

# G A M E F A N

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 3

**MORTAL KOMBAT II**

**32X**

SEGA'S NEW  
SUPERSTAR  
**KNUCKLES**  
COMES TO THE 32X IN:  
**CHAOTIX**

INSIDE THIS ISSUE:

**32X:**  
TEMPO  
METAL HEAD  
SEGA SATURN:  
VICTORY GOAL  
SONY PLAYSTATION:  
MOTOR TOON GP  
KILEAK THE BLOOD

SPECIAL FEATURES:  
**STREET FIGHTER II**  
THE ANIMATED MOVIE

**CES '95**  
FIRST REVIEW:  
NEC'S PC-FX

**YAKARA'S INCREDIBLE**  
**TOH SHIN DEN**



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EVIL TO THE CORE





NINTENDO  
STARFOX 2



NINTENDO  
KIRBY'S DREAM COURSE



NINTENDO  
EARTHBOUND



NINTENDO  
COMANCHE OVERKILL



NINTENDO  
FX FIGHTER



NINTENDO  
KIRBY'S AVALANCHE



KONAMI  
METAL MADNESS



NINTENDO  
DONKEY KONG LAND (GB)



NINTENDO  
COLOR GAMEBOYS



SQUARE  
SECRET OF EVERMORE



NINTENDO  
VIRTUAL BOY



KONAMI  
METAL MADNESS



KONAMI  
METAL MADNESS

It was an interesting time over at the massive Nintendo area. I crossed the land of DKC hoping to be dazzled by Starfox 2, Comanche, and FX Fighter. Starfox 2 looked great, but I've been down that road, Comanche is ultra pixelized (but plays very well) and FX Fighter, well, let's just say it needs work. To my surprise what really impressed me at the Nintendo booth was the Virtual Boy! What a cool device this is! At first you think black and red, big deal. But once you are immersed in a true 3D, bitmapped world of it, it becomes a very personal experience. The black and red creates a unique atmosphere unlike anything I have ever experienced in gaming. Hey, I love gadgets, and this is the ultimate gadget! It looks and feels totally new. I played Telero Boxer first and was mildly amused, then I moved to Pinball and started to really get into it. But then... I saw Mario! He's walking along side scroll and then all of a sudden, he turns and walks into the background... way into the back-



ground! You play VR Mario on two plains! The graphics look great and the depth is hard to describe. There was also an F-1 demo that blew me away. Again I can't describe it, but take my word for it, you've never played a REAL 3D game. A Starfox type shooter, and an overhead shooter where you fly BETWEEN the scrolls was also present. The Virtual Boy was, for me at least, the high point of the CES. Nintendo will debut the Ultra-64 at the upcoming E3 in May. Did you see the Mask? Remember at the end when Ipkiss (the Mask) pulls out the mega cannons at the end of the movie... that's kind of what Nintendo is doing at E3. The Ultra is a BIG GUN!

The best looking SNES stuff at the show was Squares animation/SGI-Mana style-made in the USA-RPG, The Secret of Evermore, Titus's amazing Prehistoric Man, Konami's Metal Madness, Capcom's return to the original Megaman, Megaman 7, and Nintendo's own Starfox 2.

**VIRTUAL BOY  
TECHNICAL SPECIFICATIONS**

**CPU:** 32-BIT RISC PROCESSOR RUNNING AT 20 MHz

**DISPLAY:** DUAL MIRROR-SCAN, HIGH RESOLUTION, LED DISPLAYS

**AUDIO:** STEREO SOUND WITH SELF CONTAINED DUAL SPEAKER SYSTEM

**MEASUREMENTS:** 8.5"H x 10"W x 4.3"D

**SOFTWARE:** ROM CARTRIDGE

**WEIGHT:** 760 grams (HEAD UNIT ONLY)

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TUROK THE DINOSAUR  
HUNTER - ULTRA 64



NINTENDO ACCEPTS THEIR  
AWARDS FOR GAI&A & METROID



THIS WAS A VERY FUN  
PLACE TO BE!