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GAME BOY ADVANCE



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IT'S HERE!



Boy was on its way. Of course, that was the beginning of Game Boy coverage in

just the beginning of Game Boy coverage in Nintendo Power. In 1990, Game Boy reviews became a regular part of the magazine, and in August 1991 (Volume 27), Nintendo Power featured a Game Boy game on the cover for the first time—Mega Man in Dr. Wily's Revenge. Volume 60 brought the first mention of Super Game Boy, a Super NES accessory that allows players to play Game Boy games with their Super NES. Volume 68 broke the news about the release of Virtual Boy. Volume 98 featured the first look at what would become a boon for the Game Boy system and Nintendo—Pokémon. Nintendo Power first mentioned the Game Boy Color in Volume 113 (October 1998) and presented an article about the breakthrough system in Volume 114 (November 1998). The first official word on Game Boy Advance appeared in Volume 132, published May 2000. Game Boy, Game Boy Color, Virtual Boy and Game Boy Advance have accounted for a total of 15 Nintendo Power covers. Game Boy Advance is now the subject of its own quarterly publication, created by the designers and writers of Nintendo Power. The third issue of Nintendo Power Advance will be published later this year.



THE DISH ON CELEBRITY PROFILES

From 1988 through 1992, nearly every issue of Nintendo Power included a question and answer session with a Nintendo game fan, who also happened to be a celebrity. Celebrity Profile (a.k.a. Celebrity Player Profile) started with Kirk Cameron (of "Growing Pains" fame) in Volume 1. Other featured celebrities included Macaulay Culkin, Edward (then known as "Eddie") Furlong, Tim Allen, Jay Leno, Ken Griffey Jr., Bart Simpson and Will Smith. Two separate Celebrity Profiles featured actors from "Star Trek: The Next Generation"—Michael Dorn and Wil Wheaton. The Celebrity Profile section ended with Volume 43 to make way for more game-related material.

1992

ember—Super Mario Land 2 marks debut of Wario.

1993

July—Nintendo Power celebrates a milestone with its 50th issue.

1994

November—Donkey Kong Country becomes the first Super NES game to feature primarily computer-modeled graphics.

1995

November—Nintendo Power celebrates 10 years of the NES.



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