20TH ANNIVERSARY ISSUE!

NINTENDO POWER

CASTLEVANIA JUDGMENT

MEGA MAN 9

STAR WARS: THE CLONE WARS

SONIC UNLEASHED

TOMB RAIDER: UNDERWORLD

PRINCE OF PERSIA: THE FALLEN KING

MARIO SUPER SLUGGERS

WWE SMACKDOWN VS. RAW 2009

SHAUN WHITE SNOWBOARDING



MAD WORLD

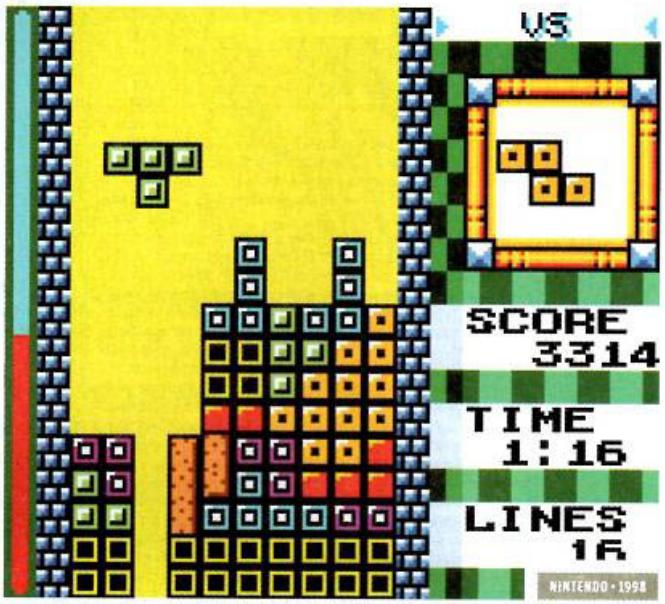
From the producer of Okami and Viewtiful Joe comes the most original action game in years

AUGUST 2009

Future

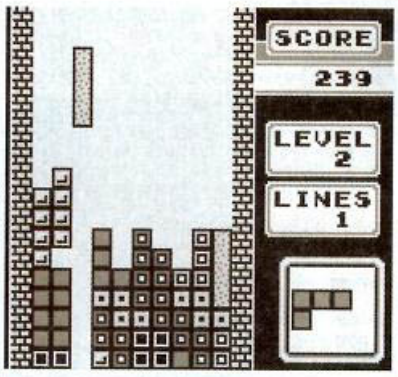
Game Boy & Game Boy Color





01 TETRIS DX

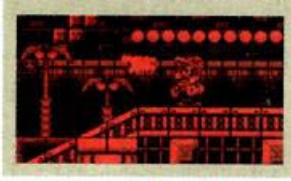
With all due respect to Pokémon, no single title meant more to the early days of handheld gaming than Tetris. The first portable version came packed with the original Game Boy and quickly spread Tetris fever from hardcore gamers to nongamers, from kids to adults. The Game Boy Color's enhanced DX edition—with its color graphics and extra modes—remained, in our minds, the best version of the game until Tetris DS took the crown eight years later. While the block-dropping superpuzzler is great on consoles, it's a perfect match for quick pick-up-and-play sessions on the go. If we could have only one game on a desert island, it'd be Tetris.



After endless hours of Tetris, we forgot our complaints that the Game Boy didn't come with a Mario game.

BEST VIRTUAL BOY GAME: VIRTUAL BOY WARIO LAND

Since 14 games were released for the Virtual Boy in North America, we're spotlighting only the best one: 1995's Virtual Boy Wario Land. It boasts the same great action-exploration the series is famous for, plus neat 3-D effects that add to the fun of searching for treasure.





02 THE LEGEND OF ZELDA: LINK'S AWAKENING DX — NINTENDO • 1998
Link's Awakening was a dream come true—a full-fledged Zelda adventure you could take anywhere. Fun fact: former Nintendo Power staffer Dan Owsen wrote the game's English script.

03 POKÉMON RED/POKÉMON BLUE — NINTENDO • 1998
This is the Pokémon pair that ushered in the world-shaking phenomenon that is Pokémon. Something about the game just won't let us stop playing until we've caught all 151.

04 THE LEGEND OF ZELDA: ORACLE OF SEASONS — NINTENDO • 2001
A magic rod that let you alter the landscape by changing the season was this game's exciting hook. Throw in an underground realm, and you get a deep and highly original Zelda title.

05 THE LEGEND OF ZELDA: ORACLE OF AGES — NINTENDO • 2001
Shifting between time periods in Oracle of Ages was cool, and interfacing with Oracle of Seasons to unlock extra content was even cooler. Two new Zelda games at once? Yes, please.

06 POKÉMON GOLD/POKÉMON SILVER — NINTENDO • 2000
This second set of all-new Pokémon games took the series to the next level by adding 100 extra Pokémon and various new features and enhancements, including full-color graphics.

07 SUPER MARIO LAND 2: 6 GOLDEN COINS — NINTENDO • 1992
While the original Super Mario Land is primitive even by Game Boy standards, its sequel still shines with classic Mario hopping and bopping and impressive graphics for a handheld.

08 DONKEY KONG — NINTENDO • 1994
The only true follow-up to the arcade classic, Donkey Kong for Game Boy added to the original's four stages with 97 new ones, introducing brand-new elements and complex puzzle-solving.

09 WARIO LAND 3 — NINTENDO • 2000
The pinnacle of Wario's early action-platform adventures, which are famous for his bullying attacks, his various powered-up forms, and his greedy eye toward treasure-hunting.

10 KIRBY'S DREAM LAND 2 — NINTENDO • 1995
While the original Dream Land was great, the sequel introduced Kirby's now-trademark ability to steal his enemies' powers, adding a fun bit of extra strategy to a great action-platformer.

11 METAL GEAR SOLID — KONAMI • 2000
This wholly original adventure added elements from the same-titled 3-D console title to push the series' hallmark espionage action well beyond that of its previous 2-D installments.

12 METROID II: RETURN OF SAMUS — NINTENDO • 1991
The only Game Boy edition of Metroid introduced many new weapons and items that became series regulars, such as the Space Jump, Plasma Beam, Spider Ball, and Spring Ball.

13 POKÉMON PUZZLE CHALLENGE — NINTENDO • 2000
After Tetris, this block-matching game is as addictive as a puzzler gets. Although Puzzle Challenge is pretty much the same game as Tetris Attack, we give it the nod for its few extra features.

14 MEGA MAN V — CAPCOM • 1994
All of the Game Boy Mega Man games were excellent, but Mega Man V stood above the rest thanks to an original cast of celestial-themed bosses and all-new weapons such as the Mega Arm.

15 TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN — ULTRA • 1990
The beauty of FOTFC was its straightforward but polished action. The graphics and sound were amazing for Game Boy in 1990.

16 MARIO'S PICROSS — NINTENDO • 1995
This largely forgotten gem offered the same type of compelling picture puzzles as Picross DS, but more than a decade earlier. For our money, Picross blows away similar fads, such as Sudoku.

17 DR. MARIO — NINTENDO • 1990
If you've got puzzle-game fever, Dr. Mario is the cure. Eliminating viruses gets increasingly addictive as you play, and the three-color/shade-matching system was ideal for the Game Boy.

18 KID ICARUS: OF MYTHS AND MONSTERS — NINTENDO • 1991
This little-known follow-up to the classic NES platformer outshines its predecessor with levels that scroll in all directions and the helpful ability to slow your descent by flapping your wings.

19 SHANTAE — CAPCOM • 2002
A beautiful half-genie fights pirates with animal transformations and snaps of her ponytail—what's not to love? The supersmooth animations pushed the Game Boy Color to new heights.

20 OPERATION C — ULTRA • 1991
Not only does Operation C have all the fast-paced shoot-'em-up thrills that you'd expect from Contra (except a two-player mode), but it's also the game that introduced the series' homing gun.