

VIRTUAL BOY BLOCKBUSTER BONANZA

Also taking rather a large amount of floor space at the show was Nintendo's much-vaunted Virtual Boy. Nintendo of America have announced a release date of August the 14th and a price tag of \$179.95 and five games available at launch, each priced at \$39.99. In fact, so confident are they of the machine's success that they're backing it up with a multi-million dollar campaign and a special deal with the Blockbuster Video chain. From August, spawny Americans will be able to rent the machine for three nights with three games for \$9.99. If they are suitably impressed they can claim a \$10 cash-back voucher. Alas Nintendo UK have no such plans and haven't even made up their minds whether they'll launch the machine yet. Here's a look at the games on show...

RED ALARM: This is the one that we previously called the "Starving" game. It's another battle against aliens with the player's craft able to fly wherever the chuff they want. The depth feels good although the wireframe nature of the graphics causes confusion on occasion.



TILEROBOXER: This title pits the player against a series of robotic adversaries in an intergalactic fight to the death. Well, to a very nasty bruising at least. A bit like a cybotic Punchout and quite a laugh.



(ALL AROUND)
Please forgive the dodgy nature of these pics. Nintendo are still working out a way to get proper shots.



GALACTIC PINBALL: The object of the game is to save the world from alien invaders. So it seems a little odd to try and achieve the task by sponging a puck-like pinball around four spacy pinballs. The 3D effect is especially good on this one.



MARIO CLASH: Based on the original Mario Bros game but with a novel twist - the enemies come from, heck, everywhere. Mario is able to throw shells and jump in all directions which, given the multi-directional nature of his foes, is pretty useful really.



MARIO'S DREAM TENNIS: This title manages what all other tennis games would love to achieve - a proper 3D effect. All the shots are available, as are a selection of Mario characters. Better still there's a two-player link-up option, great if you can find anyone else with a Virtual Boy!

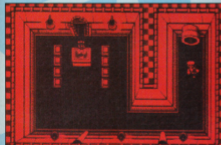


VERTICAL FORCE: Now I really liked this one. On the face of it, it's a fairly basic vertical blaster - until you realise that the ship is able to zoom between the 3D layers. A good trick is to leave the Option ship on the bottom layer while you blast away at the top. Very tricky and very enjoyable.



WARIO CRUISE: Wario's back in a new adventure that features four tough levels each consisting three stages. The boss sections use the Virtual Boy's 3D routines particularly well.

(BELOW) No, it's not Wario Cruise - we couldn't get a decent enough shot of that. It's the snifted Mario game. It looks very promising and uses the 3D to good effect. Strongly, it was absent from the E3



If you are still in any doubt of Nintendo's commitment to this machine, digest this little fact - there are currently 100, count 'em, teams signed up to develop products with more joining almost daily. Of those already onboard a few were showing their wares at the show. Hudsonsoft had Panic Bomber, a conversion of their forthcoming Super NES title (NMS 32) as well as Vertical Force. T and E Soft, unsurprisingly had a Golf game and Kemco showed Virtual League Baseball. Not at the show but currently in development are two titles from Bulletproof - V1 Tetris and Faceball, Waterworld from Ocean and Devil Busters from Atlus. We can also expect a brace of products from T*HQ - Return of the Jedi or Urban Strike perhaps?

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Q & A

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NEW TECHNOLOGY

Fresh from the E3 this month returns our lanksome Ed, Andy. So charged full of gaming info, gossip, rumour and half-truths is he that I doubt if there's single consoling question he can't answer. Okay, so there might be the odd one or two. Or three, but, hey, he's only human you know. Look, he's been under a lot of stress recently - he had to attend Gary Harrod's wedding after all. Blimey! Will you give the guy a break, he's not been well either - had a sore throat. Alright, alright. Leave him

alone or I'm calling the police. Still here, eh? Okay, you asked it - here's Paul Davies. Don't say you weren't warned. LISSSE RIGHT. LEEAVE 'IM BE OR ME AN' KIRBY'LL COME AND DO TH OF YOU! WE WILL...Oh yeah, if you think you have any que to question Andy's almost flawless gaming intellect send 'em I HEREBY UNRESERVEDLY APOLOGISE FRO SNIGGERING AT A BISCUIT-RELATED JOKES PERTAINING TO YOUR NAME ANDY. Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU.



3. Which big titles can we expect to see on the Game Boy in the future?
4. With Die Hard 1 and 2 and the forthcoming 3, is there any sign of any games linked with the films?
5. For games like Theme Park you need a Super NES Mouse to control it. If you don't own Mario Paint and don't really want to, how do I get hold of one?
6. Jim Carrey's The Mask was an excellent film. Is there going to be a game based on it at all?
7. Now all the games for the NU64 are coming out of their respective corners, most of them have one thing in common - they're all rendered. Fair enough, rendering is a neat

pipeline. 3. Keep an eye out for Earthworm Jim, Picross, NBA Jam TE, Primal Rage, Zoop, Killer Instinct and, naturally, Donkey Kong Land - all extremely topper. 4. Lordy I hope not. 5. You don't actually need a Mouse to play Theme Park. You should be able to find one at the bigger retailers like Future Zone, but if you have no luck there try writing to Nintendo themselves. 6. Yep, THQ are handling it. Pics of it should be in this issue somewhere. 7. Good point, it would be boring. I predict that most early releases for the wundermaschine will have rendered graphics just because the

machine can handle 'em. I doubt it's the last we'll see of good old sprites though.

I WANT MY R.P.G

DEAR ANDY For some time now I have been filled with questions and queries of a gaming nature and it has just occurred to me to put the to you. So here goes...

1. Have you any British release dates for Final Fantasy 3, Illusion of Time, Might and Magic 3 and Wander Project 2?
2. Would the NU64 be worth getting over a PC in terms of games not price?

BRUCE WILLIS IS BALD

DEAR ANDY It has taken me a long time to rake these questions together, so

it would help if you answer them for me.

1. With all the screenshots of in-development games for the NU64, when can we expect a picture of a prototype?
2. Now we have the Virtual Boy and the NU64 coming in, how many years do you think are left in the Game Boy?

effect, but it will get very boring if all the games (except Doom) come out rendered. Will there be a vast difference in the type of graphics on the games? Jamie Noy, Dorchester

ANDY: 1. This issue has just such a picture, dear boy. 2. I reckon there are plenty of years left in it. It will certainly outlast the Super NES. It's cheap, portable and has a massive stock of great titles available with loads more in the

