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EDGE

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3DOA?

This is the man who's
selling the 3DO dream.

Now it's reality.

Why is he still smiling?

Issue **ten**

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**Magazine
of the year**

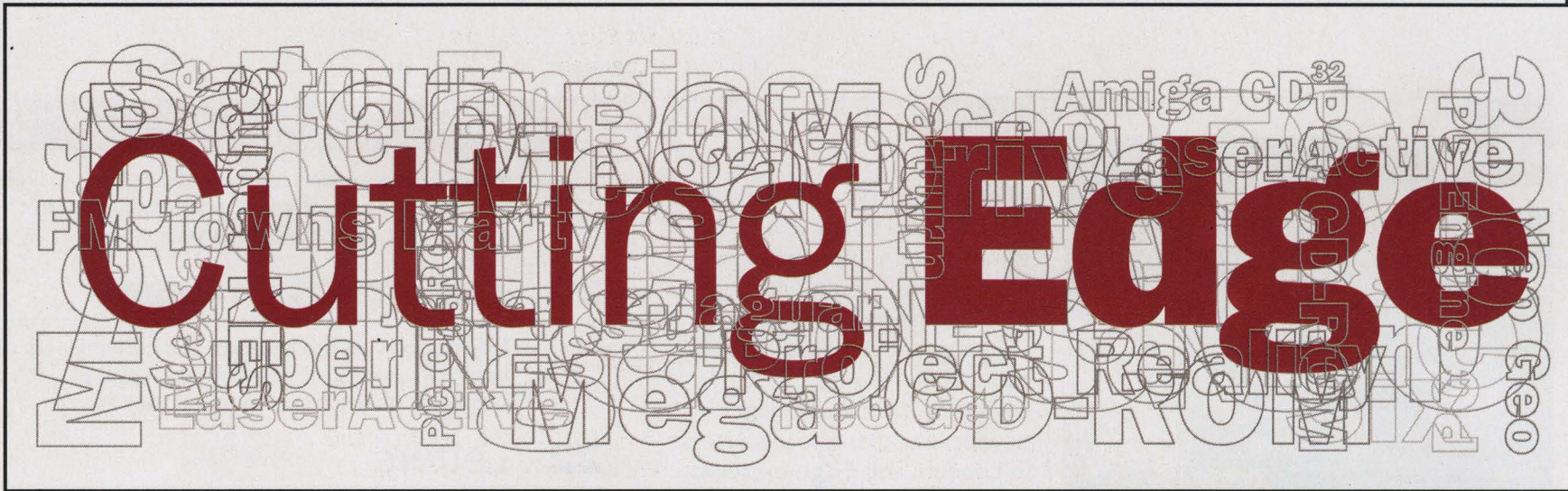


Industry awards

'People have criticised us all along...' For a man who dismissed consoles as a passing fad, 3DO CEO Trip Hawkins has a lot to prove. Edge puts him on the spot and asks: Is it all over before it's even started?



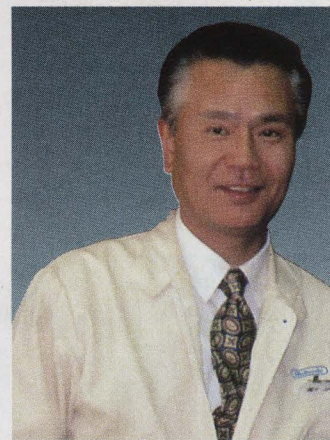
Nintendo back in the running, **page 6...** **Sega Europe** talk Mars and Saturn, **page 8...** **Atari's Jaguar** gets booted, **page 11...** The future of PC graphics with Argonaut's **BRender**, **page 12...** Commodore up for grabs?, **page 14...** Riding in on **La Vague Interactive**, **page 16...**



The very latest **news** from across the entire world of videogaming

Nintendo: 32bit machine for '95

The Japanese giant prepares a 'strategic product' to follow the Famicom and Super Famicom



Nintendo's hardware supremo Gumpei Yokoi, inventor of the Game Boy

Nintendo's headquarters in Kyoto, Japan. The Japanese giant remains bullish about Project Reality, but its new system 'will open up a new field for entertainment'

Nintendo like surprises, and a press release issued from their Kyoto headquarters in mid April packed one that few could have predicted. According to the release a 32bit dedicated virtual reality games machine will debut in the spring of next year. Not to be confused with Project Reality, this new system is already in

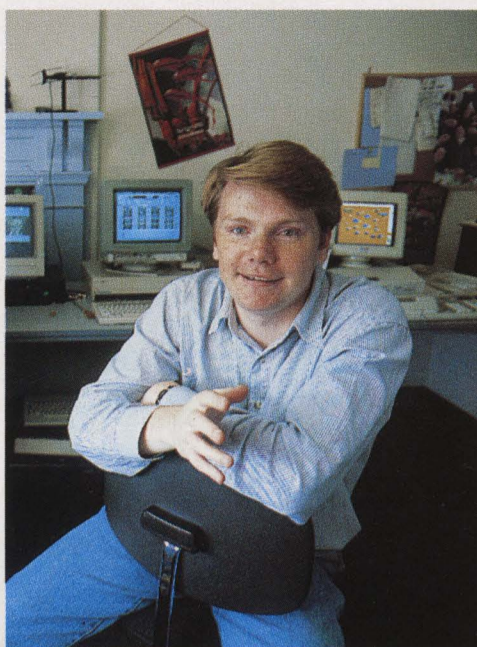
its final stages of development and is set to make an appearance at the 'Shinsakku Soft no Tenjikai' or 'New Software Exhibition' taking place in the middle of November this year.

The most unusual feature of this new machine is that it will enable the player to experience the sensation of virtual reality without using a



'Nintendo has a commitment to gameplay that we haven't seen from any other publisher'

Dave Jones, DMA Design



Dave Jones, DMA design: 'We've gone with Nintendo because it's a very good deal and a very good system'

← conventional television screen or head mounted display (HMD). Quite how Nintendo hope to do this is the centre of the whole mystery – Nintendo Japan are refusing to comment any further, with President Hiroshi Yamauchi offering simply, 'We're going to open up a new field for entertainment.'

The only real clue is that Nintendo are collaborating with an unnamed US company for the picture display hardware and virtual reality software. **Edge** has heard this unnamed company already has dealings with Project Reality partner, Silicon Graphics.

Priced at a fiercely competitive ¥20,000 (£125), the system is rumoured to be based around the NEC V810 or V820 chip. One popular rumour floating around is that the system has a built in laptop or Apple Newton-style screen. However, some form of projection technology is a possibility that's not being ruled out.

Whatever the case, '2D Virtual Reality' is a phrase the Japanese have been known to coin from time to time. And already, sceptics are claiming this is an stop-gap product rather than a product to carry Nintendo through the next generation.

Some insiders even claim it was set to be scrapped before a counter-attack was needed to fight Sega and Sony. A low cost VR system is unlikely to interfere directly with Sega or Sony's plans, but Nintendo's philosophy has always been to look towards new and exciting developments.

Of course, the horrible delays and costing problems that the big 'N' is allegedly experiencing with Project Reality might be another factor that's spurred this announcement.

Nintendo claim that new VR software for the system will cost less

than current Super Famicom software. With the Japanese games market proving fiercer than ever, software pricing is likely to become an issue on which the new battles will be fought.

Just how good this machine will be and what exactly it will mean for gamers isn't clear, but at least it confirms suspicions that Nintendo were 'up to something' all along.

Meanwhile

work continues on Nintendo's real assault on the videogame market – Project Reality. It's this system, and not their VR system, that will become the successor to both the NES and SNES and a potential rival to Saturn and PS-X. Following on from news last month about Rare's *Killer Instinct* game, Nintendo have just announced the cooperation of respected Scottish development team DMA Design – the guys behind *Lemmings* and *Walker*.

DMA founder, David Jones comments: 'I have had the advantage of viewing the early stages of virtually every next generation game machine being developed in the world, and there is no question that Project Reality is in a class by itself. Nintendo has a commitment to gameplay that we haven't seen from any other publisher.'

Whether DMA will be developing for the arcade version of Project Reality is unclear, but it's unlikely they'll need reminding that their only involvement in this area – a version of *Lemmings* from Data East – bombed without trace.

Nintendo's Project Reality, will first

What is it?

It takes place between 26th-30th October at Earls Court, London. It features all the latest developments in the world of multimedia and videogaming. Computer and console enthusiasts will kick themselves if they miss it...



Project Reality development at NCL: the first three games will be versions of *Metroid* (top), *F-Zero* (middle) and *Zelda*



Nintendo's USA Chairman Howard Lincoln: 'The key is DMA Design (above) evaluated all the technologies and chose ours as the best'

be shown on an invitation-only basis at this Summer's CES in Chicago with their arcade game hardware debuting behind the scenes at this year's JAMMA show in August.

After a long period of silence and apparent inactivity, the Nintendo games machine seems to be back on the rails again. Let's hope it stays that way for the foreseeable future. **E**