

# 3 Readers' Forum

## Older Games, More Strategy Guides, More Intelligence, 3DO users tell us what they want for their 3DO systems.

Dear 3,

Well, sales of the 3DO were good this Christmas season. If the area where I live is any indication - several stores sold out of them - and I know from talking to the local Software Etc. that they had heavy movement! So I believe worries about the system not taking off - are now unfounded...

Now, on to what I want out of the 3DO system - some military strategy games! I know that when they release those types for the SNES - they become hard to find in a very short period of time because of their popularity. Not just Koie games but games like Super Conflict, Metal Marines, etc. I would absolutely love to see IBM games - such as Battle Isle, Front Lines, & Panzer General come to the 3DO. I really think there is a market for these types of games out there as I believe many 3DO buyers are a little older and concerned with more challenging games than that of the jumpy, bouncy variety. Thank you.

Sincerely,  
Reid Bastian  
Medford, OR

**Editor's Note: Please check the What's Up section of this issue for news on the game Panzer General which is going to be ported over to the 3DO system!**

Dear 3,

I LOVE YOUR MAGAZINE!!!!!!!!!!!!!!!!!!!!!! Nothing but 3DO! Everything in the magazines is so interesting! There's no way that I could do without your magazine. Nobody, and I mean nobody, comes

close to putting as much information in one magazine than you. You got my vote!!

Just to give your viewers an example of the amount of info you give, look in the "3DO Guide of 3DO Products" in the back of the (November/December) issue, and you will see an article about an MPEG Coding System. The price ... \$30,000.00!!! They know we can't afford this right? That's my point, it's in there for the information. That's what this magazine is about, **INFORMATION!** Things you'll never find out anywhere else.

O.K. I've said my peace. I think you've all got the picture now. I know I've got it. Forget the next level, I've been there, and it ain't nowhere close to here.

Sincerely,  
Dale Love  
Beaumont, TX

**Thanks for the kind words. Our basic principle is to create a good, strong magazine that we would want to read.**

Dear 3,

A few observations from a new user. The 3DO system has given me hours and hours of enjoyment so far, especially with Shock Wave & Jumpgate games. I love the flying stuff. What I'd really love to see is something on the order of Domark's Mig 29 where you take off, choose your destinations, see things from many viewpoints, get high in the sky and land the craft (that especially). I looked at VR Stalker and it seemed too much arcade (graphics, landscape, targets). I think 'my game' would really be the 'old planes, going

slower (like me at 58) and beautiful scenery below. Not so much fighting as maneuvering/negotiating the elements and landing fields. I'd like options with 6 or so older planes, banking around, looking down etc. Shock Wave would have made me happier too if I could have at least landed the ship... at risk of crashing... at some safe zone beyond the last mission assignment from a chase plane perspective. A good viewpoint with dimension, not just the little plane image directly from behind like in Total Eclipse - Ugh!

I just want to see better and better games and I know you do too. I read your magazine from cover to cover and mark it all up. I play my games almost every day. Thanks for listening. (You probably need a break now!)

Sincerely  
Bruce Calbreath  
Duluth, MN

**Your approach is refreshing. Domark is releasing Flying Nightmares for the 3DO (see the What's Up section of this issue) but I am not sure if that is exactly what you had in mind. Our best approach is to show your letter to the developers and remind them that entertainment software requires many things aside from just speed to be entertaining.**

Dear 3,

Thank you so much for your strategy guide on Shock Wave in issue #1. I had completely given up on the game when I couldn't get past Mission 3 (Las Vegas). Then I bought your magazine & followed your strategy guide. Now I'm up to mission

8 (Congo) with only a couple more missions to go. You have made a very frustrating game fun again, something no other magazine has ever done. Sure the other magazines list a few cheat codes once in awhile, but no other gave me a complete strategy guide. Well worth the price of a subscription. Keep up the good work. Thanks again.

Sincerely,  
Kurt Lindenberg  
Fairgrove, MI

***Cheat codes and strategy guides are always in great demand. We are fortunate that we can focus on just 3DO. This allows us to look at a game a great deal more intensely.***

Dear 3,

I enjoy your magazine, the second issue was better than the first, keep improving. I really appreciated the interview with Trip Hawkins and the truth concerning third party licensing, software support and false rumors being untrue.

Here is a pass code and special password for Shock Wave!!!

While playing, press pause button, then enter the code B A C C A A X (square button), this is a special mode access and gives two maneuvers: L button and up will spin your ship 180 degrees, L button and down will flip you all the way around.

You can now enter more passwords -

C A A B A C A X  
- gives powerful red laser  
A C A B A A C A A X  
- smart bomb (one time)  
C A A B A X  
- super reloading nukes  
A B A C A A B A X - invincible  
B A C A C A X OR B A B X - for funny messages in your cockpit.

Sincerely,  
Richard Ramoie  
Mount Morris, MI

***Thanks for the special insight into one of our favorite games.***

Dear 3,

The 3DO platform is a great new system with a lot of great types of games. Personally I would buy (and I have friends that would) remakes and/or the original versions of older classic arcade games. I know it might be a step backwards for the 3DO system but I think people would buy them. If you've heard "retro" gaming is becoming very popular. Since most classic games are fairly simple in programming, I think you could put them in a one CD collection or in a package with a couple of CDs (a collectors edition).

Sincerely,  
Josh Piper  
Pittsburgh, PA

***Josh, you are not a software publisher are you? Maybe making a tentative announcement?***

Dear 3,

When I bought my 3DO I had been planning to purchase a new system from Sony (The Playstation), Sega (The Saturn) or Nintendo (The Ultra 64) because from what I had heard they were the best machines to buy. This may not be true but they're in the public eye and they're being advertised. I bought the 3DO because I got it for half price. Only when I got it home, read the information and played Road Rash on it did I realize how good it was. It also plays Karaoke, CDs, music CDs, photo CDs and who knows what else. But before I bought it I didn't know anything about it. Yet everybody knows about the other machines I mentioned as Sega/Nintendo are household names. The 3DO Company has an amazing machine and, if they put the same effort into advertising as they did making it, they would be one of the leaders in the field, not just now but when the new machines come out. The new machines are still just rumors in the US and yet they're more heard about than 3DO which is right now, hands down, a very competitive machine. 3DO give your machine the advertising it deserves.

I would like to see the 3DO expanded, not outdated. I like the fact that their machine is expandable and am tired of Kleenex type machines (aka here today, gone tomorrow). I

also like 3 magazine and am considering joining the ranks. 3 magazine injects humor into the magazine. Keep up on the 3DO software and peripherals and I'm yours.

Sincerely  
John Winslow  
Sparks, NV

Dear 3,

What do I like most about 3DO? Well, first, Road Rash is a killer and FIFA is astounding. Outside of them I love its future accessibilities for such things as the M2 Accelerator and the Digital Video Cartridge for CD movies. I love the daisy-chain controller idea that allows up to eight players simultaneously. I love the internal hard drive RAM that will remember my CDs (music) for certain song preferences (that's cool!) I love its graphics capabilities and especially the Dolby Surround. After making a substantial investment into a home theater it's a bonus, an absolute privilege, to experience games in surround. Way to go Trip H. or whoever had the idea. You have a friend for life if this format prevails.

What I like least is the \$399 price tag. I mean if Nintendo can do \$250 (I'll believe it when I see it) for a 64-bit system, surely, the \$300 price point is achievable. Not only that but CDs are supposed to cost less to make, something like 76¢, as opposed to cartridge, then why don't they, even with the surcharge they should. A movie cost millions of dollars to make, yet they can be purchased at \$20. Also, where are the good games! I've been waiting almost a year for GEX and it's still not out. Although, they have marketed this game the way a game should be. Enthusiasts are calling this the most anticipated game. So where is it?

I really believe, as well as 300,000+ other people, it's the best thing around, which is why I have and will continue to support Trip's dream. I truly believe it's about time to have more than just a game machine. Once M2 is released nothing will even come close, and the industry knows it... or will.

Your devoted friend,  
S Nelson Prince  
W St Paul, MN

P.S. Keep the faith. 3DO has the industry support, more than the press will like to admit. Does Trip have all of yours!? A word to Trip - Let's get nasty Trip!!!

**The cost of developing, producing, and marketing a piece of entertainment software is not as high as creating a movie (not yet anyway), but a movie is seen around the world by millions of people and then is sold as a tape in millions of copies. 3DO developers still have a smaller group to sell to.**

**The 3DO Company announced at CES that they had sold 500,000 units world wide. As 3DO sales expand, the pool of users will buy more titles and in greater quantity. Eventually this should cause the cost per unit of each piece of 3DO software to drop. At that point 3DO developers will either sell product at a lower cost, put even more money into production, or both. The result is 3DO users will get better software at a lower cost and software developers will maintain better profit margins for further software development. That is a win-win situation in anyone's play book.**

Dear 3,

For all the players of Rebel Assault - here are the pass codes:

<u>Easy</u>	<u>Normal</u>	<u>Hard</u>
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENI	DEFEL
FRIJA	THRAWN	JEDGAR
LARFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFL	RASKAR	RISHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS

Sincerely,  
Mike Barkley  
Bellflower, CA

**Thank you, Mike. Your hard work is appreciated a great deal.**

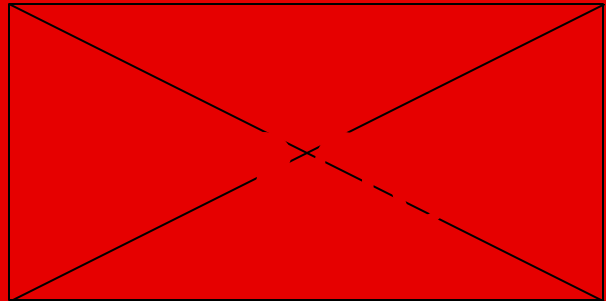
### Now It's Your Turn

Write us and tell us what you think. We want to know what 3DO software interests you, how you use your 3DO system, and how we can best serve your 3DO needs. Mail your letters to:

3 Readers' Forum  
PiM Publications, Inc.  
P.O. Box 2140  
Fall River, MA 02722



# WIN



## \* In your choice of 3DO software!

Just complete the questionnaire at the right (photocopies are permitted but only one entry per person will be accepted) and mail it to 3 magazine. This is 3 magazine's way of improving its understanding of you, the 3DO user. 3 has an enormous responsibility, it is the only magazine in the U.S. dedicated to 3DO users and the 3DO platform. The stories, features, articles, reviews, and more in 3 will be chosen and assigned based on our understanding of your needs. If you take a moment and fill out the questionnaire, we will have a clearer vision of all 3DO users. Your assistance is necessary to make 3 as responsive a publication to the 3DO user as possible.

All entries must be mailed to:  
3 C/O PiM Publications, Inc.  
P. O. Box 2140  
Fall River, MA 02722-2140

Deadline for entries is May 1, 1995. All entries become the property of 3 Magazine and PiM Publications, Inc. All taxes and other charges become the responsibility of the winner. Offer void where prohibited or restricted by law.