

= Red Alarm =

Red Alarm (??????? , Reddo Ar?mu) is a 1995 shoot ' em up video game developed by T & E Soft and published by Nintendo . Released as a Virtual Boy launch game , it requires the player to pilot a space fighter and defeat the army of a malevolent artificial intelligence called " KAOS " . The game takes inspiration from the 1993 title Star Fox , and it is one of the few third @-@ party titles for the Virtual Boy . Unlike most of the console 's games , Red Alarm features three @-@ dimensional (3D) polygonal graphics . However , hardware constraints limited the visuals to bare wire @-@ frame models , similar to those of the 1980 arcade game Battlezone . Reviewers characterized Red Alarm 's graphics as confusing , but certain publications praised it as one of the most enjoyable Virtual Boy titles .

= = Gameplay and plot = =

Red Alarm is a shoot ' em up that takes place in a three @-@ dimensional (3D) graphical environment . As a Virtual Boy game , it features a red @-@ and @-@ black color palette and stereoscopic 3D visuals , the depth of which may be adjusted by the player . The game is set during the 21st century , in the aftermath of a 70 @-@ year world war that led to the establishment of a utopian society without weapons . An artificially intelligent defense system called " KAOS " , which had been used to end the war , becomes sentient and builds an army to wipe out humanity .

Assuming control of a " Tech @-@ Wing " space fighter , the player seeks to destroy KAOS 's forces and finally its mainframe . The game is broken up into six levels , each of which culminates in a boss fight . The player uses the Tech @-@ Wing 's laser cannons to attack , and its guided missiles to destroy armored enemies . Shields on the craft offer limited protection from enemy fire ; evasion is critical . The Tech @-@ Wing may be maneuvered in any direction , and certain levels contain branching corridors and dead ends that force players to retrace their paths . Four camera angles ? three third @-@ person viewpoints and the first @-@ person " cockpit view " ? are available . When a level is completed , the player may watch a replay of their performance from multiple perspectives .

= = Development and release = =

Red Alarm was published by Nintendo and developed by T & E Soft , one of the few third @-@ party companies approached to develop for the Virtual Boy . According to the console 's creator , Gunpei Yokoi , Nintendo tried to " maintain as much control as possible " over Virtual Boy game development so that low @-@ quality releases by outside companies could be avoided . Although T & E Soft was known for golf video games , the design of Red Alarm was inspired by that of Star Fox , a rail shooter for the Super Nintendo Entertainment System . This decision was considered by Patrick Kolan of IGN to be " a departure for the team " . Unlike many Virtual Boy games , Red Alarm features an engine that displays 3D graphics : the game world is rendered in wire @-@ frame polygonal visuals similar to those of the 1980 arcade game Battlezone . Because of the console 's limited technology , solid 3D graphics were not viable .

Red Alarm debuted in North America at the 1995 Winter Consumer Electronics Show , and it was confirmed as a launch game for the Virtual Boy at that year 's Electronic Entertainment Expo . Later that year , Red Alarm and several other titles were released alongside the console , which debuted on July 21 in Japan and August 14 in the United States .

= = Reception = =

Writing for Weekly Famicom Ts?shin , Isabella Nagano called Red Alarm 's stereoscopic visuals " amazing " , and Sawada Noda recommended the game to all owners of the Virtual Boy . In a more negative review , the publication 's Mizu Pin characterized the wire @-@ frame graphics as confusing and frustrating , a criticism echoed by the four reviewers of Electronic Gaming Monthly . A

GamePro writer under the pseudonym " Slo Mo " found the visuals confusing as well , but felt that players could adjust to them . Slo Mo and Electronic Gaming Monthly 's Danyon Carpenter and Al Manuel praised the title 's control scheme , and the latter magazine 's Andrew Baran summarized Red Alarm as " a nifty show @-@ off game " .

The reviewer for Next Generation saw significant promise in Red Alarm , and believed that its elements should add up to " a fantastic game " ; but the writer panned the final product as a wasted opportunity . Similarly , Danny Wallace of Total ! wrote , " On the one hand , it 's a pretty impressive 3D spacey shoot @-@ em @-@ up , with a real grip on the Virtual world and all those fancy techniques , and on the other it 's an often visually confusing , headache @-@ inducing attempt at being something it 's quite obviously not . " However , Dave Halverson of DieHard GameFan called Red Alarm " a great shooter " with excellent graphics . Co @-@ reviewer Nicholas Barres hailed it as a " masterpiece " , and he considered it to be " the one and only reason to buy a Virtual Boy " .

A retrospective feature by the Australian Broadcasting Corporation 's program Good Game highlighted Red Alarm as one of the Virtual Boy 's most visually impressive games due to its polygonal graphics . The outlet praised it as one of the most entertaining titles on the console . Video game database AllGame gave the game a two and a half out of five rating , noting how the graphics made it difficult to play . The review stated that the design of the graphics " makes structures hard to see because there is empty space between the lines defining them . Add multiple enemy fighters and ground defenses [sic] into the mix , and it can be very difficult to navigate your ship , especially when you are trying to fight back ! " The review concluded that the developers " have created a very detailed setting for which to fight in . Walls have faces stretching out of them like a scene from The Abyss , there are several interesting bosses to combat , and you 'll even hear some speech . Deep down there is a fine shooter that is simply hard to enjoy due to the limitations of the hardware ... and that is truly a shame . " In 2008 , Kolan called it " a really competent shooter " with strong visuals and gameplay . The following year , Damien McFerran of Retro Gamer summarized Red Alarm as " pretty good fun to play " , although inferior to Star Fox . However , Wired 's Chris Kohler later opined that the game " kind of sucked " .