

THE

When we told Trent Ward that he could be back in the magazine, tears of joy coursed down his face. 'Thank you, oh, thank you!' he cried, as he spit-shined all of our shoes!



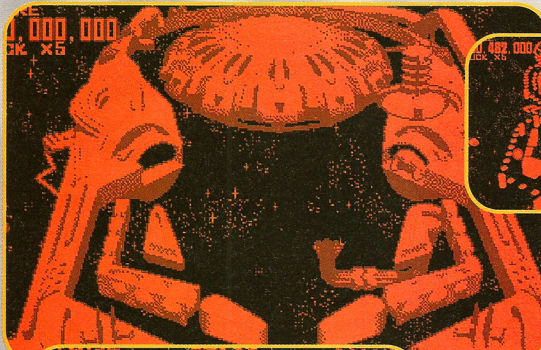
While not the strongest title available for the

Virtual Boy, *Pinball* does have a certain simple-minded charm that makes it a worthwhile title, at least for the first few plays. The

game contains eight different pinball tables, all with their own space-oriented themes. Graphics are well handled, but fast motion can be difficult to follow with the Virtual Boy's somewhat 'hazy-red-on-black-bitmap' images. Even more disappointing, none of the tables offer a great number of targets, ensuring

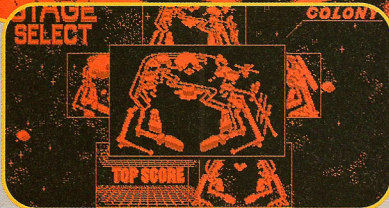


Virtual Boy's 3-D looks nice, but doesn't affect gameplay much.



In this version, players try to putt the puck into the igloo while floating in space.

that players find ways of mastering them in pretty short order. In the end, *Pinball* is little more than a pack-in teaser cart to entice owners into purchasing one of the better titles.



Choose your game and fire away! The red-on-black graphics give a feeling of playing in outer space!



FIRST FIVE

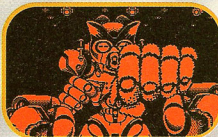
TELEBOXXER

Basically Punch Out! with an added 3-D effect.



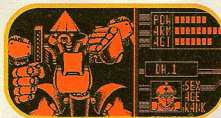
Remember 'Rock 'em, Sock 'em' Robots? This view shows how the robots saw that game.

first, but are easy to get used to, and feature ducks, blocks, and plenty of vicious punches including jabs, hooks and uppercuts. Graphics are amazingly sharp for such a small screen, displaying each of the enemy robots with fluid efficiency. Although it doesn't stand up too well to long-term play, *TeleRoboXer* is still one of the better titles currently available for the Virtual Boy.



Man, that's gotta hurt! These robots pack one hell of a punch!

TeleRoboXer proves to be a solid title for the Virtual Boy without ever really showing enough originality to truly impress. Players take on the controls of a giant battling robot in an all-out bout against a line of other menacing metalmen. Controls are a little tricky at



Hey, since when do robots have a gender? What's going on?



MARIO GLASH

Mario kicks some turtle butt in this return to the dark pipes of the original Mario Bros. arcade game. Unlike the two-dimensional hop and stomp, *Mario Smash* takes full advantage of the Virtual Boy's 3-D environment by presenting two sets of platforms, and forcing players to knock off enemies by throwing shells either towards or away from the viewpoint (a picture is worth a thousand words right here). Graphics



Mario's back, and he's got a whole bunch of red tubing!

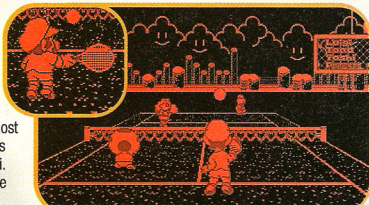
aren't impressive by a long shot, but they do a perfectly good job of presenting the simple images of the game. Gameplay is additive, and changes as the game progresses, offering bonus stages, and new obstacles in every new level. Every Virtual Boy owner definitely needs to check out this title.



MARIO'S DREAM TENNIS

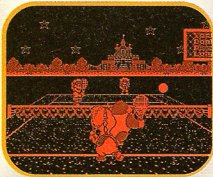
Mario's Dream Tennis is another example of how the Virtual Boy can successfully bring new life to an old title. You take on the role of Mario as he takes on various members of Nintendo's classic lineups in some all out tennis action.

The cart also includes a doubles mode that pairs Mario up with his most obvious tennis partner, Yoshi. Aside from the pleasing 3-D motion of the players and the ball, *Mario's Dream Tennis* is almost identical to the 8-bit *Tennis* released by Nintendo all those years ago. Not the best title currently available, but a good solid play



Mario shows his true form on the serve and the volley. Who knew dinosaurs could play tennis?

that can stand the test of time, enhanced with a depth that only the Virtual Boy can offer. Tennis, anyone?



Donkey Kong takes it to the net in a grudge match!



RED ALARM

Sort of like playing *Starfox* in a poorly drawn box, *Red Alarm* is living proof that the Virtual Boy just doesn't have the juice to



pull off the complexities of a good polygon title. Behind the

controls of your typical angular spacecraft, players weave their way through a wire frame maze while dodging the attacks of various alien ships and gun turrets. Graphics are confusing at best, with empty wire boxes

representing solid objects, enemy ships that are visible even when they should be concealed, and exits that are indistinguishable from a normal wall. These poor visuals, backed up by repetitive gameplay and annoying controls ensure *Red Alarm* a lifetime membership in the 'Leave It On The Shelf' club.

