

# SPECIAL FEATURE



## VIRTUAL BOY

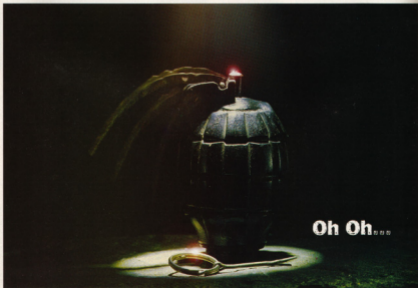
Although Mr. Yamauchi spent most of his address talking about the N64, he did have this to say about the launch of the Virtual Boy: "Despite the lack of unique titles we still thought [the Virtual Boy] could be sold. I want to return to the starting point and find titles that emphasise the difference that the Virtual Boy can provide. I want to start afresh in 1996." He also recommitted Nintendo to the development of unique software for the VB. However, the VB has not been a complete failure, with Howard Lincoln announcing they've had a good performance in the US. Unfortunately, though, at present there are still no plans for the VB to be released here.



## SUPER NES

With all this talk about the future, it's so easy to forget about today and the 16-bit market. Fortunately Nintendo clearly see the Super NES hanging around for some time to come. Peter Main spoke about future plans for the Super NES: "Unquestionably this will continue to be the backbone of our business throughout 1996. The company has pledged both tremendous marketing support and a wide array of new software that will be introduced for that platform throughout 1996." Howard Lincoln also stated: "We think the Donkey Kong Country 2 type product, of which we have several more projects in advanced development, are going to play well in to that installed base of almost 50 million hardware units around the world."

So there you have it: the truth, straight from the horses' mouths so to speak. So whether you're waiting with bated breath for the N64 or more than happy with the Super NES, one thing for sure - the future's looking very bright for Nintendo and it finally seems that the N64 is not too far away. Keep with us over the next few months as we bring you the hot news as it breaks.



Oh Oh...



# REVIEW

## VIRTUAL BOY



### CART SPEC

- BY: NINTENDO
- PRICE: N/A
- RELEASE: IMPORT ONLY
- GAME TYPE: PLATFORM
- CART SIZE: NOT KNOWN

### GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUUES: No
- OPTIONS: None

### GAME INFO

- GAME ORIGIN: It's the Virtual Boy incarnation of the old GameBoy classic, as if you didn't know
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Get to the sixth level inside a day
- ALTERNATIVES: Any of the Mario/Wario platform games on GameBoy - although they're not in 3D, obviously

### VIRTUAL BOY

- ADDITIONAL FEATURES:

### GAME CONTROL

- CONTROLLER: Joypad
- RESPONSE: Good

- A** Jump/Fly
- B** Barge/Free
- L/R** Not used
- S** Select: Not used  
Start: Pause

### GAME CREDITS

- DEVELOPED BY: NINTENDO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © NINTENDO

*Fuurk! Kaz-z-z-zzit! Grang! What the hootin' heck is going on here? A Virtual Boy game getting the full NMS review treatment - and over four flinking pages, no less! Have we gone mad? But hang on a sec, let us explain. You see, this ain't no ordinary Virtual Boy game. For one thing it's quite good, and for another it stars a certain chap by the name of Wario...*

Could WarioLand be the game that finally saves the Virtual Boy? Let's face it, Nintendo's 3D mini-console certainly needs some sort of boost - sales in Japan and the US have been substantially less than was anticipated (and that's being diplomatic). And to be fair, it's not the machine that's at fault, it's the software. Barring a few exceptions, the games that have been released so far have been at best average, at worst truly abysmal. But now here's WarioLand, a 3D take on the massive GameBoy hit that's likely to boost VB sales no end. So why are we reviewing it? After all, the Virtual Boy isn't even available in the UK. Simple: (a) because it's a great game starring one of Nintendo's big stars and you ought to know about it, (b) because if Virtual Boy sales do pick up because of WarioLand then the chances of the machine finally getting a proper UK release will increase, and (c) because we're giving away a Virtual Boy and a copy of WarioLand in our compo on page 26!

'Nuff said? Thought so...



**NO TREASURE,  
NO PLEASURE!**

I know Wario's a bad lad, but you've got to feel a little bit sorry for him. After his long and arduous treasure hunt around WarioLand on the GameBoy, the red-nosed rogue flies to a remote tropical island where he plans to relax and put his feet up. However, he's barely had time to remove the umbrella from his cocktail before some weird-looking creatures sneak up on him and nick all his hard-won valuables! Grrrrrr! Naturally, our hero gives chase, but before he can catch up with them the weirdies scurry down a secret passageway hidden behind a waterfall and disappear. Pulling his hard-hat down right over his ears, Wario enters the passage - and a new adventure begins!

# REVIEW VIRTUAL BOY.

## IF YOU WANT TO GET AHEAD...

...Get a hat! On his travels Wario comes across several flavours of magical helmets (presumably left behind by some absent-minded underground milliner - that's the proper name for somebody who makes hats, by the way). Once placed upon Wario's noggin, these sleek chapeaus endow him with all manner of strange abilities...

### BULL

This horned helmet gives Wario the strength of an ox, allowing him to shoulder barge annoying nasties out of his way and to smash through blocky barriers with ease. Also, by pulling down on the D-pad when jumping Wario can cause an earth tremor, which stuns the smaller baddies for a few seconds.

### EAGLE

Don't get in a flap, Wario! Although some bonuses may seem impossible to reach with a normal hop, skip and a jump, that's because Wario has reckoned without the power of the breath-taking Eagle helmet! Once placed upon his bonce, this helmet gives Wario the ability to fly way up high!

### SEA DRAGON

Ah, the mighty Sea Dragon, fearsome tyrant of the oceans! Now its incredible fire-breathing abilities can be Wario's, simply by donning this helmet! A simple tap on the Fire button is all that's needed to send forth a spout of searing flames that will blast baddies and blocks alike!

### KING DRAGON

Wario really has to hunt high and low to find this helmet, because it's the rarest of them all. And with good reason, as it combines the amazing mystical powers of the Eagle helmet and the Sea Dragon helmet in one easy-to-wear titler! With this on his head, Wario is almost totally invincible!



### SMALL WONDER!

Wario starts off meaty, beefy, big and bouncy, but one knock from a nasty is all it takes to make him shrink down to a puny little runt, a feeble shadow of his former self. This is Wario at his weakest and most vulnerable - in this form all his valuable shoulder barging skills are lost, meaning that he can only headbutt blocks to smash them and kill baddies in ground traditional fashion by jumping on them. This is very risky, especially as just one little mistake will result in the loss of a life.



# REVIEW VIRTUAL BOY

## FROM A DISTANCE

This being a Virtual Boy game, it's no surprise to learn that 3D features heavily throughout the game. Using special high-powered spring blocks Wario can boost himself across to the platforms lurking in the distance, where yet more traps and treasures wait to be discovered. If we're being honest, it's a bit of con – these background areas are just the same as the underground sub-levels that Wario could access via pipes in the GameBoy game. Still, it looks great, so what the heck?

## IT'S A BRUCIE BONUS!

After each level has been completed, Wario can choose to gamble some of the golden coins he's collected by playing one of two sub-games. In the first sub-game deadly bats and beautiful bonuses, such as coins and hearts (which reward Wario with an extra life if he collects enough), float across the middle of the screen. Using the spring blocks, Wario has to bounce in and out of the screen, grabbing the goodies but avoiding the bats. The second sub-game is more of a lucky dip type affair – Wario has to pick a swag bag from a selection of three. The problem is, only one sack is full of treasure – the rest contain coin-nabbing nasties.



## COMMENT



**DAVE**

Oh, me 'eod! WarioLand is the first Virtual Boy that I've ever felt compelled to play for longer than about ten minutes – and now I know why! Nintendo advises Virtual Boyers to take regular screen breaks! After a lengthy hour-long session spent peering at those little red and black screens, I came away feeling very strange, almost like I'd just come out from under anaesthetic. Still, after a few minutes I was okay again and just dying to get back to it, such is the magnetic pull of this excellent game. All the classic ingredients that made WarioLand on the GameBoy so good are all present and correct, along with some brilliant new ones. As I've mentioned elsewhere the 3D effect is merely cosmetic – it doesn't alter the gameplay like the 3D in Super Mario 64 does – which is a little disappointing. Also, the game's not quite as tough as it could be, even though you have to find all the ten special objects to finish the game properly. I don't think it would take you more than a few days to finish. Even so, this is great entertainment and a worthy addition to Nintendo's Hall Of Platforming Fame.

## MY PRECIOUS, MY PRECIOUS!

Although WarioLand contains only fourteen levels, they're quite tough to complete – certainly much more so than WarioLand on GameBoy. Also, it's impossible to see the full end sequence without locating and collecting the ten special objects hidden in secret chambers throughout the game. Collecting them is made tougher by the fact that if you lose all your lives, one of the objects is confiscated off you as a punishment, meaning you have to go and find it again! Doh!



## IT'S DA BOSS!

Every three or four levels Wario has to battle the obligatory boss monster. These come in every shape and size, but all take advantage of the Virtual Boy's special graphic chips to leap in and out the screen like things gone mad, battling Wario with crazy 3D attacks that come from all directions. Some of these bosses are really tough to defeat, but it's well worth the effort because your reward is loads of treasure!



### TAKE THE PLUNGE!

As Wario's new adventure takes place in the caverns and tunnels behind a waterfall, it's no surprise to find some sections where Wario has to get his feet wet and indulge in a bit of sub-aquatic manoeuvring. The Sea Dragon helmet is particularly handy in these sequences, as its flame-throwing powers work underwater, allowing you to

eliminate some of the baddies that would otherwise make your life a real misery. I just hope Wario remembered his nose plug...



### (ABOVE & BELOW)

Just a few of the crazy weirdos who Wario has to also battle with in his brand new 3D adventure. All most strange...



### SIMON

I wasn't quite as bowled over by WarioLand as Dave was. To be honest, having seen the brilliant things Nintendo were doing with 3D in Super Mario 64, I was expecting a lot more. Don't get me wrong, it's an excellent game boasting all the finely-tuned playability and wide range of gameplay variety that Mario/Wario devotees have come to expect from Nintendo's platformers, but in real terms this isn't really doing anything that, with a bit of effort, you couldn't do on a normal Gameboy. One thing I do agree with Dave upon, though, and that's that the game is far too easy to finish. Still, why not enter the compo on page 26? It'll only cost you the price of a stamp and, if you win, you can judge for yourself!

# REVIEW VIRTUAL BOY

## BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## LONG-TERM INTEREST

WISDOM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ANNUITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## GRAPHICS

▲ Clean and crisp, with excellently animated sprites and super-detailed backgrounds.

91

▼ The 3D is just a graphical ball - it doesn't really alter the gameplay.

## SOUND

▲ Overall it's pretty good, but slightly boring and unvarying at times and when combined with the 3D it can make you hear noise.

88

## PLAYABILITY

▲ As good as always - hey, how you ever saw a dull Mario/Wario platform game from Nintendo?

95

## LASTABILITY

▲ A bit tougher than WarioLand on the Gameboy over sea.

80

▼ What? Only fourteen levels in the whole game. To get to be kiddie, nah!

## OVERALL

Tot another great platform romp from Nintendo, and a real treat for those poor

89

Virtual Boy owners who've been starved of half-decent software. If only there were a few more levels, this would've rated as a classic.

## BIRTHDAY BOY!

**Q** Dear Dave,  
Please answer my questions or I will come to your house and beat seven shades of plap out of you.  
Why don't you give out cheats for Syndicate on the Super NES? A completely spendid game, especially if you like blowing the shit out of everyone.  
It was my birthday on the 15th of November and I had £60 but I've spent most of it on Super NES stuff and now I've only £23 left. What should I do? Buy a cheap second-hand one or save the cash for DKC2?  
Will there be any Kong games on the NU64 when it comes out? Should I plead with my mother to get me a late Xmas pressy, an NU64?  
Rare made DKC3, what system do you think it'd be on, the 64 or the Super NES.  
My mate is a bit thick. He reckons he's got an NU64 and he's stinging about it. Should I beat the crap out of him?  
What do you think the chance of me making a game and then getting it published is?  
ert Richards.

**A** **DAVE:** Charming! Okay, here goes... (1) If it's such a top game, you should have the willpower to try and finish it on your own without any outside help. Failing that, give the Nintendo Hotline a call on (01703) 652222. (2) Saving up for DKC2 sounds like a smart plan. (3) Rumour are abound that Rare are working on a Donkey Kong game for the NU64. However, whether these rumours are true and, if so, whether the game will be ready at the machine's launch is anyone's guess. (4) It's up to you - but don't blame us if she gives you a slap and tells you to shut up. (5) Who do you think I am? Mystic Meg? (6) Unless your mate is called Howard Lincoln or Mr Yamouchi I doubt very much whether he's got an NU64. It sounds to me like he needs professional help from the men in white coats rather than a sound beating. (7) Slimmer than Kate Moss, I'd say.

## CAPCOM A-COMIN'?

**Q** Dear Dave,  
(1) What are the advantages and disadvantages of having Zelda 64 on the bulky drive?  
Are Capcom up to anything for NU64?  
The joypads look really good but they also look expensive. Considering the machine will probably only include one joypad, is much do you think they will cost?  
Will the NU64 outclass the Playstation's CD-quality sound [the music, not the effects]?  
Do you think Sony and Sega could actually be knocked out of market, for a while at least?  
Any information on what's new in Super MarioKart R?  
es C. C. Ealing.

**A** **DAVE:** (1) The big advantage is that you can store loads of data on the disks, which allows you to have a much bigger and far more detailed game-world packed with millions of characters, monsters and secrets. You can also save information onto the disks, letting you save your progress through the game. There's your one disadvantage with Zelda 64 on the bulky drive - I've got to buy a bulky drive before you can play it! (2) Parently Capcom will be producing games for the NU64, though they've only just started work on them so don't expect anything for a while. We've no idea what they'll be but we'd love to see Streetfighter 3D! (3) As you guessed, only one joypad will be bundled with the NU64. Sadly, we've no idea how much you'll cost to buy at the moment. (4) The NU64's advanced sound chip produces music of full CD quality, so yes the answer to your question. Who knows? But given the 64's amazing specs andatively low price, they must be VERY worried. (6) Nope, not a sausage. We'll tell you all we know when we know it.



## EASY LIFE!

**Q** Dear Dave,  
(1) When you print Virtual Boy screenshots they always look a bit blurred. Do the games look the same on the machine itself?  
(2) What's your favourite Virtual Boy game?  
(3) Is it that hard work at NMS, 'cause surely all you do all day is play games?  
(4) You say you've played Super Mario 64, so what's the playabillity like?  
(5) What games will be released alongside the NU64 at the time of launch?  
Nick, Ireland.

**A** **DAVE:** (1) Nope, on the machine the screens are lovely and sharp. Unfortunately, it's

a nightmare trying to get good VB game shots, and they always tend to come out looking a bit crappy. Sorry, but it's the best we can do! WarioLand, without a doubt! (2) Yes, we do play games a lot (obviously!), but we have to write and design the magazine too - and it's not as easy as it looks, you know! (4) Well, the game I saw was only half-completed but it was pretty awesome already. When it's finished it's likely to be mind-blowing! (5) We don't know, but we'd guess that at least Super Mario 64, Pilotwings 64 and Kirby Bowl 64 are likely.



(ABOVE) Our VB shots are always blurred, are they? Cheek!

## SELLING OUT!

**Q** Dear Dave,  
(1) I am thinking of buying an NU64. I already own a Super NES with MarioWorld, MarioKart, Zelda, Starwing and Killer Instinct. All these games have sequels on the NU64, so should I sell my Super NES?  
(2) Both Saturn and Playstation dropped their price tags by £50 shortly after they were released. Do you think this will happen with the NU64?  
(3) I noticed there are some new characters in MarioKart R. One's Wario - but who's the other?  
(4) Any chance of a StuntRace FX sequel?  
(5) Super Mario 64 has a different view from the other Mario games. Do you think the same will be true of Zelda?  
(6) I noticed that in the recent GB review of Worms there was a full-colour, rendered screenshot. Do you expect some complete idiot will write in asking if it's taken from the GB version?  
Derek Jackson, Winchester.

**A** **DAVE:** (1) Don't sell up yet - wait and see what those NU64 games are like first. (2) Unlikely. As the NU64 has an anticipated price of £200 it's already £100 cheaper than its rivals, so why do Nintendo need to make it any cheaper? (3) It's Kamek, the villain from Yoshi's Island, not Magikoopa as we stated last month. (4) Not as far as we're aware, (5) Yes. (6) Always expect the unexpected, that's my motto.