

In The Red

Mario Tennis

A simple but addictive little game in which our moustached plumber friend takes up tennis along with six of his platform chums.

Very few surprises with this one, but it's very playable and benefits from a two-player link up option. Described by many as 3D Pong, if you're going to buy a Virtual Boy this is going to come with it so you may as well get used to it anyway.



Galactic Pinball

A solid and playable game in which pinball meets outer space. Four tables boast plenty of wild features together with special hidden bonus games. Graphically it's great and with its weird and wonderful special effects and addictive gameplay this could be an early purchase for your Virtual Boy.

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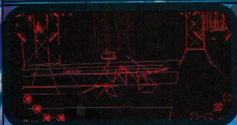
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Red

I heard the news today, oh boy. It's a virtual relaunch for the red-eyed little monster. Loads of new games and a fresh new outlook. Rob happily sees red as the boy becomes a man.



The TOTAL! jury is split in two on this title. One camp will try to convince you it's an impressive futuristic shoot-'em-up. The other say it's a mess of polygons which only leads to headaches not to fun. At the end of the day you'll be a Tech-Wing fighter who battles the forces of KAOS, a 21st century artificial intelligence system. With missiles, missiles and turbo boosts at your disposal and gauges everywhere there is everything you need to have a good time. The things is, you rarely do.

Red Alarm



By far the best Virtual Boy game on the market, this sees Wario go on an underground adventure in search of treasure. Very close to Super Mario Bros 2 in terms of gameplay, the aim is to find keys to open doorways. The sound effects are very good and the graphics are good. And for once that's not a bad thing. As the game progresses the only criticism is that it's far too easy. However, in years to come this may well be the game that finally launched the Virtual Boy big time.

Wario Land

League Baseball



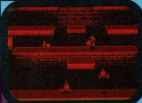
Great fun this one, especially in two-player mode.

Like most baseball sims the action is viewed either from close in behind the batter or in a wide angle view of the outfield.

The movement

between views is very slick and the graphics are well refined throughout. The 3D really helps with the batting aspects of the game and this is a highly polished sports sim.

Mario Clash



This is one frantic round of bombardment in which you have to fight off hordes of enemies including whole armies of Koopas on the march. It looks very similar to the Mario Bros game first seen in arcades year ago. Working on platforms in three dimensions you have to knock them off and either from the top or back side. Not a great game, but the ability to act in three dimensions is well worth trying out.



Virtually Here

Virtual Fishing

Category: Fr; fishing sim

Release: TBC

This is a basic fishing sim that has some brilliant 3D graphics that give a superb feeling that you really are looking at fish underwater. Again, it is perhaps not the most exciting concept, but somehow it works beautifully in the Virtual Boy environment. This is definitely one to look forward to.

D-Hopper

Category: Platform Adventure

Release: 7 June

Not as first thought a role playing game based on the life of Dennis Hooper, this is instead a platform adventure romp through a dragon (hence the 'D') with spring-loaded legs (the 'Hopper' bit). Viewed from over-

head, you bounce around multiple layers killing enemies and having a great old time. Loads of hidden levels and extras but as yet unfinished, this could prove to be a great addition to the virtual boy scene.

Tetris 3D

Category: Puzzle Game

Release: 1 May 1996

I think the title says it all really. It doesn't take an expert to work out that this is the basic Tetris game in a 3D format. Sure to be as addictive as any previous incarnations we just hope it uses the 3D abilities properly.

Mighty Mooshin Power Rangers

Category: Platform Adventure

Release: Soon

Quite a strange one to push

through considering their appeal is on the wane, but I'm sure they'll do the virtual boy proud. Details are sketchy at present, but a platform adventure it most likely.

Bound Hero

Category: Unknown

Release: TBC

Nothing known about this one at present, but we'd guess it was a flight sim on the basis of the name. Then again it could be about rock climbing.

Faceball

Category: Sports sim

Release: TBC

Likewise there is nothing known about faceball other than the fact it's a sports sim, based on futuristic violent combat, if not though. And the odd ball in the face.

Technically

They say that little boys are made from frogs and snails and puppy dogs' tails. Well there's a saying in the computer games industry that says Virtual Boys are made from 30-bit bus CD-ROMs, 300ns and Dual MicroScan high resolution LED displays, 40-bit timing, but there's certainly more truth in it. I've seen plenty of

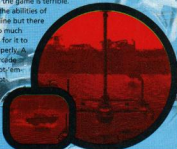
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Waterworld

You play the Mariner who, just like in the film, has to protect Enola and the Atollers. You control the Mariner's ship in a first-person perspective (ie behind the ship) and must destroy enemies as you protect the innocent in the water.

The graphics are very detailed and sharp but unfortunately the 3D in the game is terrible.

It shows the abilities of the machine but there is just too much going on for it to work properly. A decent arcade-style shoot-'em-up but not one of the better Virtual games.



Golf



Nothing fancy to this one, just very basic golf. There aren't loads of courses, no fancy options, just golf. Never has a game been so well named. One word: Golf.

Unfortunately it is one of the worst examples of 3D we've seen in a virtual boy game to date. The graphics are fairly well detailed but the effects are awful. This is really just for the most avid golf fans out there.



Speaking

medical programmes and nowhere have I seen a snail-transplant. So for all of you tech-freaks out there, this is what the Virtual Boy is made of:

- Processor: 32 bit RISC CPU
- Speed: 15 MHz
- Display: RTI Dual mirror scan, high resolution LED displays
- Resolution: 384 x 224 pixels for each eye
- Software: 8-16 Megabit ROM pack
- Sound: Digital Stereo (self-contained speakers)
- Power: Six AA batteries/SNES adaptor/rechargeable battery adaptor
- Two-Player Playlink cable
- Price: \$150 (Approx £100)
- Comes with Mario's Tennis

How Do They Do That?

The 3D effect in the Virtual Boy is achieved by using two mirror scan LED displays to create a stereoscopic 3-D environment. Basically, because they are differently set, each eye sees the image from a slightly different angle, which is what makes things look closer or further away. So, for once, it is actually all done with mirrors.

Seeing Red

So how come we don't get to see these great games in colour? How come we have to cover the gorgeous pages of TOTAL with these horrible red pictures? Okay, so love sees no colour, but why – as the joke goes – is everything red all over?

The reason is that the resolution and sharpness of picture is three times better than it would be if blue and green arrays had been included to make up the image. And the system would also be three times more expensive as a result. Here at TOTAL we're firmly in the red corner.

