

THE GROOVIEST NINTENDO MAG ON THE FACE OF THE EARTH!

6F\$ 4.95

Nintendo®

MAGAZINE SYSTEM

ISSUE #26

MAY '85

KIRBY

dons the checked trousers for

kirby's dream course

HUGE
8 PAGE

KILLER INSTINCT GUIDE

EXCLUSIVE
look at the

Virtual Boy

Starwing

2

PREVIEW

PLUS

Newman-
Haas
Indycar

Sequest DSV Warlock



\$4.95 (NZ\$6.95 incl. GST)

PRINT POST APPROVED PP255003/00941

CONTENTS

MAY '95
Issue 26



COVER STORY

It's mighty morphin' Kirby! Yeeesssss! The Kirbster has hit the golf course for a spot of checked trouser madness and the result, Kirby's Dream Course is reviewed from page 16.

SUPER NES REVIEWS

- 16 ... KIRBY'S DREAM COURSE
- 24 ... WARLOCK
- 30 ... FULL THROTTLE ALL-AMERICAN RACING
- 32 ... NEWMAN-HAAS INDYCAR FEATURING NIGEL MANSELL
- 34 ... SUPER PINBALL
- 38 ... MYSTIC QUEST LEGEND

GAME BOY REVIEWS

- 22 ... SEAQUEST DSV

ADVANCE SCREENINGS

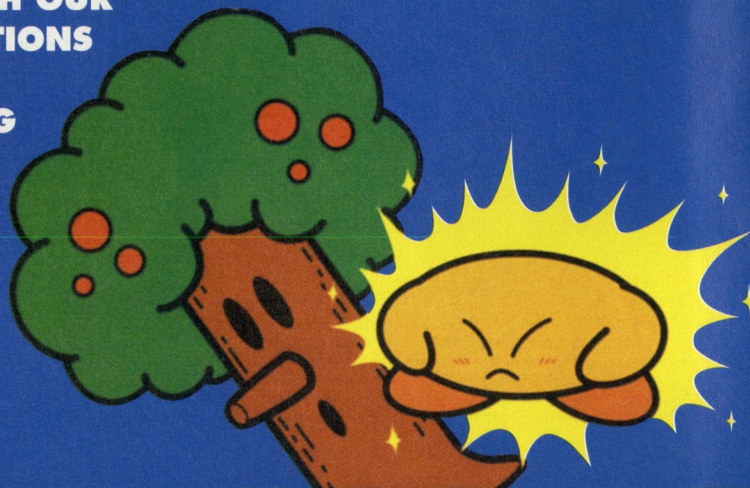
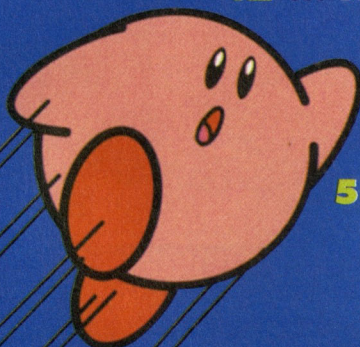
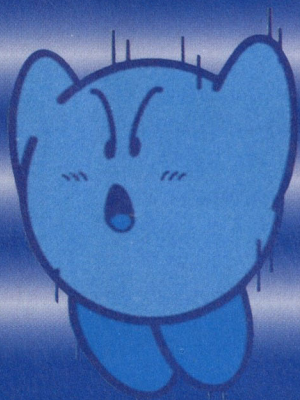
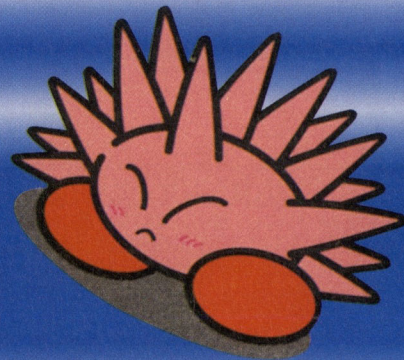
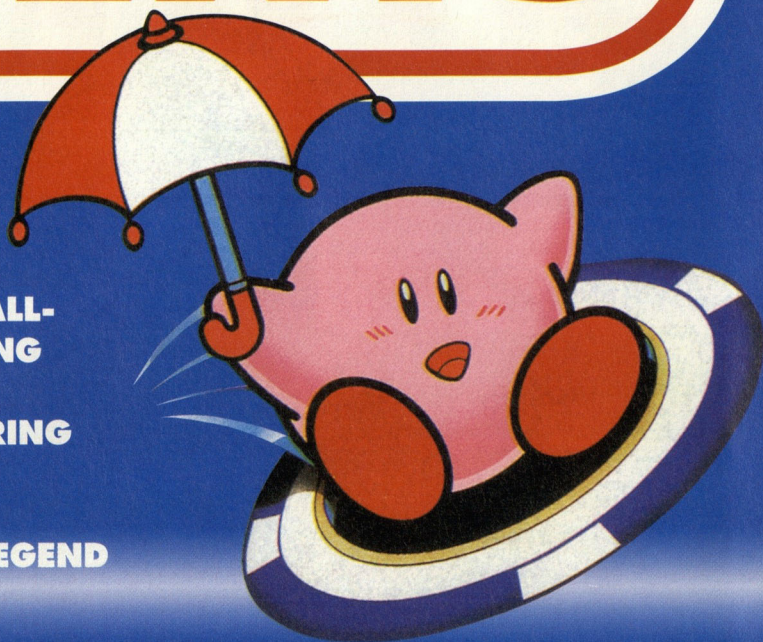
- 14 ... STARWING 2

DEPARTMENTS

- 6 ... THE FRONT PAGE
- 8 ... NINTENDO NEWS NETWORK
- 46 ... MAILBAG
- 48 ... Q&A
- 52 ... TIPS & TACTICS

OTHER ESSENTIAL BITS THAT YOU SHOULDN'T MISS

- 12 ... VIRTUAL BOY SPECIAL
- 20 ... ANIME COMP WIN AKIRA & LENSMAN VIDEOS & POSTERS
- 28 ... WE TAKE A SNEAK PEAK AT THE NEW STREET FIGHTER II ANIME
- 36 ... POWER UP YOUR GAME BOY OR MAKE YOUR DENTIST A HAPPY MAN WITH OUR TWO BIG COMPETITIONS
- 42 ... ANIME - THREE BIG PAGES INCLUDING A LOOK AT UPCOMING RELEASES
- 58 ... KILLER INSTINCT PLAYER'S GUIDE



WHAT IT IS

The Virtual Boy consists of a head set and a joystick. The head set resembles a diving mask and is supported by a wire stand or held in place by a shoulder mounted strap. Although it is battery powered, the Virtual Boy isn't exactly portable in the same way as the Game Boy. To play games you place your face against it and look in, so you'll either want to be sitting down or resting your elbows on a table.

The joystick is held with both hands and can be used by left or right handed people with equal ease. There are two cross buttons, one under each thumb, with four action buttons spread across the face and an additional two buttons positioned above.

WHERE ARE THE GAMES?!?!

The games shown at the unveiling of the Virtual Boy were only about 30% complete and will look much different when complete. Only six games have been announced so far, but many companies have projects under development which won't see the light of day until the official release of the Virtual Boy.

MARIO - What Nintendo system would be complete without Mario! The Mario game seen at the Shoshinkai show was just a demo. The new Mario game resembles Super Mario World in that it's viewed side-on, but there the resemblance ends. Mario can walk into the background to explore new levels and there's plenty of scaling and other neat visual effects. The graphics actually look better than in SMW on the Super NES! (Though minus the colour, of course!)

PINBALL - At this stage it appears fairly basic, but the 3D effects are used to create a very "solid" looking table.

SHOOT 'EM UP - This as yet unnamed blaster is view from above, giving the designers plenty of scope for multi-layered 3D landscapes which you must fly in and around.

DRIVING GAME - First person perspective driving games rely on convincing 3D graphics to create realistic visuals and this is no exception. It's very fast and very smooth and we can't wait to have a go!

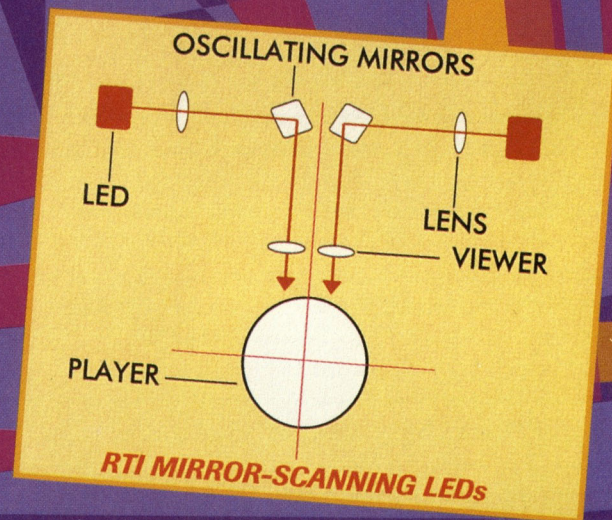
3D BLASTER - This game looks very much like Starwing, but uses vector graphics to create wire frame objects.

TELERO BOXER - A first-person perspective robot boxing game. Currently the weakest title of the lot, but who know what it will end up like when finished?

HUDSONSOFT DEMO - Not a game, a demonstration of the talents of one of Japan's best game developers. This demo featured stunning 3D landscapes with moments of incredible full-motion video! You can bet that Hudsonsoft will be at the forefront of Virtual Boy developers.

First revealed by Nintendo late last year, the Virtual Boy has suffered much criticism for its monotone red on black graphics and the lack of promising software.

However, the Virtual Boy is a misunderstood device. Nintendo did not develop it to counter the "next-gen" 32-bit consoles such as Sega's Saturn and Sony's Playstation, for the Ultra 64 will have no trouble doing that itself. The Virtual Boy was conceived as a new way of looking at games and to provide a new experience for game players.



SPECS

CPU: 32-bit RISC processor running at 20MHz

DISPLAY: Dual mirror scan, high resolution LED displays

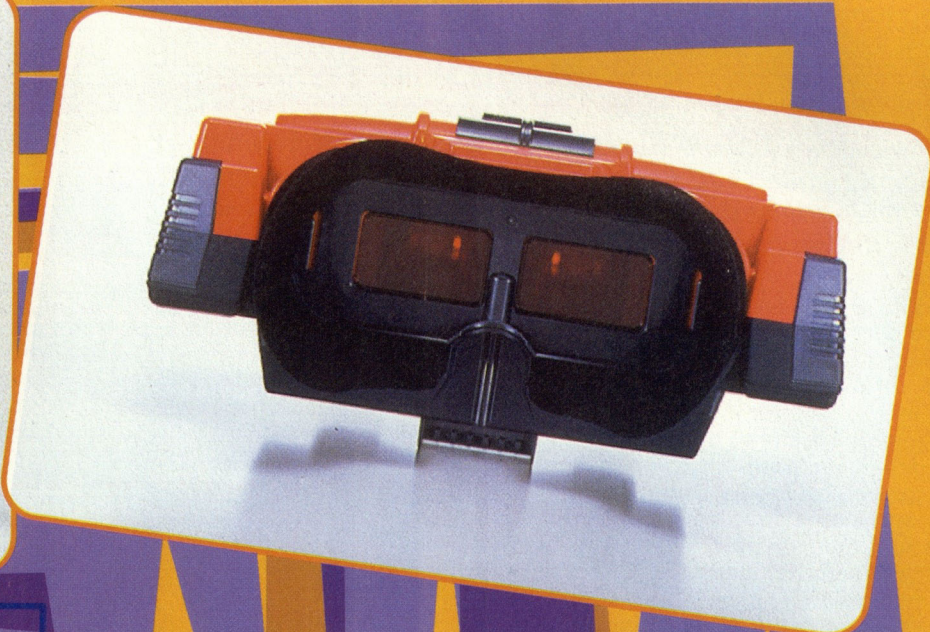
SOFTWARE: ROM cartridges

POWER SUPPLY: Six AA size batteries. AC power adaptor and rechargeable battery adaptor sold separately

AUDIO: Stereo sound via a self-contained dual-speaker system

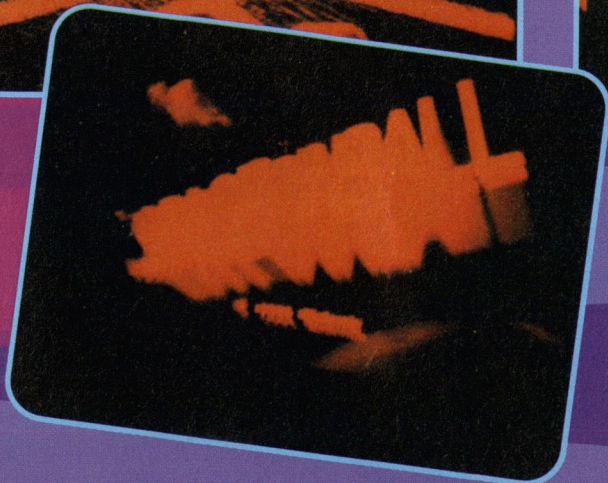
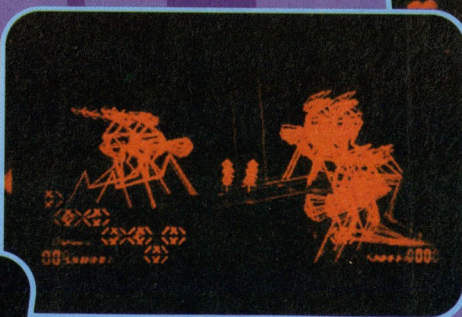
CONTROLLER: Double pistol-grip joystick

WEIGHT: 760g (headset only)



NMS AND THE VIRTUAL BOY

While we, nor anyone else outside of Nintendo, haven't had a chance to play finished games on a finished Virtual Boy, we hold high hopes for Nintendo's new game console. There is a lot of potential for a machine which specialises in 3D effects and some of the games in production look very good indeed. Nintendo Japan and America seem very confident of the Virtual Boy's success and predict millions of units to be sold world wide. As usual, Nintendo Australia couldn't give us a firm release date although it's due to be released in Japan and America by the middle of the year. Of course the price will dictate exactly how well sales go and as you know sales are the bottom line.



HOW DOES IT WORK?

Well, you see there's six little men inside the box and they change their costumes for each scene. No, wait, that's how television works. The Virtual Boy creates its 3D graphics by reflecting four intensities of a red LED (Light Emitting Diode) off oscillating mirrors onto a black background. The minute vibrations of the mirrors give the image its depth and density.