

Mortal Kombat Trilogy PS1 vs. N64

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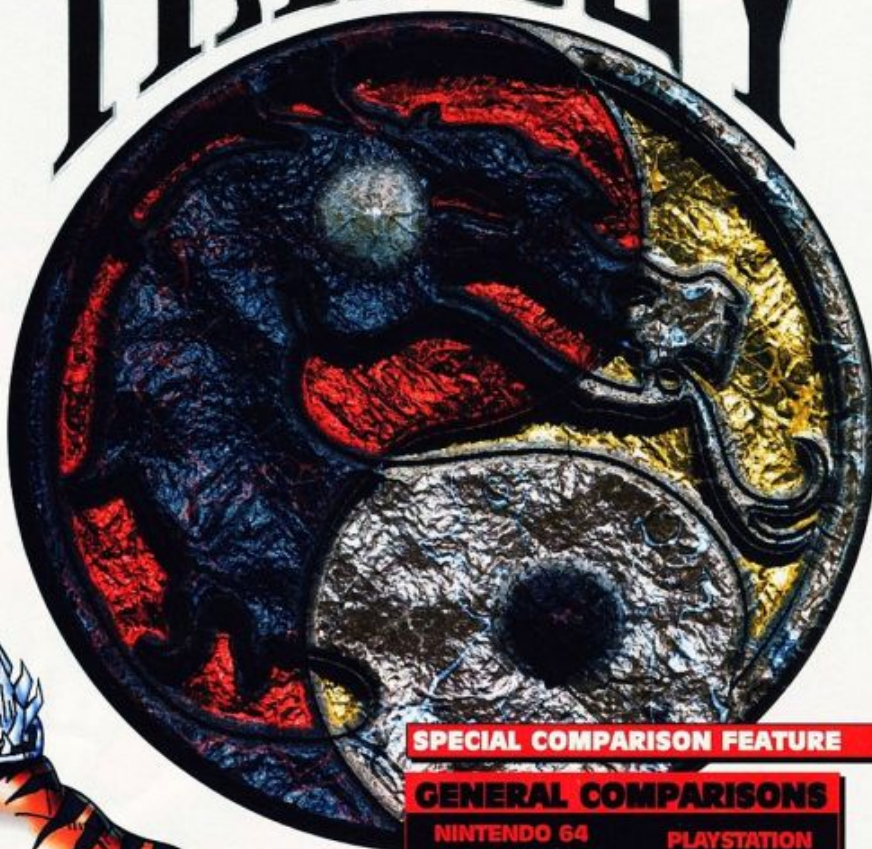
Sujet de l'article : Mortal Kombat Trilogy

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DO WE DARE COMPARE? IT'S THE NINTENDO 64 VS THE PLAYSTATION

This feature is going to give us plenty of headaches. For the first time ever, *EGM* is going to do a side-by-side comparison of a Nintendo 64 cartridge to a PlayStation CD-ROM. Is it fair to compare a 64-Bit game to a 32-Bit game? Maybe, maybe not, but we're going to do it anyway. The subject of this somewhat controversial article is every Mortal Kombat fanatic's dream game: Mortal Kombat Trilogy. This latest installment in the Mortal Kombat series is the first game to come out on cross-generational platforms (between 64- and 32-Bits) and will be scrutinized by many. *EGM* is here to show you the differences between the two versions. When all is said and done, *EGM* will probably get angry calls from Nintendo, Sony and Williams Entertainment/Midway. Their executives are sure to get hot under the collar when they read what we have to say about their Mortal Kombat Trilogies. Oh well. It's all in a day's work at *EGM*.

TRILOGY



Your key to screen shots:
Blue borders=N64 and,
Red=PS. Pretty easy, huh?



SPECIAL COMPARISON FEATURE

GENERAL COMPARISONS

NINTENDO 64	PLAYSTATION
# of Total Characters	# of Total Characters
30	37
Modes of Play	Modes of Play
Single	Single
Two-on-Two	Two-on-Two
Three-on-Three	Tournament
Tournament	
Access Time	Access Time
Nope	Yup
# of Levels	# of Levels
29	29
MUSIC	MUSIC
System Generated	CD-Quality
Average Price	Average Price
\$ 69.99	\$ 49.99





CHARACTER SIZE & ANIMATION

For your viewing pleasure, please pick the PlayStation version of MK Trilogy. Although the N64 Mortal Kombatants are slightly larger, the difference is barely noticeable. The PlayStation Kombatants have more frames of animation, which makes for a better playing experience. You can really see what we're talking about with Shang Tsung's morphs, being a silky smooth transition unlike the N64.



Above: Shang Tsung's morphing on the PS is smooth in transition.



A TALE OF TWO SUB-ZEROS

The PlayStation gets two separate Sub-Zeros: masked and unmasked. Masked Sub-Zero can do the Ice Blast and Ground Freeze, and unmasked Sub-Zero can perform the Ice Blast, Ice Shower and Ice Clone moves. The N64 only has one Sub-Zero. He is a masked ninja who has all of the powers listed above. Handy, isn't it?



HOW TO BE THE BOSS

Do you want to play as the Bosses Goro or Kintaro? Then you'll have no choice but to play the PlayStation version. All four Bosses are immediately playable on the PlayStation. If you want to play as Shao Kahn or Motaro on the Nintendo 64, you'll have to do so by accessing a secret trick.



Above: Only the Bosses in the N64 can perform fatalities.





LOADING

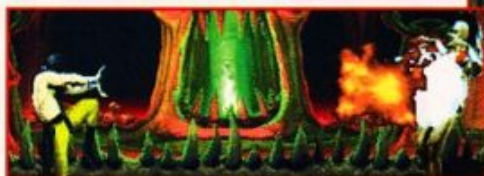
Guess which version has load times? Even though the PlayStation Mortal Kombat Trilogy has a myriad of options to help cut down on the waiting, it still doesn't match up to the N64's instant accessing of information, from new levels to Shang Tsung morphs.



On the PS, you can pick which morphs Shang Tsung can perform, to limit the access time problem.

Known PS Glitches

- 1) While taunting, Shao Kahn may find himself endlessly jumping for joy (see picture below right).
- 2) If Kintaro or Goro hits the enemy with a fireball, the music may suddenly change tracks.
- 3) If a morphed Shang Tsung wins, his next round's fireballs will disappear and his Ground Eruption will be glitchy.
- 4) Random lock-ups may haunt your gaming sessions. Good luck!



BUGGIN' OUT

What happened to the bug testing for the PlayStation MK Trilogy? Whether EGM editors play the game more thoroughly, or MK Trilogy's play testers were giving a little less than 100 percent in their duties, we'll never know. The fact is, more than one EGM editor independently complained about a few glitches in the PS version. These glitches happened on every PlayStation machine we tried the game on.



Is Shao Kahn jumping for joy? Nope, he's upset over the glitches on the CD.

THE KHAMELEON FACTOR

Here, each system gets a brand-new, completely exclusive kombatant. The N64 gets the female Khameleon. This translucent warrior is always morphing into either Jade, Mileena or Kitana. The PlayStation gets the male Chameleon. He is constantly morphing into one of the seven color palette-swapped ninjas (Sub-Zero, Ermac, Scorpion, etc.). Both Khameleon and Chameleon get the full powers of whomever they have morphed into.





OLD SCHOOL MK

The PlayStation takes advantage of its larger storage medium, the compact disc. With this extra memory, the PS MK Trilogy will have an extra four fighters (on top of the ones mentioned previously). You can play as the new or original Kung Lao, Rayden, Jax and Kano. Rayden and Kano put on their MK1 duds and Kung Lao and Jax don their MK2 attire. Besides having all of their original moves, each of these old-school warriors have one new move. The N64 MK Trilogy misses out on these features.



It's an old vs. new school showdown between Jaxes and Laos.

SHAO KAHN'S TREASURES



Double your pleasure, double your fun. Two lines for the price of one.



Beat the PlayStation MK Trilogy, and you'll get one treasure line.

THE PRICE FOR THE PAIN



Is the N64 version worth the extra \$20? Read The Verdict.

Finally, the cost of combat. Will this be the deciding factor among people who own both the Nintendo 64 and the Sony PlayStation? On average, the N64 MKT cartridge costs about \$20 more than the PlayStation disk. This vital factor might steer more gamers toward the PlayStation version, despite its glitches and load times.



THE VERDICT

Shawn Smith



This is a tough one. There may not be as many characters in the N64 version and there is some slowdown, but I'll take that over obvious bugs any day. The graphics aren't quite as good as the PS version, but I'd hardly say that they're bad on the N64. Price is a concern, but you are getting practically everything MK-related. I'd go N64.



Dan Hsu

Let's see. The PS MKT has many more fighters. That's good. The N64 version has no load times. To me, that's better. Regardless, it all comes down to this: I'll gladly wait around for the games to load if I can save \$20. And the glitches in the PS version haven't been enough of a bother to turn me off. Save the dough and go with the PS.

Crispin Boyer



If the N64 and PlayStation versions of MKT cost the same, I'd buy the N64 one. It's free of the load time and minor bugs that plague the PS game. Still, the PS version offers a near arcade-perfect UMK experience. Its graphics and music are actually a little better than the N64 version, and you get extra fighters. The bugs still bug me, though.



Sushi-X

At first glance, you'd think these were the same game, but they're not. While the N64 has no load times (a big plus for Shang Tsung fans), the PS has improved its access time to counter this. For gameplay, the PS wins hands down with faster, smoother animations between attacks. The additional characters also hedge my bets to the PS.

THE NITPICKERS' CORNER

If you are a nitpicker, then you are a pain in the butt to please. But you are what you are, so this sidebar is for you. Here are some of other, more or less important differences between the Nintendo 64 and the PlayStation Mortal Kombat Trilogies (this is by no means a comprehensive list; we could fill up a whole book with the differences that we have found).

The N64 has a three-on-three Kombat Mode.

The MKT, Midway and Williams logos are part of an FMV sequence on the PS.

The PlayStation has better music.

Smoke smokes in the Character Select Screen on the PlayStation version only.

The PlayStation MKT is lacking the Ultimate Kombat Kode (since all the characters are selectable, the Kode becomes unnecessary).

The PS gives you unlimited credits. The N64 gives you five, unless you enter the cheat that will give you infinite credits.

The PS Character Select Screen shows what level you are about to play on.

The backgrounds are slightly different.

The N64 version has a secret Super Endurance Mode, which the PlayStation version is lacking.

N64 MK Bosses have an Aggressor Meter, the PS Bosses don't.

When knocking an opponent into an upper level, the N64 cart will sometimes show a bit of slowdown.

The games' demonstration sequences are different.