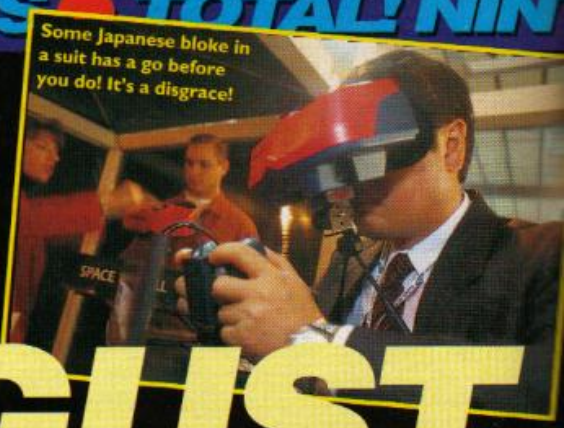
VIRTUAL NEWS

VIRTUAL AUGUST



August 14 will be Virtual day in America this year as Nintendo's Virtual Boy officially goes on sale. The revolutionary, and much criticised, successor to the Game Boy may not have received much coverage in the press up to now but the feeling at E3 was that Nintendo may well be onto another winner. We had a quick go on *Tolero Boxer* and loved it to bits. Who cares if it's not colour? It's dead powerful, truly three-dimensional and has digital stereo sound. Not bad! The only problem is that it's so hard to describe the experience. Erm, so we won't even try until we get one in the office.

The Virtual Boy will retail at $179.95 and will be bundled with an, as yet, undecided game. It's powered by six AA batteries or an optional AC adaptor. We're not sure how long the batteries last but as we're getting one in next month, we'll let you know.

Five games for the VB will be available from launch and another nine have been confirmed as in-development although many more are on the way as there are more than 100 developers and third-party publishers supporting the system. Nintendo expects to sell more than 1.5 million Virtual Boys together with 2.5 games by the end of the year. Who are we to question them, they've never been wrong before. Let's just hope the UK release is soon after.



TECHY STUFF

Here's another look at the power behind the Virtual Boy

CPU: Single 32-bit RISC processor running at 20MHz

Display: Dual Mirror scan, high resolution, oscillating LED displays

Software: ROM cartridge, maximum capacity 128 Mbits

1. **Adjustable eye piece**
2. **Digital stereo sound**
3. **Twin hi-res display**
4. **Two player port**
5. **RISC based processing**
6. **Advanced LED system**

LAUNCH TITLES

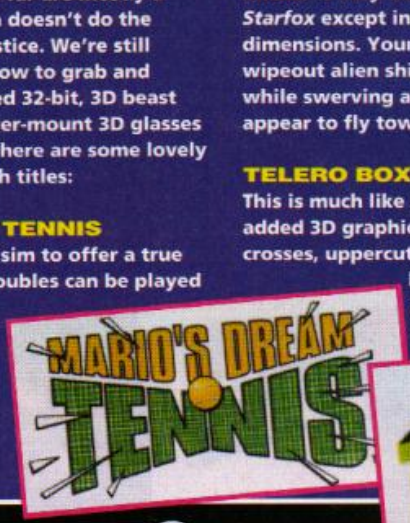
First of all allow us to apologise for the lack of Virtual Boy screen shots to date. The ones we've got so far are mostly a load of old cack which doesn't do the system any kind of justice. We're still working out exactly how to grab and present this underrated 32-bit, 3D beast without having to cover-mount 3D glasses every month. So, erm here are some lovely logos for all the launch titles:

MARIO'S DREAM TENNIS
This is the first tennis sim to offer a true 3D court. Singles or doubles can be played in one-player mode or together with a friend in link-up mode. You're opponents including: Mario, Yoshi and Donkey Kong Jr.

RED ALARM
This polygon rendered blaster is very similar to *Starfox* except in three dimensions. Your aim is wipeout alien ships while swerving and ducking obstacles that appear to fly towards you.

TELERO BOXER
This is much like *Super Punch Out!!* with added 3D graphics. Throw right and left crosses, uppercuts and jabs in an effort to beat 10 robot boxers and become champion of the future world.

GALACTIC PINBALL
This 3D pinball game offers four realistic pinball tables: Cosmic, Colony, UFO and Alien. Multiple hidden bumpers send pinballs up, down, forward and back in a space age, 3D environment.







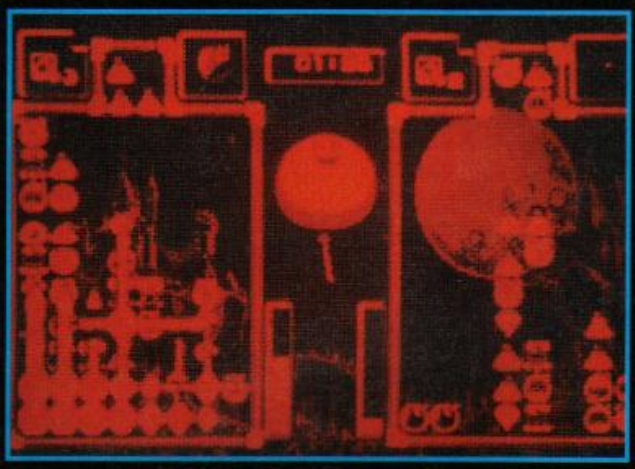
CONFIRMED GAMES IN DEVELOPMENT

So far, apart from the five games set for immediate release, the following nine have been confirmed as in-development:

DEVIL BUSTERS
FACEBALL
GOLF
MARIO CRUISE
PANIC BOMBER VB
STAR SOLDIER
VERTICAL FORCE
V1-TETRIS
VIRTUAL LEAGUE BASEBALL
WATERWORLD



Yes these screen shots look like a pile of mup! You really do have to see this machine in the flesh.





MARIO CLASH
Designed by Shigeru Miyaoto this is based on the original *Mario Bros.* Enemies come from above and below, left and right and even foreground and background. Mario can run, jump and throw in all directions.

