

INFO TRAK



Wow! We've got so much red-hot news this month that we're gonna have to stop the presses and pour our hard-earned beer all over 'em, just to cool 'em off! So dig in and, while you're reading, how about hoppin' down to the store for us, OK?

With so much hype and mystery still surrounding many of the new systems, it's always refreshing when one of them finally manages to make it to market — especially when the company involved is 'it's coming soon' Nintendo. Virtual Boy, the self-described first 32-bit 3-D videogame system, will be released nationwide on August 14 at a manufacturer's suggested retail price of \$179.95, and will come with *Mario's Dream Course*.

Nintendo's in-house lineup of software at launch will be *Teleroboxer*, a first-person, futuristic boxing title; *Galactic Pinball*, a space-age pinball game featuring five three-dimensional, arcade-style tables; *Mario Clash*, an action/adventure game inspired by the original Mario Bros. series; *Mario's Dream Tennis*, a tennis match with a unique 3-D perspective; and *Red Alarm*, a polygon-based space shooter.

Other titles, like *Wario Cruise*, will follow soon after. Virtual Boy software will retail from \$39.95 to \$49.95. An AC adapter will be sold separately.

More than 100 developers and third-party publishers

are also working on games for Virtual Boy. Titles include Hudson Soft's *Vertical Force*, a space-shooter; T&E's *Golf*; Atlus' *Devil Busters*; Kemco's *Virtual League Baseball*; and Ocean's *Waterworld*, based on this summer's big-budget Kevin Costner movie. Other Virtual Boy developers include Acclaim, Bullet-Proof Software, Rare Ltd., and Software Creations.

Virtual Boy Set For August Launch



RED ALARM

Starting Up

Just like the Game Boy when it launched, expect only a handful of Virtual Boy titles at the outset. A few months from now, however, we'll be swimming in them.

TELEBOXER

GALACTIC PINBALL

Nintendo hopes to silence the Virtual Boy's doomsters by putting 2.5 million of the suckers into players' homes by year's end.

Despite a renewed interest in Virtual Boy sparked by a strong showing at last May's E3 show, many still criticize it as an overpriced, underpowered machine. Peter Main, Nintendo's Vice President, has a different take — 'We're bringing a totally unique, 3-D gaming experience to market at an affordable price and in time to get a jump on

the holiday shopping season. We expect to sell more than 1.5 million hardware units and 2.5 million pieces of software by the end of 1995.' — That would mean that in just five months, Virtual Boy would have out-sold 3DO and Jaguar. While this may sound extremely optimistic, Nintendo has pulled bigger rabbits out of its hat before.