

GAMERPRO

THE #1 VIDEO GAME MAGAZINE

All the Rage!

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• Genesis • SNES • PlayStation

FREE! **PRIMAL RAGE**
ProStrategy Guide
(SNES & Genesis)

2nd Generation Fighting Games!

- **Killer Instinct** (SNES)
- **WeaponLord** (SNES & Genesis)
- **World Heroes Perfect** (Neo•Geo)
- **Street Fighter: The Movie** (Arcade)

ProReview~!

- **Rayman** (Jaguar)
- **Bug!** (Saturn)
- **Slam 'N Jam '95** (3DO)
- **Chrono Trigger** (SNES)
- **PLUS Super Mario World 2: Yoshi's Island!** (SNES)

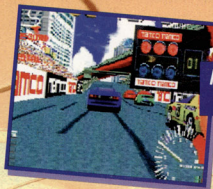
A PlayStation Buyer's Guide

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Arena
Toshinden**
(PlayStation)



Ridge Racer
(PlayStation)

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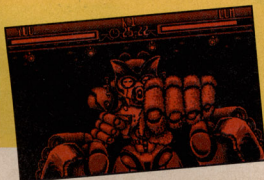
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THE
CUTTING EDGE

The Virtual Boy: Better Red

Nintendo turns virtual reality into the real deal.

By The Whizz

At a time when many game system manufacturers are charging hard to establish the dominant home system, Nintendo comes up fast on the outside – and off the wall – with the Virtual Boy. On August 14, the Boy makes its entrance.

Virtual Space

The Virtual Boy is a standalone tabletop unit that looks like a pair of oversized goggles on legs. The viewer, big enough to comfortably accommodate an adult with glasses, is designed to eliminate all external stimuli. It totally immerses players in a monochrome world consisting of high-resolution red images against a deep black background.

The 32-bit virtual-reality system, powered by six AA batteries, is built around a RISC (reduced instruction set computing) chipset. It uses two high-resolution mirror scanning LED displays to produce a 3D image and therefore requires hefty processing powered by an NEC V810 CPU.

Simply Red

Monochrome visuals may turn off some people, but don't knock it 'til you try it. The Boy's

3D effect is mesmerizing!

The Boy goes red thanks to Reflection Technology's virtual display technology, the Scanned Linear Array (see "Cutting Edge," March). Combining two displays into one processing unit produces 3D graphics with complete depth perception and rotational movement.

And the proof is in the play-

ing. For example, in Mario's Dream Tennis, the behind-the-player view makes you feel like you're right on the court. Red Alarm is a shooter that enables you to fly completely around or under objects with an impressive 360-degree viewing perspective.

The Boy's radical, twin-

handled controller adds to its high-tech styling. The design consists of double pistol grips mounted on either side of a control pad, which features the on/off switch, dual directional pads, and six action buttons, including two front-mounted "triggers."

Boys Will Be Boys

For all of its impressive technical innovation, however, the Boy has a few practical drawbacks. The system costs \$174.95, and carts run from \$30 to \$40. That places the system noticeably below the \$249 to \$399 price range of the Saturn, PlayStation, and Ultra 64, but it's enough to make you think twice about buying a second system.

Additionally, though Nintendo reports that the six AA batteries will last six hours, there's no AC adapter yet. Moreover, even though the Boy is battery operated, it's too bulky to be portable unless someone produces a shoulder mount.

The Virtual Boy is no mere toy. Even though the Saturn, the PlayStation, and the Ultra 64 seem set to command the video game arena, many gamers could be seeing red. **G**



The simple looking Virtual Boy maintains Nintendo's reputation for finely crafted hardware. It even features the traditional Nintendo mystery connector, in this case a four-contact connector underneath the eye-piece.

Virtual Boy Games

These games will be available from Nintendo at launch.

Mario Clash

This one-player action/adventure puzzler is a little side trip in the Mario series. You can move from front to back on the screen as you clear a path through Goombas, Koopas, Spiny's, and Mushrooms. Clash was designed by Shigeru Miyamoto, the creator of Mario and Donkey Kong.

\$39.95

Available August

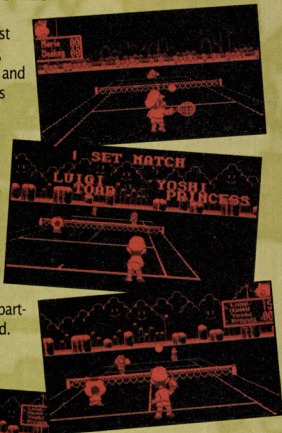


Mario's Dream Tennis

You rally on the tennis court with a familiar cast of Nintendo characters, including Mario, Yoshi, and Donkey Kong Jr. Mario's Dream Tennis serves a great game of tennis thanks to the behind-the-player view that enables you to hit forehands, backhands, overhead smashes, lobs, and volleys in singles or doubles games. The computer controls your doubles partner, and it's pretty good.

\$39.95

Available August



Telero Boxer

Here's in-your-face robot fighting that will make you jump out of your seat. You go toe-to-toe with your mechanical opponents via a first-person perspective looking between your gloves. Hooks, jabs, and various sucker punches seem to fly out of the screen. Your foes get stronger as you go.

\$39.95

Available August



Red Alarm

This space shooter's wire-frame images look positively simplistic...until you start to play! Red Alarm's like an awesome stick-figure StarFox with a behind-the-ship view that enables you to fly over, under,



Galactic Pinball

This could turn out to be one of the best pinball games around. The bumpers, flippers, and other pinballs on the five tables seem to float in outer space. The "balls" are actually pucks that move with blazing speed. You encounter hidden bumpers, basement-level tracks, and weird 3D ramps that

appear to snake out of the screen. Watch out for the UFOs.

\$39.95

Available August



and around obstacles and enemy craft. Your weapons include lasers and homing missiles, which you employ against gigantic boss creatures.

\$39.95

Available August