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In the Arcade now.
What's new. Who's back.



IN-DEPTH

Toy Story

Mega Man X3

EXCLUSIVE
DKC 2 TIPS

EPIC CENTER

DRAGON QUEST VI

FEBRUARY VOLUME 81
US \$4.95 / CANADA \$5.95



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Volume 81 February 1996

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EPIC CENTER

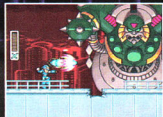
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Woody and Buzz duke it out on the Super NES! This month's 10-page review features complete maps that take you to infinity and beyond!



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FUNKY BOWLING
MEGA MAN X3 18



POWER CHARTS

The long-awaited launch of Donkey Kong Country 2 nudges Killer Instinct from the top of the charts after four months of unchallenged domination. Do you beg to differ? Then write down your numero uno game on the Player's Poll response card at the back of this issue and send it in!



SUPER NES TOP 20

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	3	4
2 SMW2: YOSHI'S ISLAND	Nintendo	5	5
3 DONKEY KONG COUNTRY	Nintendo	7	16
4 KILLER INSTINCT	Nintendo	1	8
5 CHRONO TRIGGER	Square Soft	2	7
6 THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	49
7 MORTAL KOMBAT 3	Williams	4	5
8 FINAL FANTASY III	Square Soft	9	14
9 EARTHWORM JIM 2	Playmates	11	4
10 SUPER METROID	Nintendo	8	22
11 SECRET OF EVERMORE	Square Soft	10	5
12 EARTHWORM JIM	Playmates	—	15
13 NHL '96	EA Sports	15	3
14 SUPER MARIO KART	Nintendo	14	35
15 MEGA MAN X3	Capcom	20	2
16 JUDGE DREDD	Acclaim	—	2
17 KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	16	22
18 MORTAL KOMBAT II	Acclaim	17	16
19 EARTHBOUND	Nintendo	19	8
20 SECRET OF MANA	Square Soft	—	14

MOST WANTED

1. Nintendo Ultra 64
2. Killer Instinct (NU 64)
3. Super Mario RPG
4. Donkey Kong Country 2: Diddy's Kong Quest
5. Cruis'n USA (NU 64)
6. Mortal Kombat 3 (NU 64)
7. Doom (NU 64)
8. Virtual Boy
9. Robotech (NU 64)
10. Chrono Trigger



GAME BOY TOP 10

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 DONKEY KONG LAND	Nintendo	2	13
2 THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	34
3 TETRIS	Nintendo	—	40
4 KILLER INSTINCT	Nintendo	3	3
5 MORTAL KOMBAT 3	Williams	4	2
6 WARIO LAND: SUPER MARIO LAND 3	Nintendo	5	19
7 DONKEY KONG	Nintendo	—	20
8 SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	7	3
9 METROID II: RETURN OF SAMUS	Nintendo	6	50
10 GALAGA/GALAXIAN	Nintendo	—	4

SPAIN'S Top 5

1. KILLER INSTINCT
Nintendo
2. DONKEY KONG COUNTRY
Nintendo
3. BATMAN FOREVER
Acclaim
4. ILLUSION OF GAIA
Nintendo
5. HAGANE
Hudson Soft

Judging from their list of favorites, Spanish gamers are pretty much simpatico with their Stateside counterparts. The surprise is Madrid's mania for Hagane, Hudson Soft's ninja/cyborg superhero. Anyone for a bit of silicon stealth?



VIRTUAL BOY TOP 5

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 WARIO LAND	Nintendo	1	4
2 GALACTIC PINBALL	Nintendo	2	4
3 MARIO'S TENNIS	Nintendo	4	4
4 NESTER'S FUNKY BOWLING	Nintendo	NEW	1
5 RED ALARM	Nintendo	5	4

LETTERS, (CONTINUED..)

VIRTUAL CAMPER



Recently, I went on a : rather boring camping trip with the ol' family. Thank God I had my Virtual Boy. When things got really dull, I just found myself a comfy little place on the ground and took VB out of my backpack. Portable and 3-D. Gotta love it!

Gene Shevchuk
Matawan, NJ

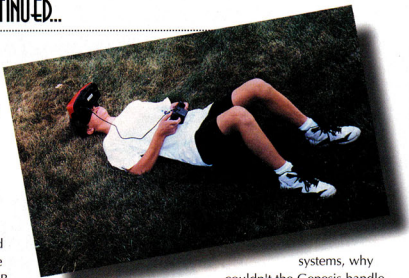
Too bad those mosquito bites aren't virtual too, eh, Gene?

Controller Query

I read your Sept. '95 issue (Volume 76) and you asked us readers how we like Virtual Boy. I think it has great image and all, but I hate the controller! It would've been better if it had one directional pad instead of two. But that's my only complaint. For the rest of it, it's great!

John Ha
Erial, NJ

We talked to Mr. Mantani, who designed the Virtual Boy controller. He listed three reasons for a second direc-



tional pad on the right instead of a set of buttons. 1) The left pad controls left-right and up-down movement, while the right pad controls back-and-forth movement. After all, this is a 3-D system! 2) When you're caught up in the heat of virtual play, it's easier to recognize a directional pad than a set of buttons. 3) The second directional pad provides greater control over very complex movements, such as a tank with treads and a swiveling turret. Games exploiting this capability haven't been developed yet, but Nintendo designers expect they will, and always like to give players the tools they'll need for maximum fun.

Made from the Best Stuff on Earth

If the Sega Genesis and the Super NES are both 16-bit

systems, why couldn't the Genesis handle a game like Donkey Kong Country or Killer Instinct? Aren't games for both systems made of the same stuff?

Evan Jacobs
Wyndmoor, PA

Sure, games for both systems are made of programming code, but the similarities end there. Richly rendered games wouldn't look quite as groovy on the Sega Genesis because that system only supports 64 different colors at once, while the Super NES supports 256 colors. Making things even tougher for Sega is the fact that Nintendo has an exclusive deal with Rare, the maker of DKC, DKC2 and Kl. You'll only see those games on Nintendo systems. Of course, if you really have a thing for hedgehogs, you know which system to get, right?

WRITE AWAY RIGHTAWAY!

We've recently made some changes in the look of Arena. What do you think of them?

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Lots of pre-recorded help:

Any Super Mario game for the Super NES or NES, including Yoshi's Island. Also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire II, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, and Super Punch-Out!!

Also:

News about hot new games, the NU 64 & other cool stuff.

This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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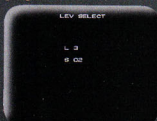
FOREVER

Holy Stage Select, Batman!

To skip ahead to any stage, press Left, Up, Left, Left, A, B and Y on the game start screen. Change the game type to "Normal," set the difficulty level and press Start. Choose your character as you normally do, then press Start to access the stage select screen. Press Up, Down, Left and Right on the Control Pad to choose the stage you want, then press Start. This code also allows you to use any gadget in the game (even if you haven't found the blueprints for it yet), though you still carry only four gadgets at a time.



If you input the code correctly, the screen will flash.



Use the Control Pad to change the stage numbers.

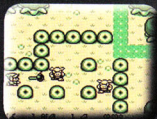


Explosive Arrows

Link is a perennial favorite among game players, and like a certain battery-operated bunny, he just keeps on going! This trick was only recently unearthed, and it utilizes two weapons you probably already have in your arsenal. Equip both the Arrows and the Bombs, then fire them simultaneously. Whammo! You've got Explosive Arrows! These will be perfect against a lot of the major enemies.



Equip both the Arrows and the Bombs.

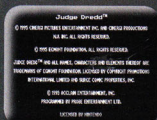


You can now deal a lot of damage from a distance!

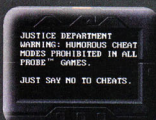


Correct Code

Here's the correct form of the stage select code we originally printed back in Volume 79. On the screen with copyright information, press Left, Up, X, Up, Right (not R) and Y. Ignore the message that appears and press A and Y together, then B and X together. Press Start to begin a new game. You can access the stage select screen at any time by pressing Select, and your life bar will refill slowly after every hit. Since we originally printed this code, we've also learned that if you pause the game while fighting a major foe, your life bar will automatically refill all the way!



You must input the entire code before the copyright information fades away.



Press A and Y, then B and X to activate the stage select and energy refill.



Use the Control Pad to select the stage you want to go to.



You get an energy boost, but you're not invulnerable!



Tough Tourney

To increase the difficulty of the "Hard" setting, press L, L, R, L, R and Select on the title screen. (L and R refer to the L and R Buttons, not Left and Right.) If done correctly, you'll hear a tone when you press Select. You'd better start practicing your serve and your backhand!

NESTER'S FUNKY BOWLING

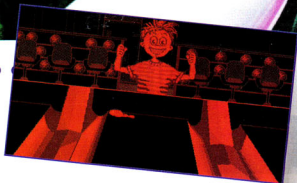
© 1996 Nintendo

Join Nester and his twin
sister, Hester,
for some frantic
fun at the virtual
bowling lanes!

NESTER FREAKS FOR FUNKY BOWLING

Long-time readers will remember Nester and his ongoing quest to star in his own video game. Partnered with his twin sister, Hester, Nester finally realizes his dream in *Nester's Funky Bowling* for the Virtual Boy. The spike-haired pair tear up the lanes in one-player and two-player alternating action. The bowling itself is incredibly realistic, while the twins' animated antics keep you entertained between frames.

The level of challenge is very high, and the game has that same "just-one-more-time" quality that made Tetris and Dr. Mario mega-hits. If you're one of those players who just has to beat the high score, then this Pak is for you!



SCORE

0-90
90-200
200-270
270-300

Beginner (Gutter Putter)
Intermediate (Pin Head)
Advanced (Alley Cat)
Pro (Lane Brain)

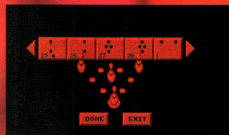
The Real Thing

Bowling is really physics turned into a game: Players must judge how a moving object will affect a group of stationary ones. Mass, speed and angle of attack all help determine which pins will fall when the ball hits them, and the game's programmers have done a fantastic job making the action of the ball and pins realistic. In Nester's Funky Bowling, just as in real bowling, you can "finesse" your throw to make the pins bounce, ricochet and roll around, knocking down other pins in turn.

MODES OF PLAY

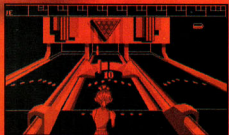
● ● PRACTICE

Choose from 28 different pin formations, ranging from a normal setup to difficult problems, like splits. You can keep working at a problem until you get it right!



● ● CHALLENGE

In this mode, the first ball of each frame is thrown by the computer, leaving you with a problem to solve. Get as many spares as you can to make the high score.



● ● BOWL

This is your standard game of bowling. Scoring is done by computer, so you don't even have to know the rules; just throw as many strikes and spares as you can!

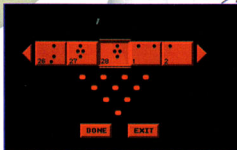


BIG OR SMALL, SOUTH PAW?

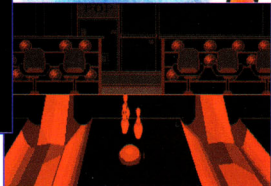
Besides having three play modes, the game lets you choose your character, ball size and whether you're left- or right-handed. It's great fun to experiment with these factors, just to see which ones will help you bowl that perfect, 300-point game!

Practice

There are four aspects of play control: choosing where you stand, setting the spin and speed of the ball (using two different meters), and moving left or right as you throw. The Practice mode lets you perfect these maneuvers as well as work on specific problems. By making adjustments each time you throw, you can see how the different factors affect how the pins fall.



Experiment with the play control to see what you can make the pins do.

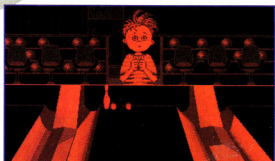
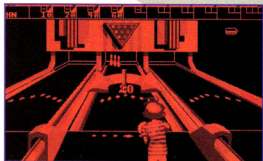


Challenge

This is the most challenging and possibly the most rewarding play mode. The computer will throw the first ball for each frame of a ten-frame game. The computer never gets a strike, leaving you to pick up the spare. The fun here is not in getting a perfect 300 score, but in solving all of the sticky problems the computer throws at you. Precise play control is crucial in this mode!

HEY! NO PROBLEM!

The pin formations are generated at random, and there are more variations here than what you'll find in the Practice mode. You'll probably be presented with a lot of splits, as these are the toughest problems in bowling. Luckily, there's no time limit on making your shot, so take your time.



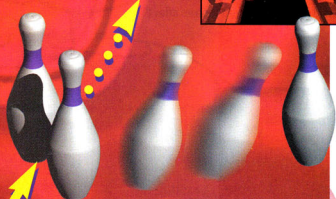
NOT SO SIMPLE

Some problems may look simple, but a slip of the spin or power meter can send your ball in the wrong direction or barreling down the lane too fast. In fact, if your

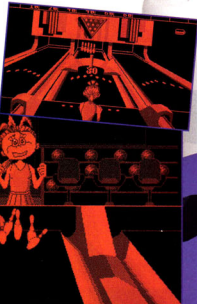
ball is going too fast, the force of its impact will flow along a straight line, rather than spreading out among the pins. Set your speed just below maximum for the best effect.

THE FUN SIDE OF PHYSICS

Splits are difficult, but not impossible, to turn into spares. The trick is judging where and how to hit one pin to knock it into another.



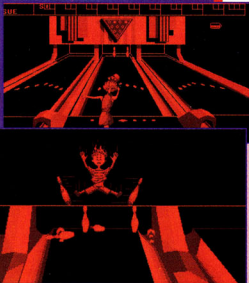
Hit the front pin on the left side to send it flying across the lane. You must approach from the left, but you can experiment with the spin control.



If the pins are arranged diagonally, don't throw the ball straight down the lane. Angle the ball along the line of the pins.

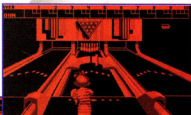
Bowl

This is your standard game of bowling, otherwise known as ten pin or turkey bowling. The object is to knock down all of the pins with one throw (a strike) or two throws (a spare) of the ball. You get ten chances (frames), and a series of ten strikes equals a "perfect" game of 300 points.

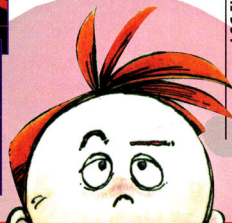


WHERE TO BEGIN

The most common beginner's mistake is to hit the pins straight up the middle. Chances are you'll cut a path straight through the pins, leaving some pins on the sides still standing. The best basic strategy is to stand slightly off to one side and curve the ball toward the other. As we mentioned before, keep your speed just below maximum.



Left-handers should stand to the left and right-handers to the right.



INCOMING!

Aim at the space right between the first and second pin. Try to make the pins fan outward from the ball, rather than fall back along the ball's path.

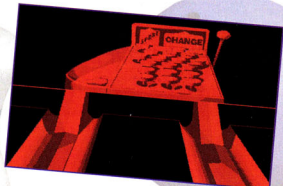


The idea is not to knock down all the pins with the ball itself, but to knock the pins against each other as they fall. It's the domino effect in action!

BUDDY, CAN YOU SPARE A SPLIT?

Unless you're a real lane brain, strikes may be few and far between at first. A good number of spares, though, can mean the difference between the thrill of victory and buying your buddies the next round of hot dogs. Keep working on any problem areas. It may take a while to perfect your technique ("that pin needs to go just a bit more to the left"), but with a few minor adjustments to

your game, you'll learn to tell which direction you should be going in.



NINTENDO POWER

PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

FEBRUARY 1996

ARDY LIGHTFOOT



**PASS
WORD**

CompanyTitus
Release DateJanuary 1996
Memory Size8 Megabits

What do you do when you find a piece of the rainbow?



If you're Ardy Lightfoot, you make a wish come true. Ardy and his round, Kirbyish pal, Pec, travel through 17 stages of the Prismland in this side-scrolling Super NES adventure from Titus, searching for seven

pieces of power. Their quest takes them through a vast range of areas including a mine, a ghost town, a monster's stomach, a pyramid, a pirate ship, and a series of castle areas. Ardy's moves include throwing Pec and making super jumps by using his own



tail as a pogo stick. He also stretches himself into an invisible, unhittable form to throw off enemies. The game doesn't do much of anything new, but it does many things well. Originally, the game was scheduled to come out last year, but it never made it. This month, Nintendo Power puts you on the path to end of the rainbow.



Nice graphics and good play control.



Not much innovation. Lots of repetition.

JACK BROS.



**PASS
WORD**

CompanyAtlus
Release DateNovember 1995
Memory Size8 Megabits

Race against time and terror in Atlus's first Virtual Boy adventure.

It's Halloween and the witching hour approaches for Jack Frost, Jack Lantern or Jack Skelton—three faerie creatures who can't be caught away from the underworld after midnight or they vanish in a flash of red LED vapor. Led by a Pixie through maze areas filled with enemies, the Jack of your choice has a chance to get home only if he beats the clock in each level, which may consist of three or four stages. Each stage has three or more keys Jack must collect and several enemies that must be dispatched. The final stage in each level contains a power-

ICON
KEY



1-PLAYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS

**PASS
WORD**

PASS-
WORD

SAVE

BATTERY-BACKED
MEMORY



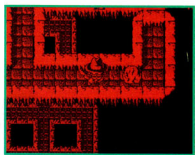
GAME
LINK



SUPER GAME BOY
ENHANCED

FX

SUPER
FX CHIP



ful guardian. If you defeat the guardian, you are awarded points and a password. Much of the play in Jack Bros. is classic maze stuff, but the game has a surprising adventure feel to it, as well, partially due to the overhead graphic perspective that is reminiscent of a Zelda game.

- Good graphics. The clock keeps things moving. More challenging than you might expect. Passwords.
- Poor text. Fairies on Halloween?

MECHWARRIOR 3050



PASS
WORD

CompanyActivision
Release DateNovember 1995
Memory Size12 Megabits

MechWarrior returns for an in-depth look into the future.

No, this isn't a rerun. MechWarrior may have been out for a few months, but we're stepping back into the future world of FASA to bring players a more strategic look at this game. Why? For one thing, it's tough.

Each mission consists of being dropped on a planet with one heavily armored combat mech unit. You choose your weapons, then stomp off to meet the enemy. Besides controlling the three weapons systems, mech pilots also control



movement of the mech and the pivoting upper turret section, so you can walk in one direction and shoot in a second direction. The missions play out in much the same way as the Strike games from Electronic Arts. On each world, you have multiple mission objectives. It's up to you to determine which targets should be your priority and which can wait. The two-



player option allows two pilots to control the mech. While one of you steers, the other pivots the turret and fires the weapons. This month's strategic review should help pilots penetrate enemy lines without overheating their mechs.



Cool theme. Good control. Password for saving progress.



Very tough at first. Sharp learning curve.

MEGA MAN X3



PASS
WORD

CompanyCapcom
Release DateJanuary 1996
Memory Size16 Megabits

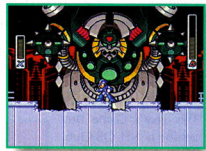
X marks the spot for mega maniacs.

Capcom stirs the pot one more time in order to dish out the third Super NES game in the Mega Man X series. The X games feature excellent graphics powered by Capcom's C1 chip in the Game Pak. Similar to Nintendo's FX chip, the C1 makes it



easier to produce special graphics effects such as large enemies and tons of sprites on the screen. In this game, Mega Man X finds himself battling the reploids one more time. In this side-scrolling adventure, he has the assistance of Zero, who

can be called upon at almost any time. The layout of the game follows the tried-and-true Mega Man formula. You fight through any of the eight levels in order to win the special weapon from the stage end guardian robot, then use that weapon in other areas. Mega Man X3 presses all the right buttons, but it won't surprise any Mega Man fan with innovation or originality. Power plunges into the mega fray this month.



Good graphics, play control and lots of action. Fun.



If you've played one Mega Man game.

NBA LIVE '96

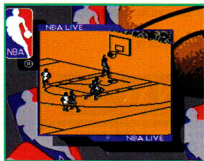


PASS
WORD

CompanyBlack Pearl
Release DateJanuary 1996
Memory Size4 Megabits

Play with the best in the NBA on the road, but maybe not in your house.

This EA Sports title appears on Game Boy and Super Game Boy thanks to Black Pearl. Virtually all of the options found in the excellent Super NES original can be found in the micro version. Those options include season or exhibition play,



point on the schedule. Although all the hoops and whistles will be found in NBA Live '96, game play itself doesn't live up to the standard set on the 16-bit system. The game animation tends to be slow. It's so slow on Super Game Boy (How slow is it?) that you could put down your controller, go downtown to a real NBA game, watch the game, get stuck in traffic coming home and have a good night's sleep all before you could complete one pass on this turtle. The speed and graphics improve if you play on an actual Game Boy, making this one of the rare games that is easier to play on the hand held system than on Super Game Boy. NBA Live '96 is definitely one for the road. This month, Nintendo Power goes on a road trip to test this mini bad boy of b-ball.



Lots of options. NBA logos and players.



The Super Game Boy option performs poorly.

NFL QUARTERBACK CLUB '96

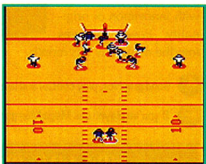


PASS
WORD

CompanyAmerican Sammy
Release DateDecember 1995
Memory Size2 Megabits

Zounds! Where did the Quarterback Club go?

This year's Game Boy version of NFL QB Club, like its Super NES brother, has the regular football options but no special QB skill events. The Super NES game made up for that lack with a cool scenario mode and improved overall game play and graphics.



Unfortunately, the scenario mode and other enhancements didn't find their way to this Game Boy version. Players may play preseason, season, or playoff games with any of the 30 NFL teams using realistic play books for selecting plays. The Madden-like interface will be familiar to most sports fans, mak-

trades, offensive and defensive plays that you can select, three levels of challenge, substitutions, auto-switching, custom rules and more. You can even simulate games instantly in the season mode so you can play a season from any

ing the game easy to pick up and play.



Easy to learn. New teams.



No QB club skill events. No Super Game Boy enhancements. Poor sound.

NESTER'S FUNKY BOWLING



CompanyNintendo
Release DateFebruary 1996
Memory Size16 Megabits

Nester finally sneaks into a real video game, and it's a bowl.

One of America's favorite games has surprisingly few video game counterparts, but that may change now that Nester's Funky Bowling for Virtual Boy is here. The one-time quipster from the pages of Nintendo Power has found his dream world, a world in which he is the focus of everyone's attention. Nester bowls in three modes: a regular bowling game, a practice session, and a challenge mode. Two-players can take alternating turns in any of the modes. The physics of the movement of the ball and pins is very realistic. Some great animations rub it in when you miss a spare.



Some great animations rub it in when you miss a spare.

If you're seeing red, then it must be working. Don't miss this month's review.



Very solid bowling action. Fun challenge and practice modes.



Alternating play on Virtual Boy is awkward.

PGA EUROPEAN TOUR



SAVE

CompanyBlack Pearl
Release DateFebruary 1996
Memory Size8 Megabits

Challenge Europe's finest golf courses and tour pros.

Five of the best golf courses in the world make up the Super NES tour for the latest of the EA Sports PGA golf series. Black Pearl used the SA-1 chip in the Game Pak for added graphic realism, just as in PGA Tour '96. Duffers who sink this game into their Super. NES will find themselves on the links with professional golfers, challenging them stroke for stroke in

ICON
KEY



1-PLAYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS

PASS
WORD

PASS-
WORD

SAVE

BATTERY-BACKED
MEMORY



GAME
LINK



SUPER GAME BOY
ENHANCED



SUPER
FX CHIP

nects as you want. After that, there are two monthly plans: all you can stomach for \$9.95, and the limited connect for \$4.95, which includes 50 connects with anything over that costing an extra 15 cents each. You can also restrict your connections to local numbers so that you don't run up long distance charges. It's totally up to you. Even if you do play long distance, you can sign up with XBAND Nationwide, which lets you connect for \$3.95 per hour any time of day thanks to a deal XBAND



struck with MCI. More confusion exists about how the system works, but it's really very simple. The following games are supported on the Super NES XBAND at this time: MK 2, NHL '95, NBA Jam T.E., Super

Street Fighter II, Madden '95, Madden '96, Weaponlord, Ken Griffey Jr. Presents Major League Baseball, Killer Instinct and Doom. MK 3 and NHL '96 may be ready by the time you read this and Super Mario Kart is just around the corner. All you need to play is the game, the modem and a phone. You plug the modem into your Super NES and the game into the modem. The modem line is plugged into the phone line. After that, you just fire up the Super NES and the modem automatically connects you to the XBAND network. You play against friends or unknown gamers, write messages, receive e-mail, join in contests and leagues and play at any time. There are enough XBANDers already that you seldom have to wait for a partner.



Two-player competition at any time with some of the best games ever.



Easy to get hooked, but local play option helps.

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
G	P	C	T				
ARDY LIGHTFOOT	3.4	3.4	3.5	3.5		K-A	ACTION
JACK BROS.	3.3	3.3	3.3	3.3		K-A	ACTION
MECH WARRIOR 3050	3.5	3.2	3.4	3.4		K-A	ACTION
MEGA MAN X3	3.4	3.6	3.5	3.2	☆☆☆☆	K-A	ACTION
NBA LIVE '96	2.4	2.4	2.4	2.8		K-A	BASKETBALL
NESTER'S FUNKY BOWLING	3.3	3.3	3.3	3.5	☆*☆	K-A	BOWLING
NFL QUARTERBACK CLUB '96	2.2	3.0	2.6	2.7		K-A	FOOTBALL
PGA EUROPEAN TOUR	2.8	3.0	2.9	3.1	☆	K-A	GOLF
PREHISTORIK MAN	3.8	3.5	3.8	3.6	☆*☆☆	K-A	ACTION
SINK OR SWIM	3.3	3.1	3.0	3.1		K-A	PUZZLE
THE SYNDICATE	2.9	2.5	3.4	3.5		K-A	ACTION
TOY STORY	4.1	3.1	3.6	3.5	☆	K-A	ACTION

POWER METER

The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY



---SUPER NES



---GAME BOY



---VIRTUAL BOY

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

- ★ **Henry**
Fighting, Action, Sports
- ★ **Dan**
Action, Adventures, Puzzles
- ★ **Terry**
RPGs, Simulations, Sports

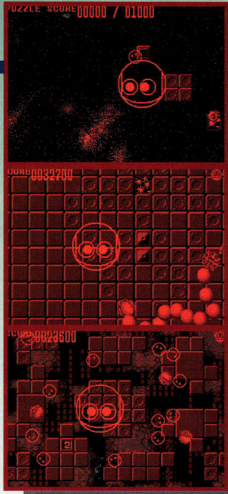
IDSA Ratings

These Independent 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.

BOUND HIGH

We played Bound High in Japan at the last Shoshinkai, and, although no exact date has been decided at this time, the game is coming to the United States later this year. Virtual Boy players may be surprised by both the simplicity and the fun of Bound High as they control a bounding sphere that knocks enemies off when it bounces on them. The trick is to stay on the play field, which is suspended high above the earth. Some blocks vanish if you bounce off them, and other blocks may reveal hidden puzzles, items or other objects. The variety of playfields also presents a challenge. Sometimes, you'll find

large areas for easy bouncing. But other stages may have small, scattered blocks that require precision. Adding to the difficulty is the rebound angle when you hit a moving enemy. You don't necessarily bounce straight up in the air. Three modes of play—Quest, Puzzle and Random—offer enough challenge to keep players face-in for a long time, and a password lets you start from where you left off.



NEWS SOURCE Extra

DEVELOPER — Japan System Supply
SYSTEM — Virtual Boy
MEMORY — 8 Megabits
PLAY — Three modes and password

WAYNE GRETZKY HOCKEY

**NU 64
 BREAKING
 NEWS**

Nintendo of America and Time Warner Interactive announced the forthcoming release of a new Dream Team exclusive title for the Nintendo Ultra 64. Wayne Gretzky Hockey for the NU 64 will feature the Great One himself. Time Warner Interactive



sources say that Wayne will work actively with the game's design

team. The first hockey game for the NU 64 will feature fully rendered, textured, 3-D players. An intelligent camera will select the ideal angle view as the action moves around the rink. The early design specs call for a four-on-four format that includes

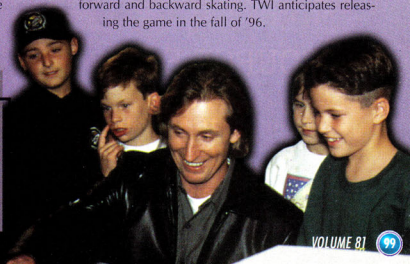
goalies. The game will also include the NHLPA license and all the names of NHL stars, with their statistics and likenesses. The hockey moves include an impressive

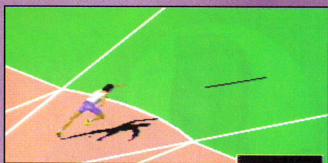


library of animation for checking, penalty moves, face-offs, and forward and backward skating. TWI anticipates releasing the game in the fall of '96.

NEWS SOURCE Extra

DEVELOPER — Time Warner Interactive
SYSTEM — NU 64
PLAY — 4-on 4— arcade hockey
COMMENT — Coin-op version releases in summer





cial games in Atlanta, and will include most of the same events from track & field, swimming and specialty events such as weight lifting. Pak Watch will bring you the first play review of both 1996 Olympic Sports games very soon.

NINTENDO 64 CONFERENCE

At Shoshinkai last November, Mr. Yamauchi of Nintendo Co. Ltd. announced that there would be a developers conference in Kyoto in December. At that conference, Japanese third-party publishers learned first-hand about the technical specifications for the new Nintendo 64 from the developer of the system, Mr. Takeda of NCL and several representatives from Silicon Graphics Inc. Among those companies that were represented at the conference were top Japanese video game publishers, including Enix and Capcom. News Pak has also learned from an inside source at Namco that the arcade powerhouse is hoping to develop games for the new 64-bit system.

Some of the topics discussed at the conference included the number of titles in development and the steps that third party publishers would have to take in order to make

Nintendo 64 games. Mr.

Takeda estimated that Nintendo Company Ltd. would publish

14 or 15 Nintendo 64 titles per year. There

will be no limit on the number of third party games, but hopeful publishers must demonstrate how their games will take advantage of the Nintendo 64's advanced graphics and play control systems.

NCL hopes to insure an extremely high standard for the games that appear on the new system. In addition, games that appear first on arcade systems will have to include unique elements for the Nintendo 64. Further mention was made with regard to the 64DD, the disk drive system for the Nintendo 64. It was announced that the 64 megabyte magnetic RAM disk drive unit will fit beneath the Nintendo 64 console in a stacked formation.



RELEASE FORECAST



BASS MASTER II
COLLEGE SLAM
GARGOYLES
KEN GRIFFEY JR.'S WINNING RUN
LOBO
THE LOST VIKINGS II
MAUI MALLARD
MOHAWK & HEADPHONE JACK
1996 OLYMPIC SPORTS
PINOCCHIO
POCAHONTAS
ROAD RASH
SUPER MARIO RPG

SPRING '96
WINTER '96
WINTER '96
SPRING '96
WINTER '96
FALL '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96



BOUND HIGH
3-D TETRIS
VIRTUAL FISHING

UNDECIDED
WINTER '96
WINTER '96



NHL '96
POCAHONTAS
THE SMURFS
TOY STORY
1996 OLYMPIC SPORTS

WINTER '96
WINTER '96
WINTER '96
WINTER '96
SPRING '96

Coming Next Issue.....

Volume 82, March 1995

CUTTHROAT ISLAND



Ahoy, Mateys! Set sail in March with Morgan Adams and her captive crew as they escape from Jamaica and search for the mysterious treasure of Cutthroat Island.

College Slam



Get ready to bang the boards in another hoop fest from Acclaim. Next month we'll go one-on-one with more than 40 teams from coast to coast in College Slam.

3D Tetris

What happens when Tetris meets Virtual Boy? Tetrads go 3-D and players face a whole new dimension of challenge, that's what. See for yourself next month!



SUPER MARIO RPG

Go behind the scenes next month for more of Super Mario RPG, the ground-breaking new project from Nintendo and Square Soft. Check out early stages of the game. See how the battle mode works. And meet new characters—including Yoshi's alter-ego!



GAME LIST

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobics Superstars
4. AquaHunt: Four Monsters
5. Animaniacs
6. AquaLung
7. Bass Masters Classic
8. Bassin's Black Boss with Hank Parker
9. Bear Hunt/Hockey '95
10. Big Sky Trooper
11. Blackthorne
12. Boogerman
13. Breath of Fire II
14. Brett Hull/Hockey '95
15. Brutal Paws of Fury
16. Bust A Move
17. Castles of Dracula X
18. Chrono Trigger
19. Civilization
20. Cutthroat Island
21. Demon's Crest
22. Donkey Kong Country
23. Donkey Kong Country 2: Diddy's Kong Quest
24. Doom
25. Dragon: The Bruce Lee Story
26. Dragon View
27. Dragon Warrior VI
28. Drop Zone
29. EarthBound
30. Earthworm Jim
31. Earthworm Jim 2
32. Emmett Smith Football
33. Fatal Fury Special
34. FIFA International Soccer
35. FIFA International Soccer '96
36. Final Fantasy II
37. Final Fantasy III
38. Frank Thomas Big Hurt Baseball
39. Ganymede
40. Godzilla: Destroy All Monsters
41. Home Improvement
42. Hudson of Gaea
43. Indiana Jones' Greatest Adventures
44. Judge Dredd
45. Jungle Strike
46. Jurassic Park 2
47. Justice League Task Force
48. Ken Griffey Jr. Presents MLB
49. Killer Instinct
50. King Arthur & The Knights of Justice
51. The Legend of Zelda A Link to the Past
52. Lemmings 2
53. The Lion King
54. Looney Tunes B-ball
55. Madden NFL '95
56. Mega Man X2
57. Mark Davis: The Fishing Master
58. The Mask
59. Mechwarrior 3050
60. Mega Man X
61. Mega Man X2
62. Metal Warriors
63. Mickey Mouse
64. Mighty & Magic II: Isles of Terra
65. Mighty Morphin Power Rangers: The Movie
66. Mortal Kombat II
67. Mortal Kombat II
68. Mortal Kombat II
69. Mortal Kombat II
70. NBA Jam '96
71. NBA Jam: Tournament Edition
72. NBA Live '95
73. NBA Live '96
74. NFL Quarterback Club '96
75. NHL '95
76. NHL '96
77. NHL Stanley Cup
78. Ninja Gaiden Trilogy
79. Noddy
80. Ogre Battle
81. PGA European Tour
82. The Phantom 2040
83. Pinball: The Mayan Adventure
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121. Super Street Fighter II
122. Sweet Kate
123. Syndicate
124. Tectonic Secret of the Stars
125. Tecmo Super Bowl II: Final Edition
126. Tetris & Dr. Mario
127. Tiny Toon Wacky Sports
128. Top Gear 3000
129. Toy Story
130. True Lies
131. Ucharterd Waters New Horizons
132. Ucharterd Waters New Horizons
133. Urban Strike
134. War 240
135. Waterworld
136. Wild C.A.T.s
137. Wayne Gretzky and the NHLPA
138. Whiplash
139. Whiplash
140. Wild C.A.T.s
141. Wolverine
142. WWF Raw
143. WWF Wrestlemania: The Arcade Game
144. X-Men: Mutant Apocalypse
145. X-Men: Mutant Apocalypse
146. Aladdin
147. Alien Games
148. Asteroids
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