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July, 1994

Volume 1, Issue 1



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**SPECIAL
COLLECTOR'S
ISSUE**

PREMIERE ISSUE



INSERT COIN

TWICE THE PAGES, TWICE THE FUN!

Welcome to the premier issue of *EGM!* By now you've probably paged through the issue and said "It's more of *EGM!*" You're right. Our main goal was to get as much video game information to you as fast as possible and with news on the new systems, peripherals, and games rolling into our offices on a daily basis, it was becoming much more difficult to get everything into *EGM*. And of course you know what always happens, just as you close an issue, a new hot story comes in and it has to wait four weeks until the next issue of *EGM*. These were some of the problems we were wrestling with and the one answer that seemed to solve all the problems was to get the information out to the game players biweekly instead of just monthly.

From that idea we made it happen. We doubled our staff, bought more computers, scanners, and electronic imaging devices and worked out a schedule where *EGM* would hit the newsstands the first of each month (subscribers get the issue two weeks earlier) and *EGM!* about the 15th of the month.

The style and content of *EGM!* is very much like *EGM*. We have been reading your letters and you have been telling us that you want more arcade and international coverage. You got it. Each issue will have at least two huge six-page arcade strategy blowouts and up to a dozen pages of International Fact Files. Our tricks section will also contain helpful tips and tricks on the newest foreign games. We have added a news section and brought over Arnie Katz's fanzine section from one of our sister publications. And there is more. We are still working on a couple of new sections which just couldn't get finished by this deadline. Most importantly there are the sections from *EGM* that you tell us you just can't get enough of, like the letters, Next Wave, Special Features, and Fact Files. They're all here!

The one thing we didn't take from *EGM* is the same information. As you can see, the news, stories and pictures are all new. You're not buying rehashed *EGM* info. When there is duplication of coverage of the Class A games (Mortal Kombat II) we approach the Fact File in a whole different way. And then we will spice it up with interviews and other related materials. The whole goal, again, is that if you're only getting *EGM*, you're only getting half the information. We finally have enough pages to cover the industry the way it should be ... with no compromises due to page limitations. *EGM* has always been the largest mag out there (even though others have tried to be as thick as us by going to heavier but cheaper, low quality paper) and now with *EGM!* nothing even comes close.

Did we miss anything that you wanted to see in this issue? If we did, let me know and if it's at all possible we will fit it in next month.

Ed Semrad
Editor

EGM!²

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MIDWA

**SPECIAL
FEATURE!**

THE SONY PS-X 32-BIT VIDEO GAME SYSTEM

On May 10, Sony Computer Entertainment held a press conference on their 32-Bit PS-X system exclusively for the Japanese media and, of course, our number one foreign correspondent was there! The new Sony system will be called the PlayStation.

At the conference, SCE revealed few additional technical specs: Sony had previously announced that the system would be built around their original R3000A 32-Bit RISC CPU. The CPU will be supported by a number of DSP chips and coprocessors to achieve computer graphic processing capabilities matching, or even exceeding, high performance graphic work stations costing tens of thousands of dollars. Sony claimed the CD-ROM machine will be capable of displaying

images in real time at the flicker-free TV speed of 60 frames a second in full color

(16.77 million colors). Our sources reported that over and above that, Sony gave very little technical information away, even going so far as not disclosing the price or the official release date (from what we gather, the price should be below ¥50,000 [about \$480] and the release will be sometime this fall in Japan).

More exciting, the Japanese press



Getting into the game, Konami's Powerful Pro Baseball '94 will join the lineup.



Red Plasm is another title from Sony for the 32-Bit system.

were treated to their first look at the mock-up of the hyper game system. Our sources describe it as a basic rectangle approximately the size of a notebook computer with the screen down.

Up top, there is a large circular cover serving as the lid for the CD-ROM

drive. In front, are two controller ports.

Immediately above each port is a small slot

that accepts a RAM card for data storage. (The main unit does not have back-up RAM for storing game data). At the rear are ports for TV

and audio hook-up, power, a serial port, and parallel I/O port.

Using the serial port, Sony claimed that it would be possible to hook up another game system

and TV for playing special multi-player games in arcade-style with a monitor for each player rather than using a split screen for two-player competition like in Mario Kart or Sonic 3. The parallel I/O port will enable connection to external devices such as a modem for playing games over the phone. The color of the system is a warm, gentle gray, brighter than other systems.

The controller is a curious piece of engineering, shaped like a letter 'H' with the 'feet' curling outward banana-like to rest comfortably in the palms. It reportedly bristles with buttons, 12 in all. On its face, four buttons are arranged at each side in a similar fashion to the Super NES controller, with four direction buttons replacing the control pad. On top, kind of like the L and R keys on the Super NES pad, are four buttons, two on each side.

PlayStation™



Art Dink will have a simulator for the system that is untitled as of yet.



Sony Computer Entertainment will release V-Zone, a video pachinko game.



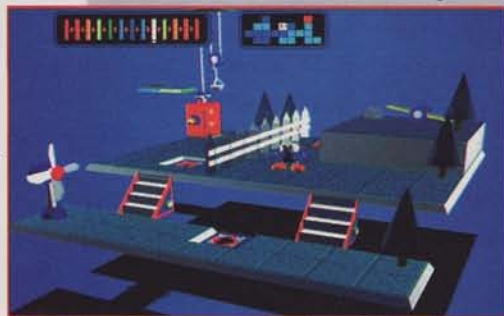
The 3-D shooter/action title Metal Jacket will be released from Pony Canyon.

**SPECIAL
FEATURE!**

SEVERAL LICENSEES FOR THE PS-X; U.S. STATUS



Another licensee, Tengen will offer the intense driver, *Race Drivin'.*



The puzzle game *Go for it Morikawa #2* will challenge players with 3-D graphics.



Another Namco offering, *Star Blade*, is a shooter with intense game play.

Although Sony did not show the system in operation, they did construct a dazzling demonstration using the Target Box development system. The first demo was an awesome T-Rex that was fully rendered using texture-mapped polygons. The beast was made to smoothly chomp away and run while being rotated



Right Stuff will have the RPG *Blue Forest Story.*

360 degrees over and under, shrunk, expanded, etc. Very impressive. There was also, reportedly, a showing of a very basic prototype of a fighting game using rendered polygons. As a final demo, Sony reportedly showed a 2-D action game that didn't look all that interesting—until the operator began spinning the game picture any which way, even while the game was playing.

On the soft side, Sony is apparently quickly shoring up licensee support. Sony announced they have 164 contracted licensees, of whom 108

could be named at that point. They also reported that 82 games are in development and that 27 will either be released simultaneously with PlayStation or by the end of this year.

Out of the announced licensees, there are a lot of companies that aren't household names. On the other hand, a surprisingly high number of major companies have announced involvement, including ASCII,

Virgin, Capcom, Namco, Konami, Jaleco, Taito, Takara, Bandai, Banpresto, and Human. Capcom announced they are working on a fighting game (I wonder what that could be?), a Mega Man-type action game, and an RPG, but without firm release dates.

Namco announced they are at work on Ridge Racer, Cyber Sled, and Star Blade, but again no release dates. Konami was a bit more definite—promising their latest arcade Gokujo Parodius and SFC Powerful Pro Baseball by the end of the year. PlayStation has strong potential to go up against the big gaming guns!



AND ON THE U.S. FRONT...

Sony also made changes in anticipation of the new game system making a successful launch.

In the States, Sony Computer Entertainment of America was recently established and will market software and hardware for the 32-Bit PS-X system, and will also be in charge of third-party video game software here in the U.S. SCE of America will provide infor-

mation about U.S. licensees later this year.

As the system is scheduled for tentative release in Japan by the end of this year, the system will hit in the U.S. in 1995.

Additionally, former consultant to Sega of America, Stephen Race, was appointed executive vice president and general manager and will be responsible for the daily operation of the new company.

