

### 03 Miyamoto porn

**Japan:** Presumably in an attempt at shedding his company's kiddy image, Miyamoto-san has been educating the readers of 'Weekly Playboy' (not seemingly part of Hefner's empire) magazine about the merits of the latest *Zelda* and forthcoming *Pikmin 2* games. While in the newsagents **Edge** felt it wise to consult other publications and, attracted by a great article on Subaru's Impreza WRX STi, it came across biweekly erotic publication 'Sabra' only to notice Mario's creator again happily smiling from within the pages, seemingly unperturbed by the filth surrounding him. Obviously keen to keep on top of further revelations, subscriptions to both mags have since been sorted.

### 04 Bikini overkill

**Japan:** Gance right, and meet *Sexy Beach*, Japanese hentai specialists Illusion's latest work and arguably the most canny release of 2002. Appearing just before Christmas, and a month before *Dead or Alive Xtreme Beach Volleyball*, *Sexy Beach* offers similar thrills to Tecmo's title – the sun-drenched beach, the bikinis, the realistic flesh physics and the gratuitous posing – but boldly dispenses entirely with the whole volleyball pretence. **Edge**'s sandy seduction hasn't extended past the limits of the downloadable demo, which lets you apply tanning oil to the virtual girl's physique, but expects that the finished version will not require a nude patch. *Sexy Beach* is only available if you're in Japan; more information at [www.illusion.co.jp](http://www.illusion.co.jp)

### 05 Marble madness

**US:** They say that the best games often appear late on in a console's life, as coders adjust to the machine's architecture. If that's true then *Marble Craze* might well be – get this, hyperbole fans – the best game ever, following its release late last year for the Atari 2600. Skip back 20 years, and imagine if Nagoshi-san was more interested in Atari than Drambule. Paul Slocum's work is *Super Monkey Ball* made retro, requiring the player to guide a ball through 18 increasingly precarious mazes using two paddles, one for the vertical movement and one for the horizontal. **Edge** expects a new PDP-1 release in for review any day now. More info on Paul's Atari Projects page at <http://qotile.net>

### Data Stream

November's US sales of *Mortal Kombat*: 345,000  
 November's US combined sales of *Dr. Muto*, *Defender* and *Haven: Call of the King*: 21,000  
 Midway's estimated current value: \$204m (£127m)  
 Amount one **Edge** fan has paid for issue zero of the publication: £500  
 Year the popular Website Friends Reunited was launched: 2000  
 Number of staff employed at Friends Reunited: 10  
 Estimated amount Friends Reunited is expected to sell for this year: £25m  
 Number of years of archived work, including valuable tomes on the subject of AI, destroyed in a fire at Edinburgh's School of Informatics: 40  
 Number of Xbox Live starter kits sold in America since the service launched in November 2002: 250,000  
 EA titles in the UK all formats top 20 during the month of December: 6  
 Sales clocked up by EA in the UK during December 2002: £75m  
 Sales clocked up by its closest competitor, Take 2, during the same month: £27m

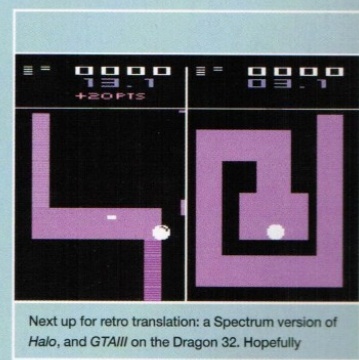
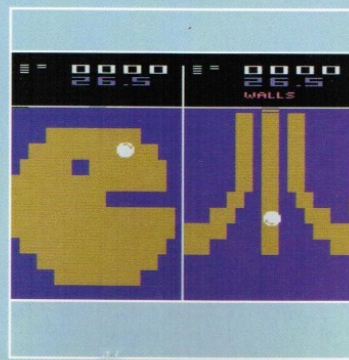


Look, **Edge** bought it for the articles, okay? There are some very good articles. **Edge** likes the articles



Look, **Edge** bought it for the coding, okay? There is some very good coding. **Edge** likes the coding

Enter the Marble Races! It's the year 2004 and robot marble races are all the rage. Guide your remote controlled marble through increasingly difficult levels to add to your points. Collect power bars to gain extra points and time. Don't lose your marbles!



Next up for retro translation: a Spectrum version of *Halo*, and *GTAIII* on the Dragon 32. Hopefully