

SPECIAL REPORT

Virtual Boy: Something Entirely Different

The Virtual Boy represents such unusual technology that almost no one can actually show you a real screen outside the actual game-system display. The device looks absolutely clunky on the outside, but stick your face into it, and you enter a truly impressive VR world. However, not only is it nearly impossible to print an actual game screen, the unit will cost \$179 with games priced at around \$40 a pop. Himmm...PlayStation, Saturu, Ultra 64. Virtual Boy. It's a

tough call for any cost-conscious consumer. And remember, the monochrome Game Boy is still going strong.



It's the inside that counts.



Virtual Boy Showstoppers

Galactic Pisiball (Fintendo) Fast pins in a 3D environment with five tubles

Mario Clash (Vintendo) A new Mario game designed by Sriigeru Mysamolo

Mario's Dream Transis (Nimendo) Pilay doubles with Mario, Yoshi, and Obney Kong

Rod Alarm (Nitendo) Staffor style gapes shooted with westerma images

Telerroboxer (Nimendo) First person robot boxing: looked very cool

CD-i Do or Die?

Push is coming to shove for the CD-i. It's to Philips' credit that the CD-i is maintaining its presence as a game machine. This system has excellent edutainment software, but nextgeneration CD machines have finally arrived to muscle in on CD-i's game turf. There were no plans for a new machine or an upgrade announced at E3. What's a powerful international home-electronics giant to do? Philips is publishing PC games as well as CD-i games, so watch out.



CD-i survives the CD invasion.

CD-i Showstoppers

Allen Ally (Philips) This adventure to an alien planet features rendered graphics. Flashback (Philips) The ever-popular adventure comes to the CD-i. NFL Instant Replay (Philips) "Make the call" as a referee with real NFL footage.







