

# In The Red

## Mario Tennis

A simple but addictive little game in which our moustached plumber friend takes up tennis along with six of his platform chums. Very few surprises with this one, but it's very playable and benefits from a two-player link-up option. Described by many as 3D Pong, if you're going to buy a Virtual Boy this is going to come with it so you may as well get used to it anyway.

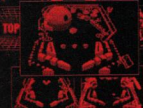


## Galactic Pinball

A solid and reliable game in which pinball meets outer space. Four tables boast plenty of wild features together with special hidden bonus games. Graphically this is great and with its weird and wonderful special effects and addictive gameplay this could be an early purchase for your Virtual Boy.

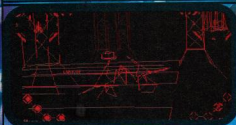
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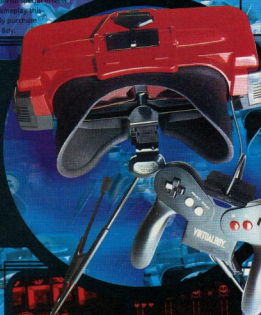
# Red

I heard the news today, oh boy. It's a virtual relaunch for the red-eyed little monster. Loads of new games and a fresh new outlook. Rob happily sees red as the boy becomes a man.



The TOTAL! Jury is split in two on this title. One camp will try to convince you it's an impressive futuristic shoot-'em-up. The other say it's a mess of polygons which only leads to headaches not to fun. As pilot of the Tech-Wing fighter you battle the forces of KAOS, a 21st century artificial intelligence system. With shields, missiles and turbo boosts at your disposal and gauges everywhere there is everything you need to have a good time. The things is, you rarely do.

## Red Alarm



By far the best Virtual Boy game on the market, this sees Wario go on an underground adventure in search of treasure. Very close to Super Mario Bros 2 in terms of gameplay, the aim is to find keys to open doors up. The action flows freely and the graphics are good. And for once that 100,000 points total is reached. The only criticism is that it's far too easy. However, in years to come this may well be the game that finally launched the Virtual Boy big time.

## Wario Land

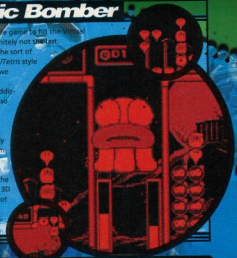
## Teleroboxer

There is a futuristic boxing sim in which robots created to hazardous duties are entered into a worldwide robotic boxing tournament by their inventors. Unfortunately for the Virtual Boy, only eight of them turn up. A novel idea, with action that isn't a million miles away from Super Punch Out!, but there simply aren't enough characters to maintain your interest.



## Panic Bomber

The first puzzle game to hit the Virtual Boy, but definitely not the last. It's basically the sort of PuyoPopoon/Tetris style game which we always find completely addictive. This is also fast, big and clever and a must-buy. Unfortunately it suffers from not having a two-player linkage and the fact that the 3D images are not exploited to their full potential.



# Or Dead

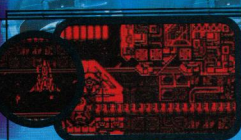
After a disappointing start to its life the Virtual Boy is to be given a second chance. The price is gradually coming down and Nintendo have announced exciting new plans for the console with legs. In America and Japan a host of new games are about to hit

the streets which will hopefully give new impetus to the virtual boy's sales. And a marketing push by the company will hopefully back this up.

We have word of seven new titles to add to the 12 which are already available and

some of them - Wario Land in particular - will finally make us realise what all the fuss concerning the Virtual Boy was about.

So with no further ado, here's what's available and virtually available for the Virtual Boy. Isn't it time you saw red?



This is an overhead shooter in the style of the old arcade game Raiden. The main benefit it gains from its 3D environment is the ability to switch between two planes of action. This eventually gives you three different directions of movement rather than the two normally found in 2D games. It's not a very big game up for the poor souls and the only major drawback is the confusion that arises in later levels. Still a great game though.

## Vertical Force

Jack Frost, Jack Skellton and Jack O' Langer are the three brothers concerned, who share the same surname, but there you go. This is an action packed puzzle game in which you must see the three Jacks safely home through some tricky mazes. Make sure they're home before midnight as well or they die Nasty. Occasionally frustrating, but good fun all the same. Not an essential purchase, but not a bad one.

## Jack Bros

## League Baseball



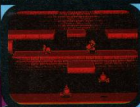
Great fun this one, especially in two-player mode.

Like most baseball sims, the action is viewed either from close in behind the batter or in a wide angle view of the outfield.

The movement

between views is very slick and the graphics are well refined throughout. The 3D really helps with the batting aspects of the game and this is a highly polished sports sim.

## Mario Clash



This is one frantic round of bombardment in which you have to fight off hordes of enemies including whole armies of Koopas on the march. It looks very similar

to the Mario Bros game first seen in arcades year ago. Working on platforms in three dimensions you have to knock them off and collect either from the back or side. Not a great game, but the ability to act in three dimensions is well worth trying out.



## Virtually Here

### Virtual Fishing

Category: Fr; fishing sim

Release: TBC

This is a basic fishing sim that has some brilliant 3D graphics that give a superb feeling that you really are looking at fish underwater. Again, it is perhaps not the most exciting concept, but somehow it works beautifully in the Virtual Boy environment. This is definitely one to look forward to.

### D-Hopper

Category: Platform Adventure

Release: June

Not as first thought a role playing game based on the life of Dennis Hopper, this is instead a platform adventure romp as Hopper a dragon (hence the 'H' with spring-loaded legs (the Hopper bit)). Viewed from over-

head, you bounce around multiple layers killing enemies and having a great old time. Loads of hidden levels and extras but as yet unfinished, this could prove to be a great addition to the virtual boy scene.

### Tetris 3D

Category: Puzzle Game

Release: May 1996

I think the title says it all really. It doesn't take an expert to work out that this is the basic Tetris game in a 3D format. Sure to be as addictive as any previous incarnations we just hope it uses the 3D abilities properly.

### Mighty Mooshin Power

Rangers

Category: Platform adventure

Release: Soon

Quite a strange one to push

through considering their appeal is on the wane, but I'm sure they'll do the virtual boy proud. Details are sketchy at present, but a platform adventure is most likely.

### Round High

Category: Unknown

Release: TBC

Nothing known about this one at present, but we'd guess it was a flight sim on the basis of the name. Then again it could be about rock climbing.

### Faceball

Category: Sports sim

Release: TBC

Likewise there is nothing known about faceball other than the fact it's a sports sim. Expect a futuristic violent combat sport though. And the odd ball in the face.

## Technically

They say that little boys are made from frogs and snails and puppy dogs' tails. Well there's a saying in the computer games industry that says Virtual Boys are made from 3D graphics, CD-ROMs, and Dual MicroScan light projection LCD displays and decent rhyme, but there's certainly more truth in it. I've seen plenty of

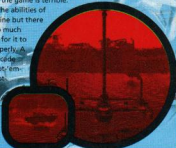
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## Waterworld

You play the Mariner who, just like in the film, has to protect Enola and the Atollers. You control the Mariner's ship in a first-person perspective (ie behind the ship) and must destroy enemies as you protect the innocent in the water.

The graphics are very detailed and sharp but unfortunately the 3D in the game is terrible.

It shows the abilities of the machine but there is just too much going on for it to work properly. A decent arcade style shoot 'em-up but not one of the better Virtual games.



## Golf



Nothing fancy to this one, just very basic golf, there aren't loads of courses, no fancy options, just golf. Never has a game been so well named. One word: Golf.

Unfortunately it is one of the worst examples of 3D we've seen in a virtual boy game to date. The graphics are fairly well detailed but the effects are awful. This is really just for the most avid golf fans out there.



## Speaking

medical programmes and nowhere have I seen a snail-transplant. So for all of you teddy-freaks out there this is what the Virtual Boy can do. Processor: 32 bit RISC CPU Speed: 15 MHz Display: RTT Dual mirror scan, high resolution LED displays Resolution: 384 x 224 pixels for each eye Software: 8-16 Megabit ROM pack Sound: Digital Stereo (self-contained speakers) Power: Six AA batteries/SNES adaptor/rechargeable battery adaptor Two-Player Playlink cable Price: \$150 (Approx £100) Comes with Mario's Tennis

## How Do They Do That?

The 3D effect in the Virtual Boy is achieved by using two mirror scan LED displays to create a stereoscopic 3-D environment. Basically, because they are differently set, each eye sees the image from a slightly different angle, which is what makes things look closer or further away. So, for once, it is actually all done with mirrors.

## Seeing Red

So how come we don't get to see these great games in colour? How come we have to cover the gorgeous pages of TOTAL! with these horrible red pictures? Okay, so love sees no colour, but why – as the joke goes – is everything red all over?

The reason is that the resolution and sharpness of picture is three times better than it would be if blue and green arrays had been included to make up the image. And the system would also be three times more expensive as a result. Here at TOTAL! we're firmly in the red corner.

