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ELECTRONIC GAMING MONTHLY

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October, 1996
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A bit of surprising 64-Bit news has emerged from **Interplay**. The company has scrapped plans to bring out Clay Fighter 3 for **Matsushita's** M2, and bring it out for the **Nintendo 64** instead. As in previous titles in this series, Clay Fighter 3 will use clay models to develop character animation. This game also will include new but familiar faces such as Earthworm Jim and Boogerman (actual clay models shown below) as fighters. This is the company's second officially announced N64 title in development. The other title is Ultra Descend, an N64 version of the futuristic PC flight sim.



Here's a few **Sony** PlayStation game facts: 1. What is **Sony's** current biggest-selling PS game worldwide? While **Namco's** Ridge Racer or Tekken seem likely candidates, the honor belongs to ESPN's Xtreme Games. 2. What has been the top best-selling PS game since March? **Capcom** says it's Resident Evil, which has sold more than 1 million units in just six months.

PEOPLE

YOKOI BIDS FAREWELL TO NINTENDO

Gumpei Yokoi has left the building—Nintendo's corporate offices in Japan to be exact, according to a Nintendo of America spokesman.

Without a doubt, Nintendo will lose one of its most respected employees in Yokoi. His name may not ring a bell, but his achievements (and his one notable failure) will be instantly familiar to most gamers.



Gumpei Yokoi was the man who led the creation of the Game Boy and Virtual Boy.

While the exact reasons behind Yokoi's departure have not been reported, he has been the target of criticism following the disappointing debut of the Virtual Boy—a project he reportedly kept pushing despite concerns from other company officials about its success. ■

As the head of one of Nintendo of Japan's product development teams, Yokoi was responsible for putting the company on the map in terms of portable electronic entertainment. Those products include Nintendo's game watches and, most notably, the Game Boy system, of which Nintendo has sold more than 48 million since 1989, according to company figures.

BREAKING

\$199 N64!?!

(Continued from Page 21)

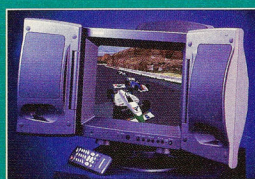
As of press time, neither Sony nor Sega announced any official pricing responses in the wake of N64's \$199 price, although industry analysts predict software price cuts and special system/game bundling deals seem two likely options for Nintendo's hardware competitors.

the numbers game

Also being called into question is Nintendo's statement that only 500,000 N64s would be available for the North American market in the system's first three months. Some gamers contend that an N64 "shortage" predicted by Nintendo is another ploy to boost initial system sales. The view gained a little credence when reports surfaced of Nintendo's pledge to retailers that all presale orders would be filled—suggesting that Nintendo had better confidence in its manufacturing supply than previously assumed. The latest price drop also alludes to better-than-500,000 production. If Nintendo did have only 500,000 available at most, and had confidence that all would sell out (as officials have previously stated), it would make sense to sell them at \$249 rather than \$199.

Still, when contacted to check these production figures, a Nintendo official reiterated that, indeed, only 500,000 units would be available for the N64 North American launch in the first three months—reportedly in batches of 100,000 or 200,000 each month. However, company officials declined to give out exact numbers because it was "proprietary information," according to the spokesman. It remains to be seen whether these numbers will hold up after the holidays. ■

REVIEW

STAY TUNED
Gamer-dedicated TV packs an impressive audio/visual display

The idea of designing a television especially for video gaming is a notable one, surely. But chances are, most of you already have a TV, so what does Samsung's 13" GXTV have to offer that normal TVs don't?

EGM got the chance to find out by testing the GXTV with several PlayStation and Saturn games. First off, the GXTV is a full-fledged stereo TV, complete with

fold-out speakers and a remote control.

At 13", the screen is a tad small but clear enough for two people to sit close to and play. What really sets the GXTV apart, however, is not the video—it's the audio. Not only are the sound controls (bass, treble, etc.) fully user controllable, but the

GXTV

\$299 (msrp)

Available now

hot + you can sit close
+ loud and powerful sound system
- screen only 13"
not - big cost

GXTV has both surround sound and special video game sound modes. Bottom line: For a compact TV, this puppy's juiced-up speakers (three, including a subwoofer) are powerful enough to compete with many home stereo systems.

To be honest, most gamers would probably rather spend \$299 on a new video game system than on a new TV, so price is really the only black mark against the GXTV. But if you're a gamer looking to replace a ratty TV, plus a killer speaker system to hook up a portable CD or radio, definitely check out the GXTV first before considering plain-Jane TVs. ■

The back of the GXTV sports two RF inputs, two A/V inputs and an additional monitor output A/V jack.

