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VIRTUAL BOY

Immerse yourself
20-page, 3-D exclusive

Power Preview
Yoshi's Island:
Super Mario
World 2





AUGUST VOLUME 75
US $3.95 / CANADA $4.95



IN-DEPTH

- Chrono Trigger
- Phantom 2040
- Ninja Gaiden Trilogy
- Game Boy–Street Fighter II

The world of 3-D video games has arrived! Nintendo Power has the insider information on all of the incredible first releases for the Virtual Boy. Immerse yourself!





Immersive Reality

32 Bit Pow

3-Dimensional

10

Virtual Boy Special

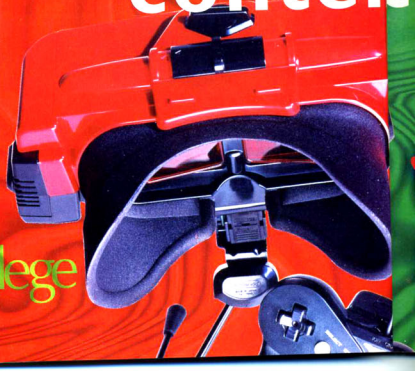
conten



42

DigiPen: Going to Code College.

If you think you've got what it takes to be a hotshot video game programmer, DigiPen is the place for you! The programmers-in-training at this new school are the future of video games, and Nintendo Power found them first!



HIGH TECH
3-DIMENSIONAL
32 BIT POWER
PLAY ANYWHERE
IMMERSIVE REALITY

The most daring new gaming system in history arrives this month. Nintendo's Virtual Boy creates real 3-D game worlds for players brave enough to take the plunge. Get ready for a hard-core, high-tech, in-your-face experience.

Virtual Boy Opens the Door To a New World of Games

VIRTUAL BOY™ ARRIVES

In Your Face Gaming

It's in your face. It's in your eyes. It's in your blood. Virtual Boy arrives in the United States this month and with it comes a new, 3-D immersive experience like nothing you've ever seen or felt before. This special Virtual Boy section of Power covers the first Virtual Boy games and answers your questions about this radical new technology.

Q How does Virtual Boy create 3-D graphics?

A Virtual Boy uses two RTI mirror-scanning LED arrays to create a stereoscopic, 3-D environment. Just as in real life, each eye sees the image from a slightly different angle, which is what makes things look closer or farther away.



Q Why isn't Virtual Boy in full color?

A The resolution or sharpness of the images is three times better than it would be if blue and green LED arrays had been included. The system also would cost three times as much.

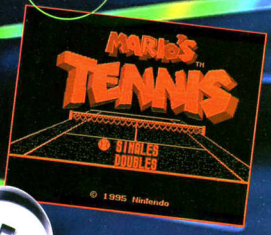
VIRTUAL BOY ARRIVES! Virtual Boy IT'S IN YOUR FACE



RELEASE DATE:
AUGUST 1995

SUGGESTED PRICE:
$179

PACK IN GAME:
MARIO'S TENNIS



PLAYING IS BELIEVING

VIRTUAL BOY

TRY IT BEFORE YOU BUY IT

Virtual Boy must be experienced to be believed. As great as the 3-D images are in this issue of Power, they don't do justice to the reality of Virtual Boy. To show people what it's all about, Nintendo has teamed up with Blockbuster Video and NBC to offer prizes, savings, and best-of-all—a taste of Virtual Boy's amazing 3-D immersive environment before you buy. From August through December, you can rent a Virtual Boy system for $9.99 from any of the 3000 Blockbuster outlets in the U.S. You'll get two games for two nights, plus a coupon good for $10 off on the purchase of a Virtual Boy. In addition, NBC will run a sweepstakes through September with over $200,000 in prizes including Virtual Boys and Game Paks. You can also win fantasy trips to the sets of top NBC shows such as Seinfeld, Frasier, and The Fresh Prince of Bel-Air.

BLOCKBUSTER VIDEO

NBC

Q How many games will be available for Virtual Boy?

A The system launches with three titles plus Mario's Tennis packed in with the hardware. The list of titles is still growing, but here's what we know will appear in the first few months: Mario's Tennis, Galactic Pinball, Teleroboxer, Golf, Red Alarm, Mario Clash, Mario Cruise, Waterworld, Virtual League Baseball, Panic Bomber VB, Jack Bros., and Vertical Force.

Q What is the power source for Virtual Boy?

A The unit is powered by six AA-batteries. You can also plug it in to an outlet using your Super NES AC adaptor.

32 CP
38 Pixels Resolution
Stereo
Sou
Playlink



VIRTUAL BOY™

LET THE GAMES BEGIN!

Nintendo isn't the only game company developing exceptional software for the Virtual Boy system. Third party publishers in Japan and the United States have been burning the midnight oil to bring you more in-your-face games. For most of these games, these are the first photos ever shown. As always, look to Nintendo Power to review the games once they're complete.

Kemco Virtual League Baseball



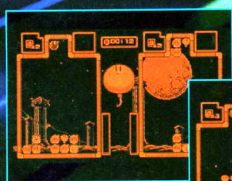


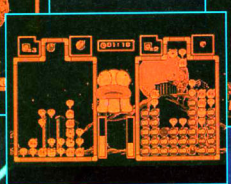




Kemco's Virtual League Baseball recreates the nation's favorite pastime in 3-D. While batting or pitching you'll find the perspective moves in close behind home plate. Once the ball is hit, the perspective pans back to a wide angle view so you can see and maneuver your outfielders. VLB should be ready for release sometime in October. The Japanese version shown here will have modified characters.

Hudson Soft Panic Bomber VB



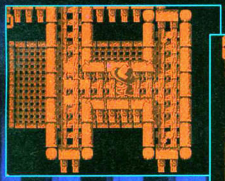


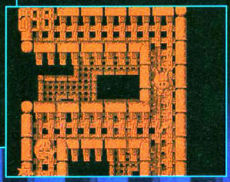


Hudson Soft's 3-D puzzle game may take a page from the Tetris book of game design, but it draws players into a new visual experience with three dimensional objects. Although easy to learn, Panic Bomber is difficult to leave.

Atlus
Jack Bros.

(Tentative title)





Jack Bros. (formerly known as Devil Busters) is a maze-oriented action game from Atlus. The three brothers—Jack O'Lantern, Jack Frost, and Jack Skelton—must race the clock to reach their homes before the stroke of midnight. Standing in their way are traps, enemies and mazes. Each of the six scenarios in the game may have up to 15 stages.



Ocean
Waterworld

Ocean designed Waterworld for an arcade experience. The action begins immediately as you pilot a trimaran ship in a sea infested with evil jet skiers. A new game engine yields awesome speeds and 3-D graphics. As you progress, more jet skiers race into the picture and try to steal the helpless Atollers whom you must protect.

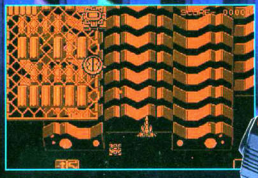


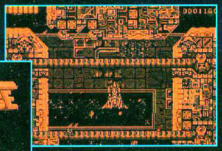




Vertical Force

Hudson's second Virtual Boy game falls into the space shooter genre. The Vertical Force space ship flies vertically through stages filled with enemies. A second level of action takes place below the main level, so in effect you have to be aware of two planes of action at one time.









Mario and friends serve up 3-D fun!

MARIO'S TENNIS™

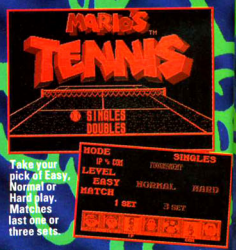
Wimbledon was never like this! The first sports game for the first 3-D game system slams home all the nonstop action of a real tennis match, but without the sweaty socks.

VIRTUAL TENNIS, ANYONE?



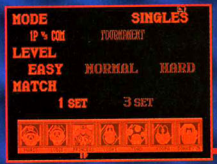
Birds and balloons fly by while you're playing. You'd better keep your eye on the ball, though!

Thanks to dazzling 3-D imagery, Mario's Tennis delivers unprecedented realism in a sports game. You control your player's movement, whether they make a lob or a smash, and the direction and spin on the ball. You can charge the net or stay back, waiting for your opponent to make a mistake. The manual that accompanies the game is full of tips and tactics. You'll need them, because strategy is all-important on this court. Select your player from seven all-star characters. Can Mario keep up with Donkey Kong Jr.'s smashes? Can the fleet-footed Yoshi beat Koopa's brutal baseline game? To find out, grab your virtual racquet and hit the court!



Take your pick of Easy, Normal or Hard play. Matches last one or three sets.

DIFFERENT STROKES FOR DIFFERENT FOLKS



Each player has individual strengths and weaknesses. Learn them well, or you'll spend your time watching the ball whizz by! These passionate athletes frown or go boo-hoo when they lose a point and break into a huge grin when they execute a perfect drop shot.



ORDER ON THE COURT

Thanks to smooth play control, even racquet rookies can quickly learn Mario's Tennis, while experienced tennis players will love the game's true-to-life feel. What really brings the game alive, though, are small details, like the stars above the Princess's castle, and the net, which is decorated with hearts.

SINGLES & DOUBLES

For great head-on play, choose Singles mode. Doubles mode requires more strategy. You'll have to pick a partner who complements your skills and practice both your net and baseline play.

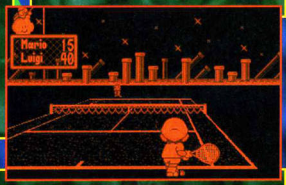


After a match is over, the players go to the net to exchange congratulations.

TOURNAMENT



In Tourna-ment mode, Mario's Tennis randomly seeds all the players and picks the winners of matches in which your character doesn't play.



STACKS OF STATS

After every match, Mario's Tennis provides a numerical rundown on how the players did.



The Lakitu in the Umpire's chair keeps score and calls balls in or out.

UMPIRE

The Lakitu floats in a cloud over the court. Besides keeping score, he reminds players to change service and tells them which end of the court they should be on.





LUIGI

Swapping his plunger for a racquet, Luigi turns out to be a natural tennis player. With skills much like his brother's, he prefers to play from the baseline. Thanks to superior speed, though, he will charge the net more often.





PRINCESS TOADSTOOL

Despite her charming courtside manner, the Princess turns into a tough competitor once play begins. It's especially hard to get anything past her. Though slow of foot, she makes good use of her large racquet contact area by playing the baseline as much as possible.

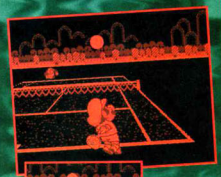


MAKE A RACQUET IN SINGLES MODE

It's time to tug on your tennis togs and scurry out to center court. Pick Easy play first to learn the players' moves and strokes, then advance to Moderate and Hard.

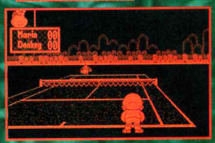
SERVE'S UP

Mario's Tennis gives you a choice of soft or hard serves. You can also vary your setup position and shot placement.





Serve to the outside, especially against slow rivals. They'll have a hard time getting back in time to return your shot.

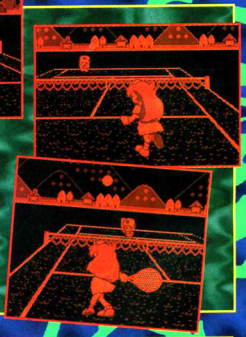


Use your directional control to put English on the ball.



VOLLEY

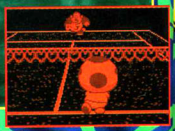
Yoshi and Toad like to play close to the net, while the Princess, Koopa and Donkey Kong Jr. prefer to hug the baseline. Mario and Luigi like to vary their tactics. They usually stay back but will charge the net when the opportunity presents itself.





LOB

Use your B Button to launch a lob over the head of a player who comes up to the net. All players have good shot placement, so don't worry too much about hitting the ball out of bounds. The B Button also launches the easiest serve.





YOSHI

The quickest and most impetuous player, Yoshi loves to charge the net. Check out his big grin when he scores on an overhead smash! However, the small contact area of his racquet leaves him vulnerable to deftly placed volleys.





TOAD

This quick player makes an excellent doubles partner, especially when he plays the net. He has a small racquet contact area and can't hit very hard. It's tough to get a ball past him, though, because he can lunge at tough shots.

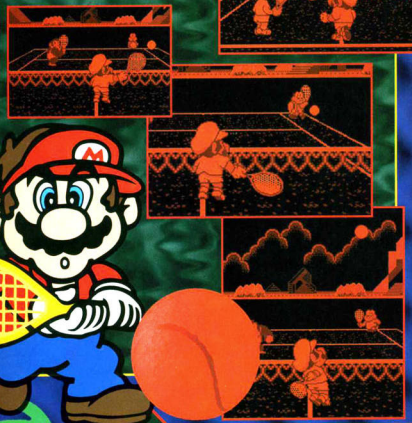


DOUBLE YOUR FUN!

How would you like to partner with a princess, a tortoise or a plumber from Brooklyn? In Doubles mode, you get to pick your player, your partner and your two rivals. Because the doubles court is wider than the singles court, you'll have to guard the alley closely.

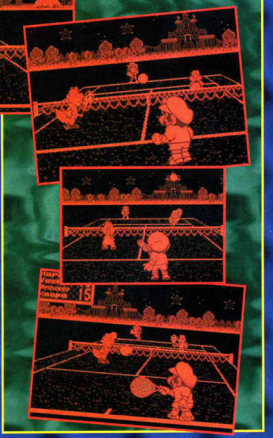
NET GAINS

You'll often find yourself up close and personal with your rival playing the net. Good racquet control is vital here. Remember: a well-placed tap is worth ten smashes!



TEAM TENNIS

Your partner will work with you to cover as much ground as possible. If you move left, your partner will move right, and if you move back, your partner will move up.



DONKEY KONG JR.

Big, slow and swinging the smallest racquet on the court, Donkey Kong Jr. has lulled many an unwary opponent into overconfidence. When he makes contact, though, the ball takes off like a rocket.



KOOPA

This tenacious tortoise covers the baseline like a tent. Showing great lateral movement, he will frequently lunge at shots out of his reach. Wily rivals know they have to force him to come to the net.



IMMERSE YOURSELF IN OUT-OF-THIS-WORLD PINBALL PLAY



Cosmic encounters and alien adventures are all part of the picture when pinball goes galactic in one of Nintendo's first Virtual Boy releases. It's pinball, all right, but pinball as you've never known it!

GALACTIC PINBALL

FULL-TILT FUN

When pinball meets outer space, it's bound to take on some weird and wild features unlike any you've seen before. The four tables in Galactic Pinball offer up all sorts of bells & whistles, with unusual, 3-D play and special, hidden bonus games. And yes, you can tilt in outer space.

PICK YOUR PLAY

We've written plenty about Virtual Boy's graphics, but the sound is also fully dimensional. From the title screen on, you'll know that you're in for a unique play experience. Begin by selecting any one of the four games.





Sign on for a galactic good time. Scroll through the choices, then select the table that you want to start with.

SEE HOW YOU STACK UP

When you post an impressive score, you can see how you stack up against other hotshots. Challenge your friends to a high-score duel.

★★★TOP SCORE★★★

UFO

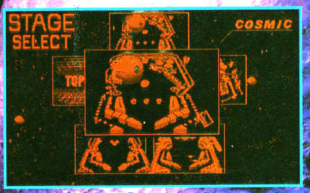
RANKING	SCORE	NAME
1	10,748,000	V DESIGN
2	8,065,000	V DESIGN
3	5,000,000	KENKEN
4	4,000,000	M.TAJIMA
5	3,000,000	G.YOKOI

So you think you're hot stuff. Go for your best score and compare it to the list of winners.

EXCLUSIVE REVIEW!

Galactic Warfare

Galactic Pinball is set in the mysterious depths of the Milky Way, but it's more than just a space shoot- em- up on pinball tables. Of course, the object is to post the highest scores possible on each of the tables, but you can also discover hidden games by accomplishing different feats. It's pinball with a twist: games within games.



TM

ALIEN ODDITY

Shoot the puck into the Alien Hall to make an Alien head appear in the center of the table. Keep hitting the head to earn a shot at the Alien Bonus—and possibly a jackpot. Knock down the targets to see another bonus game, the Alien Ring.





When the Alien Ring appears, shoot the puck through it to win big points.

COSMIC CHAOS

It's pinball Space Invaders! Cosmic's bonus game will have you firing away at falling, enemy space ships and racking up points. Hit them before they hit you, and score massive bonus points in the process.



Yikes! You're in for a cosmic challenge when the enemies launch an attack in the bonus game.

UFO AFLOAT

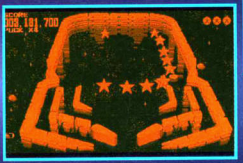
The bonus action starts early in the UFO stage. Try to destroy the Alien before it rises by shooting the puck into one of the open side pockets. It's a tricky shot, and you'll have only ten seconds to accomplish the task before the ship fires its burners and takes off.



The timer ticks down quickly when you first start the stage. If you can't land your puck in the side pockets in ten seconds, the openings close up.

STAR STREAM

A bonus game in the Colony stage lets you practice your marksmanship. When you get the bonus, a stream of stars will circle around on the table. Your score will depend on how many of them you can shoot down before they disappear.





When you see stars, don't panic—you haven't taken a left hook on the chin. This is your chance to score some bonus points. Shoot them down while you have the chance.

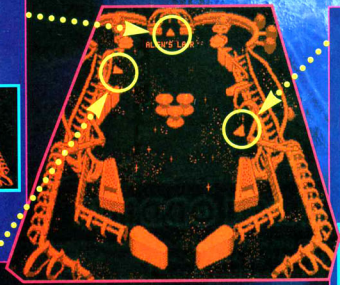
ALIEN

Wicked aliens inhabit the darkness of the galaxy, and your goal in this stage is to seek them out and destroy them. Before you can take them out, though, you have to make them appear. There are many bonuses to collect in this area, if you're fast with the flippers and accurate with the puck.

ALIEN'S HALL



If you shoot the puck into the Alien's Hall, the center bumpers will become an Alien head.



SPELL ALIEN





Shoot the puck into the Alien Target Hall on the right to pick up a letter. When you spell Alien, you'll earn half a million points.

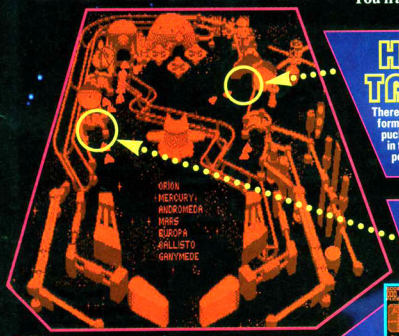
BONUS HALL



If you hit the hard-to-reach Bonus Hall on the upper left, you'll score a quick 30,000 points. Cool.

COLONY

The Colony, which is floating aimlessly in outer space, sometimes collides with asteroid fields. In the bonus game, you'll have a chance to protect the Colony by shooting the asteroids down before they can do any damage. You'll also be able to do some target shooting in this stage.



HIT THE TARGETS

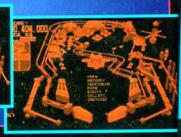


There are several open targets in the formation group. If you shoot the puck into a target while the arrows in front of it are flashing you'll earn bonus points. The number of points you earn depends on the target you hit.

SPELL RESCUE

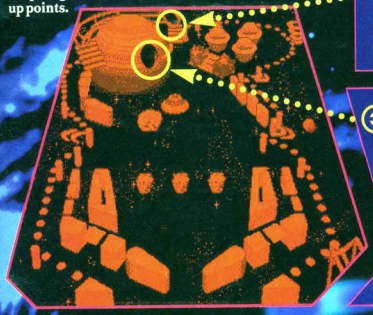
Land the puck here to earn a letter. If you spell Rescue, a ship will emerge and guide your puck around the table. You can then launch the puck by pressing A.





COSMIC

The Cosmic stage pits you against Space Pirates as you venture into the Milky Way. Your puck will then unlock the mysteries of the galaxy as you drop targets, discover hidden bonuses and rack up points.



COSMIC WARP LANE

Drop targets to increase the length of the warp lane, then shoot the puck through it. You'll earn 20,000 points the first time, but much more for additional trips.



ENTER THE PLANET HALL



It's difficult to land the puck inside the Planet Hall, but when you do, you earn lots of points. If you enter the hall enough times, you'll reach a special bonus stage.

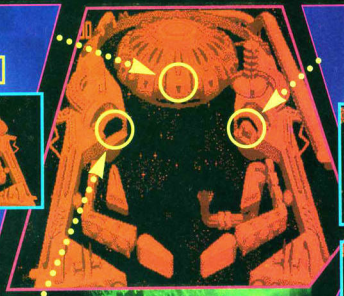
UFO

Of course there are UFO's in outer space, and in this stage, you'll control them from remote locations. Using the UFO's, you'll battle an evil skeleton as you attempt to claim the jackpot as your own. Begin by blasting the massive ship.

BIG MOUTH



Make the skeleton appear then shoot the puck into its mouth for a cool million.



STAR BONUS





When the ship appears, it will chase the puck. If you catch it and make a star appear, you'll score 60,000 points.

BLAST OFF



Make the aliens abort their blast off. If you're able to shoot the puck into one of the side pockets before the ship lifts off, you'll destroy the ship.

3-D GRAPHICS THAT MAKE YOU THE MAIN EVENT!

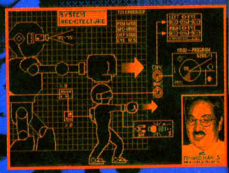
Ladies and Gentlemen! Welcome to teleroboxing—the main event and sporting rage of the Twenty-Second Century! Bear witness to rounds of fighting prowess featuring the most powerful robots in the universe! Teleroboxer for the Virtual Boy system immerses players in the fast and furious world of remote control boxing. Do you possess the qualities of a true champion? Lace up those titanium gloves and find out!



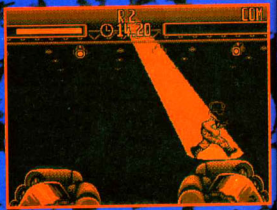
TELEROBOXER™

HEAVY METAL HEAVY WEIGHTS!

When you immerse yourself in Teleroboxer, you'll enter a world where hazardous duties are assigned to robots that mirror the movements of their human controllers. The technology, known as telerobotics, and it isn't used for work alone. In an effort to bring telerobotics more widespread appeal, scientists have organized a worldwide, robotic boxing tournament. The new sport, dubbed teleroboxing, has become a huge sporting sensation. See what it's all about—seize your Virtual Boy controller and enter the ring of the future.



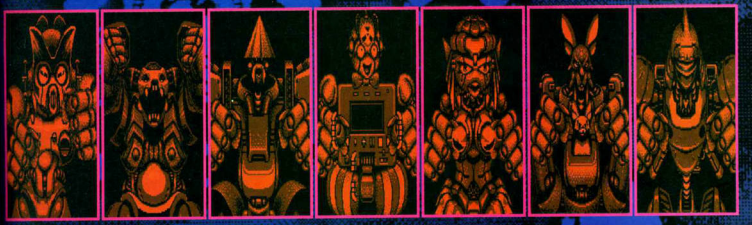




Teleroboxer's first-robot perspective takes you right into the fight!

ROCK AND SOCK THE ROBOTS!

The conveyor belt to the championship is full of monkey wrenches. You need more than an iron fist to win this game—you'll have to identify and exploit the weaknesses of each of your opponents. After you knock out the champion, you'll have to defend your title. How long can you last?



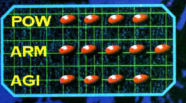
PAGERO

Pagero is the first and easiest robotic opponent you encounter in Teleroboxer. He's rumored to have a crystal jaw—you just need to shatter it with perfect timing. Nail him in the head with a Machine Gun hook or a Machine Gun Punch. Once you master this routine, you'll have Pagero's sensors seeing static in less than fifteen seconds.





Pound Pagero's head until he hits the mat. This robot will be ready for the scrap heap in no time!





SPOKONG

Spokong packs a powerful punch—don't let him ring your bell for good. Survival depends on landing punches with timing and accuracy. Warm up with a series of blows to Spokong's head. As his health gauge is depleted, the robot lowers his head below the belt. Use your body blows to bounce Spokong's head back up where it belongs—in upper cut territory.





No hitting below the belt—unless your opponent moves his head there.





TELEROBOXER

IN-YOUR-FACE ACTION FORCES YOU TO DUCK!

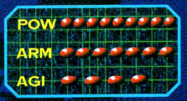
DORIHEY

Dorihey is controlled by a fellow robot, DH1. This bucket of bolt's cast iron belly makes him immune to low body blows, but he lacks the peripheral vision to dodge left and right hooks. Watch out when he blows his top! Unload a quick series of hooks to the head before this automated corkscrew turns your internal wiring into spaghetti!





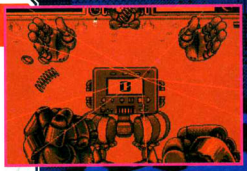
While Dorihey doesn't look like much of a match, his spinning hat attack makes him a contender.





BOMKUN

Picky, Bomkun's mysterious alien programmer, can't stand losing a teleroboxing match. Picky designed Bomkun to make sure he wouldn't. If you don't defeat Bomkun in one minute, the radioactive robot will self-destruct. Keep moving until Bomkun begins his final countdown to destruction. Use your Machine-Gun Hook to snuff out the radioactive robot's short fuse.





Bomkun has an explosive secret he's dying to share with you. Can you stop the countdown?





PRIN

Prin was designed by the top female engineers in France. Prin's owner, Cheri, is rumored to have made some secret modifications to the robot. Why does Cheri keep giggling? Maybe you're the butt of a bad joke! Swing high and avoid the glare of Prin's evil eye! Keep landing punches until this dancing robot is reduced to a pile of spare parts.





Don't let Prin slap you around! A few jabs in the face sends this robot back to France.





IKANGER

Ikanger is a mechanized marsupial from down under. He was designed and programmed by a nine-year-old boy genius. The robot carries an onboard joey to inflict double damage. Ikanger can pound you with four different gloves. The robot is programmed to protect little joey down under. Does this leave a weak spot up high? Take a swing to find out!





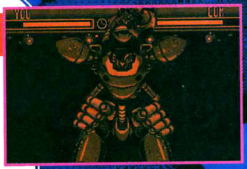
Ikanger is double trouble! This mechanized marsupial carries a menacing joey in training!





TUKIKAGE

Centuries of martial arts skills are programmed into Tukikage, the ultimate teleroboxer from Japan. He is equipped with the latest in ninja microchip technology. Pummel the robot until he vanishes into the night, and avoid the throwing stars that whistle toward you in the darkness. If you're quick, you can block them with your glove. A lucky deflection might strike Tukikage!





Don't be deceived by Tukikage's illusions. Listen and block his whistling throwing stars.





FIGHT FOR THE TELEROBOXING TITLE!

MYSTERY CHAMP

Are you ready to wear teleroboxing's golden championship belt? Boxing's oddsmakers are betting against you. Challengers with undefeated records are allowed to fight the Legendary Champ. Who's the diabolical genius controlling this fiendish feline? Save your perfect vicories, then win the title and find out!





Watch out for the sharp claws on this fierce feline. Dropping your guard reduces your robot to a scratching post!

Wipe out all of your opponents while maintaining a perfect record to reveal the mystery behind the Legendary Champ.

EXCLUSIVE TIPS AND TACTICS FOR VICTORY

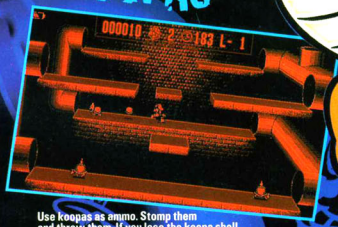
Winning strategies you won't find in any other magazine!

MARIO'S SHELL GAME ROCKS IN 3-D

MARIO CLASH™

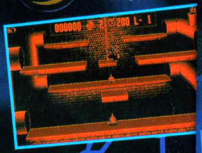
TOSS YOUR KOOPAS

In the beginning of Mario's career, he hucked koopa shells at ornery critters for a living. Now, picture that scene in blazing red 3-D with Mario pitching shells in your face. The more things change, the more they clash!



Use koopas as ammo. Stomp them and throw them. If you lose the koopa shell, another koopa will appear.

Mario begins on a rope in the center of the room. Swing to face the front, back, then jump to the middle platform.





MARIO'S 3-D PLATFORM DEBUT



Mario Clash debuts on Virtual Boy this September. That's when players will get their first shock. Clash may look like the original Mario Bros. arcade game, but it plays like a frantic round of bombardment. Every stage features an army of koopas and other foes marching relentlessly across platforms and through pipes. Mario's mission is to knock them off—from the front, back, or side. You have to think and act in three dimensions. It's a little bit like life itself.

Virtual BOY

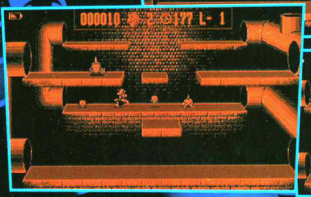
STAGE 1

EASE INTO IT

Think of the first level as a warm up session. You'll learn to move between the front and back areas and the upper and lower levels using the connecting pipes. The enemies you meet on this stage won't give you much trouble since you can knock them off the ledges with shells thrown from the front or back. In addition to regular koopas, you'll also meet Spike, so look before you jump. Your score depends on how quickly you clean up the area, so try to make every throw count. In many cases, you can knock out more than one enemy at a time.



Spike tumbles off the ledge when you hit it from the front, back or from the side with a 3-D shot.



This Spike in the background area is a sitting duck for Mario when he throws the koopa shell.

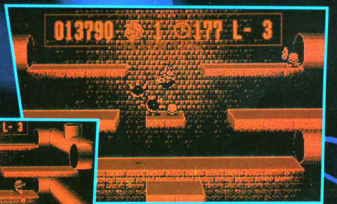


Mario scores points by knocking off his enemies. If you hit two or more foes at once, you'll double or triple your score.

STAGE 3

A THORNY SITUATION

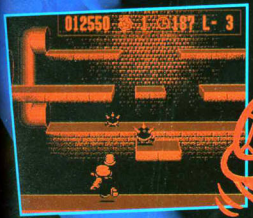
The third stage introduces you to Thorny, the koopa with a black shell and three spikes sticking out of his back. Obviously, if you try to stomp this guy, you'll end up with a flat. You can't knock this little tank off the ledge from his front or back, either. Instead, you must throw a koopa shell at him from the side. That means that you have to throw the shell into the screen from the foreground or out of the screen from the background. Not only that, you have to hit Thorny twice to knock him off the ledge.the background. Not only that, you have to hit Thorny twice to knock him off the ledge.



Don't try stomping a Thorny. You'll have to hit this armored koopa twice from the side.



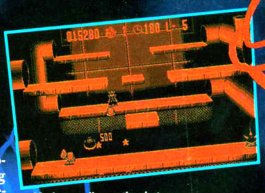
Mario can chuck a koopa shell from the background to the foreground or vice versa to strike enemies in the side.



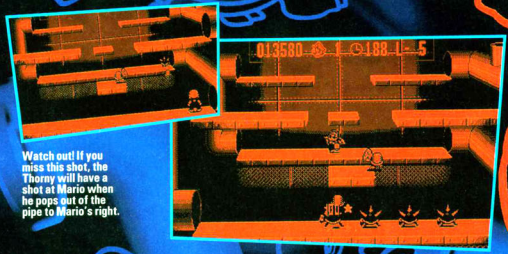
STAGE 5

FOUR LITTLE THORNIES ALL IN A ROW

Here's Mario's chance to show off his sharp-shooting skills. Four Thornies are marching along together, pressed shell-to-shell. A precision toss can stop two Thornies at once and cause confusion in the remaining two Thornies. Since time is of the essence, try to grab the koopa shell immediately, drop down to the lower level and plug the Thorny foursome. Just before reaching Stage 5, you'll enter the Bonus Stage where Mario tries to catch 15 coins that fly out of the background at different heights.



Mario must line up the shot perfectly to strike the moving Thorny at this distance. You have to anticipate its position.

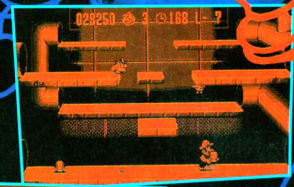


Watch out! If you miss this shot, the Thorny will have a shot at Mario when he pops out of the pipe to Mario's right.

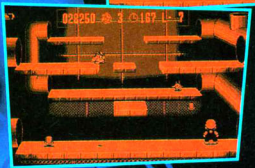
STAGE 7

THE PERILS OF PARA-GOOMBAS

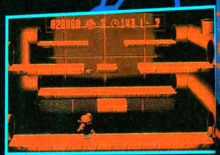
Para-Goombas and Thornies gang up on the ledges of Stage 7. The enemies all move separately, so you have to keep a watch out when you're concentrating on one target. Try to double up your shooting power by stopping a Para-Goomba with the first shot and waiting until a second P-G or Thorny comes up to it before throwing the second shell. The first foe acts as a roadblock and, as you finish it off, the second enemy also gets stunned. As in all stages, if a running mushroom appears, grab it to activate Fever Time—a period during which you'll receive double points.



Para-Goombas move predictably in hops and jumps. Anticipate where a Para-Goomba will land and let the shell fly.



Good shot, Mario. Look for the shadow on the ledge to help you aim your shot at the Para-Goombas.

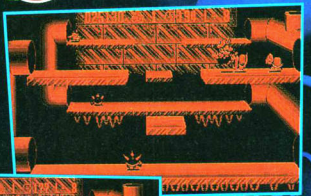


Timing is everything when you throw in 3-D. Toss the shell too early and it passes beneath the Para-Goomba.

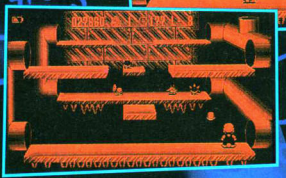
STAGE 8

ICE

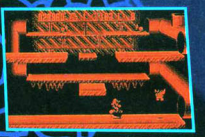
The second ice stage puts Mario on a slippery road. Your momentum can carry you straight into enemies or obstacles like a fire cloud or a falling icicle. The enemies include several Thornies and Para-Goombas like those in Stage 7, but the chance of slipping up is much higher. After hurling through this stage, the second Bonus Chance appears. This time you'll have 20 coins to catch. Catching coins adds to your total score. If Mario snags all the coins, you'll earn a 1-Up.



Mario will slide into snapping jaws if you don't watch out in the ice areas like stages 4 and 8.



If you wait too long in one place, an icicle will form above you and fall on Mario's head.

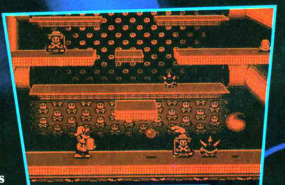


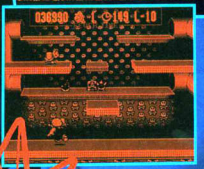
Mario's really out of position in this screen shot. He should be collecting koopa shells in the background area.

LEVEL 10

WHEN THE ENEMIES START FIGHTING BACK

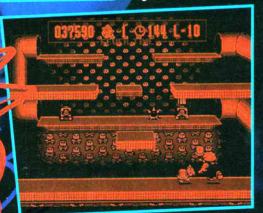
Meet Lobb. This iron box on wheels fights back. It moves quickly along the ledges, then stops and raises its lid. When the hand comes out of the top, look out, because Lobb is about to lob an iron ball at Mario. The tricky part is that they can throw from the background ledges to the foreground ledges in 3-D, just like Mario, so you have to be watching closely in every direction. Other enemies in the game's 99 levels include Sidestepper and Big Boo. As you move forward from stage to stage, expect the action to pick up continuously with more enemies packed onto the narrow ledges.





The Lobbs are closing in on Mario and the fire storm is bearing down. His best escape is to jump to the middle platform.

It's easy to concentrate so hard on one target that you don't even see the enemy that sneaks up on you from another angle.





platform and shooter action that follows the 16-bit layout closely except for the absence of a few stages. You'll experience all the thrills of cow launching and battling Major Mucus. You'll also experience all the frustration of Earthworm Jim's play control that requires ultimate precision and lots of patience. The Practice option included in the game doesn't help. Jim fans won't want to miss this month's review.

Good graphics. Wild sense of humor and variety of game play.

Play control is loose and difficult, just as it was on the Super NES. No password.

GALACTIC PINBALL

Virtual Boy

Company.....Nintendo
Release Date.....August 1995
Memory Size.....8 Megabits

Bumpers and bonuses take to the stars with this 3-D Virtual Boy pinball game.



Galactic Pinball combines traditional pinball play and feel with a 3-D element that keeps the puck (not a ball) flying at multiple levels. The four main boards include Cosmic, Colony, Alien and UFO, each with unique board layouts, bonus opportunities and flipper setups. Starting out with three pucks, your goal is to keep each puck in play while racking up interstellar scores. Some bonus options, like the Comet in Colony switches the game mode to target shooting for a limited time. The Flying Bonus in UFO offers you a limited time to shoot the puck into a designated bonus slot. In this case, if you sink the shot, a center post pops up to keep the puck in play.



Cosmic features three flippers and an asteroid that moves back and forth in the middle of the board. One of its special bonuses is Cyber Roulette, which can earn you fabulous prizes like extra bonus ops. Alien is a high-scoring, four-flipper game featuring 3-D pathways if you hit the right hole. For the full story on Galactic Pinball, turn to this month's review.

Good variety. Cool sound effects.

The 3-D doesn't add much to the way the game is played. No battery to save high scores.

JUDGE DREDD

Game Boy

PASSWORD

Company.....Acclaim
Release Date.....July 1995
Memory Size.....2 Megabits

Justice rules when Judge Dredd comes to Game Boy.

In the third millennium, society has all but fallen apart. Justice is dispensed by Judges who roam the wild cities with the power to sentence and execute criminals. Based on the Sylvester Stallone movie of the same name, Judge Dredd for Game Boy puts you in the role of one of these law-bringers. The platform game plays a lot like the Super NES version, but there are differences in the maps and fewer stages. You can blow away bad guys, but you might want to arrest them instead. After all, that's your job. Collect weapons and items as you progress through horizontal and vertical scrolling areas. Computer consoles along the way update you on your mission's progress. Nintendo Power lays down the law in this month's review.



Lots of action. Passwords.

No Super Game Boy enhancements. Slow frame rate.

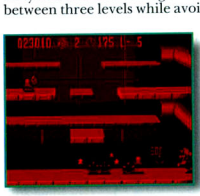
MARIO CLASH

Virtual Boy

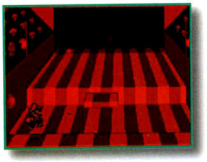
Company.....Nintendo
Release Date.....September 1995
Memory Size.....8 Megabits

Mario clashes with his old koopa enemies in this Virtual Boy platform puzzle game.

Mario Clash clearly demonstrates the wonders and strategies of 3-D gaming on Virtual Boy. Based on the early Mario Bros. arcade game in which Mario jumped between three levels while avoiding koopas and other enemies, Mario Clash adds a layer of depth that will keep players moving and thinking in three dimensions rather than two. Not only can Mario race between front and back areas via the pipes, he can stomp koopas and use their shells as weapons, throwing from front to back and vice versa. As you progress through the stages, the number and variety of enemies increases and the time limit seems to wor



against you. Although Mario Clash plays much like a platform game in many respects, it is also something of a puzzle game like Tetris, except you must play in a three dimensional field.



Good use of 3-D capabilities of Virtual Boy both in graphics and game strategy.

Could use more complexity and bigger variety of settings.

MARIO'S TENNIS

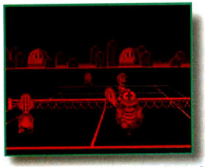
Virtual Boy

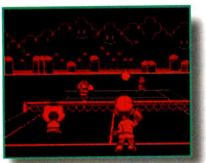
PASS WORD

Company .....Nintendo
Release Date .....August 1995
Memory Size .....4 Megabits

Tennis, anyone? It's game, set and match for Virtual Boy with Mario's Tennis.

Tennis in Virtual Boy 3-D brings a more realistic tennis experience to home players than is possible on television monitors. This is the pack-in game that comes with the Virtual Boy game system. Why tennis? This game combines an easy learning curve with lots of action, plus it has some of the most famous characters from the Nintendo universe. The players include Mario, Luigi, Princess Toadstool, Yoshi, Koopa, Toad and Donkey Kong Jr. You can play singles or doubles as a one-player game in either Single Match or Tournament Mode. You can also select the number of sets you want to play per match. Each of the characters moves or hits with some special skill, so playing the Tournament with different characters makes for a new challenge. Even though the characters are based on Nintendo heroes rather than tennis stars, the actual play includes all of the moves you'd find on a real court. The 3-D aspect gives you a realistic perspective when you rush the net or play the baseline. Real tennis strategy comes into play, as well, calling on players to mix their shots, from lobs to winning ace serves. Head to center court in this issue to catch our Mario's Tennis review.





Excellent tennis action and play control. Fun characters. Singles and Doubles.

No two-player option.

NINJA GAIDEN TRILOGY

Super NES

PASS WORD

Company .....Tecmo
Release Date .....August 1995
Memory Size .....12 Megabits

Ryu Hayabusa returns to avenge his father in the classic ninja action series from Tecmo.

Ninja Gaiden, Ninja Gaiden II: Dark Sword of Chaos, and Ninja Gaiden III: The Ancient Ship of Doom—three classic games for the NES—have come to the Super NES from Tecmo. The games are virtually perfect duplications of the original 8-bit games. Enhancements to the sound and graphics are hardly noticeable, and we couldn't find any new hidden secrets. The game play and stage layouts are as close to the original games as you can get short of dragging out your old NES. This can be seen as both good and bad. Good because the original games were great action games, but bad because there's nothing new and no surprises. As for the game play itself, Ryu runs, climbs, and jumps through horizontal and vertical areas, picking up power-ups until he meets up with the guardian at the end of the level. Ninja Gaiden was the first game to use cinema scenes to tell a story between levels. Today, the cinema scenes may seem simple, but they were revolutionary in their day. This is definitely a game for players who haven't played Ninja Gaiden at all or who want the complete collection. Take a closer look at this step into the past in this issue.



Great action and game design. Challenging. Passwords.

The original controller setup seems a bit awkward on the Super NES Controller. No new features except for the passwords. Graphics don't live up to current Super NES standards.

PHANTOM 2040

Super NES

PASS WORD

Company .....Viacom New Media
Release Date .....August 1995
Memory Size .....16 Megabits

Another comic hero comes to the Super NES with lots of style and some serious toys.

The Phantom's motto is, "Someone has to care." That someone will be you once you pick up this fast action game from Viacom. Based on the comic book series starring The Phantom, the game takes place in



Metropia, a city under siege from a corporate criminal. Excellent cinema sequences tell a comic book tale of greed and destruction, but if you prefer the shortened summarized version, just switch to that option. The character of the Phantom has great versatility. He runs, jumps, spin jumps, and climbs walls with the Inductance Rope. In all, the subscreen lets you choose between 13 weapons ranging from homing missiles to a boomerang. You can also pick up shields and invisibility. Once you've cleared an area, you can return to it later, giving the game a non-linear feel. Metroid fans won't want to miss our Power review in this issue.



Good play control. Lots of moves and weapons.

Map layouts can be confusing. Character animation is stiff.

SECRET OF THE STARS

Super NES



Company.....Tecmo
Release Date.....July 1995
Memory Size.....12 Megabits

A long quest to become an Aqutallion Knight leads to danger and adventure.

At one time, Tecmo contemplated calling this Tecmo Super RPG. That should tell you something. Secret of the Stars is a generic RPG that borrows heavily from previous games including the Final Fantasy and Dragon Warrior series. The story involves a long and perilous search for the Crest of Stars. Along the way you'll fight monsters, find items, visit towns, equip yourself with better weapons and armor, then do it all again, and again. That's the central pattern of most RPGs, and Secret of the Stars doesn't deviate from it by so much as an inch. For those RPG fans who can't get enough of their favorite style of game, Secret of the Stars may be worth the investment in time, but many players will find the graphics and game play to be a step backward from the standards set by Final Fantasy III and the upcoming Chrono Trigger. This month's Epic Center scrutinizes Secret of the Stars.





A long game (more than 50 hours). Lots of hidden items.

Nothing new. Simple graphics that would look at home on the NES.

STREET FIGHTER II

Game Boy



Company.....Nintendo
Release Date.....August 1995
Memory Size.....4 Megabits

The classic that started the fighting fad makes a hit on Super Game Boy.

Street Fighter II looks amazingly good on Game Boy or Super Game Boy and the play control feels solid. The nine world warriors in the game include Ryu, Guile, Zangief, Ken, Chun Li, Blanka, Balrog, Sagat and, if you defeat all the rest, M. Bison. Two-players can square off using two options, either link two Game Boys or use a Super Game Boy with two Controllers. Either way, the action and moves are taken directly from the arcade classic and Super NES games with some reduction in the number of moves.





Controller sequences have also been modified to work on Game Boy. Super Game Boy players will find that the colorful, enhanced borders change with each tournament location.

Good graphics. Simplified controller sequences. Good use of Super Game Boy.

Slower than Super NES versions. Not all characters are included.

TELEROBOXER

Virtual Boy

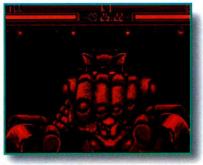


Company.....Nintendo
Release Date.....August 1995
Memory Size.....8 Megabits

The boxing game of the future is here today on Virtual Boy.

Teleroboxer takes you into a futuristic boxing match against robots and people who are powered up in their

cybersuits. The first-person perspective gives you a view of your opponent from the waist up. You also can see your gloves in front of you. Game play feels a lot like Super Punch-Out!! You can dodge to either side, hit high or low, block and use special moves. Learning how to outwit the computer opponents can be challenging since the action is fast and the AI is unpredictable. There are eight boxers and three memory save slots for saving your progress through the tournament. This month, Nintendo Power slugs it out with this brain-rattling game.





Challenging. Interesting opponents with super moves. Battery-backed memory.

Needs more boxers. Can't choose to be a different boxer.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
ASTEROIDS/MISSILE COMMAND	2.7	4.0	3.6	3.1	✪★★★☆	K-A	ARCADE
BRONKIE THE BROCHIASAURUS	2.9	3.2	2.4	3.3		K-A	EDUTAINMENT
CENTIPEDE/MILLIPEDE	2.6	3.5	3.3	3.3	✳	K-A	ARCADE
CHRONO TRIGGER	4.0	3.5	4.3	4.5	✪★☆★★☆	K-A	RPG
EARTHWORM JIM	4.0	3.4	3.3	3.5		K-A	ACTION
GALACTIC PINBALL	3.1	3.9	3.5	3.3	☆	K-A	PINBALL
JUDGE DREDD	3.1	3.2	2.9	3.0		K-A	ACTION
MARIO CLASH	3.0	3.4	2.7	3.0	☆	K-A	ARCADE
MARIO'S TENNIS	3.2	3.6	3.4	3.4	✪✳	K-A	TENNIS
NINJA GAIDEN TRILOGY	2.6	3.3	3.3	3.0		K-A	ACTION
PHANTOM 2040	3.4	3.5	3.3	3.3	✪★	K-A	ACTION
SECRET OF THE STARS	3.0	3.2	2.8	3.0		K-A	RPG
STREET FIGHTER II	2.9	2.9	2.5	2.7	✳☆	K-A	TOURNAMENT FIGHTER
TELEROBOXER	3.3	3.3	3.6	3.2	☆✳	K-A	BOXING

ICON KEY



Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

- ✪ **Scott** Sports, Simulations, Adventures
- ★ **Leslie** RPGs, Puzzles, Adventures
- ☆ **Jeff** Action, Sports, Fighting
- ✳ **Jon** Fighting, Simulations, RPGs
- ✳ **Dan** Action, Adventures, Puzzles
- ☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

COMING NEXT ISSUE

SEPTEMBER 1995 VOLUME 76

DO YOU HAVE THE INSTINCT?

The title that every fighting game fan has been waiting for is coming home! You may be one of the best players around when it comes to the arcade game, but you'd better check out this article if you want to master the Super NES version.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Diddy's back and he's brought along a new friend, Dixie Kong. Check out the the graphics and game play that out do even the original DKC! Don't miss out on this incredible issue.





Castlevania: Dracula X



DOOM



Red Alarm



Virtual Golf


GALACTIC PINBALL
VIRTUAL BOY
MARIO CLASH
VIRTUAL BOY
MARIO'S TENNIS
VIRTUAL BOY
RED ALARM
VIRTUAL BOY
VIRTUAL BOY
TELERO BOXER
VIRTUAL BOY



Mario's Tennis

Mario, Luigi and friends serve up 3-D fun in this fast and furious game. Grab a racket and virtual volley for hours!

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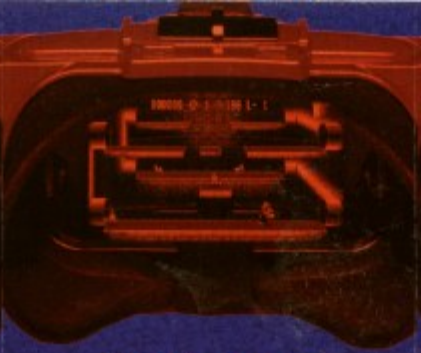
NINTENDO POWER



Mario Clash

You've never seen Mario and friends like this before. Grab your specially designed controller and make the wicked goombas and koopas vanish in the distance!

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NINTENDO POWER



Galactic Pinball

You'll flip out over Galactic Pinball's four out-of-this-world pinball games! Try to bounce your brilliantly rendered 3-D ball into a UFO.

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NINTENDO POWER



Teleroboxer

Put up your metallic dukes for 15 rounds of futuristic fisticuffs. Thanks to Virtual Boy's slam-bang technology, Teleroboxer delivers real in-your-face action!

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NINTENDO POWER

Virtual Boy is a RISC-based, 32-bit system that uses two RTI high-resolution, mirror-scanning, light-emitting diode (LED) displays to produce a 3-D experience. Each display contains a built-in illuminator (LED) screens, an image design, eyepiece and optical system, totally immersing players in their own private universe with high resolution and images against a deep, black background. The 3-D experience is enhanced through stereophonic sound and a specially designed, ergonomic controller that accommodates multidirectional spatial movement.

CPU: 32-bit RISC processor running at 20 MHz

Display: Dual RTI mirror-scan, high-resolution LED display

Audio: Stereo sound amplifier combined with speaker system

Controller: New double-grip controller with six buttons and two directional pads

Measurements: 8.5"H x 10"W x 4.3"D (head unit only)

Weight: 760 grams

© 1995 Nintendo



Red Alarm

Fly your jet fighter into a giant computer and battle an army of killer robots. Keep your finger on your rocket launcher while twisting and turning down silicon chutes. Thanks to Virtual Boy's 3-D thrills, you'll never know what lurks around the next corner!

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NINTENDO POWER