

NOVEMBER/DECEMBER 1994

In the pages of this issue, have breakfast with RJ Mical, a member of the original 3DO development team, and hear his views on the past and future of the 3DO universe! Also, read reviews of some of the 3DO company's most successful games, such as Road Rash, Who Shot Johnny Rock, Shockwave, The Incredible Machine, Burning Soldier, and games adapted right from the arcades, such as PaTaank and Real Pinball. Also receive the 3DO Software Guide, an exclusive list of products for the 3DO system available now and in the near future. Plus, as an added bonus, get a rundown of the 1994 3DO Developer Awards, and find out who took home the trophies in the major categories!

JANUARY/FEBRUARY 1995

This issue contains an exclusive interview with Trip Hawkins, the 3DO Company's President, CEO, and head evangelist. Mr. Hawkins expresses his view on the times and opportunities for the 3DO system, as well as his Road Rash experiences. More of the 3DO system's hottest games are also reviewed, such as FIFA International Soccer, Street Fighter 2 Turbo, Shock Wave: Operation Jumpgate, Guardian War, Way of the Warrior, Off-World Interceptor, and Station Invasion. In addition to these is a guide to Demolition Man, the 3DO system's game version of the popular movie, which features full-motion video clips from the film! Finally, go behind the scenes of VR Stalker, and discover the trials and adventures of a new game development team as Morpheus President, Ken Bretschneider, speaks with 3 and reveals a new title, Saturncide.

MARCH/APRIL 1995

Travel to the 1995 Winter Consumer Electronics Show and learn the newest advances in gaming products, such as Panasonic FZ-10, MYST, Doom, Killing Time, PO'ed, Virtual Glasses and more. In our special What's Up! section, read about the 500,000 3DO units installed, Wal-Mart's retailing of Panasonic 3DO systems, and The 3DO Company's distribution of Domark 3DO titles. Game reviews include Theme Park, The NEED for SPEED, Shanghai: Triple-Threat, RETURN FIRE, Supreme Warrior, Jammit, Slopestyle, Space Shuttle, and Games for Her™, where you will meet ALG's Director of Marketing for Games for Her™, and hear how gaming is not just for males. 3 also offers an interview with Jim Ireton, the man who is responsible for GoldStar's 3DO multimedia sales in both Hardware and Software.

JUNE/JULY 1995

This most recent back issue of 3 features an in-depth look at E3, the 3DO show in Los Angeles that was held in May. 3 provides you with a sampling of items shown or announced, such as American Laser Game's Fast Draw Showdown and McKenzie & Co., Defcon 5, Firewall, and many others. GEX, another feature, is the first contender which might have a realistic shot at taking the championship belt away from Nintendo's gorilla. GEX is a lizard with an attitude and a sense of humor, and his review is in! Discover the world of MYST, the highly acclaimed title which utilizes first-person perspective RPG, and allows the player to travel and solve the puzzles to reveal what really happened in MYST. Other reviews contained in this issue are Flashback, Star Blade, and Slam & Jam. Special interest features are also included, such as the MYST Strategy Guide, the Gex Strategy Guide, and M2, in which The 3DO Company announces the specifications for their M2 Upgrade.