued!

## Arcade

*Tengai!***Hidden Character Found!**

This shooter from Taito (known in Japan as *Sengoku Blade*) has some very manga-style characters, and now there's another one to use. To select the hidden character, Ayn, put the character select on the "?" area where it will switch rapidly between characters. Press the joystick up three times, down three times, and up seven times, and Ayn will appear.

Ayn is an archer, and very powerful. His "charge" attack takes only .2 seconds, letting you unleash with power bursts nearly continually.

Alistair Toth



## Super Nintendo

**The Dragon Ball Z games**

The three *DBZ* games for the Super Famicom, available only in Japan (so far!) are possibly our most-requested games for hints.

**Dragon Ball Z Super Battle History (Suupaa Butoden)****Play as Hidden Characters**

Hold down all the buttons and keep twirling on the direction pad during the opening sequence. (Moving the pad in 360-degree circles is best, but as long as you keep the pad moving while holding down the other buttons, the code'll work.) First, you'll hear a chime, which enables both players to use the same character. If you continue to hold down the buttons and move the controller, you'll hear Goku say something. This will enable the hidden characters—**Son Gohan, Perfect Cell, Future Trunks, Super Saiyajin Goku, and Super Saiyajin Vegeta.**

**Secret Meteo Move**

Goku is the only one in this game who really has a secret move: the meteo smash. When using Goku, perform the following when close to your opponent: Back, Back/down, Down, Up, Punch

If done correctly, Goku will kick the opponent into the air, then do an elbow smash, causing the opponent to crash on the ground.

**Dragon Ball Z 2 & 3****Hidden Characters**

For the second and third game, enter the code "Up X Down B L Y R A" during the opening sequence, and you'll access hidden characters.

In *DBZ2*, the codes gives you **Son Goku** and **Broli** (a movie-only character, supposedly the Legendary Super Saiyajin).

In *DBZ3*, the codes let you play **Future Trunks.**

**Turbo Codes**

Fast enough for you? These codes will increase the speed of the game.

In *DBZ2*, hold L and R on Controller 2 while turning on the system.

In *DBZ3*, there are two Turbo Levels. For Turbo 1 (fast), hold L and X on Controller 2 while the system is turning on. For Turbo 2 (faster), hold L, R and X on Controller 2 while the system is turning on.

**Dragon Ball Z Super Battle History 3****Power-Up Codes**

Enter these codes before a fight, while the characters are talking. If it doesn't seem to work at first, try doing it repeatedly. The first three levels of extra power, from weakest to strongest, are:

Orange — ↑ L ↓ Y

Blue — ← L R →

Red — ↓ X ↑ R

The following are **super power-up codes.** Enter these codes after entering the first ones. If entered successfully, your character will have a Super Saiyajin 2-like aura around him/her, and will truly kick butt. Good luck!

Orange — L R ↑ ↓ Y X ← →

Blue — ↑ L ↑ R ↑ Y ↑ X

Red — ← R ↑ X → Y ↓ L

**Secret Super Meteo Moves**

Prepare to rock your foes' worlds with the super meteo moves for these characters! Not all characters

have super meteo moves.

**Son Goku and Son Gohan**

← ↓ ↘ ↙ → ↗ ↑ + Punch

**Son Gohan**

← → ↘ ↓ ↙ ← → + Punch

**Vegita**

← → ↘ ↓ ↙ ← → + Kick

**Trunks and Future Trunks**

→ ← ↓ ↑ + Punch

**Mega Man X 3**

This password will put you at the very start of the game with 8 heart tanks.

Password: 4428-1185-5251-4621

Not enough firepower? This password puts you at the start of the game with 3 of the chip upgrades at once!

Password: 5524-2481-3856-4276

Jay McGavren

**Breath of Fire II****Game Genie Codes**

Note: The following codes must be entered before starting a new game.

DFDD-EFA4 Bow starts with more HP

DFDD-E4A4 Bow starts with more AP

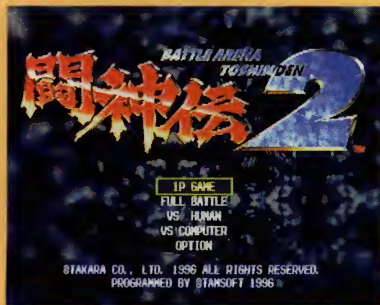
46DD-E7D4 Bow transforms once he joins party

EEDD-E704 Bow starts with 255 strength

EED4-E7D4 Bow starts with lots of experience points

Jay McGavren

## PlayStation



The Japanese *Toshinden 2* opening screen

**Battle Arena Toshinden 2****Play as Master and Uranus!**

The American version of this code has finally been found! Press R1 L2 X L1 R2 0 on Controller 1 on the main title screen as the options are appearing from each side. (You must be quick for it to work.) You should hear a "clink" & the logo will be blue. Now the two normal bosses, Uranus and Master, will appear in the "?" on the character select screen. Slow it down by pressing "Select" and choose them.

Alistair Toth

**Dragon Ball Z Ultimate Battle 22 (Aruteimetsu Batoru 22)****Extra Animation**

Perform the following at the "UB22" screen: Up Triangle Down X Left L1 Right R1. You'll hear a chime, and then see animation for 5 additional characters: **Teenage Goku, Kame-sennin, Mr. Satan, Super Saiyajin 3 Goku, and Gogita.**

Glenn Wang

# Ranma 1/2 Battle Renaissance

"Shampoo like polygon fighting game!" The most-rumored anime fighting game of the summer is here! Japanese PlayStation fans are waiting for this one on its Fall release, and we got our hands on some early footage

## RENAISSANCE MAN RANMA

Rumiko Takahashi's manga and anime *Ranma 1/2* has been the subject of many video games. For those unfamiliar with it, it tells the story of Ranma Saotome, boy martial artist with a curse designed to make anyone's adolescence unbearable; whenever splashed with cold water, he turns into a girl; whenever splashed with hot water, he turns back. As the series progresses, rivals and friends of Ranma show up, many of them also undergoing changes to animals—or stranger things—when splashed down.

The plot of *Ranma 1/2 Battle Renaissance* finds our half-man, half-woman hero, and the rest of the crew, on Kuno Island, recently purchased by the Kuno family (vain swordsman Tatewaki Kuno, his sadistic sister Kodachi "The Black Rose" Kuno, and their Hawaii-crazed father, Principal Kuno). Long ago, the island was the home of ogres whose power was sealed away in eight energy stones. The stones are hidden in eight boulders which can only be shattered by true martial artists...and the one who gathers all eight will gain an ogre's strength! Principal Kuno entices the Ranma team to come to the island and fight over the boulders...but *he'll* be the one to steal the stones, if he can!

*Ranma 1/2* has also appeared in Game Boy puzzle games, several Super Famicom fighting games (two of which appeared in the States, one as the unrecognizable **Street Combat**), and a Super Famicom RPG which, though a strong seller, was reportedly *very* short and easy to finish.



Lake Shore

A gazebo stands in the background as fighting takes place on the grass.

## IN HOT WATER

*Battle Renaissance* has four modes: Story Mode, VS Mode, Battle Mode, and Option Mode. The Story Mode takes the player between different island locations, fighting competitors, collecting gems and seeing polygon-animated sequences.

Fights take place on a 2D plane which scales in and out much like that in Neo•Geo games, with your fighters at full size only when you are in close combat. Some of the characters have moves from earlier *Ranma 1/2* games—Ryoga has his *shishi hokodan* and his rock splitting ground strike, and Shampoo has a spinning double kick. Happosai makes a tiny target, and is quite powerful.

An original and much-awaited twist is the ability to transform in combat! Kuno Island suffers from strange weather patterns, and localized cloudbursts may happen at random times, dousing our

contestants with cold water...and changing them into forms which may or may not be able to defend themselves! But the climate is warm, and steam or *hot* rain is just as likely, turning a fighter back into their correct species and sex and letting them turn the tables on an opponent.

## KUNO ISLAND

From the air, the locations of the eight gems (and the eight fighting locations) are visible. As the camera moves around, more of the island can be seen.





Genma utters words of wisdom.



Victory for Tatewaki Kuno!

## FACTS about RANMA 1/2 BATTLE RENAISSANCE

**#1: It is not a 3D polygon fighting game (like Tekken or Virtua Fighter).** Although it uses rendered graphics, *Battle Renaissance* has 2D gameplay, similar to *Killer Instinct* or *Shin Ou Ken*.

**#2: It is not going to be released in the States.**

Perhaps due to the disappointing sales of the SNES *Ranma 1/2 Hard Battle*, no U.S. companies have picked it up at this time.



*The Pavillion*  
The sun sets into the ocean behind a stone balcony of the Kuno estate



Shampoo consoles Rouge over not being a selectable character.

**#3: It has been produced with input from Rumiko Takahashi.**

Shogakukan Production, the developer, is a subdivision of the same publishing house which publishes *Ranma 1/2* in Japan, and reportedly Takahashi has given advice on the project.

## IN CLOSING

*Ranma 1/2 Battle Renaissance* is not the *Virtua Ranma* that many people expected from early screen shots; it's more of a modification of the Super Famicom games than a revolution from them. Nevertheless, it's still not a simulation game, so it may appeal to American fans of good ol' 2D fighting. At this stage it's too early to see whether gameplay makes this a real Renaissance or just a brief blip between Ranma Dark Ages. ☞



*Palm Beach*  
Easter Island-style statues of Principal Kuno watch in the background as the contestants beat one another up.



*Forest*  
An arena deep in the wet green woods.

## THE CHARACTERS

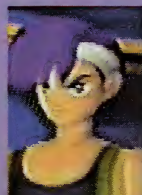
*Ranma 1/2* has a respectable, if unexceptional, character count of eight. But with four of those characters able (if not happy about it) to transform when splashed with *Jusenkyo* water, the final total might be considered twelve, not counting the bosses.



**Ranma**  
Ranma, overconfident young master of Anything-Goes Martial Arts, transforms into "girl-type" Ranma.



**Akane**  
Ranma's super-strong fiancee, she has a Guile-like somersault kick and various ground sweep attacks.



**Kumon**  
Kumon Ryu, Ranma's evil double from as-yet-untranslated manga, is a meaner, nastier version of our ponytailed boy.



**Genma**  
Ranma's father and martial arts trainer, when splashed with cold water Genma transforms into a giant panda.



**Happosai**  
The wizened master of Genma and Soun (Akane's father), pint-sized Happosai's combat power is rivaled only by his lechery.



**Shampoo**  
Ditzy but ruthless Chinese Amazon Shampoo is in love with Ranma...and transforms into a cat when wet.



**Kuno**  
Arrogant, kendo-trained Kuno is the son of Principal Kuno...and in (unrequited) love with both Akane and girl-type Ranma.



**Ryoga**  
Wandering fighter Ryoga hates Ranma and loves Akane, whom he can never embrace except when transformed into a helpless (but cute) pig. He has many of the same moves as in previous *Ranma 1/2* fighting games.



# The Return of Mario

## Super Mario 64

System: Nintendo 64  
 Developer: Nintendo of Japan  
 Publisher: Nintendo of Japan  
 Availability: Now (Japan); Sept. 30 (U.S.)



No amount of words can capture the glory of this game.

Mario, making his first feature appearance in a platformer since the launch of the Super Famicom and *Super Mario World*, has finally returned to awe gamers around the world. From the very introduction of the game, you know you are in for a video game experience unlike anything before. The first time you play, you'll find yourself running, jumping, and swimming around outside of the castle for an hour or more awed by the pure splendor of this fully 360-degree 3D environment, and getting used to the analog controller. The control is fairly easy to get the knack of; all of Mario's many moves, which include a double and triple jump, a long jump, wall jumps, two types of back flips, a butt stomp, climbing, and swimming (among others), are not quite as easy. Outside the castle, there are no dangers to Mario's life. This is only one example of Shigeru Miyamoto's genius, in that he eases you slowly into the game play.

Once inside the castle, you are confronted with many doors, each of which eventually leads to a course, and Toad. There are a total of fifteen courses, each of which is huge and challenging, and ten bonus levels. The object of the game is, of course, to defeat Bowser, and rescue the Princess. To accomplish this goal, you have to collect a minimum of 70 out of a total of 120 stars (seven per course) and defeat Bowser three times. You receive stars by various means: searching, performing various tasks, or collecting red and gold coins.

With Mario's many moves, the task of finding the stars, and the addition of the free 3D environment, the depth of the game play in *Mario* is incredible. The music in *Mario*, while not red-book audio, is astonishing considering it comes from a cartridge. One area where *Mario* excels is in the sound effects. Every sound in this game is sharp, clear, and clean, from the chirping of birds in trees, to the clank of metal on concrete when Mario is in encased in a metal shell.

*Mario 64*, while coming as close to perfect as any game, it is not without its flaws. *Mario* contains a small amount of pop-up, which is worse in some levels than others. It also has a hint of slowdown in certain spots. One of the biggest flaws involves the camera. The camera can be zoomed in and out, and around Mario. In certain areas, you can never seem to find a suitable camera angle, which can cause no end to your frustration. There is also quite a bit more clipping in the game than should be necessary. At certain points, your head can go entirely inside a wall. Perhaps the biggest flaw of the game, and one Nintendo planned upon, is its high quality. This game is so phenomenal, almost every 32-bit offering seems to fall pathetically short after playing *Mario*, even despite its cartridge limitation.

Perry Scott

**The Last Word** No amount of words can capture the glory of this game. This is a game that must be experienced and felt. It is highly challenging, engaging, and fun. Super Mario 64 has truly changed the face of gaming forever.



**Perry Scott** (Nakoruru@usa.pipeline.com) is a college student double-majoring in English and Philosophy, an anime fan, and a import video game fanatic. He plans on teaching the English language in Japan. In his own words he is madly in love with an intelligent, beautiful lady named Leah Stepanek.

# Off and On

## Hyper Reverthion

System: Sega Saturn  
Developer: Techno Soft  
Publisher: Techno Soft  
Availability: Now (Japan)

**V**irtua On is a great game. It is also \$1 per play around here, which means that the only people playing it are the candidates for "Lifestyles of the Rich and Famous" and "America's Most Wanted." Yeah, we all know that Sega's coming out with a home version which promises to be very close to the arcade original, but people like me want VO now, and not a few months down the road. In case you don't know what Virtua On is, the latest masterpiece by Sega is best described as a mix between a fighting game and a Doom deathmatch. Both players control a mech and battle it out in an enclosed arena. Since the concept of *Hyper Reverthion* is very similar, I expected it to entertain me until the home version of VO comes out. While *Reverthion* doesn't quite measure up to its Sega cousin, it is a decent game that has gone unnoticed by the majority of the gaming public.

The biggest drawback of the game is the graphics, best described as "functional." The ships are reasonably detailed and the pyrotechnics are plentiful and fun to watch. However, everything else is a letdown, including 2D backgrounds, a less than exciting color palette, and a paper-thin arena. The backgrounds deserve a special mention—the programmers tried to give them a 3D look by distorting them as you get close. The idea is interesting but the execution is less than stellar. The sound portion fares better with solid music and appropriately loud sound effects.

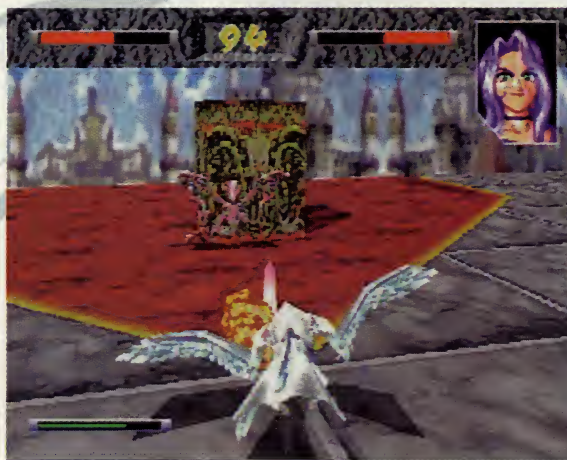
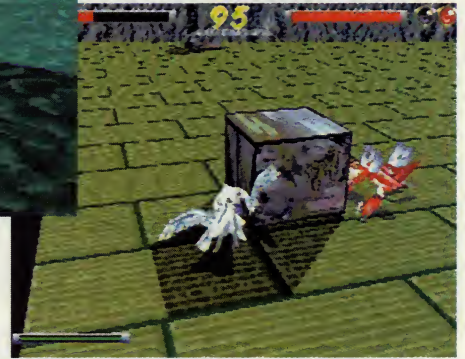
Besides the graphics, the main difference between *Virtua On* and *Reverthion* is in the controls. While VO has you piloting an ultra-responsive humanoid mech, the ships in *Reverthion* are best described as a somewhat sluggish cross between a speedboat and a hovercraft. In all fairness, though, the arcade VO uses a two joystick control scheme (so will the home version) and *Reverthion* makes do with the standard Saturn controller.

*Hyper Reverthion* gives you a choice of eight characters, each piloting a craft that is modeled after some kind of animal (shark, spider, butterfly, etc.). This is a nice touch; mechs are cool and all that, but it's good to see something different for a change. Besides the normal one-button controls (shot, speed boost, jump and roll), each craft also possesses two or three "special moves," activated by a joystick/button sequence. Thankfully, the options menu is quite extensive and, among other things, lets you assign the "special moves" to the X, Y and Z buttons, which allows one to concentrate on staying alive.

Simple as the concept may seem, *Reverthion* is a fun game to play once you get the hang of the controls and learn to use the obstacles to your advantage. Each craft has unique abilities, which makes for respectable lastability. I would really like to see a multi-level arena in the sequel; a few protrusions here and there do not make for good hiding places. Another wish is support for the upcoming modern peripheral—the two-player split screen mode is okay but, being a possessive sort of person, I don't relish the idea of sharing my TV screen with other people.

Ted Thomas

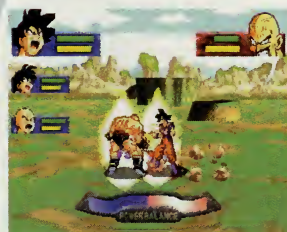
**The Last Word** Is *Hyper Reverthion* worth buying? Perhaps, if you don't mind a game with some interesting ideas, neat characters, unremarkable graphics and interesting gameplay. Myself, I'm not sure whether to call it *Virtua On Lite* or a poor man's *Virtua On*. We'll see how *Steeldom* (a semi-sequel to *Reverthion*) turns out.



A veteran player of everything except sports and puzzle games, **Ted Thomas** has a special liking for obscure Japanese titles. As such, his spare time is spent browsing the back pages of Japanese gaming mags and pestering mail order shops and friends in Japan. "I wish I had time to actually PLAY all these games I'm getting," laments Ted.



**To play SP Battle Mode**  
(Saturn version only)  
Press X, Y, Z and Start together at the title screen to access SP Battle Mode without completing the game first. This clearly isn't one of those codes they intended you'd never find...



# One Button Short of a Combo

## Dragon Ball Z: The Great Dragon Ball Legend

System: Sony PlayStation  
Developer: Bandai  
Publisher: Bandai  
Release Date: Now (Japan)

Here it is—another game for diehard *Dragon Ball Z* fans. However, for those who are looking for a good fighting game, this might not be a good choice.

This is definitely not the typical *DBZ* fighting game. The gameplay is unique yet very simplistic. In a battle, up to six characters can fight at the same time, but you only control one character while the computer controls the others. You control your character by holding up to fly towards your opponent and holding down to fly away; thus there is no real freedom of movement. At the bottom of the screen is a power meter which is split into half blue and half red at the beginning of a battle. Your object is to hit your enemies with normal attacks to fill up the meter in your favor. Once it is filled, your team leader, or the person you are controlling, will perform his or her meteo attack on your opponent's team leader automatically. Doing meteo attacks is the only way to cause damage to your opponents.

There are three different modes in the game: Story Mode, VS Mode, and SP Battle Mode. In the story mode, there are total of eight stages starting from Vegeta's arrival until the Z fighters defeat Kid Buu. Before every battle are some pictures and a narrated storyline; then you can make up your team from the pre-chosen characters. The number of fighters in your team can effect the computer's choice for its team. For example, in the fight against Cell, if you have two people in your team, Cell produces only one Cell Jr. before the fight; if you have three people, he produces two Cell Jr.s to make the match even. After the completion of the game, SP Battle Mode (a sort of ranking mode) shows up on the main menu, and you can also access all thirty-five characters in the VS Mode.

The game is more fun to watch than play because it feels like watching the anime while the game play is pretty shallow.

Andy Chien

**The Last Word** This title is probably only for a *DBZ* fan's collection or for younger players since there isn't that much in the game except the nice visuals and sound effects. For those who were hoping for another miracle from Bandai such as *DBZ2* on the Super Famicom, you will be disappointed like I was.



Andy Chien, on the surface your average 19-year-old anime fan, is actually desperately seeking a live Mai Shiranui. He likes fast-paced games, such as many of SNK's (obviously!), but also found time for *Final Fantasy V* and *Romancing Sa-Ga 2* and *3*.



# War and Peace

## Genso Suikoden

System: Sony PlayStation  
Developer: Konami  
Publisher: Konami  
Availability: Now (Japan); TBA (America)

Following up on their bestselling dating simulation game *Tokimeki Memorial*, Konami released *Genso Suikoden*. This epic RPG is loosely based on the Classical Chinese tale "The Legend of the Mater Margin," in which a high official from the ruling kingdom of China visited a holy temple up on a mountain. Upon arrival at the temple, the official found a room sealed with talismans and a sign reading "Hall of Conquered Fiends". His curiosity got the best of him and the official ordered the room opened. As the monks opened the doors, a black cloud shot up from the well within and up into the sky dispersing stars throughout the land. Those stars were the spirits of heroes; one day all 108 spirits will be reborn and gather together to fight the injustices of the corrupt government.

The game starts out with you, the pole-wielding hero, and your father Teo, in service to the king. You are chosen to help the king on some rather suspicious quests that will question your loyalty to the kingdom you serve. Just as in the legend, you can recruit up to 108 characters to join you in your quest, some hidden of course (get all 108 to get a special ending). Be careful, during major battles, your characters can be killed permanently!

The play control is like any average menu based RPG command system. The graphics for some of the magic spells are spectacular (especially the combination spells similar to *Chrono Trigger*) as demonstrate the graphical abilities of the PlayStation. During close combat sequences, the computer randomly chooses whether or not to zoom in or out (similar to the zooming of *Samurai Showdown*), which you might need to get used to.

There are three types of battle sequences in *Suikoden*. The first type is the normal group battle which is used on some bosses and random enemies. The second is a battlefield; you control a whole army against the enemy army. You have the option to use some of your characters' special abilities against the opposing army; characters with Archery skill can act as artillery, or your Ninja characters can spy and find out the enemies' next move. The third and final type of battle sequence is usually reserved for one on one battles with certain bosses.

*Suikoden* is a jewel to play. The story is interesting enough to keep your attention, and although veteran RPGers may find it a bit on the easy side, the graphics and the storyline are enough to keep their attention. Unfortunately, as nice as the character graphics are, I wonder why Konami didn't bother making the characters a bit more detailed; at a glance, *Suikoden* would look like a normal 16-bit game. (Makes me wonder if it was on purpose.) Adding some speech to the game wouldn't hurt either. And finally the music does get old after a while. Aside from these few nitpickings, *Suikoden* is a terrific game.

Phillip Yee

**The Last Word** *Genso Suikoden* was somewhat featured at E3 at at the Konami booth; let's hope Konami ports this title soon!



Phillip L. Yee is our resident Import RPG/Simulation nut. He has been recently keeping himself busy searching for Hot Asian Babes around Berkeley, fooling around with PC games, and playing *Tactics Ogre* and *Super Robot Wars 4*. Phil invites you: If You're a H.A.B. or you just want to say hi, drop him an e-mail message at [philyee@ranma.com](mailto:philyee@ranma.com).

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### IN OUR NEXT ISSUE...!

A series of Japanese developer interviews begins with **Glams**, makers of space simulations and cute-cyberpunk fighting games...from **Quo Vadis** to **Galventure!** In PC Interface, we cover the American front with an interview with **Fred Perry**, creator of **Gold Digger**, the world's craziest American manga series...and an upcoming computer game. Plus **Virtua Fighter 3**, the game where the characters' heads have more polygons than most polygon characters' bodies. Are you game?



#### Feature Presentation: VIRTUOSITY

In Japan, the **Virtua Fighter** series is the next best thing to reality. Sega's polygon engines, also responsible for **Fighting Vipers**, **Last Bronx**, and **Virtual On!**, were the first around...and are about to take the stage again with **Virtua Fighter 3**. In an exclusive interview with **Yu Suzuki**, head of Sega's AM2 development team, find out how AM2 plans to keep on top of polygon power.



#### 32-bit Manga

Part one of a two-part story!  
**SUPER STREET FIGHTER II: CAMMY**

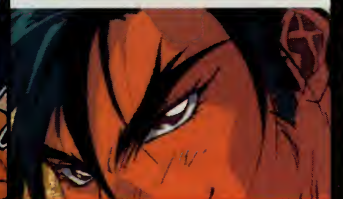
A missing secret component sends Cammy and M16 on an expedition to the deep jungle...where something waits to kill them all. **Street Fighter** meets **Predator!**



#### The road to the final battle...

#### SAMURAI SHODOWN

The Ship of Darkness is unleashed...and only the samurai spirits can stop it! A new ally and a ruthless rival clash as loyalty and treachery are determined...



#### All This...

Newsline: Now five pages! **Gundam Side Story**, **Far East of Eden IV**, **Final Fantasy VII**, **Legend of the Galactic Heroes**  
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