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- Waterworld
- WWF Wrestlemania The Arcade Game
- Secret of Evermore Part 2

BIG!
VB-WARIO LAND

look
nu 64 controller
and more

DECEMBER VOLUME 79
US $3.95 / CANADA $4.95
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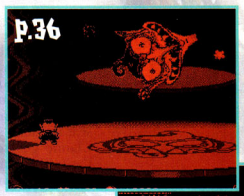
Volume 79 December 1995

SHOSHINKAI: OUT OF CONTROL



This month's preview of the Shoshinkai trade show in Japan features exclusive pics of the fabled Nintendo Ultra 64 controller. It's real. It's exotic. It's so advanced you practically need a degree to even think about it. Don't miss this exclusive first look.

p.10



VIRTUAL BOY WARIO LAND



Wario masters a 3-D world in the biggest, wildest, weirdest game for Virtual Boy yet. The maniacal one does it all: with hats, with 3-D battles, with total disregard for polite society. So plug in your head and warm up your brain for some of the best hop and bop on any video game system.

THE SPORTING LIFE

Sports Scene pries inside the hottest holiday sports releases to bring you the full scoop. NBA Give 'N Go, NFL Quarterback Club '96 and Frank Thomas Big Hurt Baseball may all be champions, but how do they really stack up to the competition?



FULL COVERAGE

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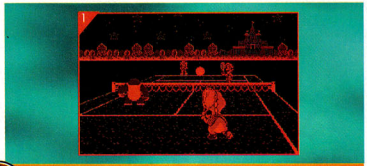
GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	32
2	DONKEY KONG LAND	2	11
3	TETRIS	4	39
4	GALAGA/GALAXIAN	6	3
5	KILLER INSTINCT	NEW	1
6	METROID II: RETURN OF SAMUS	3	48
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	8	38
8	DONKEY KONG	9	19
9	DR. MARIO	NOT RANKED	38
10	ASTEROIDS/MISSILE COMMAND	NOT RANKED	2

TOP 10 TEAM-SPORTS GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	KEN GRIFFEY JR. PRESENTS: MLB	SUPER NES	MAR. '94
2	NBA JAM TOURNAMENT EDITION	SUPER NES	FEB. '95
3	NHL '96	SUPER NES	SEPT. '95
4	NBA LIVE '96	SUPER NES	OCT. '95
5	MADDEN NFL '96	SUPER NES	NOV. '95
6	TECMO SUPER BOWL III: THE FINAL EDITION	SUPER NES	OCT. '95
7	NFL QUARTERBACK CLUB '96	SUPER NES	NOV. '95
8	NBA GIVE 'N' GO	SUPER NES	NOV. '95
9	FIFA INTERNATIONAL SOCCER '96	SUPER NES	NOV. '95
10	FRANK THOMAS: "BIG HURT" BASEBALL	SUPER NES	OCT. '95



VIRTUAL BOY TOP 5

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	MARIO'S TENNIS	4	2
2	GALACTIC PINBALL	1	2
3	MARIO CLASH	5	2
4	WARIO LAND	3	2
5	RED ALARM	2	2

MOST WANTED

Nintendo Power readers are gearing up their systems for hot new games, including Yoshi's Island and Diddy's Kong Quest. Not shown here but bubbling just under the ten most wanted are two long-awaited titles, TH•Q's The Mask and Playmates' Earthworm Jim 2. Don't mask your opinions. Use the Player's Poll card at the back of this issue to make your voice heard!

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. MORTAL KOMBAT 3 (NU 64)
4. CRUIS'N USA (NU 64)
5. DOOM (NU 64)
6. VIRTUAL BOY
7. MORTAL KOMBAT 3
8. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
9. SUPER MARIO WORLD 2: YOSHI'S ISLAND
10. KILLER INSTINCT







WARIO LAND IS THE VIRTUAL BOY'S BREAK-THROUGH TITLE, COMBINING THE SYSTEM'S 3-D GRAPHIC CAPABILITIES WITH INNOVATIVE GAME PLAY FOR SPECTACULAR (AND FUN!) RESULTS. WARIO LAND'S PROGRAMMERS HAVE MADE THE BACKGROUNDS AN INTEGRAL PART OF THE GAME, DESIGNING A VAST UNDERGROUND WORLD WHERE YOU SPRING BETWEEN THE FOREGROUND AND BACKGROUND PATHS TO SQUASH ENEMIES, COLLECT POWER-UPS AND UNCOVER A FABULOUS HOARD OF TREASURE!

VIRTUAL BOY WARIO LAND™

No Gimmicks, Just Pure Fun!

Much of the game's action takes place in the detailed, 3-D backgrounds, a feat made possible by the Virtual Boy's ability to create a sense of depth and distance. The best thing about this feature is that it isn't just a gimmick that screams, "Hey, look! 3-D!" Leaping between the foreground and background becomes an integral part of the run-jump-stomp game play that players have come to know and love, while also adding a fresh, new twist!





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Livin' In A Land Down Under



Wario's afternoon snooze is rudely interrupted by a troop of masked creatures, and he watches as they make their way behind a nearby waterfall. Following them to their treasure trove, Wario is ambushed, but he quickly escapes, vowing to get his revenge and all of the loot! As Wario, you'll delve deep into the creatures' lair, collecting hearts, coins, treasure and power-ups as you go. You can store up to 99 extra lives, and you'll find handy save points between levels.

BULL WARIO



One Viking Helmet or two Garlic Bottles can transform you into Bull Wario, giving you the ability to crash through obstacles and create earthquakes.

SEA DRAGON



Collect the Sea Dragon Crystal to become Sea Dragon Wario. Your hat now shoots streams of fire that can destroy blocks and most minor enemies.

COINS & HEARTS

You get one extra life for every 100 hearts you collect, and you can use coins to play the bonus games that appear between levels. If you lose your life before you reach a save point, you'll lose all the coins you collected in that stage.



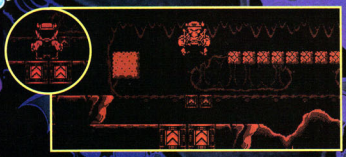
EAGLE



The Eagle Statue lets you soar over short distances. You can scoop up hard-to-reach items, take down high-flying enemies, or avoid danger altogether.

FRONT TO BACK

Stand on a spring and press the Jump Button to catapult yourself to the foreground or background. Some of the springs are hidden, so while you may see a new area, getting there will still be a challenge!



KING DRAGON

Combine the Sea Dragon Crystal and the Eagle Statue to become King Dragon Wario. All of Wario's awesome super powers will be at your command!



STAGE 1

G GARLIC
S SEA DRAGON
G GATE KEY
B BULL
E EAGLE
D SECRET DOOR
S SPRING

Your primary goal in each stage is to find a special treasure (in this case, a cat statue), then get the exit key before time runs out.

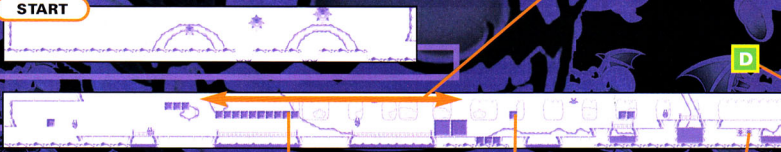
Bonus Coins

This happy cloud exchanges coins for enemies! First stun the little critters, then touch them to pick them up. Jump up and toss them into the cloud for some extra cash!





START

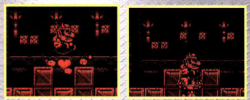


STAGE W

You'll need the Sea Dragon powers to uncover hidden items in this stage. Beware of enemies that can't be stomped on. Earthquakes can stun them!

One More Time

Looking for a way to get back there? Break the block for a heart, then stomp on the space again to reveal a spring. Wahoo!



START

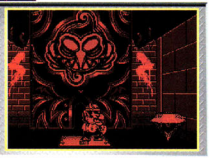




1-up Room

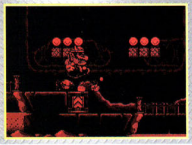
It's easy to miss this door! Stomp on the block and enter the room for a 1-Up diamond. Leave the area and return to collect it again.

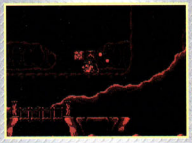




Find the Springs

The springs in this area are very easy to find, hidden within large blocks. Their hiding places won't always be so obvious, though, and it will take some doing to uncover them as the game goes on.



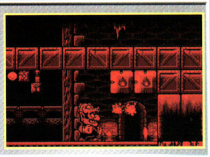


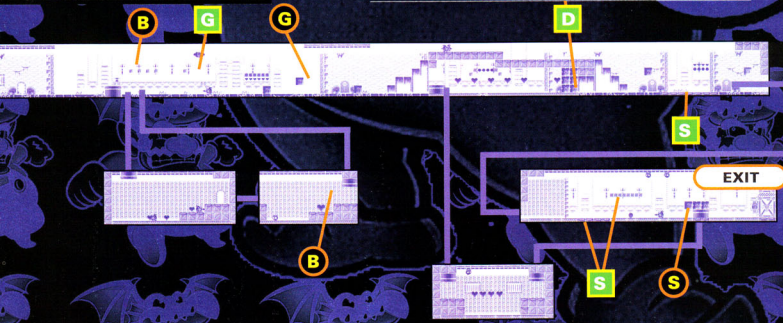




Statue Room

Blast these blocks to reveal a secret room and uncover the special treasure in this stage.





STAGE 3

The action starts to heat up as you take to the water! Sea Dragon flames will destroy or delay most of the resident nasties, but sometimes you'll just have to rely on your swimming skills.



Big Diamond

You'll need the Sea Dragon powers to get this precious diamond. With a major bad guy coming up soon, you'll need all the extra lives you can get!











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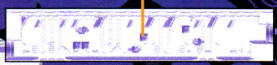


BONUS GAMES

There are bonus heart and coin games at the end of each stage . Here you can wager what you've collected during the stage to try to win more. You can then go to the save point to drop off your winnings.

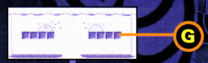




Pay 100, 200 or 300 coins for a chance to collect extra hearts, but don't smack into any bats!



Choose the right bag to multiply your coins. Choose the wrong one, lose half your cash!



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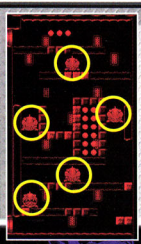


Big Mouths

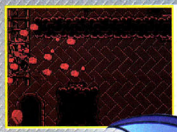
These overgrown guppies would love to put the bite on you, but your Sea Dragon flames will give them pause. One blast from your hat will send them flitting back into their holes for a few seconds, giving you time to paddle on by.



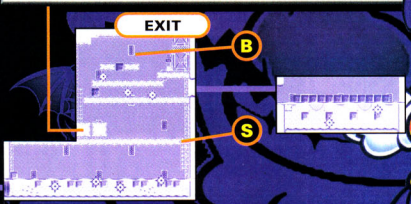
More Treasure

The rooster statue is behind this big block, and your flames can't shatter it. Let yourself get hit, collect the Viking Helmet, then stomp away!











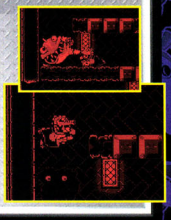
STAGE 4



Stage 4 consists entirely of your battle with your first major foe, and you can tell that your enemies were saving up for this bout. This raging reptile is no wimp! Grab the Viking Helmet if you don't already have super powers.

Dodge the guard's dive-bombing attack and stomp on its exposed underside. When it turns into a spring, jump toward the doors to begin the real fight.





Aim And Fire!

Jump or dash to avoid the swinging mace. When the dragon bounces out to your piece of real estate, wait until the mace is curving away from you before you try to stomp on his head. The third hit will put him down for the count.





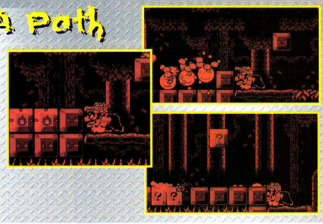


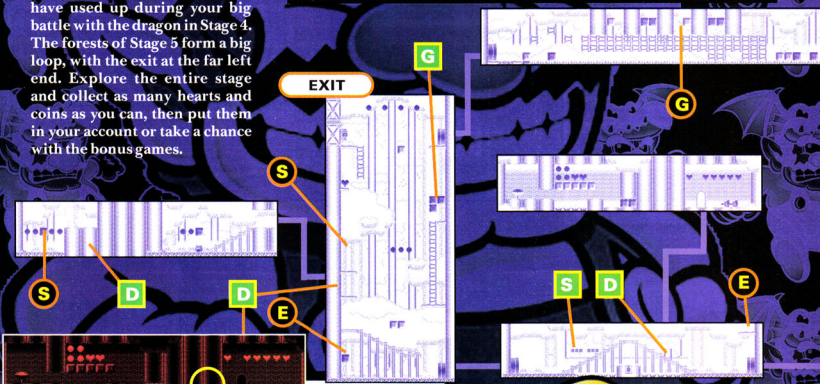
STAGE 5

Stage 5 is the perfect place to replenish any lives you might have used up during your big battle with the dragon in Stage 4. The forests of Stage 5 form a big loop, with the exit at the far left end. Explore the entire stage and collect as many hearts and coins as you can, then put them in your account or take a chance with the bonus games.

Blaze A Path

You might think you have to leap from block to block to escape the jagged thorns. Instead, crouch down and let loose a bolt of fire. Not only will you trigger the blocks to release their items, you'll also form a solid path out of thin air.





I'm A Lumberjack

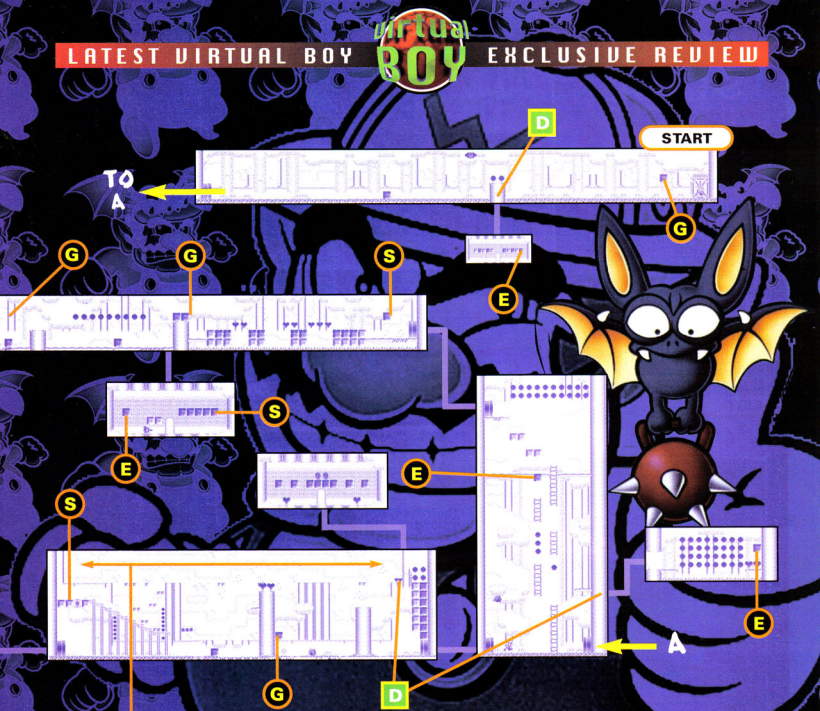
Even a certain adventurous archaeologist might miss this secret area the first time around! Jump up to the first small branch on the left. One shot from your hat will saw a path through the tree trunk. Make like a lumberjack two more times to find where the pocket watch, the Stage 5 special treasure, has been deposited.











Take Off From Here

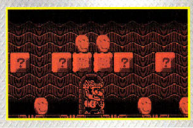
Hop onto the wooden platform and spring to the background. Using the blocks and tree trunks as rest stops, fly over to the right side of the area.





Buzz Cut

Blow open the tree trunk to reach another hidden room. It just goes to show that you should examine everything!

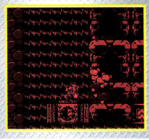


STAGE 6

It's a constant struggle against vicious currents and torrential waterfalls, and it's best to proceed cautiously. With so many enemies on land, on sea and in the air, losing your super powers could spell disaster very quickly.

Fit For A Princess

After you activate the secret switch, this plunger will be ready to go. Blow up the barrier, then spring off to the room beyond. The dress you find would make a lovely gift for the Princess!





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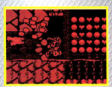
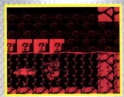
King Dragon Strikes Again

Use your dragon fire to make the walls come tumbling down. You'll find a diamond and a spring that will take you to a huge hoard of coins and hearts.





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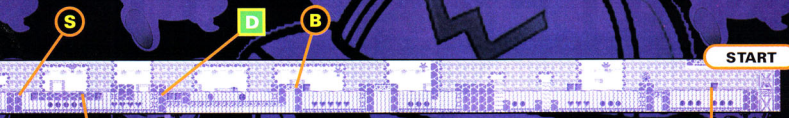
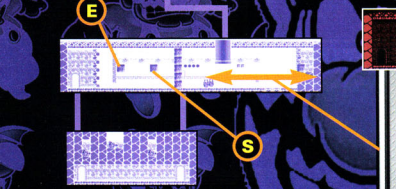
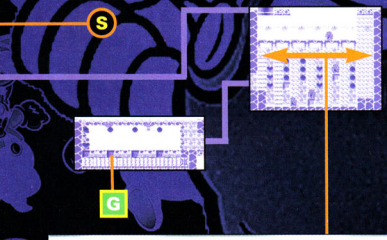
Activate The Secret Switch

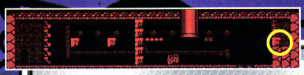
You'll need the full power of the King Dragon to get to this underwater chamber. This switch will arm the bomb that's sitting halfway up the waterfall. Bombs away!





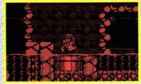






Coin Cloud

You can find this bonus area by stomping on two blocks that lie just below the surface of the water. Once here, bash the blocks on the right to release a coin cloud. Pennies from heaven!

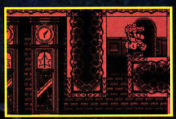






TRY EIGHT MORE STAGES

Caution: More puzzles and perils ahead! You'll cross a burning desert, sneak through a haunted house and play dodge ball with a tank, and that's just for starters. Let's hope you survive long enough to enjoy your treasure!







Gate key Guard

The key to the exit is guarded by a quartet of curious xarmed with boomerangs. Just let yourself drop to the floor of the chamber, where you'll be in a better defensive position.









FROM AGENT #882

Street Fighter Mega Man

Here's a code that lets two players compete in a special Street Fighter-style battle! To access this mode, enter the password below. We've assigned numbers so you can identify who is who in the password screen. Hold L and R on both controllers, then press Start on Controller I. This takes you to the player select screen, where you can choose between the heroic Mega Man and the nefarious Bass. Mega Man and Bass even have Street Fighter-style special moves!

Enter this password:

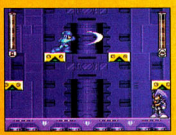
Mega Man (1), Dr. Light (4), Mega Man (1), Roll (5)

Roll (5), Roll (5), Rush (8), Roll (5)

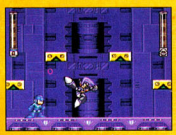
Auto (7), Rush (8), Wily (2), Robot (3)

Proto (6), Wily (2), Roll (5), Mega Man (1)

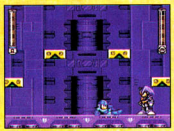
Hold L and R on both controllers, then press Start on Controller I.



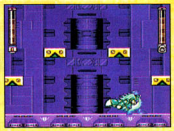
Hold Away, then press Toward and Y for the the Blue Bomber's Arrow Slash attack.



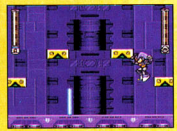
Bass comes back with a Booster Kick! Press Toward, Down, Down/Toward and Y.



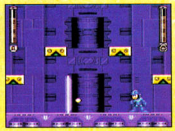
Perform the devastating Leg Breaker by pressing Down, Down and B.



While jumping, press Toward, Toward and Y to whip out the Sonic Crasher attack.



Press Up twice to use the Faint Warp and dodge any attacks.



Bass can also perform the Faint Warp by pressing Up twice.



FROM AGENT #575

Miracle Team Passwords

If you're looking for greater challenges on the diamond, use these passwords to pit these national teams against the incredible Miracle team. You start off with seven wins and no losses, but as we saw this past season, anything can happen in a pennant race!

USA: 0♣♣43

CUBA: 2♣414

SINGAPORE: !♣403

AUSTRALIA: ?♣083

FRANCE: ♠♣882

GERMANY: ♣♣281

UNITED KINGDOM: ♦♣!♠1

ALL AGENTS ON ALERT!

If you've got an awesome tip or a killer code, send it in! Be sure to include your three-digit agent number, so we can give credit where it's due. What are you waiting for? Warm up those brain pans, stretch those thumbs and get moving!

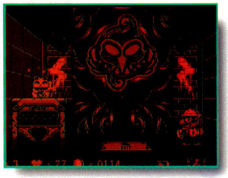
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

WARIO LAND

Virtual Boy

Company.....Nintendo
Release Date.....December 1995
Memory Size.....16 Megabits

Wario's Virtual Boy debut takes 3-D gaming to a deeper level.



Virtual Boy Wario Land not only shows off all that the Virtual Boy system can be, it rocks. This is a fully realized game with some great 3-D elements. In fourteen stages, you'll face four major baddies and hundreds of lesser foes who come at Wario from every side, including the front and the back. As in his Game Boy adventure from last year, Wario wears special hats to help him head off danger. If you've waited for a big Virtual Boy game, this is it. Our in-depth review shows you the depths.

Excellent use of 3-D graphics and game elements. Lots of fun.

You'll want even more.

WATERWORLD

Super NES

Company.....Ocean
Release Date.....December 1995
Memory Size.....16 Megabits

The Mariner must save Enola and the Atollers from the ravages of the Smokers in Ocean's action-packed Super NES version of Waterworld.

In this wet future, only the strong take baths. At least that's what it seems like in Waterworld the movie. Ocean borrowed several concepts, including the grungy look of the atolls, and turned them into an action game with several distinct activities. As Costner, you begin the game in Trimaran mode—that's the big, three-hulled ship. You shoot at Smokers and rescue Atollers, pretty much the same as in the Virtual Boy game. The second activity is diving for treasure, but you can only hold your breath for a set period of time. Finally, on the Atolls themselves, you must wipe out bad guys, collect guns, and go to the shops to get special items. It's a weird mix, but there's a lot of action. Will you sink or swim? Before you take the plunge, head out to this month's review.



Interesting variety, at first.

The same three types of stages keep repeating.

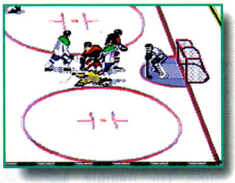
WAYNE GRETZKY AND THE NHLPA ALL-STARS

Super NES

1-4 PLAYERS

Company.....Time Warner Interactive
Release Date.....November 1995
Memory Size.....12 Megabits

It's fast hockey without slots and pull rods.



Wayne Gretzky carves his name on the ice along with his teammates and opponents in the NHL Player's Association, but he doesn't make much more of an impact in this hockey game from Time Warner. Stick fans will find most of the options they want including season and post-season play. There's also an instant Just Play option to get you straight into the action. Last month's Sports Scene covered the game

Fast learning curve. Multi-player option. Full-motion video highlights. Puck and characters are larger than in other games.

No NHL license. Animation is jerky. Winner of Fight option in Arcade mode stays on the ice.

WWF WRESTLEMANIA: THE ARCADE GAME

Super NES

Company.....Acclaim
Release Date.....December 1995
Memory Size.....24 Megabits

Crushing blows and painful holds from the kings of the ring in WWF's arcade game for the Super NES.



Acclaim and Williams truly spruced up the WWF Wrestlemania series in The Arcade Game by giving it special moves patterned after Mortal Kombat and other tournament fighters. Gone are the days of mindless wrestling controls that might or might not lead to a pin. The moves and graphics are great, but the animation ate up the memory and only six wrestlers made it into the final game—two short of the total in the original. Doink and his cronies engage in comic moves that are a lot more fun than the serious moves of previous WWF outings. Is it enough? Take a ringside seat with this month's no-holds-barred review.

Excellent graphics. Some cool moves. Fun.

Too few wrestlers. Voice-over gets old quickly.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	4.8	4.0	4.3	4.0	✪ ☆ ☆ ✱ ✳ ★	K-A	Action
FRANK THOMAS BIG HURT BASEBALL	3.5	3.0	3.4	3.3	☆ ✱	K-A	Baseball
KAWASAKI SUPER BIKE CHALLENGE	2.5	3.1	2.5	3.0		K-A	Racing
MECHWARRIOR 3050	3.5	3.2	3.4	3.4	✪ ✱	K-A	Action
MORTAL KOMBAT 3	3.5	3.1	3.0	3.1		M	Tournament Fighting
NBA GIVE'N GO	3.8	3.5	3.6	3.3	✪ ✱	K-A	Basketball
NFL QUARTERBACK CLUB '96	3.8	3.0	3.1	3.8		K-A	Football
P.T.O. II	3.1	2.5	3.4	3.4	☆	K-A	Strategy RPG
PORKY PIG'S HAUNTED HOLIDAY	3.5	3.0	3.5	3.0		K-A	Action
URBAN STRIKE	3.2	3.1	3.2	3.2		K-A	Action
VEGAS STAKES	3.1	3.4	3.5	3.6		K-A	Gambling
WARIO LAND	4.4	3.8	4.4	4.3	✪ ☆ ✱ ☆ ★	K-A	Action
WATERWORLD	3.5	3.3	2.9	3.0		K-A	Action
WAYNE GRETZKY AND THE NHLPA ALL-STARS	3.4	3.4	3.5	3.3		K-A	Hockey
WWF WRESTLEMANIA: THE ARCADE GAME	4.0	3.3	3.6	3.1	✳	K-A	Wrestling

ICON KEY

1-PLAYER MODE · MULTI-PLAYER ALTERNATING · MULTI-PLAYER SIMUL. · PASS-WORD · BATTERY BACK-UP · GAME LINK · SUPER GAME BOY · SUPER FX · SUPER MOUSE · SUPER SCOPE

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.

world —**Sculptured Software** of Utah and **Probe Entertainment** out of the U.K. Sculptured's previous hits have included the Super Star Wars series for JVC and *Mortal Kombat* and *Mortal Kombat 2* for **Acclaim.** Probe developed classic action games such as *Alien*[3], *Batman Forever* and *Judge Dredd* for Acclaim. The pool of talent these acquisitions represent is truly impressive. The team at Sculptured stunned the world with the special effects in *NCAA Basketball*, which it developed for Nintendo. The Mode 7, behind the player perspective of NCAA proved that the Super NES was capable of feats never before seen in video games. Probe has shown the world some classy games as well, like the fast, realistic action of FIFA Soccer and the excellent animation in Alien[3]. So what does it mean for you? Expect a mountain of magic from Acclaim.



JUST WIRED

On September 9th, **Square Soft**, **Nintendo Company Ltd.** and **Just System** announced that they would jointly found a new company with capital resources of about five million dollars. Square would control 70%, NCL 20% and Just System 10% of the new joint venture company. If you haven't been typing in Japanese recently, you might not know that Just System is a leading Japanese PC software company specializing in word processing and computer networking. Just System has its own PC network in Japan called Just Net. The new company's business will be for official book publication, character merchandising, plus the development and distribution of entertainment software. According to one news report, the joint venture's real purpose could be to create a network for use with the Nintendo Ultra 64. Such a network could be used to provide direct access to networked games, business connections, online services and even such wired weirdness as interactive karaoke. That's right folks. The future of communications and entertainment won't be on expensive, clunky PCs. Just imagine it sitting on your television with an umbilical to your Nintendo Ultra 64.

RELEASE FORECAST

Super NES

Cutthroat Island	Fall '95
Dragon Warrior VI	Summer '96
Final Fight 3	Fall '95
The Fishing Master	Fall '95
Gargoyles	Winter '96
Maui Mallard	Spring '96
Mega Man X3	Fall '95
Pinocchio	Spring '96
Pocahontas	Spring '96
Revolution X	Fall '96
Scooby Doo Mystery	Fall '95
Mario RPG	Spring '96
Toy Story	Fall '95
Whiz	Winter '96

Virtual Boy

Mighty Morphin Power Rangers	Winter '96
Nester's Funky Bowling	Winter '96
3-D Tetris	Winter '96

Game Boy

FIFA Soccer '96	Winter '96
Frank Thomas Big Hurt Baseball	Fall '95
The Getaway	Fall '95
Mortal Kombat 3	Fall '95
NBA Live '96	Fall '95
NHL '96	Fall '95
Tetris Blast	Winter '96

Give 'em a break. They haven't got a clue what you want. This makes it easy. A list. In English. No problems, no complaints, no pajamas. Just the best–Nintendo. If they ask what you want besides Nintendo, just say "more."