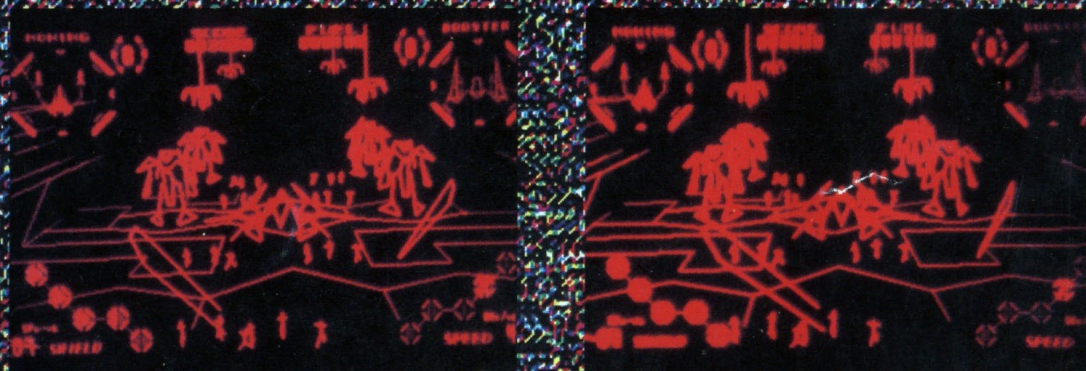


The Real Experience of the VB in a Magazine with Marvelous Stereoscopic Images!

# 3D VIRTUAL BOY

## *Magazine*



# Part 2

Translated into English by Benjamin Stevens



Fresh Information Received by Collecting Data from All Over the Country

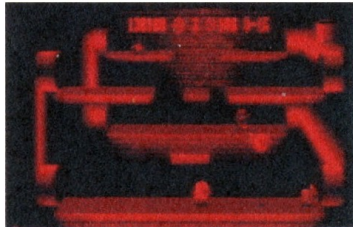
# Expected Software Updates by Manufacturer

In search of new information on the Virtual Boy, we dared to collect data nationwide. Now, the most detailed and up-to-date news is here!

Mario can move along the scaffolding at the front and the back. You can go back and forth using the pipes on the left and right.



Mario finally ventures into the 3D world!



Mario, of course, is making his appearance on the VB! 3D Mario, with a perfect sense of depth, stomps on Koopa Troopas (enemies like turtles) and throws them against enemies to knock them down.

## Action

# Mario Clash

This time, Mario stomps, throws, and knocks down!

Expected Release: September  
4900 Yen (Excluding Tax)  
8 Megabits

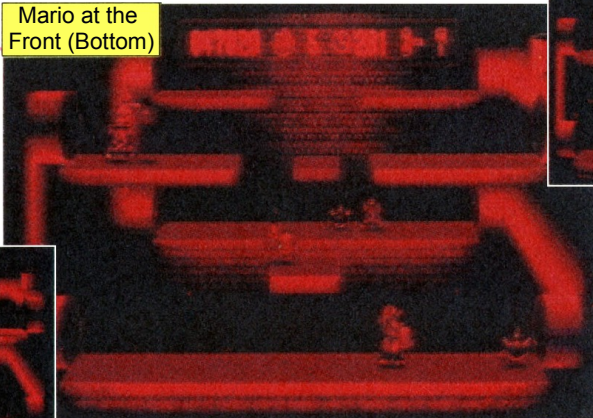
Throw...

If a stomped-on Koopa Troopa is thrown into this enemy's side once, it gets stunned; if twice, it's defeated!

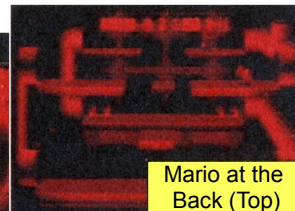
Hit!

Enemies from the left and right, and even enemies up and down!

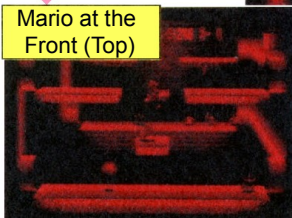
Mario at the Front (Bottom)



Mario at the Back (Top)



Mario at the Front (Top)



Go through a pipe to the back and to the front!

# Nintendo

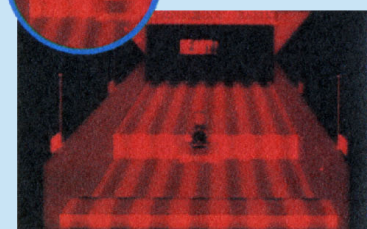
From here, Nintendo has 3 other pieces of software to introduce, such as "Teleroxboxer," which will be released at the same time as the system itself. After that, it plans to release 1 piece per month.

## The Bonus Stage is a Dash & Jump Game

After an ice stage, there is a bonus stage. Here, the coins come flying at you, so take advantage of jumps and dashes to get everything.



You won't reach them all without jumping!



The number of bonus points you receive depends on the number of coins you collect.

In this game consisting of 99 levels in all, the level composition doesn't change (the background changes). It gets more difficult, though, as the number of emerging enemies increases. Moreover, the floor gets frozen over once every 4 levels, so it becomes slip and slide time!

The Floor Freezes Every 4 Levels

Mario's job this time is to "clean house." In addition to 3 new enemy characters, enemies that have appeared in past series will also show up.

Try for a Major Cleanup Of Familiar Enemies

Newly making their appearances are the "Para-Goomba," which is a "Goomba" with wings, and the "Lobb," which throws balls. The 3rd type is "Snake," which multiplies by producing eggs.

Three New Characters

Icicles are falling!



In every 4th stage, where the floor is frozen over, icicles also fall from above.

## Enemy Character Research Data

Here are the enemies to be cleaned up by Mario. Of course, in addition to these...

Koopa	Snake	Lobb	Fire	Big Boo	Para-Goomba	Pokey	Side-stepper
A cute enemy that becomes a weapon when jumped on!	If left alone, it will steadily proliferate.	A bad guy that carelessly throws balls.	Hitting Fire with a Koopa's shell puts it out.	This fluffy, flying enemy can be knocked down with a jump throw.	A new character that lands briefly and then flutters away.	A tall cactus. This guy can take 3 hits.	A crab that defends itself with scissor claws. It requires 3 hits.

When you bump them off in a row...



you get a higher and higher score!

In this game, seeing how many points you can get is where the fun is. If you use a technique such as hitting two enemies from the side, stunning them both side-by-side in a horizontal line, and then knocking them both off at once in a row, your score will increase doubly. By the way, Nintendo's best score is 530,000 points!

Nintendo's Highest Record → 530,000 points!

Aim for a High Score with Special Techniques!

Nintendo



# COMING TO VB!

Nintendo

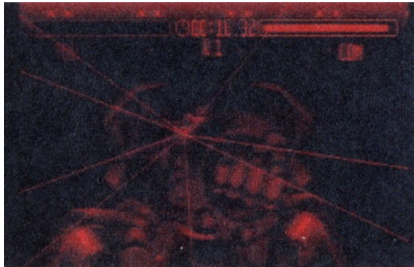


An opponent that moves with zigzags. Punches (fists only) appear to pop out!

This is "Teleroboxer," where boxing matches occur using remotely control-able robots called "telerobos." The player also controls a robot as one of them and challenges 3D boxing.



It's a moving mechanism.



If you lose, your telerobo breaks. The camera gets smashed, resulting in cracks on the screen...

A match has five rounds, and each round is one minute. You win if you K.O. an opponent, or if it comes to a decision, the one with more strength left wins. Punish your opponents with punches such as jabs, uppercuts, and hooks!

Five  
One-  
Minute  
Rounds  
Per  
Match

Sports

Teleroboxer

Become the champ in telerobotic boxing!

Expected Release: July 21<sup>st</sup>  
4900 Yen (Excluding Tax)  
8 Megabits  
Battery Backup

Dodge by swaying!



Storm of jabs!



Hold your guard!



Counter Uppercut!



## Special Punches Using Command Inputs

The player's telerobo's special punches are called "Machine-Gun Attacks." These are consecutive punches that can be dealt by certain command inputs. Of course, the opponents also have special boxing attacks.



The opponent involuntarily bends backward.



Oi! Oi! Oi! Oi!




## Expected Software Updates by Manufacturer






Try for  
a  
K.O.!



There are 8 boxers whom the player fights. If all of these are beaten, including the legendary champion, then the player becomes the champ. How many times can you defend the throne of glory?



**Beat 8  
Formidable  
Opponents  
to Become  
the  
Legendary  
Champ**


		Age: 25 Gibral-tar	The overall ability of Johnny's beloved machine, Pagero, is no big deal.	Pagero / Johnny
POW	■■			
ARM	■■■			
AGI	■■			






		Age: 32 America	
		Spokong generally uses a brute force approach. Rick controls him.	Spokong / Rick
POW			
ARM			
AGI			

Each boxer is an exceptional person from a certain country. Telerobos also come in various types, each according to its national character. By the way, Harry is the telerobo that the player controls.

**Each Boxer's Capacities**


		Age: 16 France	  <b>Prin / Cheri</b>
		Prin is quick and agile. She's controlled by the 16-year-old girl, Cheri.	
POW	■■		
ARM	■■		
AGI	■■■■■		





		Age: 27 Japan	The representatives of Japan are Tukiage and Mamoru. They're among the quickest in the world.	Tukiage / Mamoru
POW	■■■			
ARM	■■			
AGI	■■■■■			

		Age: ?? Origin: ??	Harry is controlled by the player. His capacities are average.	  <b>Harry / Player</b>
POW				
ARM				
AGI				



The movement of Prin, a female-type telerobo controlled by Cheri, is a must-see! It's swaying and sexy!

		Age & Origin Unknown	The mysterious robot, Dorihey, is controlled by DH.1. His capacities are better than average.	Dorihey / DH.1
POW	■■■			
ARM	■■			
AGI	■■■			

		Age: 19 Australia	Ikanger, controlled by Kevin, is amply quick and powerful.	Ikanger / Kevin
POW				
ARM				
AGI				

**Nintendo**



# COMING TO VB!

Nintendo



The table really appears to be floating in a void. There is also depth to the background stars.

Bright red pinball tables suspended in jet black outer space.... That's "Galactic Pinball"! Enjoy playing pinball using tables with a variety of contrivances, such as mini-games!

## Pinball

# Galactic Pinball

Playing pinball set in outer space!

Expected Release: July 21<sup>st</sup>  
4900 Yen (Excluding Tax)  
8 Megabits  
Battery Backup

Choose whichever one you want!



There are 4 different tables in all. They each have a name related to space, such as "Cosmic" and "UFO." Various contrivances are hidden in each table, according to its name.

There are Lots of Contrivances Among the 4 Tables!

### List of Formations

ORION  
MERCURY  
ANDROMEDA  
MARS  
EUROPA  
CALISTO  
GANIMEDE



Flashing arrows are used to indicate the necessary openings. Send the puck into them accordingly and the formation is complete.

This table is the "Space Colony" model. Therefore, it can sometimes include approaching comets (and a mini-game!). Also, if you send the puck into certain openings, there are sometimes double-score formations.

COLONY

Destroy the Comets that Approach the Colony!

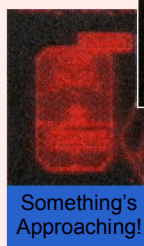


Shoot the comets!



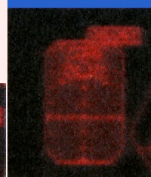
Blast away the drifting comets using the artificial satellite!

It's finally caught the appearance of comets!



Something's Approaching!

Everything's Normal



The radar is to the upper left of the table.

Pay attention to the radar!



A skeleton has appeared for some reason. Is this the future of humanity?!



If nothing is done, it looks like an ordinary table.

This table with a rigid feel has holes near the center. When the puck enters these holes under certain conditions, a skeleton appears. Additionally, if you send the puck into its mouth several times, you get a high scoring "Jackpot."



A UFO appears!

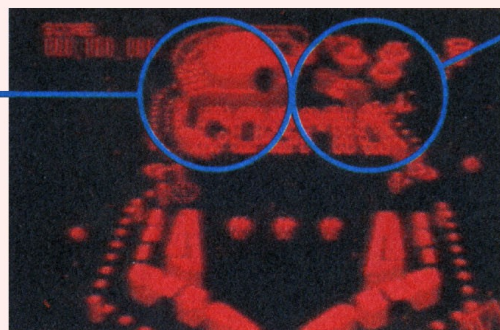


In the upper right corner of the table, there are three round, solid objects called "bumpers," which are the main point of this table. When all three bumpers are demolished, a "Metroid" ship appears at the bottom. You can then play a vertical shooter, namely a "Metroid Shooter"!

COSMIC

Destroy All the Bumpers and Play a "Metroid Shooter"

To go to the bonus stage



This table is the best for beginners, but it's still difficult.

When all 3 are destroyed...



you can play a shooter!



An alien appears!

This is the opening to the Alien's Hall



At first glance, "Alien" looks distinctive. The goal of this table is the "Alien's Hall" at the top. When the puck enters here, the object in the center changes to an alien face. There are 4 types in all....



Four Types of Aliens!



# COMING TO VB!

Nintendo



In "Tennis" on the Famicom, Mario was the referee. Now he's finally a player!

Mario is appearing again on the VB, this time in "VB Tennis." It's a tennis game as the title states, but the player's viewpoint is pretty close to actual tennis. It can be said that it's certainly a game that makes use of the benefits of 3D.

Sports

## Mario's VB Tennis

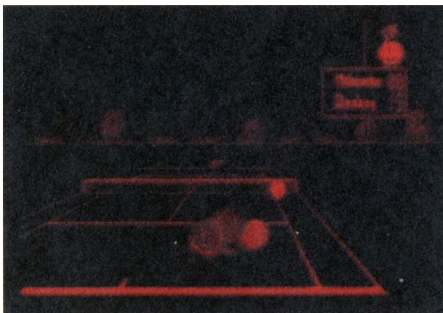
Mario is appearing again, with attention to perspective!

Expected Release: July 21<sup>st</sup>

4900 Yen (Excluding Tax)

8 Megabits

Tennis that Feels Close to the Real Thing



The play content is orthodox tennis itself, and because of the perspective, this game comes pretty close to the real thing, like even the ball's trajectory. Quite simply, it feels ultra-real!

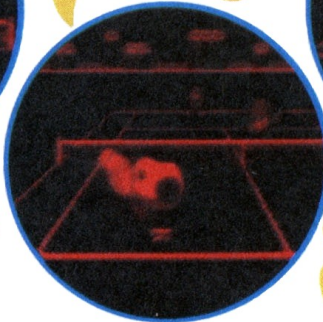
Intense plays, including jumping volleys, occur one after another!



Smash!!



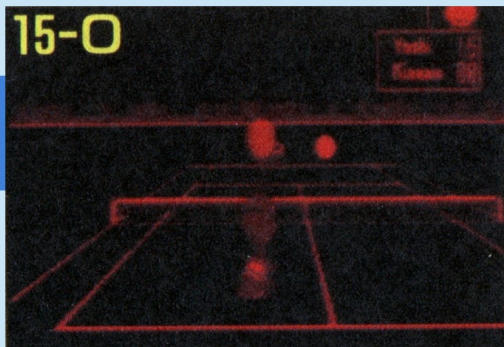
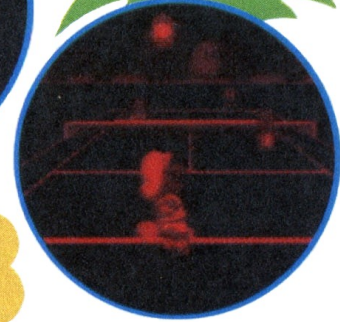
Volley!



Stroke!



Serve!



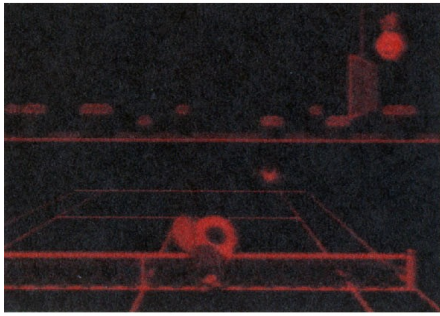
It started with the service from the news crewman. After a rally, Kinopio (Toad) missed!

Although it's abrupt, let's introduce the play experience of one of the news crew. He played one game, a Match-style one, as Yoshi against COM: Kinopio (Toad). At first, he scored points from his opponent's miss! But after that, he himself had a barrage of misses. Sadly, he suffered self-destruction....

The World's First VB Tennis Match Presented in a Magazine!

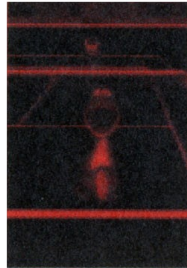


## Expected Software Updates by Manufacturer



Taking points while smiling, Kinopio (Toad) looks happy.

Yoshi is fast and is good at playing the net.

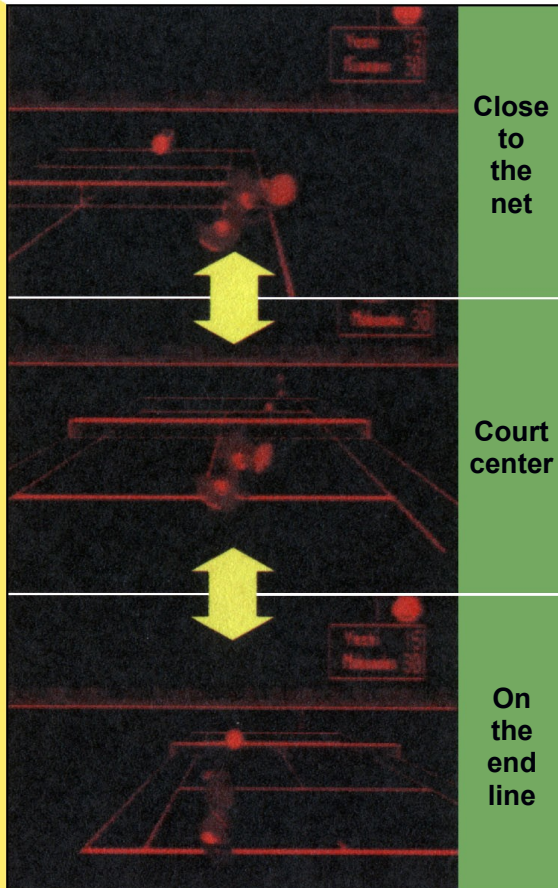


Mario has standard abilities, as does Luigi.

Seven characters, including Luigi and Yoshi, are appearing in the game. Each has their own characteristics, such as certain speed and power.

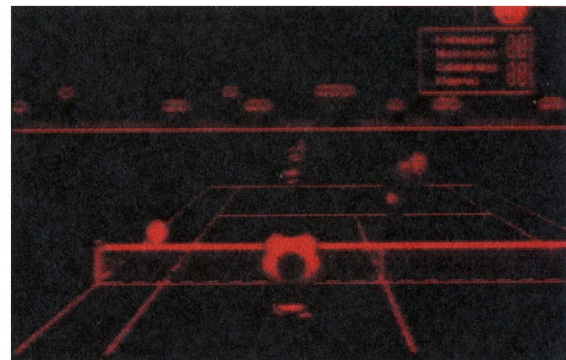
**Seven Characters Are Appearing, Each with Their Own Individuality**

**The viewpoint changes freely!**



While playing, the viewpoint zooms to the front and back of the court in accordance with your character's movement! It zooms in when you approach the net and zooms out when you go to the back. Of course, even in Doubles, the viewpoint centers on you. This is the key that makes it seem natural.

**Your View of the Court Moves as You Move!**



In Doubles, the ball can even come from behind.

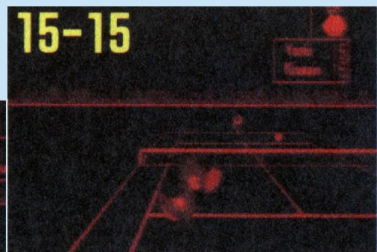
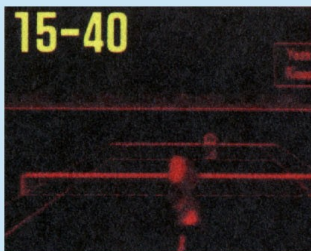
**Nintendo**

**Kinopio (Toad) wins!**



Yoshi was easily defeated...

A volley will end the game, and it's one step out of reach!



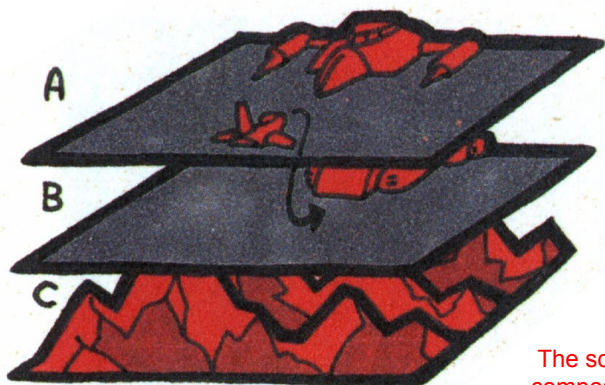
Yoshi catches up and ties the game, then goes to the front in a hurry...



# COMING TO VB!

This is a vertically scrolling shooter that has two different altitude levels, a high one and a low one, which can only be done in a three-dimensional game.

The screen's composition is explained in an easy-to-understand manner, as shown below. Your ship can move freely between the high and low altitude levels and can also avoid obstacles by moving between these. Of course, your fellow AI characters, which appear under certain conditions, also move between the altitude levels. The enemies also attack by similarly changing their altitudes.



The screen is composed of 2 altitude levels.

Shooter

## Vertical Force

Battle against the machines that caused the revolt!

Expected Release: July TBD

Price TBD

8 Megabits

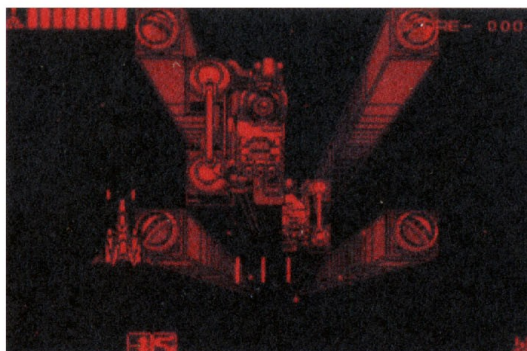
Continue Feature

# HUDSON

As you can see with Hudson's VB lineup, they're turning back to the old days of Hudson, competing with VB software whose nature is in their field of specialty!



Collect items to power up!



Stage 1's boss rushes out at you and also away.

The basics are the royal road.  
Dare to keep it simple.

Small Talk on  
Development

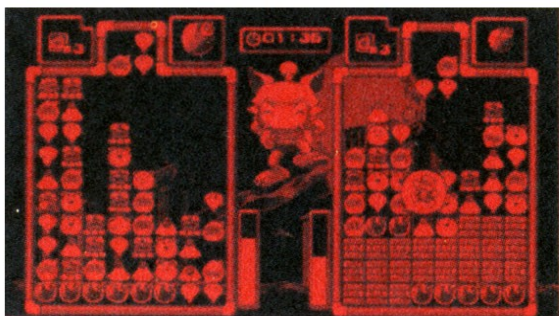


Right Camp of Yamato  
(Development) /  
Tsutomu Komiya

We were originally planning out a shooter with a 3D, that is, three-dimensional, perspective. However, it was said that there was a strong possibility that other similar games would come out, so we decided to go with a vertical scroller, Hudson's specialty.

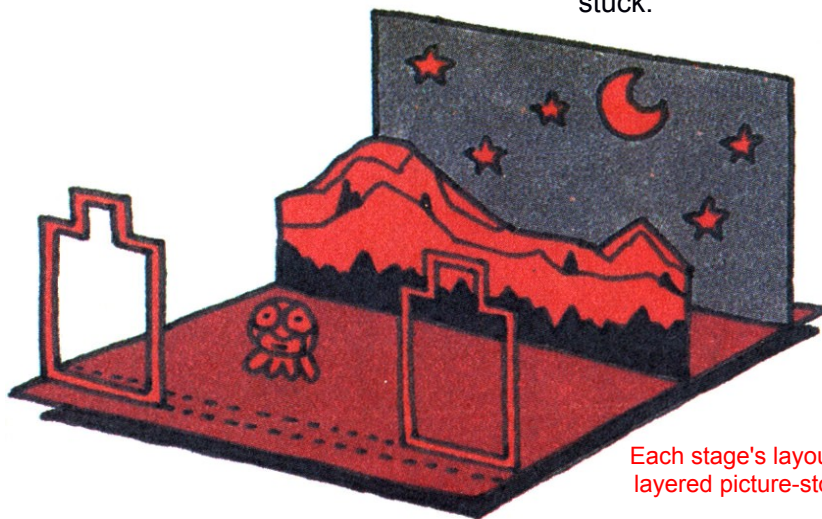
Although it looks simple at first glance, since there are 2 altitude levels, it may be somewhat confusing at first, as there have been changes made to the feeling of operation. As for the boss characters, we have prepared their designs so as to emphasize that it's still a three-dimensional game.



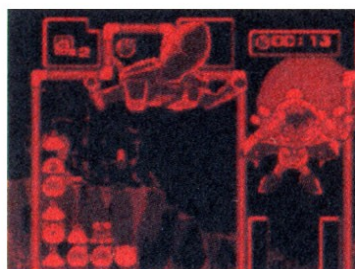


The same rules apply as with other versions, such as the SFC version. Explode your bombs to interfere with your opponent.

This is a falling block puzzle game, where first, you put three of the same blocks, which fall in groups of three, together in a straight line, making them disappear and increasing your number of bombs. Then, you make your bombs explode with a live bomb that occasionally drops in, hindering your opponent and trying to make him get stuck.



Each stage's layout is like a layered picture-story show.



After that, it gets larger from off-screen, approaches closer to you, and drops a bomb.

A whooshing fighter aircraft flies in the back from the right edge of the frame and exits past the left edge.



Event scenes are going to be presented stereoscopically. For example, a fighter aircraft comes flying from the back of the frame and drops a missile towards the front. What other chains of events will there be?

As Its Name Implies, Presentations Pop Out!

## Action Puzzler

# Pop-Out! Panic Bomber

"Panic Bomber" on the VBI

Expected Release: Aug. TBD

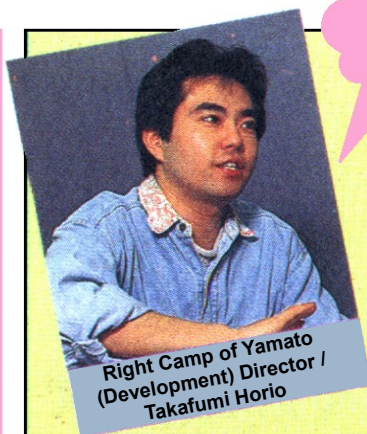
Price TBD

4 Megabits

Password Continues

We want to fascinate with the presentation, without tampering with the system.

Small Talk on Development



Right Camp of Yamato  
(Development) Director /  
Takafumi Horio

Since the age group of VB users seems to be low, we made it possible to see events even with fewer chains than on the SFC. I think that with this, there will be more opportunities to see the events. Speaking of the presentation, the map screen and the opening demo scene are going to be amazing, as they are made using a modeling tool rather than a picture-story style system. By the way, we made the new enemy characters "Midnight" Bombers, each having an image of darkness, like the VB's background.



Special



Wa (Development) Manager /  
Shigeki Fujiwara

The company's future is being put into the VB.

Small Talk on  
Development

HUDSON

It was already explained during an interview today that, although it is not yet included in "Pop-out! Panic Bomber" or "Vertical Force," an automatic pause feature must be included in Virtual Boy games to encourage the player to rest his or her eyes at least once every 30 minutes. Conversely, we are developing software by placing focus on the aspect of: To what extent can we make a game interesting, while turning the 30 minutes to our advantage?

With the Virtual Boy, we are trying to take things back to the old days of Hudson, with software that you can play immediately, even without instructions, and that you want to finish, or perhaps I should say "easy-to-play software."

I think that the Virtual Boy is going to be the next-generation machine that a child can buy, so I think that the hardware itself is going to be cheap with tens of thousands of units available. The price is going to be as close as possible to that of the Game Boy. I think that whether or not the Virtual Boy sells well will, therefore, depend on the price and content of the software. Nowadays, it's said that children are getting away from gaming. Well, we often have opportunities to be in contact with children as we are doing caravans, and after inquiring into the games that are frequently played by lower-aged children, we feel strongly about not doing RPGs with simulation elements or complex games.



We also asked questions in a previous meeting.

From a game-making standpoint, since Virtual Boy games will be stereoscopic, I believe it's the right time for the natures of the games to change significantly. There can now be game characteristics that cannot be in Super Famicom games. If one wants to use polygons, the Virtual Boy is made for that. But to be honest, when I am drawing something, there are situations where I don't fully grasp how it will appear three-dimensionally, so when I'm trying to draw something, I review the drawing while looking into the Virtual Boy... to get an impression of it. It's been an experience for me, and I've also discovered a few things, such as when two objects are in the same position, it is better to have the one that is a darker color appear behind the other.

Although there were pros and cons even at the time of the Game Boy, at the same time, there was a lot to be said about it, and I believe that's why it got all the more attention. Even our company president

has said that the Virtual Boy is a business opportunity, and I think that Nintendo is the best of all at being able to make such hardware. As for Hudson, it feels that it is not too much to say that the company's future is being put into the VB.

Will there be a Super Virtual Boy with color...? Though I think it's technically possible even now, there would probably be too many problems with the costs and the number of colors. However, I think there is a possibility.

He explained to us, while gesturing, how the Virtual Boy makes things look three-dimensional.

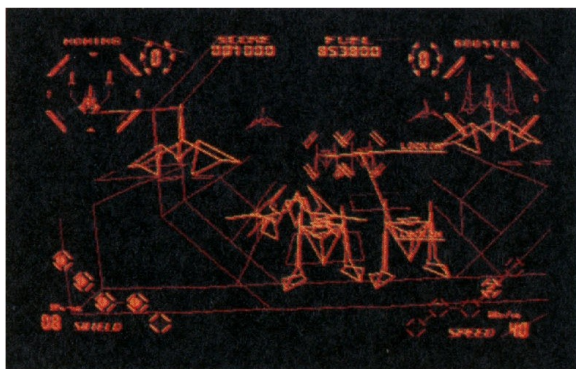


HUDSON



# COMING TO VB!

T&E Soft's first entry for the VB is "Red Alarm," a "3D Shooter," which is exactly right for the VB's hardware concept. Speaking of 3D Shooters (including pseudo ones), until now, the player could usually just aim and shoot at the enemies, with mostly a forced scrolling, but in the case of "Red Alarm," there is a considerable degree of freedom in the movement of one's fighter. It feels like being a real pilot (it's even possible to go backward in a stage).



It's a red-hot dogfight in space!

**Shooter**

## Red Alarm

Indulge in dogfights full of tension!

Expected Release: July 21<sup>st</sup>

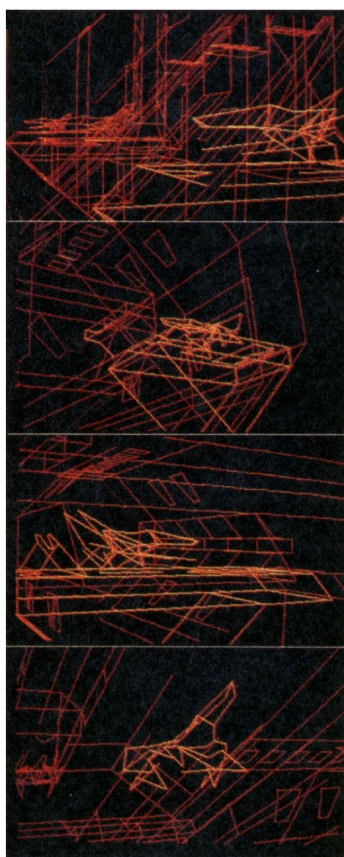
Price TBD

8 Megabits

Continue Feature

# T&E SOFT

T&E Soft has an established reputation for making quality games with 3D objects. In the development department in Osaka, games with extreme fighting spirits have been made!

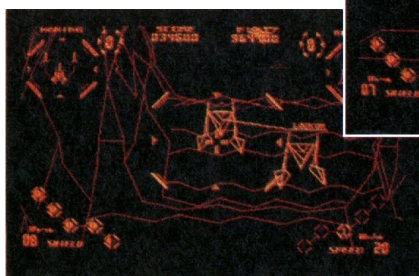


The opening demo is super cool!!

Red Alarm's screens are composed of "wireframes." In the 2D picture, it looks like just a bunch of lines, but when looking into an actual VB, it's surprising because it has incredible depth!

The 3D Wireframe World is Highly Impressive

There are 4 perspectives in the game to choose from. Incidentally, this is the cockpit perspective.



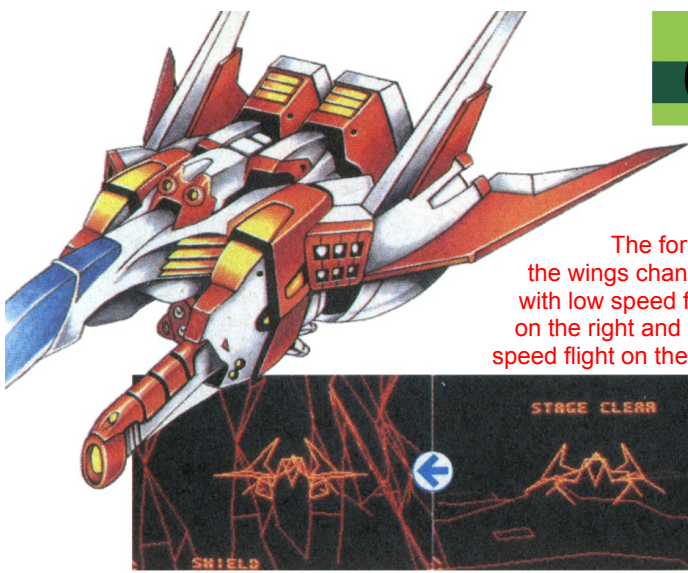
Even in the photo, there is a sense of depth, but a more realistic space appears on an actual game screen.

# T&E SOFT



# COMING TO VB!

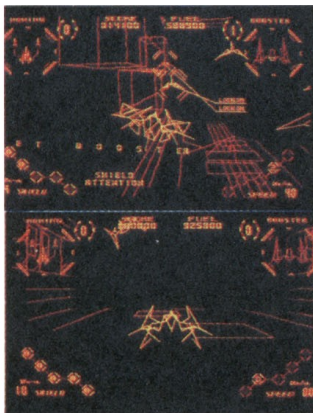
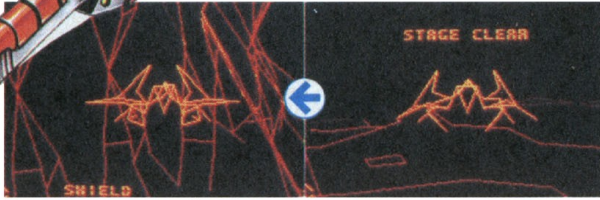
T & E SOFT



The form of the wings changes, with low speed flight on the right and high speed flight on the left.

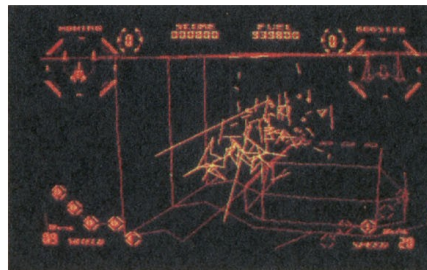
From the movement of the fighter controlled by the player to the presentations provided in various places, the particular care from production's side can often be seen during the game. This has created quite an atmosphere and, at the same time, has made the game very deep. One cannot help but marvel at it for being so cool!

The Attention to Detail from Production's Side Can Clearly Be Seen



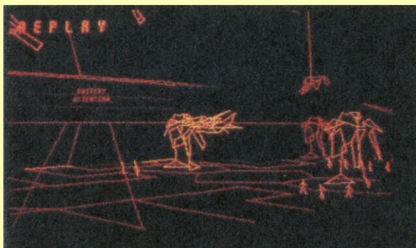
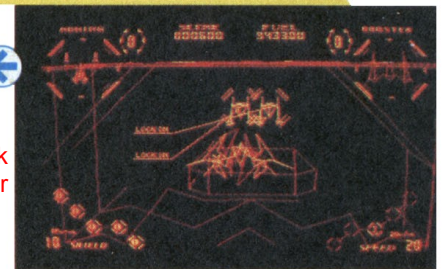
**Top:** The fighter is boosting and targeting.

**Bottom:** It has landed on the ground.



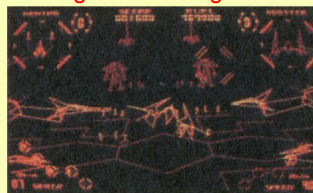
When you catch an enemy within attack range, "LOCK ON" is displayed. R-trigger then launches a homing missile!

Lock-on!



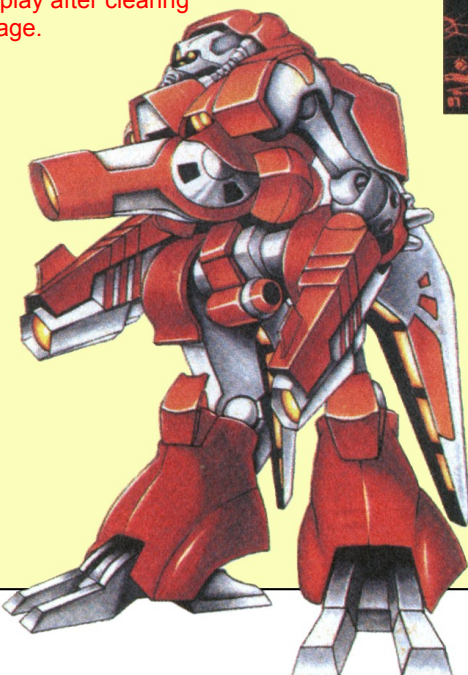
A replay after clearing a stage.

It appears to be an enemy weapons hangar. You can see the sides of fighters, etc. and the figures of people (?) running and bustling about.



"Red Alarm" consists of 5 stages in all. You clear a stage when you defeat each stage's "boss." Although the number of stages is a bit small, their content is sufficiently satisfactory.

Five Stages Altogether is Good Enough!



Mobile-weapon boss. It fires powerful missiles.



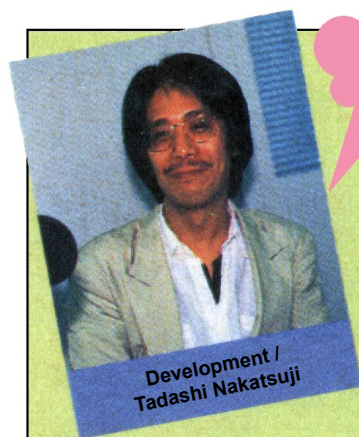
**Mid-boss.** The morphing of the face in the middle is excellent.



Stage 1 begins after the opening demo (which seems to have 8 patterns). Many mechanical enemies appear, such as fighter aircraft and mobile weapons.

STAGE 1





Development /  
Tadashi Nakatsuji

Despite the troubles, it's rather good!

Small Talk on  
Development

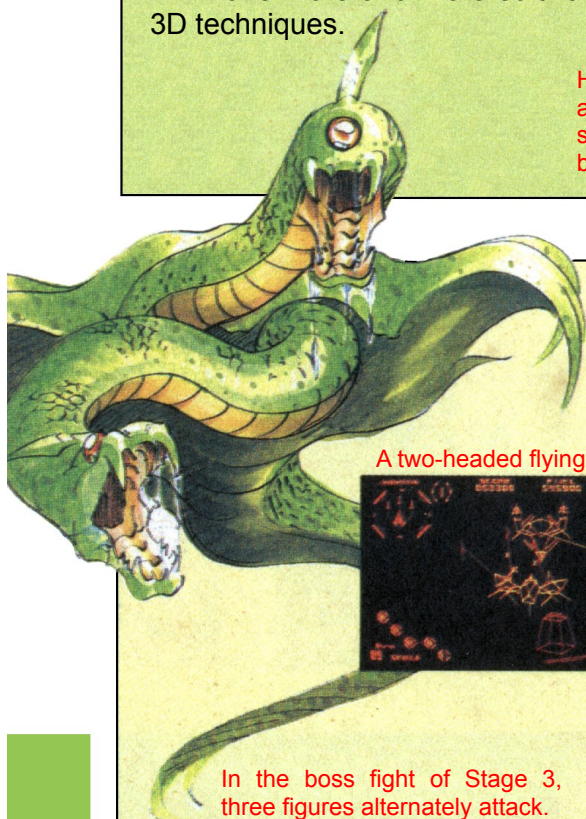
3D games on game machines up to now just haven't had a good "sense of distance." With the Virtual Boy making its appearance, it was the first time we thought that the problem would be cleared up. Therefore, we chose the "3D Shooter" genre as the first software entry.

It was difficult, however, to begin the actual development. Since the hardware is a machine of a different dimension than those of the past, the existing know-how didn't work at all. It was mostly a development situation of trial and error. Despite the many troubles, I think that "Red Alarm" is rather good! I think you'll be able to understand that well if you actually play it (laughs).

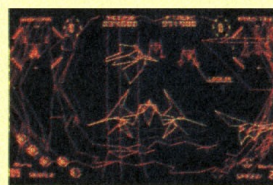
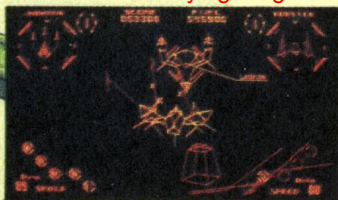
At present, the second piece planned is a golf game, as we don't particularly feel restricted to certain genres on account of the Virtual Boy's hardware concept. From now on, our company will make more and more software utilizing our 3D techniques.



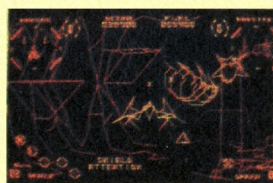
Here's where they're actively engaged in software development both day and night.



A two-headed flying dragon?



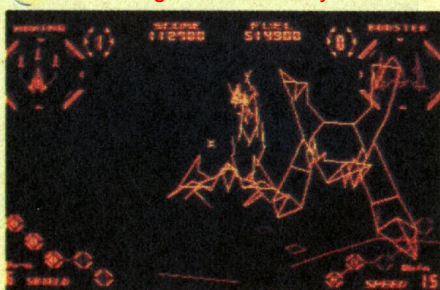
There are numerous animal-like enemies.



Stage 2 progresses just like a cave. There is a waterfall along the way, and it's made to look pleasant to the eye.

STAGE 2

In the boss fight of Stage 3, three figures alternately attack.



Top: Enemies with a shark motif?



Bottom: These are flying near the sea's surface.



An aquatic-creature stage?

Stage 3 takes place in a sea. The sea's surface is properly choppy, and the techniques are fine. Of course, many fish-based enemies appear.

STAGE 3



# COMING TO VB!

A shooter or action game might be something you'd imagine for the VB, but "Tetris"?

This VB version of "Tetris" has no special contrivances in the game itself, apart from having one more mode, so it's "Tetris" as you know it, with the same rules and gameplay. Thus, you simply erase blocks by aligning them horizontally in a row. However, there is also a sense of being immersed, owing to the VB's unique monitor. Therefore, as you view the beautiful backgrounds with depth, you just might get hooked on the new feeling and conclude that it's interesting after all!



Rotate the falling blocks and skillfully arrange them side-by-side in a row to erase them.

## Action-Puzzler

# V-Tetris

It further ups the addictiveness with a new mode!

Release Date TBD

Price TBD

8 Megabits

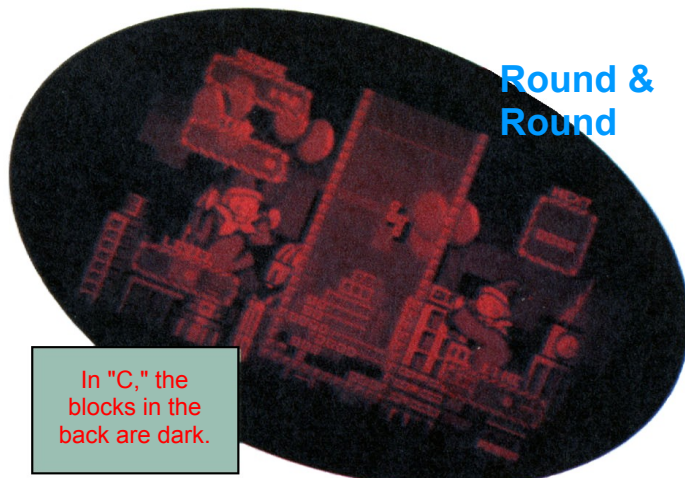
# BPS

The first wave of VB software includes "that" game! BPS is releasing... yes, "Tetris." "Tetris," which took the world by storm by establishing the genre of "falling things," is reborn on new hardware.

As usual, in "Mode A," the falling speed of the blocks increases as the game progresses, and in "Mode B," a stage is cleared by eliminating the specified number of lines.

The newly added "Mode C" has the same rules as "A," but there is a trick to the field. In "C," the field has both a front side and a back side, and you can turn the whole field round and round horizontally, with both left and right initial ends being connected together. The blocks only fall in the front side of the field, and blocks can only be eliminated when a horizontal row in the front is completely filled.

You  
Can  
Play  
Three  
Types  
Of  
Games



In "C," the blocks in the back are dark.



You can choose from 3 types of games and 4 types of BGM. The types of BGM are the same as the first "Tetris."



## Expected Software Updates by Manufacturer

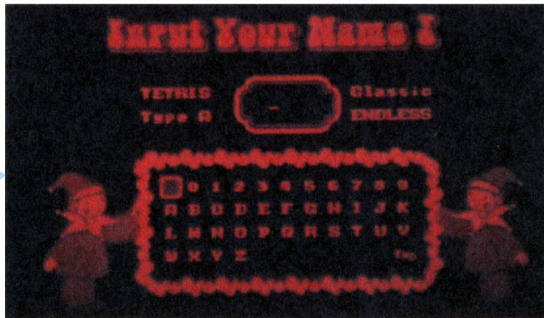


A "Tetris" refers to eliminating 4 lines at the same time. Here's what happens when you get a "Tetris."

The game screen is layered with the field to the front, characters such as dwarfs and dragons behind this, as well as a background, all having depth. If you eliminate 4 lines at the same time, there is a fun effect where the letter "V" pops out. The good use of perspective allows the presentation to be fully enjoyed.

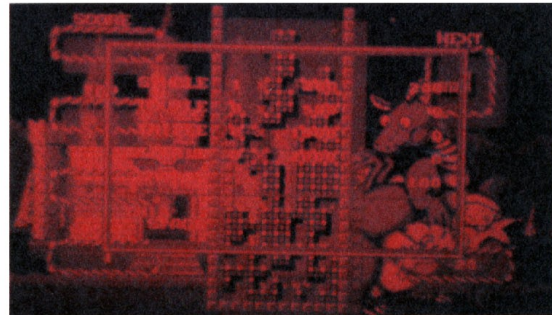
The  
Unique  
3D  
Presenta-  
tion  
is  
Perfect

Everything appears to be floating



This is the name entry screen for when you get a high score. Even this screen has a neat three-dimensional effect.

When you clear a stage in "Mode B," your score pops out in front of the field.



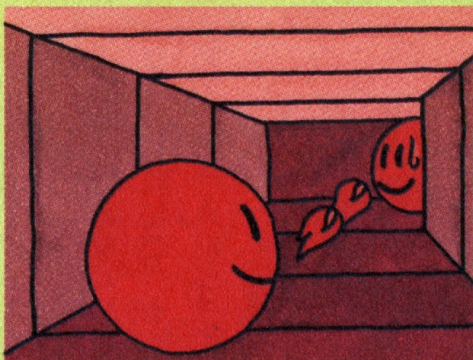
We're aiming at another lift of a classic with the VB!

Small Talk on  
Development



Public Relations /  
Idzuho Tanaka

First of all, it's been decided to publish a new "Tetris" game, that is to say, a game that will appeal to tens of thousands of people, regardless of age or gender. Basically, it will be something that will make use of the original game, in order to respect the joy of simplicity. To make it appropriate for the Virtual Boy, the utmost care has been taken to create a sense of space, which could not be experienced using any hardware until now. The new world of "Tetris" should be able to be felt by the player on account of the variety of presentations and setups within the game.



An artist's depiction of  
"Faceball (tentative title)"

The content of each game mode and whether or not it will support the link cable have not yet been clearly decided, but it is extensively under development, with the goal of being released at the same time as the console. The goal price is set at 5,000 Yen.

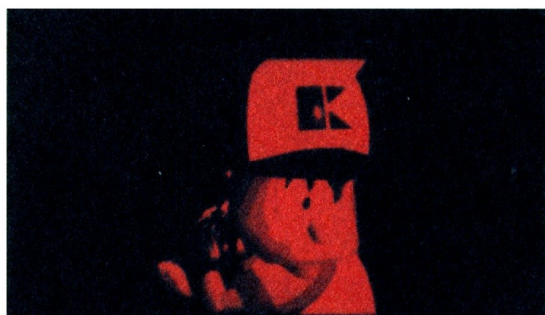
After "V-Tetris," there are plans to release a shooting game called "Faceball (tentative title)". This will be a game where you move around and shoot bullets within a 3-D maze as a ball with a smiling face. Please wait until around July for more details.



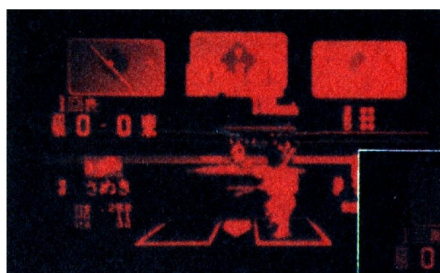
# COMING TO VB!

The game being developed at Kemco is, contrary to most expectations, a baseball game. However, even though it's called "baseball," it's different from other baseball games because it's coming out on the VB!

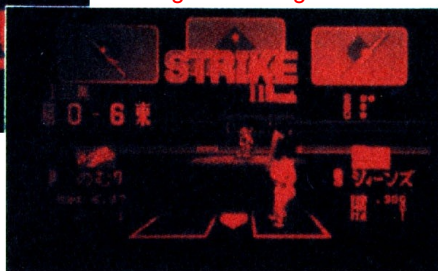
"Virtual Pro Baseball '95 (tentative title)" cleverly uses the VB's 3D capabilities, with your being able to feel a sense of the distance between the pitcher and the batter as well as a sense of the ball approaching the batter. In other words, its elements of throwing and hitting are represented more realistically than in 2D games. Let's introduce some of its realism.



Here's one part of the opening demo. This CoroCoro character moves.



When batting, you can choose from a high, middle, and low swing.



When pitching, you can change the course of the ball after you throw it. This is good for beginners.

Baseball

## Virtual Pro Baseball '95

Will it meet the standards for a VB baseball game?

Expected Release: August

Price TBD

8 Megabits

Password Continues

This game has things that are familiar to gaming systems. However, there are also many new elements,

A System Where Pitching-and-Batting Strategy is Fun

How about changing the balance?



It's quite difficult at this stage with the feeling of the defense, especially with the movement speed of the fielders. Request a change!

Here, there's a strong tendency for considerably high pitching ability with a low amount of hitting. It's going to be a battle between pitchers!



such as when batting, there's a high and low swing, which correspond to the concept of height, and when pitching, the speed of a pitch and whether or not a pitch is careless depend on a bar graph in the upper part of the screen.

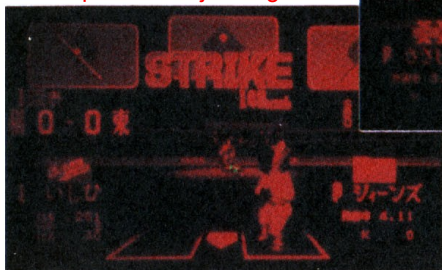
# KEMCO

At Kemco, located in Kure, Hiroshima, development on the first entry of VB software has been steadily progressing. Just how can a baseball game be made, which makes full use of the VB's 3D function?



## Expected Software Updates by Manufacturer

Although the pitcher is hard to see, he seems to be similar to a certain Japanese major leaguer.



Differences in the batters' swings, characteristic forms, and nationalities, etc. are going to be emphasized.

"Virtual Pro Baseball '95 (tentative title)" distinguishes itself not only by the number of players that appear but also by their look and feel. Distinctions between players, such as with their pitching and batting forms, can be clearly seen on the screen.

It's  
Got  
Players  
With  
Individuality

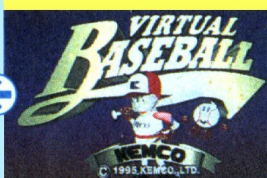
### We Got Development-Equipment Screens

When collecting data for this, we got to see strange screens. It appears that the two photos at the lower right show images on development equipment (which are different from the actual images). If the VB were in color, might it look something like this?

is like this.



This...



Currently, we don't know the details as to whether real names will be used for players' names or at what point in time players' personal stats and team stats may be reflected, but speaking from the user's point of view, it would be desirable for real names and the latest stats to be used as much as possible. Maybe we will be able to tell you about that in a follow-up report....

Will Real Names Be Used?

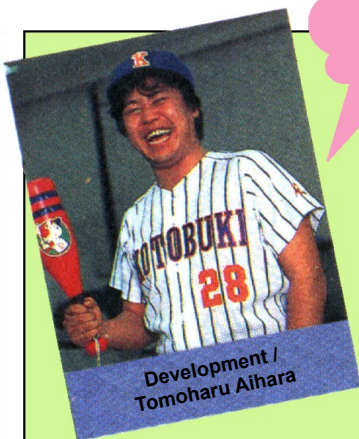
Of course, it's common sense to want to play with the latest stats, such as earned run averages and batting averages.



At this point, since it's still under development, team names are being used sparingly.

The first entry is a baseball game!

Small Talk on Development



Since it surely wouldn't be suitable to play on the VB for a long period of time, we thought a sports game with temporary breaks in play would be excellent. Among these, we chose baseball as the first entry, based on the assessment that it's a major sport and that the VB's capabilities could be utilized.

Actually, we were also getting a two-player competitive mode ready (laughs). It eventually got dropped, but the fun of the game hasn't been lost. I have confidence in that (laughs).

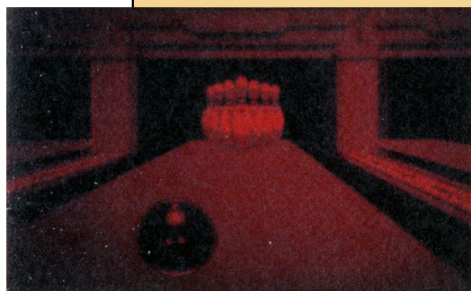
KEMCO



# Check Out the Latest Information on Virtual Boy Software!

## Premier Information Station: VB Edition

Catch all the VB's "super" latest information about what's rumored to be secretly under development and what's under investigation.



A ball is bowled from a hand floating in the air and rolls to the back.

What is being developed at Athena is "Virtual Bowling (tentative title)." You can feel like you're actually bowling, like with the depth of the lanes, the distance to the pins, and the way the ball gets farther away.

Athena

The launch date of the VB system has been determined, with the number of software coming being substantial. Here, pick up what is particularly interesting to you from among them!

New  
Titles  
Will  
Appear  
One  
After  
Another!

The number of titles that are known is 4, which is currently the most of any developer. It boasts of a basket with a diverse lineup, including a squash game and a 3-D shooting game, and the releases of all these are expected to occur within a full year from the hardware launch.

Cocoanuts Japan Entertainment

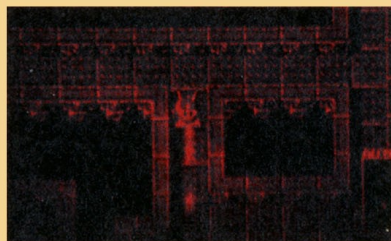


Photo of a screen taken at "E3." This snowman is actually the same guy as the enemy that appears in the "Megami Tensei" series.

Exhibited at the overseas show, "E3," was a shooting game with a snowman as the main character. A domestic release has also been decided.

Atlus

- At Asmik, they are producing a 3-D shooting game, in which shooting can be enjoyed somehow.
- At Human, they are developing an action game that is set in a fantasy world.
- Vap's "Virtual Double Yakuman" is likely to be a game that allows link play.
- Concerning software for which the release date is not yet decided, most of the developers said that they're aiming for releases by the end of the year.

Ultra-New,  
Ultimate  
Advance  
Campaign  
for the VB!

The falling block puzzler "Virtual Lab" seems to be a game similar to the Game Boy's "Chiki Chiki Tengoku."

J-Wing



# Virtual Boy Release Calendar

Friday, July 21st: Virtual Boy's Launch Day

★ Nintendo ♣ 15,000 Yen (before tax)

July 21st: Red Alarm

★ T&E Soft ♣ Price TBD

July 21st: Galactic Pinball (tentative title)

★ Nintendo ♣ 4,900 Yen (before tax)

July 21st: Teleroboxer (tentative title)

★ Nintendo ♣ 4,900 Yen (before tax)

July 21st: Mario's VB Tennis (tentative title)

★ Nintendo ♣ 4,900 Yen (before tax)

July: Vertical Force

★ Hudson ♣ Price TBD

August: Virtual Pro Baseball '95 (tentative title)

★ Kemco ♣ Price TBD

August: Virtual Double Yakuman

★ Vap ♣ Price TBD

August: Pop-Out! Panic Bomber

★ Hudson ♣ Price TBD

Last Third of Sep.: Jack Bros. (tentative title)

★ Atlus ♣ Price TBD

September: Mario Clash

★ Nintendo ♣ Price TBD

September: Virtual Fishing (tentative title)

★ Pack-in-Video ♣ Price TBD

September: Faceball (tentative title)

★ BPS ♣ Price TBD

Release Date TBD: Virtual Bowling (tentative title)

★ Athena ♣ Price TBD

Release Date TBD: Doraemon (tentative title)

★ Epoch Co. ♣ Price TBD

Release Date TBD: Interceptor (tentative title)

★ Coconuts Japan Entertainment ♣ Price TBD

Release Date TBD: Sunday's Point (tentative title)

★ Coconuts Japan Entertainment ♣ Price TBD

Release Date TBD: Space Squash (tentative title)

★ Coconuts Japan Entertainment ♣ Price TBD

Release Date TBD: Proteus Zone (tentative title)

★ Coconuts Japan Entertainment ♣ Price TBD

Release Date TBD: Virtual Lab

★ J-Wing ♣ Price TBD

Release Date TBD: T&E Virtual Golf

★ T&E Soft ♣ Price TBD

Release Date TBD: V-Tetris

★ BPS ♣ Price TBD

Release Date TBD: Virtual Battle Ball

★ Hect ♣ Price TBD

**COMING SOON!!**

## Ask the Manufacturers!! Virtual Boy Questionnaire

What manufacturers are making VB software? With what thoughts is VB software being made? We asked simple questions like these.

### Q: Are you entering the VB market?

The number of manufacturers that clearly responded as having entered the VB market is surprisingly low. Still, some said they are waiting and watching.

#### ■ Have Entered the Market (16 Companies)

ITC, I'MAX, Asmik, Atlus, Coconuts Japan Entertainment, J-Wing, Pow, Vap, Hudson, Banpresto, Bullet-Proof Software, Hect, Bottom Up, Right Stuff, 2 Others

#### ■ Are Planning to Enter the Market (8 Companies)

Epoch, Angel, Naxat, Namco, Bandai, 3 Others

#### ■ Are Not Planning to Enter (5 Companies)

#### ■ Are Considering Entry (11 Companies)

Activision Japan, Enix, Square, Starfish, Tokuma Shoten, Magifact, Masaya, 4 Others

### Q: What kind of software do you think will come out?

After all was said and done, there are a lot of shooters planned. We also got different opinions on the matter, such as simulators, ports, ones that end in a short period of time, and ones with simple content.

### Q: Please leave us some comments about the VB.

The opinions about the VB were mainly split into 2 groups, approval and slight disapproval, such as:

"It may allow for new layers to games."

"We're anticipating the possibilities."

"The games' contents might become one-sided."

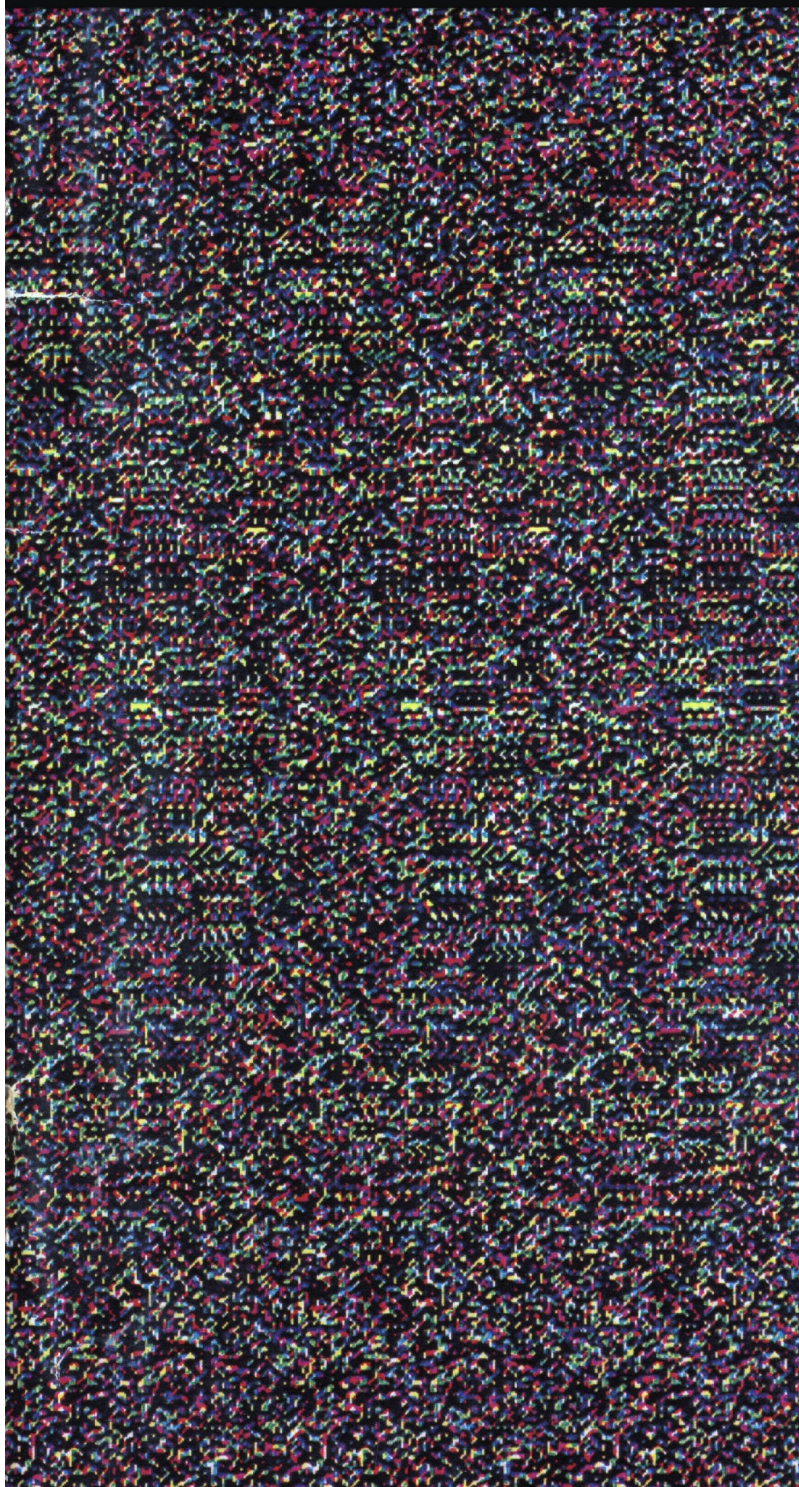
"We wonder how it will look to our eyes that are used to colored images."



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# 3D VIRTUAL BOY

*Magazine*



*Family Computer*  
*Magazine*

June 16 Issue's Special Supplement