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NEXT GENERATION

Leading edge computer and video games

August 1995

Sega Saturn

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Ultra 64 Nintendo's President talks

volume one

08

A game machine to drool over? The full, **hype-free** guide starts on p.26

"The Theater Of The Eye" TV campaign for Sega Saturn (in 30 and 60 second flavors) by Goodby, Silverstein and Partners. As part of Sega's aggressive $50 million bid to race ahead of Sony, it aims to "create a yearning for the experience of playing Sega Saturn"

$4.99

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Revolutionary: It's the best 32-bit game yet — explore *Jumping Flash* for the Sony PlayStation on page 68

Virtual Boy: Nintendo names the day

August 14 — mark the date in red for Nintendo's latest system launch

While Nintendo of America readies to release Virtual Boy — the 32-bit "VR" machine, which uses reflective LED technology to generate its 3D display — on August 14, the system has been on sale in Japan since July 14 (though its Japanese launch was pushed back due to software delays).

Virtual Boy retails at ¥15,000 ($165) in Japan, down from a planned ¥19,800 ($220) — a reduction effected by NCL in order to reach a wider userbase, and in the US the Virtual Boy will sell for $179.95, bundled with *Mario's Dream Tennis*.

Nintendo has confirmed that 11 titles will be available at launch (retailing at an MSRP of $39.95) with a further 20 titles made available by the end of the year. The company is standing by its prediction of retail sales of three million units in the first year worldwide.

Playable games confirmed by Nintendo are *Teleroboxer*, a robotic boxing title similar in style to the *Punch Out!* series; *Galactic Pinball*, which features five different pinball tables; *Mario Clash*, a platformer retaining many familiar "Mario" elements but with the opportunity to move "in" and "out" of the screen (it's perhaps the most promising title, having been designed in part by Shigeru Miyamoto); and *Red Alarm*, a wire-frame polygon shooter developed by T&E Soft, boasting "gameplay similar to *Starfox*."



Four other projects are in progress, but are further from release. Two are from Nintendo, *Mario Bros VB* and a *Pole Position*-style racer, and two from Hudson Soft, a vertically scrolling shooter and a puzzle game in the style of *Tetris*/*Puyo-Puyo*.

Third party licensees working on the system include such major names as Namco, Virgin, and Takara. Konami, Capcom, and Square Soft — three of Nintendo's most valuable third party allies in recent years — are playing it safe, having yet to decide on the system's full potential.

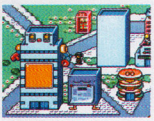
There has been concern in both Japan and the US over the marketing strategy for the machine (is Nintendo's latest venture really a next generation console or merely a high-tech toy?) but it has now gained retail support, with many of leading toy stores and software chains agreeing to push it.

Expect the first reviews of Virtual Boy's newest software in the finals section, next month in **NEXT Generation** on sale August 22. ng

Howard Lincoln on Virtual Boy

"I think there are limitations and advantages in any videogame product, and I'm sure all the disadvantages you've explained can be quickly turned into advantages, particularly by our marketing people.

"My recollection is that there were similar questions about Game Boy when we launched it. Yes, the color is monochromatic, but it does produce the 3D experience. Yes, you have to look through it as opposed to playing it on a TV set and all that, but ultimately the product is judged by our shareholders in terms of whether it sells and whether we make a good profit."

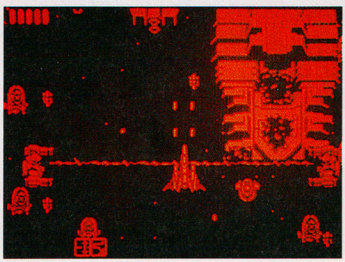


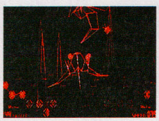
Nintendo's Satellaview system (see NG 5) went live in Japan on April 24.

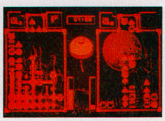
The hardware, which costs ¥18,000 ($198) and plugs into a Super Famicom, enables users to access satellite broadcasts and download SFC software.

Faced with a front-end in the style of a cartoony Japanese city (above), the user can wander freely between buildings, which represent various services.

As well as original software and previews of forthcoming games, it is claimed that Satellaview will soon offer the facility to expand normal cartridge games with extra data. How the system will coordinate such a feat, however, is not yet known.







Hudson Soft's as yet untitled shooter (left) enables flying from "behind" the scenery; T&E Soft's SNES-based, *Starfox*-inspired *Red Alarm* (middle); and the obligatory puzzle game (no name yet), also from Hudson (above right)