gaines industry is unparalleled by any other company. From filling with Game & Watches and Game Boys to binging, the first true 64-bit, machine to the market. Nintends seem to have a magle bouch. Unfortunately, even Paul Daniels would have hed of difficult job preventing the company's biggest floo. The Virtual Boy was released

preventing the company's biggest flop. The Virtual Boy was released in Japan a couple of years ago, with a release in the US a few months later. Despite strong support from Nintendo and a few third party companies, production of the machine was stopped

production of the machine was stopped at the end of last year.

If you haven't seen or heard of the

VB, then imagine a virtual reality headset mounted on top of a tripod. Games are displayed on two eye-sted screens set inside the unit, with sound being almed into your ears through adjacent stereo speakers. Spend your money on a Virtual Boy and you'll be

seeing red. Iterally, although the monochrome screens do display many shades of the colour. The 3D affect the 32-bit machine creates is excellent, allowing for impressive special effects and genuine gameplay enhancements, addition, the twenty-five games available for the machine include some

essential Nintendo classics.

The reason for harping-on about the Virtual Boy is that it's one of the fastest-growing formats in the Retro Scene. While the machines are still quite easy to obtain thanks to the glut of unsold

released in Japan that weren't released in Japan that weren't released in the U5. These include Tatto's official super Space Invaders, Virtual Fishing, and Gundam. In the inevitable Japanese V94 cleatout, machines dropped to £52, while games fell to the equivalent of £7.51 The rapid sell out of these game has resulted in a very quick rise in collector's prince; with Super-Space.

Invaders now fetching £50-plus.
With recent rumours of a VB Mario
Kart prototype cartridge, and the
existence of a SNES-style VB
development console capable of playing
VB zames on a TV using a standard

controller, the format will remain on