

SUPER PLAY PROFILES

Some more gratuitous pics of the team...

James Leach

Summer is the best time for: Love, laughter, sharing quality time with friends, and of course, bouts of hayfever. And I like to: Explore the magical jewel we call Britain. But what I hate is: Sorry, that should be Britain, of course. Big this summer will be: The tailbacks on the M4 as everybody has the same idea.

Sue Grant

Summer is the best time for: Sitting on the grass and getting a wet bum. And I like to: Spread out on a capoule or anorak for dryness. But what I hate is: Clumps of nettles, wasps and gnats. Big this summer will be: Sales of insecticides, creams, weedkillers, and things to make outside more bearable.

Zy Nicholson

Summer is the best time for: Beholding nature's verdant beauty and kipping in parks. And I like to: Meld with the Earth and feel her life-force. But what I hate is: Waking up with a wet bum and finding a beetle's crawled in my ear. Big this summer will be: Glastonbury, Stonehenge and the Bristol balloon festival.

Tony Mott

Summer is the best time for: Saving money on your domestic heating bills. And I like to: Corner small children in parks and chew their cheeks. But what I hate is: People playing so-called 'cricket' on the telly. Why do they bother? Big this summer will be: Flip-flops, peeling noses and cats.

Lisa Nicholls

Summer is the best time for: Going on holiday to a gorgeous, unspoilt island. And I like to: Look at the most beautiful places in all the travel brochures. But what I hate is: The places are always overcrowded and filled with bristles from Kent. Big this summer will be: Their horrible red tummies.

Wil Overton

Summer is the best time for: Fitting air-conditioning to your mobile assault suit. And I like to: Rampage in the sea off the coast of Hokkaido. But what I hate is: Getting attacked by swarms of hi-tech police bomber aircraft. Big this summer will be: Laser cannons, gatling guns and reactive armour plating.

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In Super Express this month:
Nintendo's new 32-bit machine;
previews of *Super Street Fighter II*;
Crazy Chase; *Excite League '94* and
Empire Soccer; and Nintendo
announces a price cut for *Starwing*.

32-bit

In a surprise announcement, Nintendo of Japan has revealed plans for a new 32-bit games machine to be launched early next year.

It is claimed that the 32-bit standalone system will be a 'Virtual Reality' machine, allowing the user to 'experience VR without glasses'. Although little is known about the hardware yet, Nintendo's official communique to its global subsidiaries revealed several interesting facts about the device. It is known that the console will not require a television set, settling instead for a built-in display. This display will not entail the wearing of a specially-designed helmet or goggles, however. President Hiroshi Yamauchi claims that 'it is going to be super VR by which you can experience Virtual Reality without HMD [Head-Mounted Display]'.

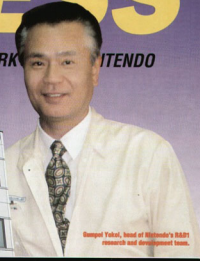
The intriguing part of the story is this supposed VR display, which may be an exaggeration of the machine's actual capabilities (in other words, don't let your imagination run away with the idea that Nintendo has somehow produced a holographic projection unit...). That's not to say it won't be capable of fast and impressive three-dimensional graphics rendering, as opposed to the Super Nintendo's sprite and parallax handling; but the console's screen display (currently being developed in collaboration with an American company) will

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Gunpei Yokoi, head of Nintendo's R&D1 research and development team.

be extremely innovative. You may remember our news feature on Sony's LCD projector (SP16), which we tipped as something to watch in the future. That future may already be upon us, as we suspect the 32-bit machine will make full use of this technology to include a full-colour projection television. We might venture so far as to suggest that it will be the sheer size of the video picture – when projected onto a wall or screen – that is supposed to generate a sense of immersion in the Virtual game environment.

Regardless of the methods employed, Nintendo has given its assurance that they can sell the new console at a price of less than ¥20,000 (under \$200, or £110). They also revealed that software for the console will be cheaper than that for the SNES, raising the possibility that Nintendo might finally resort to the CD medium after all. The machine is intended as a rival to 3DO, another 32-bit console which uses CD.

Disappointingly, this stunning announcement has also served as an indictment of the Japanese giant's relationship with its overseas representatives. Nintendo's UK branch knew absolutely nothing of the new hardware, and the revelation was as much of a surprise to the company's European management as it was to the rest of the games industry. At the time of going to press, there are still no firm details

regarding the machine's appearance or specifications. Software publishers and game designers have also been left pretty much in the dark until now, so there are no games currently being developed by third-party. The first software for the console will have to come from Nintendo themselves.

None of this has interfered with the big N's ongoing development of the Project Reality hyperconsole, however. Two games for the forthcoming 64-bit machine will be previewed at Tokyo's Famicom Space World exhibition in November, where the 32-bit console will also be on display. Rest assured, *Super Play* will be there to bring you the hottest news.

Closer to home, we can expect to see SNES games being rated according to their age suitability from September onward. Nintendo has joined forces with the European Leisure Software Publishers Association Ltd (ELSPA, for those who think life is too short) and the Video

Standards Council to promote the classification – namely; under 10, 11-14, 15-17 and 18+. Games publishers will decide the category themselves and the system is purely intended as a parental guideline, although major retail chains have said they will enforce it: you may even be asked for proof of your age when buying a game.

SUPER PLAY'S COMMENT

Project Reality has already surprised us with its ambitious specifications, as proposed by Nintendo and Silicon Graphics. Such a technological step forward can't happen overnight, however, and it will be late 1995 – perhaps even early 1996 – before PR is launched initially in Japan.

In the meantime, other companies have announced their own plans for machines that will constitute the 'next wave' of home systems: Sony's PS-X is already generating much excitement and gaining an early lead. With this in mind, Nintendo has obviously

decided to make sure it isn't left out of the stakes. The 32-bit console is thus intended purely as an interim measure, rivaling the likes of 3DO, CD-I and Saturn. The race is on. How much support will this machine get, we wonder? PR software is in development, but nothing has been planned for the 32-bit as yet.

Our advice? Don't think about selling your SNES just yet. It will be a long time before a winner appears, and in the meantime, you would be wise to sit back and enjoy the finest games library in the world.

