

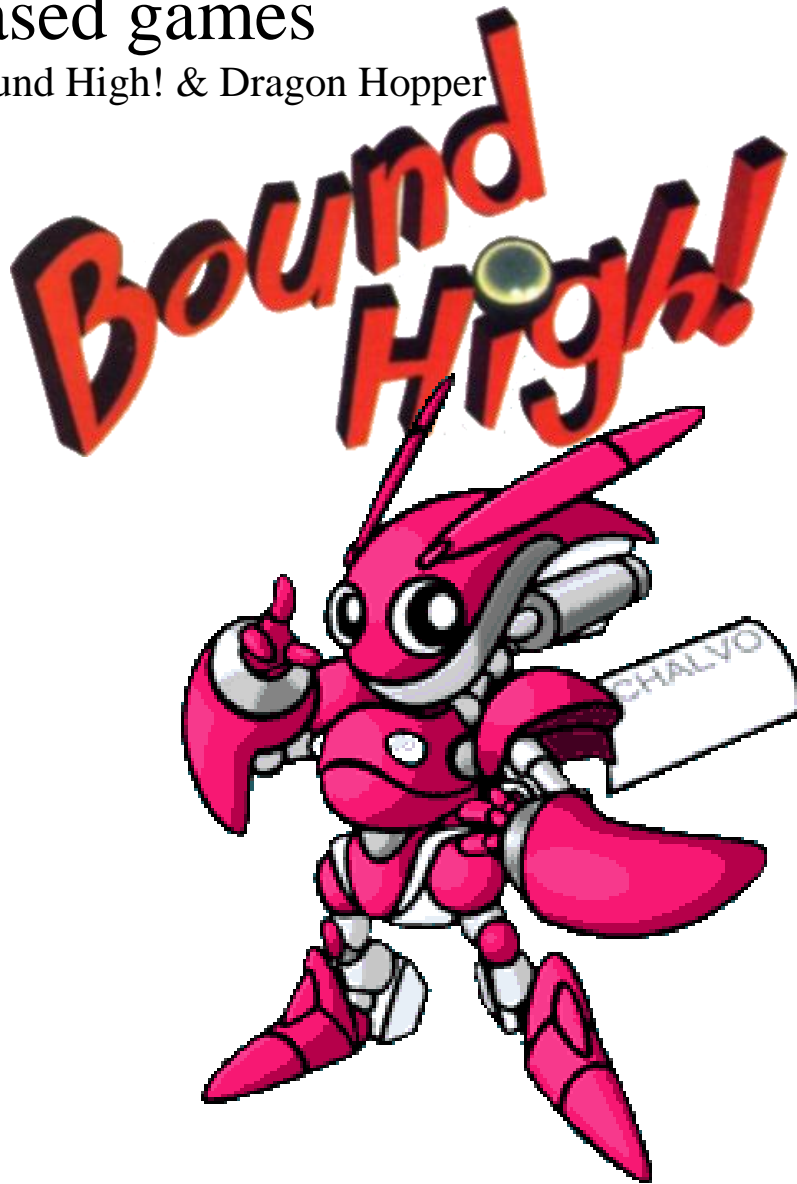
The only inside source for every Virtual Boy game.

MAGAZINE OF VIRTUAL BOY

Issue 1 – fall 2011

Unreleased games

A look at Bound High! & Dragon Hopper



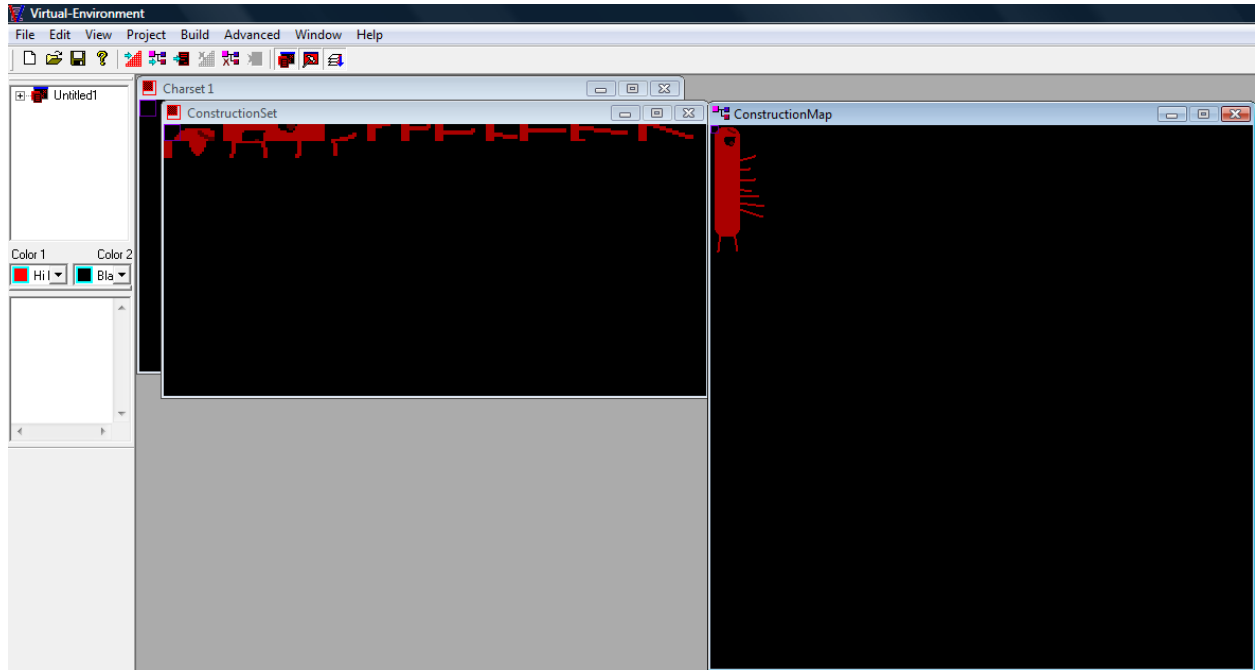
Cover art taken from Planet Virtual Boy, which I assume the artwork is there for anyone to use, but still, I thought I'd better mention it.

HOMEBREW EFFORTS

Since the Virtual Boy was released with less than 3 dozen games, some only in the US and some only in Japan, dedicated people with enough spare time on their hands decided to make some tools to help make homebrew games. Here are just some of the tools out there to help you if you decide to make yourself a homebrew game. (and if you do, contact us!)

VIDE

What this handy program does is turns any jpeg or bitmap picture into code that the Virtual Boy understands.



FLASH BOY

A flash cart for the Virtual Boy? It's true! Richard Hutchinson has been busy creating Flash Boys, as they're called, for a few years now. These don't come cheap; as they set you back \$100 US. This is a great tool for homebrew developers, as it gives you a chance to see firsthand what your unfinished game looks like in a real Virtual Boy.

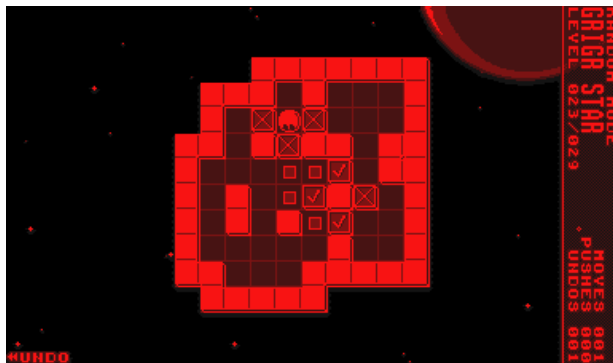
GCCVB

You've got your code, you've got all the pictures, but your code isn't readable for the Virtual Boy! You can fix this by running it through this amazing program which turns your code into readable Virtual Boy files (these end with the suffix .vb) to play and test out.

SO you're probably thinking, "Well, yeah, all that's nice, but really, how many homebrew Virtual Boy games are there? And are they any good?" While it's true that there honestly aren't very many, what is out there looks very good.

THE BLOX SERIES

Fellow VB'er Christian Radke (who also heads Planet Virtual Boy) brings the classic Japanese box-moving game Sokoban to the Virtual Boy with awesome results. Blox 2 is just as good as any of the released Virtual Boy games, even having codes and stuff. Blox 2 is an impressive 16-Megabit game, whose size rivals such games as Nester's Funky Bowling and Waterworld.



Move those boxes!



Hmm, this level looks familiar...

(images courtesy Planet Virtual Boy)



In "VB Racing" not only do you race, you also get a cool-looking girl in the passenger seat!

Apart from that, other wonderful homebrew games exist, such as Captain Sevilla II, VB Racing and Hunter. And, there are games being worked on as you're reading this!

UNRELEASED GAMES

Nintendo was planning to relaunch the Virtual Boy in the summer of 1996, but, at the last minute, decided not to. And apparently it seemed that Nintendo was serious about it at the time, as both Bound High! as well as Dragon Hopper appeared in Nintendo Power's coming soon list as late as early Summer of 1996. Fortunately, while Nintendo didn't release these games, we could have a look at what could have been with these games and screenshots.

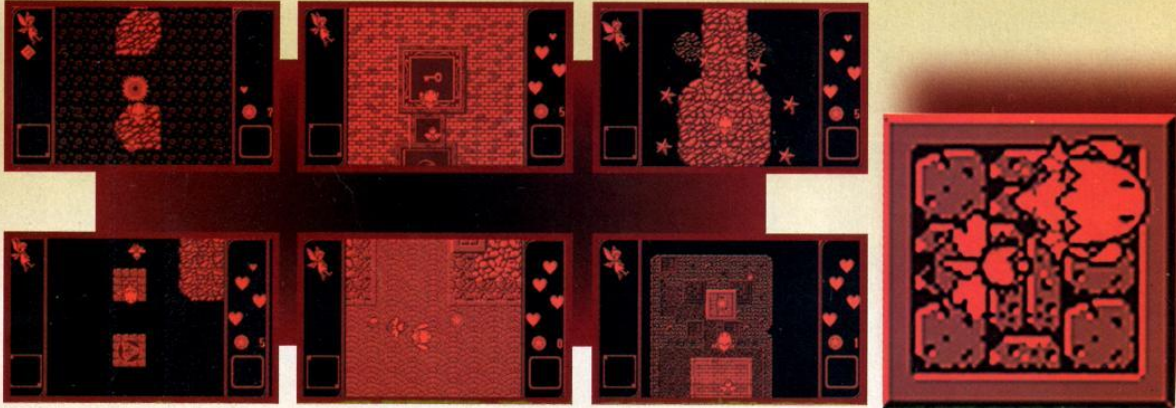
DRAGON HOPPER

Dragon Hopper for Virtual Boy just hopped across the Pacific from Japan where it is still in development and where it is being called Jump Dragon. In fact, the game is all about a jumping dragon, whom you control through multi-level stages of action. Players will also find adventure elements in Dragon Hopper as they explore the levels, talk to helpful creatures and battle minor foes and guardians. But the big thrill is the jumping. Your dragon leaps amazingly high to reach platforms and new areas, or drops down to hidden areas of stages that appear through holes or at the ends of paths. You have to look everywhere, collecting stars and other items, before heading to the end of the level. Dragon Hopper has a real 3-D feel, not only in the graphics, but also in the game play. No final

release date has been set, but Dragon Hopper should be released this summer.

NIN SOURCE Extra

PUBLISHER – Nintendo
MEMORY – 16 Megabits
RELEASE DATE – Summer '96
SAVE FEATURE – Battery
SYSTEM – Virtual Boy

The image displays six screenshots of the game Dragon Hopper, arranged in two rows of three. The top row shows a dark level with red patterns, a brick wall with a doorway, and a large red dragon-like creature. The bottom row shows a dark level with red patterns, a brick wall with a doorway, and a dark level with a red dragon-like creature. To the right of the screenshots is a larger, framed screenshot of a red dragon-like creature.

Dragon Hopper was going to be released on August 26, 1996 until Nintendo decided to pull the plug on the Virtual Boy's comeback.

BOUND HIGH

You may have heard the old adage, “what goes up must come down.” Now, that concept has been turned into a game for Virtual Boy that is full of ups and downs. The four games included in Bound High all involve a bouncy, round character named Chalvo who must bounce off solid surfaces or fall forever into space. Sometimes, the solid surface

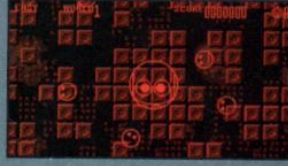
below Chalvo is a block that vanishes after one hit, while other times it is an enemy that gets squashed. In every case, the trick is in guiding Chalvo to land on targets. It isn't easy. In the main

game, The Adventure of Chalvo, you pass through a variety of stages where you'll be faced with new challenges, different platform formations and guardian characters. In the Score Attack mode, you try to get the highest score in the universe. The Random Game plops Chalvo down in random

stages—some easy, some not. Finally, the Pocket and Cushion game is sort of a cross between billiards and miniature golf. You aim Chalvo at a ball that is lying on a course with a hole in it. Your goal is to knock the ball into the hole within a limited time. It is one of the most fiendish game designs we've ever seen. You can see it later this summer when Bound High is released.

MEMZ SOURCE Extra

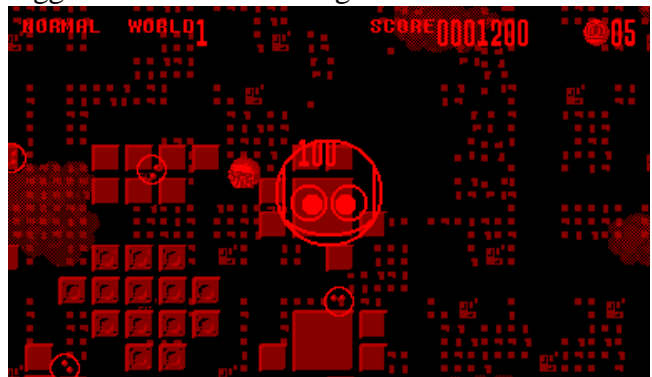
PUBLISHER — Nintendo
DEVELOPER — Japan System Supply
MEMORY — 16 Megabits
SAVE FEATURE — Passwords
PLAY MODES — 4 one-player modes



Bound High! was going to be released on the same day as Dragon Hopper, but it too was cancelled. Fortunately, the game was apparently finished and the ROM to the game has been found and dumped for all to enjoy. Here are some bigger screenshots of the game.



The title screen for “Bound High!” Follow the bouncing ball!



Chalvo goes bouncy bouncy!

IN DEVELOPMENT

Here we look at the various games that dedicated homebrewers are working on.

INSECTICIDE



“Insecticide” as it’s called, is a fighting game akin to Street Fighter, but instead, all the fighters are bugs! Eight bugs will duke it out to see who the best fighter in the Insecta class is. The game puts a funny spin on the fighting genre with such combatants as Gi-Ant and Behe-Moth. While the game was first announced a few years ago, little development was done on it, but the game was picked up and now it’s being developed full-

time now. Insecticide is being developed by Christendo (formerly Aegis Games). The game should be completed this time next year.

UNTITLED GAME



Planet Virtual Boy member “FuriousJorge” is working on this as-yet-unnamed game, which looks very nice for what he has so far. FuriousJorge writes: “The game is supposed to be of a ship crash landing, where the goal is to land in a safe landing zone. The player will be able to sort of jump, (can’t jump that well since it’s supposed to be crashing) but some obstacles cannot be jumped over.

This is where the ship would have to switch lanes to a background lane. That is pretty much the skeleton of the game.”

YOU'RE probably thinking "What is this Planet Virtual Boy that he keeps mentioning?" Well, it is a website devoted only to the Virtual Boy. This site has it all, from information on every single game to a development wiki for homebrew games.

WELCOME TO PLANET VIRTUAL BOY!
[HTTP://WWW.PLANETVB.COM](http://www.planetvb.com)

Welcome to the third dimension! On this site you will learn everything about Nintendo's Virtual Reality experiment, the Virtual Boy. Released back in 1995 only in Japan and North America, the system failed all along the line and disappeared from the market less than a year later, quietly and without any official word. Only 22 games were released for the Virtual Boy during its short lifespan. Here we want to build a memorial for this great, unique console. Dedicated to its brilliant creator, Gunpei Yokoi. Rest in Peace.

UPDATES & NEWS
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Game Expo '95
In: [Updates](#). Posted by [KR155E](#) on 2011/7/29 10:40:00

Have you ever heard of Game Expo '95? No? Well, that's not surprising given the fact that this one time event that was held in March 1995 in Tokyo was neither well announced, not well attended or even well visited. Since Nintendo was one of the few attending companies and featured a huge Virtual Boy booth, this odd little show should still of interest for Virtual Boy fans, so I have compiled a little article with all the known info about Game Expo '95. Be sure to also check out the additional material you can find on the report page like article scans or a two minute video from the show floor!

[Game Expo '95 Coverage](#)

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- Displacement or relief maps**
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Today 20:16:37 [morintari](#)
- Turning off part of a background?**
[Virtual Boy Development Board](#)
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- Does anyone know the intro story to SD Gundam?**
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- How could you all forget?!**
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- My diy virtual boy remake plan**
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- Cart pinouts/diagrams**
[Main Virtual Boy Discussion](#)
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You can find Planet Virtual Boy on the internet at <http://www.planetvb.com> where I spend some of my internet time logged in as "VirtualChris".

"Magazine of Virtual Boy" is published quarterly by Chris Read. This is issue 1. Issue 2 will come out in December, shortly before Christmas.

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