

Computer and Video Game Developer Certificate

Learn to develop and manage game environments and visualization applications. Marist College's 100% online Computer and Video Game Developer Certificate teaches the techniques and engineering principles behind today's high-end videogame technology



Learn :

C/C++ Programming for Games

Mathematics for Game Developers

3D Graphics Programming with DirectX and OpenGL

3D Engine Programming

Artificial Intelligence

MARIST

www.marist.edu/ore/namino | RRR-R77-7900 | namino@marist.edu

Arcade Line

Calling all quarters! Overseas titles that may hit home.



Psychic Force (Taito)—A 3D fighting arcade game of psychic battle, with some contenders in cybernetic limbs and black-leather clothes, fighting in heavy urban areas. The game engine resembles the **Toshinden** series, but characters can literally float in the air, and use psychic attacks and shields rather than swords, etc. In terms of the glowing, visual psychic powers presented, the game more resembles the manga series X than (relatively) subtler shows of telekinesis such as **Mai: The Psychic Girl**.

Dead or Alive (Tecmo)—One of several fighting games debuted at the 1996 Japanese AQU show. Dead or Alive uses a Model 2 board just like Virtua. Fighter II 3D morphing technology, and graphics animated from actual human movement, allow such precision that individual muscles can be seen flexing. The controllers are a joystick plus three buttons, intended for beginners, with the standard hits, throws, and grabs.



Western Front

American comic and multimedia gaming



The Main Man

Fans of DC Comics' rudest brawler (anyone who beats up Superman, and only fails to finish the job because he's too drunk, wins this title! take note that **Lobo**, a 16-bit fighting game for SNES and Genesis, will be released by Ocean in May.

Lobo, a motorcycle-rid-

ing, cigar-smoking messenary, is one of DC's most popular characters. Savage fighting rendered from clay models, including special moves like ramming grenades down your enemy's throats, should appeal to the fans who made the 1993 pomic Lobo's hit

Threshold of Zork

Not only fighting games have movies and TV shows, apparently, as Activision announced February that its **Zork** series of puzzle-solving games (which started with Infocom's text-based **Zork** in 1981) will be turned into a live-action television series by Threshold Entertainment, the same



company which brought **Mortal Kombat** to the screen. The Zork series has also made it to Japan, with a 32-bit Zork / (with some graphics added) as well as **Return to Zork**, which incorporates full-motion video, for the 3DO. The humorous, but thought-provoking, underground exploration premise continues in new forms.

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 April 1996 issue.

#1—Super Donkey Kong 2: Dixie & Diddy
Super Famicom/Nintendo/Action-Adventure
This game (U.S. title Donkey Kong Country 2: Diddy
Kong's Questi was so popular when it was released in
Japan that not many people had the chance to buy it;
availability sank to 65% of retailers. The Super Famicom
for Super NES) is still one of the most popular Japanese
systems.

#2—Super Robot Wars 4 Scramble
Sony Playstation/Banpresto/Simulation
This tactical simulation game featuring sparring Super
Deformed (i.e., small-bodied and cute-looking) robots
from anime series such as Gundam, Dunbine and
Mazinger D was a popular Japanese title even before it
was released. Strategy games are much more popular in
Japan than in the States.

#3—Dragon Quest 6 Super Famicorn/EnbyRPG

The **Dragon Quest** series (U.S. title **Dragon Warrior**) is one of the best-selling games in Japan, and has been for a long time. Tried and true, its cross-generational good reputation holds its own among newer polygon games.

#4—Battle Arena Toshinden 2
Sony Playstation/Takara/Fighting
Released between Christmas and the New Year, the sequel to one of the Playstation's first and best-publicized games still has a strong following.

#5—Virtua Fighter 2
Sega Saturn/Sega/Fighting
In Japan Sega's AM2 development team and its leader.
Yu Suzuki, are very popular. In the beginning it sold well because of the arcade game, but now many people are buying it for the interesting characters themselves.

#6—Street Fighter Zero Sega Saturn/Capcom/Fighting

#7—Ridge Racer Revolution Sony Playstation/Namco/Racing

#8—Sega Rally Championship Sega Saturn/Sega/Racing

#9-Street Fighter Zero Sony Playstation/Capcom/Fighting

#10—Super Momotano Train DX Super Famicom/Hudson Soft/Board Game