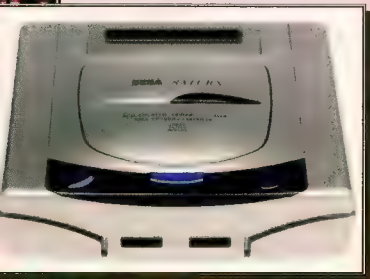


PRESS START

SATURN LOOMS CLOSER!

The excitement over Sega's Saturn system keeps on building as more and more news on this powerful system hits the press on a continual basis. The look of the preliminary Saturn system was shown throughout Japan, but the colors and design of the U.S. version could change at Sega's whim.

Everyone has been wondering what kind of support the Saturn would be receiving. Trying to get you the news as it comes, we went directly to the source: Sega of Japan.



Sega showed the media a preliminary version of the Saturn.

Sega of Japan announced six major licensees for their Saturn. They are: Capcom, Namco, Konami, Taito, Hudson, and Bandai—all of which have not been able to comment on what they are developing for it.

Other companies that have signed on the Saturn bandwagon include, Game Arts (of Silpheed fame. Planning two games.), Koei, Sunsoft, Sims, Data East (planning two games), Danpa Shimbunsha, Treasure (Gunstar Heroes and Dynamite Headdy), and finally Victor Entertainment.

So the future of the Saturn looks to be ensured. With its big name licensees, it will be interesting to see the first wave of next generation Sega. Still no news, however, on whether or not it will be compatible with the 32X system yet. That is another question which is on everyone's mind.

As the latest news reaches us, we'll be there to pass it on to you. Keep reading these pages in EGM and EGM* for more. The Saturn is closer than ever to reaching our stores.



As you can tell from the picture, Saturn will have both a CD Drive and a cart slot.



The Saturn looks like it will be a hot item when it is finally released.

32-BIT NINTENDO!

Next spring, Nintendo will release a new game system that offers virtual reality (VR) applications. As opposed to current VR systems, the new system will not require the use of special glasses. The new system will be driven on a 32-Bit chip and use special software. President Yamauchi claimed, "The system will open up a new field of entertainment," which is said to be unlike traditional video game systems that are connected to TV monitors. Nintendo intends to build up the new system as a strategic product to follow the Famicom and Super Famicom.

The new game system is presently in its final stages of development. It will be unveiled at the new software show to be held in Tokyo in mid-November. Believe it or not, the new system price is claimed to be under ¥20,000 (\$180). The software will be priced lower than SFC software. It is believed that Nintendo developed this system to counter Matsushita's 3DO REAL and other systems that are causing greater competition in the market.

Nintendo will be the first company to offer VR at a price below ¥20,000. President Yamauchi also stated that the new system will provide, "Super VR for experiencing virtual reality with using an HMD (head mount display)."

As Nintendo is jointly studying and developing video display technologies with an American company, it may be possible that this system may use projection technology.

This bold new step may once again put Nintendo ahead of the pack.

SONY'S PS-X: FIRST GLIMPSE AT THE FUTURE!

One system that has a lot of mystery surrounding it is the Sony PS-X. Sony has been very secretive in terms of software and games. Until now.

Scheduled for release sometime this November in Japan and September next year in the UK and the U.S., the PS-X is drawing a lot of attention.

The reason for such a delay to

Sony has announced that we can expect to see the PS-X and at least 20 of the games at the next Chicago CES in June. The games, when released, will cost between \$30.00 and \$50.00.

So this year we can expect the first real look at the PS-X in action, complete with its slew of first generation games. Sony seems to have a sound

“...In the U.S., we still do not have a defined company for distribution of the PS-X, thus there has been no communication about it.”

Europe

and
America is

simple. Sony wants to give the developers ample time to produce games that aren't hurried or rushed. Its retail price is expected to be under \$400.

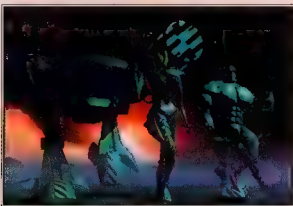
By the end of this month, European developers can expect to receive development systems.

Aside from leading firms like Sensible Software, Probe, DID, BITS, and Argonaut Software (who have signed up with Sony) big-time video game publishers are preparing software for the PS-X. These include Capcom, Konami, Namco, Ocean, Acclaim, and Electronic Arts.

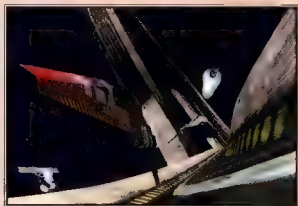
plan. It will be interesting to see the public's reaction to it.



These pictures, from games that are in progress, show the PS-X's capabilities.



It will be interesting to see whether or not the PS-X can win the systems war.



The PS-X features lightning fast video-like graphics for awesome effects.

A NEW PLAYER...!

The latest word in the video game market seems to be from the toy industry. It appears that one of the major toy companies is possibly planning to release their own video gaming system. While we do not yet know which company (the information has yet to be disclosed), three major players were mentioned. It could be any one of them. Those mentioned were: Fisher Price, Hasbro, and Mattel.

While this information is rather vague, the specifics on the system itself are still up in the air as well. The new system, has no tentative name and no statistics other than that it will be 32-Bit. This system is to be CD-based, will come with a VR helmet and controller, and have a game packed into it. The price they are aiming for is \$499.00. More news on this as it hits.

PORTABLE 3DO!

Toshiba, known for its consumer products and manufacturing of communications goods, has signed an agreement to market, manufacture, and distribute 3DO products. Toshiba will bring out the 3DO in the UK, along with a special portable 3DO on the horizon. The first version will not have a screen, but the second one, also in the works, will come with a screen. The portable can also be installed into automobiles.

Imagine: playing Jurassic Park Interactive wherever you want! If you want a portable 3DO, your wishes have been granted. We will cover this one as soon as we get the information. It's a real treat for 3DO owners.

PRESS START

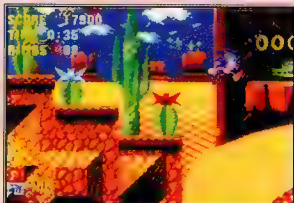
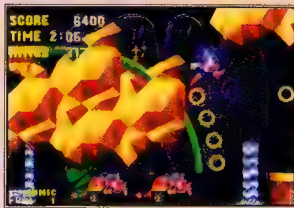
SONIC 4 FOR GENESIS COMING THIS FALL!

EGM has learned from sources at Sega that they will acknowledge the existence of a new Sonic game at their Sega Show being held in Orlando at the end of May. This new Sonic game will come out later this fall.

While this is not a big surprise, as Sonic is Sega's mascot and each new game featuring him almost guarantees several million cart sales, this version, Sega states, will be "extra special!"

The idea of having three Sonic games (Sonic CD-November 1993, Sonic 3-February 1994 and Sonic 4-September 1994) in less than one year would obviously tax any development staff, so if a fourth game was to come out this year, one would seriously wonder how Sega could do anything special in the limited amount of time available. But they will—Ed has the complete details and he won't tell anybody. Seems that Sega has a gag order on him and he can't talk about it until later this summer.

It all started back at the winter CES.



Could these early Sonic game screens be windows to the Sonic 4 mystery?

Ed found out about a new Sonic game in a routine interview he was conducting and when things didn't add up, he probed deeper into SoA (America), SoJ (Japan), and SoE (Europe). In doing that, Ed discovered one of Sega's top secret projects. What is it? All he would tell us is that he has been dropping subtle hints about this technology through his articles over the past several months.

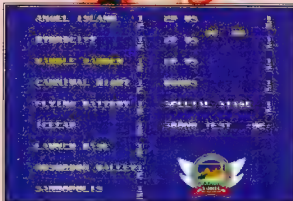
What can he say?

"The future is tied to the past."

"By looking at the level select screens for the past Sonic games, an astute reader can see what the Sonic programmers have been up to. From this information, one can predict the future. Sonic 4 will do something that no other cartridge game has ever done before."

We don't have a clue as to what he is talking about, but if a reader can do the required research and solve the mystery we'll be eternally grateful.

More next month!



The key to the Sonic 4 secret lies in the Level Select Screens like this one!

PLAY NES ON SNES!

A company called Fire International LTD. has made a way for you to play NES games on your Super Nintendo. Using a special adaptor that plugs into your Super Nintendo, all you have to do is pop in your old 8-Bit Nintendo games. The Tri-Star, as it's called, can play Famicom games as well, since they play the same way. It costs about £39 and it's already available to consumers. Just what the NES enthusiast ordered.



Choose between 8-Bit and 16-Bit with this on-screen chooser.



The Tri-Star is already out. Now your Super NES is more versatile.



This new NES to Super NES converter lets you play your 8-Bit games again!

SUPER STREET FIGHTER 2 COMING TO THE SUPER NES IN JULY!

EGM has been able to obtain from Japan early screen shots of the Japanese version of Super Street Fighter 2 for the Super Famicom (Super NES in America).

Preliminary information places the Super NES version of the game at a whopping 32 megabits, double the amount which was allocated to last year's version of Street Fighter 2 Turbo. This extra memory is evidently needed for all of the graphics and animations for the four new characters (Cammy, Dee Jay, T. Hawk, and Fei Long). In addition, an official at Capcom U.S. states that this new version will have "... extra game play that is not in the arcade." This could mean more options (as we saw in the Genesis Champion Edition vs. the Super NES Turbo version last year), or perhaps new secret moves.

One thing that we hope Capcom will include in this game is a speed setting. The arcade game was horribly slow, and at least by giving the player a choice of speeds to choose from



Here it is! The first picture of the long-awaited Super Street Fighter 2 for the Super Famicom/Super NES! It's 32-Meg and should be coming in June/July!

(either in the option screen or hidden in a trick code), then the home version won't suffer from the same problem. While we're wishing, having multiple endings, as found on the last home game, would give players even more incentive to strive to get that "best" ending. Unfortunately, our gut feeling is that since the megabit count is up so high already, the multiple endings just might be the first thing that is cut out in order for the game to fit into 32-Meg.

While an official release date has not been confirmed at press time, June 26 is the tentative in-store date in Japan for, at least, the Super Famicom version. Since the Mega Drive (Genesis) involves such a small percentage of the Japanese game market, that version could come out up to a month later.

The best guess for the U.S. release would be sometime in July as Capcom has not been able to do a worldwide simultaneous release yet. The U.S. has always lagged behind Japan by at least one month.

As to the price, the extra megabits

won't come cheap. Early information places the suggested Japanese retail price at \$100 (¥10,900), but considering the current economic conditions over there, that price could quickly drop down to about \$80. If this is any indication of what a 32 Megabit game must sell for, the U.S. copy could hit the \$80 to \$85 bracket also.

When contacted, Capcom U.S. would not disclose specific prices or details about this game.

They did say that the game would be available for a Fact File in the July issue of EGM. Assuming no major setbacks on Capcom's end, look for a full-blown Fact File next issue!



The background effects in Fei Long's stage have been faithfully retained.



With a speed setting the action really could heat up, just like in the arcade!