

Virtual Boy Games Explosion!



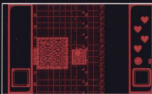
On any other machine two games released on the same day would surely be overlooked but on the Virtual Boy, it's time to get excited...

Dragon Hopper

Dragon Hopper gives the player the chance to take on the role of Dorn, a jumping dragon, whose quest is to seek out the help of the fairies and find the King, Queen and love Diana who have been kidnapped by a power hungry Prime Minister.

The game itself is a platformer although, strangely, the view is from overhead as opposed to side-on which Nintendo hope will provide some necessary dramatic effect. Certainly, it will be interesting to see how the full version plays.

As with any standard platformer there are plenty of secret rooms and hidden stages to be found as well as



The seeking of stars in *Dragon Hopper* bears no relation to the rubbish *Stars in Her Eyes* on Vby.

what Nintendo have labelled an 'Element of Discovery' mode which allows Dorn to wander through each level in search of a special star which teleports him to the next level.

There are also numerous puzzles to be solved and Dorn must find keys to progress through the level. The game will be available on August 26 in America and a European version is expected to follow.

Bound High

The player takes the role of Chalvo in *Bound High*, a game featuring full 3D motion. The main character is a bouncing robot (?) who travels through space in pursuit of alien invaders that threaten the peace and harmony of Earth.

Bound High, viewed once again from an overhead angle, involves Chalvo landing on enemies and destroying them whilst avoiding the many hazards that make themselves readily available such as deep crevices, sharp spikes and

You ARE the bouncy robot larging it in *Bound High*. But you can't wait!



highly charged electric shockers.

There are four modes of play in all. The first is Score Attack in which players strive to achieve the highest possible scores in the Universe. The second is Adventure mode which utilizes unique platform configurations and guardian characters as well as Random play which involves Chalvo challenging against varying degrees of difficulty. And, lastly, there is the Focker and Cushions option which combines miniature golf and billiards though quite what relevance this has to saving Earth from demented forces of evil, we don't know.

Nintendo hope it will offer a substantial challenge and, like *Dragon Hopper*, *Bound High* will see the light of day on August 26.



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