



ISSUE **9**

 A JessCreations*, Co.
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A WHOPPING 28 PAGES OF...

- ★ Annoying interruptions by the editor
- ★ Illos that never really quite 'click'
- ★ Bewildering comics
- ★ Outdated reviews
- ★ Contributed material
- AND...
- ★ Other crap you're sure not to like, or, for that matter, even find mildly tolerable

LOOK! YOU CAN MAKE YOUR OWN "HEADLINERS!"

LADIES AND GENTS, THIS IS NOT A PLEASANT MAN. WHO HE IS, HOWEVER, IS THE COLD, VILE, AND SINISTER WORLD DOMINATOR JESSACRE. AND HE... OOPS. I FORGOT. HOLD ON A MINUTE...



THIS IS RENT PAGES



AAAHH... JUST LIKE MOM USED TO MAKE...



THIS WILL HURT, WON'T IT?

CHOMP, CRUNCH, SLURP, ETC.

OH, YE AH... HIS TABLE MANNERS LEAVE A LITTLE SOMETHING TO BE DESIRED, TOO... (yuck...)

JESSACRE! MEET US AT THE DOMINATION DOME IMMEDIATE-ISH! PLEASE?

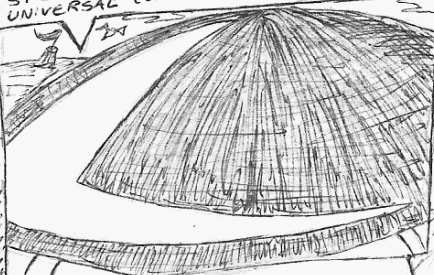


STUPID WORLD CONQUERING MEETINGS! I REALLY NEED TO RETIRE...



JACRE'S ALREADY 10 MINUTES LATE, PEOPLE! SHOULD WE JUST BEGIN WITHOUT HIM, OR TRY CALLING HIM ONE MORE -

MY APOLOGIES, JA... ANYHOW, AS WE ALL KNOW, WE HAVE CONTRACTED YOU TO CONQUER WORLDS FOR OUR CORPORATION'S SUBSIDIARY, COULD CORP. YOUR NEW ASSIGNMENT OF SPELL BILLIONS OF UNITS OF UNIVERSAL CURRENCY FOR ALL OF US...



UNI-CURS? THOSE DO HAVE QUITE A BIT OF FINANCIAL STRENGTH... COUNT ME IN. SO, WHAT'S THE PLANET D'JOUR? I'LL GET ON IT RIGHT AWAY...

WHAT ON TERRA 91 DO YOU IDIOTS WANT?! I WAS BUSY, AFTER ALL!!!



R 9 T B C


VIRTUAL

STAFF of MIGHT!^{*}

Hey, hey, the gang's (not quite) all here!

 *Things You'll Find in this Issue...*

Jess cutting an Atari Jaguar in half, reviews of games that were released months ago, Lintner blasting the Genesis version of "Super SF2", my brother's lame attempt at getting my goat by altering a speaker ad, extremely old letters from Brian, Todd, Zy, Matt, & Chris, coverage of yet another CES show I'd missed, space most egotistically devoted to games I've written myself, outdated fanzine reviews, Matt Lotti's premiere comic, "The Misadventures of Bippy the Alcoholic Beaver", less restraints on profane language, a sick-minded "Slop 10 List", the world's first (& last) ad by Phlaco Industries, a positive review of a Pony Canyon game (really! Not by ME, though...), "The Round Table's" presentation of the "Mighty Morphin' Power Rangers" debate, MJ's picks for the worst anime' ever, a sci-fi comic that's really well-drawn but not very entertaining, Jeff Bogumil's slamming the editor for his distaste for the Sega Master System, one last "Armageddon" by Matt, the conclusion to "Ob'zine", typos, typos, typos, typos, typos, & (you guessed it!) more typos

 *Things You WON'T find in this issue...*

Chris Dyer au naturale, reasons why "Cap'n Crunch" stays so crunchy, Sean Pettibone (YES!!! I mean, sorry...), Paige's true identity, Nintendo's 2-page advertorials, Ken-L Ration Dog Food, Nathan Hauke's tombstone, Senegal Parrots from hell, general constancy, Russ Perry's review of "Bubble Bath Babes", eye of newt, articles by Dennis Crowley, inspired editing, "Calvin & Hobbes" cartoons, the "theory" of evolution blown all to hell, parakeet squabbling, Dr. Jack Kevorkian, that bitch Connie Chung, big pectoral muscles, & free copies of MS-DOS

* Damn it! "Video Games" beat me to the punch on this one!!! I swear that I drew this before that issue came out, though (but then again, theirs looks 50x better...).



JESS RAGAN... HEADITOR, ART SUPERVISOR, GEEK

Jess recently went out, suit and tie in hand, to search for the employment he so desperately needs to publish this last issue. It was only until AFTER putting them on was he met with a measure of success...

JEFF BOGUMIL... A.K.A. TALON

P:!'s resident super hero has a list of incredible powers that'd make Tim Priest run for cover. Not only can he attend college while unemployed, he's tamed the Internet & can actually survive arguements with the editor over religion!!!

MATT LOTTI... BROTHERS GRUNT?! WHAT THE...?

Hunter of Hunts, beater of Beedhams; make the mistake of giving Matt a gun & he'll take aim at more than the feathered variety of hawks. It's no wonder he's leaving the hobby as well- I'm just glad I'm on his good side now!

KEVIN LEE... THE LAND SPEED RECORD HOLDER

Formerly known only as the "Yes-Man", Kevin recently relocated to Livonia, Michigan from his former home in Mexico. In a matter of seconds. Hey, the mitt's a great place to be, but 120 mph is a BIT too anxious for my tastes...

PAT REYNOLDS... EXPERT 'ARMADA' PLAYER

Pat & the editor are thankfully on good terms- in fact, the former dug up two of his friends & made the trip to Edmore, where the four proceeded to harass every animal on the property. Hey, it scared the ohiakens into laying early!

CHRIS DYER... JUST PLAIN STRANGE

Seems dear Chris got a call from a certain someone who insulted his family & informed him that he would "like to get it with both sexes". Let's just say that the culprit went for the "Vanilla loe / Cancer Patient" look in the latest VG...

ARTHUR PEONIS... "CAN WE TAUWKI?"

To quote Art- "We are so lucky not having Gordon Elliot, because Australia never liked him and good riddance to him. I do feel sorry for you and the rest of the U.S.... he! he!". Little does he know, we're sending HIM Maury in return...

MJ LESNICK... EVER SO INANTHROPOMORPHIC

The mighty MJ is now the editor of his very own comic book label, "Dokuritsu Graphics". One such comic under this label is "Ryuken: You're the Victim", which proves that, contrary to popular belief, only the breasts are big in Texas...

BRIAN PACULA... HE VANTS TO SUCK YOUR BLAD!

Mill Valley's boy wonder spends his free time acting at a local drama school, where the motto is... "Where Adolescent Community Theatre Rejects Bring To Life Disturbing Plays You Will Dispiee". So THAT's where Sega gets its FMV footage!

JessCreations*,Co. Presents...



ISSUE NO. 9

PUBLISHER & HEADITOR...

JESS RAGAN

THE STAFF..

Jeff Bogumil
Dave Chau
Kevin Lee
MJ Lesnick
Byron Lisamen
Mark Martin
Brian Pacula
Art Peponis
Russ Perry Jr.
Pat Reynolds

MY WEAPON OF WAR...

Publish It! Lite

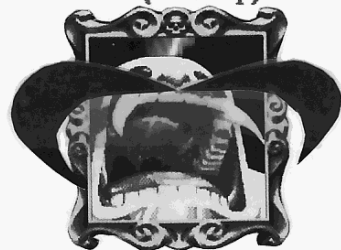
AFFILIATIONS...

- ☞ SIS- The "Sendai Is Satan" Club
- ☞ The "Sean Wants To Pet-My-Bone, But I Won't Let Him" Foundation

This fanzine was created while listening to myself cough up vital organs during a bout with bronchitis. Ooh la la!!!

THE EDITOR'S 5 FAVE GAMES:

5. Fatal Fury 2 (Gen)
4. The Horde (3DO)
3. Mortal Kombat 2 (SNES)
2. World Heroes 2 (Neo)
1. Darkstalkers (Coin-op)



OUR COVER D'JOUR: Jess takes a bite out of the Atari Jaguar in this piece entitled, "Division By Zero". Also, you'll find the fan-ed-filled cover to the issue #1 *redux* that was not to be located elsewhere in these very pages. Impressive, no? Or no? NO!? Why, I oughta...

While You Were Out...

Jess was concentrating on designing a cheesy tourney fighting game! Yes, that's right. And it's not "The Red Wash-Out King", either- around the time I'd moved back to my old house in Edmore, I'd had enough experience programming my trusty XT to make the thought of making a full-scale game design a full-scale GAME actually somewhat viable. Before 1994, that wasn't really the case, but then again, that was before I'd gotten comfortable with GW-BASIC. Now that I've more or less become adept in the IBM dialect of BASIC & have written a few demos & one game, "The Armada" (a "Space Invaders" clone starring... hell, you know!), I think I'm ready to go through with this.

The new title is "Fan-Ed Fracas". I've already done a little work on the characters, & have a lot of design work on paper, but once I make the switch to a 386 with a VGA monitor (if all goes well), the final product (if any- I must warn you that it's VERY tentative) will dwarf anything JessCreations*,Co. has yet done. FF will most likely be written in Visual BASIC, which will speed it up immensely, & each character will probably have about 80-100 frames of graphic data. It won't be perfect- the skeletal game design program I'd created is buggy, & the characters are pretty small (32x32 pixels), but I'm going to do what I can to make the actual program flow smoothly & the options I have lined up will hopefully offset its flaws. In addition to the typical fisticuffing of other fighters, I've got plans to incorporate both an SF & MK mode to appease fans of both game styles, mighty mutilation moves (humorous fatalities), super suicide smashers (self-inflicted fatalities), futile furies, at least one hidden character in addition to a boss & 10 playables, overkills, wacky backgrounds, & perhaps even vocals if I manage to pick up a sound board! It won't be easy, though. If you'd like to help me out, drop me a line ASAP.

PROJECT:IGNITION INFORMATION:

Payment: Keep it. This may very well be my last issue, & I've never been too keen on having to keep commitments as far as subscriptions & the like go.

Fanzine Trades: Any fan-ed who had traded with me during my own stint with P:I will now receive contributions from me on request in return for their works. Those who continue to send me their fanzines will be added to my new readers' list first if by chance I decide to continue with P:I OR give the green light to an entirely new project, tentatively titled "The Gameroom Blitz".

Writers/Staffers: I appreciated your help. Keep in touch & I'll keep you posted on new developments as they occur.

Advertisements: I don't like associating P:I with them, to be frank- I really wish I would've said "no" to Gigliotti & the gang at Sega's marketing group when they'd asked me to run the "Sub-Terrania" insert, but I didn't. Problem is, by the time I got around to releasing #9, the contest expired! D'oh. My apologies, guys.

LAWYER REPELLANT

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*OFF INTO THE
HORIZON...*

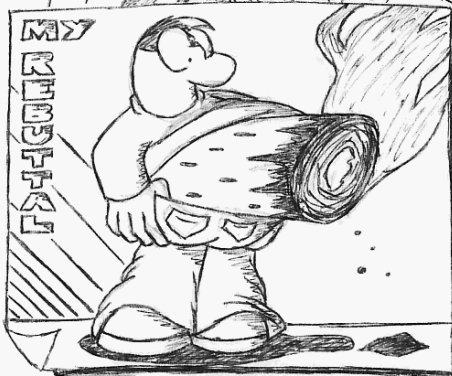


Close By Jess Ragan

Here I am. I tell you, when I'd first started P:, I thought fandom was the best thing that'd ever happened to me, but nine issues, dozens of contributions, & two years later, I'm ready to toss in the towel. Thanks to you, dear readers, I had a blast during my stay, but I'm afraid I've worn out my welcome & it's time for me to move on. There are a good many reasons for my decision to take a permanent vacation, & some of these reasons have rather sordid stories attached, so I'll just put it to you this way- I'm out of ca\$h and equally tapped of inspiration, & I need a little time to get a recharge of both & take care of life's more pressing matters, such as getting that drivers' license* (yes, I've not yet acquired one. Keep your comments to yourself, thanks much...) & sniffing out full-time work. Until I'm able to situate myself to the point where I'm leading a comfortable, secure life, the 'zine's just gotta go on the backburner. And my super-extended hiatus is fueled from more than just a lack of financial security- frankly, my work as of late has much of fandom (as well as myself) grimacing. My articles reflect on me personally, & frankly, I don't want to be associated with mediocrity any more than I've already been. Fandom's reception to my contribs has went from warm to tepid to cold, & it's going to take me a while to turn back up the heat.

In any event, you're still invited to keep in touch. I won't be completely inactive in the hobby, & will continue to contribute up to 2 articles as payment for any fanzines I'd traded with during P:'s life. And don't forget my line of software products under the JessCREATIONS*,Co. P:Interactive label! Heh heh. Take care, gang.

*UPDATE~ I RECENTLY PASSED MY ROAD TEST & WILL GET THE LICENSE SOON+



My Rebuttal by Jess Ragan (who else?)

Bitch & moan, bitch & moan! That's all I ever do!!! Well, you bought into it, so don't blame ME!!! Well, actually, I AM writing this crap, so... just read it & shut up, okay?

Just when you thought it was safe to go back into the arcade... Strata & Incredibly Bad Technologies (makers of the lame-o pin sim "Capcom Bowling", which incidentally has been renamed "Spinmaster Bowling"...hmmm...) have returned with another chronically obnoxious, gratuitously violent fighting game much along the same lines as their last. In case you aren't familiar with it, it's called "Bloodstorm", & like its nequal (psuedo-sequel, for those of you unfamiliar with my coined verbiage), it crosses the lines of good taste & quality programming like an expert. Not only is the game weak, it's sick, as well- do we REALLY need to see an emperors' side shorn wide open, intestines & all, in an opening graphic? Or read about a desert feminist who raises men for the purpose of "pleasure & food"?! Or be recognized in the score board for the number of heads & arms you've removed in battle?! Or, if that's not enough, watch a woman who's been sliced in half worm around the floor with her innards in full view &

+ UPDATE TO THE UPDATE~ I'VE GOT THE LICENSE NOW! 0000H, HOW IMPRESSIVE OF ME...

REMAIN CAPABLE OF FIGHTING!?! I don't want to sound like another Liebermann or anything, but this is just too much. With a game like MK or "Samurai Shodown", the gore is handled with a little restraint ("little" being the operative word with the former) & doesn't get out of hand to the point where it becomes tacky- not so in the appropriately acronymed BS. Really; would it be too much to ask of Strata to at LEAST have some kind of game in this mess!?! And what the hell does Brian Pacula SEE in the series!?!?!?

And while I'm on the topic of content in games, why must Sega insist on stripping it from ours!?! Extracting the gays from SOR3 took more away from it than a mere artistic license, y'know- anyone remember Ash? The original first round boss from "Bare Knuckle 3"? Well, he just HAPPENED to be a playable character, as well; & in the Japanese game, this still holds true. If the whole point of this still escapes you, here it is in black & white- WE WERE JYPED, STUPID!!!! And for what? So Sega can slap a more mainstream-oriented MA-13 rating on it & escape scrutiny from fringe groups like Queer Nation as well as the wrath of frothing parents' organizations, THAT's what!!! THIS is the pioneer of the industry; the company who supposedly instilled a standard of free expression in gaming?! HA!!! They're just as spineless as the big N was! And what's worse, this blatant editing has been fueled by merchandising scams as well... remember the two zones from "Sonic 3" that were ostensibly removed from the U.S. game? They're being marketed on "Sonic & Knuckles" as ALL NEW ROUNDS!!! AARRRGHHH!!!!

That does it for MR this issue. Next ish, we'll... oh. Never mind.

R

Reviews

BY THE P.I STAFF

STREETS OF RAGE 3 by Sega/Gen
Reviewed by Jess Ragan

As a young adolescent, I'd devised a general rule of thumb about video game sequels- the 2nd game of a series is twice as good as the premiere, with the third being a step down; 1/3rd the game the second was, to be precise. It wasn't a very solid theory, & with a little retrospect, it's not hard to see why, but a cart like "Streets of Rage 3" nearly tempts me to readopt this somewhat confusing philosophy. It certainly applies here, if nowhere else.

Just what is wrong with SOR3? For starters, Sega's rather anal retentive attempt to sanitize the content, assumably to make it appeal to the parents of mainstream Genesis players. WHY!? SOR is an adult game by nature, with a gritty look, mature music, & generally violent content. Still, Sega saw fit to shove some soap down BK3's throat, & the result ebbs away more than the programmers' artistic license. Ash, the game's flamboyant homosexual, was prudishly removed, thus denying U.S. gamers one playable character, & Blaze & the gang seem unfittingly wholesome in the "Peace Keepers"-style intermission screens. Sad, really.

All this aside, SOR3 has its moments. I simply adore the new ability to play as defeated characters like Shiva & the absolutely brilliant Roo/Victy, a boxing kangaroo under the unwilling employ of a sadistic clown apparently ported from Konami's "Batman Returns". The new power gauge is odd, but the use of weapons in running attacks adds variety to a game seriously lacking it. Anyhow, it's a fair but disappointing sequel. If you're the kind of guy who fancies leftovers, it's worth a rent.

G:7 S:7 P:7 I:7 M:12 \$:two, perhaps?

TEMPEST 2000 by Atari/Jaguar
Reviewed by Jess Ragan

Melt-O-Vision (*doubt*): A style of graphic presentation which unflinchingly manages to impede your vision with messages that explode into confetti, thus effectively punishing you with an undeserved death while informing you that you have earned an extra life. See also "Robo-Squash".

This Melt-O-Vision of Llamasoft's (the design team which, if memory serves, created "Attack of the Mutant Camels" for the Konix Multi-System & toilet seat cover) is one of the major thorns in the side of this otherwise admirable game. T2000's not quite a direct translation of the much-heralded coin-op- the graphics in "Traditional Tempest" just don't grab you the way they did in 1981, for example- but in some cases, that's a good thing, as new enemies have been added & each web of simulated vector graphics now spins & zooms into play. Of course, much of the play from the original has been preserved, which translates into major league, no holds barred, artery bursting intensity- keeping the assortment of bizarre beasties at bay with your pincher- like ship is no easy task, although a new A.I. droid, warp, & jump (whoa! Hand me the dramamine!) will help you out provided that you collect their respective power-ups.

I came away pleased but somewhat unimpressed with this title- as is the case with every Jaguar game I've yet played, "Tempest 2000" shows no evidence of the set's supposed superiority to the 3DO & frighteningly little when compared to even the Sega CD, one of history's most worthless systems. Atari may be screaming 64-bit at the top of their lungs, but their games aren't following suit.

G:7 S:7 P:7 I:3 M:11 \$:you've got me

GOEMON 2 by Konami/Super Fami
Reviewed by Pat Reynolds

Fans of "Legend of the Mystical Ninja" know what to expect from the sequel, which will probably stay in Japan. "Ganbare! Goemon 2" retains the same mix of side-scroll action stages & RPG-ish towns from the first, with more of everything in each. Goemon & Ibusumaru [known as Kid Ying & Dr. Yang in LOTMN-ed.], the heroes of the original game return, but this time they have the help of an androgynous ninja named Sasuke.

The action sequences have been beefed up with vehicles, great tunes [the first game's weren't?-Jess], & some wild special effects. The towns have tons of surprises, including shops, old ladies that need help, & a dozen wild bonus games to help win you some cash.

The most original parts of the game are the areas where you take control of the giant "Robo-Goemon". Preceded by a hilarious cinematic sequence, you must pilot the mechanized beast through a town-crushing, side-scrolling romp before a showdown with a boss. This boss battle is seen from the cockpit, where you pit your abilities against another robotic enemy. These battles get pretty intense & really make the game unique.

Bottom line- if you can find this game & can afford it, GET IT!!!

G:9 S:10 P:10 I:10 M:1 \$:70...if you're lucky...

[Editor's Note- Pat let me have a crack at GG as well, and it's official- after over a decade of dedicated work on the world's best games, the boys at Konami have lost their minds. To see what I mean, swat one of those cute lil' samurai bunnies with Goemon's pipe. Is there a janitor in the house?]



Well, obviously, anime' seems to be growin' more popular by the minute. And more abundant. At least 5 or maybe even ten new videos come out each month, & I just don't have enough time to watch 'em all. You probably don't either. So apparently we'll have to miss a few. "But which ones?", you ask. Hey, I'm here to help; providing a list of...

Anime' to AVOID!

by MJ

DOG SOLDIER by US Manga

Probably the worst one I ever watched. Avoid it like the plague. More boring than a Disney movie.

THE HUMANOID by US Manga

Kind of a neat plot; about a robot who attempts to learn human emotions. Actually, it's a stupid plot. Screw it [ed.'s interruption- Friend Matt Schulte was introduced to anime' at his art class in public school. It's no surprise that he preferred "Akira" over this after seeing both.]!

CRYSTAL TRIANGLE, also by US Manga

This one is so dull, I've already forgotten what it's about. I do remember that God Himself was killed in it; no joke! Wasn't very cool, though. Kinda silly, actually. His voice sounded like a Smurf!

ODIN by (sigh) US Manga

Gag me! The plot & dialogue suck. And the animation? "Thanks to the power of radar, we see reused footage!" AVOID [I second that emotion. At least it served as adequate punishment for Ralph Bakshi {who had to host it on Sci-Fi's "Animation Celebration"} in return for his "Cool World". Come to think of it, I kept looking for the bowling

pin & bubble gum machine silhouettes at the lower quadrant of the screen before realizing that "Comedy Central" was on channel 42 in the Coldwater area. -ed.!]!

PROJECT A-KO (dubbed) by surprise! US Manga

Would've been as cool as the original if the script would have been the same as the original. 'Tis a shame.

SILENT MOEBIUS by... Streamlined! (Well, that ends the streak!)

I don't care what anyone sez. I wasn't impressed at all by this piece of hoopla. Neat beginning... swell ending... WHERE'S THE MIDDLE???? Arrgh...

[Editor's Addendum {nosy, ain't I?}]

VAMPIRE HUNTER D by... um...

I hate to harp on endlessly about certain topics (namely, because I'm mercilessly assaulted for it), but if it helps steer just ONE person from this bore of a horror, it'll be worth my trouble. The animation suffices but just doesn't have the oomph to carry this over its flawed script. As with "Silent Moebius", the beginning and conclusion are the two elements that save it from being a total bomb, & even WITH them, I'd tally this at about 96%. Embarrassingly tedious.

UROTSUKIDOJI II: LEGEND OF THE DEMON WOMB by Anime '18

The first in the series was a wonder to behold, with its stark imagery & personable characters. WHAT HAPPENED? The animation team invariably pulls punches with their work just when the movie needs their talents most- during the painfully long encounters with the main character's family & cousin. The plot just doesn't grip you the way "Overfiend" did, either, & poor dubbing is also a huge minus. The series deserved better than this.



Also, MJ felt it necessary to get this off his chest as well...



Why, oh WHY did you have to take "Project A-Ko" so seriously, Jess?! It's like taking "The Simpsons" seriously, or "LA Story", for that matter! The answer the questions U asked in "Concept": 1) They're not men-w-o's; they're plain women. They're from a different planet! Why should they look like earth women? And why WOULDNT they want their princess back? What'ya think England would do if Elizabeth disappeared [hey; if C-Ko was indeed their princess, why didn't she look like a man with boobs? And who the hell WANTS her, anyhow!?-ed.]? 2) The "meteor" was a spaceship which crashed on Earth. It was thought to be unmanned, but it was actually carrying D (the alien who A-Ko keeps running into), who was sent there to search for C-Ko. 3) Are you kidding? C-Ko's cute [True; but she also has a voice that'd make a dog's head explode- irritating ed. who shouldn't be making these interruptions]! And B-Ko's bisexual. There was a script change in the dubbed version. In the original, B-Ko said, "C-Ko, I love you"; NOT "C-Ko, I want to be your friend". I've no idea why the hell they did that. 4) Yes, she is. 5) B-Ko wants C-Ko 'cause she's cute. Captain & D want her 'cause she's their princess. A-Ko's been her friend since grade school. And she's cute. 6) 'Cause they're women. 7) NO, she's just a hulking girl [sure LOOKS like most high school girls I know...-ed.]. 8) Just because. 9) It's a twist ending, you silly man! Didn't you notice who her parents WERE?! Watch it again [NO!!!! NO!!!! NOOOO!!!! -ed.!]! 10) Like I said before, it's D's spaceship. But I must admit that I had to watch it a few times before I figured it out.

There, happy? No?! DIEEE!!! All right; I'm sorry [don't bel Most people feel the same way! Oh, & this is the end of the article, too, by the way. -ed.].

ARMAGEDDON

Ahhh! This may very well be the last P:I (sob, sob, sob)... but, well, it was fun while it lasted. This is still a video game 'zine... so I guess I have to discuss games, heh [unless you'd like to be acquainted with Mr. Thorny Leather Whipl- tyrannical ed.].? Oh... okay.

MKil. Alright.. I bought it (being the sucker I am) for the SNES and I can honestly say that it's a good game. The control is great and the graphics/sound is pretty good, so I have to say that it's worth the money [quite.-ed.]. Is it the best? "Gunstar Heroes". Thank you (I think you all catch my drift, eh?).

Ahh! I HATE the MTV Video Music Awards [YEAH!!! You are oh so correct, Johnny! Hoo hoo hoo hoo... oh, wait. Brian already did something like this in his 'zine, didn't he? Lemme shut up right here...-ed.]. Did you see the interviews [No.-ed. who really SHOULD shut up right now]? All of the performers/stars/spectators were BORED OUT OF THEIR MINDS [I'll refrain from any smart-ass comments here...-ed.]. The intro with Michael Jackson & his whore [!!!] was a laugh (seriously) and the "Sabotage" song played by "The Beastie Boys" was pretty corny. I mean... the band members actually think they're CIA members! HA! Everybody knows that CIA members are a lot dumber than them [I'm not so sure- OK, OK!!! I'll stop talking!! Just don't throw that- <SPLUT>- rotted, worry watermelon...]...

Everybody I've talked to (that likes anime) always tells me NOT to rent "Vampire Hunter D"[isgusting! Ooops! Hey, not the hot cauldron of- Crisc- oh! Owl! AARRGGGH!!!!]. I, being the big money-spender I am, decided to get it anyways and look like a stupid jackass (which I am... :-) heh, heh...). But the strange thing is... I LIKED it! Yeah! It was dark, & the dubbing was amazing (the Count's voice is perfect, as is D's). Aside from the somewhat cheesy ending, D is a good rent (don't listen to anybody else! It's good! Trust me!!!).

Before I depart, don't forget to get "Urotsukidoji" 1 (**NOT** 2) and may the **farce** be with you (Mr. Sarcasm Man I AM)!



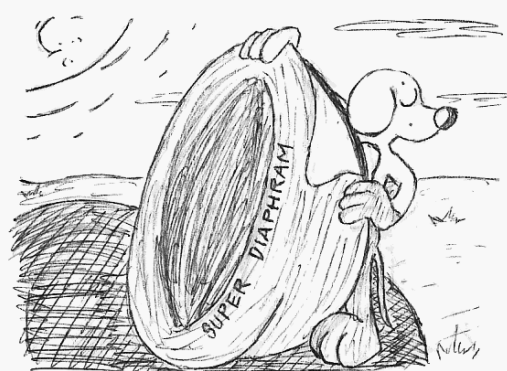
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AREA 88 #1-3... ☆☆☆☆

A young pilot named Shin is tricked into joining an airborne mercenary team known as "Area 88". Shin's only desire is to escape Area 88 so he can see his beloved Ryoko (nice breasts! :)) again. GREAT! BUY IT! DUB IT! SELL YOUR PARENTS FOR IT!!!

VENUS WARS (No relation to AP's "Venus Comics", MJl)... ☆☆☆

A young female reporter (with small breasts [I see a connection he- eep! AN A-BOMB! AIIYYEE!!!!!!]) travels to Venus (duh) in order to report on the Venus Wars [double du- KABOOM!!!!]. She runs into trouble & her friends get the shit beaten outta them! Good!



And now, P:I goes out with a bang with the most repulsive slop 10 list ever...

The Slop 10 Answers To "What Do You Get When You Cross An Elephant With A Dacshund?"!!!!

10. One fatality you're not likely to see in "Mortal Kombat"
 9. The world's first weiner dog that REALLY lives up to its name
 8. An urge for one DAMNED big cigarette
 7. Intense psychiatric care
 6. Shish - ka - dog
 5. Total sexual frustration
 4. Lots of happy holders of K-Y Jelly stocks
 3. An instant wind tunnel
 2. Some smartass who steals your idea & starts breeding cats to sperm whales
- And the number one answer is...
1. 10 PRETTY SICK PUNCHLINES!!!
- And this being the last ish and all, I'll give you a few extras to ponder...
0. Hideous 10 ton dog creatures with trunks & tusks
 - 1. An elephant which conjures up a convenient spiel about spousal abuse & runs off with its bodyguard
 - 2. A vet bill you wouldn't believe
 - 3. Um... a desire for a cherry picker?
 - 4. Flattened

Primal Indulgences

STARRING PROFESSOR JESSER

language.

VIC 20 BASIC...VIC 20

B

As many of us know, a sizable portion of fan-eds are leaving the hobby due to their new-found contempt for video games- "Nobody ever comes out with anything original- it's all rehashed & it all sucks!", they cry as they pack their bags and leave us with one less alternative to the profound evil of Sendai's EGM. Problem is, these people don't seem to realize that they don't **have** to let the industry take care of their gaming needs, nor should they. Anyone can create their wildest gaming fantasies without intervention from the big N & S, provided they have the right equipment handy- a computer, some ingenuity, & a little knowledge of the easy-to-use, versatile interpreter called BASIC (short for Beginner's All-Purpose Symbolic Instruction Code). Nearly every machine has a version of this revolutionary computer language, although each one's is wildly different once you get past the initial PRINTs, GOSUBs, & GOTOs. Naturally, they range in quality as well, & since many are built into the machines for which they were designed, you can't have 'em all. You need help making a choice, I need filler for my 'zine- looks like a job for symbiosis! I've rated & reviewed a few of the more recent editions of BASIC as well as many of the older variations, should you come across a cheap computer at a yard sale. So enough with this cheesy opener- let's get busy! Y'know, like Arsenio used to?

GW-BASIC AND BASICA...IBM A-

I never much cared for the Microsoft-plagued IBM series of computers, but nevertheless, they'd dominated the market in the late 80's, so I'd decided to put my contempt for the sometimes overly complex machine behind me & broke the bank for one after I'd graduated from high school. Am I ever glad I did! This archaic but brilliantly comprehensive version of the language is probably my favorite of the ones reviewed on this page. It really takes advantage of the system's powers & compensates rather cleverly for its

deficiencies, with everything from vector scaling & rotation to sprite faking in one package! Each statement is also simply named (i.e. STICK reads the joystick), although the form of several is a little odd & some don't seem to do that much at all. The downside to all of this is the slow execution of commands & the fact that the programs are stored in a weird extension that disallows their use from Windows or MS-DOS, but hey, it's old! If nothing else, it's a quantum leap from the other BASICs of the 80's.

QBASIC...IBM

B+

This is one of those "structured" BASICs that I've never really been comfortable with. No line numbers are used, which makes the insertion of extra lines frustrating & your program look unprofessional. Still, it's a welcome improvement over the already excellent GW-BASIC, with added commands, VGA graphic capabilities, & a primer with every command's description & nomenclature at your fingertips. The latter is my favorite of the new options- I can't count how many times I've went nuclear while stumbling through a foreign BASIC with no documentation at hand! Anyways, to analogize (is that a word?), MS-DOS:Windows::GW-BASIC:QBASIC. If structured is your thing, pick it up.

APPLESOFT BASIC...APPLE II B-

It's limited & unnecessarily confusing, but I like it nonetheless. It's pretty good for programs requiring only simple graphics, & I like the cute I'll DOS the designers incorporated within it- it allows you to easily select programs for use, deletion, & even copyright protection, although given the amount of Apples with the same program, I don't see why they bothered (there's an UNLOCK command too- HUH!?). Sequential file processing & high-res graphic usage are both laughably awkward in Applesoft, but the machine was never much more than an elementary school computer anyways, so c'est la vie, I suppose. In all, an OK

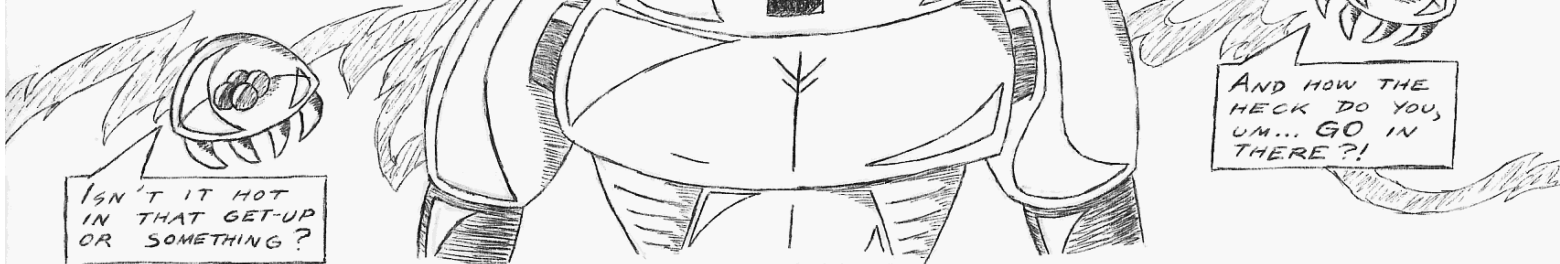
For some reason, I consider this the cream of the low-end crop as far as BASIC is concerned, but why? There's no memory to speak of (5K?) & all things graphical must be accessed by spindling & mutilating the character set, resulting in some pretty funky text. Still, it's easy like Sunday morning when you get all the POKEs down, which isn't hard considering the size of the memory map. It's a great beginners' BASIC- the text is HUGE so mistakes are easy to catch, & the ML usage via PEEKs & POKEs is uncomplicated. It's slow, & the sound chip is crap, but it manages to succeed despite all this. Bag a VIC if you're interested.

TI BASIC...TI 99/4A

F

THIS, dear friends, is our first official snag. Any BASIC which fails to tap the resources of its host system is a resolute failure, & such is the case with this confusing, inversatile, & illogical language, which was apparently designed without regard to serious programmers. What the hell was Texas Instruments thinking when they decided to put a roadblock on any & all routes to the machine's insides? Any BASIC without machine language routines is a sick hoax- any REAL programmer can tell you that. Thankfully, this was remedied with TI EXTENDED BASIC, but sadly, the original is built in & remains an indelible stain on the machine no matter what you do. The TI 99/4A was an excellent game system & educational tool for its time- a good BASIC would have topped it off nicely, but alas, that was not to be. Steer clear of the system unless you get a copy of TI BASIC E with it or intend to use it as a dedicated game machine.

I don't have the space to cover much else, so I'll make this brief- I don't care much for the C64 BASIC (it's like the VIC's but with a scary memory map), although its cousin, the 128C, has a surprisingly comprehensive update. The Mac's & Amiga's are both structured BASICs (similar to Q) which I'm not that familiar with, & Tandy's CoCo BASIC was, well, odd. And that's the list of major BASICs! Good luck & happy hunting! (What a lousy closer...)



MINESTORM by GCE/Vectrex
Reviewed by Brian Pacula

SUPER METROID by Nin./SNES
Reviewed by Jess Ragan

PUGSLEY'S SCAV HUNT by Ocean
Reviewed by Jeff Bogumil

Hey, all you SMS owners... let's share an in-joke, OK? Remember how by starting the 'ol beast up without a cart, you could access a secret maze game? Wasn't that cool? Didn't we get a charge out of scoffing at the NES owners whose systems just blinked when fired up cartless [you mean like the one WE got when all of those great games came out on the NES while the Master System carts all went on clearance?-dickh'ed.]? Well, Sega wasn't as original as it seemed at the time. Well, to ME anyway, 'cause I didn't know 'bout the Vectrex (call me stupid...), but to get back to the matter at hand... I've completely lost track of my topic & sentence structure, so lemme make this sooper simple: **MINESTORM BUILT INTO VECTREX.**

First impressions make all the difference (all-purpose cliché #24-a), and MS delivers, in my humble opinion. Press a button to start, & a well-drawn (for vector graphics, that is) star cruiser appears, & scales (yes, **SCALES.** Rotation's here, too, & unlike the SNES, which just shows off with its Mode 7 crap, the Vec actually utilizes rotation in play. Neat, huh?) out of view while the Vec plays an ominous tune reminiscent of "Jaws"... then, you're thrust into a good "Asteroids" clone! Stars left in the cruiser's wake turn into Mines, which may chase you, shoot you; maybe both! As a wave dies down, the cruiser re-enters the scene to deposit more stars.

Control & SFX are great. A shield option (instead of Hyperspace) would be nice, but no biggie. GCE didn't skimp on their built-in game. If only game designers would do the same with the games we're supposed to **PAY** for!

G:7 S:8 P:8 I:7 M:10 \$:for a Vec-75?

If anything, this wasn't a pleasant mission. The foul stench arising from the carcasses of the hundreds of unnatural, hideous lifeforms I'd obliterated still burned in my mind as I managed to crawl into a recess- the last possible place for a nest of Metroids. I glanced around until I'd spotted the familiar shape of the unworldly creatures' signature egg sac, which slowly teared open to reveal a newborn Metroid larva. Lifting my bionic arm, I aimed directly for the center of the hatchling & prepared to disintegrate it with a burst of intense cosmic energy. But wait! Upon "seeing" me (nobody knows just what stimuli these creatures respond to), the newborn quickly flew to me & circled me excitedly. After slaughtering so much life on this planet, I just couldn't bring myself to destroy something this innocent. I scooped the Metroid into a specimen container, closed the titanium lid, & walked back to my ship in the hopes that some good could come of a species that had done so much widespread, irreversable damage...

And so begins the latest in the "Metroid" series. After a very convincing opening sequence (similar to the "Alien" movies), Samus Aran must return to the desolate planet Zebes (which had been swept clean of life by a thermonuclear device in the NES game's end) to retrieve the stolen Metroid larva; & thankfully, it's all in the same style & with the same mechanics as the other two, only with better graphics (still a tad drab) & magnificently atmospheric sound.

"Super Metroid" is an unadulterated gaming feast for "Metroid" fans. It's not perfect, but it sure is a hell of a lot more enjoyable than "Mega Man X".

G:8 S:9 P:8 I:7 M:8 \$:buy it? YES.

Having never played the SNES or GameBoy versions of PSH, I can't offer any comparisons- thank [I CAN'T PRINT THIS PART!!! AARRRGH!!!!-ed.] ---. This is a poor 8-bit entry: it simply has no redeeming qualities worth mentioning [next, he's going to tell us that it bit walrus penis!-ed.]. You proceed (as the mentally disturbed fatboy himself [What the hell does this review have to do with me, Jeff?-guess who]) through numerous levels (in whatever order you decide), battling baddies with the ever-popular butt-bounce™ A.C. The levels increase exponentially in difficulty (similar to the classic "Super Mario Bros.", though lacking SMB's variety), resulting in a depressing, repetitive romp. The limited sound effects are of 2600 quality, magnified by the completely absent BGM (that's right- **NO** tunes whatsoever, 'cept for the title screen). The saving grace most definitely be the play control- well done for an 8-bit Ocean attempt [quite the paradox you have there, Jeff-ed.]. Fans of the cartoon/TV series/movies need only apply.

G:5 S:2 P:6 I:4 M:23 \$:Buy Kirby instead.

[Editor's Note (hey, it's only the 329th one!)- Try as I might, I couldn't pad Jeff's review enough any other way but this, so here goes- any of you guys remember the deal K-Mart brainlessly made with their NES carts back in the early 90's? It was a \$5 discount from ANY title, even clearance-priced ones such as (here's the tie-in now) "Fester's Quest", which was \$10. Well, I'll old opportunistic me saw the chance to ca\$h in big, & snagged it for a fiver! Coincidentally, K offers percentage deals now.]



jess VS byron... The debate that's morphin'ominal!

Byron: Hi, P:I readers! I know that this has nothing to do with video games, but I really had to get this off my chest- WHY DOES EVERYONE HAVE TO SINK THEIR TEETH INTO MY FAVORITE SHOWS!? Yes, I'm talking about "Mighty Morphin' Powers Rangers", that super cool-

Jess: (cough)

Byron: Cute, Jess. Anyways, as I was saying, MMPR is being attacked in every fanzine I see & I'm sick of it. I'm using this space to defend the Rangers & prove everyone wrong about them. Of course, I wanna be fair, so I've invited Jess to defend your sides of the story. Good luck, weenies- you'll need it!

Jess: There isn't really that much to say. MMPR is a dumb show with enough cheese to coat 50 square miles of nachos. It's kinda fun to veg out & watch it to see just how stupid it gets, but the fact remains that it's a badly executed 90's version of the Toei cartoon series "Voltron".

Byron: Sure, MMPR has a lot of stuff from "Voltron" in it. So? Not everyone was around to SEE "Voltron" back then. Why should a new generation of kids be cheated out of the same concept? Boy meets girl, boy & girl meet robot animals, bad guy sics yucky beastie on boy & girl, boy & girl hop in their animals, transform into a cool robot man, & kick the beastie's butt. It's the same thing either way.

Jess: No, it wasn't. "Voltron" was more convincing due to its being animated, the acting was better, and -get this- there

were some tiny traces of INTELLECT in the plot & dialogue! Imagine that! "Voltron" ruled- MMPR is a poor pretender to its throne.

Byron: You only liked "Voltron" 'cuz you were a kid when it was on. I've seen a little of it NOW and it isn't so great. The animation is all weird & sketchy & a lot of it repeats, and what's more, Voltron ALWAYS defeats his enemies with a "Samurai Shodown"-like slash! Booring! At least there's a LITTLE suspense to MMPR- maybe the Green Ranger will come in & save 'em. Maybe not. The plot's as straight & predictable as it gets on "Voltron"- that's not the way it is on "Mighty". And there's that geeky Japanese cartoon stuff, too- everyone's got big squid eyes & they all talk funny. MMPR is at LEAST as good as "Voltron"- and why shouldn't it be? They're both by the same company.

Jess: "Talk funny"!?! How about Rita?!

Byron: Don't step on Rita. I'm still mad about those morons getting rid of her. She was funny- Zed's a turd. Oooh, he's SO scary! He's a stick in the mud is what he is. I want Rita back, Hormel Spam it!!

Jess: As far as I'm concerned, most MMPR characters are stereotypical & rehashed. You've got the nerd, jock, hip-hopper, Asian token, & bimbo- & the fat guy they use as a foil, which I find most disgusting. Sheesh, why don't you just hire Mujibur, Sirajul, Amos, & Andy too & get it over with?

Byron: I think they're pretty fair about how they treat overweight people. Both Zordon & that health food store owner are good guys & aren't mistreated! And so the Power Rangers are shallow! It makes them easier to identify with, that's all! Is that so bad?!

Jess: As I see it, yes. It insults the intelligence & puts a strain on race relations.

Byron: MMPR was never meant to appeal to anyone else but kids. Why should someone have to THINK about enjoying themselves for hours instead of just doing it? It's like chewing your cud! And YOU should talk! You're the one who says that people should take your humor at face value & not be so stuffy about it being low-brow! How two-faced can you get?!

Jess: There's a big difference between the two, Byron. I-

Byron: Not really. I never thought your jokes about my wearing diapers were very funny.

Jess: True- nobody else ever did, either, but you can't base an entire argument from ONE insignificant little point. Besides, much of what goes on in "Mighty" is unintentionally funny because it's so cheaply slapped together! I mean, who WOULDNT laugh at seeing that guy in the robot suit stumble around throwing pathetic punches at another dude in an ugly costume that doesn't even look like the object the enemies mutated it from?!

Byron: Does it matter? I like it, & a lot of other kids my age do, too.

Jess: But WHY?!

Byron: What is this, an "Apple Jacks" commercial? It doesn't matter what reasons we like it for or if there's any at all. It's just fun! That's it. Why try to explain it?

Jess: Far be it for a TODDLER to try to explain anything, I guess. Your logic's too impaired to be making decisions about what you watch or just about anything else right now. You'll grow out of it, & when you do, you'll look back & laugh at yourself for wasting your time with MMPR. Just wait & see.

Byron: Your point being...?

Jess: "Mighty Morphin' Power Rangers" is crap! CRAP!!! CRAAAAP!!!

Byron: No it's not. Would it even BE on TV if it was?

Jess: What about "Full House"?!

Byron: Um, that's different...

Jess: Not really- a TV mogul decides to create a unsubstantial, low-budget drivel-fest with mass market appeal & becomes filthy rich in the process. Everything Haim Saban did with MMPR was to make himself a quick buck- it had nothing to do with entertainment!!!

Byron: It's fun anyways. What do I care?

Jess: This is pointless. End of discussion.

Byron: Good- I win by forfeit! HA!!!!

Jess: WHAT?! Are you CRAZY?! You-

Cuper Cyber Camurai Cynic Kicks Genesis!

Passersby Gasp In Horror As Madison's Own Todd Lintner Lays Waste to Popular Beat-'em-ups



FATAL FURY 2 by Takara / Genesis

Everybody seemed pleased with Takara's conversion of the original "Fatal Fury"; no doubt they'll be pleased with this one, too; as it's basically the same game. Sure, you get new characters, backgrounds, attacks, & so forth, but it's not that new. Graphics are a mixed bag- the sprites are pretty good, but the backgrounds are below average, with little detail. I liked the sound, even though the music isn't exactly toe-tapping; the various voice effects were plentiful & the fist-on-flesh sounds of fighting were handled well. All in all, a good audiovisual performance. As for control, it's acceptable. The game itself presented a stiff challenge, although using the kung fu [Tae Kwon Do, actually- anal retentive ed.] guy & constantly using that toe-tap of his will get you pretty damned far. Everything considered, a fairly solid fighting game, but nothing spectacular. There's better games of this type on the Gen.

G:8 S:7 P:7 I:8 M:14 \$:the infamous 2 day rental [no! Not THAT!!!-ed.]

WORLD HEROES by Sega / Gen

After playing "Fatal Fury 2", I was disappointed in Takara's translation. After "Eternal Champions" & SFII: SCE, this was a step down for the fighting genre. Little did I expect that I would soon learn just how shoddily a fighting game can be done. "World Heroes" isn't just a step down... it's a tumble down a long, winding staircase [like Ms. Fletcher in the LifeAlert ad?-ed. who couldn't resist].



WH was programmed by Sega's Midwest studio, & it'll just add to the erroneous notion that American designers turn out inferior product [but they do!-rather unpatriotic ed.]. Just look at the game! No, not the back of the box, because those shots must have been taken from a high-res monitor. The game, as actually played on a television set, has extremely basic graphics. The backgrounds, perhaps the main offender in this category, are simply done, with a minimum of animation, & what's there doesn't always produce the effect intended. For a good example, take J. Carn's stage. The clouds in the backdrop are supposed to be rushing by, but with only one level of parralax, it actually appears as if it could be the foreground that's moving. Other aspects of the game are worse. The sounds are absolutely wretched, with static-filled effects & nondescript music. Perhaps the greatest sin of all is that the game's extremely easy, whether you're playing in the regular tournament of the Death Matches- just choose the Bruce Lee knock-off Dragon & you'll go far. In addition to this, speed addicts will find the matches to move like molasses.

There's a few pluses: The selection of characters is interesting (though a lot more limited than those of topnotch fighters), & Geegus, the morphing final boss, no doubt inspired the archvillain in "Eternal Champions". But this is 1994, & what was an average arcade piece has aged two years & undergone a mediocre translation. The result is one of the worst fighting games of recent release.

G:4 S:3 P:5 I:5 M:23 \$:75c rental, & only if there's nothing else in

SUPER SF2 by Capcom / Genesis

Gag me. The venerable SFII cash cow has been milked dry several times over, yet Cpacorn doesn't seem to notice [than who's been doing the milking!?-ed.]. Not only do they have the gall to release an upgrade that's already been superseded by another, but they do a rush job with it [!?!?!].

Where do I start? Yes, there's four new challengers here, & there's more play options than before, but it still doesn't justify a purchase. The graphics ARE NOTICEABLY WORSE THAN SFII:SCE'S!!! I'm serious [you sure?- a skeptic]. Compare the sprites & backgrounds. Color, detail, animation- it's a sham. They're still better than WH's, oddly enough. The voices are still weird; now they're done by a familiar purple dinosaur. And this is a cart that trumpets its 40 "quality" megabits. Uh huh. I'm sorry, but any Genesis follower should be outraged [I'm not-ed.]. Call it garbage, call it slanderware; whatever you call it, it's a poor translation [You are WRONG, Johnny! Ho ho ho!!!- Ed McMahon]. Yet even the terrible job Capcorn did can't hide the fact that this is one of the better fighters on the market today. It's richer & deeper [& with more Columbian beans!- Juan Valdez] than "Fatal Fury 2" & "World Heroes" put together. But this translation is a travesty [& people think I'M overly critical- the bracketmaster]. If you really want SSF2, wait for the Turbo version which will be released come Christmas. Until then, whet your appetite on MKII [you don't seriously consider THAT an improvement, do you!?- you know who] & "Samurai Shodown".

G:7 S:4 P:8 I:7 M:14 \$:Wait 'till Xmas or buy SFII:SCE instead

[Ed's note- Sorry for the interruptions, but faults & all, I actually LIKE SSF2...]



BRIAN

MATT

TODD

Really, Really, REALLY Small



BYRON

Special thanks go to Jeff "Talon" Bogumil, Pat Reynolds, Byron J. Lisamen, Todd Lintner, Brian Pacula, & Art Peponis for their assistance in making this issue's rreviews- it's mucho on the appreciation scale. Confusing enough, Zy? Hee hee...

Featured Game: R-TYPE by Sega/Master System

Rreviewed by Jeff Bogumil

Though the editor may find the system disgusting [even moreso now that I OWN the blasted thing!-grumbling ed.], we well adjusted [?] folks kindly acknowledge that indeed, the SMS sported quite a few incredible entries [news to me-ed.], with "R-Type" crusting the cream. The game is a visual delight; damned near 16-bit quality backgrounds (detail-wise; no parallax scrolling here [not so! The stars move at different speeds at the beginning of the game!-ed.]) and well-animated enemy characters (including the outrageous bosses). The power-ups are staggering, fueling a well balanced but very difficult shooter. The BGM suffers & intense flickering is prominate, but 8-bit can only handle so much. Highly recommended.

G:8 S:6 P:8 I:8 M:10 \$:as low as \$5? BUY IT!

The Lost Vikings by Interplay (S+S)/Gen	JR
If you're not even going to do this RIGHT, why bother doing it at all? TLV is a huge step down from the SNES version, with compromised audiovisuals & a hideously overcomplicated control scheme. Another classic example of Genesis negligence by a big-time SNES licensee. G:6 S:6 P:6 I:6 M:16 \$:counterfeit money	
Bart's Nightmare by Flying Edge/Gen	BP
Video vomit. I've had more fun biting things with my head. To prove Jess's point about "Entertainment Weekly": they loved it. The game's best feature is the fact that you can burn it [or perhaps cram it down the collective throats of Sculptured Software, which made this driv-el-ed.]. G:3 S:0 P:2 I:2 M:33 \$:50 cents	
Square Deal by DTMC (Hector)/GB	JR
DTMC simply claims that this is "the game of two-dimensional poker". What? No dog sniffing a Game Gear? No moron writing "The Best Play Here" on a chalkboard? When it comes right down to it, though, I can't slight their lack of enthusiasm. Would YOU want to justify THIS? G:5 S:4 P:4 I:4 M:23 \$:real cards are cheaper...	
ET by Atari/2600	BP
I'm sorry- I can't recommend any ET game that has no Drew Barrymore in it (oh, wait... it'd be 1980- never mind...). Is there a point? Is there a goal? Is there a way to win? Is there a way to avoid those fecguckng wells? Maybe not, but YOU can avoid THIS [& TJ+El-ed.]. G:7 S:7 P:6 I:4 M:16 \$: four Recess pieces	

Trevor McFur by Atari/Jaguar	JR
OK. So I've been subjected to 5 planets of torture, with only 3 screens of actual graphic data in each, & my fingers are KILLING ME from having to hold that evil Jag controller. But I've won! Odd-It's FINALLY dead! Now gimme... THE BOX ART! NOOOOOOOOOOOOOOO..... G:7 S:4 P:6 I:4 M:19 \$:pay attention, you sap!!	
Mega Man X by Capcom/SNES	JTB
It sucked. The thing coulda been done on the NES (sans the enriched graphics & sound, but of course). No scaling, no rotation, & the final levels were simply boss rebashes. I won't be buying it; dat's fer sure [Get this! Talon wrote this review subconsciously! Neat trick, huh?-ed.]... G:7 S:7 P:7 I:7 M:7 \$:well, JEFF won't buy it...	
Shut Up & Jam! by Accolade/Genesis	BL
Wow... that Barkley guy really IS a jerk for putting his face on THIS one! I don't like B-ball, PERIOD, but this really takes the cake. Where's the voice? The fun? The game, even? If this is the future of gaming, just put me outta my misery & rip out my valuable gall bladder now... G:3 S:3 P:3 I:1 M:30 \$:shut up & avoid	
Bubble Ghost by FCI(Infogrames/PC)/GB	BP
I know inasmuch as this is Pony Canyon spawn, Jess hates 'em, but me? I like this! It's the kind of action/puzler that's fun & will occasionally make you pound your GameBoy into grit. What the hell am I talking about? I dunno. But BG is OK- even for "Pony" droppings. G:7 S:8 P:7 I:7 M:11 \$:7 [Nuttin' else? OK.-ed.]	

CyberMorph by Atari/Jaguar	JR
This must be what the womb is like. Mindlessly drifting around orange terrain like the kind offered in CM is quite reminiscent of doing flips for hours on end in "Ecco", with the same vapid yet soothing enjoyment (& unregulated drool) arising from both. This isn't healthy, I tell you... G:7 S:6 P:7 I:7 M:13 \$:duuuuuubbbbbb.....	
Virtua Fighters by Sega/Coin-Op	JR
Bad news- I spent tibe money to play this (d'oh! I'm not perfect, guys! Not even close, but I digress...). Worse news- playing this was in itself punishment for it! This is almost on a level with Sega's last travesty "Hollosecum" in terms of (lack of) playability. Hardly worth the cheap gimmick. G:8 S:8 P:2 I:1 M:21 \$:"Money for Nothin"...	
Virtua Racing by Sega/Genesis	JTB
A wickedly overhyped fiasco, VR is <u>not</u> the revolutionary godsend it appears to be. The BGM for one is sparse & ill-inspired, with the sound effects conjuring visions of drunken killer bees frequenting a "Hooters" establishment. Hardly anything worth a few days' rental. G:8 S:6 P:6 I:4 M:16 \$:You've gotta be kidding	
Bomberman '94 by Hudson/PC Engine	PR
Look out above, below, & any other direction imaginable! The Bombermen are back with new tricks like sending bombs thru trap doors & over walls. The new animals to ride each have different abilities & you can customize your B-Man's look! If you're a fan, it's a must-have! G:9 S:7 P:10 I:10 \$:Take my Sega CD, please!	

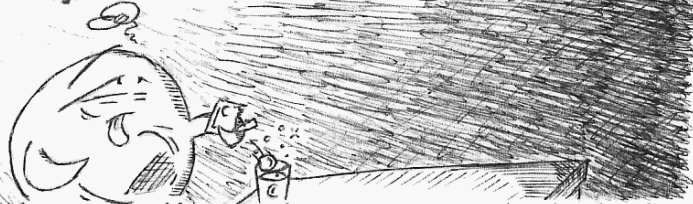
CAUTION: Due to a new job at "Gamers' Heaven" (well, I HAD it) as well as the purchase of an 8-bit NES, the editor has been playing games nonstop, necessitating the extension of another rreview page. Have we hit an excess? Live with it.

Coincidentally, if you can't tell by now, much of this issue's material was LOOOONG overdue. Sorry! We now return you to your regularly scheduled whining.

<p>The Horde by Crystal Dynamics/3DO JR</p> <p>Paul Reiche really made amends for his boring "Archon" games with this clever medieval adventure. It's part back & slash, part territorial development a'la "Sim City", & all incredibly funny thanks to clever writing & great cinemas featuring Kirk Cameron, among others. Hot!!!!</p> <p>G:8 S:8 P:6 I:8 M:10 \$:Own a 3DO? BUY IT!!!</p>	<p>Super Mario All Stars by Nintendo JR</p> <p>Wow! The Genesis must be REALLY pathetic if it can't even duplicate a miserable rebash of four archaic NES games in more than name! I mean, look at this GARBAGE! My COLECOVISION could almost do this!!! Whew- thanks, Nintendo... you guys are lifeavers! I owe you 1!</p> <p>G:7 S:7 P:5 I:5 M:16 \$:a good dose of sarcasm</p>	<p>Mutant League Hockey by EA/Gen ML</p> <p>I'm not the <u>biggest</u> fan of sports games, but once with a twist are usually fave of mine, & this sure as hell beats playing boring fucking golf games (zzzz). If you love the sport of ice hockey as much as I do & enjoy watching creatures die, then this mother is for you.</p> <p>G:8 S:8 P:9 I:8 M:7 \$:uh...\$50?</p>
<p>Way of the Warrior by Universal/3DO JR</p> <p>That's the way, uh huh, uh huh; that's the way I don't like it! I don't get why Naughty Dog crammed so many features into WOTW but almost completely neglected the actual execution- the characters are beautiful but litter around like bad 5200 graphics! And on a 3DO!?! Not good.</p> <p>G:7 S:6 P:4 I:7 M:16 \$:Suag SamSho or SSF2T</p>	<p>Stunt Race FX by Nintendo/SNES BL</p> <p>I wish there was [WERE, Dy.-ed.] some way to kick this game into high gear, but what it lacks in speed it more than makes up for in great graphics, neat sound, & a bunch of other things that make "Virtua Racing" look even WORSE than it is (I guess it IS possible!). I'd try it out.</p> <p>G:8 S:8 P:5 I:7 M:12 \$:get it used for 20 bucks</p>	<p>Mortal Kombat by Arcna/Master System AP</p> <p>Has to be the best fighting game on the Master System. The digitized characters look real enough despite the set's limited memory & color palette, & the special moves & death moves are all there. It's a bit easy, but still, Sonya can kiss ME anyday [She's a little too hot for me...-ed]!</p> <p>G:? S:? P:? I:? M:? \$:again, ?</p>
<p>Gargoyle's Quest II by Capcom/NES JR</p> <p>No, sir- I don't like it. This game is far too reminiscent of the first "Ghosts 'n Goblins" title on the NES; the one Capcom made before their actual talents were unearthed. There's a total lack of entertainment value here & the graphics are washed out & uninspired. I'll pass, thanks.</p> <p>G:6 S:5 P:7 I:4 M:18 \$:you MUST be joking...</p>	<p>RoadBlasters by Atari/Lynx JR</p> <p>This is what I'd call as dead on as a coin-op translation GETS on the Atari portable, & judging from the execution, that's pretty damned good. The control works, the graphics are crystal clear, & everything's presented in near perfect 3-D. The definitive portable driver, to say the least.</p> <p>G:9 S:7 P:6 I:8 M:10 \$:the keys to your car!</p>	<p>Equinox by Sony (Software Creations)/SNES JR</p> <p>Well, it's better than "Landstalker"... & yet it's not. The graphics are there, the sound is REALLY there (a demonic techno track on bosses? Freaky!), but the frustration? ONE bit sends the turban-clad kid grabbing his crotch & screaming in agony. Sheesh! Get a jock cup or something!!!</p> <p>G:8 S:8 P:4 I:7 M:13 \$:a toupee's worth 'o hair</p>
<p>Normy's Beach Babe 'O Rama/EA JR</p> <p>Save women, save women, SAVE WOMEN!!! Is that all you can think of, you horny bastards? Give it UP!!! The game itself suffices, but the play mechanics & basic layout are unimaginative, & the "art"? Save it for those cheesy greeting cards, Robinson! Not much of an achievement.</p> <p>G:7 S:5 P:7 I:6 M:15 \$:some white sand</p>	<p>MK2 by Acclaim (Sculptured Soft.)/ SNES JR</p> <p>The coin-op version turned my stomach with its evil quarter-thieving ways, but now that MK2's out on the home sets, I can finally appreciate its qualities without feeling the need to dismantle it with my bare hands (as much...). And yes, the SNES version is best (that's Acclaim for you!!!).</p> <p>G:9 S:9 P:8 I:8 M:6 \$:do a fatality on 'yo wallet</p>	<p>Sonic & Knuckles by Sega/Genesis JR</p> <p>The cobalt conceit-meister is really beginning to show his age, but this new outing has SOME spark left in it. As a software patch, however, it shows serious design flaws- it won't work with the first game, worsens the second, & gives the third rounds the Japanese had almost a year ago! Ick.</p> <p>G:8 S:8 P:6 I:6 M:12 \$:50 at the VERY most</p>
<p>NBA Jam by Acclaim (Iguana)/SNES JR</p> <p>Are they required by law to put more flash into SNES games than Gen ones or something? Aside from that, I dunno- the play is about right, but the voice is weak, the audience sounds canned & the frustration factor is high. Still a solid translation & better than most 16-bit b-ball carts.</p> <p>G:8 S:6 P:7 I:7 M:12 \$:Jam down about \$35</p>	<p>Skitchin' by Electronic Arts/Genesis JR</p> <p>It's "Road Rash"! It's "Skate or Die"! It's tremendously fun! It's mind-numbingly illegal! It's SKITCHIN'! As usual, EA drums up another excellent 3-D racer with all the toppings, but... a dollar to go out into heavy traffic & grab a car bumper?! I'll leave the in-lines OFF, thanks...</p> <p>G:8 S:8 P:7 I:7 M:10 \$:rent- it'snot for everyone</p>	<p>Bignose the Caveman by Galoob/NES JR</p> <p>ARRROHHH!!! Aipotryd! Swolb! Stoag! S'eyeworc! Na! Epiwesa!!!! It takes a quite a mess to make me talk in absolute gibberish (sure...), & this would be the game to do it. Imagine how "Bonk's Adventure" would be on the NES, minus the innovation. You'd be a Gabosh to get it.</p> <p>G:5 S:5 P:6 I:6 M:18 \$:Ungabunga. You no buy.</p>
<p>Sub-Terracia by Sega (Zylex?)/Genesis JR</p> <p>Digitized intros? A computer-generated image of a ship spinning wildly in place? Hmm... thanks for further proving my point that the Sega CD is completely worthless, guys! The game itself is a polished "Solar Jetman"/"Gravitar" clone, & is nothing to wet yourself over. Nice shirt, tho...</p> <p>G:7 S:5 P:5 I:6 M:17 \$:for Solar Jetfans only</p>	<p>Ballz by Accolade (PF Magic)/ Genesis JR</p> <p>No question about it; this game does indeed have its flaws. Once you learn to adapt to them, however, you'll find that this is by far one of the most clever & innovative twists yet on the tired SF2 formula, with 3-D play mechanics, side-splitting humor, & a ton of killer moves.</p> <p>G:8 S:7 P:6 I:8 M:11 \$:a two day rental works</p>	<p>3DO Intro Disc by Panasonic/3DO(dub!) JR</p> <p>What's the worst disc OR cart yet on a high end system? What makes even the hideous "Trevor McFur" look good? What has an amalgamation of games SO bad that SEGA CD owners would blush? What will become a coaster for your next drink? Just take a wild freakin' guess...</p> <p>G:6 S:6 P:2 I:3 M:23 \$:it's free, but worth LESS</p>

THE SILVER AGE

by the unreal Kevin Lee



"I don't think you're happy enough! I'll teach you to be happy! I'll teach your grandmother to suck eggs!!!"

Can I use that [if you want to be sued by Nickolodeon, be my guest- ed.]? Anyway, welcome once again to "The Silver Age". Here the NES reigns supreme [deal with it, Todd- ed.]. Today the topic and forecast deals with a quite new [well, not now, but you get the point... ed.] title that should not be overlooked. Unfortunately, the title doesn't even scratch the surface of this one of a kind action platform game.

That's right! It's "Kirby's Adventure"! I must tell you that the commercial you have probably seen is actually worse than the game... it's usually the other way around (just look at "X-Men" & "Eternal Champions" [I'd rather not- ed.]). And what is this game about? Well, 6 megs, for one thing. To date, this is the largest NES cartridge on the market, & I can see why, too. Everything from huge levels a'la "Super Mario World" to enough power-ups to keep you playing for years is all in this one cart.

Basically what happens in "Kirby's Adventure" is that the people of Dream Land suddenly stop having dreams. Kirby goes off to find the problem at the Dream Fountain which supplies Dream Land with its dreams. The fountain is controlled by the Star Rod, which Kirby finds missing, as King Dedede (don't ask) broke the rod & gave the pieces to his friends in Dream Land. Kirby sets off to find the pieces, & so the game begins.

Kirby, as most people know, has a unique attack- he swallows enemies whole (gag) and copies their special powers. Of course, you can just spit them back out and fire a star too, as some enemies don't even HAVE special powers. The actual number of enemies which do is somewhere in the twenties, & trying to describe every single one would be ludicrous. Kirby has enough moves to not

even have to eat enemies in the first place! He can not only walk left & right [what an innovation!- sarcastic ed.], but can run in those directions as well, & can do a Mega Man-style slide which kills enemies like Strider's. If you push up on the controller, Kirby sucks in some air & the then-inflated guy can fly all over the screen. Pressing the B button at this time causes him to expel the air at a rather great velocity which can kill most of Kirby's enemies as well. And furthermore, if Kirby falls far enough, he will flip forward, & if he lands on an enemy in this 'dive', it becomes smashed.

If any of this sounds sickening, please feel free to read on [HUH?-ed.]. Here are a few of the special attacks that Kirby can use.

Laser- A long beam that bounces off slopes.

Throw- Suck up an enemy, then throw them in one of six directions [hence the name!-jerk]

Beam- A rapid-firing weapon that fires 145 degrees in the direction Kirby's facing.

Parasol- An umbrella. Float, swat guys, or use for protection.

Fire- Throw flames like a flamethrower [how much flame could a flamethrower throw if a flamethrower could throw flames?-groan...]

Needle- Kirby turns into a porcupine. Great for those pesky enemies that fall from above; let them skewer themselves.

Crash- A one-time weapon that destroys everything on screen.

Mike- This strange weapon allows Kirby to sing his favorite song three times. Unfortunately for the enemies, they all die from the bad singing.

Fireball- Kirby turns into a ball of fire & shoots across the screen at high speeds.

Tornado- Spins uncontrollably; great for

small rooms.

Wheel- Kirby turns into a tire & travels at high speeds along the ground. Easy to lose control of.

Ice- Kirby blows ice in a fashion similar to Fire, but turns his enemies into ice blocks which he can kick at other enemies.

Freeze- Same result as Ice, but less range, & works more like a shield.

High Jump- Kirby jumps to the top of the screen & becomes invincible while doing so. Great for long climbs.

Back Drop- Ultra-destructive attack that has six different variations depending on which direction is pressed. Attacks include the back drop, back breaker, power slam, one-arm throw, jump slam, & one-arm slam.

Well, those are only about half of Kirby's powers. It's quite difficult to even remember them all without actually taking notes, & it's STILL not all of what this pink thing can do. There are animated sequences, all with a dark sense of humor: Kirby being chased by a shark, Kirby singing under a rainbow and the rainbow falls on him, Kirby climbs up a ledge to get a power tomato (it gives him back all of his strength) only to drop it & fall back down the hill, etc. If you ever get tired of going through the levels, there are even bonus games, such as egg eating, where you try to eat eggs that King Dedede throws at you while avoiding the bombs he tosses, a showdown where you try to outgun enemies (be the fastest gun in Dream Land!), & even a crane like those quarter-stealing things in the arcade where you try to pick up extra Kirbys. And when fighting the last boss, KA turns into a shooter! This game has it all!

If you missed this title, I don't blame you because of the commercial. However, if you read this & then blow off "Kirby's Adventure", you have serious problems. Try to find psychiatric help as soon as possible. You are a social outcast if you do not play this game [wonder if he likes it?- typically clueless ed.].

Hope you enjoyed this as much as I have, because I have to have my wisdom teeth pulled now. Hope you see me again soon at "The Silver Age"... 'cuz I need a mirror...



I Swear

(or is Ragan watching?)

by Jess Ragan



About a half year ago, I'd helped start a controversy that to this day still burns in the backs of the minds of many a fan-ed- and in retrospect, I almost wish that I would have kept my big mouth shut. If you're a big reader of "MasterMINDS", you know what I'm talking about- my letter in the 14th issue which, among other things, lambasted editor Todd Lintner for his position on profanity in fanzines. Judging from the latest issue, Lintner wasn't the only one I'd unnerved with these comments- and this backlash has prompted me to clarify my stand on the issue, clear up a few misperceptions about my position on all of this, & hopefully get all of this out of the way before I'm bombarded with rotting produce...

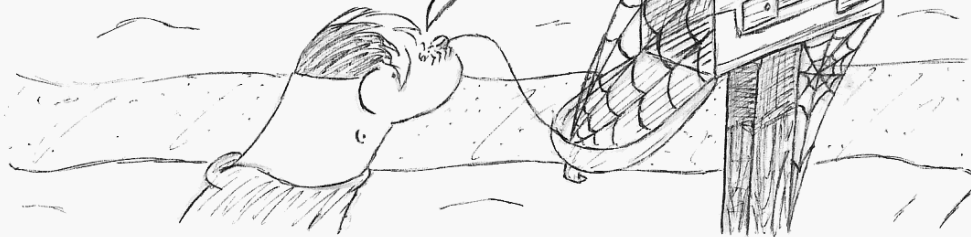
This whole ordeal more or less began with a copy of Ben Leathermann's premiere issue of "Fanarchy". It would have ended right there too if it hadn't been for an insert which Leathermann had for reasons beyond my comprehension included with it. This insert was a copy of punk 'zine editor Carlton Rahmani's short-lived entry into VG fandom entitled "Duh!?", & I to this day am not sure what Rahmani meant to accomplish with this fanzine. What I DO know is that despite being considered a hot commodity in his own fandom, it appeared as though Carlton put no effort into his new creation (even the title suggests this), & to put it bluntly, I felt jyped as a result. And to make matters worse, it was insulting- what can you say about a crudely-drawn cover featuring kids masturbating? Anyways, here's where the point comes in. I'm going to take a direct quote from the pages of "Duh!?", & to warn you, I'm going to leave it uncensored for the fullest effect. Ready? Keep those air sickness bags handy... "Just let me tell all of you assholes about the head editor of this fucked up magazine. Ben Leathermann sucksbig donkey fuck and I fucking hate him. Let me also tell you about other fucked up magazines- like 'Between The Lines' [eh?] with all their all too fucked up column 'writer', Eric 'the Deicide' Schimek (Schmuk)..." You get the point. Now here's the kicker- I'm not terribly fond of Schimek's work or beliefs either, but drivel such as the above quote only serves to ruin the credibility of Schimek's detractors & inadvertently empower him as a result. Even to those who find his opinions utterly repulsive, it can't be argued that Schimek states them in an articulate fashion- and it doesn't take a psychic to see who between the two would win in a battle of wits.

Warp to late 1993. I'm still understandably annoyed by this turn of events, & the 13th issue of "MasterMINDS" (which admittedly spoke quite favorably of me) only served to pour salt in this open wound. Todd Lintner went on at length in several articles to, as was my perception, encourage fan-eds to use profanity as well as criticize those who refused. THIS is what set me off. I guess I've been in the wrong for attacking profane-eds (I know, lousy pun...), because what they do in their 'zines is not really my business, but I feel it's no better to ridicule those who DON'T swear in their 'zines for that very same reason. I'm certain Todd will argue that it was never his intention at all to do so, but his "Johnny Fan-Ed" column in Mm#15, which none too subtly mocks Matthew Smith & myself and erroneously suggests that the choice to keep our respective fanzines free of obscenities was anyone's but ours, clearly contradicts this.

It boils down to this- I personally feel that excessive profanity serves to erode one's credibility, but then again, I don't make your decisions. When you edit a fanzine, making a choice such as this is your responsibility, & as with all decisions, there are consequences as well as advantages on both sides of the coin. If you feel comfortable with swearing, go for it- but keep the boundaries of taste in mind, & don't be artificial about it. Nothing screams "insecurity" more than depending on social taboos to look "cool"- & it's the most obvious sign that you indeed are not. And that should put an end to this once & for all- I for one am finished. I swear!

POST OFFICE PARANOIA!

Look, bub. It's been six months already & you STILL haven't gotten any mail. NOW will you install some plumbing in this dump?!



P-I'S GOT DYERHERRIA!

(I wonder how many complaints I'll get out of THAT little pun...)

Jess,

I really feel poopie about you having to nuke P:I, as I was really, really looking forward to issue #9 (it had the fan-ed cover & one of my contribs in it). I responded to your letters in issue #5, which I need to get copied, so it won't be out for a while [COMPLETELY understood-ed.]. What are you going to do about all the 'zines you used to trade with in order to keep receiving them?

I'm joining you & Chris Johnston on the bandwagon of Pettibone haters! Why? Well, Sean happened to call me & for no reason whatsoever, the first thing he told me was that my whole family was "f*cked up" [sounds like something he'd say...-ed.]. Plus, he said quite a few other things, and he's a queer! Seriously, he said that he "would love to get it with both sexes"! HOW SICK CAN YOU GET [you don't want me to answer that...-ed.]!?! God made Adam & Eve, not Adam & STEVE!

Send me "Defrost" NOW!!! I order you!!!!!! And contribute more art & comics, too!

Anyways, keep in touch!

Sincerely,
Chris Dyer

P.S. Listen to these great deals I've gotten lately!!! I'd gotten an SNES w/ two controllers, two games ("Mario World" & "Street Fighter 2"), & all the cords for (get this) \$30 [Geeep!-ed., who's now in shock]!!!! NO KIDDING!!!! I bought "Gunstar Heroes" for the Genesis for only \$20.00 [Cough...Gasp...

Choke...- wildly envious ed.]!!! NEW!!! And I got lucky at a ticket-based game called "Goofy Hoops" & won 500 tickets from one quarter, plus the 80 tickets I'd gotten during the game [I'm running out of exclamation points here...-ed.]!!!!!! **MAN, I'M LUCKY!!!!** Oh yeah; the only reason I'd gotten SF2 (original) w/ my SNES is because it's the only version I like (& I liked Champion Edition [arcade], too).

SEE YA!!!

Jess Responds: And people think I'M enthusiastic! WOW!!! Well, Chris, thanks for the letter. I very much appreciate any response I get from readers, friends, & fellow fan-eds, & urge all of you out there to keep in touch even AFTER I exit stage left.

To Pettibone. I've been noticing quite a disturbing trend with him since our outing last April- he seems to be getting progressively arrogant. And insecure, apparently- he constantly seems to feel the need to force homosexual tolerance down everyone's throats when they're just not willing to accept the lifestyle. Unless it was an attempt to unnerve you (something Sean is famous for), his admitting his bisexuality probably explains just why he's been getting more & more defiant about the entire issue. If that's the way he wants to live his life, well, it's his prerogative (although he'll be putting himself at a greater risk of contracting VD such as AIDS), but conversely, it's not right for him to pressure others into feeling the same way. I know where you're coming from, Chris, but gays aren't a big problem for me if they stay discreet about their sexual identities (as everyone

snoud, really). If this makes me a "Nazi", "homophobe", or "fascist" (all things Sean has called me), so be it, but the fact remains- Sex is a private part (NPI) of peoples' lives & shouldn't be flaunted.

Glad to hear about your good fortune! I sure could run into some of it, myself... & hell, even I would snag an SNES at THAT price! And as you can see, ish #9 DID in fact become a reality- although I DID sit on the articles much longer than I should have. My apologies for the long wait & outdated material.

A WHOLE LOTTI SHAKIN' GOIN' ON

Jess,

Thanks a lot for the letter. I didn't want to break up our friendship either. I snapped off the handle, & I know I shouldn't have. Again, sorry.

I TOTALLY and whole-heartedly agree with your reasons for not giving out your address. I think the part where you said "there are some people whom I don't like in the hobby that I'd just assume get away from" made me realize that it was other fan-eds who made me start to dislike the fandom world so much. You speak the truth. Jeff Beedham, Nathan Hauke, the Pittaro fags, David Hunt & a few others are what made me the spiteful fan-ed I am. I can recall a past ish of "Mindstorm" in which a writer (whose name escapes me) said some very true and sarcastic things about EG fandom, like "other fandoms seem like such happy places in comparison to ours." Darn straight.

You're right again with the Bubblegum (oops! I meant video game! Heh heh...) crash theory. The video game world WILL come to a stand-still as soon as Nintendo comes out with Project Reality. Watch & see.

A lot of people left fandom for very good reasons. Some were expecting this crash. Others just got tired of it. Chris Johnston's "Paradox" might not last much longer now that he's in EGM2. I think that's great [me too! Or did you mean his internship at Sendai? Ooops...-ed.]. Alex Frias left because he wanted to own his own BBS. Pat's

eaving because his name is Pat (heck, I don't know. He never told me...). I'm leaving because I MIGHT become a contributor to FLUX magazine doing (cough, cough) anime' reviews. I know... I never told you that I liked anime'. Don't ask me why I didn't mention it.. not until the other day when I was reading through the last ish of P: I did I realize you saw "Urotsukidoji"! Is that a perverted movie or what?? I'm reviewing for Pacula.

Well, if P: I #9 is going to come out, please let me know so I can send in my last "Armageddon" & piss the sh*t out of the majority of folks in fandom. Isn't free speech grand? Get "Sol-Bianca".

Good luck at your new job,

Matt

P.S. Arnie Katz attacked me! That fat bastard! And how's Byron?

Jess replies: Your letter rings all too true, Matt- anyone wondering about my motivation for abandoning ship needn't wonder anymore. Still, I have to think that I had a good deal to do with making EG fandom a less comfortable place- perhaps my absence will give others the chance to pick up the pieces & reverse the damage I've done. Maybe not. In either case, I'll be more careful next time if a next time does in fact turn up. We'll see. Thanks for the mail.

Byron replies: I'm just sitting around noshin' pork rinds to the tune of a particularly cool episode of "Mighty Morphin' Power Rangers". I don't see why everyone hates it- I think it's cool! They're dumb for getting rid of Rita, though- Zed is geeky & lame & corny & I hate his guts!

**OOWEEOWEEOOOH...
DEEDEEDEE...**

Court Jess-ter;

```
JessLetter = pages
IF pages < 4 THEN
  GOSUB EndOfTheWorld
ELSE
  GOSUB Readit
END IF
```

Howdy. I just got your letter about.. oh... five minutes ago, speed-read it (that's why I prefer subtitles-

more on that later) and all that talk of programming made my brain hurt (or maybe it was the issue of IBTL I got...). Buuut anyways, the graphics info helped- a lot -except I haven't implemented it yet. Still, I worked out an OK space-battle strategy game- you're in battle with an enemy Corellian Corvette (it's based on "Star Wars") & both you & the enemy have shield/laser energy that recharges, you can select one of three ships, take evasive action maneuvers to help recharge your lasers faster (it doesn't work real well), fire a torpedo, recharge shields, & use a cheat mode. It's one of my better works but it still reeks [you should have seen some of MY crap in high school... ick!-ed.].

Actually, I'm not a bad programmer when it comes to the Mac. I've written some OK "Shadowgate"-type (oops; didn't you tell me that you've never PLAYED "Shadowgate"? You should...) graphic adventure games. Their fatal flaw, however, is that I can't get them to do random stuffs (none of that "a=INT (RND*25)+1 junk here), which makes cheating very easy. Still, the graphic effects & animation make up for it on a non-interactive level. Kinda like MKII- much more fun to watch than to play. Well, thanks for the disk.. as soon as I can get it to a service center, I'll check it out.

Ahh... I should have known that Davey boy Hunt is amounst the SRPs. While reading "Entry Level", I disagreed with about everything he said (mild jab at him in TGTB&T8B - which is nearly done- in my review of "Digital Press". Check it out).

OK, next topic. You didn't like "Project A-ko"? Huh; too bad (I sure as hell don't like it as much as MJ did... "Dominion" might be better. Be sure to check that one out, especially the 1st & 3rd volumes [no, it won't screw you up; they're watchable in that order]). Well, as I said, I saw the subtitled one & bad dubbing sure can screw up an otherwise good anime'. I'm dying to see "Urusei Yatsura", but I want to see if I can find it to rent (or at least find the first tape if I'm gonna BUY it). But I did just buy "Burn-Up" today, so what do I know? With regards to the whole Lintner/Spank 'em [my "pet name" for

"Spectrum"- disgusting ed.], I'd omitted "MastERMinds" only because I was referring to 'zines Todd should/could/ would designate his favorites, & you'd have to be a self-important egotistical narcissistic freak to call your own 'zine your favorite (whoops; Sean Pettibone did.. but he can do that. He's Pettibone [do I detect some dissent with Sean here?- ed.]). GEA is just a cute lil' joke [what do I care? It's a joke with a great 'zine attached!-ed.]. Think about it- my own fanzine has at least as many members/readers as the Gaming Enthusiasts or America (60)- what's wrong with that picture? I forget what he said but Todd mentioned something about MM being very late [and how!- obnoxious ed.], so don't fret. It's not just you.

Aaaack! That's RIGHT; I DID forget the old vector SW! I remember that, although I was too young to be any good at it at the time. Maybe I can find something like that for my Vectrex (speaking of non-raster scan games, I saw a nice demo of the original "Tempest" on some "USA Up All Nite" flick about the apocalypse... it was called "Night of the Comet", I think, and it was kinda creepy). Also that statement [referring to the one in "Game Force" concerning SW games-ed.] is moot anyways now that I've played "X-Wing".

Weeell, I'd better go... hope to see P: I #9 soon [dunno 'bout THAT-lazy ed.], & I can't wait to play "Armada"! I'm still pissed at that "younger demographics" bullsh*t...

Brian

Jess responds: A quick note- I tend to be liberal with how I edit outside input, but I SWEAR that those anti-Sean epithets were not of my own accord. That's not to say that I didn't enjoy them, though (hee hee!)...

But on to more pleasant subjects. Hmm... I know the closest "Tempest" equivalent on the Vec is "Web Wars", but "Star Wars" is a bit of a mystery. There's a "Star TREK", but that's a different movie/game entirely... Hmmm... Well, I'd aimlessly meander further, but I've got other letters to tend to... Take it, Zyl

ZY LOSES HIS VIRGINITY...

Dear Jess,

Ooh, I wish I had time to write a fanzine independantly of this bloody mag. The stories I could tell... As it is, I've had some bad luck. They've promoted me to "News Editor". Yep, think about it. I get to review about three games a month- IF I'm lucky- and the rest of the time is spent talking to brainless PR types & chasing trannies for the latest nob beat-'em-up from Sunsoft or something [AllYYYYEEEE!!! A FATE WORSE THAN DEATH!!! overly sympathetic ed.].

Here's the latest "Super Play" [thanks!-ed.]. Sorry if I went overboard about your American-ness, but this is the United Kingdom, don't you know [and I dol -intrusive ed.]. We all wear bowler hats and talk like Patrick Macnee [whol?-ed.], stopping only for tiffin at four o' clock. Anyways, as you can see, I'm in the privileged position of having actually seen a real, genuine copy of "Zineophilia", although I'm still not sure this Dziobecki character is real. Oh, and now that I've seen the SNES conversion of "Ultima VI", I can finally understand this big deal over Pony Canyon. You're not half wrong, you know. They even cooked up their own name on the copyright screen!

Yes, we get our US & Jap games through importers, amatuerishly enough [from the way companies act, I wouldn't get 'em any other way-ed.]. American companies won't deal with us because they don't admit to Ninty that they quite *like* selling copies abroad. We've gotten into serious trouble (ho-ho) for reviewing "Super Bomberman 2" on import this issue, because the bods at Virgin told us expressly that they didn't want any coverage of the game until their ad campaign kicked in around September (where they would be handling the UK release). They even bribed us with trips to Japan [the bastards!-ed.]. Problem is, the game is already selling on import over here for about 75 pounds (!!!), and quite frankly, it's not as good as the first game [you should try the PC Engine imports. Pat R. eats 'em up like candy!-ed.]. So now [after SP reviewed it- gap-filling ed.] Vir-

gin has pulled all advertising, refuses to give us review copies of games ("you'll have to buy it from a store"), and they're even been going 'round the other software publishers and telling them that we're nasty & smelly and that nobody should deal with us. Working in this business is like dealing with a school trip of spoilt brats! No wonder EGM has abandoned the whole notion of reviews...

If you haven't heard (or perhaps seen a copy of "Famioom Taushin", "Log-In", "Makukatsu", or "Denkegi"), then let me be the first to tell you that the Sony Playstation will be out in Japan at Christmas. It's looking bloody lovely, too, & my money's on this one for winner of the race to be the Next Big Console. Nintendo is too busy arsing about to prevent the PS-X taking an early lead, & the Saturn's too damned expensive.

I don't suppose you or anyone you know will be attending the CES? I'm after news, dirt, & gossip from American freelances & they won't shell out the cash to send me over... so much for this News Editor title. But at least, I suppose, it will look good when I put it on a CV & get out of this bastard industry once & for all.

Cheers,

Zy Nicholson, News Editor (Hal)

P.S. If you want to send more 'zines, feel free...

Jess replies: Virgin... ah, Virgin. The European entertainment giant born from the fires of hell! Yes, Zy; we across the Atlantic have had more than our share of problems with this evil company as well (witness "Entry Level"), although it's never amounted to THIS. Damn; it's as if every freaking software firm on the Western Hemisphere thinks that it can stomp everyone's testicles into the pavement after churning out just a few critically acclaimed titles. And worse yet, ANY company can attain this kind of status by forcing even the most mediocre games down our throats with an ad blitz such as the one you'd put the proverbial damper on! No wonder you feel the need to divest yourself of this crap,

although I sincerely hope you don't. Although I have to wait for months on end for a copy (hint, hint...), I really do like "Super Play", & you guys really don't deserve to have to take this crap just because you won't cater to Virgin's every desire. It's bad enough that we have to put up with this kind of corporate harassment on THESE shores.

So you understand my distress about Pony Canyon now, eh? If only that were the case with everyone else... And strangely enough, U6 is actually one of their BETTER titles. Give "Seicross" or "Hydride" a run if you have a hard time believing that, as these, to use a tired American cliché, really bite the big one.

To Sony's PS-X. I dunno... although the games look fab, I'm not sure the distribution will be up to snuff, at least not here in the relatively isolationist US, where the big N & S do their damndest to blockade foreign product. As far as sales go, it seems as though Atari's Jaguar will gain the most ground, although its library is to be quite frank rancid. In terms of preference, the 3DO is where my money rests (as well as Trip's, according to "Newsweek"!). It was off to a rocky start, yes, but the price has been wedged down to a respectable \$300 (1/2 the price of the Neo-Geo, a system designed in the late 80's!), & that alone should turn its fortunes around, if only by 45 degrees. And a large library of highly playable titles with popular licenses doesn't hurt, either.

And I guess that's it! I hope you'll keep in touch despite my bowing out of fandom, & again, thanks for the issue. I'll do what I can as far as CES info is concerned. And try to hang in there- the hobby/industry can be painful at times, but it sure beats... um, "Burger King" (believe me, I'm speaking from experience here!)...

AT LONG LAST, LINTNER

Dear Jess,

Long time, no write. I can't think of

any witty one-liners to start out this letter, so I'm cutting right to the bone [Ow! Try being a little more figurative about it next time!!!-ed. who needs a Band-Aid].

Don't be peeved that you've never gotten anything from me. I am very lax in contributions to other 'zines, especially if it's on a regular basis. I've had a few late submissions to "Video Views", & some fan-ed's that give me stuff never get anything from me. Any game reviews I do could have already been done by you, considering your lust for the Genesis [well, I've not yet filled the cartridge slot with unidentifiable goo. Well, aside from the time I'd first bought it, & all those days when I was in sore need of some companionship, & uh... that orgy I had with all my OTHER systems, &...-ed. who should shut up RIGHT NOW]. Since you're now interested in the SMS, I could do some of those reviews for you. Just writing this has given me an idea... hmmm. Hey, you're not the only one who has caught the SMS bug from me. Dan Thomas MacInnes has, too! Wowzers. He hasn't bought anything yet, but he's interested.

Thanks for taking the initiative & sending me the floppy with your games on it, but unfortunately, I only have a disk drive for 3.5" disks, & high-density ones, at that. They sounded great, though [that's about ALL that's great about 'em!- ed. w/ sheepish grin]. If 'ya want, I'll return the disk to 'ya in a future letter.

"My Hero", a "Kid Niki" rip-off? Well, I suppose. It was a lot more limited, though. "Teddy Boy" may well indeed be a corruption of that "Bubble Bobble"/"Rainbow Islands"/"Snow Bros." type of game, but I won't know until I've played it. An excellent conversion of "Bubble Bobble" is available for the SMS in UK, BTW. It's also available through Telegames USA for \$50 [Thanks- I'll keep that in mind. BB was a childhood favorite-nostalgic ed.]. Sucks to "Sports Pad Football". I don't have the Sports Pad necessary to play it, & the "Pro Football" game upon which it was based was really bad. "Penguin Land", sadly, was a bunch of tripe [DAMNIIIIIIII-ed.]. Yes, it was one of the first games to come with battery back-up, & it did have a construction pro-

gram of sorts, but the game play was deadly dull. I was hoping for a postmodern "Pengo", but alas, 'twas not to be. You, as a blue penguin, had to roll your egg down a series of ice outcroppings to the level below without breaking it. It could be broken open by the various animals which prowled the levels (I seem to remember only a polar bear, though I'm sure there was more), or by a fall from an arbitrary height. You could peck through ice to arrange some neat stairs for your precious egg, but aside from that, our penguin p/c was defenseless. Yes, it could have been one of those highly playable "classic" games, but it was executed poorly. When & if you got the egg to the bottom safely, some sort of penguins in a UFO rejoiced. Or something like that. I'd just get "New Zealand Story" (also from Telegames) instead. Yes, Alf's primary weapon was a salami. Yes, it sucked. Not all backgrounds were static black (you were probably looking at shots of the cave which existed in the basement of the family's house [!]), but they all bite the big one. "Transbot" may well be very much like "Section Z" or "Thexder". I remember playing some arcade game very similar to "Transbot", but I don't remember the name. I'm not sure "Regulous" is anything like "Blade Eagle 3-D". The thing about BE 3-D is that it allowed movement between two planes of action. Enemies existed on both and, I guess, could swoop down (or up) onto you if 'ya didn't get them first. This was the game's big innovation, and its only saving grace [just like "D-Force" for the SNES, it seems. Nothing at all like Reg... sigh-ed.]. A shame, really.

Before committing you to any "Milk & Cheese" game, I'd have to give Russ Perry Jr. first dibs at it. He's the one who, after mentioning my need for one on the Genesis, quickly responded with some neat game play ideas & a vague promise about programming one. I haven't talked to him about it for some time, so I'll get right on it.

I've done some rethinking of the 'sellout' situation, myself. After having talked to Dan about his gunning for an editorship at "GamePro", my views on entering the mainstream have changed considerably. At least where it concerns

him, anyways. The man's got great plans for the place, I'm telling 'ya. Being a hotshot pro-ed & remembering your buddies from 'Zineland at the same time; well, I have no quarrel with that. And I don't think I would have, even in my more militant days.

Adios con dios. Mm #15 will be out in a couple weeks, maybe- maybe more, maybe less. Who knows. Your review & commentary will be in #16. Picture hopefully by the time school's back in session [YESSS!!!-ed.]. I'll get my contribution to you by then, too. Don't end P:I without me.

Todd

Jess Replies: ONE postal day after I'd received this letter, Todd follows up with a nice (albeit cynical) array of Genesis tourney fighting cart reviews! Talk about prompt! Quite unlike him, too, really, although I definately DO appreciate it.

A word about "Alf". Not the game; the program. I hated it with a passion, although I found this anecdote (from an old scandal rag) humorous- apparently, Alf became automated after the producers gave Michu (Michael Jackson's leprauchan) the boot. That'd be the end of the story had it not been for a malfunction which coaxed our favorite furry bastard into making an unexpected turn whilst brandishing a frying pan, giving the show's youngest star a face full of skillet in the process. I can't confirm this story, but it does give one a whole new respect for Teflon...

For those of you wondering what "Regulous" IS, well, it was Sega's attempt at capitalizing on the big "Xevious" craze (was there one?) back in the early 80's. It's similar, but the big twist is this- your vehicle of choice was a microscopic tank which fired wherever you steered (as opposed to just firing straight up). It would have been a killer on the SMS- even the music is similarly orchestrated. I dunno about MacInnes, though... there's just something ABOUT him... Anyhow, thanks much for the assorted reviews, Todd- they've been put to good use. And that's it!

FANZINE LINK
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ISSUE 1



A JessCreations*, Co.
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PROJECT

SEPTEMBER & OCTOBER 1992

THIS ISSUE
STINKS

THE GREG
KUNINER
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RGB785

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7
PERISH

THE PROJECT IGNITED: P:1 ONE REVISITED

- * The very first issue... sans the botched layout
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PAT GREET'S
GIDEON FROM
GAME PRO
OPEN
ARMS



COMMENTARY
FROM A
DISMEMBERED
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GAMER



Jess
SWITCHES
TACTICS.
HEY, YOU
ASKED FOR
IT...



NO!!! A
"SUB-TERRANIA"
INSERT! WHY?
WHY!? JUST
SHOT UP & FILL
IT OUT, OK?
OK!?

Feed ME!! OR
I'll sit on you
like a PANCAKE +
POUR Syrop on you!

O O O

Jess

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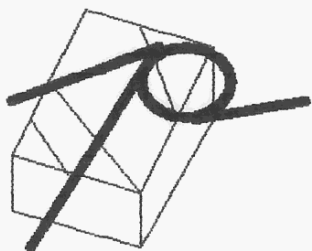
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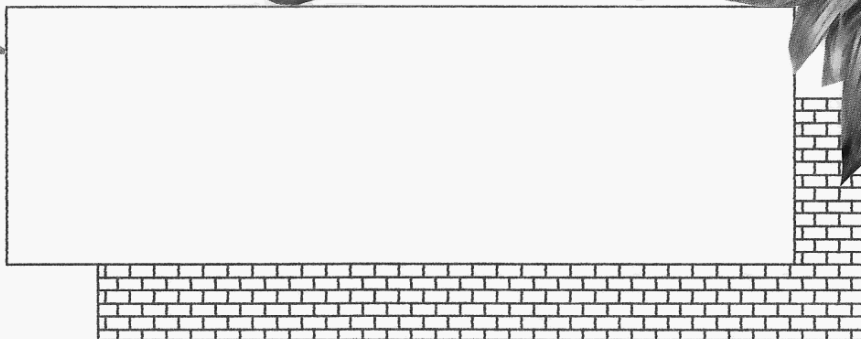
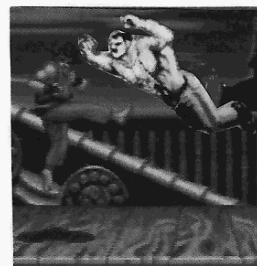
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