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Unless otherwise noted, please check all boxes that apply.

1. Do you own a 3DO console?

Yes	737
No	12

2. Are you planning to purchase a 3DO console?

Very Soon	2
In 3 months	1
In 3 to 6 months	3
In 6 to 9 months	2
Still Looking	6

3. What interested you in 3DO? (check all that apply)

Price	66
Available Applications	712
Graphics	558
Brand Name	81
Sound	230
Print Advertising	123
Television Advertising	144
Other	0

4. How many hours do you use your 3DO each week?

Over 15	153
10 to 15	191
5 to 10	285
Less than 5	110

5. Which members of your household use the 3DO console?

Females:

Under	315
3 to 8	42
9 to 13	45
14 to 17	30
18 to 25	92
26 to 35	81
36 to 45	39
46 to 55	15
56 to 65	3
Over 65	2

Male	
Under 330	
3 to 8	80
9 to 13	87
14 to 17	152
18 to 25	235
26 to 35	203
36 to 45	129
46 to 55	43
56 to 65	9
Over 654	

6. What software for 3DO do you currently use?

Education	100
Reference	69
Arcade	581
Simulation	583
Health & Fitness	11
Sports	559
Strategy	376
Other	2

7. What software for 3DO would you like to see?

Education	112
Reference	133
Arcade	498
Simulation	444
Health & Fitness	39
Sports	411
Strategy	347
Other	1

8. What types of 3DO applications will you probably purchase in the next 3 to 6 months?

Education	97
Reference	82
Arcade	528
Simulation	494
Health & Fitness	23
Sports	449
Strategy	359
Other	802

9. How much have you spent on your 3DO system so far?  
 \$866.20 (\$648,778 divided by 749 respondents)

10. How much will you spend on your 3DO in the next 6 months?  
\$277.34 (\$207,724 divided by 749 respondents)

11. How much will you spend on your 3DO in the next year?  
\$523.36 (\$391,993 divided by 749 respondents)

Please use extra sheets for questions 12-14 & 18 if necessary.

12. What do you like most about 3DO?

These answers have been combined in the READER's Forum text area following.

13. What do you like least about 3DO?

These answers have been combined in the READER's Forum text area following.

14. Does a program's violence rating influence your purchase ?

Yes 162

Why? These answers have been combined in the READER's Forum text area following.

No 580

Why Not? These answers have been combined in the READER's Forum text area following.

15. What would you like to see most in 3 magazine?

(List your choices by number in the boxes with 1 being first.)

Product Reviews \*\*

Comparison Reviews \*\*

New Products\*\*

Movies Reviewed (for MPEG) \*\*

Interviews \*\*

Company Profiles \*\*

Opinion \*\*

Other \*\*

\*\* These answers are still in tabulation.

16. How do you normally purchase magazines:

By Subscription 513

Book Stores 234

Newsstands 167

17. What other kinds of magazines do you read?

Business 119

Computer 218

News 402

Science 257

Hobby 171  
Other 1

18. Does 3 Magazine interest you?

Yes 690

Why? These answers have been combined in the READER's Forum text area following.

No 47

Why Not? These answers have been combined in the READER's Forum text area following.

19. Which kind of computers (if any) does your family have?

IBM PC (or clone) 377

Macintosh 64

Apple 70

Amiga 87

Atari 24

Other 0

20. What On-Line services does your Family Subscribe to?

CompuServe 81

Genie 16

America OnLine 73

Internet49

Prodigy 110

BIX 1

Other 0

21. Tell 3 what you think.

Please use these few lines below as well as any extra pages you need, to tell us what you want from 3DO, 3 Magazine, etc. Are there any special applications you are interested in seeing developed for 3DO or are there any special interests of yours that you would like to see explored in 3 Magazine. 3 is your forum, please use it to let your feelings be known.

These answers have been combined in the READER's Forum text area following.

Reader's Comments

The other video magazines I read have a very small section on 3DO games. It's nice to have a magazine dedicated to the 3DO system. Since the 3DO system is just in the toddler stage, it is hard to critique. I am very pleased with its seemingly bright future. I am so confident this is going to be a success I traded my Sega, SNES, GameBoy, and Game Gear to purchase it. DON'T LET ME DOWN!

Tempress Miller  
Cleveland, OH

Definitely produce virtual reality helmets and data gloves. Along with this is needed a greater display of advertisements for the system and its upcoming games. Get the word out about the system, most people have never heard of it.

Eric P Karl  
Hudson, FL

I would like codes for level select, extra lives, etc. I would like to know why the software takes forever to reach me. I want ads so I can purchase software. I want in depth reviews that tell the good and the bad.

Ed Fritz  
Waukesha, WI

I am a nursing student in the ADN program here in Michigan. Often times the students don't have a great amount of time in the clinical setting. I would be interested in seeing a format that would place us there! Medical personnel of all education levels could benefit. Skills could be perfected surgeries could be performed and emergency situations could arise but the best part would be that there were no real lives lost. Thank you for your time.

Mrs. Linda Graves  
Montrose, MI

The regular magazines don't have enough coverage. I would like to start seeing more 2 or more player games, military strategy/ simulations, a version of DOOM ported over from the IBM PC versions, the Spectrum Holobyte Star Trek. Please have some kind of sneak previews or industry rumors column, too!

David Mc Lachlan  
Castine, ME

What I like least about the system is the inept advertising campaign in game magazines. I hope the advertising and the sales pick up. They should look at pushing it as a viable competitor against present CD-ROM systems for the PC and Apple systems. If they are looking for the support of young teens they should look to promote the system and games on MTV and hold competitions and drawings in conjunction with that network. It would help define it as "cool" in the minds of many kids. I hope a future price drop is in the cards and expanding availability of software will help push the system into the upper echelon of home entertainment CD\_ROM systems. The looming release of Sega Saturn and Sony PSX should be taken as serious challenges and countered now. It makes sense to cut prices, establish the system and then look to maximize the profits. They should look to do to Sega what Sega did to Nintendo. Advertising is the key and I've seen very little of it. What I have seen has been dull. Well, good luck on the launch of the magazine, I hope it's a raging success.

Clyde Nazareth

Castro Valley, CA

I would like to see 3DO made into a full-featured personal computer. It needs a user interface keyboard, disk drives, RGB outputs, more memory, etc., etc., etc. Since the Amiga has fallen and can't get up, 3DO needs to take its place as the only REAL personal computer on the market. Let's keep Bill Gates away from 3DO!

George Currey Jr  
Nashville, TN

I bought the 3DO system after I saw a video at a software store. The graphics and sound were outstanding. There were a few games out and rumors of many more to follow. What really sold me was the up-coming FMV cartridge which would allow me to watch movies. The price drop to \$499 helped too. One problem I encountered was the lack of advertising on the software developer's part. It's kind of hard to invest \$60 - \$70 bucks in a game that you know hardly anything about. That's where I hope you can come in. What I'd like is reviews on all available and up-coming titles by all developers, plus any information on hardware for my 3DO>

Jason Hardy  
Louisville, KY

All I want is a great hockey game from EA.

Erik W Hoppin  
Holbrook, NY

True Release Dates!!!

Steve Blair  
Jacksonville, FL

Review Japanese games. I hate having to pay \$27 to order 3DO magazine direct from Japan.

Tony Bybell  
Summit Hill, PA

If 3DO is to succeed in the market place then the price of the system needs to be lower to \$399.00 and the game that comes with the system has to be a title that makes people want to buy the system. I understand that Super Street Fighter Turbo is being developed for the 3DO system. I can guarantee that if a great job is done on the programming of Street Fighter and this game was to be included with the system, 3DO units would fly off the shelf.

I think Street Fighter is a very important title for 3DO because they need to show that the system does Arcade translations better than the other systems.

If the 3DO version does not have the great game play, good control that the Nintendo and Sega versions offer then the potential customers will lose faith in the 3DO's ability to bring the big arcade hits home.

I expect this magazine to be very honest when reviewing software. If the title being reviewed is lousy then I want the reviewer to say so. I would like to see Interviews with the companies who are developing software for 3DO.

I would also like to see a new 6 button controller developed because the current controller being used has lousy control and is not as good as the controller being used with the Sega Genesis.

Thanks,  
Mike Preacher  
Dolton, IL

3DO must get 3rd party lincensees if it wants to grab the consumer's eye. I should know, I am 17 (a primary target) and am a sales associate for Electronics Boutique. When we run the demo tape that we are sent, the big crowd pleasers are the Mortal Kombat clone (Way of the Warrior) and Road Rash. This is what we need. A 3DO version of MKII would send sales through the roof! More RPG's are in need as well, like Powers Kingdom. And the price still must be dropped on the system.

Sean Krankel  
Downers Grove, IL

I would like to see more computer translations (especially Ultima 8, Outpost, Myst and other popular games). From 3 magazine I would like you to continue to write your magazine for an adult audience (unlike GamePro, EGM and others). I cancelled my subscriptions to said publications because they began writing their mags for seven and eight year old children.

Eddie Deale  
Mineral, VA

More advertising will be needed to make 3DO a success. They need more users to build a software sales base, so promote/discount the system. Faster software development and tie the system into interactive services like Prodigy.

Daniel T Driscoll  
Peoria, IL

I like the graphics and sound capabilities of the machine. The audio-visual quality of games such as Total Eclipse and Shockwave has blown the existing 16 bit systems and their software out of the water.

Several things bother me about 3DO. First, the tendency of software publishers to announce release dates for software titles and then constantly pushing

them back by up to several months can sometimes be frustrating. Building enthusiasm for a particular product, only to never have it see the light of day, is not a very wise marketing strategy. Also, I purchased my 3DO primarily as a game machine; the inability to buy 3DO versions of high profile licensees (ie: Street Fighter II, Mortal Kombat, etc.) has been somewhat disappointing so far. The supplied control pad is less than perfect. The small size of the PLAY and STOP buttons, as well as the absence of turbo buttons are annoying omissions.

I hope 3 Magazine will provide an outlet for 3DO enthusiasts to find out more about this great system. Articles on upcoming software and hardware peripherals would be very interesting; as would product reviews. I also hope the magazine will allow readers to give feedback to all the 3DO licensees so that they know just what we think of the products they are offering.

Tony DePasquale  
East Boston, MA

I feel like I've spent \$700.00 for a dead system with no software support. All I read in Newsweek, etc. is that software companies like Spectrum Holobyte are abandoning the system. The Star Trek TNG game was one reason I purchased the 3DO system. I see in the magazine that availability is N/A - guess the papers are right, 3DO is a dead duck!

Lisa f Field  
Waynesboro, VA

I'd like to see what games are coming out for the 3DO in the future. I like to see games reviewed because I don't like going out and spending money on a game (Jurassic Park) and getting it home and finding out it stinks when I can't return it. I really enjoy racing games like Crash -N-Burn. I'd like to see more of those. I'd also like to see a Q&A section.

Michael Heerter  
Malden, MA

I am very excited about 3 Magazine. I hope this will open up communication between the readers, writers, and game companies. The 3DO is the best system ever made and it deserves its own magazine.

Jason Makurof  
Almont, MI

3DO plays more sophisticated computer games that deserve more thorough coverage than what the video game magazines will give. Also, kiddie magazines like EGM would say that "Civilization" is boring because it is not action oriented like Mario. So anytime a 3DO game that requires some thought comes out, EGM and such will give it a bad review. 3 could fill a niche that 3DO needs.



Michael J Kennedy  
Allentown, PA

I would like to see plenty of reader polls on what they think about software or other products. After all, it is the readers who use the products more than any one else. Also, an application I'd like to see developed for the 3DO system is a Drag Racing game. No one else has one, not Nintendo, not Sega, no one has it. One more thing, plenty of screen shots of games and software are very useful in deciding what to buy. Thank you

Barry Elzinga  
Zeeland, MI

I would like to see retailers carry more merchandise. I have a lot of trouble finding games. The stores in New York carry limited amounts of titles. I think a mail order catalog might be a good idea.

Richard Oberhaus  
Glen Oaks, NY

I'd like to see mor sports titles in the near future, also military sims, such as Harpoon, Patriot, etc. As for 3, don't turn your magazine into a kids forum like the other video mags. I'm an adult and enjoy playing on the 3DO system. Treat me like one.

Tony Spremulli  
Danbury, CT

I want 3DO and the other game companies to release the games as soon as possible. I would also like to see some new peripherals, like a VR headset and aArcade stick. All I want from 3 magazine is the best and latest news possible

Chad Chandonnait  
Laconia, NH

First of all I want games to be released on time. I also want cheaper prices on controllers, guns, etc. From 3 I want you to show a lot of pictures on upcoming games as well as a good description. Make your magazine's format kind of like Electronic Gaming monthly. Also, I would like to know if any of the awesome Japanese games will be translated to English and released here like Power's Kingdom.

Scott Rider  
Aurora, CO

I just want the cold, hard facts. I read in EGM last month that some licensees (Crystal Dynamics for one) were giving up on the 3DO to make games for other systems. I'm sick of switching from one system to another. I really beleive in

the 3DO system, but when I read things like this, I don't know. I mean if the head guy at EA sports says he's onto something, I tend to believe.

Gary Hartman  
Moncks Corner, SC

From the 3DO Company I expect to be kept informed of any significant changes or advances made in it. I expect any improvements to be compatible with the model I own and that 2 years down the road I'm not expected to shell out for a new model to play current games. Before the system came out we were bombarded with an ever growing list of licensees but now that its arrived alot of the games as well as the licensees are MIA. Some of the games such as Star Trek from Spectrum Holobyte which really sold me on the system are barely mentioned anymore. I understand that a great interactive experience cannot be developed overnight but it would be nice to be updated on their progress so we don't fell the game disappeared like so many of the licensees.

As far as what I would like to see from 3 magazine would be more accurate in-depth coverage of this system than we can find in the gaming magazines. As a magazine dedicated to the 3DO I expect it to be written by people who know and care about the system. I expect it to be grammatically correct, unlike the others) as well as reported accurately. Sometimes even minor flaws are irritating because you begin to wonder if the magazine really cares about the system. I wish you luck in your endeavor and I am looking foward to your first "full" issue. Thanks for listening,

Jeff Fuller  
Bluffton, IN

I do not think it is fair to charge for this magazine which is basically self-promoting. People like us who had faith in your product from day one and paid \$799.00 for the unit (now much less) should get the magazine free.

Hal Cohen  
Oxnard, CA

*Editors note: Thank you for your comments. As there has been a bit of confusion on the part of quite a few people, I am glad to be able to help out here. Please note that we are an independent publication. We have no affiliation with The 3DO Company nor have we profited in any way from the sales of the system. In that capacity we will give you the most up-to-date, hard hitting information on the market and the system we can. PIM Publications, Inc. wants the market to grow and be recognized and all of your input helps us to do this.*

The main thing I'd like to see from the 3DO system is to have games released faster. Put pressure on the companies that have signed with them to get their games out. As for the magazine I am just glad there is finally one specifically for the 3DO. Thanks, can't wait for your first issue.

Anthony Silvestre

Corona, NY

I would like to see 3 magazine carry mail order advertisements. Also I would like to see 3DO reviews on foreign games and provide a means to buy them.

Ben Ewasko  
Orlando, FL

I am very glad to see a publication devoted entirely to the 3DO system. With all the substandard gaming publications out there obsessed with two fighting games: Super Duper Streetfighter IX and Mortal Kombat VIII, it is good to see someone that appreciates genuine leading edge technology like the 3DO system, and is willing to support it with a new magazine.

What I like most about the 3DO system is its older target market. I am 23 years old and do not want to play a game with an overweight bearded man jumping from platform to platform in search of golden coins. Nor do I want to play a game with a blue rodent jumping from platform to platform in search of rings. The 3DO system is what I have been waiting for in a game system.

I have had a 3DO system since November of 1993, and I love the system. Working at Babbage's, I have noticed an increased interest in the 3DO system among customers in recent months. However, to speed the sales momentum, the system needs to have very desirable games released as soon as possible. I heard a mention of Crystal Dynamics acquiring the rights to Samurai Showdown, this is a very wise move for Crystal Dynamics. They should get the title out on the shelves as soon as possible; the 3DO system will literally fly from the shelves. Many people purchased the over-priced and under-powered Neo Geo system just to play Samurai Showdown.

I was not happy to hear of a forthcoming 3DO PC card. I think it is a giant step backwards for home entertainment. There are an infinite number of complications that can arise from a 3DO PC card. I have a 486/66 with 8MB of RAM, and I still sometimes have problems getting some PC titles to work properly. The beauty of the stand alone 3DO system is that developers can max out their software to utilize the 3DOs hardware capabilities, without making compromises to ensure increased compatibility; as is what happens with PC software.

What happens when John Smith plugs a 3DO card in his 386/40 PC? It will run much slower than a newer, faster, machine. What about all the IRQ and DMA memory conflicts? PCs are not designed to play games. The DOS operating system is a whole other Pandora's box of problems. The 3DO has no DOS limitations, and its operating system is designed specifically for graphics and games. What if John Smith does not have a sound card? Games won't sound very good. Even with a sound card, you must use small magnetically shielded speakers. The 3DO can use real stereo speakers (Shock Wave with Dolby Surround is incredible), and people can gather in the living room, where home entertainment should be. People come together in the den or living room, typically around a 25" or larger TV screen. Hanging out in a bedroom or home office around a 14 or 15" computer monitor is simply not the same.

Thank you for your time and I look forward to the first issue of 3 magazine!

Michael Nobilio  
Marlboro, NJ

I would like to see 3DO find a software publisher to translate Japanese games for American release. I would like to tell software publishers not to make so many digitized games (EA) and concentrate more on games with computer generated graphics. I would also like 3 magazine to review EVERY game that is released for the 3DO by five different reviewers. 3 should also have ALOT of articles by 3 writers not software publishers. Pictures are also nice but don't concentrate on them.

Michael Homer  
Redlands, CA

I would love to see a stereoscopic virtual reality headset come to the 3DO system. With games like Doom, but with a vertical up and down view, instead of 360 degree movement. Also texture mapped floors and ceilings with objects you can interact with, for example doors, stairs, drawers, elevators, etc. with high frame rates! Perhaps a game like the movie Die Hard where you have free movement through a skyscraper, looking for terrorists and hostages with hundreds of rooms and seeing you character's likeness in the mirror. Also games from Japan like Dr. Havzer ported over to English and arcade games like NBA Jam or Ridge Racer.

But one thing would definitely get me to subscribe, showing an Atari Jaguar getting rolled over by a steamroller or dropped off a very high building.

Joseph Cuffari  
Bellmawr, NJ

I would like to know the whole story on the Panasonic MPEG cartridge, long-promised and much-delayed (at this point I'd pay for even a physical description). I'd like to know how the AT&T VoiceSpan modem figures into the 3DO marketing plan. Is anyone developing a game title that will exploit it? And I want to know who's making the mouse and keyboard, what titles will support them and when they'll be ready. As for movie discs, I'd be curious how they're mastered; is it five guys sitting around starting and stopping videotapes or what?

3 magazine interests me because I need a shopping guide: 3DO stuff is too expensive just to buy on impulse and find out what to do with it later. Also insight on the thinking that goes into 3DO products, the creative process; it's not enough that a thing works, I like to know the how and why too.

John Turner  
Edmonds, WA

What I want from 3 magazine is factual information around 3DO products and upcoming developments in the industry that effect 3DO. I expect reviews of games, comparisons when available, and the latest news on this technology. I also expect 3 magazine to be the voice it can be for 3DO users so future development can be geared to the end user.

From the 3DO Company I expect that if the technology is upgraded to compete with challenges such as Project Reality and others that current users are able to UPGRADE their current consoles instead of throwing them in the garbage. It should be remembered that some consumers paid over \$700 for this machine. 3DO should get more developers into the 3DO ring and software be more quickly released and less costly which should also apply to the console itself. 3DO should also give some hint as to where it is going in the future since technologies are advancing so rapidly. We'll see how 3DO prepares itself for the all important X-Mas season in light of Sega's new game console. Thank you.

Tyrone Vias  
New York, NY