

GAMING GOSSIP

**SA-1 SUPER ACCELERATOR CHIP...
PORTABLE 32-BIT NINTENDO VR...
DARKSTALKERS ON THE ULTRA 64...
SEQUEL TO SLAM MASTERS...
DK COUNTRY SUPER NES PACK-IN...
SEGA'S SATURN WALKS THE PLANK...
VF CLONE FOR ATARI JAGUAR...
32X GAMES SHOWN...**

...Time to set sail another voyage of the good ship X-bert, a gaming pirate ship cruising the gaming high seas with our cannons aimed and ready to fire the goodies into your port bow. X even makes his sources walk the plank if they don't hook him up with the best gaming goodies on the high seas. Enough waaa action, it's time to get you plugged in as I make the first big gaming splash of this month. Come on in for a dip, the gaming waters are fine. Firing out the first cannonball...Nintendo had a developer's conference recently, and X had his mouse ears fixed on the big event. Nintendo's come up with an SA-1 super accelerator chip that quadruples the speed of the Super NES for faster gaming action. It's got FIAM capabilities and will be very inexpensive, adding only \$2 to the price of a cartridge, unlike the FX chip, which added \$10-\$15. Nintendo may have a winner with this one according to the several developers that called up the ever friendly Captain X to let me know what kind of waaa action went on at the 'BIG' developers conference...

...The chip action was cool, but there was a "no waaa zone" imposed on the portable 32-Bit VR system that Nintendo plans on releasing next spring. Like any good pirate, I've found the spot where the treasure is buried and dug it up, pried it open, and boy, is it full of good stuff. The Nintendo 32-Bit VR system will be compatible with the Super Nintendo. No outside developers are being used to make games for the hand-held unit. The expansion port on the bottom of the Super Nintendo has a good use now, that's where the 32-Bit VR hooks up to the Super NES. The unit is to make its first appearance in Japan later this month and we'll be all over it like sea gull droppings on the poop deck...

...Expect many new games from your favorite developers, including Darkstalkers, Capcom's newest arcade fighting hit, Capcom's coming those brownie points...And, with the new chip, Nintendo could easily breathe new life into the Super NES (not that DK Country hasn't!)...Nintendo's 32-Bit VR system will be a portable. Could it be compatible with the Super NES?!!!...Darkstalkers on the Ultra-64? A new Zelda game is coming on the Ultra as well, details are sketchy, but if you know Nintendo and the Zelda series, you can bet it'll be one fantastic game. Add to that Crisis'n USA, Killer Instinct, Darkstalkers, and the other games in development should rule...From the Land of the Rising Sun, Muscle Bomber, better known as Super Saturday Night Slam Masters is being readied for action. There are four new characters in addition to the old ones. Details are a little sketchy as I swab this gaming deck, but it sounds as though it will be a two-player fighting game...The X also had a few sets of ears scouring the corridors of the European Computer Trade Show recently. It seems as though Nintendo is throwing on extra bananas the way of European gamers as they intend to pack in Donkey Kong Country this holiday season, to pick up a few extra quid. Gaming insiders are suggesting that Nintendo may use the same vine over on our side of the big pond to corral gamers that haven't bought a Super Nintendo and haul them on the side of the gaming equation using the DKC pack-in technique. That would be a good thing for budding gamers. Buy a Super NES and get the best game available for free? EXCELLENT! Hats off to the VC for doing the deep sea gaming diving for Captain X. What's up?

...The 32X games need a lot of polish, the X has been told the games that are currently being worked on, Star Wars Arcade and Cosmic Carnage looked shakier than a flock of sea gulls at a beach party. But Virtua Racing Deluxe looked good and it won't have a DSP chip to increase the game to 599. The game is 10 times better and it will cost \$69...As you've probably heard from the guru of gossip, the Sega CD syndrome, two versions of the same unit, calling it new and improved and hoping you'll shell out more cabbage to pick up the same unit twice, sorry not this time Sonic. The phenomena will strike again next spring with Sega taking the 32X off of the Genesis and putting it inside and calling it the Super Genesis...In other Sega news, the Saturn has been pulled back and they're trying to get gamers into a better gaming orbit and get themselves in a better position to compete against the Sony PlayStation and the Ultra 64...It seems that Atari has noped in someone from Sega's Japanese AM2 arcade development team, and he's working on a Virtua Fighters clone for the Atari Jaguar with super graphics. Let's just hope they get it out in time...

...Attention all senators, I just have to go get some more blood on my hands as I'm working my way through Metal Kombat II for the Super NES and the Genesis for the umpteenth time. Till next month, don't blow away too many bad guys. P.S. Why aren't you guys picking on Booperman, are you related? That's it for another fatulation-filled blast of the hottest gaming goodies on planet Earth. Till next time, I remain X, a gaming pirate with an attitude and a fetish for the high seas of gaming.

-X-BERT