



NUMBER
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YOUR GUIDE TO:
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Genesis•32X•3DO
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Game Boy•Game Gear

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playstation

IN THE HUNT

t*hq



category:

release date:

Shooter

Now

challenge:

back-up:

Adjustable

None

I was waiting for this one to be translated for a long time. In the Hunt is cool simply because of all the stuff that is on the screen at once. The attention to detail is good, and the gameplay controls well. The difficulty is just about right. Odds are you'll beat it, but only by the skin of your teeth. There's only a little bit of slowdown, but it only appears when you have two players going at it during some of the toughest screens. This is just like the arcade.

I'm not very fond of shooters, but I found myself having a great time with this one. As far as graphics go, In the Hunt features some of the most detailed and highly animated enemies and backdrops I've ever seen. If you're looking for a lot of action in a game, this is your title. From the beginning of the first level through to the last Boss, there isn't a moment where the screen isn't filled with relentless enemies. This game must be played in the Two-player Mode.

I have been waiting a long time for this arcade hit to come to a home platform, and it finally has. In the Hunt is one of the most innovative shooters I have seen in quite a while. (How many other submarine shooters are there?) This game does not have mind-boggling graphics, but it does have good sound and a lot of action. The most impressive thing about In the Hunt is that there is minimal slowdown, even with two-player simultaneous playing. This game is tons of fun.

A long time in the waiting, this game finally comes out of PS as a great translation of the arcade. As one of the few shooters for the new systems, it's definitely a very welcomed game to this long-time shooter fan. The game itself is great. With loads of stuff on the screen, big sprites, lots of power and two-player simultaneous action, it just can't miss. The biggest drawback is that there are only six levels and I beat it too easily. It's a definite must-play, but may not have any replay value.

Best Feature: Everything Blows Up**Worst Feature:** Eye Strain**Time To Complete:** Medium**Also Try:** Arcade Version

neo-geo

SAMURAI SHODOWN III

snk



category:

release date:

Fighting

Now

challenge:

back-up:

Adjustable

None

I've been a big fan of this series, but this game just plain overwhelmed me. Not only is there a huge conglomeration of characters, but they have alter egos that play differently as well. As a result, the graphics seem to be compromised with fewer colors than before. Samurai Shodown III plays well, but it has too many of those moves that require impossible joystick motions. I have mixed feelings about this game. I like what it has, but wasn't impressed.

Neo-Geo has always been known for great fighting games, and this new addition to the Samurai Shodown library is no exception. The game has some cool features to it such as the different personas that can be chosen for each character before the match, good or evil. With different moves, this is like having two fighters in one. The sound is great, but the graphics aren't quite as good as the previous Shodown. A good game that will keep fighting fans coming back for more.

I really enjoy the original Samurai Shodown and Samurai II, and I have to say that Samurai Shodown III is everything the original had plus much more. The sound and control is of the typical Samurai Shodown genre, but the graphics suffer because of all the new additions in SS3. The many new fighters and choice of two different personas per character are a welcome addition. The difficulty of Samurai Shodown III will give veterans of SS1 and 2 a run for their money.

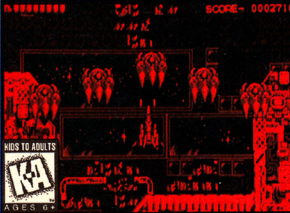
They certainly have added a lot to this third Shodown installment. Many new features with two-button presses, such as the dodge, give it a lot of new gameplay. There are a few new characters but they all have an alternate personality. Visually it looks good but the moves are still a bit tough to get off with the Neo controller. I've been a fan of the series and although this isn't anything new beyond the last one, it still has enough new players and features to keep me content.

Best Feature: New Characters**Worst Feature:** Not Too Much New**Time To Complete:** Medium**Also Try:** Its Predecessors

virtual boy

VERTICAL FORCE

nintendo



category:

release date:

Shooter

Now

challenge:

back-up:

Moderate

None

This game looks and plays a lot like the TurboGrafx shooters of yesteryear. The graphics look good, but there are a few problems of your ship and shots getting lost over the background. The multiple-depth levels are a neat idea, but the execution is done rather poorly. It's hard to tell what level each object is. Still, if you are able to get used to it, Vertical Force proves to be another decent Virtual Boy game. Just make sure to take breaks often, or you'll lose your eyes.

The whole premise behind the game is to take on a bunch of shooter levels in space, much like the old Arcade game Galaxian, but with the Virtual Boy, now you have two different attitudes that you can switch between. The first time I played, I made it all the way to the sixth level without having to continue. I thought the game was a little on the easy side. Also, I liked that you can fight on one level while your power-up weapon was on the other level. Fair, but boring!

Vertical Force definitely had potential to be a great shooter because it allows the player to fly and attack at both high and low levels, but due to the poor depth perception, this feature fails quite miserably. It is quite difficult to tell the height of certain structures as well. Other than those drawbacks, the game controls fairly well, there are a few nice power-ups, and the graphics do the job. If you want a good shooter for the VB and can get past the poor depth perception, try Vertical Force.

I really like the idea and it is quite fun to play, but after just a short time my eyes were ready for some z's. There is a nice variety of power-ups and enemies shooting fans will really feel comfortable with. However, the multilevel action gets almost confusing and overpowering. I really like the concept but on this system, it just wore my eyes out. Those who are used to the 3-D effects may feel less of a strain on the eyes, but it is a good shooter nonetheless.

Best Feature: Power-Up Variety**Worst Feature:** Confusing**Time To Complete:** Medium**Also Try:** D-Force—Super NES

ANDREW

MARK

MIKE

SUSHI