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# NINTENDO NEWS NETWORK



## RARE RUMOUR

A hot rumour doing the rounds at the moment hints very strongly that game 'auteurs', Rare, are developing new games for a new machine. It's not the NU64, neither is it the S\*aturn or the PI\*stition. It's none other than Nintendo's own VIRTUAL BOY. Now this is great news indeed, if true. Take a moment to ponder the marvels that rare have performed for the Super NES and Game Boy, then consider the possibilities of one of their brilliant games in incredible 3D, now tell me you're not excited!

## I'M GONNA EAT WORMS!

Whilst we're on the subject of all things Virtual Boyular, another hot piece of developer news. This time it's from Team 17, new boys to the wacky world of Super NES programming but old hands on floppy formats. They've just announced that they'll be converting their highly ace and slightly twisted strategy/blaster, Worms, for the machine. No firm date has been fixed for the game's release as yet, but seeing as there's no UK date for the VB yet, well, it doesn't really matter does it? Actually, yes it does. We want the Virtual Boy!



(LEFT) This is our "artist's impression" of what Worms on the VB might look like. Dead good, innit!

## HAPPY HAPPY JOYPAD

Do you ever find that your fingers get tied in knots when trying to pull off spectacular feats of Joypad gymnastics, simply because you can't possibly get your digits around all the buttons at once? Do you also dream of owning one of those great arcade joysticks but can't afford the extortionate prices asked? Then your days of misery are over, thanks to the new turbo pad from TecnoPlus. This top little item is no bigger than a regular Super NES joypad, yet contains all the features you'd expect in a much bigger, more expensive unit all six buttons on the front, auto-fire, slow motion and turbo, all independently controllable and all for the bargain price of £14.99, great for Killer Instinct.



(RIGHT) Yes folks, banish those button accessing miseries with the new TecnoPlus joypad. Or something.



## UPDATE

### DRAGONFLY TAKES OFF

Pssst, c'mere. Did you know that the project Shigeru Miyamoto is working on with Paradigm in the States has been codenamed "Dragonfly"? And why is this of any interest to us? I hear you cry. The answer is because Dragonfly was the codename given to the Pilotwings project back in 1990. Adds a bit of fuel to the rumour that Miyamoto is working on Pilotwings 2 for the NU64, wouldn't you say? Just thought you might like to know... !



### KEEPING THE DREAM ALIVE

As the release date for Nintendo's Ultra 64 draws nearer, another name is added to the list of "dream team" developers, GTE Interactive Media. GTE are fairly unknown on this side of the Atlantic, although they are more renowned in the states for games like Jammit and Street Hockey. They were also the ones planning to release FX Fighter, before it was pulled. No formal announcement has been made as to what they will be working on, although it is widely believed that they are talking with Nintendo with a view to exploring the possibilities of Network games. Sounds completely excellent.

Namco have also reportedly signed on the dotted line, although rumours that they will be converting their thoroughly excellent arcade racer, Ace Driver, were unconfirmed. More hot news and rumour-mongering next issue

# Nintendo

## PEOPLE SYSTEM



It's our birthday! Three years old this very issue. That's 36 glorious issues of what is now and has always been Britain's biggest-selling Nintendo magazine. My that's... hmmmm that's over 41 million pages of Nintendo-based fun by my calculations. Give or take a few zeros. So how come it's us giving you the presents, eh? How come we've chosen this, our third anniversary, to provide you with what we consider to be the best issue of NMS ever? How come we've managed to secure the

first UK reviews of tw  
of the hottest games  
of all time - Killer  
Instinct and Doom?

Why have we done all  
this? Because we love you! That's right,  
all of you - even the ugly ones - and to  
prove it we're going to give you all a big,  
wet kiss, you first, mmmmmwah, slurp!

**ANDY**

### ALL HERALD THE HAIRY MONSTER FROM UP THE A10!

"Hey, no pets allowed in the office!" Such was the cry that greeted our new designer, Chris Hobbs, when he joined us this month. Ooops, little did we know that Chris was not walking a couple of Irish wolfhounds, but that he was, in fact, wearing a pair of shorts, protruding from which were a pair of the hairiest legs in all Christendom! Sorry Chrissy-boy, our mistake. So, erm, welcome aboard Chris and sorry about all the little misunderstandings back there - aha, hey what big eyes you have. Er, what big teeth you have! Oh dear, pass the silver bullets somebody...



### NINTENDO PEOPLE SYSTEM

This month has witnessed a bizarre change in the NMS staff. We have joined the cyber age and entered a new reality - free from the constraints of our earthly bodies. As you are reading this our electrical impulses are travelling down your phone lines, into your Super NES', onto your television screens. We are, the Virtual Boys...

### ANDROID McVIT

Not the Editor of the UK's biggest selling Nintendo Magazine at all, but a remorseless skiving machine. Prime directives: to devolve as much responsibility as possible, to spend all day colouring in the NMS Flatplan yellow, to drink too much caffeinated substance and to break the 500-line barrier on Tetris. He must be stopped. He must be stopped. He mustzzppft! PREFERRED ENTERTAINMENT UNITS: KILLER INSTINCT, DOOM, RED ALARM, ZOOP

**EDITOR:** ANDY "INDURAIN" McVITIE  
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**OVERSEAS CORRESPONDENT:** WARREN HARROD

**SPECIAL THANKS TO:** Simon Farmer and Kevin Bayliss at Rare, Warren Harrod for his prompt shopping abilities, Shaun White, Graham Archer and all at Nintendo for being dead good - especially Mr Satoru Shibata.  
**SPECIAL NO THANKS TO:** Konami for being uncharacteristically cack in the honesty department.

AD MANAGER LISA "MARRIED" HAWKES PRODUCT MANAGER TINA "ARE WE DOING THIS PROMOTION?" HICKS GROUP AD MANAGER NIGEL "BON JOVI ARE NOT CORPORATE ROCK" TAYLOR PUBLISHING DIRECTOR GRAHAM "HAVE A COMPANY CAR HAVE THREE!" TAYLOR CONTRIBUTORS: Pauli Buffon, Richie Leadbetter, Stevie Merrett, Alex Simmons, Rob Bright EDITORIAL ELASTIC BAND-POWERED MODEL AIR-PLANE Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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Although we take great care to ensure as far as reasonably possible the accuracy of the information contained in this magazine, NMS and the publishers cannot be held responsible for any omissions or errors that may occur. No correspondence with NMS shall be entered into. Please don't waste your money on self addressed envelopes, we only make sacrificial bonfires out of all the stamps you send and burn little effigies of you. Honest, we do!

**COMPETITION RULES:** EMAP Images and Nintendo employees and their immediate families aren't allowed to enter any NMS competitions. The Editor's decision is final. But not on all things, mind. He wouldn't, for instance, have a clue how to resolve the socio-political problems in Albania. Wouldn't have a clue, bless him.

## OCEAN COMPO WINNERS

Gasperatum! NMS are announcing the winners of a competition! Yes, we've finally got fed up of tripping over the enormous box, a-brimming with Ocean kindness, that's been stood in the middle of the office for the past four months, so have taken direct action. Here then, without further ado are the lucky winners, Miss World stylee. RUNNERS UP: Each receiving a copy of one of Ocean's finest wares are Adrian Mills, Gary Storey, M. Jeffrey, PJ Manning, James Thurman, Paul Rowland, Kevin Wilson, Neil Crossland, Gavin Sims and Mark Haigh.

**SECOND PLACE:** Floating off with a smart model Hovercraft is Terry Ellison. **THE WINNER:** David Stoley who wins an amazing remote control vehicle wot he's got to build himself. HOORAH! All those of you waiting for copies of Theme Park, we'll get 'em out to you just as soon as Ocean get 'em made. Please be patient. Thanks to the many thousands of you who entered this fine compo and didn't win, and an especially big thanks to Ocean too.

## THANGEW, THANGEW ALL SO VERYMUCH...

On behalf of all the NMS staff, their families, pets and neighbours in the immediate vicinity, I would like to thank all those of you who wrote in response to our advert for a new writer for NMS. We have looked through all the stuff sent in and have been pretty pleasantly surprised by the high standard of work sent in. We have now selected those people we would like to talk to and will be making our announcement in time for issue 37. So, if you haven't heard from us yet, you haven't been chosen on this occasion. But take heart in this, we're not chucking any of your CVs away - EMAF will be expanding over the next few months and we'll be needing new writing talent, so you may yet be called upon.

Who knows what the future holds, etc...

### UNIT P. M. DAV:X

Beneath the calm gaze of this mark 5 recreational unit lurks the steely, unbeating CPU of a ruthless killing droid. This lethal concoction of the seemingly docile and viciously murderous is precisely calculated to destabilise all opponents in games of Killer Instinct and Weapon Lord. His secondary functions include protecting the good name of unknown lifeform, Kirb-E, and visiting the ballet with female droid unit, Mich-e.\*K/O. Approach with extreme caution.

PREFERRED ENTERTAINMENT UNITS: KILLER INSTINCT, WEAPONLORD, GALACTIC PINBALL, DOOM

### THE P.TRON™

With its bizarre language consisting of bleeps, chirrups and whistles, it is easy to dismiss the P.Tron™ model 12 as little more than a common technical unit. Don't be fooled, the P.Tron 12's digits are finely tuned and have been fitted with the latest S/Pawn. E-G1t. accessory. Consequently this unit cannot be beaten in games where frantic button bashing and joypad wiggling appear to achieve positive results. Bah! PREFERRED ENTERTAINMENT UNITS: DOOM, KILLER INSTINCT, GALACTIC PINBALL

## RATINGS GUIDE

**90-100**



ANY GAME SCORING 90 PER CENT OR ABOVE IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BYES.

Heaven and all creation bless you my son. I have looked down from his cloudy armchair and chosen you as one of the angels to take flight upon an ether of infinite bliss, and sit by my side on a suitably fluffy cushion!

**80-89**

A benevolent smile is delicately bestowed upon you. Only once did you stray from the path, and you learnt to be humble my child. Cross yourself, pray a little and join your eternal brethren!

**70-79**

The Dark One tempted you, and often you were fooled. But you struggled for your soul and won. Take these broken wings and learn to fly again, learn to fly so free...ahem.

**60-69**

Tut. Tut. Did you never listen to my prophets? Even the most industrial of adhesives cannot mend your broken wings. Mr. Mister, take this soul and place it in the Middle Earth. It must think upon itself awhile.

**50-59**

I see only waste here. Not once did you adhere to the holy signs. Not once did you confess your sins. Not once did you have tea with the Rector. Now the time for atonement is here. Purgatory!

**40-49**

Your eyes always turned downwards, to the palace of darkness. Easy gratification was all that ever mattered to you. I command you down with a commanding voice and angry eyebrows!

**30-39**



GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISSIONER, THE ACKNOWLEDGED BENCHMARK OF BADNESS. So, you didn't believe eh? You found the whole idea 'a bit of a laugh'. You used to rip the mick out of 'Highway To Heaven' eh? No more jokes satan's child! It's time to turn up the heat!

**20-29**

That you should have walked on God's earth! An abomination, that's what you are! See these fingers? See this lighting? See ya smart ass!

**0-19**

So, it is the Dark Angel himself! I expected to see you again sometime. By the way, I was meaning to ask you, where do you get those fabulous outfits?

### CHR. @HOBB.COM.//

There is much more to this man than first meets the eye. He is not, in fact, mild mannered Christopher St. John Hobbs of Hoddesdon, Herts. Chris is, in reality, the Internet! That's right, the actual Internet. The dense matting of what passes for hair that blankets his lower appendages is actually a highly organized matrix of micro-fine fibre-optic wires, through which billions of messages a second travel. Hey, it's always the quiet ones, isn't it!

PREFERRED ENTERTAINMENT UNITS: KILLER INSTINCT, FIFA SOCCER '96, RED ALARM

sic, Sim Paint Drying?", as Super International Cricket was given 82%?

Mark Franklin, Saul

**A** *Andy: 1. Although no firm release date has been announced, I wouldn't expect it until the new footy season starts. In fact, seeing as the concept of Fantasy Football requires a level of interaction and storage not possible with a cart, I wouldn't expect it at all. 2. I hope not. 3. His statement was a momentary burst of sanity in a crazy world. 4. Sheesh, that's was almost two years ago. Look, horse racing games are bob, nobody in their right minds would con-*



sider owning or releasing such a waste of silicon. 5. International Cricket was reviewed by a cricket fan, from a cricket fan's perspective. As someone who considers Cricket to be the single-most nullifying sport ever created, I stand by what I said, 82% or no.

## SEQUELITIS

**Q** Dear Andy. Please could you answer my questions or I won't buy NMS again! 1. Which should I buy first, second etc, when out? Killer Instinct, Earthworm Jim 2, Doom, ISS2 and Diddy's Kong Quest.

2. My brother told me about a new beat 'em up that is coming out called FX Fighters, is this true?

3. When the new consoles come out, which will be the best? Will the Super NES stay in?

4. Will Earthworm Jim 2 be better than EW1? Will Diddy's Kong Quest be better than

DKC?

5. What is the saddest review you ever did? What was it called and what did it score? Tim Whitehead, Bristol



**A** *Andy: 1. Spoil yourself and get 'em all. But if you don't happen to have £300 spare, I'd get KI first, followed by DKQ, ISS2, Doom and EWJ2. 2. FX Fighter was indeed a prominent feature of Nintendo's release schedule - until Killer Instinct appeared - whereupon it promptly and somewhat curiously disappeared entirely. The self same game may now be found gracing PCs across the nation. 3. The NU64 is technically the best and should blow the rest away. The Super NES should be around for a couple of years yet - especially if they keep managing to pull games like Killer Instinct out of nowhere. 4. That the sequel surpasses the original in terms of quality is generally the idea. So, yes. 5. By far the worst game we ever reviewed was Road Fighter on the NES, scoring nine of your Earth percents, but that was in the days before NMS. More recently Paul cites Lamborghini on the Game Boy and Kyle Petty on the Super NES, whilst Steve Merrett fondly remembers Family Dog. As a rule, if games are too cack we don't put them in - waste of good paper.*



## DEMOLITION MAN

**Q** Thanks for the Superb mag, now please answer my superb questions. 1. Will Nintendo release a monitor for the NU64? Nintendo boasts it can perfect, crisp graphics. But without a monitor they would be wasted. Will the NU64 support HDTV? 2. Sega, Sony and Co. are releasing accessories that allow movies to be played off CDs. Will Nintendo release a CD add-on for films etc, or can films be played off carts? 3. Will Namco and Capcom be developing games for the NU64? 4. What happened to the development of the following games for the Super NES? Akira, Undercover Cops, Lethal Enforcers 2, FX Fighters, Demolition Man and the Mask. 5. When I finish my A-Levels I would like to go on to a career in graphical modelling such as the techniques used in Donkey Kong and Killer Instinct. However, I need to get some more information together about qualifications and training so I could do with the addresses of companies like Rare. Please help. David Joseph, Eccleshall



**A** *Andy: 1. No, but there are plenty of compatible ones around and most modern TVs have SCART compatibility. 2. Nintendo have not ruled out the possibility of a CD-based add-on. In fact, if you study the picture of the NU64 there is what appears to be an expansion port on the top. Whether it'll be able to play movies, I don't know. 3. Rumours abound. Patience will reveal all. 4. Akira's looks liked it's been shelved, alongside Lethal Enforcers 2 and FX Fighters. Undercover Cops is out in the States I believe and as for the Mask and Demolition Man, both are alive and well. Demolition Man's already out, in fact, and rather good too. 5. Companies like Rare and such are unlikely to train you on the job, so it won't be much use passing on their addresses. You're far better off looking for a college course that specialises in computer graphics - there are a ton of them around and your teachers should be able to help. You'll probably need a good background in art or technical drawing, though.*



## HE CAME FROM PLANET CLARE

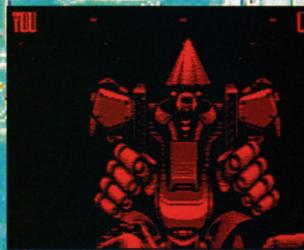
**Q** Dear Andy  
Please answer these questions cos they're bugging me.

1. When will Theme Park be coming out? I rang my local shop and they said there were no plans for its release.
2. There was a letter a couple of issues ago about the price of games. When will the price be fixed?
3. If there is a sequel to Super Mario Kart, will it be on the Super NES or NU64?
4. Are there any more Sim City games on the Super NES?
5. Name your top five Game Boy games.
6. Will there be an adaptor, like the Super Game Boy, that allows you to play Super NES games on the NU64?
7. Will there be any Kirby games on the Virtual Boy or NU64?
8. Will Nintendo release any new consoles after the NU64?

Kevin Pilkington, County Clare



**A** *Andy: 1. According to our information it should be out now - check with a few other retailers. 2. That little matter is still under consideration - i.e., no decision's been made yet. 3. Who's to say? NU64, I hope, but I doubt there'll be a sequel. 4. There's Sim City 2000 and it's great. Ocean have the rights for the game and plan to release it just as soon as they can find someone to translate it. 5. My current top five in no particular order are: Donkey Kong Land, Mario's Picross, Kirby's Dreamland 2, Galaxian/Galaga and Earthworm Jim. 6. Now there's an idea - any hardware manufacturers out there listening? 7. Given that the NU64 will have a higher user age profile, I doubt that kute and kuddly Kirby is really the right character for the machine. 8. Blimey! We haven't even seen the NU64 yet, I daresay that, in about 3-4 years' time, new technology will come along at the right price that'll make the NU64 look a bit shabby and we'll have another new machine to save up for. We may even have some sort of on-line system by then for games on demand. Hey, the future's great, innit!*



*(ABOVE) Telero Boxer on the Virtual Boy - Just like being there, with a virtual boxing robot thingy!*



# SPECIAL FEATURE

*There's been a lot written about Nintendo's Virtual Boy over the last few months. Sadly, much of it has been very negative with various industry "pundits" criticising the machine for being gimmicky and not next generation enough. However, Nintendo made no claims that the VB is a next generation machine, preferring instead to market their bizarre creation as a toy. They are, however, utterly convinced of the VB's virtues and in the States are backing up the launch with a tie-in deal with Blockbuster Video, whereby the unit can be rented for three nights with three games for \$9.99; a sum redeemable against the purchase price of the unit when they inevitably choose to buy one.*

Naturally, this being the UK, no such offer exists as yet. In fact, Nintendo haven't yet made their minds up as to whether the Virtual Boy is ready for the UK market. Or should I say, whether the UK market is ready for the Virtual Boy - bunch of old tired old cynics that we are over here. Whatever the case, whilst the rest of the world plugs in, we're being left until last - again! Well, let me amend that - YOU are being left until last because we've already got one, and we can happily report that it is a very cool machine indeed! Not a next generation machine by any stretch of the imagination, but certainly not a toy either. Consider this, though, the Virtual Boy is the *only* piece of kit to be released recently that tries to do something markedly different. Respect for the Virtual Boy, I think, is long overdue...

Of course it would be totally cruel of us not to share our good fortune with you, our beloved readers. So join us please as we enter Dimension X and unveil the finer points of the Virtual Boy and the five games that were available when it was released in Japan at the end of July.

## BOY AM I SWEATY

So, how does it actually feel to get inside a Virtual Boy? Frankly, on sultry Summer days like these, it feels remarkably sweaty. The light baffle that the player peers through is fabricated from a spongy wetsuit-type material that certainly fulfils its obligation as a device to shut out external light, but which also exceeds spectacularly in

the making-you-sweat department. It scores similarly well in its ability to soak up sweat. Don't let any sweaty betties anywhere near your Virtual Boy. You have been given fair warning.



## PAUSE FOR THOUGHT

Staring at the Virtual Boy's display for protracted periods of time is not a pastime that Nintendo recommend. So, in an effort to limit the time a gamer actually sits in front of the machine each cart comes equipped with an Auto-pause function that effectively ceases the action every five minutes or so, so that players can take a "brake" as the Japanese spell it. Hard gamers may opt to turn this function off. However it really is worth taking a pause - too long at the Boy and you get a serious red line on your face. Highly comical.

# VIRTUAL



**(ABOVE)** A couple of interesting elevations of the Virtual Boy that clearly show the light shield. What you can't see, though, is the pint of sweat that the spongy material has collected.

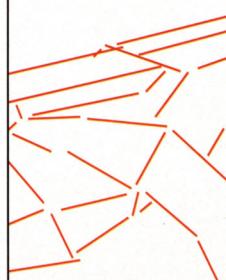
(LEFT) Aha! So this is what the carts look like. Actually, they're little bigger than Game Boy carts in physical size, although they can store up to 16 megs in memory. Notice also the little bit of plastic to protect the cart. You're guaranteed to lose it.

## SPECIAL FEATURE

# BOY IS REALITY!

Exclusive®

(BELOW) Sheesh! two D-Pads and six buttons. The big square bit in the middle is where the batteries or AC adaptor go. The whole thing works surprisingly well.



### SONICS THE HEAD-JOG

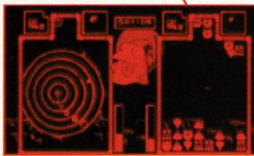
Given that the Virtual Boy boasts 32-bit technology at the heart of its CPU, you'd have thought Nintendo might have tried harder with the machine's sound chip. Sadly, the machine's sonics are somewhat akin to slightly improved Game Boy sounds in terms of quality.

Although the surround effect created by two speakers mounted either side does work well and the occasional bit of speech splices things up some.

# SPECIAL FEATURE

## DEPTH CHARGE

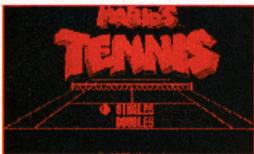
Moist forehead experiences aside, the Virtual Boy has other facets that we should really touch on. It is, after all, famed for the three dimensional experience it offers gamers, that ranges from a few layers to total immersion. Here's our view of the first five games to be released.



### MARIO'S TENNIS

It was inevitable that Nintendo would launch the Virtual Boy with at least one cart featuring their flagship character - there are, in fact a further two we know of in the pipeline. As far as that idea goes Mario's Tennis works pretty well as it manages to cram in a whole team of Mario characters for one or two gamers (Mario's Tennis makes use of the VB's Playlink facility) to play as and against. The characters themselves come across as animated cardboard cutouts, but the tennis court itself has decent depth thanks to mode-7-esque 3D.

Needless to say, all the regular play options are there - singles, doubles, tournaments - and all of the eight selectable characters have their own abilities. Plays pretty well too. A bit of a grower, we reckon.



### PANIC BOMBERMAN

Hudsonsoft's Puyo-style puzzler is an unlikely candidate for a VB release, yet it makes impressive use of the machine's 3D capabilities in the intro and intermission screens. The game itself is fairly unremarkable with players lining up three or more icons of the same type to defeat a series of CPU opponents. During the matches a variety of multi-layered backgrounds scroll past, just to show that the game does use the VB's 3D routines. It's quite ridiculously easy to finish too. Ah well.



### RED ALARM

Of the five games available at launch, T&E Soft's Red Alarm is the only one that offers gamers a true three dimensional experience. One player pilots an Arwing-esque fighter in a titanic battle through space stations, caverns and even underwater against fighter ships, assault suits and some of the oddest space-beings yet seen. Both D-Pads and all of the Virtual Boy's six buttons are utilised to pilot the craft, there are plenty of pick ups and it's as challenging as heck! The vector graphics are all in outline rather than filled, which can cause confusion at times. But with the choice of three viewpoints and tremendous sense of "being there" the game engenders Red Alarm is a real gem. Genuinely great!



(ABOVE) It's a shame that these pics cannot convey the amazing sensation of total immersion created in Red Alarm.



## **SPECIAL FEATURE**



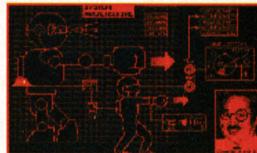
## GALACTIC PINBALL

What better theme for a futuristic machine than futuristic pinball. At least that's the concept behind Nintendo's Galactic Pinball. The game offers a single player the choice of four space-themed tables upon which to spong a space age puck - not a ball - around and rack up the, doubtless, space age points. Each table has unique special features that generally make good use of the VB's 3D capacity - ramps that go above and underneath the playfield, meteor storms that strike unexpectedly, alien attacks that test your shooting skills - and all with an impressive feeling of depth. The cart has a battery back-up too, to save highscores. A feature that makes this cart the current office favourite.



TELEBORBOXER

Nintendo's Teleroboxer may turn out to be a bit of a grower too - certainly it is the least played of the five games around the NMS office. Basically it's Punchout but with futuristic battle droids as its combatants. Like Punchout, each character has their own signature moves to add to the already full complement of jabs, hooks, body blows and uppercuts. The characters are fairly flat in nature, yet the 3D works well and you do find yourself flinching from time to time. It's tough too, although this is not helped by the fiddly control method. Also Teleroboxer is supposedly linkable with another Virtual Boy, which could significantly alter the game's appeal. As soon as we've saved up for another machine we'll let you know.



**(ABOVE)** It's a futuristic boxing cyber-roo from the planet Zarb! I'd tell you more about this character's nuances but, alas, I got my ass kicked in the first round!