

The future of interactive entertainment

UK edition September 1994 £three ¥2100 \$ten

EDGE

Sony ■ Sega ■ Nintendo ■ 3DO ■ Amiga ■ PC ■ Atari ■ SNK ■ Arcade ■ NEC ■ CD-i

Nintendo's
64bit

Killer

Voted
**Magazine
of the year**



Nintendo's Ultra 64 (no Project Reality) premieres at the Summer CES. Edge goes one-on-one with Rare's astonishing *Killer Instinct*.

Future
PUBLISHING

Issue twelve

09





Estranged from the rest of the videogames industry, 3DO's stand once again sat amongst the TVs and microwaves. A strong line-up, though

The 3DO

cause looked healthy enough at CES. With new units on show from Goldstar and Samsung, plus Creative Labs' 3DO blaster card for the PC, there was an air of confidence which wasn't even dispelled by 3DO's stand being located 'in outer Siberia' (Trip Hawkins' quip about the fact that the Atari stand at Vegas was positioned away from the rest of the videogames community).

The software also gave cause for optimism. Crystal Dynamics had a superb conversion of *Samurai Shodown* in the works, emulating the Neo-Geo original perfectly, and Gex, their first stab at a 3DO platformer, also looked slick. In fact, no matter where you looked on 3DO's stand, there were games that stood head and shoulders above what could be seen elsewhere (with *DKC* the obvious exception).

Return Fire was a superb sequel to that classic 1987 Amiga splitscreen tank

game, *Fire Power*. With a slanted, top-down, scaling perspective providing originality, this had all the makings of a strong twoplayer blaster. Other honourable mentions should go to *Road Rash*, *3DO FIFA* and Tetragon's *Gridders* (a 3D puzzle game featuring a character wandering around dodging moving cubes).

Far more exciting for beat 'em up-starved 3DO owners was the news that Capcom are preparing *Super Street Fighter II Turbo* – the upgrade that's recently been denied to 16bit console owners – exclusively for the system.

Sadly, any superiority 3DO owners may have felt at this announcement was dispelled by 3DO's decision to go head-to-head with 16bit in a typically American 'ours is better than theirs' blaze of glory. By some haphazard logic, the games let loose on each other were Universal Interactive Studios' *Way Of The Warrior* (3DO) and the original *SFII* for the Super Nintendo, which trounced *WOTW*'s visual clumsiness, and is, let's face it, more or less the game that 3DO now has on the way from Capcom.



The 3DO Blaster card from Creative Technology runs 3DO games on any PC



Samsung's VCR-styled 3DO player was a surprise arrival at CES; AT&T's machine, last seen in Vegas, was curiously absent, though

Advertainment



1 A forest scene. The sound of drums. A group of plaid-clad men are sitting in a circle playing bongos. Voiceover: 'In the '90s we're discovering truths about our inner selves'



2 Close-up of one of the back-to-nature men. As he rhythmically pummels his drum, a voiceover expresses his innermost thoughts: 'Nature is the source of my strength.' Fade

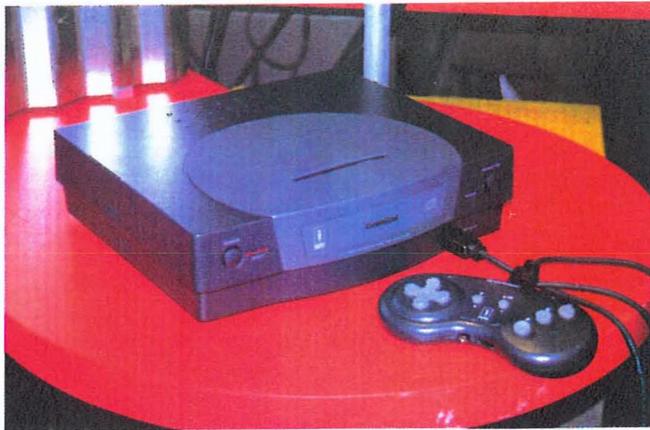


3 Close-up of another of the men. His feelings are also revealed in voiceover: 'I just wanna be loved.' Cut to medium shot of the same man banging the drum with his hands. Fade



4 Shot of another man. The camera zooms in for a close-up of his face. His expression exhibits signs of extreme boredom. Voiceover: 'Man, this blows.' Fade

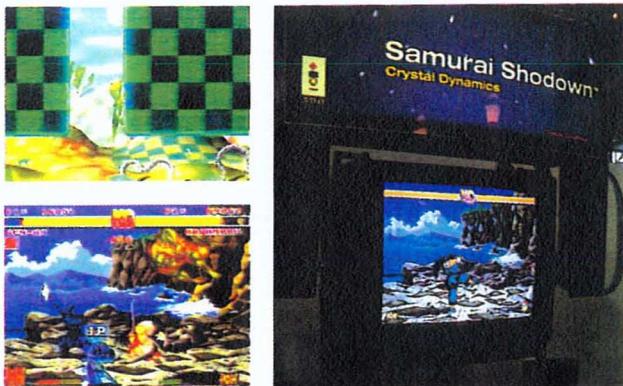
Edge's regular tribute to the art of videogame advertising. This month, Crystal Dynamics bang the drum about their 3DO games



Korean company Goldstar also went public as a 3DO disciple: their players were up and running on a booth adjacent to the 3DO stand (right). No launch date was announced but a fourth-quarter slot and a keen price seem likely

Stand size

equals money equals power at the CES. And the beleaguered Atari corporation, whose final triumph may be to outlast arch-rivals Commodore, had very little money to throw around. But with a full UK launch imminent, judicious use was made of the space available.



Crystal Dynamics' 3DO excellence: *Gex* (top left) featured superb backdrops, while *Samurai Shodown* looked like a perfect conversion

Anxious to remind customers – and potential buyers – that the Jaguar has not rolled over just yet, Atari announced that 150 licensees have now signed up to develop software for the world's only 64bit system. Included in the list of developers are Time-Warner Interactive, 20th Century Fox Interactive and Electro Brain, but no hard information about intended titles was forthcoming. And what was instantly noticeable was the lack of quality titles actually available now. Admittedly, 35 games were on display, but as most of these were at an extremely early stage in the development process, the real total was closer to ten – and among those were the old favourites *Tempest 2000* and *Cybermorph*.

Atari had gone to great lengths to ensure that the centre of their stand didn't go unnoticed, and the jerky, bloodthirsty and generally inadequate *Mortal Kombat* clone *Kasumi Ninja* was displayed on a huge screen at its focal point. This was bad enough, but Atari's insistence that onlookers don a lamentable red-and-white headband before being permitted to take the controls was not appreciated, and the stand remained ominously ill-attended. However, some polite goading led to *Iron Soldier* being loaded in place of *Kasumi Ninja* and delegates flocked to see it, presumably now relieved that the threat of an embarrassing experience had been lifted.

Atari's hardware, featuring their new CD-ROM drive, fared little better than its software. For \$200, you too can buy Atari's vision of what a 21st century commode might look like. **Edge** can but hope that no-one becomes sufficiently exasperated with the Jag's temperamental hardware to lift the lid and use it as such, especially after the

Where is it?

It boasts the largest gathering of videogame companies to ever assemble under a single roof. It's a twice-yearly event and has fast become the place to find out about the latest software and hardware developments



Return Fire – another intriguingly good 3DO title. Two-player action and great 3D scrolling



5 The drums are interrupted by rock music. The bored man is now seen with a 3DO joystick. A stream of 3DO clips follows



6 The words: 'No crying, no quiche, no wussies. Crystal Dynamics. It's a whole new game' appear. Cut to men in forest again. A squirrel is watching them. 'Jeez, what a buncha tools,' it sneers