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FIRST LOOKS

Shoshinkai Report:
Virtual Boy and more
from Japan's big show.

IN DEPTH

- The Lion King
- Star Trek: Starfleet Academy
- Pitfall: The Mayan Adventure

DON'T MISS
NBA Jam Game Boy

THE ADVENTURES OF BATMAN & ROBIN

Chaos Hits Gotham

JANUARY VOLUME 68
U.S. \$3.95 / CANADA \$4.95



PLAYER'S POLL EXCLUSIVE
PRIZE PROP: STARGATE GLIDER

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VOLUME 68

JANUARY 1995

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VIRTUAL BOY™

**IS BORN AT SHOSHINKAI
NOVEMBER, 1994**



Tokyo, Japan—Virtual Boy, Nintendo's new 32-bit 3-D game system, debuted in Tokyo on November 15th and 16th to gamers and industry specialists from around the world. The system was shown in a prototype form, meaning that what you see in the photos here might well change by the time the system is released, probably in May. Whatever cosmetic changes are made to the housing of Virtual Boy, it's sophisticated brain will remain the same. Last month we promised a closer look at the technology behind the system, so let's get down to it.

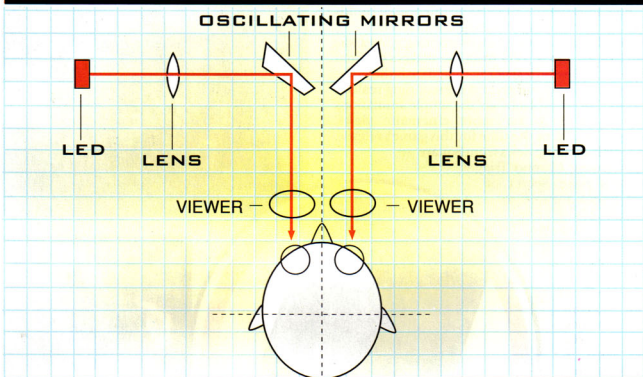
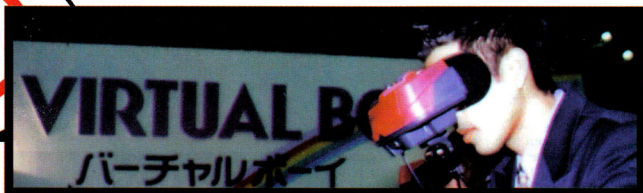
Inside, the heart of Virtual Boy is a 32-bit RISC chip (Reduced Instruction Set Computer) that uses two high-resolution, mirror-scanning LED (Light Emitting Diode) displays to produce a 3-D immersive gaming experience. Reflection Technology Inc. (RTI) of Waltham, Mass. developed the patented LED displays with a brain-trust of seven scientists from MIT. The high-res red and black image that you get in Virtual Boy as a result of this new

technology provides truly stunning 3-D images. How does it work? Virtual Boy utilizes two miniature LED displays, two oscillating mirrors and two focusing lenses to create the impressive 3-D effects. The vibrating mirrors focus the dual images through a small range which is interpreted by your eye as a single image with depth. By moving the two images closer together or further apart,

using an effect called "parallax," the image appears to move closer to you or further away.

Here are a few more features. The unique, double-grip Controller won't change much in appearance. It has two directional cross pad controls in order to give players the ability to move in any direction in a 3-D universe. Game Paks for the system will be slightly larger than Game Boy Game Paks and they will slip into a slot on the bottom of the housing. Batteries, battery-packs and an optional AC adapter will all attach to the Controller. For sound, Virtual Boy uses two stereo speakers on the main unit.





RTI MIRROR-SCANNING LEDs

Virtual Boy's unique 3-D graphics are created by using RTI's patented mirror-scanning technology. The image appears on the LEDs in four shades of red with a black background. The image is reflected off the

oscillating mirrors where the minute oscillations (vibrations) create the apparent thickness of the image. The image is also focused through the lenses for individual players.



When you are looking into the display, the speakers are within close proximity of your ears, resulting in excellent stereo separation and spatial sound effects to enhance the immersive nature of the system.

While the three game programs shown at

Shoshinkai were far from complete, they demonstrated the clarity of Virtual Boy's images, the smoothness of its animation and the depth of the 3-D images. The unveiling of the first Virtual Boy titles will be right here in Nintendo Power in the next few months.

SHOSHINKAI: THE SHOWCASE

Shoshinkai also showcased some of 1995's best games for the Super Famicom (the Japanese version of the Super NES) and Game Boy. Although all the games shown are scheduled for Japanese release this year, some of them may not be released in the U.S. soon or at all. For now, these games show some interesting trends in one of the world's largest video game markets.

Topping almost everyone's list of exciting games was Chrono Trigger, a new RPG from the makers of Final Fantasy III. One big difference in this game is the number of special graphic effects and the stunning realism of the graphics overall. Gone are the simple animations of FF3, replaced by far more cinematic views. Midsummer should be the time for this game's release.

Further earth-quaking news from Square is that, following Chrono Trigger,

players will have Secret of Mana II to look forward to in the middle of the

year while strategy players will stake

their reputations on Square's futuristic

battlefield in Front Mission.

Front Mission combines

elements of RPG gaming with a

turn-based strategy war game in

which you move huge robo-mech

units against enemy units and bases.

Albert Odyssey 2 from Sunsoft was just one

of many good-looking RPGs. Others included Tale

Phantasia from Namco, the long awaited DragonQuest VI

(which looked awesome) and Chun Soft's

Taloon's Mystery Dungeon 2, which stands a good

chance of coming to the U.S. Aretha II from Yanoman

continues a popular Japanese series and Falcom's new Y's adventure looked a lot like a Zelda game—another



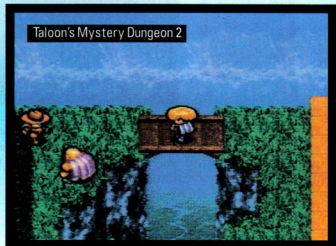
polygon fighter that is being developed in association with

Argonaut (the British developer that also helped create Star Fox). The

game features full 3-D rotation features and futuristic opponents. Power will

bring you more on the project as it develops.

Almost finished was the Super Game Boy offering of Kirby 2, which was without a doubt the best Game



FOR JAPANESE VIDEO GAMES

Boy title shown. The most unique Game Boy offering, however, was the new designer series of Game Boys in special colors. In Japan, you will be able to buy yellow, green, red, black and white Game Boys. There is even a clear Game Boy unit that shows off the hardware inside.

Other notable games included NBA Jam Tournament Edition, Super Bomberman 3, and Enix's long-awaited Dragon Quest VI, which looks even better than Final Fantasy III and contains a much improved first person battle view. Mystery Dungeon 2 from Chun Soft—the Dragon Quest creators—features action and adventure in a game with RPG depth. Elsewhere around the show, third party licensees did their best to cash in on the Japanese RPG craze with every conceivable variation on the Final Fantasy style. If you can read Japanese and you have a Super Famicom, you could spend years playing all these games.

The action category had few new entries. Fighting games were conspicuous in their absence, but there were a few fun platform games including Nightmare Busters, Super Pop and Go Go Ackman from Banpresto. For simulation fans, the biggest news was a demonstration of Sim City 2000 from Imagineer on the Super NES. Asmik had a strategy/sim fighter plane game that turned a few heads. But the biggest sim category was horse racing. In the Tokyo stores we counted five existing horse racing games with as many new titles appearing at



Shoshinkai. Can Mr. Ed be far behind?

Pinball was also a hot category in Japan, as well as Pachinko, which remains a national craze. Super Pinball 2 was shown in an arcade version that looked just like a mechanical pinball machine while Battle



Pinball, a Banpresto offering, featured multi-level pinball action similar to Kirby's Pinball.

One favorite was Super Bomberman III from Hudson—the best Bomberman title to date. Not only can you choose from a variety of Bomberman characters, you can also ride around on Bomberman kangaroos that give you an extra hit-life.

What we learned from the show is that Japanese developers are still hard at work cranking out excellent Super NES and Game Boy titles, many of which should show up on our shores within the next 12 months. We'll let you know when they reach the dock.





GAME BOY TOP 10

VOL. 68	GAME	VOL. 67	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	21
2	DONKEY KONG	2	8
3	MORTAL KOMBAT II	12	2
4	WARIO LAND: SUPER MARIO LAND 3	3	7
5	MIGHTY MORPHIN POWER RANGERS	6	2
6	METROID II: RETURN OF SAMUS	4	37
7	SUPER MARIO LAND 2 - 4 GOLDEN COINS	7	28
8	TETRIS	5	28
9	KIRBY'S DREAM LAND	9	26
10	SUPER MARIO LAND	8	37

TOP 10 QUESTS

VOL. 68	GAME	SYSTEM	RELEASE DATE
1	FINAL FANTASY III	SUPER NES	OCT. '94
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	SUPER NES	APR. '92
3	THE LEGEND OF ZELDA: LINK'S AWAKENING	GAME BOY	AUG. '93
4	ILLUSION OF GAIA	SUPER NES	SEPT. '94
5	SUPER METROID	SUPER NES	APR. '94
6	SECRET OF MANA	SUPER NES	OCT. '93
7	JURASSIC PARK	SUPER NES	NOV. '93
8	FINAL FANTASY LEGEND III	GAME BOY	AUG. '93
9	FINAL FANTASY II	SUPER NES	NOV. '91
10	BREATH OF FIRE	SUPER NES	AUG. '94

MOST WANTED

Here is the Most Wanted list from the Pros around Nintendo. Vote for your Most Wanted games by sending in this month's Player's Poll card.

1. DONKEY KONG COUNTRY (SUPER NES)
2. KILLER INSTINCT (NU 64)
3. NBA JAM TOURNAMENT (SUPER NES)
4. DOOM (NU 64)
5. DONKEY KONG LAND (SUPER GAME BOY)
6. VIRTUAL BOY
7. FINAL FANTASY III (SUPER NES)
8. MEGA MAN X2 (SUPER NES)
9. KIRBY 2 (SUPER GAME BOY)
10. SUPER GAME BOY

HALL OF FAME

Here are the first of the all-time greatest titles that we are honoring. When a game has been at the top as long as these have, it deserves special recognition!

GAME NAME	MONTHS ON THE CHARTS	HONORS
THE LEGEND OF ZELDA	76 MONTHS	This game established a new genre and introduced us to Link.
SUPER MARIO BROS. 3	64 MONTHS	Mario's biggest NES adventure remained in the Top 20 for over five years!
TETRIS	59 MONTHS	Tetris' addictive quality makes it the title that all puzzle games are measured against.