VIRTUAL BOY

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MAKES GAMERS SEE RED

CES

There have been mixed reports about the Virtual Boy, but the fact is that Nintendo is making a brave move into an area of technology that nobody's been able to make before.

Anyway, TOTAL! can report – having seen the very latest versions of the software – that the 3D effect really isn't that bad at all. The reason that it got such bad press when it was first released was simply down to the fact that the games shown were only 10% complete. Now they're 75% complete and look considerably better. Nintendo are backing the machine with a $20 million marketing campaign and are predicting sales of 8million units by March '96. Ambitious? Probably not. A bit dull? Almost certainly. But what you want to hear about is the games – here goes...

At the time of the show three titles were being brazenly shown off including, inevitably, a Mario title. Called Mario Bros VB, the game is significantly less ambitious than the more recent Mario games and returns to the simple single-screen platform

antics seen in the very first Mario arcade game. Without wanting to bury the game before it's even released, it doesn't look like being a gameplay ground-breaker, but it'll certainly be a familiar way of introducing the system's new display system.

More interesting perhaps is Telero Boxing. It's a, wait for it, boxing game. But with a difference. For a start it's true 3D, but also it combines the gameplay style of Super Punch Out with an alien theme which should tie in well with the 3D aspects. The 3D is limited to arm movements travelling in and out of the screen, but it is a boxing game.

Plus there's Pinball VB. This is half-complete at best but we can tell you that it has a table receding into the distance and some spooky space-age flippers. There's still a long way to go, so we'll bring you updates as we get 'em.

Mario Bros VB, Pinball and Telero Boxing are, surprisingly, looking pretty good. Maybe Nintendo have come up with a winner after all. We'll see.

Technical Specifications

CPU: Single 32 bit RISC processor running at 20MHz

Display: Dual Mirror scan, high resolution, oscillating LED displays

Software: ROM Cartridge, maximum capacity 128 Mbits

1. Adjustable eye piece
2. Digital stereo sound
3. Twin hi-res display
4. Two player port
5. Risc-based processing
6. Advanced LED system

What price fun, eh? As you can see, this basic-looking console looks a right plonker, but I guess he's happy in his little Virtual world. Bless 'im.