Saturn ■ PC CD-ROM ■ 3DO ■ PlayStation ■ 32X ■ Ultra 64 ■ Jaguar ■ Arcade ■ On-Line

NEXT GENERATION

Leading edge computer and video games

July 1995

Can 3DO keep up?

Atari talks back
Get ready to rumble. Sam Tramiel in the NEXT Generation interview

Even when **Sony PlayStation** games look this good, 3DO can still win the 32-bit race. Find out how on page 34

PlayStation's *Wipeout* from Psygnosis (previewed on page 46) pushes game graphics further than any previous home system. The combination of Sony's technology with *Softimage*'s SGI software threatens to eclipse *Ridge Racer* as the definitive PlayStation racer

volume one

07

$4.99 U.S./$5.99 CAN.
07 >
0 09281 02585 6

Daytona USA: NEXT Generation takes Saturn's ultimate racer for the world's first test drive, page 66

Ultra 64



Delayed until April 1996, Nintendo's 64-bit collaboration with Silicon Graphics waits in the wings. Again



A shiny Ultra 64 logo simply made the lack of the real Ultra 64 all the more disappointing



The Silicon Graphics team, regular guests at Nintendo's sprawling show booths, since the announcement of the SGI/Nintendo "Project Reality" collaboration in 1993, were the most obviously disappointed at the news of Ultra 64's delay.

The official line? "We've decided to give our software developers additional time to maximize the power of this system in their game creation," said Nintendo of America's chairman Howard Lincoln. The real reason? No one's entirely sure. Software delays could well account for the lag, but with *Killer Instinct* and *Cruis 'n' USA* presumably completed months ago, and a brace of "dream team" third party products in the pipeline, a 1995 launch should at least be possible — if not ideal. Indeed, Mr. Yamauchi, President of Nintendo Corporate Ltd (NCL) Japan, hinted that Ultra 64 may still launch on December 1 in Tokyo.

There's only one addition to the list of official Ultra 64 game developers (MindScape, who will be developing *Monster Dunk* — a basketball game featuring Dracula and King Kong). In fact, for Ultra 64, it would seem to be business as usual. Except, of course, it's not actually here yet.

What was revealed was a picture of the finished unit, complete with four joypad ports and a memory expansion port. Nintendo promised something revolutionary in terms of game controllers, observing that the SNES joypad is designed for moving characters around a 2D environment, and that Ultra 64 is designed specifically as a 3D world generator.

Virtual Boy was there, of course, and seemed to thoroughly impress everybody who's never actually played a videogame before (everyone else was playing SNES *Killer Instinct* and *Donkey Kong Country 2*). Virtual Boy will be released on August 14, priced at $179.95. "Virtual Boy is unlike anything currently available for the home," says Nintendo's Peter Main. And we have to agree with him. ng



Virtual Boy proved to be a poor substitute for Ultra 64. Instead, it was Nintendo's 16-bit titles that wowed the crowds. Virtual Boy will launch with six titles in August

Super 16-bit





Rare's *Donkey Kong Country 2* and *Killer Instinct* for SNES prove that there's plenty of life left in the 16-bit industry











