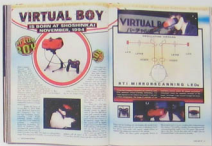


KILLER INSTINCT 2, RELEASED 1996, NINTENDO AND MIDWAY
Killer Instinct 2 was successful enough in the arcade to warrant an arcade sequel. It added several new competitors—Tusk, Kim Wu, Maya, and Gargos—and a number of new controls and features such as Combo Breakers and Super Moves. Developed at Rare, Killer Instinct 2, like its predecessor, featured beautiful prerendered graphics and impressive special effects. Killer Instinct Gold for N64 was the home-console version of the game. **VOLUME 8, FEBRUARY 1996**



VIRTUAL BOY DEBUT

The Virtual Boy was rolled out for its first public appearance at Nintendo's Shoshinkai event in Tokyo in November 1994. NP readers got a quick course in technology and optics as we tried to explain what the Virtual Boy was and how it worked. Unfortunately, no screenshots were available at the time. The difficulty of showcasing the system's 3-D graphics may have doomed the Virtual Boy to an early retirement. **VOLUME 10, JANUARY 1995**

VIRTUAL BOY GAMES

Nintendo Power reported on several titles for the Virtual Boy, including Teleroboxer, Galactic Pinball, Red Alarm, Mario Clash, Panic Bomber, Vertical Force, and Waterworld. The first screen shots (although not shown in 3-D, of course) appeared in Nintendo's pages in glorious black and red.

VOLUME 10, JANUARY 1995



NESTER'S FUNKY BOWLING, RELEASED FEBRUARY 1996, NINTENDO

As the author of the long-running Howard & Nester and Nester's Adventures comic strips that appeared in Nintendo Power, I was as surprised as anyone to learn that our beloved braggart was going to star in his own video game. The fact that Nintendo Power's mascot was appearing in a Virtual Boy game hardly dampened my excitement, and the fact that I almost always got dizzy playing Virtual Boy games just made me consider how much of a challenge playing the title was going to be. One of the cool features in Nester's Funky Bowling was its Practice mode, which allowed players to set up the pins in any formation to practice difficult shots.

VOLUME 10, FEBRUARY 1996