



**GEX
FOR
PSX!**

Revolution X



Toshinden Remix



Sega Rally



Ultimate Doom



**NUMBER
77**

YOUR GUIDE TO:
Super NES • Genesis
32x • Sega CD • 3DO
Saturn • PlayStation
Jaguar • CDi • Neo-Geo
Game Boy • Game Gear

ELECTRONIC GAMING MONTHLY



**FIRST LOOK ON
THE PLAYSTATION**

**INSIDER INFO!
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DECEMBER, 1995

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Display until January 9, 1996

MK3 TRICKS!
ULTIMATE KOMBAT KODE AND
MORE FOR ALL HOME SYSTEMS!

ALIEN TRILOGY

**NOW SWARMING ON
THE 32-BIT SYSTEMS**

HOOKED UP

How games are sent through cable TV:

1. All the game data is placed on CD-ROM. The data stream is looped and sent out. Because the data takes up little bandwidth, cable companies can provide Sega Channel without removing any current channels.

2. The data signal is sent out via antenna to a Hughes Galaxy Communications satellite, which bounces the signal back to local cable companies that offer Sega Channel.

3. The local cable company receives, interprets and sends the signal to subscribers.

4. A special adapter rented out to subscribers decodes the signal. A game can be downloaded within one to two minutes.

By the numbers:

Average subscriber age: 19.2
Gender: 83% male, 17% female
Percent rating games from good to excellent: 74%
Avg. games tried/month: 31.2

July 1995 statistics from Sega Channel

Sega Channel puts new spin on gamers' habits

Why buy when you can try?

That's what Sega's been saying about the Sega Channel, and gamers have been listening.

Since its national debut in December of 1994, the video game channel has gained mass appeal. While Sega won't release exact subscriber numbers until the end of this month, the service has set up shop in major cities, such as Denver, Pittsburgh, St. Louis, Philadelphia, Houston and Washington, D.C., just to name a few. The New York-based Sega Channel has the potential to reach more than 12 million homes.

In addition, a survey in *Sports Illustrated* for Kids showed kids are five times more likely to buy into the Sega Channel than buy a new console, Sega officials said.

"There's been an overwhelming response to the Sega Channel," spokesperson Jennifer Moffie said. "It's been very successful."

In a nutshell, Sega Channel lets gamers download and play video games for the Sega Genesis. Up to 50 games are offered, and the

titles change monthly. The monthly service ranges from \$12-20 per month, with a one-time additional charge for an adapter that hooks up to the Genesis.

According to gamers, the interactive service has changed their playing and buying habits. Most notable is that Sega Channel subscribers are renting less from video game stores.

"You don't have to go anywhere to get the game through Sega Channel," said Jason Brown, 18, of Las Vegas. "You don't have to worry about returning the game, or paying a late fee." In addition, players don't have to worry about games that don't work because of dirty connectors.

Gamers say the "Test Drive" section—the video game equivalent of an all-you-can-eat buffet—actually prompts them to buy more. Once they get a taste of the game, they're hungry for more. More importantly, the Sega Channel eliminates fear of a "letdown" because gamers can immediately find out if a particular game is suited to their tastes.

Added to that are special events that tie into hot new

games. Recent promotions have included demos of *Primal Rage* and *Mortal Kombat 3*, as well as a special Earthworm Jim contest.

"Before, I never played with my Sega—it was all dusty," said Gino Guzzardo, 14, of Mundelein, Ill. "I had games that after I beat them, I didn't play anymore. But [now that I get] Sega Channel, I play a lot [because so many more games are offered]."

The channel's future looks bright, as Sega strengthens its ranks of subscribers through market growth. In September, Sega announced new partners that will help market the cable service in Canada.

The logical next step for Sega is putting Saturn games on the channel; however, no specific timeline has been announced yet. "Our product development team is researching the compatibility [of the Saturn]," said Moffie, who added that a new adapter will need to be developed to accommodate Saturn games.

More info on Sega and Sega Channel can be found at the company's World Wide Web site: <http://www.segaa.com>.

IT'S VIRTUALLY A NEW DEAL

Nintendo has chopped the retail price of its embattled 32-Bit Virtual Boy from \$179.95 to \$159.95 in hopes of enticing more gamers to buy into the system.

Officially, Nintendo officials cited an improved yen/dollar ratio as the reason behind the price cuts. However, it seems more like an attempt to bolster flagging

sales. Support for this way of thinking comes from Japan, where some retailers have slashed the Virtual Boy price to a nearly rock-bottom \$99.

The price cuts coincide with the release of five new titles from Nintendo earlier this year: *Mario Clash*, *Wario Land*, *Golf*, *Vertical Force* and *Panic Bomber*.



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VIRTUAL BOY™

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IF YOU'RE GOING ROUND AND
ROUND TRYING TO GET OFF HERE.



BEFORE YOU BUY A NEW GAME
SYSTEM, TAKE IT FOR A SPIN AT
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CAN RENT ALL THE HOTTEST GAMES
AND ALL THE LATEST SYSTEMS.

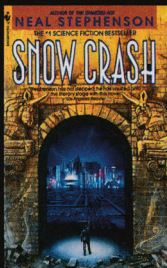
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THE SOURCE  **BEHIND THE FORCE.**

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Viacom New Media

has acquired the rights to publish a game based on Neal Stephenson's *Snow Crash* (above), a science-fiction cyber-space thriller about a hunt for a computer virus maker.

Nintendo plans to introduce a new controller/cable for the Virtual Boy, according to a company spokesperson. With the hook-up, two Virtual Boy players will be able to compete head to head. A release is scheduled for early 1996.

Looking for an analog steering wheel for the PlayStation? **Mad Catz** is developing one that is expected to be released sometime in 1996.

Arcade heavyweights **Sega** and **SNK** have agreed to cross-license games for the Saturn and Neo-Geo CD, respectively. Specific titles have not yet been announced.



IN THE ZONE

A miniature virtual-reality system for \$30?

What's red and black, has a controller and cartridges and provides a game-play experience most people have never seen before in their life?

Virtual Boy? Sure, but now there are two answers to that question.

Enter the R-Zone from Tiger Electronics. At first glance, the R-Zone appears to be a full-fledged system: The screen and speaker are housed in a small box that you strap on your head. Connected to the box is a multi-button controller.

The R-Zone actually uses cartridges that plug into the box. The game screen is projected onto clear plastic, making the image appear to float in air. It takes a little while for your eyes to adjust to the view.

While the red-shaded displays aren't even in the same league as the Virtual Boy's immersive experience, the R-Zone is less

bulky and less expensive. That makes it an ideal travel accessory for those who enjoy LCD-type games. (However, be prepared for lots of curious onlookers once you strap this puppy on.)

The system sells with one game for \$29.99 and runs on four AAA batteries. Additional cartridges are sold separately, including *Batman Forever*, *Judge Dredd*, *VR Troopers*, *Virtual Fighter*, *Mortal Kombat 3* and *Daytona USA*.

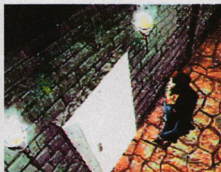


T*HQ, I-Motion to intro PlayStation titles

T*HQ's push into 32-Bit games has received a boost from I-Motion Interactive, with which it has inked a publishing deal. The

first game in the works is *Alone in the Dark: One-Eyed Jack's Revenge*. This sequel is due out in the first quarter of 1996 for the Sony PlayStation

and shortly afterward for the Sega Saturn. Another title due out in 1996 for both platforms is *Chaos Control*, a 3-D flight sim.



The first glimpses (above) of the sequel to *Alone in the Dark* for the PlayStation boast richly detailed scenes.



Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

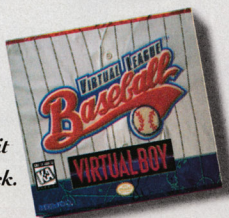
Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18





out the chili dog farts.

world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.



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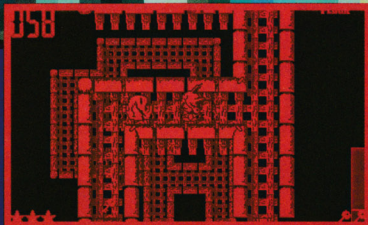
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Next Wave

JACK BROS.

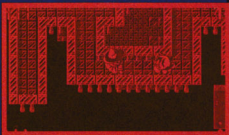


Traverse through the many levels in this game.

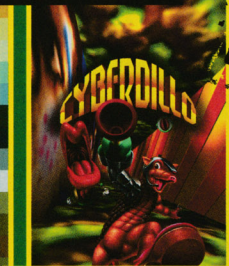
Jack Bros. is an interesting maze game for the Virtual Boy. There are 90 levels of adventure, each with a specific theme. Some of them include a maze of anatomy, a mechanical castle and a cave.

The Jack brothers have only a few minutes to escape each maze, leaving them little time to battle the various monsters and traps set in their path.

This game is fast-paced and loaded with levels to explore.



PUBLISHER		SYSTEM		RELEASE DATE	
Atlus		VIRTUAL BOY		Now	
THEME	PLAYERS	SIZE	% COMPLETE		
Puzzle	1	8-Meg	N/A		



PROTOS

lets you do just that.

Cyberdillo is a first-person action game that arms you with plungers instead of guns. The enemies are cute-looking creatures that follow you through the rooms.

Cyberdillo looks rather weak visually, with large pixels and few colors. However, you might enjoy its zany theme.

Think of it as a game along the lines of a non-hopping Jumping Flash.



Have you ever wanted the chance to become an armadillo? Well, Cyberdillo

CYBERDILLO

PUBLISHER		SYSTEM		RELEASE DATE	
Panasonic		3DO		December	
THEME	PLAYERS	SIZE	% COMPLETE		
Adv.	1		50%		

When I find F.U.B.
I'll be performing
a little number
called "Death
Shriek in E Minor."
I hope he enjoys it
the first time because
nobody gets to
hear it twice.

What Good Is a Sony® Playstation™ If It Isn't



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3D Morphing Terrain

"A thoroughly enjoyable
splatterfest. Now!"
— Game Players

VOX

WEAPON OF CHOICE: Nail Flail
SUPER WEAPON: Sonic Blast

KILLER TIP: Use speed to grab power ups,
light armor vulnerable in heavy conflict.



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GIVE US AN IDEA FOR A NEW GAME...

AND WE'LL GIVE YOU A FREE VIRTUAL BOY AND TWO VIRTUAL BOY GAMES.

WHAT DO YOU WANT TO PLAY ON THE VIRTUAL BOY? LET US KNOW AND YOU COULD WIN A VIRTUAL BOY ALONG WITH TWO VIRTUAL BOY GAMES.



SEND ENTRIES TO:
VIRTUAL BOY COMPETITION
1920 HIGHLAND AVE., SUITE 285
LOMBARD IL 60148

Virtual Boy is for game players seven years and older.
No entries can be made if under the age of seven.



THE 10 BEST IDEAS WIN

Nintendo

Draft: October 16, 1995 Contest Rules:

1. No Purchase Necessary: To enter, send entries to Virtual Boy Game Idea Contest, EGM, 1920 Highland Avenue, 2nd Floor, Lombard, Illinois 60148, in a hundred words or less, describe the games objective, characters, if applicable, and elements that best utilize Virtual Boy's awesome features. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by January 31, 1996. All entries become exclusive property of Sendai Publishing Group, Inc. and will not be acknowledged or returned. Sendai Publishing Group, Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Only one prize per family, organization, or household. 2. Prizes: 10 Grand Prizes. Each Grand Prize winner will receive one (1) Virtual Boy and two (2) Virtual Boy game cartridges of Sendai's choice. Grand Prize has an approximate retail value of \$270.00. Winners will be determined for the best Virtual Boy game idea from all valid entries by judges from Sendai Publishing Group, Inc. whose decisions are final. Determination to be held on or about February 10, 1996. All prize(s) will be awarded. Prize winner will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sendai Publishing Group, Inc. should the featured prize(s) become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sendai Publishing Group, Inc., Nintendo of America and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., Nintendo of America nor its affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agrees that all prize(s) are awarded on the condition that Sendai Publishing Group, Inc., Nintendo of America and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness, except as such is contained in the written warranty included within each prize packaging. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to Virtual Boy Game Idea Contest Winners, 1920 Highland Ave, 2nd Floor, Lombard, IL 60148. Requests for winners lists must be received by February 28, 1996. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsors: This contest is solely sponsored by Nintendo of America ©1995 Nintendo of America Inc. and © are trademarks of Nintendo of America Inc., Red Alarm™ and © 1995 T & E Soft Inc. Licensed to Nintendo of America Inc. System includes Mario Tennis. Batteries not included. All Rights Reserved. EGM is a registered trademark of Sendai Publishing Group, Inc. © 1995 Sendai Publishing Group, Inc. All Rights Reserved. Printed in U.S.A.