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NEXT GENERATION

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September 1995

PlayStation's driving force

Destruction Derby by newcomer Reflections, published by Sony-Psygnosis, overtakes *Ridge Racer* to claim PlayStation's racing crown. A full behind-the-scenes look at the development of this essential, multiplayer PlayStation purchase begins on page 58

Got a PlayStation? Then get this.

Destruction Derby pushes Sony's 32-bit game machine to the limit

volume one

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Sega Saturn: Game developers hate it, so how's Sega helping? Plus, the making of *Virtua Fighter 2*

Virtual Boy

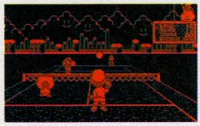
Mario's Dream Tennis

Publisher: Nintendo
Developer: Nintendo

Each of the first five titles being released by Nintendo for the Virtual Boy is an attempt to fire new life into an old 8-bit title by adding a few three-dimensional effects. And strangely enough, with *Mario's Dream Tennis*, it works quite well.

In standard tournament rules, Mario takes on competitors Donkey Kong, Toad, and other members of the classic pipe mythology in an attempt to smash, lob, and backhand his way to final victory. Graphics and play are almost identical to Nintendo's original *Tennis*, and any gamer who's looking for something new is almost assured to be disappointed, but if you're looking for an addictive title to play on your Virtual Boy, this is one of the best choices you can make.

Rating: ★★★



***Mario* series characters team up with solid 3D effects to create a great remake of an old classic**

Space Pinball

Publisher: Nintendo
Developer: Nintendo

Nintendo's pack-in game was an obvious choice. *Space Pinball* gives Virtual Boy owners a title they can take out of the box and play without actually experiencing any real fun.

The basic problem here is that there just isn't that much to do on any of the tables. After mastering a couple of different shots, most players should have no problem racking up ridiculous scores by shooting the scant targets over and over again. Graphics are passable, but the three dimensional look that's the Virtual Boy's stock in trade really doesn't affect play at all.

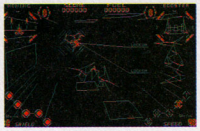
In the final analysis, it doesn't really matter how good this game is since you're going to get it anyway, but if you were expecting to squeeze a few months of play out of your machine before investing in a new title, you might want to think again.

Rating: ★

Red Alarm

Publisher: Nintendo
Developer: Nintendo

Red Alarm should be a fantastic game. Graphically, its smooth wire frame look is about the best the Virtual Boy can aspire to, control



***Red Alarm*'s wire-frame graphics have a certain '80s charm, but get confusing very quickly**

and movement are intuitive if not responsive, and even the true 3D flight idea is well designed. The problem is, in actual practice, none of it really works. The wire frame walls become impossible to gauge at close range, the tight environment doesn't ever let the player get the free feel that open flight style could deliver.

Red Alarm was intended to be the Virtual Boy's answer to *StarFox*, but the game seems to show that, at least for the time being, Nintendo should stick with the speed and performance of bit-mapped graphics.

Rating: ★

TeleRoboxer

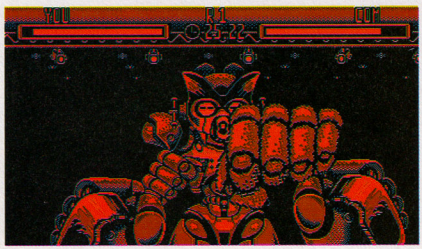
Publisher: Nintendo
Developer: Nintendo

Another 8-bit return, *TeleRoboxer* is for all practical purposes a high-tech remake of *Mike Tyson's Punch Out!* for the NES. In each round you and your remote-controlled robot (notice the careful skirting of the violence issue) are pitted against a competitor who's loaded with plenty of nasty tricks up its metal sleeves. Unlike *Mario's Dream Tennis*, the three dimensional effects don't add that much, and after a few plays it becomes apparent that what you've got in your hands is a monochrome version of an old game.

On the upside, *TeleRoboxer* looks better than any other Virtual Boy title currently available, controls are easy to learn and prove effective, and opponents are slightly more difficult to figure out than their NES cousins.

Once again, if you want something new, seek elsewhere, but if you just want a solid game for your new system, *TeleRoboxer* isn't a bad choice.

Rating: ★★★



***TeleRoboxer*'s enemies are crisp, but their attacks hardly affect gameplay**

Virtual Boy

TURTLE CARNAGE

Mario Smash

Publisher: Nintendo
Developer: Nintendo

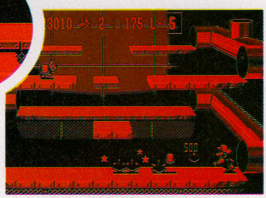
Still suffering from childhood memories of a savage tortoise mauling, Mario sets out in another of his psychotic episodes, once again seeking to render the world's turtles extinct.

Although it's basically the original *Mario Bros.* in a 3D form, the game is actually fun, using the Virtual Boy's additional axis to full advantage without detracting from gameplay. Each round, players tear around the familiar pipe structure, kicking over turtles (an infinite number to abuse), and throwing the shells at mutant creatures on the other side of the course. In the bonus rounds Mario tries to grab coins as they fly toward him in a alley-like arena. Sound and graphics are one-dimensional, but for the most part you should have expected that when you purchased the machine. In the end, *Mario Smash* doesn't deliver the next generation in gaming, it's not addictive, exciting, or even nice looking, but it's a darn good distraction in an interesting new format. As far as the turtles go... Mario, it's time to stop this madness! Can't we all just get along?

Rating: ★★★



More than just a gimmick in *Mario Smash*, players must use the 3D world to their advantage



Like in the original *Mario Bros.*, stunned enemies must be disposed of quickly