



VIDEO GAME PREVIEW GUIDE

**OVER 70 GAMES
PREVIEWED
INSIDE!**

SUPPLEMENT TO ELECTRONIC GAMING MONTHLY

Las Vegas
CONVENTION CENTER

BY THE EDITORS OF ELECTRONIC GAMING MONTHLY

1995 CES

WINTER CONSUMER ELECTRONICS SHOW

WHERE DO WE START...

Every year around this time, the Winter Consumer Electronics Show (CES) is held at the Las Vegas Convention Center. This year, it was held on Jan. 6-10. While those dates usually mean extra money for the cab drivers who love and hate the show, it also means that new video games and technology will be showcased as well. Although the show didn't have as many new products as previous years, there was still plenty to talk about. On with the show...

NINTENDO GOES 32-BIT...

No, it's not what you expect. Nintendo's big focus at this show was on its 32-Bit Virtual Boy. This item was first showcased in the January 1995 issue of *EGM*. For those of you who missed it, here's a brief synopsis. This machine is a true 3-D

portable gaming system that will be released in America in April at cost of about \$200.

Now please, take the word portable lightly because the unit itself isn't very light. Nintendo had a small room set up so everyone could wander through to look at the games on large-screen monitors. As usual, beautiful hostesses passed out the special goggles and clued you in as to what you would see beyond the doors.

After trying the unit and the two games that were playable, *Teleroboxer* and *Virtual Pinball*, we discovered that the 3-D effect is cool, but the constant red color will drive your eyes nuts after a short time.

Nintendo was also showing some nifty software. As expected, *StarFox 2* attracted a lot of attention. You can find a four-page Fact File in



this issue of *EGM*! Also shown were Kirby's *Avalanche* (Tetris with jelly beans [Puyo Puyo]) and the cool Donkey Kong Land for the Game Boy, which even has the cool SGI-rendered look.

SEGA GOES ALL-OUT 32X...

Just by walking around the Sega booth, you'd think that Sega had nothing to show. Except for an early version of *Chaotix* for the 32X they snuck out into the main area, it really looked bleak for Sega ... until you scored one of the special passes from the Sega representatives and got to go inside their secret area.

There you got to see what Sega has been withholding for months—the Saturn. With *Virtua Fighter* fired up, there was a small crowd giving it the rundown. Also on hand were two *Virtua Fighter 2* arcade machines. This arcade version makes the original *Virtua Fighter* for arcades look like an 8-bit title. Of course, the other big news was *Chaotix*, the latest action game for the 32X. This one stars Knuckles the Echidna and a whole new cast of zany animals, but there's a certain blue hedgehog who's missing. Seems that Sonic's days may be over sooner than we think. Or are they?

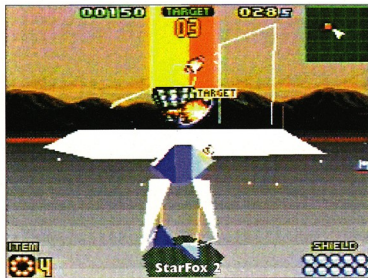
Sega also announced, at an off-site conference, the

confirmed arrival of the Neptune system, which is basically a 32X and Genesis combined into one unit.

JAGUAR BEARS ITS CLAWS...

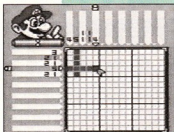
Atari didn't pull any punches at this show. The Atari booth was filled with consumers wanting to check out what the 64-Bit realm had in store for them. Atari had plenty of quality software to show off.

The biggest surprise was the true unveiling of the Jaguar CD-ROM actually playing a CD. *Blue Lightning*. Although looking more like a downscaled version of *Afterburner*, it was unfinished and will hopefully be the start of great CD games for the Jaguar. While wandering around, other titles jumped out at you, most notably *Conan the Barbarian*. This game featured huge, colorful characters and looked to be a lot of fun. *Rage Rally* was a cutesy racing game that had great animation and colorful graphics. The polygon game *Fight for Life* looks like it will be in direct competition with Sega's *Virtua Fighter*. If you know VF, you'll like *Fight for Life*. On the lighter side, *Cyber Boy* fell in love with the *Alien Vs. Predator* posters that they were handing out and the prize-wielding slot machine was a fun way to liven up the day.



Nintendo

•Mario's Picross



The Game Boy had a surprisingly good showing. While there weren't necessarily a lot of games, the ones we found were of high quality.

Nintendo had **Mario's Picross**, a brand-new puzzle game that looked challenging. They also had **Donkey Kong Land**. This is a whole-new adventure for our favorite gorilla. The graphics are great! Another Nintendo title was **Kirby's Dream Land 2**. Everyone's favorite ghost returns for more adventures. With more powers and new enemies, this is one Kirby game you're not likely to

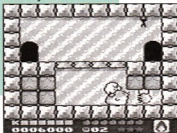
Nintendo

•Donkey Kong Land



Nintendo

•Kirby's Dream Land 2



forget. It was cool!

Playmates had a version of **Earthworm Jim** for the Game Boy as well, and it was a near-exact translation.

There were also new types of Game Boys, too. Some were colored, others were see-through. The Game Boy is still strong despite being black-and-white.

Playmates

•Earthworm Jim



Philips

•Thunder in Paradise Int.



The CD-i didn't have as many games as last year, but they still had a giant booth. They showed their entire library of titles, including three new games: **Thunder in Paradise Interactive**, **Secret**

Philips

•Secret Mission



Mission and Lemmings. Also seen was a whole array of movies that you can watch on your CD-i including several blockbusters. It took a while to navigate through the entire booth.

Sega of America

•Tempo Jr.



With so many platforms to take care of, Sega didn't give as much attention to the Game Gear as usual. Still they showed us **Tempo Jr.** and the **Adventures of Batman & Robin**.

The licensees really didn't have much either. Most likely they are holding out for the next show.



VIRTUAL BOY

Nintendo had their **Virtual Boy** displayed in a special section. It took hours of waiting in line to see it, but we were undaunted in our mission to try it out.

We entered a darkened room where they had previews of upcoming games on wide-screen TVs. With the use of the special glasses, the 3-D effects really popped out. Then we continued on to the next room where we could try out two VB games, **Tolero Boxer** and **Space Pinball**. Also on preview was a new Mario game, an overhead shooter and a StarFox clone called **Red Alarm** by T&E Soft.



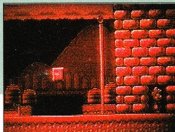
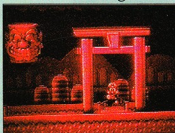
Nintendo

•Tolero Boxer



Nintendo

•Unnamed Mario game



Nintendo

•Space Pinball



Hudson

•Unnamed Shooter

