

SATURN

PLAYSTATION

ULTRA 64

3DO/M2

VIRTUAL BOY

JAGUAR

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Inside:

**75** PlayStation Games

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**7** Hot Systems Which is **BEST?**



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TEKKEN

An IDG Communications Publication

Spring 1996

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Virtua Fighter 2



Mortal Kombat 3



3D Baseball '95



Wipeout

# VIRTUAL BOY:

## NEW ADVENTURES IN SCARLET

Nintendo puts virtual reality practically into your pocket.

By The Whizz

To set things straight right off the bat, comparisons between the Virtual Boy and Nintendo's Game Boy stop at the "Boy" monikers and the monochrome game screens. But the big difference is more than the VB's \$160 price tag.

A standalone tabletop unit, the Virtual Boy looks like a pair of oversized goggles on legs. The viewer, big enough to comfortably accommodate an adult with glasses, is designed to eliminate all external stimuli, totally immersing players in a monochrome world consisting of high-resolution red images against a deep black background.

### Better Red With LEDs

Even if you don't buy a Virtual Boy, you owe it to yourself to check it out in a store. The idea of monochrome visuals may turn some people off, but the Virtual Boy's 3D effect is totally mesmerizing.

The 32-bit virtual-reality system, powered by six AA batteries, comprises an NEC V810 CPU and a RISC (reduced instruction-set computing) chip set. The Boy goes red thanks to Reflection Technology's patented virtual-display technology called Scanned Linear Array (SLA). SLA is built around a vertical column of tiny LEDs (light-emitting diodes) and a magnifying lens.

A vibrating mirror sweeps the magnified image of the LEDs horizontally to paint a full-screen image. Combining two displays together in one processing unit produces three-dimensional graphics with full depth perception and complete rotational movement.

The proof's in the playing. In Mario's Tennis, for example, the behind-the-player view makes you feel like you're right on the court. Red Alarm is a shooter that enables you to

fly completely around or under objects with an impressive 360-degree viewing perspective.

The radical twin-handled controller also gives the Boy some cool. The design consists of double pistol grips mounted on either side of a control pad, which features the on/off switch, dual directional pads, and six action buttons, including two front-mounted triggers.

### Boys Will Be Boys

For all of its impressive technical innovation, however, the Boy has a few practical drawbacks. The \$160 price tag – with carts running from \$30 to \$40 a shot – places the Boy a noticeable notch below the \$249 to \$349 price range where the Saturn, PlayStation,



The Virtual Boy, while simple in appearance, maintains Nintendo's reputation for finely crafted hardware.

and Ultra 64 roam. But it's still pricey enough to make you think twice.

Additionally, though Nintendo reports that the six AAs will last six hours, there's no AC adapter yet. Moreover, even though the Boy's battery-operated, it isn't remotely portable – unless someone produces a shoulder mount.

The Virtual Boy's a serious second system. Too bad you can't take it with you. **G**

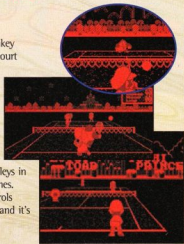
## Mario's Tennis

by nintendo  
available now

Mario, Yoshi, and Donkey Kong Jr. take to the court in this VB title.

You get a great game of tennis that enables you to hit forehands, backhands, overhead smashes, lobs, and volleys in singles or doubles games.

The computer controls your doubles partner, and it's pretty good.



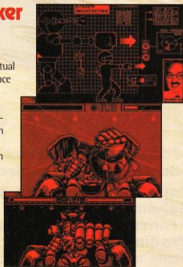
## Telero Boxer

by nintendo  
available now

With Telero Boxer, Virtual Boy delivers in-your-face robot fighting.

You go toe-to-toe with mechanical opponents via a first-person perspective that looks your opponent right in the gloves.

Hooks, jabs, and various sucker punches seem to fly out of the screen. Your foes get stronger as you go.

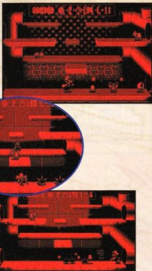


## Mario Clash

by nintendo  
available october

Although Clash was designed by Shigeru Miyamoto, the creator of Mario and Donkey Kong, this one-player action/adventure puzzler is a little side trip in the Mario series.

You can move from front to back on the screen as you clear a path through Goombas, Koopas, Spiny's, and Mushrooms.

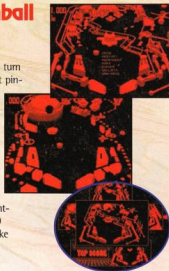


## Galactic Pinball

by nintendo  
available now

This promising title could turn out to be one of the best pinball games around.

The bumpers, flippers, and other pinball equipment on the five tables seem to float in outer space. The "balls" are actually pucks that move with blazing speed. You encounter hidden bumpers, basement-level tracks, and weird 3D ramps that appear to snake out of the screen.



## Red Alarm

by nintendo  
available now

This space shooter's wire-frame images look positively simplistic...until you start to play!

Red Alarm's like an awesome stick-figure StarFox with a behind-the-ship view that enables you to fly over, under, and around obstacles and en-

emy craft. Your weapons include lasers and homing missiles, which you employ against gigantic boss creatures.

