



Fatal Fury Special

Game Style: Beat-em-up
Size: 150 Mega
No. of Players: Two

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Against stiff competition in the arcades, SNK have decided to revamp one of their best loved titles to compete directly in the field of Beat-em-ups. But what the players want to know is, can this product live up to its pedigree or is this just an old game in a new box?

It is important that Fatal Fury Special is viewed, not as a completely new product, or as a sequel to the highly successful Fatal Fury 2, but seen as the original game re-visualized with features that the players loved, now enhanced and including new opponents to master in the familiar surrounding of the original game.

Players will find that the story line of the product has not changed from the last product, (reviewed in issue 4), with the world's best fighters gathered together to take part in a "no-holds-barred", fight-

ing tournament to find the world champion. The players are able to pick from a number of competitors who all have special moves, many of which have been improved for this version of the game.

All of the game's characters, and the new players added to this version have enhanced fighting moves, as well as special "Power Blows", improved from the last game and including great animation as they are unleashed on the players opponents.

The original games list of

competitors has been built up to 14 on Fatal Fury Special, allowing players to select characters that were only available as opponents in the original. The new characters have been tailored to fit in with the style of the game, and offer new moves, different to the original list selectable from other characters.

The fight has been renamed "the Grand-Mother of All Battles", and does not pull any punches when it comes to dishing out the action. Along with the

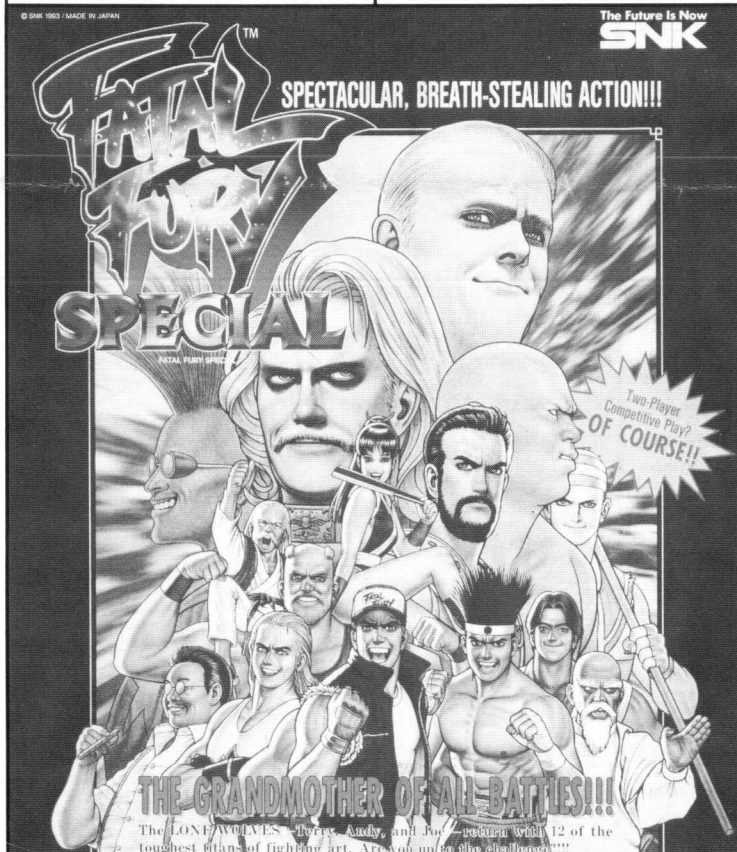
addition of new characters the game includes new locations for battles to take place. The new landscapes are both more graphical and more interactive, with objects to be broken or collided into.

The new landscapes carry-on the exclusive foreground, background playing field feature that has made this fighting game special compared to the rather flatter competition.

The ability the player has to jump from one to another makes the game much more visually interesting and more of a challenge, and with these new characters and screens the action keeps getting better.

This is not Fatal Fury 3, But it is well worth playing while SNK gets ready the next in the series of games. The product has enough new features in it to make it worth owning. Also it has enough energy and action that it can stand on its own, for new buyers wanting to own the best beat-em-up currently on the Neo Geo.

By Fred Bolitho
Master Blaster.



Neo Geo CD-ROM

For some time rumours have been circulating that SNK were working on the successor to the original Neo Geo machine, with only scare information on specifications of what features it may have. The Neo Geo is already the most powerful cartridge machine available, so how could SNK possibly hope to improve on it?

Well readers of this newsletter are now able to get an exclusive peek at what might be hailed as SNK's "Dream Machine".

Via well placed sources close to the development team working on the next generation of SNK cartridge machines, information and an artist's impression has been given of what the next machine to be launched by the company could look like.

The machine is being considered to be called the Neo-Star, and is a much bigger system than the one we have all become familiar with for these past three years. The main differences are obvious from the artist's impression, showing clearly the new dual CD-i/CD-ROM drive, able to play special Neo Geo games.

The next major improvement of the machine is the wire-less, Infra-Red joysticks, allowing the player to sit well away from the machine but still able to control the action on screen. The other feature is the new larger capacity memory card, which is a specially created hard-disk storage device able to hold 20x more information, and rumoured to be used in the planned new Home-Banking service that would be available for Japanese users.

The last major external change to the machine is the inclusion of an Expansion Port that will allow the system to be plugged into a number of new add-ons due to follow the release of the machine.

The specifications of the unit are still shrouded in secrecy, and will undoubtedly change as SNK up-grade or down-grade certain features to keep the ma-

chine at a certain price point, but the rough out-line has been made exclusively available to our readers.

The Neo-Star is proposed to be a 32-bit system, against the original 16-bit of the Neo Geo, and will use RISC central processing units, and is claimed to have a clock speed of around 14.5 MHz, that will make it seven faster than any of the competition, (five times faster than the Neo Geo).

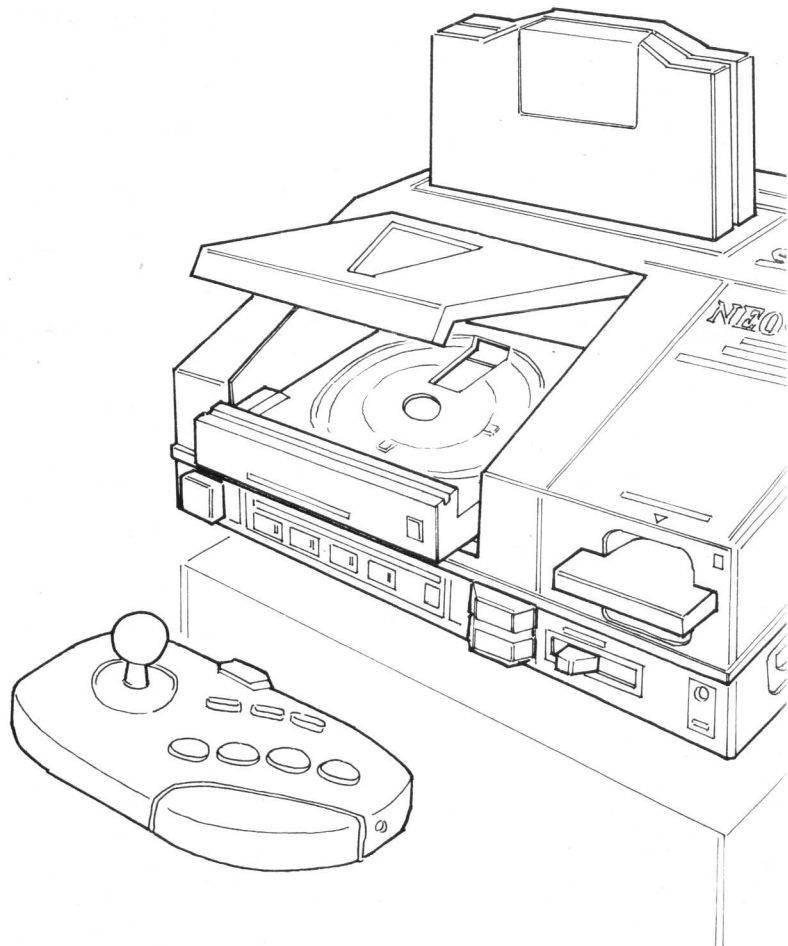
The machine is meant to be capable of a resolution of 640 x 480 pixels, and uses a new Super-Scart system to increase the resolution of the normal displays it is connected to. No details on the number of colours or the speed at which it will be able to move sprites around, but we will have to wait for that information as other manufacturers will also be keen to know it.

The big news is that the machine is aiming to be able to do polygon graphics and there is speculation that the Neo-

Star could be the first 3D games machine that will be able to create truly interactive virtual reality style games. The CD-i Features allows for movie quality sound/graphics to be played with video game interaction via the cartridges. The CD-Rom dual feature allows for bigger games to have extra graphics or information stored on special CD's.

The machine has Infra-Red joystick controllers, as well as sockets for normal joysticks meaning that four players could take part in one game. The new joysticks are made to be lighter and more comfortable than the original with a new "palm grip", and a head-phone socket built-in. Special surround sound sockets are also included on the machine allowing it to be plugged into a stereo Hi-Fi to offer mind blowing sound.

The expansion Port must be the one feature that has the most potential, with suggestions of a new cable-TV/Modem connector that would allow multi-player



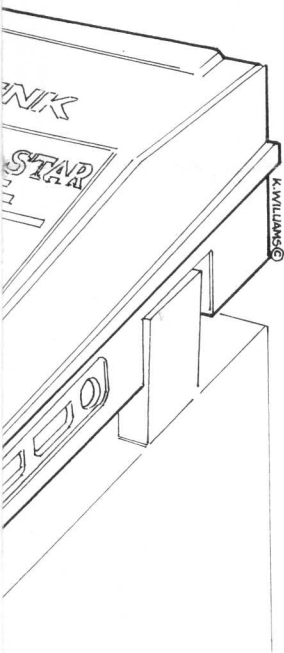
NeoGeo Machine on the Drawing Board

gaming, as well as home-banking features, buying goods off the TV. Along with a 3D goggles system, and best of all a keyboard facility, (possibly to be used in-conjunction with the home-banking features).

For all you Neo Geo owners that do not want to give up their machines, there is speculation that SNK are talking about creating a Neo-CD unit that will allow existing Neo Geo's to be plugged into a kind of CD drive unit, offering some of the features of the Neo-Star. The unit is being considered to be launched before the replacement system.

But there is not point rushing out and camping outside your local machine dealer, or writing begging letters to this newsletter for more details, SNK have closed the door on any more information leaking out until closer to when the release date of the new machine will be announced. So watch this space.

By our Eastern Correspondent



Samurai Shodown

A Question of Blood:

So many telephone calls and an equal number of letters. What is the problem? Great panic broke out at DGM as numerous reports flooded in that all the characters in Samurai Shodown are anaemic. These reports were quickly qualified. Apparently, the characters were not in fact anaemic, they all had white blood and had developed a level of invisibility since their debut in the arcade.

Concerned that the characters may have been exposed to some sort of cosmic rays that had changed their physiology, making them resistant to dissection and turned all their blood corpuscles to white, we sent an urgent investigation to the Neo Geo research and development (R + D) laboratories.

SNK, the Japanese manufacturer of the Neo Geo, explains why the blood is white and the violence has been tamed in the European home version of Samurai Shodown. In most European countries there has been a growing concern by the powers that be (i.e. big brother-the people in a democracy who decide what you should or should not play) of the growing level of violence in video games. In fact several countries have taken to barring the importation of video games they deem to have high a content of violence.

In countries with strict regulations the access of children



to harmful or violent material in arcades is carefully controlled. However, once in the home, there is the danger that minors can gain unlimited exposure to the most undesirable material. Therefore, SNK adapted a policy to tone the game down themselves rather face formal legal censorship.

However, Neo Geo fans need have no such worries about Fatal Fury Special due for release in early-December '93. This next 150 megabyte release is graphic but not as over the top as Samurai Shodown. Therefore, we are assured that there should be no alteration between the arcade and home version.

We did ask if there was any way of changing the blood back to red. The only way the game will play with red blood is if the game is played on a console which has a Japanese character chip. Therefore, even if you play a cartridge grey imported direct from Japan in Japanese packaging it will play with white blood on US/Europe consoles.

Neo Geo News

The Exclusive news of the possible future of the Neo Geo machine covered in this issue may have caught many by surprise, but there is no need for concern that the original machine will be left behind in new titles available.

The constant requests by owners of the machine for more cartridge releases seems to have been met with information on new products in the pipe-line. The Neo Geo Newsletter will inform its readers of the new releases when dates have been fixed for their shipment into the UK, and details of the next releases will be printed in these

pages in the coming months.

Big news in Japan about new games in development include the signing of an important agreement with the Pin-ball, and arcade game manufacturing giant Data East. The company is famous for its film licensed pin-ball tables and for a list of great arcade games, including the arcade version Robo Cop.

Data East's first game to be exclusively placed on the Neo Geo is a comical adventure game, packed with action, with two players simultaneously involved in seeking out of pieces of a treasure map, avoiding traps dotted round the various levels, using secret

powers to destroy villains. The two players' characters use dangerous Yo-Yo weapons to defend themselves from a wide selection of crazy enemies.

Called Spin Masters, the game looks set to be a success in the arcades as well as on the home machines, with initial reports saying that the two player's action is going down well, along with the product's unique graphical effects.

The traffic has not all been one way when it comes to enjoying Neo Geo game action.

The competing cartridge systems have been so bowled over with the success and pliability of SNK's games machine, that they have signed deals to convert certain products to

their formats. The one game to make the trip from Neo Geo to Super Nintendo Entertainment System release, is Fatal Fury.

As would be expected this powerful product is a slightly less impressive version of the Neo Geo original, but next time you meet a SNES owner you can point out where the game first came from, and even show them how the product should really play.

Data East and Nintendo are two of the many amusement developers that see the Neo Geo as a powerful cartridge system to be able to create games for, and the possible creation of more original products in the future from these and other manufacturers is something to look forward too.



Neo Geo at HMV Level One

29th September '93 saw HMV create the concept of 'Virtual Retailing' when it opened the world's biggest games department at 150 Oxford Street, on the first floor of HMV's flag ship store.

The department is called Level One and is accessed through a 'Light Tunnel' which opens into a six thousand square-foot area featuring cinema

quality 'surround sound', a video game challenge area and mood-altering lights.

Level One is the biggest-ever comprehensive range of entertainment software including NeoGeo titles. HMV claims a non-stop player would take nearly six years to properly Master each game.

Level One's special interactive 'games challenge' area is for hi-tech tournaments and per-

sonal appearances. There are four computer console lectures linked to a massive 25 screen video wall. These consoles can be used either by solo players-when the screen is divided into quarters- or by teams of up to eight people using the entire wall. Twenty loudspeakers give Level One and Neo Geo fans, particularly with Neo Geo's superior sound specifications, the audio experience of being inside the games. Flight simula-

tors, for instance, sound as though the aircraft are flying through the shop.

The games department extends to the total sales area of HMV Oxford Street. HMV's goal is to offer the greatest choice of entertainment software- which naturally includes NeoGeo software- in the most fantastic retail environment. HMV is committed to expending their involvement in entertainment software and they are intent on becoming UK's premier games retailer. Indeed, they plan to have games departments in over forty stores, that is nearly half the HMV branches, by the end of the year.

Our members and all Neo Geo owners now have a prime central London retailer where they can purchase all the latest Neo Geo titles. Currently, along with 30 odd NeoGeo titles, HMV Level One is stocking the latest Neo Geo release Samurai Shodown. The next Neo Geo release Fatal Fury Special is expected to be shipped direct to Level One on release around 8th. Dec. '93.

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