

# NOW AUGUST 1993 PLAYING

## LOOK FOR THESE RELEASES SOON

### FINAL FIGHT 2

Company .....Capcom  
Suggested Retail Price .....Not Available  
Release Date .....August 1993  
Memory Size .....16 Megabits  
Game Type .....Scrolling street fighting action

Before there was a Street Fighter II stealing all the glory, street-fighting fans were punching and kicking their way to fame and fortune on Final Fight. Final Fight 2 is even bigger and better than its predecessor. To save Genryusai and Rena, you'll have to take on the Mad Gear Gang in Metro City, either alone, or with a friend in the two-player option. Playing as one of three fighters, each with special moves, you (and a friend if you're in the two-player simultaneous mode) will battle through five stages. Look for our Power review next month.



➤ Great graphics and animation, and excellent play control. Capcom may provide its own biggest competition when players try to choose between Final Fight 2 and Street Fighter II Turbo.

☐ It's hard to argue with success, but it would be nice to have more fighters to choose from and better artificial intelligence in the enemies to provide an even bigger challenge.

### SUPER AQUATIC GAMES

Company .....Selka  
Suggested Retail Price .....\$49.95  
Release Date .....August 1993  
Memory Size .....4 Megabits  
Game Type .....Comic sporting events

James Pond and friends compete in "offishell" games, the like of which you've never seen. Younger kids may get "cod up" in the simple events and big, colorful graphics. The events range from "bass-ic" races like the 100 Meter Splash to more intricate skill events like Kipper Watching and Feeding Time. In all, there are 10 events for one player, a training mode, where you learn how to control your character in the event, and a competition mode where you compete against computer opponents. There are also two levels of difficulty, but the higher level is still not much of a challenge for experienced players.



➤ Good graphics and popular characters add up to fun for very young players. A mix of skill events (jumping mainly) and endurance, in which the player presses Buttons as fast as possible.

☐ The goal of many of the events is not clear and the control functions often change between different events. Both of these negatives could result in frustrated players.

### ALIENS VS. PREDATOR

Company .....Activision  
Suggested Retail Price .....\$64.95  
Release Date .....July 1993  
Memory Size .....8 Megabits  
Game Type .....Scrolling combat action for one player

The battle of the aliens has begun on Vega 4. Aliens with molecular acid for blood and an almost invincible set of physical attributes have infested the colony. They seem to be the ultimate fighting machines, but are they? The Predator, armed with incredible weapons, is determined to

## DRACULA

prove that he is more than a match for these cunning creatures from the back end of the cosmos. You become the Predator, stalking through ten stages of alien infestation. Your special weapons include the razor disk, invisibility cloak, laser beam and spear. Powering up the laser takes time, but results in more explosive damage to the enemy. You can move in three dimensions on the linear scrolling stages, and you can use jump and slide attacks, too. Aliens of every conceivable stage of development will not let you rest for a second.



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Both the aliens and the Predator look great and play control is generally good. The theme of the game is cool, even without the story lines from the comic books. The Continue feature keeps you going.

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The Power-Up weapons don't last nearly long enough, resulting in too much long, drawn out hand-to-hand combat. Hit detection isn't always logical. There's not much variety in the stages or in the types of attacks the aliens mount.

## FIRST SAMURAI

Company.....Kemco  
Suggested Retail Price.....\$59.95  
Release Date.....August 1993  
Memory Size.....4 Megabits  
Game Type.....Side-scrolling fighting action for one player

The Demon King threatens peace and only one samurai warrior can reach him and destroy him forever. What this game lacks in original concepts it makes up in excellent play control and interesting graphics. As the First Samurai, you fight primarily with your sword. You also pick up Power-Up Mystic Runes along the way. With some of the Runes, you can call on the gods to help you get past fires and other obstacles. The three worlds are linear, but contain areas where you must discover the correct route or method to proceed. The actual combat isn't too difficult, although it is unceasing, and there are plenty of food Power-Ups to replenish your strength. The music and sound effects in this game are particularly inventive. One odd feature is that when your Health Meter drops below a certain point, your sword gets swept away.



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Interesting graphics, sound effects and music, and solid play control. The challenge includes both fighting enemies and puzzling through the stages.

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More depth of play would be nice. The hero is supposed to be a samurai, but he looks more like a sumo wrestler. Stage intro animations are endless.

Company.....Sony Imagesoft  
Suggested Retail Price.....\$59.95  
Release Date.....August 1993  
Memory Size.....8 Megabits  
Game Type.....Side-scrolling action for one player

You are Jonathan Harker, a stranger in Transylvania, who seeks his lost love in the domain of Count Dracula. That's about as close as this game gets to Bram Stoker's gothic novel and the more recent movie. The graphic elements of Transylvania are here, from wolves and bats to vampires, and the settings include castles, forests and even 19th Century London. But this is a straight action game which does not delve into any sort of adventure-style game play.

Jonathan can use a knife or, once he's found them, better weapons like a shotgun or sword. Each stage is large and contains multiple levels, so the game play requires you to find your way through a maze. An arrow points out the general direction of the exit, sometimes through a floor or ceiling, so figuring out how to get through the obstacle can be interesting. Each stage begins as a daylight scene, then becomes a night scene in which Count Dracula appears wearing one of several shapes. Before meeting the count you'll face an onslaught of his minions including wolves, spiders and other creatures of the night. None of the battles are particularly difficult, but the servants of Dracula never let up on the attack.



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Generally, the graphics are quite good. Options include level of difficulty setting, number of lives, size of health meter and Controller setup. Some of the levels present puzzling obstacles.

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In some areas, blocky background elements look like a return to early NES programming. With an 8 Megabit Super NES game they could have created more realistic character sets. The boss enemies present very little challenge.

## GOOF TROOP

Company.....Capcom  
Suggested Retail Price.....Not Available  
Release Date.....August 1993  
Memory Size.....4 Megabits  
Game Type.....Two-player simultaneous overhead view action/adventure

Goofy and his son, Max, must foil a band of pirates and solve a ton of puzzles in Capcom's latest Disney-based title for the Super NES. The cooperative play in the two-player mode gives Goof Troop a unique feel. Some of the places you'll visit in this month's review will be a tropical island, a mountain top castle and a sunken ship.