The **future** of **interactive** entertainment

UK edition **December** 1995 £3.50 ¥2100 $ten

EDGE

Sony ■ Sega ■ Nintendo ■ 3DO ■ PC ■ Amiga ■ Atari ■ SNK ■ Arcade ■ NEC ■ CD-i

9 771350 159014 12

AM3

Sega's premiere designers push **Saturn** to the limit

Mind Games

The evolution of Artificial Intelligence

Issue **twenty-seven**

27

Future Publishing

So far, on a straight-forward performance basis, Sega's Saturn has been eclipsed by the PlayStation's ability to generate convincing 3D. But has the Saturn yet to reveal its true colours? This month Edge looks at AM3's stunning conversion of its *Sega Rally* coin-op, as well as taking an early look at its two-wheeled successor, *Manx T.T.*

Nintendo 64 homes in on Japan

Nintendo's new hardware enters the final straight

The obsessive secrecy that has so far surrounded Nintendo's potentially epoch-making Ultra 64 is slowly eroding as a potential Japanese launch approaches. To be renamed Nintendo 64 in the company's domestic market (and not the Ultra Famicom as thought previously), plans are still intact for the worldwide debut of the system to occur at the Famicom Space World (Shoshinkai) event held in Tokyo between November 24–26.





Hiroshi Imanishi, general manager of NCL's PR department, spoke recently of the chance of a Japanese N64 launch in late '95

Just as **Edge** went to press, Japanese games magazine Famicom Tsushin revealed the first picture of the Nintendo 64's 'revolutionary' controller (see next issue). While in Europe, Nintendo France (a wholly-owned subsidiary, unlike the now disseminated UK division) recently placed a series of two-page adverts in a variety of French games magazines. The ads picture the machine as well as messages from Nintendo advising anyone offered a 32bit machine this Christmas to politely decline.

While it's understood that Nintendo will be releasing their console in the US and Europe in April 1996, there has been much speculation about an earlier Japanese release. In early summer Nintendo chairman Hiroshi Yamauchi hinted that a December release was possible, and credence has recently been given to this by a comment from Hiroshi Imanishi, general manager of Nintendo's PR department. Speaking to Japanese newspaper Asashi Evening News, he remarked 'Starting Nov 24th in Tokyo we will display 100 64bit machines and 10 kinds of software that we plan to sell initially. We will release the new model within the year.'

Rumours abound on the internet about possible Ultra 64 game releases to be previewed at the Japanese show, and so far it's known that LucasArts' Star wars-based epic, *Shadows Of The Empire*, will be shown along with several other non-Japanese games from Nintendo's 'dream team' consortium of third party developers. Other games expected to make an appearance include a projects from Software Creations and Angel Studios as well as *Killer Instinct 2* and a rumoured 3D-rendered *Donkey Kong* game from Rare.

Hotly tipped to be the flagship Ultra 64 game for the North American launch is LucasArts' *Shadows of the Empire*, described as 'unbelievable' by those familiar with the project. Apparently, *Shadows* is in the mould of *Dark Forces* although with a 3D engine far superior to anything seen before. While concerns have already been voiced about the system's lower-than-expected polygon count, this is more than compensated for by the sheer quality of the textures and effects that can be applied to the polygons. Expect in-game enemy characters constructed from complex texture-mapped polygons that rival those seen in *Virtua Fighter 2*, and 3D worlds far more realistic than any seen before. The game will also include a space combat engine with similar graphical finesse. Expect a more detailed report on the progress of the Nintendo 64 in **Edge** 28.

N64 add-ons

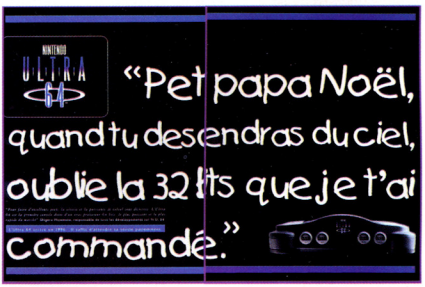
According to US games magazine, Nintendo Power, the 'Bulk' or 'Bulky' storage device, a non-CD disc drive (widely rumoured in Japan to be a propriety Nintendo technology that functions like a SyQuest disk), will also be revealed at the Shoshinkai festival.

Meanwhile, Nintendo has confirmed that it is entering a joint venture with Square and Just System Corp. to provide on-line karaoke, game services, banking and shopping for its 64bit game hardware.



Virtual Boy in trouble?

Nintendo's troubled 'virtual reality' project, Virtual Boy, has just been given a $20 price slash (to $159.95) to save it from the hardware graveyard. A recent NOA press release brushed over sales figures, but cited the 'sell out' statistics of the Boy. Ignored, however, were the distribution figures to many US stores, often as low as just two units.



This French Ultra 64 magazine ad is a cruel play on a French children's Christmas song. The translation reads, 'Little Father Christmas, when you come down from the sky, forget those 32bits that I ordered'