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Game InformerTM

MAGAZINE

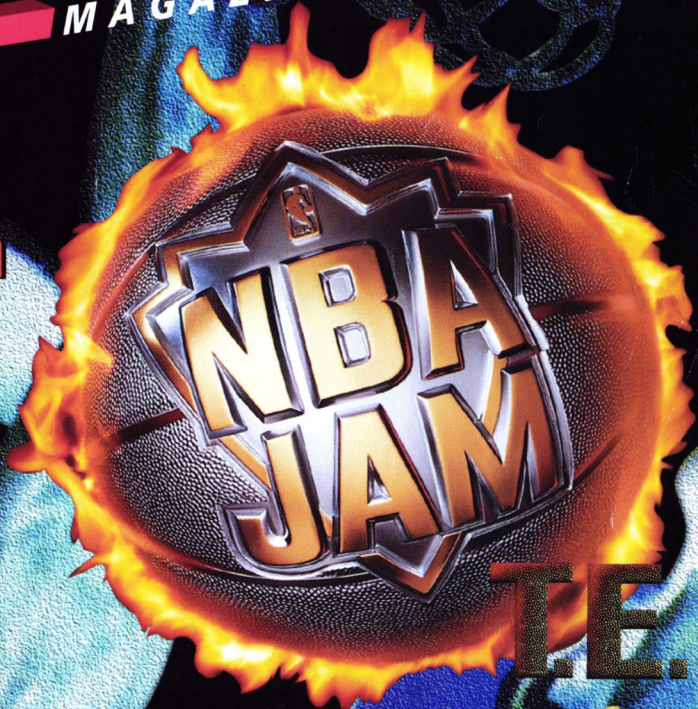
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STORMS INTO THE
ARCADES
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All the Secret Codes and
Characters Revealed!

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Newest Mutant Monster

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Game Informer

MAGAZINE

March Issue 1995
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Member **BPA**
INTERNATIONAL

Dear Nintendo

This letter is for the insiders at Nintendo of America in regards to their advertisement in the November '94 issue of Game Informer comparing DKC to the 32X, 3DO, and Jaguar.

Very clever. I knew top-level programming was your forte, but now game warfare propaganda? Even though I agree with most of what your article/advertisement has to say about gameplay, Donkey Kong Country, if available on 3DO (for example), would still have the playability of the SNES, plus the graphics would look closer to the "awesome" original graphic models than the 'fuzzier' 16-bit version released. Don't get me wrong, DKC is the next level, and kudos to you for introducing Advanced Computer Modeling (ACM) to home video games. For the future, stick to your strengths and give us more 'ACM' games, but please leave the hardware reviews to the unbiased professionals at 'Game Informer'.

Slightly Irritated Game
Retailer/Enthusiast
Wayne, NJ

Thank you for your insightful observation of Nintendo's advertising campaign, but I'm sure you know as well as most in the industry that "Play it Loud!" has started a change in Nintendo's image that has moved them closer to the adult market. While it may be slightly offensive to people in the industry (and Sega fans) that Nintendo would sink so low as to rip on its competition, I don't think anything we say will change their minds. But hey! We can write as many nasty letters as we want!

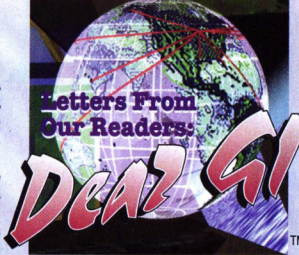
More 3DO

I've been reading your mag for quite some time now, and I just want to say that you guys rule! The improvements in the mag over the last year are very impressive. Going monthly is definitely what I wanted to see happen (I'm about time!!!) The reason why I'm writing to you is there is one thing that I would like to see more often. I want more coverage on the 3DO. I saw the review on Road Rash in the December issue (definitely a game to get for those that have a 3DO), but that was it. One page (bogus).

The January issue was a little better. It had a couple secret codes, which is cool, but I'm sure you could do a little bit more. Let's see some 3DO in your At a Glance segment, and some more previews as to what's coming out. Keep us informed. That's why they call it Game Informer!!!!!!

Grant Kausel
Brooklyn Center, MN

Sorry Grant for not keeping you as tuned in to the world of 3DO as we should have. But, as always in the video game industry, we have an excuse. We felt that the 3DO was pretty lame there for a while, but things have changed and we would have to agree with you now. The 3DO is really taking gaming seriously and their games are showing it. This issue marks the first of many issues with improved coverage of the 3DO, Jaguar, and 32X, including more reviews, previews, and each system's very own At a Glance. How long will it last? That will depend on how many good games we get for each system, but we don't think that will be a problem.



The Final Word!

I have been reading your magazine for two, going on three years now, and I think every part of it is perfect except Dear GI. Every month more than half the section seems to be dedicated to people arguing about which system leaves the others in the dust. This question doesn't have an answer. The graphics, sound, and processing power of a system only show the potential of a system. It is what the programmers do with what they have that shows how good a system or successful a company is. Look how far Nintendo has come from Super Mario World to Donkey Kong Country, from Gradius III to Super R-Type. These advances were not made because they made the system better, but because the programmers became more experienced with their material. It's not the clay that makes the sculpture, it's the artist. Sega has added two peripherals to the Genesis. Good. Now their "artists" (programmers) have new and improved "clay" to work with. If they back it up with good games, then they would truly have a system that beats the pants off Super NES.

Also, Benson Sanford is going a bit to extremes, but he's right. People don't play 8-bit games for nostalgia; it has its classics. Moving on to high-end systems, Jaguar has some great hardware, but until Alien Vs. Predator it didn't have the software to back it up. 3DO has great specs and sweet games, but it's so cool and advanced that only people with more money than sense can afford it. The cost plummet since its release proves this. Ultra 64 promises kick-butt hardware, lots of licenses for games, and an affordable price, but will it follow through? As it is, video gaming systems are running neck-in-neck. Unless Ultra 64 lives up to the hype, and only time will tell, no system is superior to another. Everybody needs to chill out, because they're fighting a battle that can't be won.

Curtis Hurt
Duncanville, Texas

Curtis, you are the man. We would have agreed with you 100% on this one. There isn't a better or worse system out there. You just gotta play what you want to play. So, Game Informer will no longer continue our longwinded and unanswerable dispute on system prowess.

P.S. Sorry you think Dear GI stinks, we'll try to do a better job in the future.

Quick Advice

When the Sega Saturn comes out are they going to still make games for the Genesis? Will you be able to play the Sega Saturn games on the 32X? Which one would you get... the 32X or the Saturn?

Lucas Knox
Kasson, MN

Hey, don't worry the Genesis is a long way away from becoming obsolete. Sega will continue to support the Genesis well into '97. However, one day in the future an upgrade will become necessary if you wish to stay on the leading edge of video gamedom. Purchasing a 32X will not enable you to play Saturn games at a future date. The 32X is an upgrade available for your Genesis, which will allow you to play 32-bit games without investing in a high cost system. But if you have the means, I highly advise skipping the whole 32X thing and waiting for the next wave of machines coming from Sega, Sony, and Nintendo.

I have some questions about Nintendo's two new systems coming out, the Ultra 64 and VR32 or Virtual Boy (VB).

I am interested in getting one of these in the future. When I first heard that Ultra 64 played Cruis'n USA and Killer Instinct, I wanted to get it. I thought the wait until September of '95 would be worth the system. However, lately I have been hearing of a portable 32-bit machine which (supposedly) has virtual reality. In two separate issues of Game Informer (Dec '94 and Jan '95) you said that the VB would have virtual reality, but I still have trouble believing it. In your Jan '95 issue in the Tech Talk section, you had an article that the VR would be coming out with the first virtual reality (VR) mask by next Christmas. In the article on the right, however, it said Virtual Boy had virtual reality.

So will the Virtual Boy have VR and most importantly, which system should I buy? Tell me which you feel is better and which you think will do better. Please don't say I should decide myself and both systems are equal. I need an opinion.

Greg Himmelbrand
Bayside, NY

VR or not VR, that has always been the question. It's a ponderous question that is extremely difficult for us to answer, not just because we have only seen the Virtual Boy (nobody's seen the Jag unit), but because it all depends upon your definition of virtual reality. A single helmet, no matter what, can not really be considered virtual reality. It's a good start but in no way is it near true virtual reality. The Virtual Boy, which we have seen, is not what we would call virtual reality. However, the Virtual Boy is kinda cool. We got a chance to play it at this year's WCES and it was fun. Basically what the Virtual Boy is about is a technology based on a Light Emitting Diode that, through the use of mirrors, fools your mind into a very realistic 3D environment. It may be all in red images, but it is definitely 3D.

So if you're looking for a new experience, other than virtual reality, the Virtual Boy could very well be your answer. But more than likely that should be a purchase you make after the Ultra 64 (unless you've got the cash for both), because, over the years, the premiere (and popular) Nintendo titles will show up on the Ultra 64.

A Word On 32X and Video Games!

First off, I'd like to say that I love your magazine. The Secret Access section is a real help with some of

Virtual Boy



Kirby's Dream Course

Created by: Nintendo Available: Now

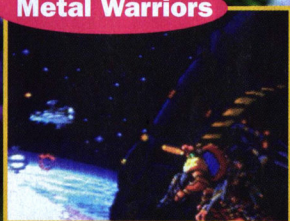


FX Fighter



Created by: GTE Interactive
Available: May 1995

Metal Warriors



Created by: Konami
Available: April 1995



Who said the Game Boy isn't color?



Nintendo

The video games area was again dominated by Nintendo's massive display area, 49,500 square feet to be exact. Heck, to our best estimates carpet for that space alone cost Nintendo \$130,000. Not to mention the lights, sound system, TV displays, signs, and conference rooms that made up the Nintendo area. We're talking big \$\$\$\$.

Within this floor space were a number of Nintendo's third-party licensees such as Capcom, SquareSoft, and Playmates all displaying their wares. Probably most of the attention in the Nintendo area was on the Virtual Boy system which was demoing by invitation only. The GI staff did have the chance to give the VBoy a try and had mixed feelings about the performance. Generally, we all thought the Reflection Technology used in the VB's display is excellent. However, the pinball and boxing games that we played weren't all that spectacular. More software is needed before we can give you the true low-down on the Virtual Boy and its world-wide release this summer.

And what about the Ultra 64? We were assured by some high ranking officials at Nintendo and Silicon Graphics, Inc. that the U64 is on schedule to make its release this fall. The production of chips is already underway so we should see a prototype system in the next couple of months. In addition, a few companies have also announced some titles to appear when the Ultra 64 launches, namely Top Gun by Spectrum-Holobyte, Turok: Dinosaur Hunter by Acclaim, and Doom: Ultra 64 by Williams.

WeaponLord



Created by: Namco
Available: May 1995



Kirby's Dream Land 2

Created by: Nintendo
Available: May 1995
for Game Boy

