

# REVIEW CREW

## THE REVIEW CREW



**ANDREW  
baran**

**Current Favorites:**  
WarCraft 2  
DiscWorld  
Super SFI

Bound and gagged, Cyber found himself under control of the co-workers who he has been annoying mercilessly for the past few years. He found out it's hard to say, "A New Bus" while gagged.



**MARK  
lefebvre**

**Current Favorites:**  
Tekken  
DiscWorld  
King's Field

Mark has been moping about after the Packers met a humiliating defeat at the hands of the Cowboys. Now he is a bitter football fan reminiscing about what could have been...



**MIKE  
desmond**

**Current Favorites:**  
Tekken  
In the Zone  
Resident Evil

Roach is moving out on his own with his little lady. His hairy pal Moe is left out in the cold without a roommate. Mike doesn't care what happens to the furry bugger. Insect politics...



**SUSHI-X**

**Current Favorites:**  
KI 2  
Hermie Hopperhead  
Resident Evil

Sushi's been honing his skill at Killer Instinct 2 as of late. He recently spilled the intestines of a kid who threw once too often. It is not wise to frustrate a deadly ninja warrior.

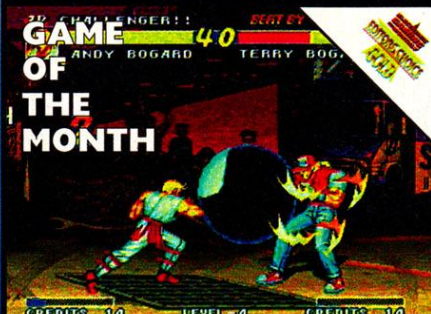
### HOW GAMES ARE RATED...

The reviews that are published in EGM are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

neo·geo

## REAL BOUT FATAL FURY

snk



**category:** **release date:**

**Fighting** **Now**

**challenge:** **back-up:**

**Adjustable** **None**

I didn't care for the last Fatal Fury, but this one does justice to the name. Hidden fighters, lots of personality to the characters and pits are just some of the cool aspects. RBFF is intense, both in speed and pyrotechnics. The warriors are detailed, complete with comical before-fight animations. The pits are hilarious instead of deadly. Combos can be found, but for the most part aren't automatic. Everything about this game screams greatness, animation, sound and graphics. Wow!

Neo-Geo has done it again! With so many fighting games under its belt, it would seem hard to come up with a fresh idea for a new title or even enough variation to keep the player's coming back for more. In Real Bout, old players with a new twist seems to be the theme. A few of the new features include level pits, new combos, tallied by a combo counter and not only background ducks, but foreground as well. It's a great game, but it may take some getting used to.

I have been a Fatal Fury fan for quite some time, and I have to say that Real Bout Fatal Fury is the best in the Fatal Fury series. The new added pits at both ends of each level are a welcome feature. Unlike the previous Fatal Fury titles, RBFF seems to be more comical, not to mention more detail has been put into the characters, including a complete personality overhaul. If you are into SNK fighting games, Real Bout Fatal Fury can't be passed up. It's tons o' fun!

This game plays a lot easier than many Neo games (maybe too easy) with forgiving controls and very simple combos (some using multibutton taps). The graphics and sounds are typical high-end Neo, however there aren't many new characters. They compensate for lack of new players by the diversity of extra moves and strategy associated with all the old players. With features like super and comeback moves, ring outs and multi-level playing, this is a fast and furious fighter.

**Best Feature:** **Combos**

**Worst Feature:** **Same Fighters**

**Time To Complete:** **Medium**

**Also Try:** **Other Neo Fighters**

genesis

## POCAHONTAS

disney



**category:** **release date:**

**Action** **Now**

**challenge:** **back-up:**

**Moderate** **None**

While most people won't bother to try this game, those who do will find themselves hooked, at least for the first time they play through it. However, Pocahontas has little replay value. The graphics are typical Disney cell art, which you may or may not like. The use of animal spirits to solve puzzles was a cool concept. I had a problem with the control. The game had a slow reaction to the controller input. While not devastating, it takes longer to get used to. An addicting game.

With Pocahontas being a movie translation that leans more toward the younger gamer, I was expecting to breeze right through this title. Instead, I found the difficulty of the puzzles to be just right. One of the best features is the teamwork that you have to use between the characters in order to solve the puzzles. Without this strategy element, the game would have had little to offer. This one's a worthwhile title, but is lacking when it comes to the sound and the control.

The first thing I noticed in Pocahontas is that the graphics are clean. The second thing is the control: It is a bit too stiff. The control can be compared to that of Prince of Persia. The use of both Meeko and Pocahontas throughout the game is a nice touch. After getting used to the control, I found myself enjoying the game. At points, the game tended to get somewhat difficult, so if you are thinking about getting Pocahontas for your young children, rent it first.

I'm not a freak, but I did think the movie was decent and I enjoyed the game to some extent. This cart isn't great, but it does capture elements of the movie's story and puts a lot of strategy to it. Maybe I'm just a sucker for animals, but I enjoyed the aspect of getting new skills and switching characters. The game's biggest drawbacks are its somewhat simple graphics and slow or awkward controls. It is a decent game but it might be a bit tough for the kids.

**Best Feature:** **Great Challenge**

**Worst Feature:** **Nothing Dies**

**Time To Complete:** **Medium**

**Also Try:** **Aladdin**

ANDREW

MARK

MIKE

SUSHI