

The only inside source for all Nintendo games



# NINTENDO POWER

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## IN-DEPTH

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- ▶ Super Turricon 2
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JUNE VOLUME 73  
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# EVENTS

## the project is a reality

Talking about the ultimate...the Nintendo Ultra 64 is unveiled in an exclusive for Nintendo Power readers. The future of video gaming never looked so good.

NINTENDO  
ULTRA  
64

108

## STAR TREK: DEEP SPACE NINE



Nintendo Power travels to the edge of the known universe looking for adventure! Join the action onboard Star Trek: Deep Space Nine and you'll find all of the adventure you desire. Dangers abound in this feature!

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JUNE 1995

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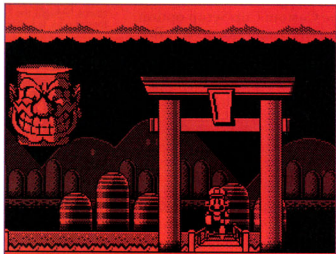
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# VIRTUAL BOY™

## IT'S VIRTUALLY HERE!

As Virtual Boy moves closer to its release date this August, Nintendo Power is gearing up to bring you exclusive, in-depth coverage of this revolutionary game system. There's never been anything like Virtual Boy, and you won't want to miss even one 3-D moment. Besides showing the first collection of true Virtual Boy pictures, this article explores the games that will be introduced at the time of the system's launch.



### CURRENT DEVELOPMENT

Nintendo plans to introduce three games for the release of Virtual Boy with about three to follow each month. The three titles most likely to be released at launch will be Teleroboxer, Galactic Pinball and Red Alarm. Teleroboxer (3-D robotic boxing along the lines of Super Punch-Out!!) and Galactic Pinball (3-D pinball) have been mentioned in Power before, but Mario Clash and Mario's Dream Tennis are new titles that should follow the release of Virtual Boy. Mario Clash may be the most exciting title announced so far because it combines

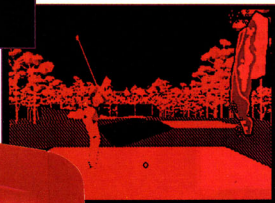
elements of platform games and adventure games in a unique 3-D world with both side-scrolling and overhead views. Mario Clash is a good example of a game that fully uses the graphic capabilities of Virtual Boy. Nintendo also plans to market a vector graphic shooter under

development at T&E Soft called Red Alarm. Red Alarm is scheduled to be the third game released with the introduction of the system in August. Red Alarm's polygon-based environment may remind players of Star Fox.





T&E Soft's Golf game is also scheduled to be released in the United States as a



system. Virtual League Baseball will feature 18 international all-star teams and a two-player option, which can be used with Virtual Boy's Playlink cable.

Hudson Soft

Tetris-type action and Bomberman-like characters in a 3-D environment. The second title, Vertical Force, is expected to be a 3-D, sci-fi shooter.

Bullet-Proof Software plans to release V1-Tetris and Football in Japan. The challenge of 3-D Tetris will be obvious to everyone. The hide-and-peek play style of Facebook, especially as a two-player Playlink game, should be awesome. At this date, there is no confirmed plan to release the games in the United States, although that is likely to change.

Ocean of America plans to release the first Virtual Boy title programmed in the U.S. Based on the upcoming Waterworld movie starring Kevin Costner, Ocean's Virtual Boy offering will be a first-person action game with chases and shoot-outs.

Atlus Devil Busters falls into the action/arcade category of games. Atlus' Japanese development house has kept a tight lid on the game, but we'll bring you more very soon.

may be one of the biggest developers early in the history of Virtual Boy. The biggest news is the development of Panic Bomber VB—a puzzle game featuring

**Processor:** 32-bit RISC CPU

**Speed:** 20MHz

**Display:** RTI Dual mirror-scan, high resolution LED displays

**Resolution:** 384 x 224 pixels for each eye

**Software:** 8-or 16-Megabit ROM Game Paks (standard configurations)

**Sound:** Digital Stereo Sound (self-contained speaker system)

**Controller:** Double-grip with two directional control buttons

**Power:** Six AA batteries (AC adapter or rechargeable battery adapter available separately)

**2-Player:** Playlink cable (connects two Virtual Boys)

**Release Date:** August 1995

**Suggested Price:** Less than \$200

**VIRTUAL FACTS**

Nintendo title. In addition to Nintendo's development groups at NCL in Kyoto, Rare Ltd. in Great Britain is scheduled to develop Virtual Boy titles for Nintendo.

Kemco's Japanese development teams have been at work since last year on Virtual League Baseball, which should be one of the first licensee releases for the



## VIRTUAL BOY TITLES IN DEVELOPMENT

Galactic Pinball .....Nintendo  
 TeleroBoxer .....Nintendo  
 Mario Clash (tentative title) ..Nintendo  
 Mario's Dream Tennis ..Nintendo  
 Red Alarm .....Nintendo

Golf .....T&E Soft

V1-Tetris.....BPS

Faceball .....BPS

Virtual League

Baseball .....Kemco

Panic Bomber VB ..Hudson

Vertical Force .....Hudson

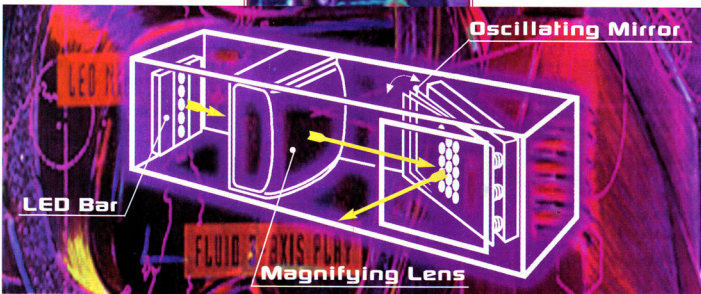
Devil Busters  
 (tentative title) .....Atlus

Waterworld .....Ocean



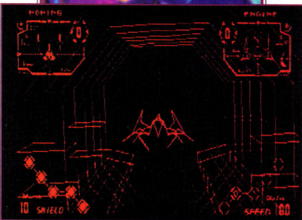
T\*HQ has begun development on several Virtual Boy licensed products here in the U.S. including possible sports and adventure games. Although we couldn't announce the first two titles at press time, we will let you know about these hot licenses as soon as possible.

Boss Game Studio in Redmond, WA is also working on a Virtual Boy game with help from Gerald Weatherup, the creator of a number of Game Boy titles including Desert Strike, Buster Bros. and Robocop.



## VIRTUAL PAK WATCH

Steve Woita and Jason Plumb have recently waded into the depths of 3-D programming at Ocean of America. Waterworld, a game for Virtual Boy and the arcade, which is based on the upcoming Kevin Costner film, will be the first American-designed game for Virtual Boy. Steve revealed that the game will use an over-the-shoulder perspective and concentrate on 3-D action. "It's intended to be an arcade experience," said Steve. "It will be easy to learn, but tough to master." The one-player or two-



player game puts players in control of armed trimarans. Missions may include offensive and defensive action as flotillas of jet skiers called "smokers" cause havoc on the high seas. Steve says that they have concentrated on increasing the speed of the graphics to create a virtual rush.

Over the past few months, Steve and Jason have had to learn a whole new way of looking at games, but Steve sees the stereoscopic elements of Virtual Boy as being just the icing on the cake. "What I really like about this system is that we have to concentrate on basic game

design. So many games these days have lots of graphic frosting, but when you cut into the cake, there's nothing there. Jason and I have been concentrating on what's inside." According to Steve, *Waterworld* will be finished in June or July, which means that it should be released shortly after the launch of Virtual Boy.

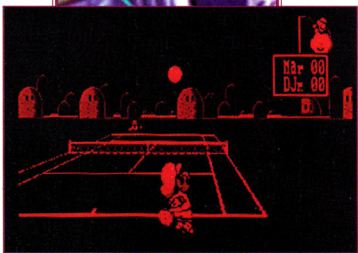
## REFLECTIONS

RTI created the Scanned-Linear Array (the visual component of Virtual Boy) as a means of producing extremely high resolution images on a tiny screen.

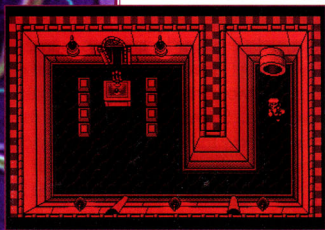


Although the SLA screen size measures only one inch, it produces an image that seems to be as large as a 12-inch monitor.

The SLA technology consists of a linear array of light emitting diodes (LEDs), a magnifying lens, and a counterbalanced resonant vibrating scan mirror. At any given instant, the viewer sees a reflection of a vertical line of LEDs corresponding to one column of the full image. As the mirror swings forward and backward (see the diagram), the apparent location of the vertical line sweeps horizontally from one edge of the virtual screen to the other. The CPU controls the LED pattern, which is timed to the oscillations of the mirror. You may see only one column at a time, but you perceive the entire image since the oscillating mirror moves so quickly, reflecting the changing LED image.



Virtual Boy also uses a technique called parallax to create the 3-D aspects of the image. Images are slightly shifted on the two different screens according to whether they should appear closer or farther away from the viewer. For instance, an object in the foreground appears shifted toward the middle on the left and right screens while an object in the distance appears shifted toward the outside on each screen. Objects that appear in the middle ground appear exactly the same on both screens. In the end, your brain inter-



prets the 3-D distance of an image by the amount that is shifted on the right and left screens. If it sounds pretty complicated, it is. The CPU controls the LEDs in the array, switching them on and off at the appropriate instant to create the reflective image.

The most impressive part of this technology as it appears in Virtual Boy is its ability to produce dramatic 3-D effects with smooth animation. Most of the games currently under development make use of this 3-D element in one way or another. The 3-D adds realism, but it also can add to the complexity and interest of a game. *Mario Clash*, which is a tentative name at this point, uses 3-D imagery to create layers of action while *TeleroBoxer* uses the 3-D first-person perspective for an in-your-face experience.

