Grudge Match: WCW vs NWO Revenge / WWF Warzone

Article scanné dans le magazine Electronic Gaming Monthly n°113 (Décembre 1998)

Sujet de l'article : WWF War Zone

Scans réalisés par les membres du site Nintendo64EVER, usage exclusivement destiné aux autres membres du site. Toute reproduction, partielle ou complète, ainsi que la diffusion de ce fichier est interdite. Les magazines originaux sont la propriété intellectuelle exclusive de leurs éditeurs respectifs, les scans regroupés dans ce fichier ont un but uniquement documentatif et informatif, aucune exploitation commerciale ne peut en être faite.

GRUOGE MATCH

WCW/nWo Revenge Review Crew Scores: 7.5 8.5 8.0



Revenge pins down the flash and presentation of TV wrestling, with real WCW venues, wellanimated wrestler intros, better crowd and ring graphics—not to mention sharper and more colorful visuals overall. It's got the real TV feel.

Both games hold their own here. Revenge has great crowd noises but no play-by-play, although you won't miss it. You're limited to choosing one of the existing wrestlers and changing his name and costume (by picking from the game's many outfits). You can swap colors, too.

Here's where Revenge stands out. It packs 50 licensed wrestlers, including the guys from Raven's Flock, nWo White and Red, all the independents, plus the extra **Japanese** characters for a total of 70-plus in all. And if you want more, you can use the limited Custom-Wrestler Mode.

Presentation

Sound

Customization

War Zone body

slams Revenge

Characters

War Zone looks good, but its dark graphics and drab backgrounds make it more of a lightweight when compared to Revenge.

Review Crew Scores: 7.5 8.0 8.5 8.0

You get real audience chants, play-by-play and the genuine theme tunes for each of the wrestlers. Sometimes, it's too quiet.

here. Its createa-player feature lets you build a wrestler from the head down. You can customize his (or her, if you unlock the gender option) body shape, hair and skin color, every part of his outfit, stats such as speed and strength, moves list, theme music-

even his status

as a good guy or bad guy. Build your own army. You only get 18 licensed characters (plus secrets like the ring girl). Still, Create-a-Player lets you build an unlimited roster.





It's a close call, but Revenge has the wrestlers, graphics and party-game feel to put it on top. If it only had War Zone's Create-a-Wrestler Mode, Revenge would be perfect.

What happens when two similar games climb into EGM's ring for a face-to-face showdown? Only one walks away the winner.





WCW Champ Goldberg Says...

"When I look at War Zone, I see 16 puny
wrestlers. When I look at WCW/nWo
Revenge, I see me and the toughest
competition anyone's ever faced
in the history of professional
wrestling. Which leads me
to one question,
Who's Next?!"

The WCW/nWo wrestlers are cool, sure-especially if you can keep track of all of 'em and their factions. And they are more popular than the WWF crew by a narrow margin. But we prefer the WWF's overthe-top antics.

Gameplay here is pretty basic, in that all the wrestlers share the same move commands. But that's not a bad thing, since it makes Revenge the better party game. Rookies can hop in the ring and start slammin' away from the get-go. Control is topnotch, although it's just as good in War Zone.

Revenge may have more real venues, but it doesn't have quite as many modes of play. You get the basics, plus Battle Royal, and weapons in every mode. Still, all the important modes are here.



Yes.

Coolness

Moves

Play Modes

Bret Hart?

After all, if you're gonna watch sweaty men tumble around, they might as well be grade-A wackos like Mankind and Undertaker. Plus, War Zone's character specific moves make it easier for wrestling fanatics to get into their favorite characters.

War Zone is a deeper game, since each wrestler has his own set of move (you'll have to learn specific moves for each character). The grapple system is more complex, too, but with no reversals. Both games have about the same number of standard and signature moves.

We're talkin' modes aplenty, here. Aside from the standard stuff, you get Cage Matches, Gauntlet and Tornado Modes, Royal Rumble, War, Weapons Mode and lots of co-op options for multiplayer. Talk about variety.



"Yeah, Revenge
may have more real
wrestlers, but then it
doesn't have me and the
unlimited amount of other kickass custom tough guys you can
build in War Zone's Create-a-Wrestler
Mode. We eat real wrestlers for breakfast!"

Elephant Sak Says...

Custom wrestler Elephant Sak created by Shawn Smith after real WWF wrestlers were unable to be reached for comment.



The Winner Is... wcw/nwo Revenge