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GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 2

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JAPAN NOW!



JAPAN NEWS NETWORK

A Happy New Year! Thanks so much for reading Japan Now in 1994. I'll bring even more rumors and exclusives in 1995 to everyone who loves this section, so please keep in touch! My most recent trip to Japan was to cover Nintendo's Shoshinkai show on Nov. 15th, but I decided to stay on until Dec. 3rd to pick up the PlayStation and Saturn for our twenty staff members. After lunch on Nov. 22nd (the Saturn's release date), I headed into Akihabara, Tokyo's electronics district, only to find the entire first run of 100,000 Saturns was sold out! I decided not to make the same mistake getting PlayStations, so I asked a game salesperson advice on buying one. He told me to get in line a day before the release

date to ensure getting one. Following his advice, TJ and I got in line at midnight, awaking to find that we were only allowed to buy one per person! Luckily, Sony distributed the PS to record stores, so we were able to get several at Tower Records. Our twenty staff members really ought to thank me for this because they had great winter vacations!



NINTENDO SHOW

On November 15th, Nintendo held their annual Shoshinkai convention at Makuhari Messe. The Shoshinkai is usually held in the summer, but Nintendo decided to postpone it until Super Donkey Kong (DKC) and the Virtual Boy were complete. In last month's Other Stuff we showed the Virtual Boy, now that I've played it, let me comment. Even though the system I played was less than 100% complete, I thought it was pretty cool. The 3D effect is cer-

tainly vivid! People who love the Game Boy will surely enjoy this twice as much, since the Virtual Boy is essentially a one-colored, 3D Game Boy. I've heard many other opinions, too, and most people felt it was the ultimate portable gaming system. To be portable, however, the system must be strapped to your body... and then you can't see!?

Besides the Virtual Boy, many other strong SF titles were shown. The most popular seemed to be Square's Chrono Trigger (out March 11th), Enix's Dragon Quest VI (release date unknown), Sunsoft's Albert Odyssey II (out in December), and Quest's Tactics Ogre (release date unknown)...all RPGs. The only other genre that seemed as popular as RPGs at this year's Shoshinkai were puzzle games... Perhaps 1995 will be the year of the puzzle.



CAPCOM

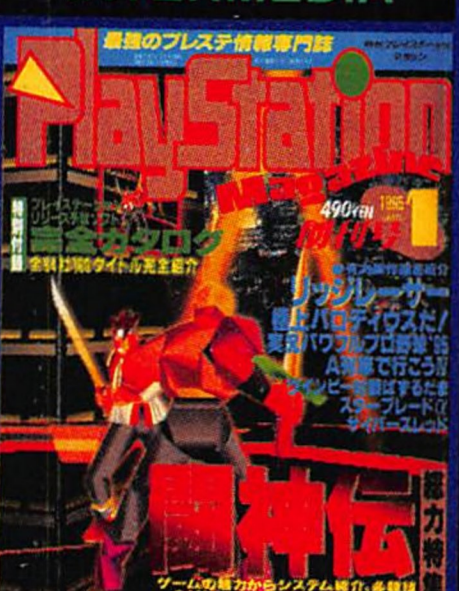
Many of you may remember the Capcom home system I mentioned a few issues ago... Capcom of Japan has finally announced it! Called the CPS Changer, the system plays modified Capcom arcade PCBs only. The system uses regular Super Famicom controllers and goes on sale January 15th, along with Dynasty Wars II, Slam Masters and SF2 Turbo. Two packages will be available: the Triple Set (\$399), which comes with the CPS Changer, SF2 Turbo and a Capcom Fighter Power Stick, and the Double Set (\$340) which contains the system and the game but no controller. Unfortunately, the system is available though mail-order only, so SF2 freaks will have to call Capcom of Japan to order one!



ASCII

SOFT BANK

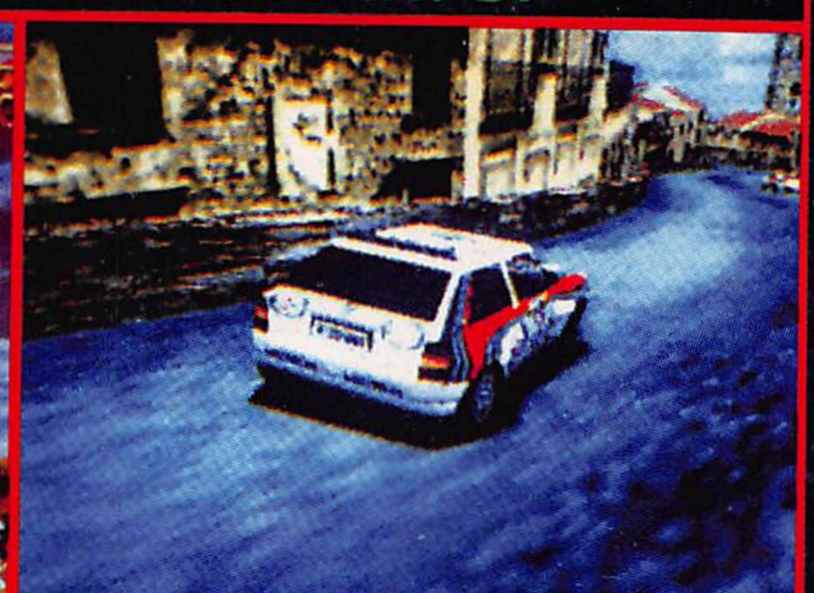
TOKUMA INTERMEDIA



32-BIT INFO. LEADERS

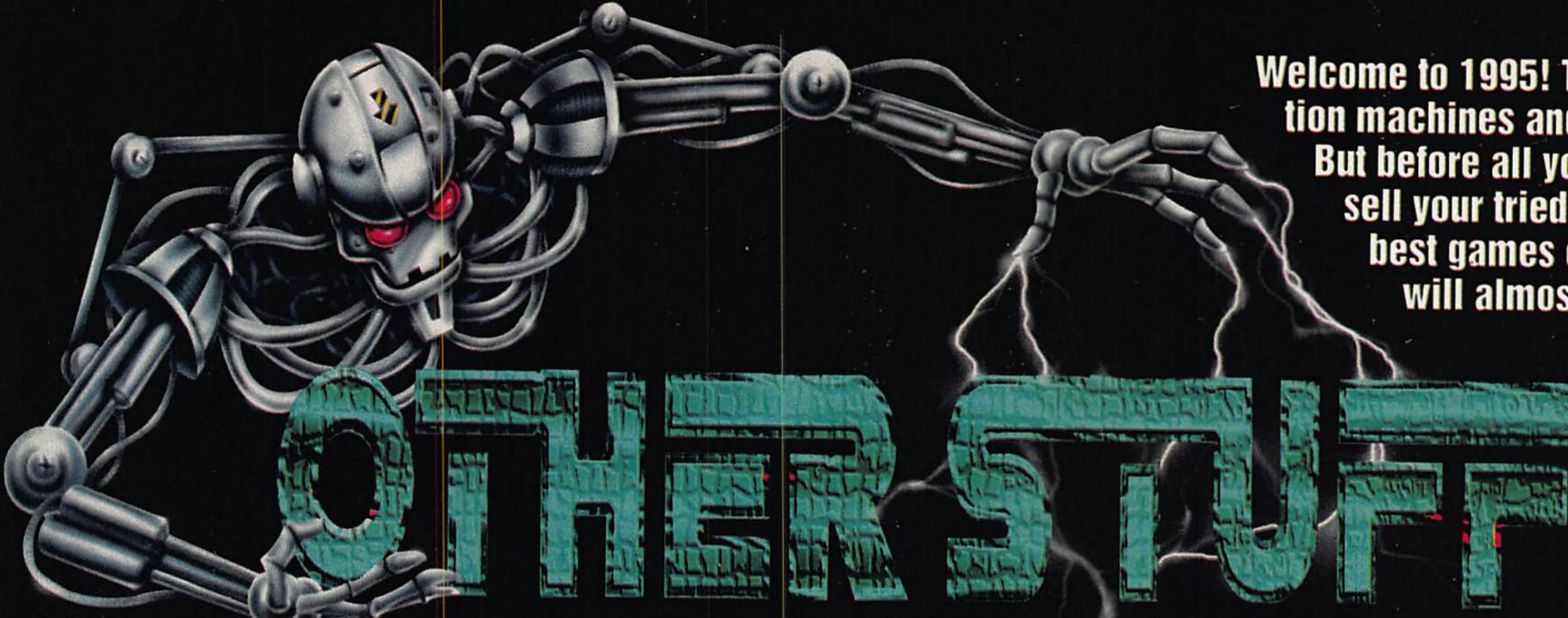
When new systems are released in Japan, most large publishing companies hurry to produce magazines for them. So far, there are three Saturn Magazines and three PlayStation magazines. Japan certainly seems to be stepping up to the next generation in hardware quick!

SPECIAL K's LAST MINUTE INFO.



Behold, Sega of Japan's coin-op division is ready to launch two new titles, Golden Axe: the Duel & Sega Rally Champion. Chances are good (practically etched in stone) that both titles are Saturn bound.

There is a rumor that a well-known RPG maker has signed on to do 3DO games! I can't say the name yet, but it's not that hard of a guess! Apple has licensed their Apple Macintosh chipset and OS to Bandai, to be used in a home game system called Pippin. This system will play all available Mac CD-ROMs, as well as games designed specifically for the system. The Pippin is very similar to Fujitsu's Marty, which uses a low-end version of a high-end PC's chipsets and OS specifically for playing games. No word yet on the release date.



Welcome to 1995! This is the year of the next generation machines and the end of 16-Bit as we know it. But before all you die-hard game fans out there sell your tried-and-true 16-Bit hardware, the best games ever for your SNES and Genesis will almost certainly be released in '95. For

starters, Nintendo has an outstanding 16-Bit software lineup for the Winter CES in Las Vegas. The big game of the show will undoubtedly be **StarFox 2**, a 2-player, 16-Meg FX chip blastfest with non-linear levels.

Nintendo's two other FX titles will be the 16-Meg-or-higher **Fighting Polygons**, seen in the last issue, and a 2-player military shooter developed in the US.

Fighting Polygons is reputed to have anywhere from six to eight characters and uses the new FX chip to process 15,000 polygons per second! Nintendo will of course have four other titles on display, not counting their **32-Bit Virtual Boy** games. Now let's move on to the Los Angeles-based Electronic Entertainment Expo, or E3. E3, which begins on May 11th, will be the show where the **Saturn, Ultra-64 and PlayStation** will debut. Nintendo will be showing three to five Ultra titles from Japan, and between five and seven titles from America. Two of the Japanese titles will be **Mario 5** and an early demo (20-30% complete) of **Zelda IV**. Another Ultra title I've heard about is **Pilot Wings 2**. This 64-Meg cart is being developed through an exclusive, joint agreement between Nintendo and Dallas-based **Paradigm Simulations, Inc.** Paradigm Simulations, a well-known developer of real-time flight simulators for NASA and the military, will work directly with a creative team headed by **Shigeru Miyamoto** on the Pilot Wings 2 project. "Paradigm Simulations will provide Mr. Miyamoto and his Nintendo development team with the best technical knowledge in the 3-D virtual reality industry," said Ron Toupal, the President of Paradigm. Pilot Wings 2 is slated for November '95. Other Nintendo Ultra games at E3 will be **Killer Instinct, Cruis'n USA, and Doom**. Acclaim will be showing **Turok the Dinosaur Hunter** and **Batman Forever** for the U64. For SNES we'll be seeing a 16-Meg/FX chip sports game and the oft-rumored, 24-Meg Miyamoto FX title. Last but certainly not least, will be the first **64-Meg SGI SNES game** ever. The title is final, but I can't say very much. About all I can say is this...if you thought the graphics in DKC were awesome, you ain't seen nothing yet!

NOW FOR SOME **MK III**. I was recently chatting with the head honcho at Bally/Midway, Ed Boon. He told me that MKIII will be testing in February or March of '95, and that there will be a total of 14 characters. MKIII will utilize the same type of digitization seen in the previous Mortal Kombats, but the game will now feature a Killer Instinct-style mega combo system. The real shocker, however, is that the game won't use Sony's PlayStation hardware. The game will instead use the MKII hardware, but with more RAM and new graphics chips. Speaking of graphics, Ed Boon told me the MKIII graphics should blow away those seen in MKII by a mile. MKIII will be released for the PlayStation in October '95, but get this: the Ultra-64 version is slated for February '96 and will weigh in at an incredible 96-Megs! Also in February will be 32X, 32X CD, SNES, Genesis, and Sega-CD versions of MKIII. Rumor has it a 3DO version will spring up sometime in '96 too. Also, check out these exclusive character sketches of **Kung Lao, Sonya, Jax, and Kano!**

IN OTHER NEWS: Konami is reputed to be working hard on a new **Castlevania** for the Saturn and PlayStation, which should be available in 4th quarter '95. The previously announced 32X version has been canceled. As for Ultra-64 Konami games, don't expect any until early '96. Another Konami rumor I've heard is that they may not do any 16-Bit games in '95 and beyond. Fine by me!

IN SEGA NEWS: SOA will debut the new **32X/Genesis combo** aptly named '**Neptune**' at the upcoming WCES in Las Vegas. The new combo will sell for a very reasonable \$200.00. This should lure some new users to the Sega party. Speaking of the 32X, GameFan was recently paid a visit by the entire staff of **Scavenger**. These ultra talented developers showed us a brief glimpse of **Batman Forever** for the 32X. The game murders anything we have seen on the system to date, and proved to us that the 32X can and will show its true colors in '95. Scavengers sound engineer has his work cut out for him, but assures us that he can make the system wail. Hopefully, other third parties have similar games in the works. We'll keep you posted. On a sadder note, Sega will not be bringing out the much anticipated first 32X Sonic game titled **Sonic Chaotic**. This game will only see the light of day in Japan, this Summer. Sega will be bringing a similar title out starring **Knuckles** around Christmas '95. By the way, the 32X is 100% compatible with the import system, without a converter! Looks like SOA is finally gonna' let us have our imports, it's about time. Sega also stated once and for all that the Saturn will not come out until late '95. Sega's 16-bit handheld however, will most likely be out much sooner! Well, that's the news for now, see ya' next month!

MORTAL KOMBAT 3!

A SAMPLE OF THE NEW BREED!



JAX



SONYA



KANO



KUNG LAO

