

**Press Frenzy:**

GoldStar (above left) was filmed by Computer Chronicles for an upcoming segment, While Bill Gardner of Panasonic Software gave an on-camera interview in the Panasonic booth.

The FZ-10 employs a specifically designed, 32-bit RISC CPU with 3Mb memory (RAM) to draw on the storage potential of the compact disc. The FZ-10 was available as of January, 1995 at an SRP of \$399.95.

Fat Man which will be included on a third disc. The interactive drama will also contain an on-line help feature.

**Creature Shock**

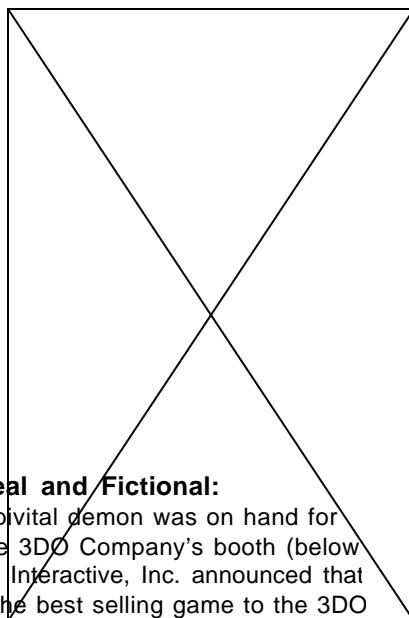
Also from Virgin Interactive, this title sends you to investigate the space-drifting remains of the UNS Amazon. The ship was deployed in 2123, its mission was to find a new home for the dying planet Earth. Although the ship appears to be devoid of all life it is, in fact, crawling with the most incredible creatures. Creature Shock combines 3-D animation, first person point-of-view exploration and space shooter action to give you an exciting sci-fi adventure. Pilot your path to the alien starship, battle countless aliens with grotesque powers and destroy the ultimate alien.

**The 11th Hour: The Sequel to the 7th Guest**

Robin Morales has vanished in the Stauf Mansion. She always believed in evil and even trailed it for a living, but now she's lost in a place where a madman once perfected the art of murder. Fortunately for her, we're not sure about you, evil doesn't bother you so you're going in after her. You assume the first person role of Carl Denning, investigative reporter for TV's "Case Unsolved". This title from Virgin Interactive Entertainment contains over an hour of full motion video with faster and smoother graphics and an all new trail of sophisticated, psychological terror. Based on an original screenplay by Matthew Costello, the title features a cast of 18 characters and was filmed on location in Oregon. The video portions play at up to 30 frames per second in a letter-boxed full screen format without the use of an MPEG board. The creators have added a series of treasure hunts, multiple endings and enough interactive gameplay to fill 2 CDs. The game is enhanced by a musical score by The

**Rise of the Robots**

Absolute Entertainment announces a Spring 95 release for this techno-nightmare title. Electrocorp's massive robotics production plant has seen something go dangerously wrong. The powerful Supervisor Droid has taken control. His mission is to construct an army of robots which he intends to unleash on an unsuspecting mankind. You are an experimental, half human, half machine cyborg and it is up to you to end this nightmare. Along the way you will clash



**Realities--Real and Fictional:**

Bill Gardner's pivotal demon was on hand for photos in The 3DO Company's booth (below is Art Data Interactive, Inc. announced that they're porting the best selling game to the 3DO

meeting?: Bill Gardner, Panasonic Software, (picture--right) and Trip Hawkins, The 3DO Company, (left) were seen conversing in Panasonic's booth.

**Interstellar Cooking:**

In Any Channel's PO'ed you are a cook and the last man alive from your regiment. You must fight to survive in a hostile land until helps arrive--months later.

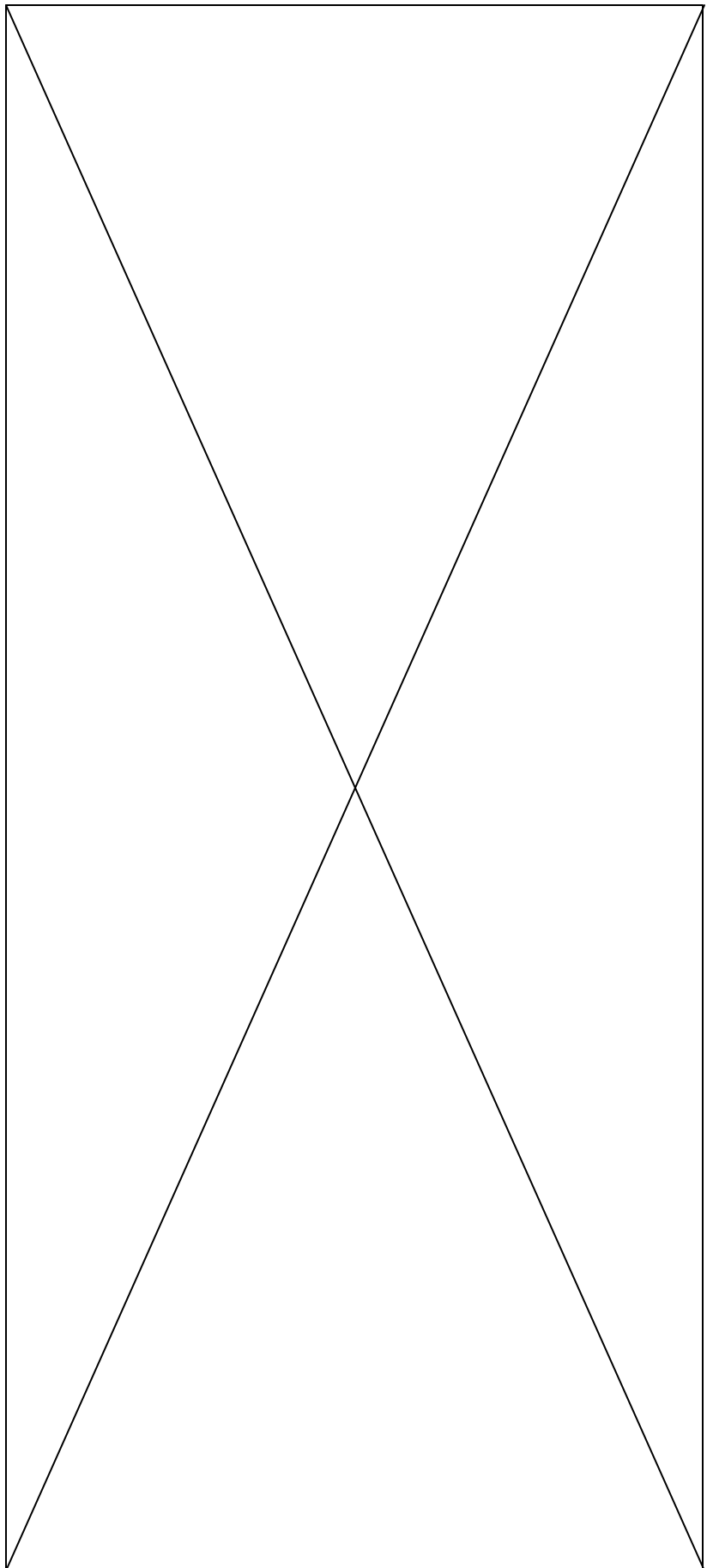
with an amazing array of rendered robotic monstrosities all set in futuristic style. Rise of the Robots intends to redefine the hand-to-hand combat genre!

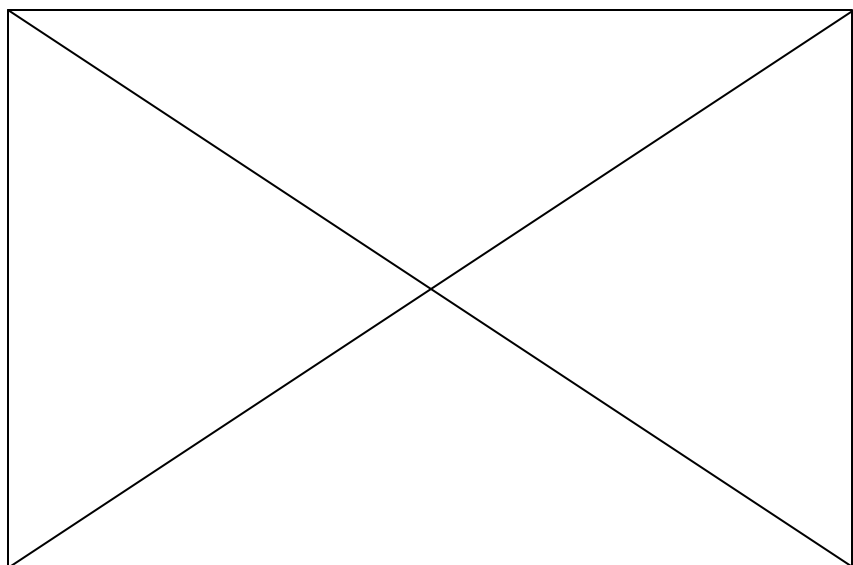
**SCi presents Cyberwar**

SCi (Sales Curve Interactive Ltd) is proud to present the next generation in The Lawnmower Man series. Drawing on the hit film, The Lawnmower Man, Cyberwar takes you from the previous game to the next dimension. The player again takes on the role of Dr. Angelo, pitting your physical and mental stamina against the once simple Jobe. However, he now is a psychotic virtual Cyber God who operates from within the cybercomplex of the VSI mainframe computer. You must fight your way through the military defense network to locate and destroy the Omega chip which is at the heart of Cyberjobe's Virtual City. You must navigate your way through a variety of mind-bending levels, which feature flight and weapons simulations, logic puzzles and some very challenging adversaries. Cyberwar also features full color footage from the film. A first quarter 1995 release date is give with a price TBA.

Brain Dead 13 to be available May 6, 1995

ReadySoft Incorporated will release Brain Dead, a bizarre comedy, horror, action-adventure. Dr. Nero Neurosis' evil is brewing deep in the bowels of the castle of the sinister brain. Lance, is our unsuspecting hero. The world's hippest computer repair guru, Lance gets a late night fix-it call to the mysterious castle. Upon reactivating the computers, Lance learns that this is no ordinary house call. Dr. Neurosis' master plan becomes all





too clear, world domination! This is a life and death game in which Fritz the half-human, half-pet of Dr. Neurosis is under instructions to dispose of you. Race through the evil playgrounds of the Doctor's castle. Along the way you must battle FrankenJock, Draculette and others in order to reach the Chamber of the Brain where the final battle is fought.

#### Iron Angel of the Apocalypse

This action role-playing movie, subtitled in English, is being released by Synergy Interactive. A mad-genius scientist sits in a tower high above a desolate city with a mission... to create the ultimate killing machine and purge the world. The means to do this will soon be set in motion. All that is needed is one last piece of equipment for Tetsujin and YOU have been chosen. This title not only gives you the tension and thrills of armed duels with a range of enemy Motoids, but it happens within an incredibly real movie environment. Iron Angel brings you into two unique and overlapping worlds. The main arena is a thrilling Shooting Gallery, a full polygon true-to-life multi-level dungeon where your goal is to use your arsenal of weapons to single-handedly hunt out and destroy attacking Motoids as you make your way to the top of the tower to destroy the mad scientist. As you

make your way through the maze you become aware of the thickening plot of the Movie World you've entered. You are the star, Tetsujin - Iron angel of the Apocalypse.

#### The Daedalus Encounter

Shipping this spring is The Daedalus Encounter called the "ultimate interactive science fiction adventure". Being released by the Panasonic Software Company this title is an interactive cinematic science fiction adventure starring Tia Carrere of **Wayne's World**, **Rising Sun** and **True Lies** as Ari, and actor Christian Bocher as Zack. You are one of the three survivors of a 22nd century intergalactic war. You must fight to save a crippled, alien spaceship from colliding with a binary star. Your brain is encased in a mechanical probe with extra sensory capabilities to help your fellow survivors. Help Ari and Zack battle against aliens, take control of the ship and at the same time avoid destruction. The title employs multiple plot twists and endings triggered by different moves the player selects. Solving strategic puzzles allows access to additional game environments. Gameplay will vary depending on the player's attitude and whether they choose to be conciliatory and peacemaking or aggressive and

hostile, Navigable Quick Timeš, over two hours of full motion video, arcade, fighting and maze gameplay, also enhance the gaming experience.

#### PO'ed

This title by Any Channel is coming in Spring 1995 to a store near you. In this game you are a member of an elite space marine squad on a mission to a far off world. The squad is investigating reports of unidentified alien creatures in a strange, newly discovered metropolis. Your squad is the best in the galaxy so this should be a mere routine hunt. How wrong you are. Your squad is annihilated in a matter of minutes and the ship is crippled beyond repair. Although you manage to survive, help is three months away. It might also help if you were the squad's sharpshooter or demolitions expert but you are the cook! All you have in the midst of this vast alien city are your wits, a frying pan and an attitude. To survive you must find weapons and artifacts and engage in combat with vicious creatures. Remember they have only one goal... to destroy you!

#### L3 Begins Shipping Its First Interactive Sports Title on CD-Rom for 3DO & MPEG

Slopestyleš is a landmark Interactive Learning Cubeš featuring 27 comprehensive lessons effectively teaching beginners and intermediate snowboarders how to master the basics of the sport. This revolutionary Learning Cubeš interface, can transport you to any of the real-time video lessons with a click of a button. Slopestyle contains over 50 minutes of snowboarding video footage, showcasing world class riders including Nick Perata, Tom Burt and Tina Basich at their best. The soundtrack features the music of Jawbreaker, April's Motel Room, Wax, Glue Gun, Wool and Inch. Available for the 3DO system in January it has

an SRP of \$44.95

### Rayman

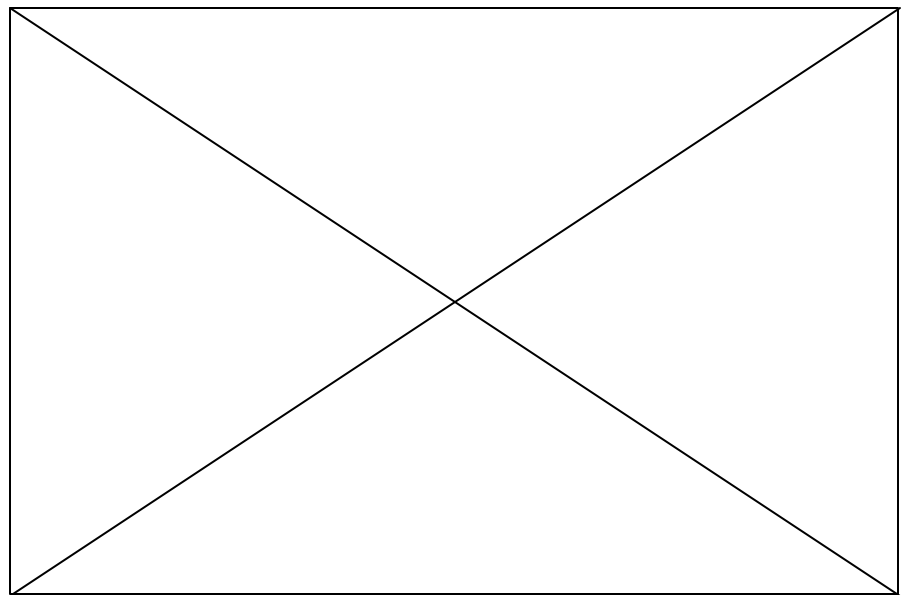
Coming in September to the 3DO platform is Rayman from Ubi Soft Entertainment. The world of Rayman is an extraordinary graphic adventure. Explore six unusual levels and come face to face with some very strange creatures. You must help Rayman defeat the creatures, rescue his friends and restore peace to the world.

### Star Trek The Next Generation

Spectrum Holobyte has announced a Spring 1995 release date for this long awaited and much anticipated title for the 3DO platform. The title features all the voices of the television cast, "A World for All Seasons" may look like an animated film but it pulls the player into an interstellar adventure filled with action, strategy and challenging surprises as the crew of the Starship Enterprise becomes involved in political intrigue on an alien planet. It features 3D virtual actors with the voices of the TV cast, control of any of the seven main characters from the crew, defense of the U.S.S. Enterprise from attack, an original interactive episode, and CD quality digital music and sound effects.

### Flashback

This title from U.S. Gold is scheduled for a March, 1995 release. The player stars as Conrad B Hart of the Galaxis Bureau of Investigation Agent. You are stranded on a faraway planet after you discover an alien plot to overtake the earth. Features include all new enhanced cinematic sequences that tell the intense sci-fi plot in a movie-like format, 7 challenging levels of action-filled adventures taking place in 6 graphically detailed sectors, characters brought to life with live speech, all new CD quality sound effects and music, and 24 frames per



second animation.

### Panzer General

This title from Strategic Simulations Inc is an innovative approach to strategy gaming. Set in World War II the player assumes the role of a German General starting in Poland in 1939. If successful, the player then brings his tougher, more experienced "Core" group of units to the next chosen front. You are now commanding larger and more powerful formations as victory increases your influence and "Prestige". If successful you then fight your way through Norway, Belgium, France, and onto North Africa and the Eastern Front. If unsuccessful you may find yourself in a desperate defense of Berlin as early as 1939. Features include an intuitive point and click interface, authentic WWII film footage portraying air, land and sea combat interspersed between and during combat scenarios, over 35 progressive scenarios to play, players' command decisions may effect the outcome of the war, from 2 hour scenarios to 60 hour campaign, one or two player and more. Shipping date

is expected in April, 1995.

New Controllers, Joystick and More Expand Growing Line of products for 3DO System

### The 3DO Control Pad

This controller is ideal for people looking to add another controller to their existing system.. The 3DO Control Pad features a seven-button configuration, an eight-way directional pad, an extended cable, and a comfortable grip. The pad works with any 3DO system and is available at a retail price ranging from \$19.95 to \$24.95.

### 6-Button Control Pad

The Panasonic Software Company, publisher of Capcom's hit arcade game, Super Street Fighter II Turbo for the 3DO system, is now offering the 6-button Control Pad developed for this title. The pad is available for \$29.95 and can be ordered directly from Panasonic by calling (800) 332-5368.

### FLIGHTSTICK PRO

CH Products' FLIGHTSTICK PROŠ is an extended analog joystick that offers a full range of combat features and four-way viewing allowing total command of the player's vehicle. It currently works with titles such as Road & Track® Presents The Need for SpeedŠ, Star Wars® Rebel AssaultŠ, Shock Wave: Operation JumpgateŠ, MegaRaceŠ, Super Wing CommanderŠ and VR StalkerŠ and will be compatible with future games. It is available now with prices ranging from \$99.95 to \$129.95.

#### Mouse

Panasonic has announced its plans to ship a three-button mouse for the 3DO system, providing players with an optional method of interacting with titles that take advantage of a pointing device. Expected to be available in March 1995 the peripheral currently works with World Cup GolfŠ Hyatt Dorado Beach, LemmingsŠ and Lemmings ChroniclesŠ, Shanghai: Triple ThreatŠ, Crime PatrolŠ, and Mad Dog McCree II: The Lost GoldŠ.

#### Panasonic and GoldStar Digital Video Upgrades

Scheduled to debut early this year is a digital video upgrade which will provide the 3DO system with the capability to play movies, music videos, games, and other titles incorporating MPEG-1 video and audio content. Titles currently taking advantage of this capability include **Silence of the Lambs, Dances with Wolves, Black Rain, Moonstruck, and Star Trek II, III, IV, V, and VI.** Music videos from artists such as Peter Gabriel, Pete Townsend, Brian Adams, and Eric Clapton are also available. The Panasonic digital video upgrade, called the Video CD Adapter, is designed to attach to the side of their system at an SRP of \$249.95 with a release date of first quarter 1995. The GoldStar version, called the Digital Video Module, is a small self-contained cartridge that fits inside the GoldStar system and is

also expected early in 1995. As part of their introduction, GoldStar is bundling the box office hit **Total Recall** from LIVE Entertainment, Inc.

#### END OF CES

With 140 titles already available worldwide, several titles including **Myst®, DoomŠ, and Doom IIŠ: Hell on Earth,** and **Primal RageŠ** are scheduled to come to the 3DO platform this year. Panasonic Software announced that it is bringing **Myst** to the 3DO system in February at a suggested retail of \$69.95. Art Data Interactive is converting and enhancing the enormously successful **DoomŠ** and **Doom IIŠ: Hell on Earth** with release dates of spring 1995 and later 1995 respectively. **Primal RageŠ** which is Time Warner Interactive's arcade hit is being developed for the 3DO platform and is expected to be released this fall. Along with all this good news was the release of the announcement that the 3DO platform was closing in on another milestone, a worldwide installed base of 500,00 units. Trip Hawkins commented, "Reaching an installed base of 500,000 is a key milestone for every successful format. This number signifies that the 3DO format is now an important business for software companies and retailers. And we're reaching this threshold quickly, after just 15 months on the market." He went on to say, "In addition, the sales rate of 3DO systems in North America has increased steadily to the point where it is now comparable with the success that 3DO is enjoying in Japan. With our strong position in Japan and the North America installed base approaching 200,00 we have reached critical milestones in two major territories."

#### Return Fire

In this title you get to play with bombs, tanks, rockets, etc. without having to enlist. Your job is to search out and capture your enemy's flag. Some of the vehicles which help you in this

task include your helicopter which is equipped with sub-mounted rapid-fire cannon and rockets to engage in long range targeting, an Armored Support Vehicle (ASV) arsenal of Ground to Air, Ground to Ground, and delayed mine laying capability, make this vehicle ideal for defending your base, your Tank's accelerated cruising speed and independently rotating turret offer devastating ground attack, or jump into your Jeep and go secure the enemy flag by bringing it back to your home base, but be careful as your jeep has minimal defenses. Return Fire features both One and Two Player modes. Play alone, or engage your closest enemy with a Split Screen view. Each mode features 9 different levels of play, over 100 maps, and four vehicles with which to attack your enemy's base, perform reconnaissance, defend your territory, and capture the flag. Playable with the Control Pad or Flightstick ProŠ.

#### Activision Announces Titles for the 3DO System in 1995

Activision reasserted its commitment to game development with the announcement of several new game titles for the 3DO platform scheduled for 1995 releases. The first of these titles is **Pitfall: The Mayan Adventure.** Bobby Kotick, CEO of Activision calls this the beginning of a whole new genre of "A" titles which Activision will be developing for all the new & forthcoming gaming platforms. Other titles which Activision plan to introduce for the 3DO platform in 1995 and 1996 include **Return to Zork, Planetfall, The Great Game,** and **Zork: Nemesis.**

Pitfall's feature film-quality soundtrack will boast more than 50 minutes of audio and 22 tracks of music, including a range of tribal jungle tracks, hard guitar and ominous music themes. All this from a collaboration of three prominent composers: Lee Scott, Robert Higgins and David Kneupper. The soundtrack was done using Spacializer® (3-D Sound) by Soundelux Media Labs. Known for their work in such films as **True Lies,**

**Cliffhanger** and **Home Alone 2** they are considered to be one of Hollywood's best sound studios. The background and ambient sound effects were recorded live from the rain forests of Costa Rica and Central America, the home of the ancient Mayans.

#### Gametek Presents **Quarantine**

Quarantine is a groundbreaking, first person driving and shooting game set in a grim future. The player takes on the persona of Drake Edgewater who is a 21st Century cab driver. He is desperate to escape from the Quarantined city of Kemo. You're vehicle is a '52 Checker "hovercab" armed with headlight mounted machine guns. During your escape you'll have to survive bullets, mines and annoying pedestrians. Pick up and deliver fares in order to earn money for more and better weapons. Make sure your wipers are in good working order as it is hard to see with blood on your windshield. Product highlights include the unique combination of the best elements of demolition derbies, car racing games and first person shooting, and a lightning fast new 3D graphic engine which provides driving excitement with crunching action. Suggested retail will be \$49.99.

#### Hell A Cyberpunk Thriller

This thriller from Gametek stars Dennis Hopper, supermodel Stephanie Seymour, Grace Jones and Geoffrey Holder. The year is 2094, the Hand of God party controls Washington and the gates of Hell have opened! The player takes on the role of one of two characters, Gideon or Rachel, former investigators for the government who are now fugitives wanted for sins against the state - crimes they don't remember committing. You must journey through the underworld, consorting with demons, battling Satan and fighting to seal the gates of HELL.

#### Family Feud

Get ready... it's time for the Family Feud! Everybody knows the phrase now it's time to play the game in your own home. With over 4,000 new survey questions taken from this hit TV show, the game can be played alone or with up to nine of your friends. Full motion video families battle against each other in Family Feud's fully rendered studio. After the host's fully digitized voice reads out the answer, ring in to guess the top survey responses from people all over the country. Product Highlights include: the ability to customize the playing rules, 5 levels of computer opponents, the ability to personalize each family's names, interests, brains, hobbies and looks, 3 rounds of Game Play - Regular, Bulls-eye and the Fast Money Round and 5 levels of computer intelligence to play against. The 3DO version has an MSRP of \$49.99 from Gametek.

#### The Glove

Conceived and designed by gamers for gamers, this product is an innovative game controller. It is engineered to read the wrist motions and various combinations of thumb and finger tip contacts. Manuevers that require the use of A,B,C and Start controls on a pad controller can be accomplished by using the fingers, with activation from the touch of the thumb. To initiate play, the player's hand should be oriented with the thumb facing upward. All directional moves, I.E. right, left, up, down, are accomplished by flexing or bending the wrist in the desired direction. The functions traditionally associated with the buttons on the pad controller have been assigned to the fingertips of The Glove. Introduced by two Long Island-based entrepreneurs, Anaphase Unlimited, Inc., the controller has been designed to work with all of today's gaming software and platforms.

“Consumer demand for 3DO products was at an all-time high this past holiday,” said Trip Hawkins, 3DO’s President and CEO. “Retailers throughout the country reported strong sales through the last quarter, with some key accounts selling out of 3DO products altogether. It was clearly a banner year for 3DO—one in which we met all of our milestones—and we look forward to continued momentum through 1995 as more quality 3DO hardware and software products are delivered to consumers.” “Santa’s bag must have been full of 3DO systems and software this year,” said Pete Roithmayr, Senior Buyer for The Electronics Boutique. “In the week before Christmas, our inventory of 3DO titles outsold 32X titles 2.5-to-1, and 3DO systems eclipsed Atari Jaguar console sales 3-to-1. We expect 3DO sales to remain strong in the coming months.” “The 3DO system was one of our top sellers in the video game category,” said Rich Hollander, Vice President and General Manager of The Incredible Universe. “In fact, 3DO sales were way beyond our expectations.”

#### New Product, Promotions Announcements

Consumer electronics giants Panasonic and GoldStar today announced new hardware products and software bundles for the 3DO system. Panasonic announced its new FZ-10 REALx 3DOx Interactive Multiplayerx system. The FZ-10 sports a new clamtop design and a built-in Memory Management system that enables players to save games effortlessly. Panasonic has also redesigned its game controllers for the new FZ-10 model for smoother operation and greater control. The new system is scheduled for availability in January at a suggested retail price of \$399.95.

GoldStar will begin bundling two critically acclaimed Electronic Arts titles, FIFA International Soccer and Shock Wave -a retail value of \$129—with every GoldStar system. GoldStar also today announced that it plans to deliver its new 3DO MPEG Digital

Video Module later this month at a suggested retail price of \$199.99. The GoldStar MPEG Digital Video Module enables consumers to play full-screen, full-motion videos such as motion pictures and music videos at near-VHS quality. With 140 titles already available worldwide, several blockbuster titles, including *Myst*, *Doomx*, and *Doom IIx: Hell on Earth*, and *Primal Rage* are scheduled to move to the 3DO platform this year. Panasonic Software Company announced that it is bringing *Myst* to 3DO in February at a suggested retail price of \$69.95. Art Data Interactive is converting and enhancing id Software’s enormously successful *Doomx* and *Doom IIx: Hell on Earth*. *Doom* is expected to be available for the 3DO system in spring 1995, and *Doom II* is expected to be available later in 1995. *Primal Rage*, Time Warner Interactive’s arcade hit, is being developed for the 3DO platform and is expected to be released this fall.

“The quality and quantity of products coming the 3DO platform is a clear measure of the success of the 3DO system,” Hawkins said. “With a rapidly growing installed base, product delivery for the 3DO platform has accelerated quickly in the past several months—over 40 3DO software titles have been shipped in just the last 60 days. Our licensees know that the 3DO system is a definite winner with consumers, and they’re lining up product offerings to taking advantage of our retail momentum. We’re very pleased to have this level of support from the industry.”

Based in Redwood City, Calif., The 3DO Company (NASDAQ:THDO) develops and licenses advanced interactive technology to hardware and software companies worldwide. The company’s initial product design, the 3DO Interactive Multiplayer system, was created to deliver a breakthrough in interactive entertainment at an affordable price. 3DO also develops, publishes, and distributes CD-ROM software products for the 3DO system.

FOR IMMEDIATE RELEASE

SCORES OF NEW PRODUCTS  
SLATED FOR 3DO PLATFORM IN  
+95;  
WCES ANNOUNCEMENTS IN-  
CLUDE  
NEW 3DO SYSTEM, MPEG MOD-  
ULE, HIT TITLES

LAS VEGAS + January 6, 1995 +  
Capping a successful holiday selling  
season for 3DO products, several  
major consumer electronics and  
software companies today announced  
at the Winter Consumer Electronics  
Show (WCES) plans to bring a host of  
new hardware and software products  
to the 3DO platform this year. The  
3DO Company is showing a variety of  
new software titles and hardware  
products in its booth (North Hall,  
#10201) at WCES here through Jan.  
9.

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Multiplayer are trademarks of The  
3DO Company. All other brand and  
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respective owners.



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Access Public Relations  
(415) 904-7070, x270/x265

3DO SOFTWARE LIBRARY EXPLODES WITH BEST-SELLING TITLES MYST, DOOM, DOOM II, PRIMAL RAGE, AND MORE

REDWOOD CITY, Calif. + January 4, 1995 + The software library for the 3DO(TM) Interactive Multiplayer(TM) system is expected to grow significantly in 1995, with some of the most popular, best-selling titles of all time, such as Myst(R), Doom(TM), Doom II(TM): Hell on Earth, and Primal Rage(TM).

Other blockbuster titles scheduled for delivery this year include Return Fire(TM) from Prolific Publishing; Wing Commander(R) III: Heart of the Tiger(TM) from Origin Systems; Immercenary(TM) from Electronic Arts; Killing Time(TM) from Studio 3DO; Cyberia(TM) and Kingdom: The Far Reaches(TM) from Interplay Productions; GEX(TM) from Crystal Dynamics; Policenauts from Konami; The 11th Hour: Sequel to the 7th Guest(TM) from Virgin Interactive Entertainment; Flying Nightmares from Domark Software; Loadstar: The Legend of Tully Bodine and Cadillacs and Dinosaurs: The Second Cataclysm from Rocket Science; and fun +n games(TM) from Panasonic Software Company.

Several highly anticipated titles hit retail shelves early this week. Star Blade(TM), a popular arcade property developed by Namco for Panasonic Software Company has been released for use in the home on

the 3DO system. NovaStorm(TM) from Psygnosis and Shanghai: Triple Threat(TM) from Activision were also released this week.

"The 3DO software library already represents unprecedented realism across all categories for consumers," said Bob Lindsey, 3DO+s Senior Vice President of Marketing and General Manager, Studio 3DO. "The current line-up of announced 1995 3DO titles is outstanding, and there are over 150 titles in development. What+s more is that many of the hottest titles scheduled for release haven+t been announced yet ... stay tuned for future news. Consumers can expect the unmatched depth and realism in upcoming titles that they+ve come to know and expect from award-winning 3DO products."

In Myst, one of the most popular video games in history, players travel through surreal landscapes while solving puzzles to unlock the mysteries of an alternate universe. Myst is expected to be available from Panasonic Software Company in February at a suggested retail price of \$69.95.

Art Data Interactive (ADI) is converting and enhancing id Software+s enormously successful Doom(TM) and Doom II(TM): Hell on Earth for the 3DO Interactive Multiplayer system. Doom will be available for the 3DO system in spring 1995, and Doom II is expected to be available later in 1995.

"With the 3DO version of Doom, we+ve taken full advantage of the 3DO system+s superior graphics animation, multiprocessing, and sound capabilities," said Randy Scott, ADI+s CEO. "There will be higher resolution graphics and full-spectrum audio in our fast and furious 3DO version of Doom. Doom II will include some extensive enhancements, new levels, and special surprises."

Primal Rage(TM), Time Warner Interactive+s arcade hit is being developed for the 3DO platform and is expected to be released this fall.

The unprecedented power

and performance of 3DO hardware and software provides consumers with the most realistic and engaging experience on any platform available today. 3DO products are sweeping awards, including Best System of 1994 from Die Hard Game Fan magazine, Best Overall Game System/Best Audio in a consumer study conducted by The Los Angeles Daily News, the Best Game System of 1994 from the Miami Herald, and the Ultimate System of Choice from the Philadelphia Daily News. The 3DO system was also named the 1993 No. 1 Best Product of the Year by Time magazine, and "Best of What+s New" by Popular Science in its December 1993 annual issue, "The Year+s 100 Greatest Achievements in Science & Technology."

About 100 3DO titles have been released in the United States, with about 140 distinct software products available worldwide in a variety of categories, including sports, arcade, and action adventure games, family entertainment, and education and reference titles. 3DO software titles and Panasonic and Goldstar 3DO Interactive Multiplayer systems and Creative Labs+ 3DO Blaster PC card are available throughout the United States and Canada at about 6,500 retail locations, and through 3DO Direct Sales at (800) 336-3506.

Based in Redwood City, Calif., The 3DO Company (NASDAQ:THDO) develops and licenses advanced interactive technology to hardware and software companies worldwide. The company+s initial product design, the 3DO Interactive Multiplayer system, was created to deliver a breakthrough in interactive entertainment at an affordable price. 3DO also develops, publishes, and distributes CD-ROM software products for the 3DO system.

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marks of their respective owners.

Subject: CES Report -- My 3DO Experiences  
From: mike@bend.ucsd.edu (Mike Lambert)  
Date: 10 Jan 1995 17:32:04 GMT  
Message-ID:  
<3eugak\$gam@network.ucsd.edu>

Hiya. I just got back from CES, and wanted to share what I saw. This post contains 3DO information (there is an Atari post in the appropriate newsgroup, and I hope to make posts to the sega, nintendo and misc groups as soon as time allows.)

To let you know where I'm coming from, I do own a 3DO and like it a lot. My philosophy towards video games is that I don't care what system it's on so long as it's a good game. I'm no company's advocate. Everything from here on out is my opinion. Opinions were gathered from watching, playing, and listening to other players and designers. I had a very limited amount of time at CES, so on average I had only a few moments with many of the games. This is so you take everything with some reservation -- there's no way to measure depth of play or lots of neat features. I think that many of my first impressions are valid, but there are bound to be games that I mis-judge since I didn't have lots of time to spend on any one.

Phew! Done with the disclaimers :)  
On to the games, generally in order from good to bad, although not in a strict sense.

#### THE ALL NEW PEOPLE'S GAMESHOW

My favorite of the 3DO software, this is the sequel to Twisted, and it really does improve on the original. The setting is still a game show, but it is set in a country (I don't think it's Russia by name, but it's certainly meant to be) where communism has collapsed and capitalism has arisen. Lots of cold war humor.

The best thing about ANPG is the

greater interactivity between two players. In Twisted, to select a mini-game one person would select row, then the other person would be handed the joypad and would select the column. Here, both players can move the indicator window simultaneously, with the mini-game being chosen when time runs out. Much more strategy, as you have to guide the indicator to something you like which stopping your opponent from putting you on something bad.

The games themselves are geared to simultaneous play as well. The rearrange-the-movie game is now split-screen, with \*two\* jumbled movies. The winner is the person who reorganizes it first. The concentration game takes on a new spin because any time one player makes an error, the other player gets to take over! Trivia questions are still there, but now the points go to the person who answers first. This takes the concept of Twisted, and really improves it. After awhile with Twisted, many of the challenges become too easy. Since you're no longer being challenged by time or the computer, but are instead up against another player, the gameplay has improved a ton! I can't wait for this one.

The only downside I can think of would be the setting. Twisted was immediately accessible to everyone, since just about everyone has seen a tacky game show. While I don't think anyone will have a problem "getting it", it may not be as accessible. ANPG is not ready yet -- I'd give it a few months. Personally, I find the setting and humor a great idea, but I don't know if everyone will...

#### PO'ED

This year was the year of Doom clones. In my book, PO'ed is second only to Descent, which is currently only on the PC. PO'ed is the best of the Doom clones for the 3DO and it looks to be one of the fresher takes on the 6 degrees of freedom Doom-like games. What makes PO'ed

good? Its level design actually uses and encourages those 6 degrees. Don't laugh, but many of the games which allow you to look up and down really never make use of those abilities! I can look up! Wheel!

The level I saw of PO'ed was really neat. Rather than a twisty maze or something I've seen on every DOOM clone in existence, it was this weird suspended double-pyramid (small at the top and bottom, but wide in the middle -- if you've ever seen the UCSD library, that's it :)

I liked the look of PO'ed and the originality put into a design that all too many people are simply cloning. Looking forward to seeing how this turns out! Plus, the guys at Any Channel were really nice (Hi Nate!).

Release is for spring would be very optimistic, but we should see it soon -- late spring or summer would be a safe bet.

#### RETURN FIRE

Okay, the graphics aren't the best thing in the world (small, but detailed, and scrolling was a little chunky). However, this game looks to be \*really\* fun. There seem to be lots of scenarios (I saw players controlling helicopters, jeeps, and I never got the chance to actually play since it was always busy -- a good sign!) and it is 2-player simultaneous (yeah!). Add in a great score (Holst, Rossini, Wagner) and this looks like a real winner! This one has my dollars!

#### DUNGEON (I think this was the title)

This one's for RPG fans, although I didn't get a real good feel for the title. I played a little bit, in a battle against a character (a nicely animated insect-thing). I don't really like turn-based RPG's (preferring action-based games like Zelda or Landstalker), but this looked to be a pretty good one. Lots of options, spells, weapons. I can't recommend it seeing as I didn't

see enough of it due to limited time, but it is something to look out for!

#### SUPREME WARRIOR: YING HEUNG

Okay, this is out already but I was impressed :) When I first saw it, I thought "Ick! Is \*that\* Supreme Warrior? It's grainy. And Jerky. Yuck!" However, I watched some more, and then played. It's surprisingly engaging, and the FMV is well executed. It's a hard game, but I think I did okay given that I had no instructions :) The FMV, while not Oscar quality, is pretty good, and there's lots of it. The gameplay doesn't feel like your standard FMV/Dragon's Lair/One Choice or You Die type game, and it didn't seem like the same thing over and over. After seeing this, I'd definitely pick it up.

#### D'S DINNER

This is an interesting title. Combine The 7th Guest with Alone in the Dark and you'd get something like this. Gameplay is like AITD, but the visuals are all FMV, except for closeups of the main character (a woman) who is all polygonish. The woman is nicely animated and expressive. Downside is that the FMV is slow, although it seemed less slow as the game went on. The game has lots of atmosphere, and could be good. I hope that it speeds up a little, especially some of the longer walking sequences and the response time to the controller.

#### POLICENAUTS

Color me confused. Based on what I saw, I hope that there's a lot more to this game. All I saw were target-practice type shooting games which displayed all the great graphics and eye-popping color of your average Sega Genesis. I couldn't seem to access anything \*but\* this target-practice mode, and some introductory FMV which seemed to have a lot of

stills. I hope this is an early version and I missed all the good parts!

#### WING COMMANDER III

I've been awaiting this one since my PC does not have enough power to run it. I was a bit underwhelmed, though. WCIII is supposed to have 3-D polygon enemies instead of the old bitmaps, but they sure look like bitmaps when you get close (all blocky and ugly). I hope this is only temporary. A coworker who has WCIII on his PC and can run it :) says that the PC version never gets blocky like what I saw. They have until March, I suppose :)

#### KILLING TIME (formerly TIME2DIE)

Another Doom clone, but not an exceptional one. This one looks Just Like Doom (which may not be a bad thing, but there were all too many games that look Just Like Doom at CES) except a little less so. Killing Time was a bit darker, and harder to control. The game requires precise aiming, but it oversteers, making it frustrating to hit enemies. Either the movement needs to be more precise, or it needs to auto-aim like Doom.

The enemies are nothing to write home about, either. I saw a human (looked like a guy in a hunting outfit), a big red face thing, and killer ducks. Yes, ducks. The ducks were cool (they really quacked) and they exploded well, but the hunters were dull and they had green blood. Hello, is this Nintendo? Green blood? The face-things just sort of disappeared. Yawn. I realize that gore is not necessary for a good game, but this looked dull.

#### DIGITAL VIDEO ADAPTER (MPEG)

Ugh. Now I know that an MPEG decoder is only as good as the disc it is decoding. I hope that someone out there is able to tell me that Star Trek II is a badly-encoded disc; otherwise, the MPEG decoder is one big turd. There was artifacting \*everywhere\*. This is nowhere near VHS quality, to



Subject: Final WCES Report (w/  
Pictures)  
From: horwitz@acsu.buffalo.edu  
(Jeremy B Horwitz)  
Date: Tue, 17 Jan 1995 02:41:36  
GMT  
Message-ID:  
<D2J3HC.4Ap@acsu.buffalo.edu>

CES Report Wrap-Up (with Photo-  
graphs)  
by Jer Horwitz

Photographs mentioned herein can be  
found at the  
BUSOP.CIT.WAYNE.EDU FTP  
site, in (sys/) pub/pselect/WCES95.  
Please forgive the occasional yellow  
blotches in a few pictures (Virtua  
Fighter, Rayman) -- they're artifacts  
of my quickie screendumping  
procedure.

Nintendo

What should have been  
Nintendo's mission at this Consumer  
Electronics Show? Essentially, to  
continue interest in their current  
platforms and inspire interest in their  
upcoming platforms. Part one of this  
mission: have enough great SNES  
games on display that the average  
player wouldn't dump their 16-bitter  
and purchase another company's 32-  
or 64-bit game system in the next few  
months. Part two: impress people with  
next-generation hardware and win  
their confidence. Nintendo succeeded  
in part one. They drew mixed  
reactions on part two.

SNES There's little doubt in my  
mind at this point that the SNES is  
entering the NES phase of 1989-1990  
-- plenty of games, but a decreasing  
number of developers interested in  
devoting the time to refine an older  
system's aesthetics. The big surprise  
of Nintendo's booth was the utter lack  
of Nintendo in-house Advanced  
Computer Modeling (ACM) titles --  
games which certainly would have  
drawn crowds like those from Sum-  
mer CES's debut of Donkey Kong  
Country. ACM was not in plentiful use,  
though Squaresoft announced the  
Secret of Evermore, a Mana-esque

game using ACM and hand-drawn  
artwork in tandem, and a handful of  
other games were using the technol-  
ogy in small ways.

...but ACM wasn't necessary.  
Nintendo's improved (CPU-quadrup-  
ling) FX chip, "FX2," was the star of  
their booth. Making a somewhat  
surprising appearance was StarFox  
2, packed with just about every  
feature people have been asking for  
since StarFox was released. Not on  
rails, StarFox 2 allows great freedom  
of movement within an innovative  
map screen, then allows full naviga-  
tion through 3-D flight and mech-  
walking scenes. Confusing? Here's  
the lowdown:

\* The game begins with a full-  
screen polygon-generated cinema  
intermission completely eclipsing the  
intro from StarFox. As a flying robotic  
dragon starship wipes out an entire  
fleet of spacecrafts, you'll be gawking  
and cheering on the graphics... until  
you realize that those blue and gray  
exploding ships are what remained of  
your fleet. Andross is back. He's not  
very happy about his previous defeat  
at your hands. The camera move-  
ment makes the epic introduction  
even better.

\* Choose from six characters,  
including the four pilots from StarFox,  
a female fox, and a female puppy  
poodle. In one player mode, the game  
on demo gave you 10 hit points and  
two pilots with which/whom you  
complete the game. In two player  
mode, you have a split screen. Ships  
can morph into several forms  
depending on the outer space or  
planetary environment they're in.  
Pilots have different flight dynamics  
and ships.

\* When in outer space, you have  
a flat map of several planets and your  
mother-world Corneria. Andross  
launches missile and fighter attacks  
against Corneria from other planets;  
you control either StarFox or a  
comrade and respond in real-time to  
each attack, heading towards planets  
to scour them of villains.

\* When attacking an enemy or  
chasing a missile, your craft looks

much the same as StarFox until you  
hit the select button -- then you  
morph into a battle cruiser with more  
powerful guns and less maneuver-  
ability.

\* When attacking a planet, you  
either stay in your ship and fly above  
the surface, or transform into a  
walking mech robot to conduct a  
walking Space Harrier-like attack.  
Maze scenes inside buildings,  
weapon power-ups and boss  
encounters are plentiful and well  
done.

\* Still early in development, some  
people (myself included) were able to  
get to the demo's "ending," reaching a  
huge Andross battle and the words  
"To Be Continued..." It wasn't all that  
difficult, but it was damn fun getting  
there.

\* The music was brand new and  
great, using the same John Williams-  
derived style from StarFox. Somehow,  
the musician manages to evoke  
feelings from the player of heroism  
and dismay through simple manipula-  
tion of orchestra instruments; quite a  
technique Nintendo has down, eh?

FX Fighters, GTE Interactive's  
personal computer and FX2 polygon  
game, was also looking pretty sharp  
for the SNES. Motion capture  
technology and proper pacing made  
the overall mood much better than  
Atari's 64-bit Fight for Life, though the  
polygon count, resolution, color  
palette and texture-mapping were all  
much lower on the SNES. Some of  
the game's cool features include  
short ACM-style computer rendered  
character images (akin to watching  
the pre-game animation in the  
character select screen of Art of  
Fighting 2 or Killer Instinct), player-  
controlled left and right camera  
movement, and moves that look more  
like Street Fighter 2 than Virtua  
Fighting. Imagine a move with the  
coolness of Guile's backhand or Ryu's  
crouching sweep kick -- this time,  
moving even more fluidly and  
rendered entirely in polygons. FX  
Fighter convinced those of us who  
saw all of the polygon fighters that  
\*moves\* were more important than

graphics.

While we're on the subject of polygon fighters, let's do one of those infamous cross-platform comparisons everyone seems to get so rabid over. This is bound to be a subject of much disagreement between Jaguar lovers and SNES devotees, but here's my take on it: while at WCES, I saw Virtua Fighter 2 (arcade), I saw Tohshinden for the Playstation, Tekken (arcade), Virtua Fighter on the Saturn, FX Fighter on the SNES and Fight for Life on the Jaguar. In the order listed above, that's where the games ranked (from best to worst) on an overall appeal scale for me.

\* VF2: fast, has a great number of moves and characters, terrific music and the best graphics overall. Texture mapped backgrounds and characters were absolutely mind-blowing, from the subtle (catch Shun hopping so slightly over a sweep kick, then landing with a hard counter attack) to the blatant (oh, we're floating down a river under 3-D bridges and everything is moving at 60 frames per second?). VF2's play engine is of a stronger design than VF1, also. Down side: Only available as an arcade machine for now, VF2 will -- at best -- be 75% of the arcade game visually when it's released for the Saturn.

\* Tohshinden was close, and definitely a must-see. Gouraud-shaded complex polygonal characters with weapons and incredibly fast motion were only part of the experience -- some of those 3-D moves were similar to the awesome SNK animations Takara has been translating for the last few years. (World Heroes' Hanzo and Fuuma should be thanked for their Dragon Punch animation...) The best part? Forget about the arcades, Tohshinden is already out for the PlayStation in Japan and it's cooler than any other home system fighting game.

\* Tekken and Virtua Fighter 1 had their own advantages and disadvantages. Tekken is arcade hardware based on the PlayStation, but it wasn't

as cool as VF2 or Tohshinden because of the overall graphic style and some weird character poses. Virtua Fighter 1 for the Saturn was nice and fast, fluid and reasonably high resolution, but wasn't quite a perfect translation of the arcade game. Fewer polygons per character and a smaller selection of moves made VF1 pale in comparison to VF2 and Tohshinden, but people will love seeing the cool animation and poses of VF1 on their home Saturns.

\* FX Fighter had really smooth animation but fewer polygons than any of the aforementioned games. Even with only two of the characters on display in the SNES version, FX Fighter showed a lot more potential than Fight For Life for the Jaguar (which was nearly complete at the show). The wicked body slams, throws and attacks -- all extremely fluid -- made FX Fighter better than I had expected to see on the aging SNES.

\* Fight For Life: See the Jaguar section of this report.

Nintendo's other major games were an odd bunch to say the least. NovaLogic's Comanche also used the FX2 chip, was a great conceptual idea but was about as poor graphically as any SNES game to date. Based on the PC game with 3-D terrain, Comanche is a helicopter title which actually will allow two SNES units to be hooked up (via a joystick port cable) for head-to-head competitive anti-air attacks. It's a fun game which unfortunately is blockier on screen -- though this may change by July ...? -- than anything I can recall for game systems in the past couple of years. Earthbound is Nintendo's unexpected USA release of the Japanese RPG Mother 2, which has been under development for literally years at Nintendo Japan. Graphics are, again, exceptionally bad for the SNES, but the quest is long, Japanese players swore by Mother 1, and Nintendo employees really like the Mother series. It's a 24-meg cart with probably 2-3 megs of graphics data (slight sarcasm intended; only

photographs will do my statement justice).

Kirby's Avalanche is Nintendo's release of the awesome Japanese puzzle title Super Puyo Puyo (by Compile), which was formerly unveiled for the Genesis as Doctor Robotnik's Mean Bean Machine. It's one of the best Tetris-like puzzle games to date, with richly-colored liquid blobs as pieces. Kirby's Dream Course is a terrific miniature golf/croquet title, featuring the Kirby character as a powerful ball. It's one of the most challenging golf titles in game history, with 70-some holes and Kirby literally taking on the abilities of the obstacles he bumps against. Both of these were already released in Japan, and are solid titles for certain.

Third-party highlights included Konami's release of the third game in the NCS Assault Suits series, now titled Metal Machines. Remember the SNES game Cybernator, which was the sequel to Target: Earth for the Genesis? This is the latest installment, with zero title continuity in the USA. Metal Machines looked completely great, with even better side-scrolling mech action and a very long introduction sequence. Tecmo's big announcements were three new sports games for the SNES -- Super Baseball, Super Hockey, and Super Bowl II: Special Edition. Super Bowl II is a limited release Tecmo Super Bowl with a 3-D scaling field and generally the same perspective as the last Tecmo Super Bowl -- it looks cool and it's limited to a tiny run of cartridges, so today is the day a fan should get a reserve order in for TSB2.

Capcom's Mega Man X2 was a cool follow-up to Mega Man X -- fans of MMX will definitely want to see it -- and Mega Man 7 shockingly enough was a Super NES continuation of the NES Mega Man series. Want another surprise? The Mega Man character in MM7 is actually larger than MMX2's, and the overall screen layout is more on the bulky, cartoony side for MM7. Acclaim's NBA Jam Tournament Edition was looking good for the SNES, though

the enhancements weren't glaring (still no scaling characters, etcetera). Electro Brain's Dirt Trax FX was, believe it or not, much cooler than the 32X Super Motocross title, with a nice polygon environment and real 3-D movement. Hudson Soft's The Sporting News Baseball was their USA release (finally) of the awesome Super Power League game for the Japanese Super Famicom, Playmates had a funky afro-edition Earthworm Jim on display (plus the great Fatal Fury Special translation they snatched from Takara), Sunsoft had the decidedly great Justice League Task Force fighting game, and Namco had their own cool new fighting game Weapon Lord on display (with some character designs from ex-Capcom Dee Jay creator James Goddard). Those were the best games on display.

Some other interesting announcements were made... Secret of Mana II confirmed, MK3 confirmed, Primal Rage confirmed, Prince of Persia 2 confirmed, Revolution X confirmed, and 12 or more new ACM games in development for debut at the E3 show in Los Angeles (May). Nintendo has enough quality software in development to keep the SNES going for another year at least.

## NES

For the first time in Nintendo home history, the classic Nintendo Entertainment System had zero mention in the Nintendo first half '95 source book. It's official: eight bit is dead.

## Game Boy

I didn't do too much looking around at Game Boy software, but Nintendo sheepishly announced at an early morning press conference that they were finally releasing a color GameBoy... but it's not quite what people wanted. To spur more GB sales, they're releasing five "Play It Loud" casings for the GameBoy, in Clear, Red, Yellow, Green or Black. (The Black and Clear ones are the

best.) Too bad they didn't fix the screens, because that's what people have really wanted now for several years.

The GB is getting a ton of great software this year, though. Kirby's Dream Land 2 -- a title that should have had SNES written all over it, will be out in May for the GameBoy, as will Donkey Kong Land, Primal Rage, Earthworm Jims 1 and 2, NBA Jam TE and Batman Forever. Sales of the GB were reportedly down markedly this season -- 25% or thereabouts. Will new casings bring it back? Ummmmm....

## Virtual Boy

This was my first stop at eight in the morning on the first day of CES --even before the floor officially opened. Virtual Boy is the \$200 self-contained "virtual reality device" you've been hearing about. Basic answers will suffice here, so let's get to them:

\* Is Virtual Boy really virtual reality? Well... no. Don't get me wrong; this is a cool device with neat hardware features and great potential, but you can't change your visual perspective by moving your head around. That's an integral part of VR.

\* ...but... the 3-D effects are great. There is most certainly an illusion of depth with any filled objects that move in 3-D, which is a major plus for the system -- this is both a product of the display technology (stereoscopic lenses, etcetera) and the system's built-in graphics hardware for object scaling and polygon manipulation. The best 3-D effects were in a deep well of Space Pinball's brick-enclosed machine, the parallax of Hudson Soft's newest Star Soldier game, and in a demo of water and dolphin effects Nintendo was showing off. Unfilled polygons (used in a T&E Soft game demo) weren't overly convincing as 3-D effects and looked like nothing more than something you might see on a low-resolution, red-palette SNES.

\* Only two games were playable.

Nintendo's exhibit was a two-part walk through an enclosed area -- part one had people holding up cardboard-and-plastic stereoscopic glasses (in Virtual Boy/binocular-shaped holders) through a room with six video screens. Standing directly in front of a given screen with the glasses on, you could see the visual stereo separation and get the same 3-D effect found in the Virtual Boy game units.

\* Screen one was a T&E Soft pterodactyl flying game which used unfilled polygons to attempt the simulation of a 3-D mountainous world. This was the least impressive title on display, as everything just seemed like a bunch of lines moving around.

\* Screen two had Space Pinball, a five-machine-in-one pinball title with some really neat 3-D depth, though the machines themselves were certainly pretty simplistic (no scrolling; just fixed on screen like Super Pinball for the SNES). Spinning 3-D stars were among the most memorable parts of this game.

\* Three was Telero Boxer, a pretty lame robot boxing game I couldn't really enjoy, even though it had a three-dimensional perspective a la Super Punch Out. There wasn't anything overly alluring about it -- some standard scaling boxing gloves and goofy robot opponents. Virtual Punch Out would have been cooler.

\* Four was the aforementioned Dolphins and Water demo, which was extremely cool -- a few dolphins were just swimming on their sides, and water was being shown as if you were looking at a side view of rippling water within a transparent bathtub. This demo alternated with an early Super Monaco GP-like driving game, which wasn't anything special. The contrast in the two demos seemed to be "shading," whereas the dolphins were nicely shaded and looked more 3-D, and the driving game was cartoony and looked like nothing special.

\* Five was simply titled "Shoot 'Em Up!" but was clearly a Virtual Boy incarnation of Hudson Soft's Star Soldier; Hudson's name did appear

on the game. An overhead perspective was enhanced by 3-D parallax scrolling.

\* Six was the most intriguing, featuring a StarFox filled polygon spacecraft (looking much better than the unfilled T&E Soft game) and alternating with a short demo of Mario VB. The spacecraft did a lot of zooming in 3-D -- really cool -- and Mario VB was a return to the classic SMB 1 with a new twist: imagine SMB 1 is its own game going on in the foreground, and there's a completely separate game of SMB1 going on in the distant background. As you walk on bridges between the foreground and background, you move in 3-D between two separate (but connected) worlds. Other "drop into the pipe" scenes were exactly like Zelda scenes, with cool overhead dungeon rooms and the constant danger of falling through floors to a scaling and zooming demise.

Virtual Boy units themselves waited in the second room of the VB area, and two games were playable: Telero Boxing and Space Pinball. VB units included a single controller incorporating two separate 4-directional joypads, start and select buttons, A and B buttons, and buttons on the bottom of the controller, directly under the joypads. The images were in multiple shades of red. When you first use the VB, you need to adjust it for the width of your eyes, and four VB logos appear (one in each of four corners) for purposes of lens movement and focusing. When all four logos appear on screen, relatively clear, you're set to play. Stereo headphones are right at the correct level for hearing while you're watching, and the device -- while not attached to your head (it sits on a table, propped up by a bi-pod) -- is certainly immersive even with so-so games.

Virtual Boy is a better technology than Nintendo has been given credit for, as the overall experience is pretty cool even when you're playing the so-so boxing and pinball titles they were showing. With better titles and

dedicated hardware than Sega had for their Genesis VR headset, plus the disadvantage of more color limitations, Virtual Boy is the classic mixed bag. Even though it has a lot of potential, it's bound to be raked over the coals by competitors and the media alike despite the fact that neither could offer people a better dedicated "virtual" system for \$200. VB is a relatively inexpensive, totally portable 3-D game system -- remember that fact when you see people knocking it for what it is \*not\*.

#### Ultra-64

Very little was said about Nintendo's new system, save the following:

\* Set for a worldwide debut -- on time -- in May, at the E3 in Los Angeles.

\* Chipset completed and will be in silicon production as of this month (January).

\* Developers are being licensed for the system. Current teams include Williams (Doom, Cruis'n USA), Paradigm Simulation (Pilotwings 2?), Acclaim (Turok the Dinosaur Hunter), Spectrum Holobyte (Top Gun) and Rare (Killer Instinct ... and K12(?)).

The industry's rumor-mill continued to fly on Ultra-64 despite those announcements. Developers -- some of them PlayStation backers and long-time Sega allies -- were claiming that they were hearing about one of three Ultra design problems: [a] a snag in U64 hardware development, of some unspecified nature, causing Nintendo to completely re-design the U64 hardware specifications; [b] a final chipset with a price over \$400; or [c] that the entire Ultra-64 project was vapor -- a hoax -- from the beginning. Nintendo -- at every official level -- denied these rumors completely. They claim that everything is precisely on track for a pre-Christmas 1995 release.

#### Photographs:

Ethbound.gif: Just shown for illustrative purposes, this is a 24-meg RPG. Not supposed to be impressive

visually..

fxftr/2.gif: FX Fighter's title screen and a fighting scene -- this game has SGI Killer Instinct-like animations for character selection, too. The polygon movement (with motion capture) was great.

mtlmchin.gif: Konami's sequel to Cybernator, Metal Machines. (aka Assault Suits 3, by NCS.)

paradgm1/2.gif: Why does this SGI demonstration from MultiGen's booth matter? Well, these are graphics on the SGI Onyx RealityEngine2 system (~\$100,000), which will supposedly be possible on Nintendo's new U-64. This flight simulator by Paradigm Simulations may be a starting point for that company's new development with Shigeru Miyamoto (Mario/DK's creator, etc.)

-- they're rumored to be doing Pilotwings 2. That plane moves totally in real-time with full texture mapping at a resolution you wouldn't believe -- completely fluid and awesome. The battleship? You can fly over this tiny speck in the ocean until it gets as detailed as what you're seeing on the screen. The possibilities are incredible. This was NOT a Jurassic Park-like movie you watched - you control everything totally in real time.

sgicar/2.gif: Another incredible MultiGen booth demo, this was coded in 6-8 days by a MultiGen employee using some SGI and MultiGen development software. In under eight days, this guy had a car with more realism than Namco's Ace Driver and a course modeled on a real racetrack -- the fluidity was unreal and the camera could be moved absolutely anywhere. Anti-aliasing made this completely seamless visually. I kept these two pictures because they were the best closeups of the car, but you could take any arcade-style view (including "in the car") and this was just an eight-or-less day projec

starfox2/2/3.gif: The great StarFox 2; title screens shown (the dragon



spacecraft attacking and eating part of your fleet, and the 6 characters you can choose from) and one free-roaming in-game shot with your craft seeking out three targets.

#### Sega

Sega needed to fulfill the same objectives as Nintendo: continue interest in their 16-bit hardware while getting people interested in their upcoming Saturn platform. Sega's 16-bit library had some solid new software coming, but Sega wasn't taking the Nintendo route -- their most aesthetically innovative titles were, by and large, either 32X games that were on the floor or Saturn titles on video tape only. Batman and Robin for the Genesis was amazing, but everything else 16-bit was a lot like last year's Genesis software. Sega's good stuff is intentionally all rolling out at E3.

#### Genesis

Hands down, the best Genesis title was Batman and Robin. With Gunstar Heroes-style play mechanics, unfathomable 3-D graphics for a Genesis game (all sorts of effects, from full-screen line scaling to warping), and a soundtrack with a good beat, this is one of the best Genesis games to come along in a while... except for a slight repetitiveness factor early on... but then the brakes. Comix Zone is an interactive comic game where artists are continually drawing new adversaries for you to fight within the confines of a comic book's pages. You'll actually control the movement of your fighting character as he crawls from panel to panel -- this had some great spot effects and characters, plus the idea was really neat. Ristar ("the Shooting Star") is a Sonic-type platformer, cuter than Sonic and now officially slated for U.S. release. X-Men 2: Clone Wars featured character animation extremely similar to the Capcom SNES title X-Men, with less colorful backgrounds but more interesting map design.

Sports fans will probably love the updated and even cooler (aestheti-

cally) World Series Baseball '95 and Sega's NHL All-Star Hockey (which is now an unabashed clone of EA's style), but will probably frown upon the suddenly non-3-D Sega basketball title (it's overhead, 3/4 perspective). Deion Sanders was at Sega's party on the Thursday night before WCES, announcing a new multi-year deal with Sega for football games (and likely baseball, as well). He'll replace the aging Joe Montana license next year, adding some of his trademark spunk to the last ten yards of any touchdown drive or punt return. RPGs incl