



By Slo Mo

Teleroboxer is all about robot fist-cuffs in the far-flung future. Thanks to the Virtual Boy, you don't have to wait that long for an intense fight.

Boxing 'Bots

This boxing game's top-ranked visuals leave you feeling beat up. The Virtual Boy's 3D graphics put seven mechanized pugilists right up to your eyeballs for thumb-numbing



PROTIP: Put away Pagero, the first fighter, with a battery of head punches like the Machine Gun Punch or Hook.

action. Since fists and other body parts seem to fly from the screen, you'll probably be ducking like you're in a real fight.

The controls deliver a respectable arsenal – six defensive moves, three blocks, eight standard punches, and four special punches. Because most moves require pressing directionals and an action but-

Teleroboxer

Teleroboxer by Nintendo

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	3.5	4.0	4.0	INT.

\$29.95
8 megs
Available now
Fighting

1 player
First-person view
ESRB rating: Kids to Adults



Virtual Boy



PROTIP: You can knock Spokong's head underneath his body, but to defeat him you must knock it back to its proper place. Use body blows.

ton, however, your fingers may get tangled.

Your foes frequently add insult to injury, which gives some bite to the otherwise average sounds. Opponents don't say much, but their mocking laughter makes the battles almost personal.

Mettle for Metal

Teleroboxer primes non-nonsense challenge with imaginative fighters. A mean marsupial packs tricky surprises in its pouch, and a fighting time bomb blows you up if you don't defeat it quickly.

If you've had a hard day, Teleroboxer won't make it any easier, but at least you can take out your frustrations on a bunch of robots. Careful, though, they punch back big time. **B**



PROTIP: Dorthey lacks peripheral vision, so use right and left hooks to bust him.

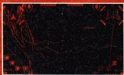


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In space, no one can hear you scream, but you'll scream plenty in Red Alarm. This intense outer-space shooter's spacey graphics will freak out inexperienced starfighters.

Red Menace

Red Alarm's similar in gameplay to StarFox, but it's done in a red line-drawing style. The game uses a behind-the-



PROTIP: Keep an eye on shield strength in the lower-left corner. It's critical.

actually fly completely around objects and view them from any angle.

Red Alarm keeps you senses on red alert. Enemy ships and anti-aircraft gun emplacements are everywhere. They sometimes disappear into the backgrounds to make the fight

Red Alarm



PROTIP: Homing missiles are your most valuable weapon when the graphics get too confusing. They clear things up...fast!

ship view with vector graphics creating all objects as unfilled polygons.

If you can't distinguish a polygon from Pauley Shore, you'll be lost for days. But if you adjust, you'll fly into strange new worlds. Your fighter can fly 360 degrees in any direction, enabling you to



PROTIP: When you get lost, remember you can maneuver 360 degrees in any direction.

ing extremely intense. And the end bosses show no mercy.

Your eardrums take less of a beating. The sounds dish out only the usual blasts and explosions.

Your controls are simple and sweet, but your weapons are simple and sparse. You get lasers, homing missiles, and shields. At least the four switchable views help you sight in on targets.

Don't Be Alarmed

You might need a saint's patience to master this game. If you're aching for an unusual shoot-em-up adventure, however, turn on the Alarm. **B**

Red Alarm by Nintendo

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	3.5	4.0	ADV.

\$39.95
5 megs
Available now
Shooter
1 player

4 stages
Behind-the-jet view
Multiscrolling
ESRB rating: Kids to Adults

Where have you played Virtual Boy?

Get out your cameras and send us a photo of you playing Virtual Boy in the most outrageous location along with your name, address, phone number and age to:

Virtual Boy Sweepstakes
PO Box 5960
San Mateo, CA 94402

GamePro editors will select the winners!

this unit requires dry land to operate properly.

GAMEPRO

Nintendo

1 Grand Prize Winner

A Virtual Boy system, two Virtual Boy game titles and a trip to Nintendo of America in Seattle, Washington to be a game tester for a day.

10 First Prize Winners

A Virtual Boy system and two Virtual Boy game cartridges.

25 Second Prize Winners

A Virtual Boy Baseball Cap.

20 Third Prize Winners

A GamePro subscription and a GamePro t-shirt.

Contest Rules and Regulations

Official Rules

No purchase necessary. Send us a photo of you playing Virtual Boy along with a 3x5 card with your name, address, phone number and age and send it to Virtual Boy GamePro Sweepstakes, PO Box 5960, San Mateo, CA 94402. One entry per person. All duplicate entries of visitors will be voided. Intertainment World, Inc. and Nintendo assume no responsibility of loss, misdirected, incomplete, or illegible entries. All mail entries must be post marked by January 15, 1996. Void where prohibited.

Awarding of Prizes

The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. One (1) Grand Prize winner will receive a Virtual Boy unit, two Virtual Boy game titles and a trip to Nintendo of America in Seattle, WA, to be a game tester for a day. This prize includes round trip air fare from airport closest to you and return winner's residence, two nights hotel accommodations, and ground transportation in Redmond, WA for quest or for grand prize winner's parent/legal guardian. All other expenses and related taxes incurred will be the responsibility of the prize winner. Prize value is approximately \$2,500.00. Ten (10) First Prize Winners will receive a Virtual Boy unit and 2 Virtual Boy game cartridges. Each prize package is valued at approximately \$279.65. Twenty-five (25) Second Prize Winners will receive a Virtual Boy Baseball Cap. Each prize valued at approximately \$10.00. Winners will be determined on January 26, 1996 by the GamePro Editors. Odds of winning depend upon the number of all eligible entries received. Winners will be notified by phone. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and/or Nintendo without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine.

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