

A NINTENDO DOUBLE BILL – NEW NES
AND VIRTUAL BOY ENTERTAINMENT!

PEGS

NOT BEING
SOLD DOOR
TO DOOR

Peg solitaire has been around for years in one form or another. The game is simplicity itself – the player is presented with a board that has a series of holes with all but one containing a peg, with the objective being to jump pegs over their neighbours, then remove jumped pegs from play.

This NES version uses a triangular board with 15 holes and the empty slot is chosen by the player when the game begins. It's then a case of selecting which pegs to move and their destinations (with the game helpfully only allowing legal moves) until no more jumps are possible, at which



▶ You have made a mistake. You will not succeed.

point the player is given a summary of their performance – how many pegs remaining, a pithy comment about their playing prowess and a little surprise should they only have that elusive single peg.

Graphically, Pegs is only average and while the sampled speech is a nice touch, the music is rather weak as well. However, annoying as the tunes may become, that can be overlooked. Something harder to ignore is the lack of long-term replay value, and the only longevity comes from trying to clear the board with a single peg remaining from the small number of starting positions. Had Pegs featured preset game boards and preferably



▶ You put your left peg in.

included the more complex 33 or 37 hole layouts alongside the triangular one, there would have been far more depth.

THE SCORES

PRESENTATION: 6/10 Music selector, credit screen but no scores or tables.
AESTHETICS: 7/10 Reasonable graphics, but the music is weak.
PLAYABILITY: 8/10 I'll take some time to find all of the solutions...
LONGEVITY: 4/10... but once that's done there isn't much else to do.
VALUE FOR MONEY: N/A
OVERALL: 7/25

FORMAT: NES
DEVELOPED BY: ROBERT L. BRYANT
LINK: <http://robertlbryant.com/gaming/pegs.htm>
RELEASE DATE: OUT NOW
PRICE: FREE
REVIEWED BY: JASON KELK



▶ The language may be dated, but Pegs is still good fun.

VB RACING

MIRROR,
SIGNAL...
ACCELERATE
WILDLY!

The open road, a fast car and the thrill of hammering along a three-lane motorway with the top down... VB

Racing is a stab at re-creating this experience for Nintendo's Virtual Boy, with one major difference being that, due to the colour of the screens in the hardware, the blonde in the passenger seat has been transformed into a redhead!

While VB Racing does bear some cosmetic similarities to OutRun it probably plays more like 16-bit racers such as the Lotus Turbo Challenge series, albeit with the action taking place at a more sedate pace. Despite the speedometer registering



▶ I can lock all my doors, it's the only way to live.

over 200km/h when driving flat out, there isn't a great sense of speed produced as the roadside objects pass by. VB Racing doesn't have a lot of variety to that scenery either, although the road undulates nicely and there is a unique skyline for each stage, after that it's just trees whizzing past and, for some bizarre reason, the only other vehicles sharing the motorway with the player appear to be vans.

With over two minutes on the timer at the start of each stage and no checkpoints to break up the journey from the start to finish, things can become pretty repetitive. But even with all of that considered, this is a brave attempt at getting a spot of racing



▶ You'll be lucky to see the odd tree on your journey.

action on the Virtual Boy and is still reasonably enjoyable in its current form. Hopefully a future version will improve on this promising start.

THE SCORES

PRESENTATION: 5/10 No options, just a page of text for the credits, in fact.
AESTHETICS: 7/10 Reasonable graphics, but not much variety.
PLAYABILITY: 8/10 Easy enough to grasp and have some fun with.
LONGEVITY: 6/10 No serious challenge in the long-term.
VALUE FOR MONEY: N/A
OVERALL: 7/20



▶ You may want to keep some paracetamol handy when playing.



FORMAT: VIRTUAL BOY
DEVELOPED BY: MARTIN RUJACZYNSKI
LINK: <http://www.vb2.de/>
RELEASE DATE: OUT NOW
PRICE: FREE
REVIEWED BY: JASON KELK