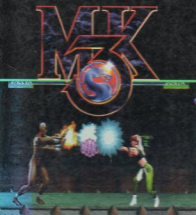


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By the time you receive this issue of GameFan we will have already attended the biggest (in terms of technology) electronic entertainment show of the decade. The E3, or Electronic Entertainment Expo, is where the new game industry will be on display for the first time and the old one will hopefully show its commitment to what has become a massive installed user base.

All three heavy-hitters will have their shiny new consoles on display. These new machines have been assigned the task of taking us to the next level, which is hopefully a place we've never been. They will cater to a wider range of people and have the potential to completely redefine home entertainment. We're about to take an important step. Video games are fast becoming a mass market item.

What I'm expecting to see at E3 is variety. There should finally be something for everybody. If you're limited to a less expensive system, like the SNES or Genesis, Sega and Nintendo should have mind-blowing games for their 16-Bit hardware. What Rare has been able to achieve on the SNES is going to turn a lot of heads and Blue Sky is achieving equally impressive bliss on the Genesis. Sega also has a 16-Bit hand-held, Venus, waiting in the wings. If they don't at least announce it at E3 I think they'll be making a huge mistake. After all, a lot of people won't upgrade until prices come down. I still think 16-bit has some gas in its tank, and a peripheral like Sega's Venus would ensure its survival.

New mid-level hardware includes Sega's Neptune and Nintendo's Virtual Boy. The Virtual Boy delivers new and extremely entertaining technology at a very reasonable price. Sega's Neptune is also priced right and there should be some high-powered games exhibit-

ed at E3 for it as well. Atari has lowered the price of the Jaguar, and an affordable CD drive will be launched within weeks.

Then, of course, there's the Ultra, Saturn, PlayStation, and 3DO M2 upgrade, all new for '95. These machines will range in price from \$250 to \$450. I've been enjoying the Saturn and PlayStation for months now, and judging by the first generation software, I believe these systems have remarkable capabilities, making them a bargain compared to other forms of electronic entertainment.

A quality Laserdisc player will set you back at least a grand, and movies anywhere from \$40 to \$100. A nice S-VHS VCR is up around the same price. So paying under \$500 for a powerful new game console and a bundle of software that can actually improve the quality of your life doesn't seem too unreasonable.

When you buy a game system you're also obtaining the wares of some of the most creative minds in home entertainment. There are thousands of talented designers, programmers, artists, etc. out there with one goal in mind... to captivate you.

In a world plagued with turmoil, networks bent on shoving way too much garbage down our throats and the necessity to wear body armor when you go shopping, a fantastic electronic adventure in any number of genres is a welcome addition to one's household... and one's sanity.

What I expect to see at E3 is a solid threatened market, so that no matter what your budget allows, the game industry has something of value to offer you. What shocks me the most is that I think it may actually happen.

Tune in to the Ed Zone next month and I'll let you know the outcome. We'll have a complete E3 report in our July issue.

*David Blawie*



SPECIAL K's

# JAPAN NOW!



## SHINING WISDOM

Sonic Team has been quiet since releasing Shining Force for the Mega-CD. What have they been working on all this time? The **Saturn!** Their first game is an Action/RPG with fully-rendered CG characters. When most people think of CG, they think of 3-D polygon-ish characters. In this game the characters are very smooth with no pixels and don't look like they're CG-based. The Action/RPG genre was spawned by Zelda, a game that was slightly on the easy side in terms of action-oriented play. Sonic's game isn't like this - you have to rapidly tap the buttons to jump higher or run faster. It's an extremely action-intensive game. The game isn't done yet, but I think that this is a global title that anyone and everyone will love, Japanese or American. The title is "Shining Wisdom," a title keeping in the tradition of Sonic's Shining Force and Shining in the Darkness series. There are possibilities that new types of gameplay could be implemented in Shining Wisdom because the characters are CG based. Warping, stretching, morphing and easy manipulation of the character models is feasible, but we'll have to wait and see what Sonic does. Hopefully, I'll have more on Shining Wisdom next month!



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Electronic	Softel	Vap	Yanomam
Arts/Victor	Taito	Hudson	Yutaka
Angel	Takara	Varie	Yojigen
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## MICROCABIN'S NEW 3DO RPG

The game you see here is a new RPG for the 3DO by Micro Cabin, makers of both *The Life Stage* and *Guardian War*. This fantastic-looking CD does not yet have a title. Micro Cabin's game is a standard top-down RPG, but the field is in built with polygons that shift according to your viewpoint. We'll have more info on this RPG as it develops.



## BEYOND THE BEYOND

There was recently a press conference in Japan to announce an amazing new Action/RPG for the PlayStation called "Beyond the Beyond." The company doing this game is Camelot. Camelot's president is the younger brother of the president of Sonic Team, believe it or not... imagine someone from Sonic Team doing a game on PlayStation! I can't say very much yet, but Beyond the Beyond will be like no Action/RPG you've ever seen and will stretch the PlayStation's limits. Check Japan Now next month for more info and shots!

## THE NEW SATURN OPERATING SYSTEM

Sega's AM R&D Dept. #2, the designers and programmers of Sega's arcade hits *Virtua Racing*, *Virtua Fighter*, *Daytona USA* and *Virtua Fighter 2* have created a new 3-D operating system for the Sega Saturn. This operating system is being made available to third parties very cheaply, and will enable them to produce high-quality 3-D games with ease. Shown on the right is the first shot of *Virtua Fighter 2* on the Sega Saturn, the first game to utilize the new operating system. Below and on the far right is a Cinepak demo created by AM2 running in the new operating system environment. The Jacky model in the demo is said to be from *Virtua Fighter 3!*

