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Nintendo®

MAGAZINE SYSTEM

ISSUE #28
JULY '95

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E3

Los Angeles was the venue for the first annual Electronic Entertainment Expo and it was one of the biggest shows the game industry has seen yet. The 'next generation' machines were the focus of the show as both Sony and Sega will be releasing their 32-bit consoles in the US this year. Having already announced the

delay of the Ultra 64, Nintendo kept a relatively low profile leaving Sony to steal the show with the announcement of a US\$299 price tag for its Playstation. The competition has never been tougher and things should definitely start to get interesting around April next year.

SUPER NES AND GAME BOY

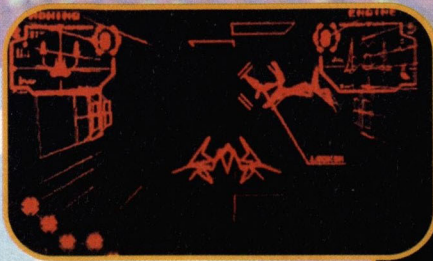
Despite the absence of the Nintendo Ultra 64, there was plenty to be excited about for Super NES owners, with a number of top titles showing that the 16-bit machine still has a lot of life left in it. Here's a rundown of Super NES games to look out for in the coming months.

Donkey Kong Country 2:

Diddy's Quest was the expected sequel to Nintendo's ground breaking hit of last year. You play as Diddy as he journeys to save his pal Donkey who has been kidnapped! This time you're helped by Diddy's girlfriend, Dixie Kong! The game is 32 megabits and follows its predecessor both in terms of graphics and gameplay.

Nintendo's other big title was the Super NES conversion of **Killer Instinct**. Virtually identical to its 64-bit big brother, the Super NES version misses out on nothing and will be available here in

September for under \$99! A Super Game Boy version will also be released and has been refined to use only two buttons, although all the



NEWS

characters have been included.

Williams also had two major titles for the Super NES, **Doom**, which is previewed on the previous page and **Mortal Kombat III**. This looks really good - closer to the arcade version than you might think, and will be released along with the Game Boy version in October on Friday 13th - that's Mortal Friday!

Shiny Entertainment has been purchased by Interplay, but that didn't stop them showing off **Earthworm Jim 2**. This looks even better than before, with rendered 3D sprites and hideous bosses. Also on the way is a game based on Jim Lee's **WILDC.A.T.S.** comic.

Batman Forever will be going up against **Judge Dredd** later this year, both on the big screen and on the Super NES, thanks to Acclaim. Judge Dredd we previewed last month and Batman Forever looked great, with amazing digitised graphics from the movie made possible by Acclaim's new rendering software. Also coming from Acclaim is **Revolution X**, though interesting to see if it's censored to get a lesser rating than the arcade game.

VIRTUAL BOY

Mario Clash, **Mario's Dream Tennis**, **Red Alarm**, **Telero Boxer** and **Galactic Pinball** are the games that will come out with the Virtual Boy when it is released in America on August 17th for US\$179.95, though there's still no confirmation of an Australian release.

ULTRA 64

Although there was no working Ultra 64 to be seen, Nintendo did show us what it will look like. As you can see there are four joystick ports and cartridges resemble Super NES carts. However, there was a distinct lack of games for the NU64. Perhaps Nintendo has asked all third party developers not to show anything until all is ready? All Ultra 64 titles will either be exclusive to the system or will be sufficiently changed from other versions.

GameTek gave out press releases hyping up its **Robotech Academy** game. Other titles so far announced include a special versions of **Mortal Kombat III** and **Street Fighter II**. Mindscape is working on a basketball game called **Monster Dunk** and the **Star Wars** game that Lucas Arts is developing will be based on the forthcoming **Shadows Of The Empire** books and comics. The storyline focuses on Darth Vader's association with shady underworld characters such as Jabba the Hutt and a mysterious new figure called Xizor.

MORTAL 3D

Mortal Kombat is about to terrorise television sets yet again when a new computer animated video from Threshold Entertainment is released. **Mortal Kombat: The Journey Begins** delves into the Mortal Kombat mythology in a 45 minute 3D extravaganza. The characters have been animated on SGI workstations with Acclaim's motion capture software recording the movements of martial artists and the results are phenomenal! The video is due to be released in America in the lead up to the live action film, though details of an Australian release have yet to be confirmed.