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**32-BIT BLOWOUT! OVER 50 PAGES OF NEXT GENERATION REVIEWS AND PREVIEWS INCLUDING:**

LOADED • EXTREME GAMES • ARC THE LAD • MK3 • RAYMAN • LEGACY OF KAIN  
SHINOBI LEGIONS • CLOCKWORK KNIGHT 2 • VIRTUA RACING • RIGLORD SAGA  
BLUE SEED • BLADEFORCE • INSIDE GF16: DOOM SNES • WEAPONLORD • DRACULA X  
NINJA GAIDEN TRILOGY • PLUS: AN INTERVIEW WITH SONY PRES. STEVE RACE

**SF ALPHA BOSS CODES!**





I was  
passing through a wasteland when suddenly my mind drifted.



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my spirit lifted, my location shifted into  
a  
new  
dimension  
  
a  
third  
dimension  
  
a  
good  
dimension.

Was this their intention?  
To crash my dimension?

I stepped into the invention  
and heard a voice say,

Turn it on Virtual Boy.™

A 3-D game for a 3-D world.

**Nintendo®**

Virtual Boy™ is a portable 32-bit 3-D game system, featuring phase linear array technology, digital stereo sound, two high-resolution visual displays, and 3-D graphics that immerse you in the game. Coming soon—stereo headphones and Game Link® cable for head-to-head action.

Turn it on and experience the difference a dimension can make.



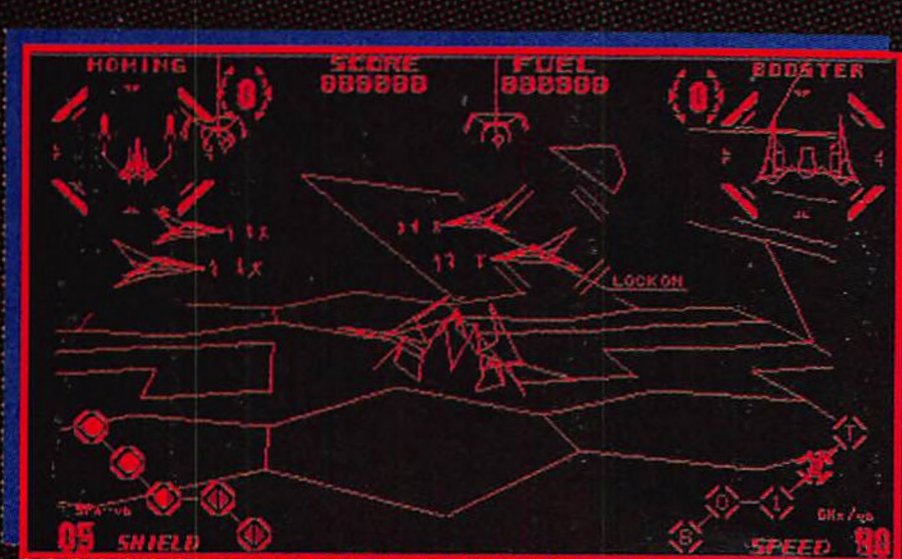
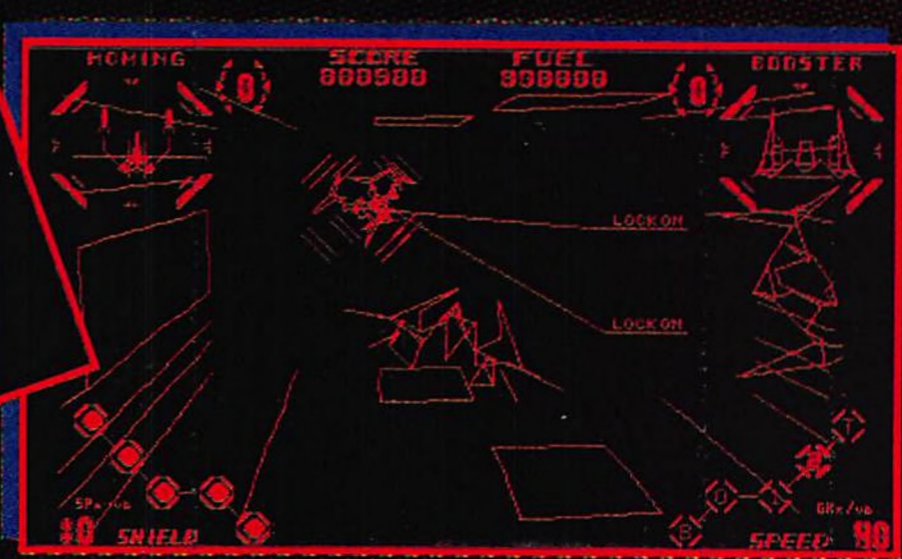
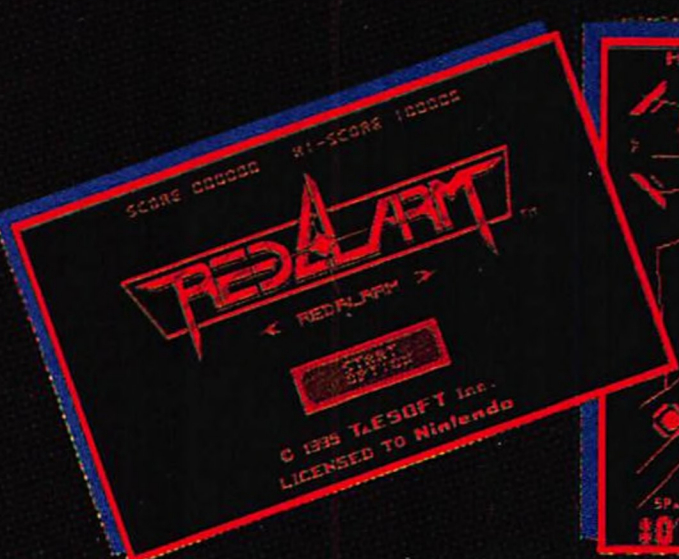
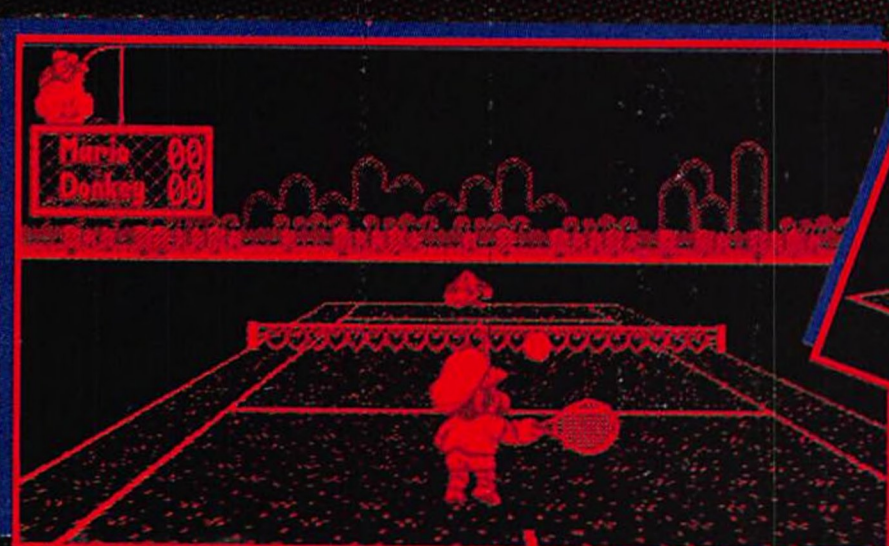
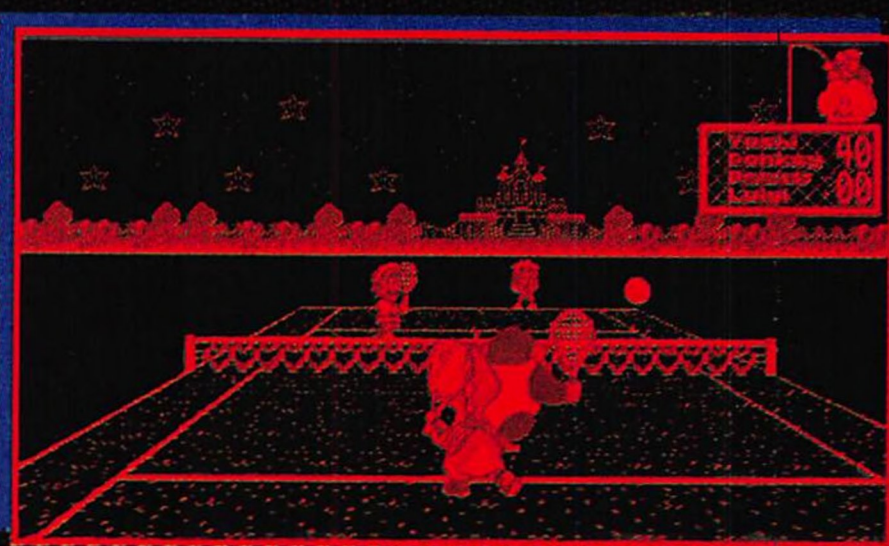
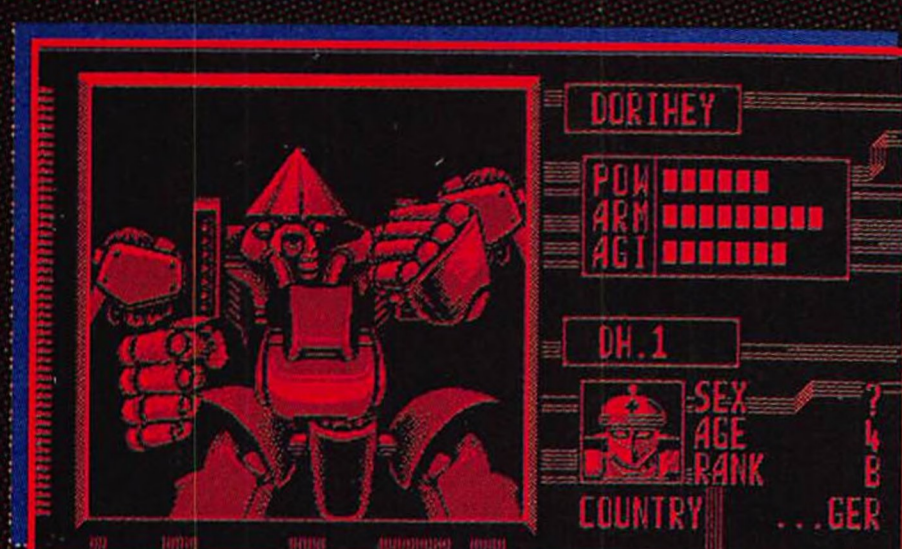
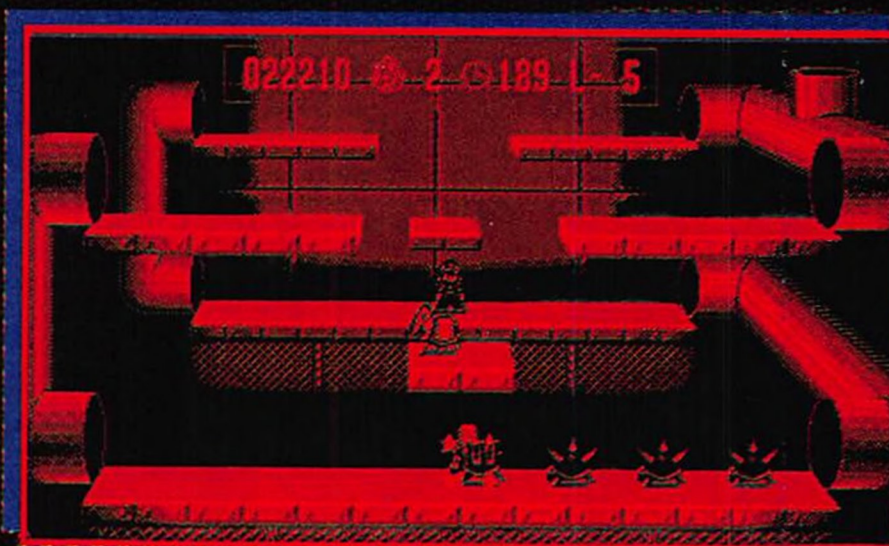


# VB

# VIRTUAL BOY UPDATE



NINTENDO'S VIRTUAL BOY HAS ALREADY HIT JAPAN TO RAVE REVIEWS AND IS JUST DAYS AWAY FROM ITS U.S. DEBUT. ALL THE GAMES SHOWN HERE WILL BE AVAILABLE AT LAUNCH AND ADDITIONALLY TWO OR MORE A MONTH SHOULD FOLLOW. OF THE GAMES PICTURED HERE THE THREE YOU GOTTA' HAVE ARE RED ALERT, MARIO CLASH, AND MARIO'S TENNIS. ALL I KNOW IS THAT I CAN'T PULL MYSELF AWAY FROM MINE. WE'RE ANXIOUS TO SEE IF YOU'LL FEEL THE SAME WAY. LOOK FOR EXTENSIVE VB COVERAGE IN FUTURE ISSUES. WE INTEND TO BRING YOU THE FINEST COVERAGE ANYWHERE.







Welcome to another issue of Other Stuff, let's get right to it!

### 3DO Finalizes M2 Plans

The 3DO Company has quietly put the finishing touches on the M2 hardware, and by late this summer developers will receive their completed development systems. Expect to see the official M2 launch as soon as late March or early April of '96...that's right, head-to-head with the Ultra 64!

The stand-alone M2 units will be priced between \$399 and \$499, which includes a memory card and one game. For current 3DO owners, the expansion M2 modules will cost only \$249 (no game included).

One big question on the minds of M2 developers is CD drive speed. The stand-alone M2 is reported to feature a 4x speed CD drive, which would be the fastest CD drive of any gaming system on the market. The old 3DOs only have 2x speed CD drives, and according to sources the M2 expansion module WILL NOT increase the 3DO's speed. Will this lead to compatibility problems? Well, reports indicate all the games will be compatible, but old 3DO owners will simply experience twice the loading time on M2 games...bummer!

Games to look forward to on M2 include Desert Strike, a 3D side-scrolling fighting game similar to Final Fight, D's Diner 2 (which is a real-time 3D adventure game), a brand new driving game by Crystal Dynamics, MK 3, and Pirates.

### EA Arcade: Back from the Dead?

After only releasing one arcade game (Battletoads) over the past two years, Electronic Arts recently announced the indefinite suspension of all coin-op game development...but is this just a decoy?

Sources deep inside EA have confirmed to me that the company will release Madden NFL Football and a new real-time 3D fighting game in arcades by year's end.

We do not know which hardware will be chosen for the two games, but it will likely be either M2 or Namco's System 11 (which incorporates the PlayStation chip set).

### A Peek at the Ultra Controller

At long last, here's the first info we've managed to unearth on the extremely top-secret Ultra 64 controller. According to sources it will have at least six buttons, three on top and three on bottom (like the Saturn controller). I have also heard the controller will feature both a directional pad AND a joystick...this according to a source who actually held and used the controller to play a 3D flight simulator called Cobra from Paradigm. I am confident that there are many other innovative aspects to the controller; stay tuned to Other Stuff for updates.

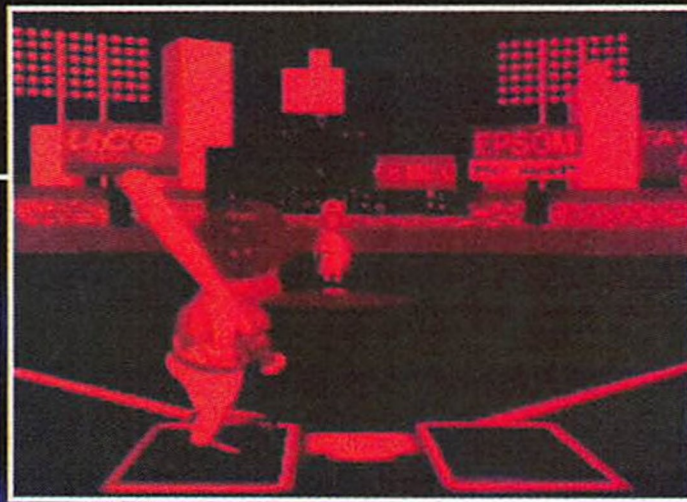
### Ultra Release Date Changes Again

Sources inside Nintendo have strongly hinted to us that the Ultra Famicom will debut in Japan on December 21st of this year. However, we have received word that Nintendo of Japan has internally scrapped a 1995 Ultra Famicom launch, and the revised date will be March 24, 1996...just five days before the U.S. debut of the Ultra 64 on March 29. Of course, all will be made clear at the Shoshinkai show in Japan this November.

Here's the latest on games in development for the Ultra. Golden Eye is currently 35% complete, and this Rareware action/adventure game is supposedly the "most realistic movie-to-game conversion ever!" It's produced by Tim Stamper and will weigh in at 64 megs. Rare is also working on a new driving game, another fighting game not to be confused with Killer Instinct 2, a 3D action game starring Donkey Kong, and a brand new 3D action game that is "really bloody and gory."

### Griffey Re-Signs with Nintendo

In one last tantalizing tidbit of Nintendo news, Ken Griffey Jr. has just signed a brand-new contract with Nintendo. According to the multi-year



### Virtual League Baseball

The first baseball game for Nintendo's Virtual Boy is Kemco's Virtual League Baseball. The game features multiple camera angles and realistic 3D environments. The Virtual Boy debuts in mid-August. We'll have a review of this and the other launch titles next month.

agreement Griffey will serve as both a corporate spokesperson and game development consultant for Nintendo. Griffey's first two projects will be two new baseball games (of course), one for SNES and the other for Ultra 64. Rare will do the honors on the SNES version, and the Ultra developer has yet to be named. Sounds like a bench-clearing deal to us!

### Acclaim to Distribute Capcom Games?

Capcom has sold the rights to Street Fighter the Movie to Acclaim. X-Men, Darkstalkers, and Street Fighter Legends, (all for both Saturn and PlayStation) are also due from Capcom this year. Will Acclaim distribute these as well? My source says yes! I say, it's still a rumor until the deal is signed and I get a press release. In other Acclaim news, the company cleared up its plans for The Crow (the game). Acclaim will be releasing THE SEQUEL to the Crow (not the original) for PlayStation, Saturn, and M2. Hey, I didn't even know a sequel to that flick was being made! By the way, the Ultra 64 Version is on the back shelf because Nintendo has yet to approve the contract for the game.

### Akira Returns!

Lobotomy Software (a brand-new game company) has leaked its initial development plans. Lobotomy's first game is Mutant Chronicles (the SNES version was in last issue) for the Saturn, PlayStation, and PC CD-ROM. MC will feature 3D action like Doom, but with more of a Contra feel to it. Next up is Ruins, which is coming to

Saturn, PlayStation, and PC CD-ROM. Finally, Lobotomy's big game is going to be Akira. Based on the spectacular anime film, Akira will be a 3D motorcycle racing game which will incorporate those wicked bikes from the movie. Akira is in development for the Saturn, PlayStation and PC CD-ROM and will be released in the 2nd quarter of 1996.

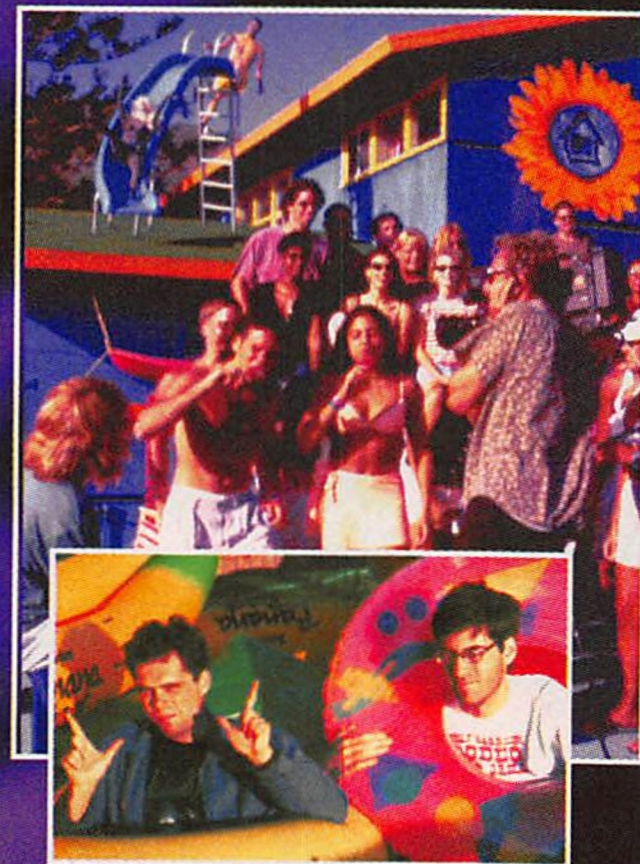
### SF III: Polygon Power?

Recently a friend of mine from Capcom called and told me some more info regarding Street Fighter III. He said that SF III will be a real-time 3D polygon fighting game just like Virtua Fighter, and that the SF 2 game play engine will be used instead of something akin to the VF and Tekken tap-tap game control. SF III will be released in the 1st quarter of 1996 and will be available for home release in the Summer of 1996.

### Never Hood Beaks from Shiny

Several of Shiny Entertainment's most prized artists and designers left the company to try it on their own. Designer Doug TenNapel and a few other employees left Shiny to start their own company, Never Hood. Steven Spielberg's mighty DreamWorks has already bought Never Hood, and the new developer is hard at work on its first game (drum roll)...that's right, it's called "Never Hood." The game will be released first for the PC CD-ROM in the 3rd quarter of 1996.

### "I WANT MY MTV?"



### GAMEFAN'S IN DA' HOUSE.

Dana Gould and Rob Cohen, the creative force and voice behind Crystal Dynamic's smash hit "Gex", got their 15 minutes in the MTV spotlight this month. Amongst the mayhem that is the MTV Malibu beach House, Dana and Rob gave host Bill Belamy a crash course in Gexology 101. The filming was packed with the usual behind the scenes chaos not excluding: hours of waiting for "just the right light" and a power failure due to an over excited stage hand. When asked for any "real dirt" regarding the "Gex" title, sources on hand from Crystal mentioned it's eminent release on the Sega Saturn and PlayStation platforms, the first of which will be PlayStation.



### THE LAUNCH!

Here's a list of the first two months of PS games. Sony has made a special offer to those ready to

commit to the PlayStation. If you pre-book your system before the 9/9 launch, you'll get a special demo CD with music selections from various Sony artists, plus a cool graphics demo featuring the big T-Rex.

## PLAYSTATION SEPTEMBER & OCTOBER RELEASES:

### SEPTEMBER

Toshinden  
Disc World  
Extreme Games  
Kileak The DNA-Imperative  
Novastorm  
Ridge Racer  
Raiden Project  
Off World-Interceptor  
Total Eclipse  
Parodious

Street Fighter The Movie  
NBA Jam TE  
Wing Commander 3  
Power Serve  
Rayman  
WWF WrestleMania

### OCTOBER

Jumping Flash  
Lemmings 3D  
Mortal Kombat 3 (October 1)  
Wipeout  
Madden '96

Cybersled  
High Octane  
Spot Goes To Hollywood  
Alien Trilogy  
Alien Virus  
FIFA Soccer  
Goal Storm  
Revolution X  
Shockwave  
Viewpoint