

GODS 64



Bright skirt vs tight Dad-like pants. Is this camp or what?



Will Killer Instinct 64 follow the same formula of 3Dness?

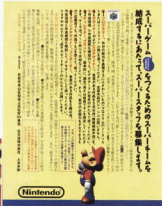
These shots were taken from the 80% complete coin-op.

NINTENDO OUT OF IDEAS?

Well, of course they're not, but in last month's Japanese and US gaming press two whole pages were dedicated to Nintendo requesting game ideas and new blood...

The page in US Next Gen mag *Fusion* is clearly aimed at raising the struggling Virtual Boy's profile amongst American gamers, but does smell strongly of "what sort of bloody games are going to stult this blasted machine in the Western world?" This seems especially likely in light of the alleged recall of the machine in several West Coast retail outlets (see page 20).

In the weekly Japanese gaming bible,



Famicom Tsushin, an ad states that Nintendo are looking for super staff to produce super games. Among the vacancies listed are: programmers, designers, computer graphic designers, planning directors, sound programmers and composers. If you've got the skills, and you speak the lingo, drop them a line - and tell them Super Play sent you.

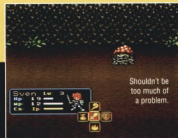
US mags in particular will be swamped with ads for the N64 from August onwards as Nintendo will support the system with a \$40 million advertising campaign, their most ambitious to date.

Here we gooo-oh!...

Cruis'n all over the wo-orld! Yes a very poor gag, but very good news if our American correspondent is correct. The way he tells it, Cruis'n USA will not be appearing on the N64. Instead, a sequel, Cruis'n The World, complete with tweaked graphics, lightning speeds and an even longer course will be gracing Ninty's super console. This is still at the strong rumour stage, but all should be revealed at E3.



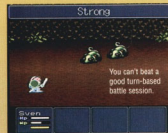
Well, the original Cruis'n USA coin-op does look more than a little dated these days.



POINTY HATS

Lufia 2 Natsume • 24Mbits

Once relegated to the dusty vaults of Taito (it was their last SNES title before they dropped 16-bit development and support) the highly anticipated RPG, *Lufia 2*, has received a spring clean by Natsume and should be released in the US early this summer.

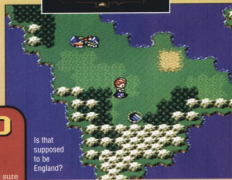


Lufia 2 features seven characters, of which you control a party of four, including the obligatory fighters and magic users, and a leader – a young monster-hunter called Maxim. Battle sequences are of the traditional turn-based variety with one striking improvement – the inclusion of an IP meter which measures the level of rage a character builds up as the battle progresses. When the meter is full, it can be used to dispatch a berserk attack. Another innovation comes in the shape of a continuous attack which can be performed by holding down the left collar button.

Graphically, this is a slightly better game than its predecessor. The settings are considerably more varied and it may be more detailed (it's the subject of an office debate at the moment). As before, the perspective varies between Zelda-esque overhead views in

dungeons and the like, and *Dragon Quest*-esque overworld views. Sonically, from the brief snippet that we've heard, this is very much a Square inspired game (there's something distinctly FF3 about the tunes).

Lufia 2 is now fully translated, and, apart from a handful of bugs, is ready to roll. A full review is imminent.



TETRIS ENLISTED TO SALVAGE VB

Nintendo are counting on *3D Tetris* to change the Virtual Boy's fortunes later in the year. The most popular puzzle game in history will spearhead a US relaunch for the ill-fated system sometime in the summer.

Although no two-player mode is included in the cart there are three modes of play, and, of course, a whole new dimension. Normal mode is, as its name suggests, similar to the original Tetris, except that this time there are 3D blocks filling a 3D space. Puzzle Mode begins by showing you a shape constructed from various blocks which disappears leaving you to recreate that shape from memory, and Centre Fill Mode requires the player to create a symmetrical shape around a hole before selecting the correct block

to fill the hole (no, we're not too sure what that mode's all about either). Options include a depth of field adjuster and the ability to move the camera angle during play.

We'll have more on this title if the system ever gets a UK release, if not, forget what you've just read – it really doesn't affect you. Sorry about that.



DISNEY GET SHIRTY

Big hitters Disney Interactive are believed to have dropped Nintendo support affecting two SNES titles and delaying a third. The two cancelled games are the 'eagerly awaited' *Gargoyles* and the 'no great loss' *Pocahontas*. The excuse given by Disney Interactive HQ is "poor sales projections due to the lack of interest in current titles on Sega platforms." The delayed title is *Mauui Mallard*. It's believed Disney are waiting to release the title on all platforms simultaneously in order to evaluate the market for further games development.



Errm, that'll be the Disney Interactive logo then.