

# VIRTUAL BOY™

## Virtual Boy Memorial Commemorative Guidebook

Revised 2nd Edition

This is the  
ultimate, complete  
guide, covering all  
22 software, from the  
elusive, overseas software  
“Waterworld” to the  
legendary  
“SD Gundam”!

- Did you buy  
anything at the  
last big sale?

- Finally  
Available:  
Huge Store  
Display Stand!

- Astonishing:  
The Enthusiast  
Who Came  
from a Cold  
Country!

- Tribute  
Feature:  
Goodbye,  
Yokoi.

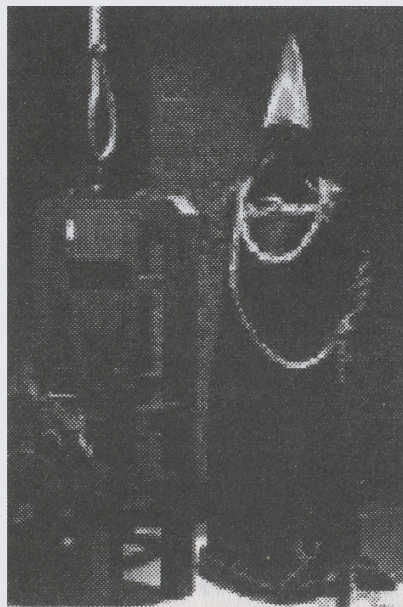
Issued By:  
Toyo Baphomet Council



# Greetings

In July of 1995, the Virtual Boy hardware was released, but then, practically the next moment, it mysteriously vanished like a phantom into the darkness of history, as though it had been some sort of mistake. This tragedy of game machines, which has also been called the Hallucigenia of the game industry, still keeps tremorously shaking our optimistic mentalities, which tell us that the games are cheerful and enjoyable even now.

This is mostly a book resulting from pestering, compiled for the purpose of exposing to the full light of day the potentially shocking truth revealed from following the footprints of the Virtual Boy, which ended up being destroyed, with a small amount of material being left behind.

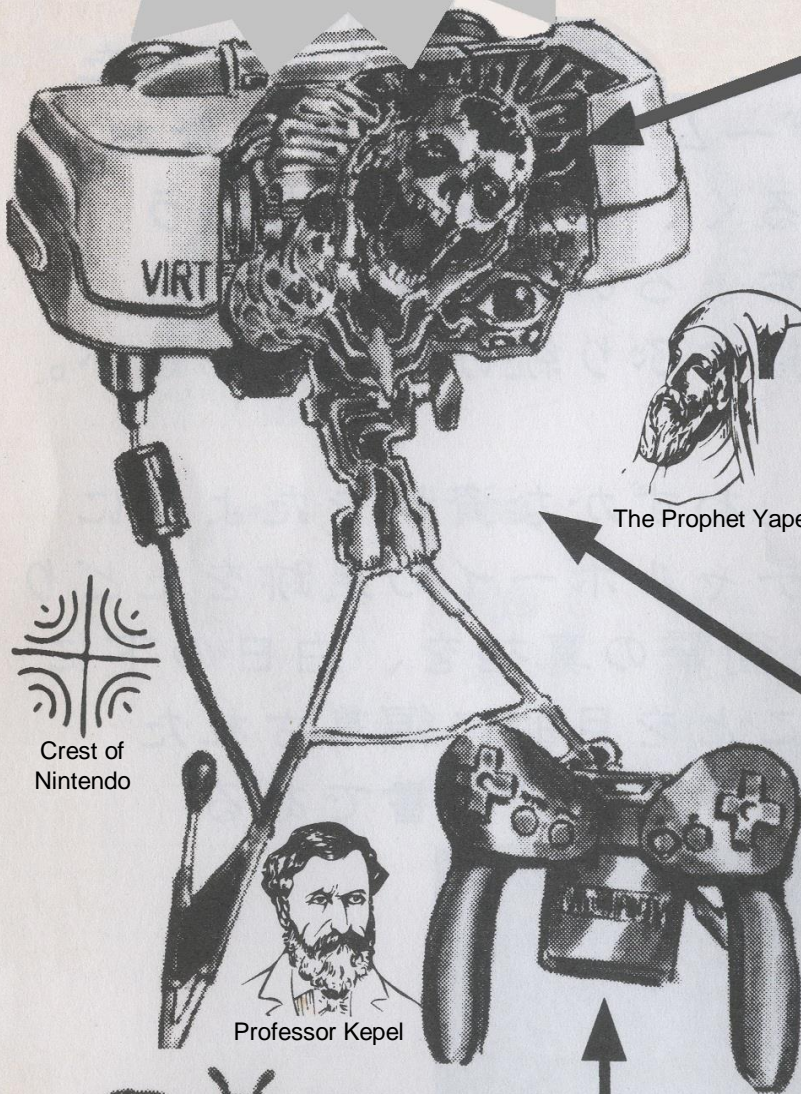


Council Chairman Ichizou Sorge at Fuji-Q Highland

Here's an  
Illustration of the  
Inside of the  
Virtual Boy!

The  
Shocking Truth  
is Now  
Revealed!

It's a literal ghost machine that kicks out not less than 35,000 MIPS, utilizing a ghost of the Heike with a grudge against Yoritomo for the CPU!



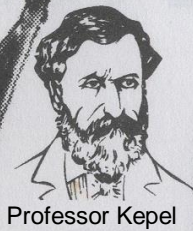
Crest of  
Nintendo



The Prophet Yape



The lifeblood of a virgin is mixed into the red plastic body, so there has never been a need for it to be colored. A sobbing voice can even be heard at night.



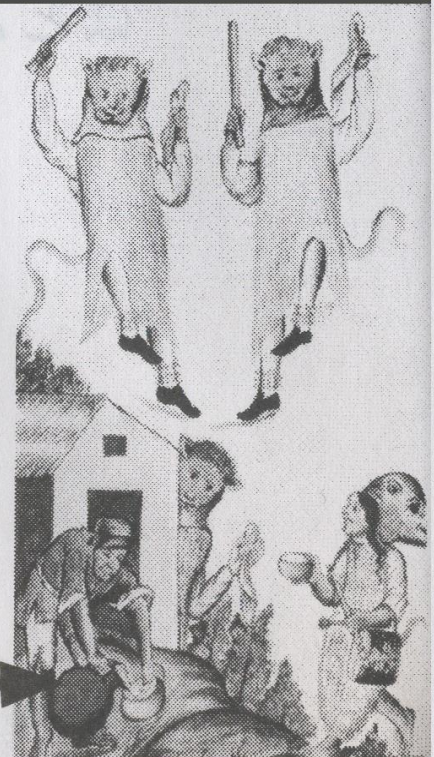
Professor Kepel



Picture of the Face of Amun's Rare Beast

At first glance, there is nothing unusual about the controller, but as a matter of fact, the form of the face of a rare, sacred beast belonging to Amun is cleverly hidden.

Concerning the Virtual Boy model, near Hachamarca, Peru, there is said to be a mysterious custom even now when the deceased are leaving, where those performing the custom escape from reality while wearing masks of red beasts, chewing coca leaves, and being in trance states.

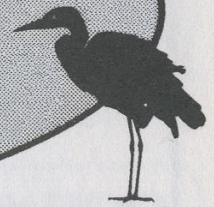


World's Extinct Species Series

# VIRTUAL BOY

## List of All Software

(As of August 1996)



**01**

### VUE-VMT-JPN Mario's Tennis

It's interesting that what was (seemingly) being pushed around launch time was made into legit software, but it's a shame that it doesn't really seem to be fitting for the Virtual Boy.

Personal  
Rating: **74.5 / 100**

Akihabara's  
Price: **300 Yen**



**02**

### VUE-VGP-JPN Galactic Pinball

Ultra cool digital pinball! It's sweet as a simulation, but it's also a game that can be conveniently enjoyed while lying on a bed. I honestly recommend this one!

Personal  
Rating: **92.5 / 100**

Akihabara's  
Price: **300 Yen**



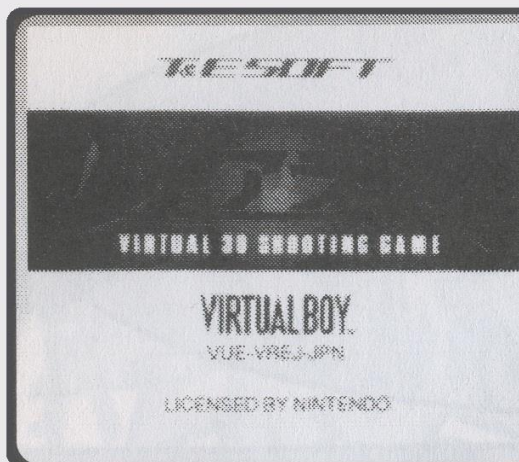
**03**

### VUE-VTB-JPN Teleroboxer

Well, this one's definitely fitting for the Virtual Boy. The throw-away characters, as well as finding out the method and purpose of knocking them down, are at least worth a look. Heck, at 10 yen apiece, buy it! Buy 2 copies even!

Personal  
Rating: **24.5 / 100**

Akihabara's  
Price: **10 Yen**



## 04 VUE-VREJ-JPN Red Alarm

A 3D shooter that has been made by introducing all of T&E Soft's techniques that it has on its side. It's a shame that this company's efforts have been mostly wasted, such as with "Laydock 2" and "Virtual Hydride."

Personal  
Rating: **90.5/100**

Akihabara's  
Price: **300 Yen**



## 05 VUE-VVGJ-JPN T&E Virtual Golf

This is also very well-made. However, I feel sorry for the development staff who made something like this for the Virtual Boy. It feels like seeing scientists having to make atomic bombs for Nazis.

Personal  
Rating: **75.5/100**

Akihabara's  
Price: **300 Yen**



## 06 VUE-VH3J-JPN Vertical Force

After Star Soldier, Hudson Group boasts a traditional vertical shooter. It has several noteworthy points, such as the option to equip AI Drones that flee from and abandon your ship, as well as strangely made enemy bullets that cannot be seen at all against the lovely backgrounds.

Personal  
Rating: **68.5/100**

Akihabara's  
Price: **300 Yen**

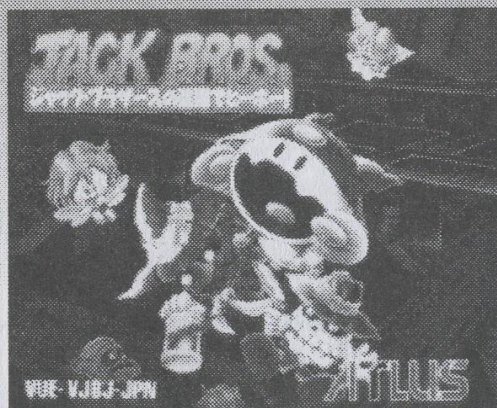


## 07 VUE-VH2J-JPN Pop-Out! Panic Bomber

A falling block game that I never heard of anyone interested in making except Hudson. That irresistible helpless feeling can even be enjoyed with the Virtual Boy! The stereoscopic backgrounds that invite mistakes are also the best!

Personal  
Rating: **10.5/100**

Akihabara's  
Price: **50 Yen**



**08**

## VUE-VJBJ-JPN Hee-Haw in the Maze of Jack Bros.

A clear-the-surface type of action game, reminiscent of Druaga, which they don't often make these days. One of the real pleasures of the Virtual Boy is that you can also enjoy games in other such endangered genres. To avoid misunderstanding, the game is still perfectly fun!

Personal  
Rating: **90.5/100**

Akihabara's  
Price: **300 Yen**



**09**

## VUE-VSSJ-JPN Space Squash

The game has a low level of difficulty, so it's mildly amusing. But that's not this game's noteworthy point; it's the numerous original characters of a not-at-all motivated design, who are displayed when you clear a stage. The arenas are worth a look.

Personal  
Rating: **20.5/100**

Akihabara's  
Price: **50 Yen**



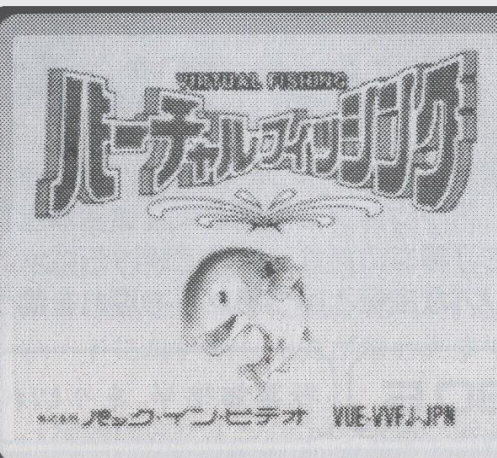
**10**

## VUE-VSPJ-JPN Space Invaders Virtual Collection

Among the number of ports bearing the same title, it seems that the red-colored invaders wriggling in the darkness reproduce the atmosphere of the arcade version at the time of the boom the best. But that's not at all a compliment.

Personal  
Rating: **23.5/100**

Akihabara's  
Price: **Sold Out**



**11**

## VUE-VVFJ-JPN Virtual Fishing

The development concept is a considerably enigmatic game, but it's rather nice to play in bed before falling asleep. Although, it's quite natural for me to fish for a catfish alone late at night, while in my pajamas with the Virtual Boy on my face.

Personal  
Rating: **67.5/100**

Akihabara's  
Price: **Sold Out**



# 12

## VUE-VVPJ-JPN Virtual Pro Baseball

Since the ball appears to be three-dimensional, it is difficult to control while being in front of it. It seems that they bought the rights to use real names, but I think that it's necessary to have a considerable imagination in order, somehow or other, to picture those red-colored, cheap dot drawings as Ichiro and Motoki.

Personal  
Rating: **18.5/100**

Akihabara's  
Price: **50 Yen**



# 13

## VUE-VTRJ-JPN V-Tetris

These were being sold cheaply by those who had plenty of surplus in their stores. 50 yen, 10 yen, and there was even a shop where it eventually became free. Still, so that it didn't look like it had gotten lost, I figured I'd give them money for it as I was taking it out.

Personal  
Rating: **12.5/100**

Akihabara's  
Price: **0 Yen**



# 14

## VUE-VMCJ-JPN Mario Clash

Although it has some elements that make it look like it could have been very interesting, due to some deep underlying reasons, it became a tragedy among games, getting released as a practically unfinished game. I think that they should have at least left a battery backup.

Personal  
Rating: **40.5/100**

Akihabara's  
Price: **Sold Out**



# 15

## VUE-VWCJ-JPN Wario Land

A late masterpiece that was released so as to show Nintendo's energetic determination. It reasonably adds a three-dimensional presentation to the action and is also conscientiously made, but the effort was just a drop in the bucket. The villain Wario plays the lead role and is rather pitiful.

Personal  
Rating: **90.5/100**

Akihabara's  
Price: **Sold Out**



# 16

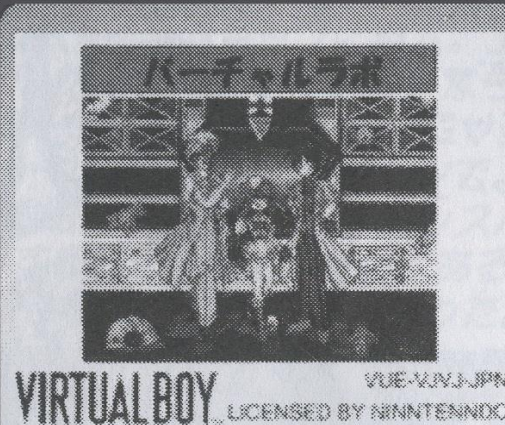
## VUE-VIMJ-JPN Mansion of Inmouse

I think that the horror genre and peering into the darkness are suited for this hardware. However, the controls are just too much. You get to enjoy the reality of being vengefully slaughtered over and over again by Cthulhu monsters.

Personal  
Rating: **24.5/100**

Akihabara's  
Price:

**Sold  
Out**



# 17

## VUE-VJVJ-JPN Virtual Lab

This is a very strange game that's almost like some meth addict's delusion, where you connect (what appears to be) intestines that are falling while pulsating and make them disappear. It's a must-see for the unnatural, three-dimensional shaking boobs of a girl who meaninglessly stands to the side.

Personal  
Rating: **0.5/100**

Akihabara's  
Price:

**Sold  
Out**



# 18

## VUE-VVBJ-JPN Virtual Bowling

You can brag about it if you're a person who has this, as it's a rarity that was hardly on the market. It's pretty good, as long as you don't think about why you should take the trouble to bowl with this hardware.

Personal  
Rating: **64.5/100**

Akihabara's  
Price:

**Sold  
Out**

### ● A Small Column ♥ Having Some Fun Virtual Playtime in Bed!

The Virtual Boy is actually fairly well-made, but it has poor stability. The easiest way to play it is while lying down on a bed. With this, instead of counting sheep, you can enjoy some simple play as cannot be enjoyed with other hardware.

(Illustration of an ancient Egyptian "boys' love" publication)



# List of Unreleased Games

- Virtual Bomberman (Hudson)
- NikoChan Battle (BPS)
- Virtual Double Yakuman (VAP)
- Doraemon (Epoch)
- Virtual Battle Ball (Hect)
- Proteus Zone (Coconuts Japan)
- Sunday's Point (Coconuts Japan)
- Interceptor (Coconuts Japan)
- Night Landing (Pow)

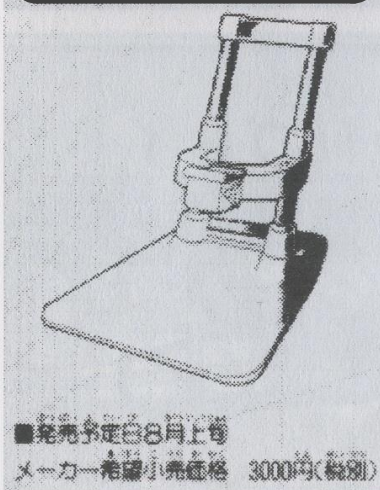
Games such as Virtual Bomberman and Virtual Double Yakuman clearly should have been completed, but they chose to dare to cancel the releases rather than try to recover development costs through the releases, which really tells about the sales of the Virtual Boy. Also, even in other places overseas, we heard that there were several manufacturers deserving of pity, who released their own original titles. We are concerned about their well-being after this.



A businessman who worked his last days in a software house that had dabbled with the Virtual Boy

## Unreleased Accessory

### • Adjustable Stand



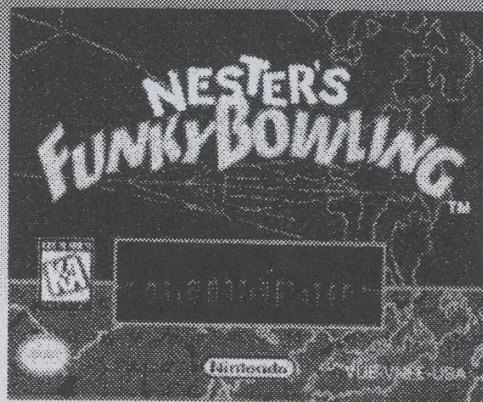
Every time this author would contact Nintendo about this adjustable stand, its release would be prolonged by another month. It is a product of memories, which in the end got indefinitely postponed. It was announced at the show that it should have been a standard accessory, but it seems that it was to be sold separately to reduce costs. Even if the costs had gone up a little in exchange for the one with the bent legs, couldn't it have had a little different selling price if it had come with this one? But I think that when it's too late. It would now be nice to have a good phone call with Nintendo, which doesn't even think of its customers as customers.

# Urgent News Flash!

## The Virtual Boy Situation in the USA

Though they were not  
selling the Jaguar...

In November of 1996, this magazine received the unconfirmed information that “across the ocean, in Los Angeles of the USA, there were multiple releases of original Virtual Boy software not released in Japan,” so it was immediately decided to send a correspondent. As soon as our excellent magazine correspondent arrived at the location, he discovered the “Desert Hills Factory Stores,” a huge outlet mall hidden in a vast desert on the outskirts of Los Angeles, and he quickly went into the Nike shop there. He got a pair of Air Street Defenders for \$9.99 and a pair of the Air Max IV (commonly called Classic BW) in metallic purple for \$74.00. In addition, the correspondent went back to Los Angeles and surprisingly succeeded in getting the long-awaited Air Max 96, holiday color (commonly known as black/silver, \$140), and the Air Muscle Max (another new color, \$140) at NikeTown in Beverly Hills! After all, the high-tech series is the best!... Eh? Virtual Boy software? Two pieces were tucked into a corner of the Toys ‘R’ Us in Santa Monica.



# 19

## VUE-VNFE-USA Nester's Funky Bowling

At first, I almost overlooked this, thinking that it was just “Virtual Bowling” with replacement characters, but in fact, it's an entirely new work. The sounds of the pins being knocked over, even though their rates are low, are quite nice in the sampling.

Personal  
Rating: **64.5/100**

Local  
Price: **\$29.99**



# 20

## VUE-VPBE-USA 3-D Tetris

I also thought that this was the overseas edition of “V-Tetris,” but it is a completely different thing. In essence, it is “Welltris.” It's really weird because each piece is personified. If only T&E Soft's techniques would stop...

Personal  
Rating: **42.5/100**

Local  
Price: **\$29.99**

\* Out of only 20 pieces of software in all, however, there are two with duplicate content! Is that normal? What were you thinking, oh great Nintendo?!

## Special Sneak-In Interview

Nintendo Co., Ltd.'s  
General Manager,  
Yamato, an Extremely  
Good Guy!

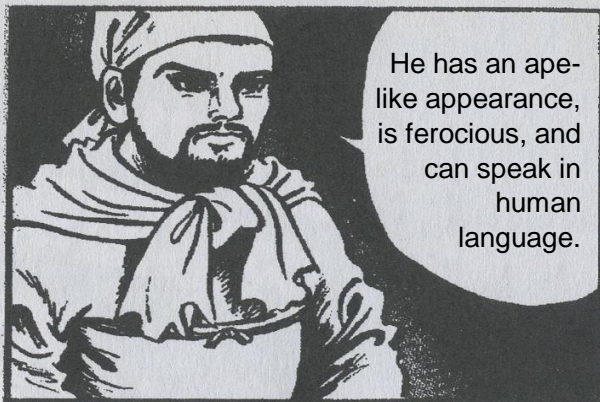
"I am deity! I send  
those who oppose  
me to hell!"



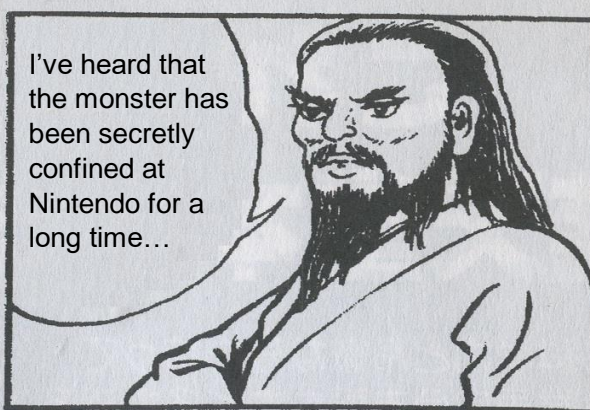
(Manager Yamato talking feverishly to the interviewer)

- Interviewer:** "So, it didn't sell well."  
**Mgr. Yamato:** "Grrrrrr!" (with his eyes menacingly glaring)  
**Interviewer:** "Although the initial target was 3,000,000 units in the first year, there is, in fact, information indicating that not even 300,000 units came out."  
**Mgr. Yamato:** "Raughh! Grrrrrr!" (sullenly chewing a chicken's neck with his sharp fangs)  
**Interviewer:** "I heard that Mr. Yokoi, the developer, was held accountable and got sacrificed to an evil giant ape god."  
**Mgr. Yamato:** "Mppphhh..." (With a cruel smile, he points to a skeleton hanging from the ceiling of the cave.)  
**Interviewer:** "Even so, I haven't heard good talk these days, what with the departure of Square and the great folly of the Satellaview."  
**Mgr. Yamato:** "Ooh ooh ahh ahh!" (suddenly attacks the interviewer)  
**Interviewer:** "Oh, no! Aaahhh!" (gunshots, screams)

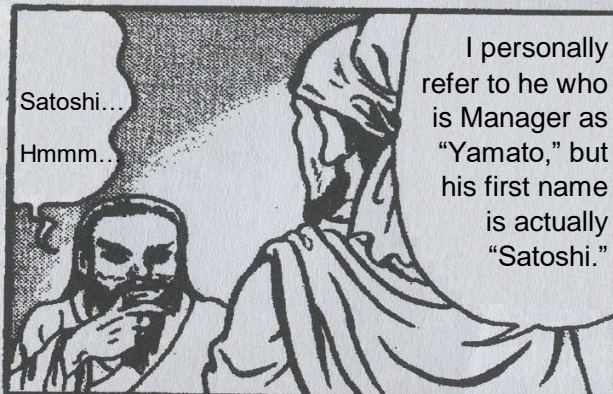
(After the incident, the tape, which stopped recording here, was found, along with scraps of the interviewer's clothing.)



He has an ape-like appearance, is ferocious, and can speak in human language.



I've heard that the monster has been secretly confined at Nintendo for a long time...



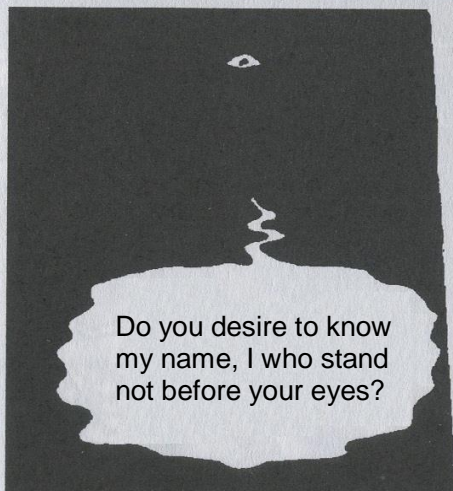
Satoshi...  
Hmmm...

I personally refer to he who is Manager as "Yamato," but his first name is actually "Satoshi."



In troubled times like these, the hearts of the people grow dim. It's about time that something be done about this monstrosity.

If I had fearsome power, I'd like to get into the game industry and bring about a war!



Do you desire to know my name, I who stand not before your eyes?



Who... who are you.....?  
Wh... where...?



What's wrong with your speech? Do you fear a dangerous exchange?



Ishii, you've come at last...



I am Manager Yamato!

# This is Nintendo Headquarters!

(Imaginary)

The headquarters of the dreadful organization “Nintendo,” which intends to take complete control of the game industry with its amazing scientific power and cool-headedness, is generally said to be in Kyoto. Although it is widely known for employees who are unfriendly and officers who don’t seem to be respectable, these are mere camouflage to deceive the world to the utmost.

The true headquarters of “Nintendo” is a sacred place of evil that is said to cause ruffians all over the world to tremble just from hearing its name. Located deep in the interior of the Amazon, which is filled with pestilences and wild animals, it is shrouded by thick thunderclouds throughout the year. It boasts of its magnificence as an impenetrable scientific fortress in “Utegi Myugu” (meaning “Plateau of Death” in the local language), which cannot be seen from satellite orbit!

Up to now, nobody has returned, including Master Takahashi and Alex Kidd, from trying to find out the secrets of this fortress of terror, in which all kinds of evil plots are devised day and night, in order to bring the whole gaming world under its thumb, and in which terrifying monsters thirsty for blood, such as are represented by Mario and Donkey Kong, are being developed one after another.

Every employee is deprived of memory and has a special FX chip embedded in the brain, which inputs absolute loyalty to Manager Yamato.

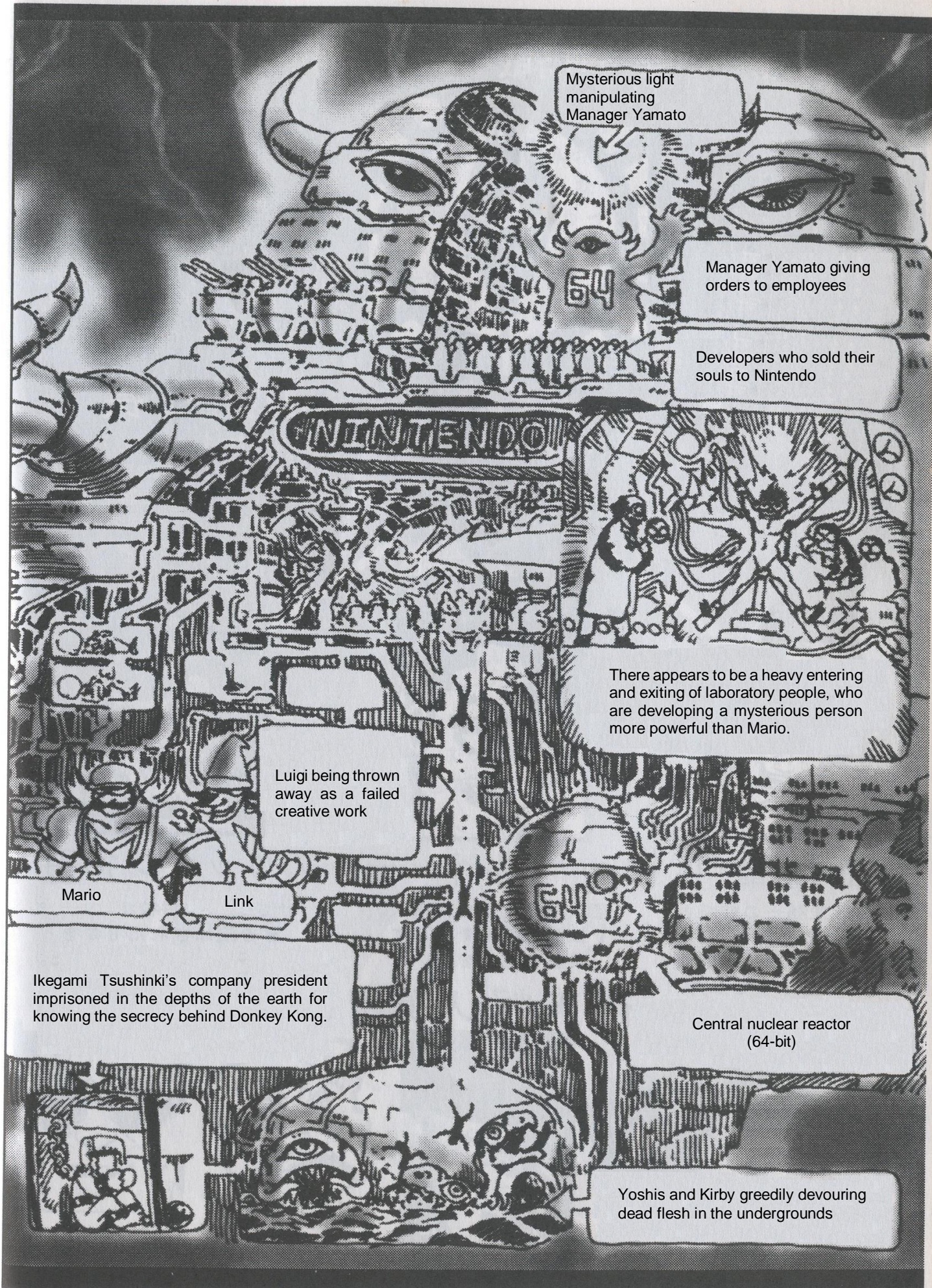
For one who fails to develop, there is only death, whether one becomes a test subject for reconstructive surgery or else the prey of the Yoshi monsters in the undergrounds!

Still, the pay seems to be good.

**Top Secret!  
Internal  
Illustration**

Bacterial missiles  
locked onto Shibuya  
and Haneda

Illustration by  
Takashi Minamimura



Mysterious light  
manipulating  
Manager Yamato

Manager Yamato giving  
orders to employees

Developers who sold their  
souls to Nintendo

There appears to be a heavy entering  
and exiting of laboratory people, who  
are developing a mysterious person  
more powerful than Mario.

Luigi being thrown  
away as a failed  
creative work

Mario

Link

Ikegami Tsushinki's company president  
imprisoned in the depths of the earth for  
knowing the secrecy behind Donkey Kong.

Central nuclear reactor  
(64-bit)

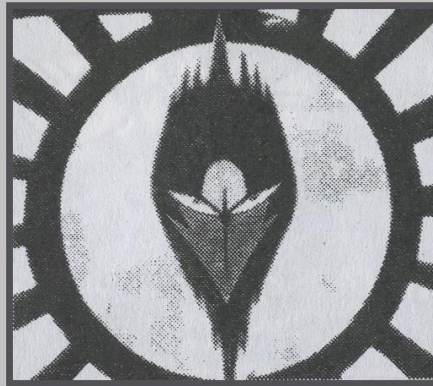
Yoshis and Kirby greedily devouring  
dead flesh in the undergrounds

# Diagram of Nintendo's Organizational Structure

(Imaginary)

## Corporate Philosophy:

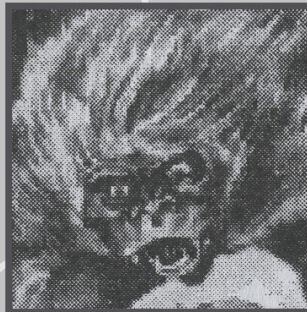
- Annihilate all opposition!
- Eliminate all traitors!
- Whittle down all kids' money!



## President X

(Voice: Gorō Naya)

He came to Earth riding a meteor three thousand years ago. He is a man of mystery, who manipulates Manager Yamato and is said to hold the real power of Nintendo in the shadows. No one has seen his true form.



## Manager Yamato

(Voice: Hekiru Shiina)

He is a demonic being who is half man, half beast. He appears from a fog, emanates a strange voice, and disappears with a black smoke curtain. His body firmly repels shurikens. He's from New Guinea.

### Nintendo's Ghost Corps.



## Gunpei Yokoi

Although he was known as one of Nintendo's best skilled managers, he was held accountable for the development of the Virtual Boy and was executed by Manager Yamato.

### Nintendo's Bodyguard Corps.



## Sekiya

Nintendo's former food delivery man. By poisoning employees one after another, he has established his current position as head of Nintendo's

### Nintendo's Revenant Corps.

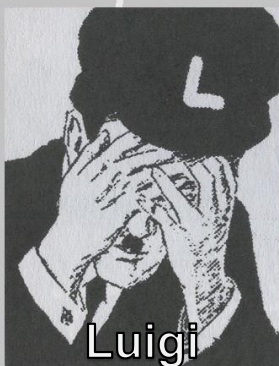


## Count Brocken

This Nazi demonic officer, whose head got blown off by a blast, was resurrected by Manager Yamato. He loves to torment children.

These two struggle to take credit over each other

### Monster Army Corps.



## Luigi



## Link



## Mario



## Donkey Kong



## Princess Peach

# In Conclusion

The Virtual Boy disappeared in just one year, at the same time as the 100<sup>th</sup> anniversary year of the birth of Kenji Miyazawa. As for it having a reputation somewhere, which overlaps with the poet who passed away in disappointment, there is no such thing. Mention of its accomplishments isn't to be found anywhere.

It would be almost as impossible as finding a connection with Saint-Exupéry, a poet who similarly disappeared, namely into the sky as a pilot. It would be better to try to inquire into the parting of the female writer Montgomery, who still captures the hearts of girls all over the world with "Anne of Green Gables," yet doing so is a mistake from the start. (So I don't.)

What's the matter with Nintendo recently anyway? Even the newly released Mustached Man 64 all of a sudden has a large amount of extra copies, and it's also likely that Dragon Quest will be leaving, which feels like seeing a very attractive person walking away, but it also seems to be very good.

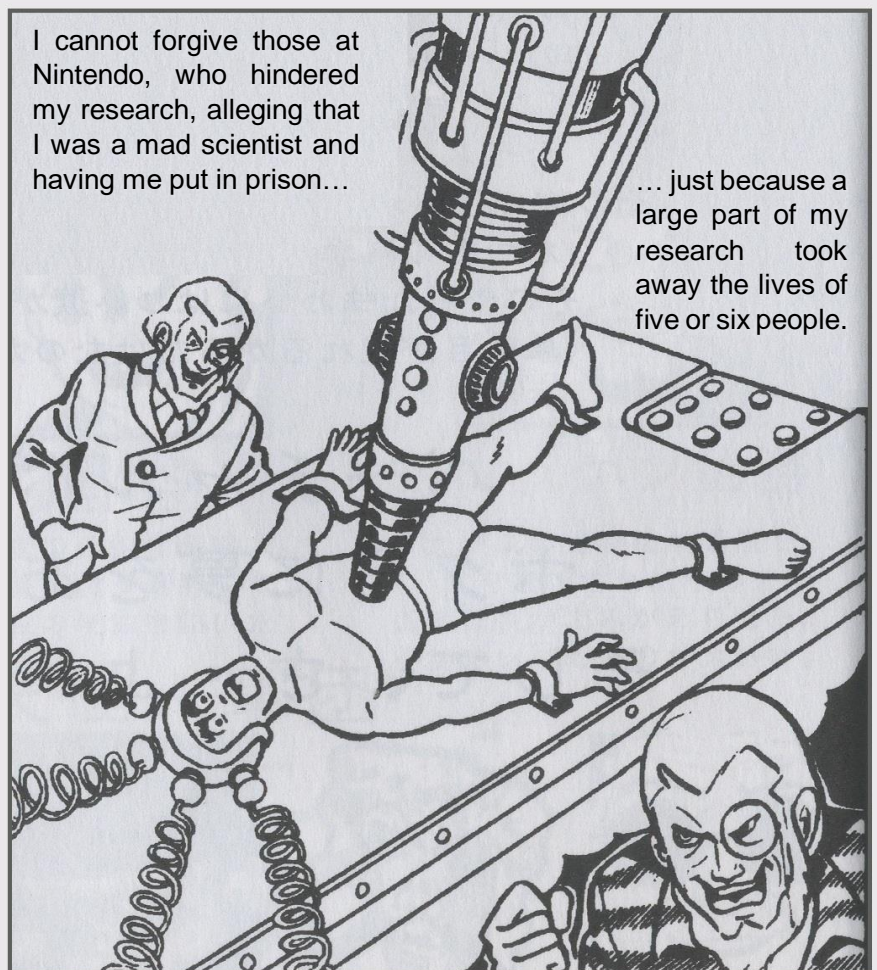
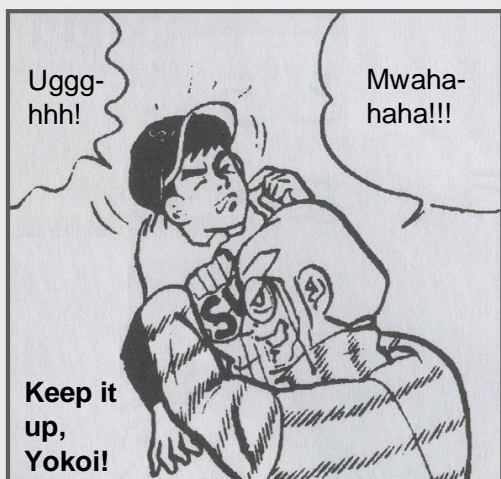
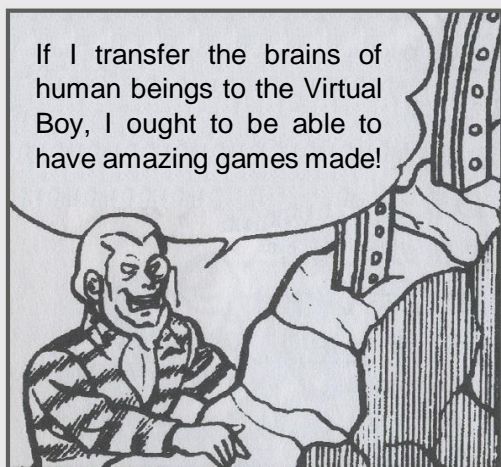
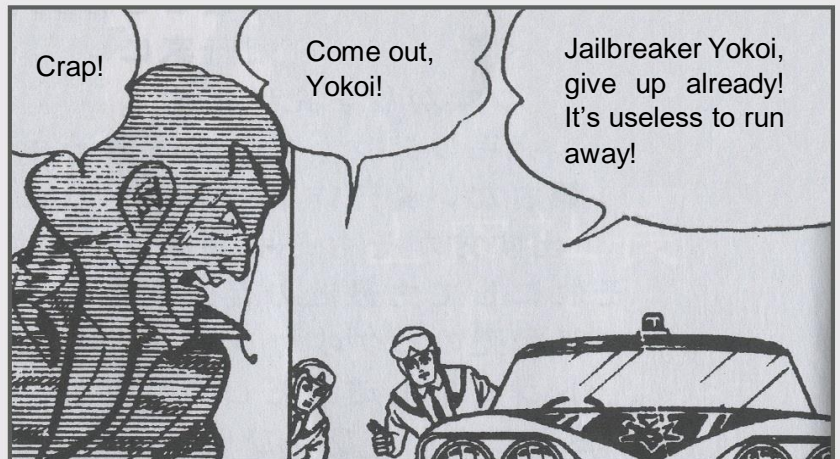
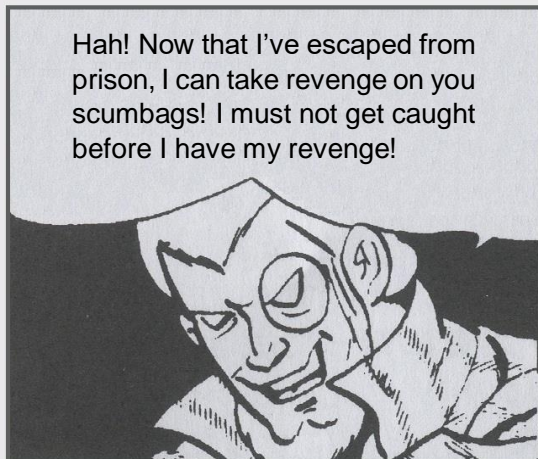
Well, at any rate, the Virtual Boy seems to have been abounding with an amazing, retro-futuristic style, which in some respects was what led to the vanishing of the "Vectrex" hardware, which before had similarly disappeared in an instant.

From the Virtual Boy's pretentious appearance to its cheap 4-color LED displays, everything seemed to be the crystallization of a science boy's aspirations. Its simple style can still bring tears to one's eyes, or maybe that's just because one's eyes are getting tired.

Virtual Boy,  
Thank you for daring to dream.  
And now, goodbye...

# Bonus Manga Ending

## Yokoi Afterwards



# The Enthusiast Who Came from a Cold Country The Last Two Have Finally Appeared! The Ultimate List Ends Here!!

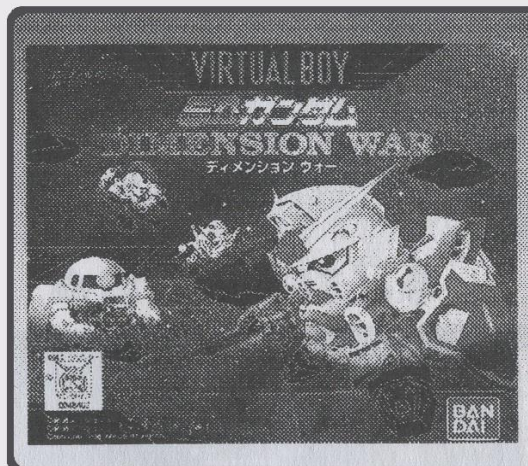
For some reason, we had all of a sudden printed 300 copies of the Pikachu books for the '97 Winter Comic Market, and we were filled with anxiety about what we would do with any remaining unsold ones, when a man appeared before this council, who was selling books with a brute force, almost like a pimp. The man, dressed in a military uniform similar to that of Stapa Saito or Space Calvary's Commander Saito from "Farewell Yamato," gently removed a Virtual Boy item from his backpack and held it before our very eyes.

"You said that you had covered all the software. Well, look at this!"

"Is... is that...?!" Really, despite the fact that it had been reviewed by Famitsu, there was no one who had seen the real thing. "But it doesn't exist!"

"Wrong, there was confirmatory information at the end, claiming it had been witnessed once in Hokkaido!"

It could not be "SD Gundam Dimension War," the software of dreams that had been talked about almost as if it were a UFO or Tsuchinoko or the like! In order to express his gratitude to this council, which claimed the theory of "non-existence" at the last Comic Market, he said that he took the trouble to bring it to the venue! Oh, how obsessive an enthusiast's tenacity must be! (Mr. U., thank you very much for the information.) And so, with the inclusion of the last overseas software, "Waterworld," which we could not introduce in the first edition, the final two clinchers have been added, like the emotional end to a drama, and this book is now complete! (Just a bit of deep emotion.) By the way, it seems that you really did find it in Hokkaido. Why wasn't there such a thing in Kushiro?



## 21

### VUE-VSDJ-JPN SD Gundam Dimension War

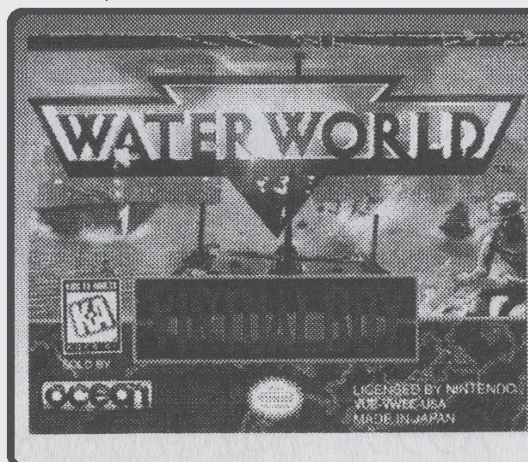
Though I got some information, I did not write a review because I have not gotten the real thing. So frustrating! If you know someone who has any available, please contact me at [okano@yk.rim.or.jp](mailto:okano@yk.rim.or.jp). I will buy one for 10000 yen... yes, that's correct.

Personal  
Rating:

???

**I DON'T  
HAVE ONE!**

The following is overseas-edition software. There was also some rather hot stuff in the drama until I got this. I can't introduce it all due to the amount of page space, but I'll mention the suspicious-looking foreigner, my second Vectrex, four copies of "Mansion of Insmouse" purchased by hand for barter, dollar bills hidden in a shoe box....



## 22

### VUE-VWEE-USA WATERWORLD

As if dealing a finishing blow to that major folly of a movie, starring Kevin Costner, aka "future middle-aged Kevin," this one stands out from numerous software by offering a single piece of music and screen design. The game content resembles a 3D River Patrol, but without having even a fraction of the number of different scenes.

Personal  
Rating: **30.5/100**

Local  
Price: **\$25.00**

# Thank You, Messe Sanoh, for the Last Virtual Boy Sale!

It's finally Heisei 10 (1998), the turn of an era. Early in the new year, this author had a case of New Year's lag, as I was feeling miserable and tired, much like Lupin the Third in the early days, but this changed with a few nonchalant words from Miki, a programmer at a familiar home bedding store.

"So hey, they're still selling Virtual Boys in Akihabara."

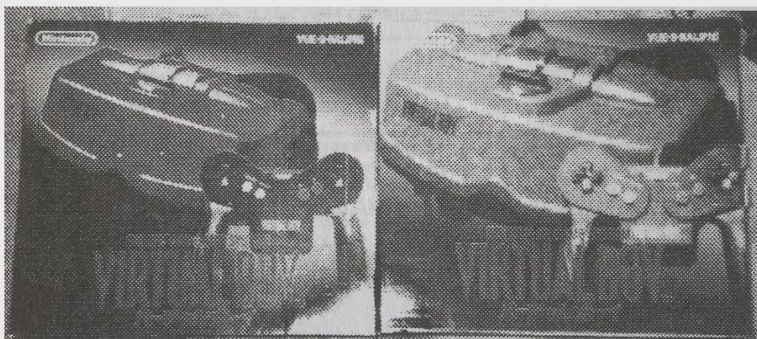
My, how the Winter Comic Market enthusiasm had still been lingering from 12/30 of last year! He said that a set including 4 pieces of Virtual Boy software was selling for 2980 yen during the craziness at the Messe Sanoh palatial building. Now, if I had not already thought of making such a purchase for myself, I would have already knocked Miki out with a 10-hit combo. However, it was already too late for me to rush to Akihabara, wielding an odd sword and causing some old woman at the cash register to turn pale in the face at the suspicious man screaming, "Do you have Virtual Boy?!", and she'd say, "We're sold out!", with eyes like she's looking at a degenerate person.

## COUNTERATTACK!

However, this author is not one to give up on such a thing. Following the theory that the criminal (?) always returns to the scene, I kept on visiting Akihabara, not missing a weekend, and I finally succeeded in obtaining a Virtual Boy, which had arrived again on 1/15! It was a deluxe edition that, in addition to the system, came with a bonus AC Adapter to replace the batteries, as well as headphones and, of course, 4 pieces of software! And to my surprise, this time, it came along with a magazine about optional store demonstration platforms that weren't on the market! Where in the world did this come from?! I dared not ask, but this is excellent, Messe Sanoh!

If you miss it now, you may never get it again! I recommend running to the phone and making a purchase for a foolish acquaintance. This author purchased 3 units himself and then pleasantly returned home. One person was happy to pile up 4 Virtual Boy units conveniently next to a rice cooker, on top of shoe boxes in his room that was already fully of merchandise, without even a place to step one's foot.

### Newly Discovered 2<sup>nd</sup> Package Type



Color Version (Initial Type)

Black & White Ver. (Late Type)

Another package version has now been newly discovered. Although it is hard to see with these sizes, the system on the right is printed larger, and in addition to this monochrome, mosaic design, there is also a flashy package for overseas. Thus, there are three types confirmed in total. By the way, just to be sure, rarity values, etc. by version do not exist.

I wonder, though if I would be the only one in the world to be happy to find such a thing...

### ♠ This is a Trial-Play Stand ♠



An excellent item, to which you can firmly fasten both the controller and the standard bent legs using screws. The included pamphlet, titled "About the Demonstration of the Virtual Boy," makes me cry.

**Get It In Time! A Legendary Gem!**

## Huge Display Stand for a Storefront!

**Steel Frame-Made!  
Weighs 30 kg!!**

I don't know why, but for indirect lighting, it has a stylish illuminated panel with a half mirror, having a logo that appears to pop out – ideal for indoors!

Support stand, which can be smoothly adjusted angularly and up and down. It has an anti-theft lock at the cartridge slot.

Movable, acrylic pane that holds an advertisement flyer within itself. (Although a flyer of 4 initial titles and Wario Land was included, there probably would have been several other kinds as well.)

Firmly fixed controller. The AC Adapter is used as it is.

Part containing a large logo. The Virtual Boy image is based on red and black and actually looks pretty cool.

Here, now! Surprise! This author finally got such a thing! Some of you may remember that at the time of the launch, besides the aforementioned trial-play stand, there were also huge display stands that were set up at large-scale stores, etc. for in-store demonstrations. This thing really has super-luxury specifications, weighing 30 kg and standing 170 cm high! When a local earthquake comes, this is exactly the ultimate item to have, where I will probably be the only one in the world to have one of my rooms personally decorated with such a mass of steel that will surely crush this author to death. (I ask to be contacted if anyone says that they also have one.)

The whole unit is like a futuristic pinball machine or periscope, having a part with a simple red logo included on the main body that is constructed with a matted black steel frame, all combined with cool electric lighting! If they had done a limited production run with these specifications from the very beginning, set at 150,000 yen per unit, they could have done fairly good business with stupid fashionable people. By the way, I bought mine at a bargained price of 30,000 yen for the whole unit and 2 pieces of software, plus 20,000 yen for shipping costs including tax.

**Overall Height: 170 cm**

## Mourning the Death of Mr. Yokoi

An enthusiast such as you, who would buy a book like this, is probably already well-aware that Mr. Gunpei Yokoi, the creator of the Virtual Boy, passed away from a traffic accident last year. At the time of this council's first edition, we severely made fun of Mr. Yokoi, but if he had really died, we wouldn't have joked about it.

At this late point in time, it is not for us to offer thinly pleasant words of condolence or praise; nevertheless, we were all once wrapped up in video games, and we do not feel that the last of tender fantasies has been lost with Mr. Yokoi's death.

Presenting "Robot and Ray Gun," a "fantasy for the future" that is optimistic, a little comical and ridiculous, but also somewhat heartrending, and it has representation by the Virtual Boy!

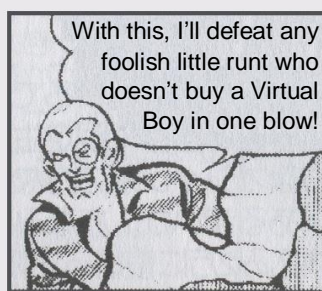
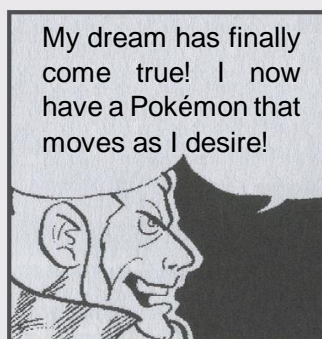
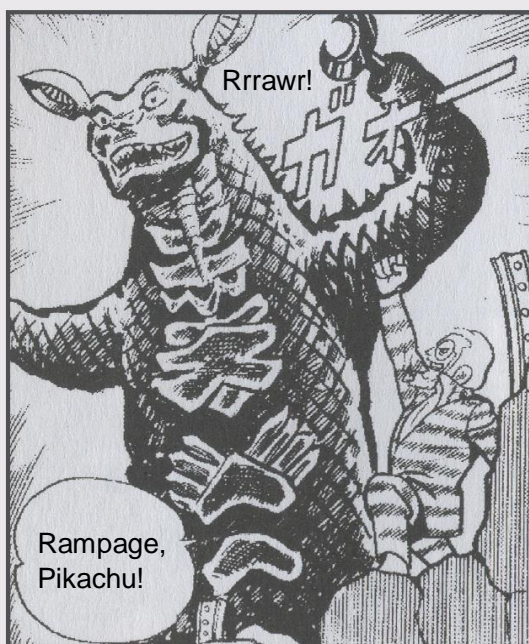
We feel that there surely was, for a certain period of time, a happy era, when video games were being established as commodities, when there existed the possibility that anything was possible, that there was nothing that couldn't be done.

There now no longer seems to be anyone whose heart pounds for a modern so-called "next generation console," which offers several thousand times more performance, or anyone who embraces a fantasy for such.

What got lost in the process of establishing games as an industry was, paradoxically, Mr. Yokoi; hence, it may even be said that his death was planned.

In this corner of the world that says "to hell with fantasies," these authors are currently serving a messiah. Mr. Yokoi, you who do not merely have a passing acquaintance with paradise, may you rest in peace, but also please watch over this world's future jointly with these writers.

We hope one of us finds the horizon of a new fantasy extending beyond nostalgia.



### A "DESTROY ALL" MANGA

Re-release Edition's Postscript

In no way did we originally think that this book would require a re-release. We've condensed quite a bit of information onto 4 pages, so it's quite tight this time. We feel that the content now makes up the definitive edition. By the way, the Toyo Baphomet Council's homepage is located at:

<http://www.yk.rim.or.jp/~okano>

We have a lot of information there, so please don't hesitate!

After successfully submitting this book...



... so from here, the compilation becomes extended in a hurry.

**It's suddenly business trip corner: Once again, obscure Pikachu goods!**  
(This didn't make it in time for the resale version.)

## Pikaki Gum of Mystery

At Nippori's shopping street, at a wholesale small-time candy store, among the sauced rice crackers and soda pop confectioneries for sale, there was also imitation brand candy.

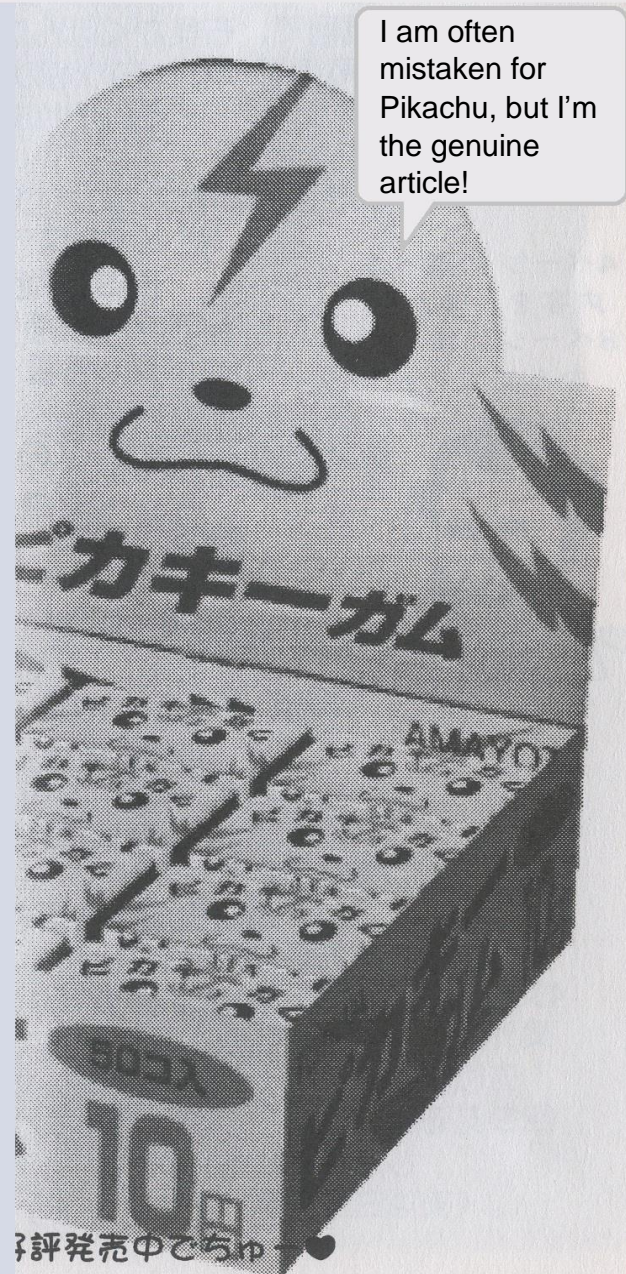
At first glance, it looks deceptively like the electric mouse, but when looking closely, it has a shaven head with no ears, like a seal. Also, lightning bolts, similar to those of motorcycle gangs appearing in manga, run along the forehead and cheeks. Moreover, the meaning behind the catchword "mystery" is unknown. (Sure, the presence of it is indeed strange, but also, what on earth is it claiming to be?)

Copyright checks these days must be stringent, as it says that it is indeed a megaton class item. The taste is amazing, but even more amazing is the color, where it seems that Yellow No. 4 (?) got pounded in like crazy to make a very yellowy yellow gum, and every time I chew it, my mouth gets dyed an amazingly yellow color. And, wow, it is ever a cheap sweet! After all, it's an imitation brand!

Oh, heck, I paid just 410 yen for such a desperate thing... (Since they weren't selling loose articles, I bought a box of 50 pieces.)

- But the most amazing thing is that this picture is actually a full CG image specially made in lieu of the real thing, which everyone in the workplace has eaten from and messed up.

♥ Also, the second edition of the "Pikachu Large Encyclopedia" is now on sale. Wow! ♥



# Emergency Fill-In-The-Gaps Plan

For the Down-Hearted...

## Virtual Boy Secrets Collection

### ● Red Alarm: Various Hidden Characters

#### ★ System and Controller

In the room that has shooting tanks hiding behind pillars, when you shoot the lower left and right corners of the back side of the room, a Virtual Boy system and controller appear!

#### ★ Small House of Two People

In the room where small men are running away trying to escape, when you shoot the lower left corner that is immediately at the entrance, a small house with two people around a low dining table appears!

#### ★ Dog and Bikini Beauty

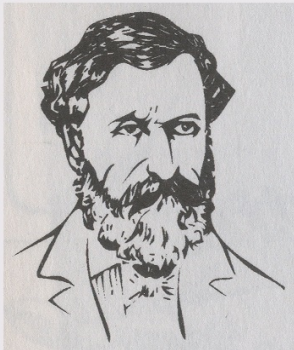
- In Stage 2's cave, when you shoot the back of an inset area to the far right, a cute dog's face appears!
- In the fire-breathing dragon's den, when you shoot the area to the lower right of the waterfall, a bikini beauty appears!  
... there is not much significance to each.

### ● Pop-Out! Panic Bomber: Too Many Passwords Worth Exploring

I shaved the content down to 4 segments.  
Later, I wish to increase it to 8.

BOSS RUSH – 1298  
EASY (Each Phase) – 6835 / 9081 / 2473  
NORMAL (Each Phase) – 2695 / 1038 / 6934  
MEDALS (Each Kind) – 4390 / 3281 / 5607

The story seems like a stubborn TV version of Macross's Minmay touring around.



### ● Hee-Haw in the Maze of Jack Bros.: Each Level's Password

Jack Lantern  
4965 / 5923 / 0919 / 2827 / 6313  
Jack Skelton  
0248 / 2745 / 9537 / 3598 / 0531  
Jack Frost  
3267 / 8453 / 1309 / 7285 / How did I forget  
the last one?...



### ● Mansion of Insmouse: Cheat Passwords

To be honest, I lost my notes from when I took down a proper strategy, so I will just introduce my cheats used at that time. The passwords for this game are not randomly generated; instead, meaningful words are assigned to each one. Thus, try inputting some amazing four-letter English words, such as "FAKE" or "DARK." With a surprisingly high probability, it will let you go somewhere. Using this to expand the wormholes, try aiming for a cheat-clear! By the way, this author used this trick to reach three of the four endings, but clearing the game and seeing an ending requires you to be on your own. I couldn't tell what was going on with the last one (actually, the ending was bad for all three). Finally, I said "the heck with it" and tossed it aside. ♥

## Overseas Compilation

### ●<http://lcs.www.media.mit.edu/projects/wearables/>

(Virtual Boy remodeling lecture by a group of enthusiasts from MIT)

“Papa, Japan lost to such a crazy country?”

Some psycho students, who can't stop attaching any and every computer somehow or other to their bodies, have, as private eyes, remodeled a cheap Virtual Boy. (These guys have made a high-class Virtual Boy display system, which seems like something that would be used for an airport traffic control system.) They exhaustively and kindly explain, while including photos, how to disassemble the Virtual Boy and make the new model using a drill. Thus, you can enjoy what you designate as garbage after all, whether or not you have a Z-buffer installed in that thing that will become minced meat, which is being sold as a set with 5 games for only 2980 yen.

### ●<http://www.inlink.com/~dkreaver/vboy.html>

(1001 Uses for the Virtual Boy)

As expected, this also seems to come from America. It's a truly good-for-nothing page of American jokes. For people who mistakenly bought a Virtual Boy and cried about it, it has them try to think of other silly uses for it, in order to enrich their lives somehow by this. For example:

- The dads in this country... (omitted the rest)
- Remove the head unit and use the stand as an unusual tripod for a camera...
- Attach it to a paintball gun and use it as a new infrared sight...
- Use it for Mortal Kombat (because it's good enough if you can see the blood as red) ...
- Use it as an expensive paper weight...

And it gives a number of other uses for the Virtual Boy, which make you feel sadder and sadder the more you read. I'd like to mention, however, that it says “1001,” so why is it that only 14 are given?!

### **Here's What's Coming Next!**

(We're about to finish writing it at last)

“Tomy Tutor and Happy Friends”

This is the story of wondrous and strange household hardware, which tells about their short-lived, modest prosperities, like with the Burgess Shale organisms, in a world of pre-Nintendo (before Nintendo).

At this turn of an era, we've search for, acquired, and played beloved machines buried in the shadows of history, getting to know ones such as the Tomy Tutor, Epoch's second generation Cassette Vision, the Intellivision, Arcadia, Atari 2800, and so on. Enjoy this simple catalog book that will take you into the annals of the familiar! It makes its grand appearance (unless it's decided otherwise) this summer of 1998 at the Summer Comic Market!

## Some Nice Pages About the Virtual Boy that We Found on the Internet

### ●<http://www.intsys.co.jp/> (Intelligent Systems)

Since they've stopped updating the homepage for this company – which seems to be either a subsidiary of Nintendo or else a related company, based on the location and profile – I doubt whether it is still alive, but it says it's selling Virtual Boy development equipment for manufacturers. Judging from the development equipment with the crazy price for the 64, it's quite cheap (even though it's still in the order of several million), so if you're an enthusiast who also runs a software house, why not try contacting them? Also, for any who actually purchased this equipment and were involved in software production, if you now think that it's garbage and you want to throw away such a thing, please don't hesitate to contact us. Once this is obtained, it'll be unrivaled!

### ●<http://www.nintendo.co.jp>

This isn't about the familiar Pikachu and others. Rather, for the time being, there is a Virtual Boy corner. Since you can see screenshots here, why not check it out?

### ●<http://www.koto.co.jp/>

The homepage of the well-known Mr. Yokoi's new company "Koto," with "Kunekunetchyo." There is a corner for Mr. Yokoi's profile; however, it's quite suspicious that even though half a year has passed since the incident, his death is not mentioned anywhere. I guess he is, in fact, still alive by having become a cyborg.

### ●<http://ha1.seikyou.or.jp/home/dasamirai/right.html>

"Oh, 'Dasamirai'... that's exactly what it's called!"

This is a page that takes advantage of what is referred to collectively as "the geeky future," which integrates retro-futuristic designs. The Virtual Boy has also been added to this category, and it has been made into a cool T-shirt (2500 yen). It's of excellent quality, so it's even recommended for fashionable people, too.

### ●<http://www2.snowman.or.jp/~boilers/index.html#main>

The Virtual Boy being acquainted with opportunities of attack in the boiler room.

Here, you can read stories about the Virtual Boy suffering from judgment, whether they are written as jokes or as serious ones.



Anne, who was being made fun of for being a redhead, being called “Carrot! Carrot!”, flew into a rage, struck a blow to Gilbert’s face with Virtual Boy in hand, and shouted, “This is the guy who insults dear Yamato and the great Nintendo!” No voice could be heard from the surrounding children as a result of such an abnormal development.



Nippon Nunion 1997

Virtual Boy Memorial Commemorative Guidebook  
Issued By: Toyo Baphomet Council  
First Edition Issued on July 15, 1997  
Revised Second Edition Issued on January 31, 1998  
Printing Office: Kiuchi Printing  
(If there is a mistake or missing item, please don't worry about it.)

English Translation By: Benjamin Stevens  
Released on PVB on June 1, 2017