

# DICHARD GAMEFAN

**NEXT GENERATION VIDEO GAME MAGAZINE**

VOLUME 3 • ISSUE 1

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NINTENDO'S  
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GAMEFAN'S 3RD ANNUAL  
**MEGAWARDS!**

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**SEGA'S  
PHANTASY STAR:  
END OF THE MILLENNIUM  
24-MEGS OF ROLE-PLAYING  
POWER!**







Welcome to another installment of Other Stuff... It's **Mortal Kombat 3** time! First of all, rumor has it that the storyline has BARAKA winning the MK2 tournament. Apparently, only Jax, Liu Kang and Kitana will return, joined by Kano, Sonya and several new characters. Also, many of the new characters will be bestial, like Reptile and Baraka. As for home versions, yes, it'll appear on PlayStation first but Acclaim will be bringing MK3 to the 16-Bit systems. The SNES version will clock in at between at over 32 Megs and the Genesis version will most likely be 40 Meg. Both will be available in September '95, along with a 32X cart and CD version.

Don't expect an Ultra 64 version of MK3 until at least Summer '96. Last but certainly not least in MK news, is the rumor that MK3 will be the final game in the Mortal Kombat series, and that Williams' next game will be an Ultra 64 3-D fighter set to release in March of '96, it's supposed to be the most violent game ever made.

#### NINTENDO

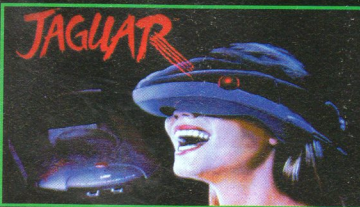
First up is the **Virtual Boy!** The 32-Bit VR system which debuted at the Nintendo Shoshinkai on November 15th will be available in Japan in April, and will retail for 19,800 Yen... about \$199. Three titles will be available at launch: **Mario VB, Telero Boxing and Pinball.** Games will cost 5,000 to 7,000 yen (\$49.99-\$69.99) and approximately two to three new titles will come out each month. Nintendo plans to sell about 3,000,000 units and 14,000,000 cartridges in the first year of the system's release. As you can see here, the VB is a large set of goggles with a strange keypad - two crosskeys. Apparently they'll be used for 3-D movement. The VB produces a 3-D red-and-black image using LED 3-D Immersion Technology developed by Massachusetts-based Reflection Technology. Said Nintendo's president, Hiroshi Yamauchi of the Virtual Boy, "It has always been Nintendo's strategy to introduce new hardware systems only when technological breakthroughs allow us to offer innovative entertainment at a price that appeals to a worldwide audience. Virtual Boy delivers this and more. It will transport game players into a 'virtual utopia' with sights and sounds unlike anything they've ever experienced - all at the price of a current home video game system." **Wow! The VB will debut in America on January 6th at the CES,** and will be released in April. In **Killer Instinct** news, the game is finished and will appear on the U64 in September of '95. A new character has also been announced, Eyedol. Is this new fighter a boss, a player character, or a hidden one? Stay tuned! The Ultra 64 hardware has also been finished and software houses should be receiving development systems by the beginning of January. The development kit consists of an SGI Onyx, one of the world's most powerful computers. Unfortunately, the buzz inside Nintendo is that Mario V won't come out at the U64's launch, but instead debut at the January '96 CES, then be released in March or April. Mario V will weigh in at a hefty 64 Meg. We are also very close to the January CES, and it promises to be a very strange show. A few game companies will not be at the show, deciding to opt for the March '95 E3 show in Los Angeles. The big "N," will attend, and have many exceptional games on display in Vegas, including the oft-rumored 24-Meg/FX Chip action title set to blow everyone away with it's amazing depth and never-before-seen special effects. **Starfox 2** will make its debut at the upcoming Winter CES. Nintendo will also be debuting a new FX Chip game that is a cross between SF2 and Virtua Fighter, **Fighting Polygons** (working title). Expect a Summer '95 release if not sooner. In other U64 news, unrelated to the CES, I've heard that Starfox X may NOT appear on the U64 due to programming team problems at Nintendo of Japan. However, Ultra Mario Kart, the sequel to Super Mario Kart, will appear third or fourth quarter of '96. Konami is developing for the U64, here are some possible power titles that a little bird sang in my ear: **Gradius, Contra, Castlevania, Turtles, Sparkster** and **Gambare Goemon/Mystical Ninja!** No dah, all sequels. Square is also developing for the Ultra, and have several '96 titles in the works, like **Final Fantasy, Seiken Densetsu (Secret of Mana)** and **Chrono Trigger II.** If you've read last month's Other Stuff, you'll know I mentioned a new **Ultra Star Wars** trilogy. Sources at Lucas Arts have told me that the new Doom-style **Star Wars** game for personal computers will be ported to the Ultra 64 by the end of '95, with a 1st quarter release in '96. **Taiko** is working on translating some of their new 32-Bit F3 games to Ultra 64, including **Kaiser Knuckite** (a fighting game), **Darius Gaiden**, and **Operation Wolf 3.** S

#### PLAYSTATION:

Everyone knows how close Namco and Sony are, but who knew **Namco** would be translating **ALL of their coin-ops** for the PlayStation? Titles include **Tekken/Rave War,** their new 3-D fighting game, **Ace Driver,** an F-1 racing game, **Attack of the Zolgear,** their amazing Galaxian3 sequel, and **Ridge Racer 2.** Capcom will be releasing **Darkstalkers, X-Men, SF2: The Movie,** and **Super Slam Masters.** While on the subject of X-Men, I recently learned that the producer of SF2 is doing X-Men and that he's currently tweaking strengths and balance, getting ready for a December release.

#### IN SEGA NEWS:

The **Saturn** has been released in Japan and is already sold out (until Jan). I reported last month that the Saturn may appear here as early as April but after researching this further I found out that it will not be available until late '95. While talking with Sega I was informed that there main focus is now on the 32X, which they will support vigorously for at least 4 years. There are currently over 75 titles in development for the 32X including several RPG's. The Saturn will appear here later in '95, but due to its higher price SOA regards it as an enthusiast system, therefore, you can expect only the best games from Japan and the US to appear on the system. RPG's will be one of the main focuses and imports will be ported more quickly than in recent years. Sega is aiming the Saturn right at the enthusiast market. SOA has also informed me that they are still working to make the Saturn and 32X compatible. Sega also has something cooking on the handheld front. I presume it is some kind of next generation hardware. I hope to have more on this in next month's Other Stuff. Over in Japan the sequel to **Clockwork Knight** (the amazing first Saturn platformer) is already in development. I'll see you next month with more powerful information.



Atari has joined forces with Virtuality to offer home virtual reality games by Christmas 1995. "The Atari Jaguar platform is the only 64-Bit system currently on the market, and is ideally suited for immersive virtual reality games," said Jon Waldern, chief executive officer of Virtuality. "This deal propels both companies to the forefront in the home market for virtual reality gaming. Thanks to the Atari Jaguar, fans of our many hit arcade titles will soon be able to play their favorite arcade titles at home." "By Christmas 1995, Jaguar owners will already be wearing the VR headsets and playing VR games at home. While others in the industry play catch-up trying to offer 32 and 64-Bit systems, Atari is extending our technological advantage over our competitors by delivering a high-quality VR experience," said Atari president Sam Tramiel.





Oh, this is just great! There's America's best programmer riding a unicycle down the middle of the street. Someone throw a net around him, he's gone berserk! It's all part of Shiny's fun filled "the making of EWJ" video which is coming soon to a game store near you. This super-cool video has it all, from frolicking game makers, to Rocky Mt. highs. Pictured here are, from the left, your left... The ultra crazed voice of EWJ and creative director, Douglas TenNapel, lead designer Tom "I just wanna' play metal" Tanaka, the man with the hands, animation director Mike Dietz, lead artist, Steve Crow, art director Nick Bruty, programming director, Nick Jones, senior programmer, Andy... and the star of the show, none other than the DP meister himself. Hey! What are you guys doing? Did I say you could take a break? Jim Two is waiting! Speaking of the 'ol wonder worm, EWJ CD is almost ready, and guess what? New worlds, monstrous creatures and ballarico tunes await! Is this great or what!? If I ever go fishing (which I doubt will ever happen) I'm usin' rubber worms.



## NINTENDO'S VIRTUAL BOY

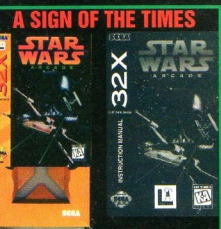


VR CONTROL!

ACTUAL GAME SCREENS!

NINTENDO'S NEW SNES FX GAME, FIGHTING POLYGONS

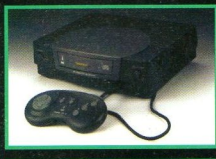
## CAPCOM'S MEGA MAN 7



**A SIGN OF THE TIMES**  
SEGA'S NEW BOX (AND INSTR.) DESIGN IS A RESULT OF OUR DETERIORATING ENVIRONMENT. DON'T THEY MAKE BIO-DEGRADABLE PLASTIC?



HERE'S A PICTURE OF GEX PRESENTING DANA GOULD. IN AN INTERVIEW LATER, GEX TOLD OUR GAMEFAN REPORTER THAT IF GOULD SCREWED UP HIS SPEECH SAMPLES, HE'D "LEAVE HIM A LITTLE GIFT UNDER HIS PILLOW."



THE NEW GOLDSTAR 3DO

HERE'S EVERY 3DO OWNERS DREAM COME TRUE. THE NEW GOLDSTAR 3DO HAS A NICE CLICKY CONTROLLER! FOR THOSE WHO ALREADY OWN A 3DO, GOLDSTAR WILL BE SEELING THIS BEAUTY SEPARATELY. NOW THE 3DO IS COMPLETE!