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Volume 1, Issue 5



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**EXCLUSIVE HANDS-ON TEST
OF NEW NEO-GEO CD SYSTEM!**



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GAMING GOSSIP

DOOM ON ULTRA 64
NINTENDO CHIP CONFIGURATION
VR 32 EXPOSED
NEW SUPER NES PAK-INS
32X PAK-INS
KNUCKLE SANDWICH
PLAYSTATION VS. SATURN
32X SALES

Time to shake the big gaming tree and see what goodies fall off as we head into the X's favorite time of year, X-mas. Before we get the X-mas decorations out of the gaming closet, it is time to give you your monthly dose of X-ellent gaming gossip about the industry.

I will be your most X-ellent host and show you the X-ellence of X-ecution when it comes to delivering the greatest gaming goodies on the planet that you've come to X-pect.

Doom fans will be glad to know that the big game from those wizards at ID will be making its way into the arcades soon and also onto the Nintendo Ultra 64. Williams will have a hand in bringing Doom to the big N's new system. That is, if the Ultra 64 isn't doomed! Insiders are suggesting that the home version of Nintendo's big system doesn't even have its own chip architecture yet. Nintendo had a developers' conference that I covertly infiltrated. While checking things out with some of the boys, Nintendo stickers were peeled off the mock Ultra 64 unit with a Killer Instinct game in it, only to find MIPS chips staring us in the face. One reason for the slow chip realignment may be due to the cost. Insiders have been speculating for months that the kinds of chips needed to run the Ultra 64 cost way over the \$250 U.S. price tag Nintendo is boasting about!

Speaking of doomed, the Ultra 64 isn't the only new system in trouble. The X-man hears that the VR 32 is finding troubled waters ahead and it hasn't even left the dock. Seems like there is no third party support for Ultra's little bro. No one is convinced it will reel in any big numbers from us gamers. We shall see. The last bit of Big N news is the pack-ins for holiday machines. Seems Nintendo is playing Santa a bit more generously with some. In England, new machines will have our ape friend enclosed. Stateside, we have to settle for either Tetris 2 or Illusion of Gaia. While both are good games, so is Donkey Kong Country.

We have not forgotten our friends at Sega. They are not treating us much better. While we are standing in line to buy what our hearts desire with the \$10 off coupons, our European friends will be playing Virtua Racing Deluxe when they purchase their 32X. In other goodies, Sega's getting ready to give Nintendo a Knuckle sandwich in stereo. You all know that Sonic and Knuckles is backward compatible with Sonic 2 & 3, but Mr. X has learned that you can enjoy Knuckles in Sonic 1 and Sonic Spinball. Check out our exclusive info later in this issue. On Sega's arcade front, they recently agreed to purchase the pinball division of Data East. A Sonic pinball machine seems a natural from this corner.

Hold on tight and try not to fall out of your gaming trees with this next bit of news from the Land of the Rising Sun—Sony and Sega are battling it out in a big way. Neither wants to show their hand to the other on the price point for their respective systems until the last minute, leaving consumers with a yen to guess about the price. Inside sources suggest the PlayStation will ring in around \$400 U.S. give or take a few yen, while the Saturn will command a higher price at about \$450-\$500 U.S. Sonic and Knuckles need new shoes I guess. Release dates for the Play Station have been moved up to Nov. 30 from Dec. 9 to coincide with the Saturn. The X-man has learned that Sega isn't too worried about the price, since they have an ace or two up their sleeve. Inside sources suggest that Sega is planning on bundling either Virtua Fighter or Daytona in with their big system to attract those concerned about the extra \$50.

Time to put an X-clamation point on this one folks. A number of gaming companies are hopping on the Sega's 32X bandwagon. One developer, in a recent press release, stated that they expect the 32X to sell one million units by X-mas 1995. That's a pretty big number and I almost choked on my X-ball cap when I read it. Gamers already know that the Super Genesis will come out next year with the 32-Bit architecture built right in. Till we shake the gaming tree once again.

SUSHI-X