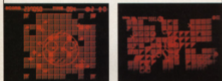




WARIO IN DEEP!

Nintendo showed its confidence in the eventual success of the Virtual Boy by unveiling two new VB games at the Shoshinkai Show, WarioLand and Bounce High. The former title is, as you might expect, a platform game starring the evil Mario look-alike. In terms of gameplay everything is as you'd expect, with the main twist being that Wario can walk through doorways and along bridges to reach platforms in the distance. Bounce High is also a (sort of) platform game, in which you control a bouncing rubber ball as it hops around top-viewed platforms suspended in space. It's all very strange, but curiously compelling. More information on these soon.



THOMAS! THOMAS!

That famous cat and mouse duo, Tom & Jerry, are set to return to the Super NES in yet another attempt to bring their classic cartoon capers to life. Altron Corp.'s game seems to centre around the adventures of Jerry the mouse as he races around the house in a quest for cheese - and naturally, Tom the cat wants to stop him! Featuring what must be the biggest sprites ever seen on the 16-bit console, this looks as though it could finally wipe the tragic memory of the previous Tom & Jerry game from our minds. Let's hope so, eh?



TIME WARNER DREAM ON!

Latest recruit to Nintendo's N64 Dream Team is Time Warner Interactive, which has already announced that it's developing a real-time, 3D-rendered ice hockey game for release this Autumn. The game, which will 'star' hockey legend Wayne Gretzky (who's so famous that we've never heard of him), will boast lightning fast gameplay, motion-captured skater animation and an 'intelligent' camera which will float around the rink to give the best view of the action. Although the accent will be on action and fun, the game promises to be satisfyingly realistic too and will contain real NHL players' names, profiles and physical likenesses. Apparently the game will be based on the TWI hockey coin-op that'll be launched in the arcades this Spring, so if you want to get an idea of what the N64 game will be like, keep an eye out for it.

we use real NBA players that way you'll know who ran you over

Rated 90% by Nintendo Magazine System!!

Get ready for serious hoop action with real NBA stars and teams. With incredible mode 7 graphics and play by play commentary you'll feel you're on the court with the best the NBA has to offer. Can you cut it?



Release date: 15th November 1995

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SPECIAL FEATURE

Oh dear. Oh deary, deary me. What is going on with the Virtual Boy. It's been out for several months now and, so far, has failed to live up to sales expectations. But when you look at the generally poor quality of the software available, it's small wonder. To-date there are but a handful of games that have even tried to utilise the machine's custom 3D capabilities - and the three being displayed here aren't among that number either. Still, Nintendo are adamant that the best has yet to arrive and are promising VB versions of classics like Metroid sometime this year. Just hurry up, please...



VIRTUAL BOY™

VIRTUAL BOY

VIR
BY: PA
CART
PLAY
RELE

BOY ZONE!!!

THREE MORE VIRTUAL BOY GAMES HIT THE SHELVES! AND THEY'RE ALL TOTALLY AND UTTERLY RUBBISH! STILL MEAN! BOY FOR CHUFF'S SAKE...



SPACE INVADERS: VIRTUAL COLLECTION
BY: TAITO
CART SIZE: 8 MEG
PLAYERS: 1
RELEASE DATE: TBA

As shoot-'em-ups go, they don't come much more 2D-er than Space Invaders. So it's rather surprising to find it being converted to the Virtual Boy. So just how have Taito managed to enhance the most basic blaster ever created in a Virtual Boy style? Well, imagine tilting the whole playfield so that the top row of invaders are in the background, the bottom row in the foreground, and you'll start to understand the concept. It's not a bad effect but it adds not one jot of difference to the gameplay. It's not a bad old conversion really, but if it's shoot-'em-up action you seek on the Virtual Boy investigate Vertical Force or Red Alarm first.

SAME OLD, SAME OLD...

Fans of Space Invaders certainly get their money's worth in this cart. For not only does it boast an enhanced 3D version of the old classic, it also includes a 3D version of the sequel, Space Invaders II. But damn their eyes if there isn't more besides. Also available for player perusal are, gasp, 2D versions of both games and for showoffs, Time Attack and Score Attack modes too. In

both of these games you are only given one ship with which to destroy as many Invaders as possible in as short a space of time or amass as many points as possible. Simple, eh? Simple and, frankly, rather boring.



SPECIAL FEATURE

VIRTUAL FISHING バーチャル釣り



VIRTUAL FISHING

IN VIDEO
8 MEG
1
DATE: TBA



Why bother purchasing loads of expensive fishing equipment and sitting out in the fresh air in all weathers, waiting ages to catch a few fiddlers you're going to chuck back anyway when you can just as easily purchase a load of expensive video game equipment, sit at home and land a few virtual fiddlers instead? Yep, the concept of console fishing is a bizarre one, yet one that has spawned a brace of games on practically every console format – the imaginatively titled Virtual Fishing being the first offering on the Virtual Boy. Here are a few more details – wake me when you're finished.

FOR COD'S SAKE

The action in Virtual Fishing – and I use the term very loosely – takes place at various locations up, down and surrounding a stretch of river. Players are given a choice of only two locations at the start of the game, the object being to win a fishing competition from that spot and qualify to fish from new locations. The actual act of fishing itself is every bit as riveting as the real thing, except that you're not required to put maggots in your mouth. The B Button casts the line and is also used to reel it back in. Now the fun really starts. In the top left corner of the screen a window displays the rod and reel. The object is to reel in slowly to lure a fish to take the bait. If this occurs, the rod bends and you have to press the right-hand trigger quickly before the fish escapes.

Now the view moves to underwater and the fight to land the fish begins properly. Or rather it doesn't because it's incredibly easy to land 'em time and time again once you get it sussed. One for the fish die-hards, this one.



SPOOKY MANSION

BY: I'MAX
CART SIZE: 8 MEG
PLAYERS: 1
RELEASE DATE: TBA

Unbelievably our expectations of this product were quite high (well, for a VB game). With its explorational elements and 3D viewpoint we thought it might be some sort of Virtual Boy Doom clone. What mugs we were. Smooth 3D scaling and scrolling? Not a chance – cardboard cut-out monsters and flick screens are much more in order, sadly. The game itself is a sort of explore-'em-up viewed from a first-person perspective. A lone player explores a maze-like haunted mansion, shooting any ghouls or monsters encountered and picking up bonus items along the way. Movement is controlled via the left D-Pad, the gun is aimed with the right one and fired by the trigger beneath. Frustratingly, every time a bullet is fired the gun sight re-centres itself and you have to aim again, giving the monster ample time to get a shot in. But that frustration pales next to the punishing time-limit you're expected to find the exit within and the fact that you've only one round of bullets to kill your way there. Bah!

THIS IS THE END!

Make no mistake, this game is as dull as the day is long. Yet it is not without its moments of interest – if you can call them that. For those gamers brave, stupid or bored enough to attempt several completions of the game there are four different endings. Not only that but there are many more ways to reach that ending thanks to the convoluted layout of the levels. I must stress, though, you'd have to be some kind of masochist to attempt this feat. Oh yeah, and the game's probably not called Spooky Mansion either. The actual name, being in Japanese, remains a bit of a mystery, but it's got spooks and it's set in a mansion, so why not?

