

INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

SEND YOUR LETTERS TO...

Interface, Letters to the Editor,
c/o Sendai Publishing Group,
1920 Highland Avenue, Suite 222,
Lombard, Illinois 60148

LETTER OF THE MONTH!

EGM IS NUMBER ONE IN EUROPE!

It's no big surprise that you guys are the number one magazine for new information. I've always been happy with the cool tricks in the Tricks of the Trade section, the great news from Terry Aki in Japan, and the recent introduction of the International Fact Files. What I have to say might sound strange, but have you guys ever considered a publication outside of the U.S.? I mean, I buy a lot of foreign magazines, namely European and Japanese, and there are plenty of times when I see foreign games in your magazine first. If those guys can't even cover games in their country, yet you guys manage to here in the States, that must certainly mean something. It's just something I've been thinking about lately and I'm sure readers of your magazine in other countries would be thrilled with the idea.

Brad Cuttone
Baltimore, MD

(Ed. Thanks for all of your kind comments, Brad! You may not have known this, but we are already sold in various countries such as England, Canada, and Australia plus we are currently looking toward branching into France and Germany. Our reputation for current information is very well received in these countries, too. In



EGM was selected as the best
U.S. mag at the ECTS!

fact, EGM was selected as the magazine to best represent the interests of the U.S. players at the ECTS (European Computer Trade Show)! All mags were considered, but EGM was picked hands down. We consider it a great honor and privilege to be recognized by the game companies and other officials of the industry in Europe! We're not content to stay number one in just the U.S. You see, EGM is planning to open an office in London and there could very well be an EGM Europe in the near future, developed for the European market. Other awards were given to companies such as Atari for the Jaguar as System of the Year and Samurai Shodown by SNK as the Game of the Year.)

WIN A PAIR OF ACCLAIM JOYSTICKS!

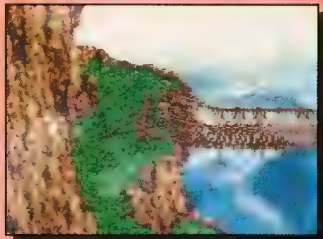
The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



AN RPG DILEMMA

Can somebody please tell me what the holdup is with Final Fantasy V? Let me just start by saying that I like RPGs and am quite a fan of the Final Fantasy series. I'm a little disappointed that Japan already has six games in the Final Fantasy series and we only have two here. In an issue about a year ago, you said that Final Fantasy V was supposed to be released here as Final Fantasy III last November! What's the delay? All I hear is a little mention here and there, but I see no sign of it being released soon.

Timothy James
Loveland, CO



Final Fantasy III will be coming to the States before the end of the year!

(Ed. In case you haven't heard the latest word, Square Soft will be releasing Final Fantasy V as a totally separate game from the Final Fantasy series. Since the story line in FF5 is different from the other FFs, and it's much harder too, they chose to market this game toward an older and more experienced gamer. But what about Final Fantasy III, you ask? The Japanese version of Final Fantasy IV that was recently released in Japan will become the American version of Final Fantasy III. As for release dates, Square has set FF III for an October release and the other game is set for an early 1995 release.)

OUT OF ALIGNMENT

Whatever happened to paddle-type controllers? It seems that racing game simulators are so much more fun to play with steering wheels, just like the arcades, rather than the cumbersome thumb pads. Games such as *Race Drivin'*, *Virtua Racing*, and *Super Monaco GP II* just aren't done justice with a thumbpad, no matter how great the graphics and sounds are.

Gregory L. Walker
Saginaw, MI



The Sega Wheel offers more versatility for driving games like *Virtua Racing*.

(Ed. Your wish has been granted. Sega will be releasing the Sega Wheel, as it is called, around the same time as *Virtua Racing* for the Genesis. The wheel basically replaces the standard pad and gives more of a lifelike feel to the game. As you can see by the picture above, the six buttons are located on the wheel hub and are actuated by your thumbs. Of course, the familiar mode and start buttons are located within easy reach as well. The Sega Wheel is primarily targeted for *Virtua Racing* but should work well with other driving games out on the market. For ultimate driving realism, this is it.)

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!

ASSHOLE

LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

I wonder how many readers get so angry at games, when they can't pass a certain part, they could scream and/or beat on their system. Most of my friends do. One of my brothers got so mad at his failure on *John Madden Football* that he threw his (actually my) controller on the floor as hard as he could. Two buttons popped right out. The Genesis controller still works, but now the tape holding the buttons down is messy. The point is I have found a solution to this problem:

Step 1- Right next to you, on the floor, put an old couch cushion or pad you have painted a target on.
Step 2- Make sure you have another pillow handy, preferably the soft, fluffy type.
Step 3- Go find the box your game system came in, or, if you can't find it, find a box the right size you prefer and paint a picture of your system or its name on it. Put it right in front of you.

You have now made a "GSPS" (Game System Protection Set). When you think you've been cheated simply remember this pattern. First, you can throw the controller down as hard as you like as long as it hits the target. Second, if you feel like screaming and complaining put the pillow against your face and yell all you wish. Third, you have the box in front of you to kick, punch, mangle, jump on, or whatever. Have you kicked your box today?

Dear EGM,

November 8, 1993

I usually have many reasons for getting angry at games when they just can't pass a certain part, they could scream and/or beat on their system. Most of my friends do. One of my brothers got so mad at his failure on *John Madden Football* that he threw his (actually my) controller on the floor as hard as he could. Two buttons popped right out. The Genesis controller still works, but now the tape holding the buttons down is messy. The point is I have found a solution to this problem:

Step 1- Right next to you, on the floor, put an old couch cushion or pad you have painted a target on.

Step 2- Make sure you have another pillow handy, preferably the soft, fluffy type.

Step 3- Go find the box your game system came in, or, if you can't find it, find a box the right size you prefer and paint a picture of your system or its name on it. Put it right in front of you.

You have now made a "GSPS" (Game System Protection Set). When you think you've been cheated simply remember this pattern. First, you can throw the controller down as hard as you like as long as it hits the target. Second, if you feel like screaming and complaining put the pillow against your face and yell all you wish. Third, you have the box in front of you to kick, punch, mangle, jump on, or whatever. Have you kicked your box today?

Michael Trahan

Our psychotic winner this month is Michael Trahan from Tucson, AZ. You've got a great idea there, Michael. Now you can return your fluffy pillow to your bed and scream into a lovely EGM T-shirt which is on its way.

A FOOT IN THE GRAVE

I was wondering about my Duo because you say that it's dying. Well, I'm sure I am speaking for Duo owners everywhere when I ask that if the Duo dies, what will happen to us Duo owners? Will we still be able to get old software titles? I mean, all of us Duo owners shelled out \$300 for the Duo and have invested a lot of time and money to buy games for it. If the Duo dies, will we be left with a useless machine?

Ramone Tallarico
Franklinville, NJ

(Ed. T.T.I. has done a complete turn around with their company. After a brief phone conversation, a representative from their public relations firm stated that T.T.I. will not sell or release 16-Bit hardware in the U.S. or Canada. That means they won't sell systems, but warranty work will continue in authorized service centers. As for the games, T.T.I. will release a minimum of six titles through a direct market. More news on this direct ordering policy will be explained next month. As for the future of T.T.I., they are redirecting their efforts toward developing new hardware. Possibly the Iron Man?)



Here it is! Attempt to find this picture in the magazine, if you can!



In the future, T.T.I. will offer new titles like *Godzilla* through a mail-order system.

3DO NEEDS RPGS

Honestly, I am not at all surprised the 3DO system's sales are very low. From what I've gathered, they don't even have a single RPG out. With their so-called superior graphics over the other 'game-only' systems currently out, you would think they would have at least one RPG out to show up the competition. As you may have already guessed, I am an RPG junkie. Panasonic is really overlooking a lot of potential buyers with their pricey system. I only hope that Atari doesn't make the same mistake. I read in an earlier magazine of yours that 'we gamers' can fight for the games we want to play. EGM rules!

Chris Collins
Humble, TX



Involving games like *The Incredible Machine* should keep players busy.

(Ed. I completely agree that there should be RPGs for the 3DO. While there aren't any right this minute, developers won't want to miss out on this growing segment of the video game industry. One thing you need to remember is that RPGs take a lot longer to develop and program since they always have long and complex plots. Developers need more time to work out these time-consuming games. Besides, wouldn't you rather wait a little longer to make sure the game is actually worth it? I certainly would. However, there are some games that don't exactly fit into the RPG category but certainly offer plenty of playing time. These games include *Star Control II* and *The Horde* from Crystal Dynamics and *The Incredible Machine* from Dynamix. These types of games offer weeks of game playing time, just like RPGs. It's only a matter of time before RPGs really come on strong for the 3DO, and when they do, you can be sure that we'll be here to give you the scoop on what's hot and what's not.)

S-VIDEO FOR SUPER NES

Recently, I was at a friend's house and we were playing *Mega Man X* on his Super NES. Since the Capcom logo came on the screen, it was clearer than anything I had seen on my TV and I have the same model he does. I asked him how he made the picture so clear and he told me that he bought an S-Video cable that ran from the jacks behind his Super NES to the S-Video jack on the back of his TV. I then asked him where he purchased this cable and he told me about a toy store that sold them. I've been to every branch of this store and none of them seem to have it in stock. I would like to know if you've heard of these cables.

David White
Arvada, CO

(Ed. Sure, we've heard of those cables David. You should be able to find them at most stores that carry Nintendo accessories such as cleaning kits and extra power supplies. If that option doesn't turn up anything, try ordering from a mail-order company for results. You can probably expect a higher price, though. S-Video does look great through the newer TVs and is an extremely noticeable improvement over the horrible RF input.)

GO FIGURE!

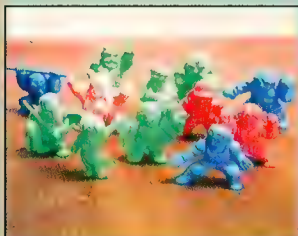
WIN A FATAL FURY 2 ACTION FIGURE

Takara has given us a complete set of 12 action figures that we have chosen to give away to a few lucky winners.

Would you like to win one of these cool *Fatal Fury* action figures? If so, send your name, address, and telephone number on a postcard to:

Fatal Fury 2 Figure Contest
C/O Sendai Publishing Group
1920 Highland Ave. Suite 222
Lombard, IL 60148

Postcards will be randomly drawn and winners will be notified by mail. We're sorry, but we cannot fulfill specific requests for characters. All decisions are final.



WHAT IF!

Ever had a revelation? OK, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Major Mike would drop the toad idea and get a real outfit like *Sushi-X's*?

Mike Collier, Marysville, OH

...Blanka met Baraka and had an ugliness contest?

Phillip Yin, West Covina, CA

...Parents played video games and kids argued that it rotted their minds?

Dave Miller Jr., Tonawanda, NJ

...You combined Barbie with the *Mutant League* games?

Jolanta Biniek, Chicago, IL

...Goro challenged Kintaro to a thumb wrestling match?

Ben Stinnett, Clarksville, TN

...Quartermann ran out of *Gaming Gossip*?

Kevin Kurian, Reseda, CA

...A boxer could stay champion after getting his own game title?
...Barney fell into a tar pit and got hit with a meteor?

Raul Ruiz, Brooklyn, NY

...Kitana's bodyguard cracked Mileena in the knee so she wouldn't compete?

Corey Zolondek, Detroit, MI

...The Saturn came with *Virtua Columns*?

...Nintendo released an R.O.B. All-Stars?

Nick Boyer, Torrance, CA

...There was a fatality in *Mortal Kombat II* to kill the Energizer Bunny?

...RoboCop and Terminator were secretly seen in a bar buddying around and having a few drinks?

Michael Cruz, Laurel, MD

Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

GIVE ME MORE RAM!

I've been playing video games ever since my brother and I had an Atari "Pong" home game attached to the back of an old black and white TV in our room. Since that time, I have had the opportunity to own and play many different game systems ranging from the 8-Bit Nintendo to Atari's 64-Bit Jaguar. While the Jag is awesome, I really enjoy playing my Sega CD. But there is something that I always wondered. Is Sega ever going to come out with a RAM Cart so we Sega CD owners can have more space to save our games? It's gotten to the point where I won't buy any new Sega CD games because I don't have enough free memory to save a lot of new games. I rented Jurassic Park only to find I couldn't save my game. While I like JP, there's no way I'm going to sit down and play it from start to finish in one session.

I'm stuck between a rock and a hard place. I don't want to delete the games I've already saved but I would like to have some new ones. I was told by one mail-order company that the RAM Cart is going to be released at the end of April, but I

haven't seen any advertisements for it in any of the game magazines. Is this true? If not (when, if ever) will Sega release it?

Scott Hunter
San Jose, CA



Sega will finally be bringing out the much needed RAM Cartridge for the Sega CD.

(Ed. What seemed would never become a reality will soon be coming our way. Sega has decided to release the RAM Cartridge for the Sega CD. This handy add-on was released ages ago when the Mega CD first hit the shelves in Japan. Its benefits are quite large, which is where the added memory in the RAM Cartridge comes in. The limited RAM in the Sega CD is precisely the reason Koei, who are also known for their heavy-duty games, couldn't release any Sega CD games for

the Sega CD. Perhaps that can change now. When the cartridge is due to come out is still up in the air but it would be a wise investment for anyone who frequently saves games on their Sega CD.)

GOING THE WRONG WAY

Is it just me or is Nintendo going in the wrong direction? Rather than introduce us Super NES owners to new and exciting game technology, they want us playing Game Boy games on the Super NES. They say we'll be able to add some color, but why? Correct me if I'm wrong, but Nintendo has several hundred 8-Bit games already with color. Why not make a converter for those? That's something the public was pleading for when the Super NES was first introduced. I don't feel adding color to a Game Boy game, which I'm sure will be quite limited, can save its graphics. I say it's three years too late for the wrong system.

Steve Ouderikirk
Ottawa, Ont., Canada

(Ed. It may seem a little late but it will certainly cure the Game Boy's screen curse of blurring when the game moves too fast. Also, why should Nintendo create a converter for NES games when a brand-new NES would end up being cheaper than a converter? Response to this peripheral must be pretty good if Nintendo is going ahead with the project. Only time will tell the success of this idea.)

WHO KNOWS
WHAT EVIL LURKS
IN THE HEARTS
OF MEN?®



S U M M E R 1 9 9 4

UNIVERSAL
A DIV. OF
© 1994 UNIVERSAL CITY STUDIOS, INC.
® & © ADVANCE MAGAZINE PUBLISHERS INC.

TOO MUCH OF SEGA

I have been a Sega fan for many years now and have all the Sega systems. However, I have a problem with Sega's concept of adding on to other systems instead of coming out with a whole new system. The whole idea seems like it saves me money, but it really doesn't. After purchasing my Genesis, I was satisfied with it until the Sega CD came out. At first, its price was way too high for me, but when it became cheaper, I purchased one. Now that this 32-X add-on is supposed to come out for only \$150, I planned to buy this as well. Recently, I have begun to have second thoughts. After doing a little figuring, I realized I had spent more money on the system itself than the games. Add up the price of the Genesis, Sega CD, and the 32-X and it becomes quite an expensive system after all. When the 32- and 64-Bit systems emerge next year, the 32-X system will be no match for them, hindered by the older technology of the Genesis. I should have stayed with my Genesis and used my money to buy games, rather than add-on newer equipment.

With the Game Gear, Sega CD, Genesis, Genesis 32-X, Sega CD 32-X, and the upcoming Saturn, Sega sure has a lot of systems to make games for. Make a great Sega CD game and the Genesis owners aren't happy because they can't play it. Make a great Genesis game and the Sega CD owners aren't happy because they feel they may have wasted their money on a system that isn't that great after all. Will the Genesis and its add-on die out when the new systems take over, just like the 8-Bit Nintendo did? I would be very reluctant to purchase a Sega Saturn if I just bought a 32-X and spent almost \$500 on the Sega CD 32-X. I like Nintendo's idea of waiting until there is a significant enough improvement in the technology before bringing out a new system. I'm not saying that anyone should leave Sega, but I think you should think twice before buying an 'inexpensive' add-on to the Genesis.

**Bryan Marks
Fayetteville, NC**

(Ed, This is a hard question to answer. It may not be cheaper for you to buy them, but it's definitely cheaper for big companies, like Sega, to introduce add-ons rather than spend loads of cash for new equipment and development time on a whole new system. It's just good business sense to think that way. If the thought of Sega producing so many systems bothers you, then why buy them? If Sega didn't make money, they wouldn't be doing it. Nintendo may be more cautious, but Sega does get out there to test the waters.)

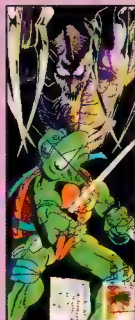
EGM ENVELOPE ART!



**Benjie Coloma
Sacto, CA**



**Luciano Digeronimo
Tsurugashima, Saitama, Japan**



**Chris Kobluk
St. Cath, Ont., Can**



**David Kee
Bell, CA**

What do you get when you cross a Michelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best video game mag! Intensity 101!



**Air Ngaoswath
Ft. Smith, AR**



**Mark Cialaglio
Waterbury, CT**



**Pete Campos
El Paso, TX**



**Eric Hernandez
San Antonio, TX**



**Dan Tran
Lawrence, MA**



WIN A BIG STICK! FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).