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Game Informer MAGAZINE™



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CAPCOM'S X-MEN
PG. 30

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Naki's Turbo Control and Wireless 3DO Controllers

Naki Interactive Technologies, makers of numerous video game accessories, has had a busy holiday season. They've acquired **Triax**, makers of the ***New Turbo Touch 360***, the first controller with a "touch sensitive" directional pad. **Naki** has also launched a whole new line of controllers, including a wireless **3DO** controller, under the **NakiTek** name.

The ***Turbo Touch 360+*** with Programmability has a newly designed button configuration to incorporate six-buttons and it is also compatible with some of the older three-button **Genesis** games. The **Turbo Touch** also has three programmable buttons (or slots) to enter in a sequence of moves. The program buttons also have turbo speed functions, so you can speed up the playback of the programmed moves. The controller also has a dual ended cord for use on either the **Genesis** or **SNES**.

The new ***Turbo Control Pad with Programmability*** also incorporates the dual ended cord, but does not have the "touch sensitive" directional pad. The other features of this controller are almost identical to the Turbo Touch and it is compatible with three or six-button **Genesis** games.

The ***3DO Wireless Controller is one of the first 3DO controller of this kind.*** The controllers are packaged in a set of two and have a maximum range of 40 feet. The ***3DO Wireless Controller*** also has a turbo feature for each of the buttons.

All these **NakiTek** controllers are available now with a MSRP of $24.99 for the ***Turbo Control***, and $59.99 for the ***3DO controllers***.



Super Adapter Lets you Link Game Boy Game Genie with Super Game Boy

You've finally got color on your **Game Boy** games with your **Super Game Boy**, but when you went to plug in all those sweet Swap Shop codes, you couldn't attach the **Genie**!?! What a predicament! **MicroSystems Development** has developed a little device that will solve this nasty problem.

This adapter plugs into the **Super Game Boy** and bridges the contacts with your **Game Boy Game Genie**. It makes quite a stack, with all those components the game cart hovers a good twelve inches above the floor. With a price of $12.95, this little component will be an easy addition for owners of the **Super Game Boy** and **Game Genie**. Contact MicroSystems Development at (408)296-4000 for ordering information.



Nintendo to Release Portable 32-Bit Virtual Reality Game System!

Nintendo announced that it will introduce the **"Virtual Boy"** at the Winter Consumer Electronics Show (WCES) on January 6 in Las Vegas, Nevada. The **Virtual Boy** is being billed as "the first virtual reality system developed and produced for the mass market." The **Virtual Boy** will be a Risc-based, 32-bit system that uses two high resolution, mirror scanning LED displays to produce a 3D effect that you can't get on a regular TV or LCD (like **Game Boy**) screens.

Virtual Boy is a stand alone, table top unit which does not connect to a TV or monitor. The design will immerse players in their own portable and private universe with high resolution red images against a black background. The 3D image technology is developed using exclusive technology created by a Massachusetts company called **Reflection Technology, Inc.**

This cartridge-based unit will have built in headphones and a specially-designed, double grip controller to navigate yourself in virtual worlds. **Virtual Boy** can run off six AA batteries or accessories which will include a rechargeable battery pack and an AC adapter.

Nintendo's Virtual Boy will be released in the Western Hemisphere, (that's here), in April with three titles offered at the release. No exact prices have been released for the games or unit, but the price will likely be around $200 for the **Virtual Boy** and about $50 to $70 for the game cartridges.

Could Atari be the one to Make Home VR a Reality?

In pleasant Sunnyvale, CA, a deal has been struck that may finally give console game players Virtual Reality experience. **Atari**, the first name in video games, has joined forces with **Virtuality Group plc**, the leader in virtual reality technology, to create the first immersive virtual reality games for the home market.

Virtuality will develop a headset for use with the **Atari Jaguar** which **Atari** will manufacture and market. "The **Atari Jaguar** platform is the only 64-bit system currently on the market and is ideally suited for immersive, virtual reality games," said Virtuality CEO Jon Waldern.

With a scheduled release date of Christmas 1995 and a target price of under $200, every gamer's Christmas wish may come true this year. We've all heard promises from **Atari** in the past. It's clear that these companies talk the talk. We'll have to see how well they walk the walk.

