

# HELLO BOYS!

Super Play reveals how Nintendo's new Boys, the Super Game Boy and the Virtual Boy, are set to play a stronger role in their future plans...

## SUPER GAME BOY

The Super Game Boy can't be described as a runaway success to date, although it's slowly gaining enough of a following for us to look at some of the software that's been designed specifically for your SNES plus SGB (a price drop for the unit wouldn't go amiss this summer, eh Nintendo?)

But all Game Boy software is now being produced specifically with its SNES semi-compatibility in mind. *Killer Instinct* and *Donkey Kong Land* are two big titles destined for 8-bit release, whilst even *Streetlighter II* has finally made it to the format.

In addition to *Gakaga & Galaxians* (see previous page), Nintendo of America is planning a frenzy of similar retro bundles in the US this summer. All of them have been developed with the Super Game Boy in mind and the cartridges will carry original coin-op borders with the recommended SGB colour combination automatically selected.

Here's the line-up...



*Donkey Kong Land* has been held up for a bit of reworking: Nintendo has high hopes for DKL on the Super Game Boy.

*Donkey Kong* makes his way along King K. Rool's pirate galleon.



## VIRTUAL BOY

Nintendo of America will launch the Virtual Boy, their 32-bit 3D video game system, in the United States on August 14th, 1995. A retail price of \$179.95 was suggested.

Virtual Boy is a RISC-based, 32-bit system which uses the "immersion technology" of Reflection Technology, Inc. of Massachusetts: two mirror-scanning LED (light emitting diode) displays that produce a genuine 3D picture of high-resolution red images against a deep, black background.

In the US, Virtual Boy will be bundled with one of the titles from the launch library (undecided as yet) and a new double-orig controller. NoA will spend \$25 million on marketing and promoting the new machine. But, in a rather miserly fashion, they won't include an AC adaptor with the basic unit—you'll have to buy that separately, later in the year. A machine link-up is also expected to follow.

"Virtual Boy is unlike anything currently available for the home," said Peter Main, the man in charge of that rather generous marketing budget. "We expect to sell more than 1.5 million hardware units and 2.5 million pieces of software by the end of 1995." Most industry observers would consider that an optimistic figure, and the money being poured into promoting it does suggest that NoA knows it has its work cut out changing public opinion.

Super Play got to see the Virtual Boy software running in a more polished form, and the 3D effect does work extremely well. *Mario's Dream Tennis* looked the most promising effort, with a player perspective taken from behind the character at the baseline. The price of a VB game will average \$39.95, about ten dollars more than a Game Boy cart.

Whilst no news of a British launch date has been given, it's likely that European schedules will follow the American lead very closely indeed. At current rates the Veebie would probably cost approximately £120 in the UK, with cartridges selling for £30 to £35.

**Asteroids & Missile Command****1Mbit • July 1995**

**Missile Command** was a personal favourite of the Super Play team. Cruise missiles stream down from the skies, threatening your cities; by placing a cross-hair you can set off a small controlled blast at any point that will destroy incoming warheads and bombers within a certain range. It's simple but frantic fun as you attempt to stop anything getting past your defences. Easier with a trackball, mind.

Drifting in the midst of an asteroid belt, only your



**Missile Command**, the first game to use a trackball. The cluster bombs that split up at the last second were right gigs.

shooting skill prevents your ship being crushed by millions of tons of floating rock. We modestly admit that we were quite good at **Asteroids** too, and well acquainted with the point-scoring technique of leaving the last fragment to fly around whilst waiting for a UFO to appear.

**Centipede & Millipede****1Mbit • August 1995**

The idea of both games is to shoot the segmented insects as they slither from side to side, gradually moving towards the bottom of the screen. Hit one



Acari's **Millipede**. You'll only see this host of colour on a Super Game Boy, of course.

carelessly in the body and it will split into two smaller, faster centipedes: the key to success is to aim for the head every time. **Millipede** was really just an upgrade of **Centipede** with a few added features like DOT bombs.

**Defender & Joust****1Mbit • October 1995**

Two unadulterated, undeniable classics for you here. Your steed in the game of **Joust** is an ostrich that can mysteriously fly; picking up your lance, the idea is to dislodge your foe from his ostrich without landing in the lava below. Tidy airborne Sir Berniv of Clifton antics.

**Defender** is a legend amongst video games, but if you're too young to have seen it in the arcades then here's the idea. Flying over a scrolling planet surface, you have to save the people on the ground from alien invaders who try to carry them off and mutate them. **Defender** was remarkable at the time for its speed and variety of aliens, not to mention having a game environment bigger than one wrap-around screen.

**Streetfighter II****2Mbit • 1Mbit • August 95**

Can you believe this? Clearly it can't play the same as the other versions, with only two buttons - kick and punch, we'll wager - so we'll be interested to see how they've implemented the SFI!

engine. There's a vs. mode so that you can play against a friend with another GB and another SFI! cart, although how many Game Boy owners have ever got to use their link-up regularly?



Now you have to ask yourself if rendered graphics on the Super Game Boy are really worth it, with just four colours.



Rinku's Brazilian swamp stage also adds colour on a Super Game Boy border.

All of the following titles are scheduled for release in August and carry a \$39.95 price tag ...

**Teleroboxer**

That's tele from the Greek for 'distant' or deep (i.e. 3D); 'robo' from robot, the word invented by Karel Capek in his 1920 play R.U.R. (from the Czech robots, stultus labour); and boxer, a pugilist opponent whose fists pack an almighty wallop. Which describes this game in full, for anyone who's still not sure.

**Gauntlet Pinball**

Five tables and plenty of hidden bumpers that send the pinball deeper into the screen as it rolls up the table. Slightly odd, but looks smart when you see it running.

**Mario Clash**

This is really Miyamoto's Mario Bros vs. game with Mario based on all sides by zipping Koopas! Besides moving from platform to platform, you can step back into the screen to dodge flying shells and other turtle-derived schrapnel.

**Mario's Dream Tennis**

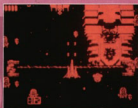
They've dragged out Yoshi, Mario, Donkey Kong Jr, Bowser and the team for this odd but cute sports game. Each character has their own strengths and weaknesses in terms of kicks, volleys and smashes.

**Red Alarm**

A wire-frame polygon shoot-'em-up much in the style

of **Starfox**, except that the 3D perspective and your distance from an enemy is more obvious in the Veebie's display.

Third-party titles in development include **Vertical Force** from Hudson Soft, an overhead shoot-'em-up; The simply-named **Golf** from T&E; and **Waterworld** from Ocean - a license, as you'd expect, based on the forthcoming Kevin Costner movie. Other third parties now

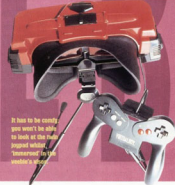


**Vertical Force**, Hudson Soft's overhead blaster, lets your ship fly under bridges or over buildings to get into its and out of the screen.

signed up to develop games for the Veebie include Acclaim, Bull-Proof Software, Rare Ltd. and Software Creations. Nintendo expects more to follow.



Another puzzle from HudsonSoft - the first, and still the most enthusiastic, of VB third parties.



It has to be said you won't be able to look at the hole jugged white, 'increased' to the veebie's screen.