

3 Readers' Forum

Dear 3,

I finally got the 3DO system and I am very happy with the investment. I am however disappointed with the amount of sports titles. (I see NHL '96 is on the way thankfully!)

In the June/July issue covering the E3 show, there doesn't appear to be many sports games coming. EA (Electronic Arts) sports has done a great job with Genesis games, and I was wondering if they had any plans for a baseball game and an updated John Madden football game. I think the 3DO needs to have a strong base of sports titles to compete with the Sega Saturn and the others. Thanks guys!

Keep up the good work with the magazine!

Sincerely,
Dan Karlson
Brentwood, N.Y.

No word on John Madden yet, however, EA will be showcasing Mohammed Ali's life in a special project. EA is probably watching the real sport of platforms at the moment. With The 3DO's major lead, we don't think it will be long before they announce upgrades to all their sports titles and port them to the 3DO system.

Dear 3,

The M2 upgrade article was very thorough in your last issue except for the most important point, the retail price of the M2 add-on. How much will 3DO users have to shell out for this one? The \$400 hurdle was nearly too high for me and obviously this system hasn't exactly taken off like a rocket. Do you think it's because of the price? If it is any more than \$250, then I will sell my 3DO and buy the Ultra 64. 3DO will be dead in '96 if it can't deliver high quality graphics at low market costs as Nintendo will do. Spare me the "Let's wait and see

what Nintendo will do" line because Nintendo possesses too much wealth and innovation to fail to deliver. For the sake of the company, make the M2 economical for the consumer.

Sincerely,
Jason Sebring
Bellevue, WA

The price for the M2 has not been set yet by the hardware manufacturers. While we have just seen a reduction of the cost of the 3DO system, it is apparent that the same forces you talk about are being applied. I would not expect the 3DO system to fall behind the Nintendo or any other new players with its current installed base, software selection, and retail price.

Dear 3,

I've been a regular reader of "3" since I first discovered it at Kentucky's Outstanding Bookstore, Joseph-Beth Booksellers, way back when issue number one was released. I've had a 3DO since last Christmas, and I also have an Atari Jaguar and a Sega Saturn. I plan on buying an Ultra Nintendo, 3DO M2 accelerator, and a Sony PS-X when they are released, and in my opinion, 3DO, though less powerful than the Saturn, blows away all of the consoles currently available on the market; and with the reduced price of the 3DO along with the imminent release of M2, I feel that the 3DO is ready to become the system of choice in the 32/64 bit gaming wars. However, I would like to make some observations and express some reservations that I have about 3DO.

Even though 3DO has been available for two years, sold more than 500,000 units, and has almost 200 games currently available, it has no truly original games and no big names other than Super Street Fighter 2X, and possibly Samurai Shodown that would make customers whom are going to be wowed by the

marketing campaigns of Sony and Sega, and of the big name games that are slated to be released for those machines. 3DO does not have a Tekken, Killer Instinct, or Mortal Kombat III on its horizon unless you count Primal Rage.

Another problem with 3DO is its lack of a game that is immediately recognizable as a 3DO game. Everyone has labeled GEX the mascot of the 3DO, but it's strange that 3DO's mascot is also going to be making its way on to the Sega Saturn and Sony-PSX. The same can be said of Road Rash and Slam N' Jam '95, two of the machines very best games which are being ported over to the other consoles.

Trip Hawkins is trying to remedy this situation by forming Studio 3DO, but only time will tell if this venture will prove successful and if Captain Quasar can become the original icon game that the 3DO desperately needs. BladeForce and Killing Time are both looking good right now though, and I can hardly wait for Doom 3DO and NHL Hockey '96 to be released.

On the other hand, the games that I have on the 3DO that are comparable to games that I have on Saturn are much better than the Saturn games currently available. GEX rocks all over the Saturn's premier platform game Clockwork Knight; and Road Rash destroys Daytona USA-the graphics in Road Rash and the gameplay are much crisper and better than those in Daytona. However, the 3DO could use a Polygon-based fighter C pack-in software for the M2.

Also, Saturn does have an excellent track-based shooter called Prancer Dragon that has absolutely stunning graphics. I really enjoy reading your magazine; keep up the good work.

Sincerely,
Edward Hieromymus
Mckee, KY