As you can probably see for yourself. He now feels more confident in himself and finds that he has more energy.



compete at any one time. Expect a preview as soon as it hits European shores.



The Second Coming



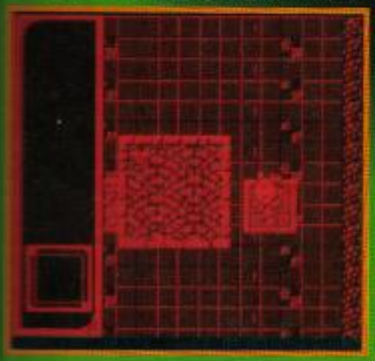
Nintendo finally unveiled their new plans for the Virtual Boy at the E3 although the vast choice of games that they initially promised seemed sadly lacking.

Two major titles were given the debut treatment – *Dragon Hopper* and *Bound High* – and both, audiences were assured by Nintendo, would make use of the Boy's full 3D motion.



Dragon Hopper involves the player taking control of Prince Dorin, whose family have been kidnapped by a power hungry Prime Minister. You must seek out the help of the fairies to find the King, Queen and his love Diana. Hmm.

Dorin is able to jump and must work his way through multi-level stages, exploring levels, interacting with creatures and battling foes in order to discover the existence of the four fairies. The perspective is overhead – perhaps a strange choice for a multi-level platformer – and the game also includes an option called 'Element of Discovery' which allows Dorin to wander through each level in search of a star to take him to the next.



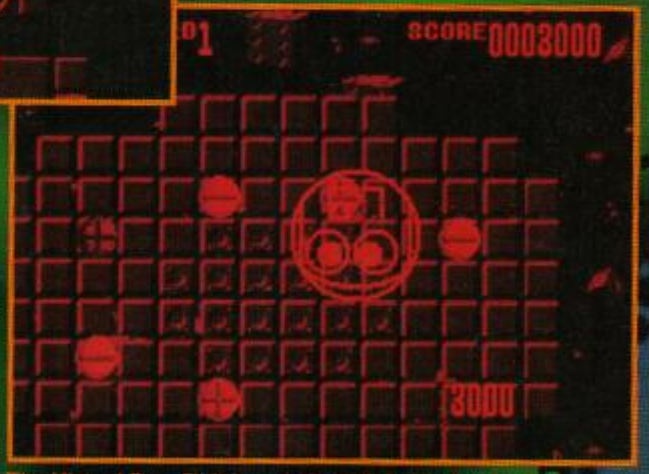


Bound High also includes a main character of the jumping variety. Chalvo, is a robot and his quest is to travel through space in pursuit of alien invaders that threaten the peace of Earth.

The game is once again viewed from overhead and Chalvo is required to land on enemies whilst avoiding hazards such as 'deep crevices, sharp spikes and electric 'shockers' that cause Chalvo's demise'. Hmm, interesting.

The game also includes four modes of play: Score Attack, Adventure, Random and, most strangely of all, Pocket and Cushion which involves Chalvo taking part in some pool based shenanigans. Quite what relevance that has to saving the universe, we don't know, but still.

Both games are being released on August 26 in America and Japan. European versions will not follow, contrary to what Tim would have you believe.



The Virtual Boy. Didn't exactly grab hold of us by the nuts, shake us about a bit and shout, "I'm great, I am!" Did it?