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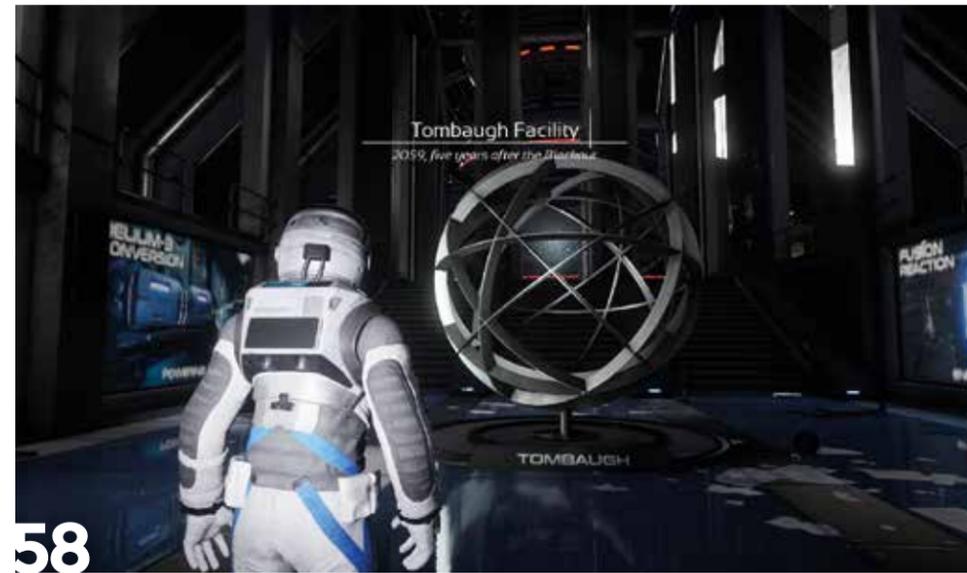
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WELCOME

We're on a bit of a Sega nostalgia trip at Wireframe Towers this issue. Ian's managed to get hold of a 32X – that ill-fated add-on for the Sega Mega Drive; meanwhile, by complete coincidence, I just acquired a scruffy yet functional Mega-CD 2 – another ill-fated add-on for the Sega Mega Drive.

Maybe we were both subconsciously influenced by the seismic events that rocked Japan's games industry in autumn 1994, when Sega made the decision to release the 32X and its next-gen console, the Saturn, within weeks of Sony's PlayStation. You can probably figure out what happened next – the 32X tanked, and the PlayStation eclipsed the Saturn to such a degree that Sega never really recovered its standing.

Still, we can't help but hold a lingering bit of admiration for Sega's hardware curios from the mid-nineties. The PlayStation changed gaming (and Ian tips his hat to its brilliance on page 50), but the 32X – an odd, mushroom-shaped lump that boosted the Mega Drive's ageing hardware – perfectly epitomises a period when the industry was in an unpredictable state of flux. Besides, the 32X got the system-exclusive game, *Kolibri* – a shooter where you control a murderous hummingbird that systematically exterminates all rival wildlife. I think we know who the true winner is here.

Ryan Lambie
Editor

