

The only inside source for all Nintendo games



# NINTENDO POWER

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**NEWS FLASH**  
**N NINTENDO 64**

8-Page Power Preview!

**SUPER**  
**Mario RPG:**  
Legend of the Seven Stars



MARCH VOLUME 82  
US \$4.95 / CANADA \$5.95



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**IN-DEPTH**

- ♦ College Slam
- ♦ Cutthroat Island
- ♦ Virtual Boy
- 3-D Tetris



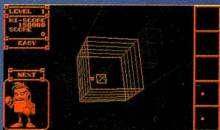
**VOTE HERE!**  
**'95 POWER**  
**AWARDS**

## COLLEGE SLAM



Arriving just in time for the NCAA championships, Acclaim slam dunks another b-ball blockbuster into your Super NES. College Slam features 40 top-ranked college and 8 kickin' fraternity teams in two-on-two, NBA Jam-style game play. You can have your own Final Four right in your living room!

## 3-D TETRIS



Tetrads go 3-D in a new Virtual Boy puzzler destined to take the classic challenge to a new level. See how the pieces fall beginning on page 44.

## NP AWARDS



Sound off!! It's time to cast your votes in the annual Nintendo Power Awards. We've added new categories to this year's poll, so you can voice your opinions on everything from the best game of '95 to the most annoying feature included in a game from last year. Cast your vote, and enter to win prizes!

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# POWER CHARTS

Readers voting in the Player's Poll send Super Mario RPG soaring up the Most Wanted list this month. Eager to find out about the plucky plumber's all-new adventures? Check out the big review in this month's issue. Then send us your personal Most Wanted list while casting your vote in the 1995 Power Awards Contest which starts on page 92.



## SUPER NES TOP 20

GAME	COMPANY	LAST MONTH	MOVING ON CHART
1 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	5
2 KILLER INSTINCT	Nintendo	4	9
3 CHRONO TRIGGER	Square Soft	5	8
4 SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	2	5
5 THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	50
6 DONKEY KONG COUNTRY	Nintendo	3	17
7 FINAL FANTASY III	Square Soft	8	15
8 SECRET OF EVERMORE	Square Soft	11	6
9 EARTHWORM JIM 2	Playmates	9	5
10 SUPER METROID	Nintendo	10	23
11 EARTHBOUND	Nintendo	19	9
12 DOOM	Williams	-	7
13 FINAL FANTASY II	Square Soft	-	41
14 BREATH OF FIRE II	Capcom	NEW	1
15 SIMCITY	Nintendo	-	22
16 KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	17	23
17 OGRE BATTLE	Enix	-	5
18 SUPER MARIO KART	Nintendo	14	35
19 MEGA MAN 7	Capcom	-	2
20 SECRET OF MANA	Square Soft	20	15

## MOST WANTED

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. SUPER MARIO RPG
4. CRUIS'N USA (NU 64)
5. DOOM (NU 64)
6. VIRTUAL BOY
7. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
8. DONKEY KONG COUNTRY
9. MEGA MAN X3
10. CHRONO TRIGGER



## GAME BOY TOP 10

GAME	COMPANY	LAST MONTH	MOVING ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	2	35
2 DR. MARIO	Nintendo	-	39
3 METROID II: RETURN OF SAMUS	Nintendo	9	51
4 WARIO LAND: SUPER MARIO LAND 3	Nintendo	6	20
5 TETRIS	Nintendo	3	41
6 DONKEY KONG LAND	Nintendo	1	14
7 SUPER MARIO LAND 2: 5 GOLDEN COINS	Nintendo	8	41
8 KILLER INSTINCT	Nintendo	4	4
9 KIRBY'S DREAM LAND 2	Nintendo	-	7
10 MORTAL KOMBAT 3	Williams	5	3

## TOP 5 SIMS

Here are the top five simulations, as voted by Nintendo Power readers. Sims continue to attract a fervent following, with groups of devotees playing a single game over days or weeks. Check out this month's Epic Center for exclusive strategy tips on Koei's latest sim, P.T.D. II.

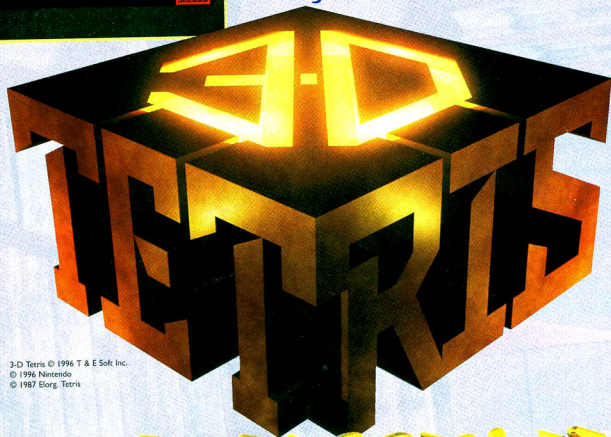
1. SIMCITY (NINTENDO)
2. CIVILIZATION (KOEI)
3. AEROBIZ SUPERSONIC (KOEI)
4. (TIE) UNCHARTED WATERS  
NEW HORIZONS (KOEI)  
ROMANCE OF THE  
THREE KINGDOMS IV:  
WALL OF FIRE (KOEI)



## VIRTUAL BOY TOP 5

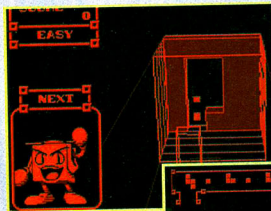
GAME	COMPANY	LAST MONTH	MOVING ON CHART
1 WARIO LAND	Nintendo	1	5
2 GALACTIC PINBALL	Nintendo	2	5
3 MARIO CLASH	Nintendo	-	3
4 MARIO'S TENNIS	Nintendo	3	5
5 RED ALARM	Nintendo	5	5

Since its Moscow release in 1985, Tetris has swept across boundaries and created unsurpassed international puzzle hysteria. But the original game of falling blocks and all its sequels were just training exercises for T & E Soft's...

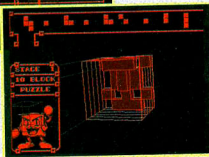


3-D Tetris © 1996 T & E Soft Inc.  
© 1996 Nintendo  
© 1987 Elorg, Tetris

# TURN IT! SPIN IT!

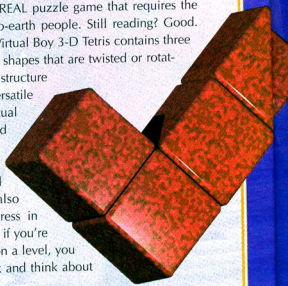


Pick the 3-D game you want to play. Drop the blocks for a high score in 3-D Tetris mode, or convert the tetrads at the top of the screen into the formula-one race car at the bottom of the well in Puzzle mode.



T & E Soft's new title isn't Tetris as you know it. It isn't a puzzle game for button-munching sissies. This is a REAL puzzle game that requires the REAL brain cells of REAL, down-to-earth people. Still reading? Good. Then you have found your game. Virtual Boy 3-D Tetris contains three different puzzle games using block shapes that are twisted or rotated into a stack within a wire-frame structure called the "well." The game is so versatile that it uses every button on the Virtual Boy controller. A battery-backed

save option not only saves both high scores and names, but also saves your progress in Puzzle mode, so if you're really stumped on a level, you can take a break and think about your next move.





# DOWN THE WELL

In all three games, the 3-D action revolves around dropping block shapes, known as tetrads, in an orderly fashion onto the floor of a well. An empty well has five layers, or floors. A handy radar display on the right side of the screen shows players the contents of every floor from the bottom up. Stacking blocks sounds easy in theory, but things quickly become complicated.

## Get a new perspective!

As the games progress in levels, the tetrads begin to fall faster and faster, which means players have to keep a close eye on the action. One of the best ways to do this is with the rotating perspective. As the gamers place blocks, the well rotates on its base, letting players see all the action from every angle. If you decide that you don't like the rotating perspective (or you want to make things tough on yourself), you can switch it off with a tap of a button.

Five floors might seem like a lot of room to maneuver in, but if you mess up and fill the well incorrectly, you'll lose room to play one layer at a time.

## FIND A PERFECT FIT

If you've played any previous Tetris game, you remember that all you had to worry about was which way to spin and drop your block. These tetrads rotate, and you have to think about your game strategy in a whole new way.

Depending on the shape of the tetrad, a single block might have six different positions, and one of them might be a perfect fit.

## Tumbling Tetrads

The original Tetris game had seven tetrad shapes, but all three modes of Tetris 3-D contain new shapes never before encountered in tight situations. Capitalize on the game's third dimension by rotating and flipping each piece as it tumbles down the well. Remember to think in three dimensions. The easy levels of every game start with basic tetrads, blocks with no corners, zigs or zags. The pieces become more complex as you progress through the levels and plunge down the well faster than a truckload of cinder blocks.

LEVEL  
HI-SCORE  
SCORE  
EASY



# CENTER FILL

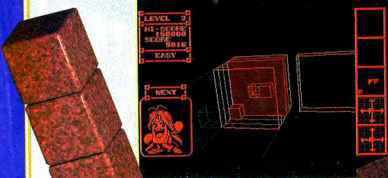
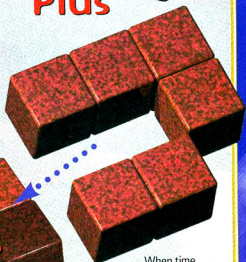
The object of the Center Fill game is to drop tetrads symmetrically around the center square of each well layer, and after the floor is nearly complete, to drop a block into the center square. When the tetrad hits the center hole of a complete layer, the floor is cleared and points are scored. Blocks dropped in the center of an incomplete layer are vaporized.

## Middle Square Mania

Center Fill mode has three styles of play. Type A allows players to complete as many levels as possible for a high score. Type B is similar, but the lowest well floor contains random obstacle blocks. Clear it, the third Center Fill game, has individual stages made up of ten floors per stage. In all three games, players can pick and choose their blocks, vaporizing unwanted tetrads on the center square.



Plus



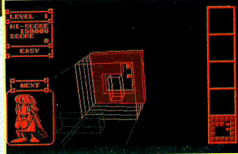
750pts

When time allows, examine each block and determine where it can fit to score maximum points. The secret to success is leaving no tetrad unturned.

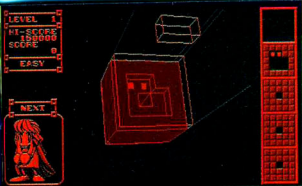
18,000pts!

## The More Points the Better

As the Center Fill game progresses, complex tetrads begin to fall faster than raindrops in a thunder storm. The trick to nailing a high score is to clear your blocks perfectly at the beginning of the game and then to try to hang on as the levels progress. Thankfully, 3-D Tetris has a user-friendly button configuration that is easy to master. Spinning and rotating tetrads become second nature, letting you immerse yourself in a virtual world of tumbling blocks.





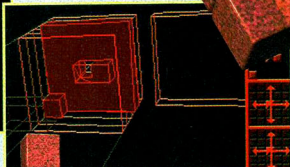
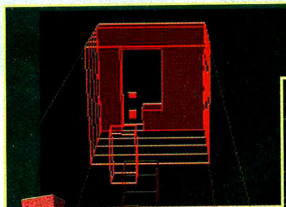


# 3-D TETRIS

Virtual Boy 3-D Tetris is just like the original Tetris game, but you must place the pieces in a three dimensional environment. Each time you fill a floor of the well, the blocks are cleared and you score a brick load of points. Clear all five floors at once to add 10,000 points to your score. If you fill the well, the floor will begin to collapse layer by layer.

## Outside in

If you're looking for a new high score, try layering blocks along the perimeter of the well, keeping a space open at the center. When the layers are four deep, place a long tetrad (the same shape you used to score a tetris in the two-dimensional game) in the hole you left in the center and clear all the floors at once. This strategy is easier to explain than it is to master, but if you keep your floors flat and the outer perimeters full, you'll see higher scores every time.



Turn and rotate each block until you have left a hole in the floor that is several layers deep. Drop a long tetrad in the hole and clear several layers at once.

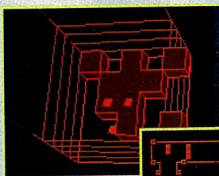
## Mere Child's Play?

Stacking blocks might seem like a basic skill, but if you've ever played a Tetris game, you already know that the action gets fast, furious and highly addictive as the levels progress. In past Tetris games, you raced to build a seamless wall with an assortment of blocks. Now you're building perfect cubes in a tight well, which requires a new dimension of thinking. You need to consider height, width and depth. Of course, if you were one of those unfortunate kids who had their Game Boys stolen by their Tetris-mad parents, you might want to hide your Virtual Boy system under your bed and remind them who they bought it for.

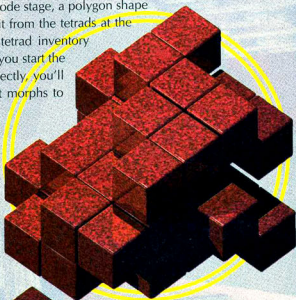
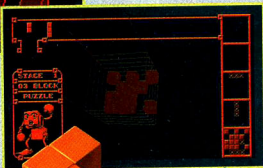
# PUZZLE MODE

Puzzle mode is undoubtedly the toughest and most innovative game in 3-D Tetris, and once you figure it out, you'll be back for more. The object of the game is to reproduce a shape with a limited inventory of tetrads. Like the first Tetris game, the premise is easy to learn but tough to master, and you'll find this game only in a 3-D environment.

## If You Build It, It Will Run



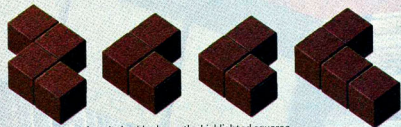
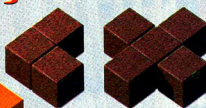
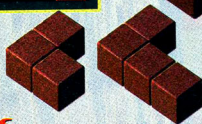
What is it? Complete the puzzle layer by layer. Part of the fun of Puzzle Mode is discovering what you made. You'll get the answer when you successfully complete the puzzle.



**STEP 3**  
Top It Off

**STEP 2**  
Build Middle Layer

**STEP 1**  
Lay a Foundation



There are a few blocks remaining in your inventory. Rotate them into position and complete your puzzle. If the blocks don't fit, try to figure out where you messed up.

With few exceptions, all the block puzzles through Stage 14 can be successfully completed by building a layer at a time. Building layer by layer makes the game easier.

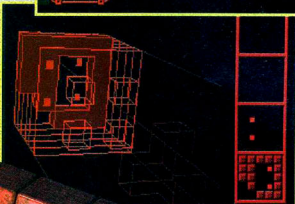
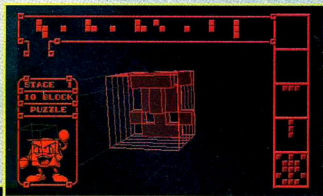
Line up your foundation blocks on the highlighted squares on the well floor. Keep in mind that if a block lands out of place, you will have to start the stage over.



## Improvise!

Sometimes you will need a certain tetrad to complete your puzzle, but your inventory won't have the piece you need. One trick is to improvise.

You can build the shape you need by combining two or more tetrads. If you still can't find a solution, try flipping and spinning the pieces a new perspective may solve your dilemma.

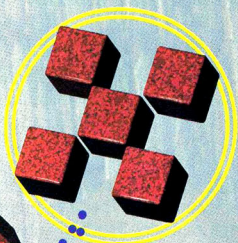
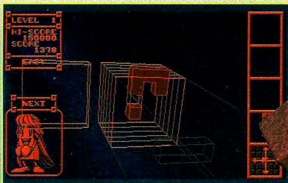
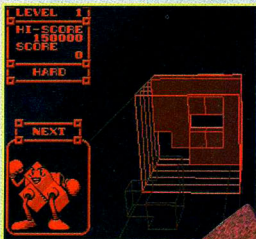


This four-square tetrad is a tough fit, but if you spin it 90 degrees, it will land as two double-block tetrads. Improvisation is a critical skill for progressing in VB Tetris.

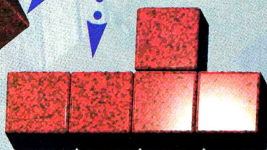
OR

## Flip It As It Falls!

Even if a tetrad looks impossibly out of place, try rotating the piece several times and looking at it from every perspective. You might find a solution to your problem from a different angle. Remember that some blocks break apart as they make contact with the stack, allowing you to move the tetrad fragments to new locations.



OR



# CLASSIFIED INFORMATION

0428 6211 4342 0680

MEMBER IDENTIFICATION #



## Secret Option Menu

If the undersea life is getting you down, use this code to access a secret debug menu that will let you increase your weapons and equipment reserves to a maximum of 99 pieces each and your money to a bank-breaking \$600,000! On the main bridge screen, press L, R, B, A, Left, Right, X, Y, Up and Down to make the debug menu appear. Use the control pad to highlight the weapon or item you'd like to increase and press A. You'll have more torpedoes and Stingers than you'll know what to do with!



Press the Select Button to go to the main bridge, then enter the code.



You can access the debug menu anytime during your game by repeating the code.

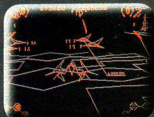


## The Little People

This trick won't help you win the game, but it's fun to do, anyway. Play through the first stage until you come to the room with the small figures running around. Destroy the enemies, then stop and turn back towards the entrance of the room. Fly slowly along the wall to your right and shoot the lower right corner of the wall near the door. A little house will appear, complete with stick people and furniture!



Start your game as you normally would. This trick works at any difficulty level.



Clear this chamber of enemies, then turn around and go back the way you came.



Shoot the wall to the right of and down from the door.



Voila! A virtual couple will set up housekeeping!



## Lemmings Subtitles

This is another trick that's just for fun. On the title screen, place the cursor on the dot just above the "i" in "Lemmings" and press B. A word balloon saying, "Hi!" will appear. Now whenever your Lemmings say something, little word balloons will pop up!





Use the cursor and the B Button to dot the "i."



Now you'll have subtitles, in case you're hard of hearing!



full of blue M&M's. Be sure to wallow in our Power review this month.

-  Nice, big, character graphics. Good use of Super Game Boy enhancements.
-  Not too challenging.

## 3-D TETRIS



Company.....Nintendo  
Release Date.....February 1996  
Memory Size.....8 Megabits

### The most popular computer puzzle game in history enters a new dimension.

Tetris enters a new era on Virtual Boy in the form of 3-D Tetris from Nintendo. Instead of the flat tetrads filling in a vertical column,










players now find full, 3-D blocks that must be stacked to fill a level, the original Tetris, once you fill a level, the blocks disappear and you score

points. If you fill multiple levels at once, you'll score even more points. Although you won't find a two-player mode in 3-D Tetris, you will be able to play three variation modes. The Normal 3-D Tetris game can be played at 10 levels and three levels of difficulty. The Puzzle mode begins by showing you a shape constructed of tetrads, then it's



up to you to recreate from memory that same shape using selected tetrad blocks. The third mode is called Center Fill. When you create a symmetrical shape surrounding the hole and place a tetrad in the hole, you clear the level and score points. Option settings allow players to adjust the field of depth or move the camera angle during the game. Power presents a stack of strategies in this month's review.

-  Automatically saves Puzzle mode and all high scores. Can adjust settings. Very challenging.
-  Players won't find it easy to spend the hours they spent on the original Tetris.

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSa RATING	GAME TYPE
G	P	C	T				
 3-D TETRIS	3.0	3.5	3.5	3.6	☆☆	K-A	PUZZLE
 CUTTHROAT ISLAND	3.0	3.3	3.0	3.1		K-A	ACTION
 CUTTHROAT ISLAND	3.1	3.0	2.8	3.0		K-A	ACTION
 NHL '96	3.3	3.5	3.2	3.2	☆	K-A	HOCKEY
 THE SMURFS	3.5	3.0	3.0	3.0	☆	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.

# virtual BOY NOW PLAYING RECAP

Virtual Boy burst onto the scene last August with some amazing graphic capabilities and a disappointingly small library of titles. Now, a dozen titles have been released, and the games range from sports titles such as Golf and Virtual League Baseball to full adventures such as Wario Land. This month, Power recaps all Virtual Boy titles released to date.

## GALACTIC PINBALL

Nintendo, August 1995, 8 Megabits  
Power Meter .....G 3.1 P 3.9 C 3.5 T 3.3

Although the ball is a puck in this pinball game, Galactic Pinball captures the excitement of real, arcade pinball with its laser-like 3-D action. The four games feature space themes. In each game, players begin with three pucks and the goal is to keep them in play forever, or at least until the Virtual Boy tells you to take a rest.



## GOLF

Nintendo, November 1995, 16 Megabits  
Power Meter .....G 4.0 P 3.2 C 3.8 T 3.8

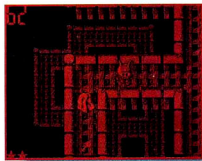


Golf for Virtual Boy comes to Nintendo by way of T&E Soft, a Japanese company known for outstanding golf simulations on the Super NES such as True Golf Classics: Pebble Beach. The new golf interface and engine for Virtual Boy will delight duffers with its realism. Golf turns out to be the most realistic of the first sports titles for Virtual Boy. You actually feel as if you can judge distances in this game. If

there's a weakness to Golf, it's that there is only a single 18 hole golf course. Even so, there's enough challenge and variety of terrain on those 18 holes to keep golfers buried in this game for a long time to come.

## JACK BROS.

Atlus, November 1995, 8 Megabits  
Power Meter .....G 3.3 P 3.3 C 3.3 T 3.3



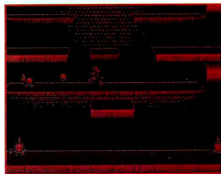
It's Halloween and the witching hour draws nigh for Jack Frost, Jack Lantern and Jack Skelton—three goblins who must scamper home by the stroke of midnight. The Jack of your choice will reach home only if he beats

the clock in each level, and each level may consist of three or four stages. Stages contain three or more keys for Jack to collect and several enemies to dispatch. The final stage in each level holds a guardian.

## MARIO CLASH

Nintendo, November 1995, 8 Megabits  
Power Meter .....G 3.0 P 3.4 C 2.7 T 3.0

Mario Clash borrows heavily from the early Mario Bros. arcade game in which Mario hops between three levels while avoiding koopas and other enemies. Mario Clash adds a layer of depth by creating a second layer to the play field and several pipes for passing to and from the front and back areas. Although Mario

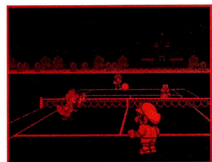




Clash plays much like a platform game, it doesn't have much of a feeling of adventure.

## MARIO'S TENNIS

**Nintendo, August 1995, 4 Megabits**  
**Power Meter .....G 3.2 P 3.6 C 3.4 T 3.4**



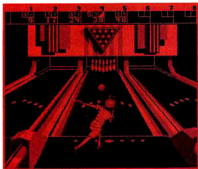
The original pack-in game for Virtual Boy packs a lot of fun into its small, four megabit memory. Although the basic tennis game seems fairly simple, the presence of eight characters, each with different skill rankings,

adds to the strategy factor. You can play singles or doubles as a one-player game in either Single Match or Tournament Mode with Mario, Luigi, Princess Toadstool, Yoshi, Koopa, Toad and Donkey Kong Jr. The characters may be funky, but the game requires sound tennis strategies such as mixing shots, lobbing and serving aces. The AI in the doubles match may not be as much fun as having a real partner, but it's not bad. The greatest strength of the game is that it is easy to learn and fun to play.

## NESTER'S FUNKY BOWLING

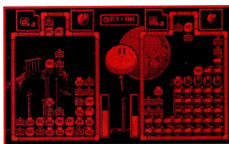
**Nintendo, February 1996, 16 Megabits**  
**Power Meter .....G 3.3 P 3.3 C 3.3 T 3.5**

Nester, the obnoxious gamer of Nintendo Power fame, finally got his fondest wish by appearing in a video game. Besides Nester's cinematic antics, the bowling mechanics work like a dream, and for anyone who has ever puzzled over a bowling scorecard, all the scoring in Funky Bowling is automatic. Players can try their hand in any of three game modes, including a regular bowling game, a practice session, and a challenge mode in which you must pick up spares by taking out some of the nastiest splits you've ever seen. Two-players can take alternating turns in any of the modes.



## PANIC BOMBER

**Nintendo, December 1995, 4 Megabits**  
**Power Meter .....G 3.3 P 3.6 C 3.6 T 3.1**



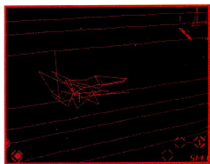
Don't confuse this title with Bomberman VB, which hasn't been released in the U.S. Panic Bomber, although it comes from Hudson Soft, resembles Tetris

Blast more than a Bomberman game. The idea is that you use bombs to blow up blocks and dump rubble in the opponent's screen. Unfortunately, the opponent is the computer and not a fellow human being. Panic Bomber requires strategy and quick reflexes.

## RED ALARM

**Nintendo, August 1995, 8 Megabits**  
**Power Meter .....G 3.2 P 3.5 C 3.6 T 3.5**

Red Alarm immerses you in a 3-D universe where you have total control of your Tech-Wing fighter in a war to destroy a sentient machine. You can fly anywhere within the confines of each of the six stages, battling enemies, both biological and mechanical, and one major guardian at the end of each stage. The wireframe, vector graphics convey a sense of depth in the Virtual Boy environment, but the graphics also present a few difficulties since you can't see the solid surfaces you are about to kiss at a thousand miles per hour. Ouch. Special features in Red Alarm include custom camera angles and replay flights. It's fun, fast and challenging.



## TELEROBOXER

**Nintendo, August 1995, 8 Megabits**  
**Power Meter .....G 3.3 P 3.3 C 3.6 T 3.2**

Teleroboxer pits you against futuristic pugilists in a modified Punch-Out!! perspective. Your robotic or cybernetic opponent appears in front of you from the waist up while you see only your



arms and gloves in front of you. Dodging from side to side and jabbing, hooking and pummeling as best you can at vulnerable points, most players will find a lot of challenge in the eight opponents. Teleroboxer contains three memory save slots for recording your progress through the tournament. The 3-D effects look impressive, but the game suffers from the small stature of fighters.

## 3-D TETRIS

**Nintendo, March 1996, 8 Megabits**  
**Power Meter .....G 3.0 P 3.5 C 3.5 T 3.6**

See this month's regular Now Playing for coverage of 3-D Tetris.

## VERTICAL FORCE

**Nintendo, October 1995, 8 Megabits**  
**Power Meter .....G 3.1 P 3.5 C 3.1 T 3.0**

On the surface, Vertical Force may seem like just another space shooter, but there are really two surfaces or layers where the

action takes place. As you fly along a vertically scrolling path, blasting enemy space-ships and grabbing power-up items, you'll notice a second layer of activity below your ship. At the push of a button, you can shift

your fighter down to that level, then back again to avoid a fight or to enter a new fight. It's fun, but Vertical Force could have gone even further in using Virtual Boy's potential for 3-D graphics and strategy.

## VIRTUAL BOY WARIO LAND

**Nintendo, November 1995, 16 Megabits**  
**Power Meter .....G 4.3 P 3.8 C 4.4 T 4.3**

Hands down the best game for Virtual Boy so far, Virtual Boy Wario Land shows off the strengths of the 3-D graphics and creates gaming situations that take advantage of the depth of field possible with the system. In fourteen stages, players battle four major guardians and hun-

dreds of baddies who fly, swing, bounce and charge at Wario from every angle, including from the side. As in his Game Boy adventure from last year, Wario wears special hats to help him head off danger.

## VIRTUAL LEAGUE BASEBALL

**Kemco, October 1995, 8 Megabits**  
**Power Meter .....G 2.9 P 2.9 C 3.0 T 3.0**

Virtual League Baseball may not be a true virtual experience, but it turns out to be a pretty good baseball game. The league consists of 18 international teams divided into Pan American, Asian and European divisions. Virtual League Baseball was designed in Japan by Kemco.

The play won't surprise video game baseball vets with its traditional behind-the-plate perspective, and the options, which include an All-Star game and Pennant Race mode, also fall into the mainstream of video baseball. In fact, the baseball mechanics of the game and the AI are fairly sophisticated.

## WATERWORLD

**Ocean, November 1995, 16 Megabits**  
**Power Meter .....G 3.3 P 3.3 C 2.4 T 2.8**

Ocean of America waded into the uncharted territory of Virtual Boy with Waterworld, a game based on last summer's apocalyptic look at a very wet future. The designers of the game hoped to create an arcade shooter along the lines of Asteroids, and that's exactly what Waterworld for Virtual Boy turned out to be. The asteroids have turned into Smokers on water bikes and in boats and the space ship is Kevin Costner's

three-hulled Trimaran, but the action is basically a pivot and fire shooter. Variety? Don't expect much. Variety is measured in the number of Smokers attacking you and the number of atollers who must be saved. Ocean spiced up the play by tossing atollers into the drink for you to rescue within a limited time. The music may be the best part of the game, and it shows that Virtual Boy sound can be full and evocative if given a chance.



# THE NINTENDO POWER

# 1995 AWARDS



IT'S THAT TIME OF YEAR AGAIN WHEN YOU, OUR READERS, GET TO CHOOSE WHICH OF THE BEST AND BRIGHTEST GAMES OF 1995 WILL BE HONORED WITH NINTENDO POWER AWARDS. MARK YOUR FAVORITES ON YOUR RESPONSE CARD, SEND IT IN AND CHECK OUT FUTURE ISSUES TO SEE WHICH GAMES WALK AWAY WITH THESE COVETED AWARDS. IF YOU'RE LUCKY, YOU COULD WIN A SLEW OF GAMES AND SUPER POWER STAMPS!

NP  
95

## BEST SOUND

A

The beeps and bloops of yesteryear have been replaced by synthesized orchestras, digital sampling and stereo surround sound. Games have never sounded better!

1. DONKEY KONG COUNTRY 2
2. CHRONO TRIGGER
3. KILLER INSTINCT
4. EARTHWORM JIM 2
5. SYNDICATE
6. THE ADVENTURES OF BATMAN AND ROBIN

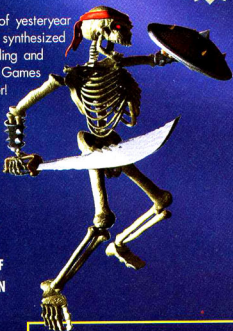
NP  
95

## BEST GRAPHICS

B

1995 was another banner year for technical and artistic achievement in graphics, prompting us to create a separate Best Graphics award for the first time.

1. TOY STORY
2. SUPER MARIO WORLD 2: YOSHI'S ISLAND
3. DONKEY KONG COUNTRY 2
4. EARTHWORM JIM 2
5. BATMAN FOREVER
6. WARIO LAND (VB)
7. KILLER INSTINCT



NP  
95

## BEST STORY

C

From classic cartoons to whimsical adventure, from the biography of a hero to futuristic action, here are the most intriguing game plots and concepts of 1995.

1. SCOOPY DOO
2. SYNDICATE
3. DRAGON: THE BRUCE LEE STORY
4. CHRONO TRIGGER
5. EARTHBOUND

## KILLER INSTINCT:

A, B, D, E, R, V, AA  
PLAYER'S GUIDE  
& VOL. 73, 76-79



BEST OVERALL  
GAME NOMINEES

## D BEST CHALLENGE

NP  
95

There are physical challenges and there are mental challenges. The following selection of worthy titles offer both kinds, often within the same game.

1. DONKEY KONG COUNTRY 2
2. SUPER MARIO WORLD 2: YOSHI'S ISLAND
3. KILLER INSTINCT
4. MORTAL KOMBAT 3
5. P.T.O. 2
6. METAL WARRIORS



## CHRONO TRIGGER:

A, C, F, R, S, V, AA  
PLAYER'S GUIDE  
& VOL. 73-78



## E BEST PLAY CONTROL

NP  
95

Play control is critical to both a player's and a game's success. The only things you'll get with bad play control are low scores and low sales!

1. NHL '96
2. MEGA MAN X2
3. SUPER MARIO WORLD 2: YOSHI'S ISLAND
4. KILLER INSTINCT
5. WARIO LAND (VB)
6. DONKEY KONG COUNTRY 2

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95

## BEST EPIC GAME

F

Sims and hybrid games that combine RPG, adventure and sim elements are gaining popularity in the U.S., while RPGs are gaining more depth and complexity.

1. CHRONO TRIGGER
2. OGRE BATTLE
3. EARTHBOUND
4. THE SECRET OF EVERMORE
5. CIVILIZATION

TELEBOXER:

Z

VOL. 75

NP  
95

## BEST SPORTS GAME

H

After years of domination by baseball, football and basketball, the sports genre has been gifted recently by some terrific soccer, hockey and other sports titles.

1. NHL '96
2. TECMO SUPER BOWL III: THE FINAL EDITION
3. INTERNATIONAL SUPERSTAR SOCCER DELUXE
4. NFL QUARTERBACK CLUB '96
5. FRANK THOMAS BIG HURT BASEBALL (GB)
6. GOLF (VB)

NP  
95

## BEST TOURNAMENT FIGHTER

G

Though there were fewer releases in this category this year than last year, fighting games still account for a sizable chunk of the video game market.

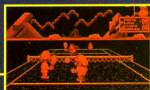
1. MORTAL KOMBAT 3
2. KILLER INSTINCT
3. DRAGON: THE BRUCE LEE STORY
4. WEAPON LORD
5. WWF WRESTLEMANIA: THE ARCADE GAME
6. JUSTICE LEAGUE TASK FORCE



MARIO'S TENNIS:

U,Z

VOL. 75

NP  
95

## BEST PUZZLE GAME

I

Developers have been trying for years to come up with "the next Tetris." Do you think there are any this year that could challenge the king of the puzzlers?

1. BUST-A-MOVE
2. KIRBY'S AVALANCHE
3. ZOOP
4. MARIO'S PICROSS (GB)
5. TETRIS BLAST (GB)



NBA JAM T.E.:

W,Y

VOL. 76-77

# '95 NP AWARD NOMINATIONS

**NHL '96:**  
E,H,J,AA  
VOL. 78



**NP '95**

## BEST MULTI-PLAYER GAME

**J**

Sports or action? One-on-one, two-against-two or every player for himself? Which type of multi-player challenge keeps you and your friends up all night?

1. TECMO SUPER BOWL III: THE FINAL EDITION
2. KILLER INSTINCT
3. DIRT TRAX FX
4. METAL WARRIORS
5. NHL '96
6. MORTAL KOMBAT 3

BEST OVERALL  
GAME NOMINEES

**NP '95**

## BEST BASED ON A MOVIE

**L**

Making a game out of a movie is no small task, and there's often something lost in the translation. Which of these rates high on the ol' applause meter?

1. JUDGE DREDD
2. TRUE LIES
3. ADDAMS FAMILY VALUES
4. STARGATE
5. TOY STORY

**GOLF:**

**Z**

VOL. 76



**K**

## MOST INNOVATIVE GAME

**NP '95**

In an era of "been there, done that" game play, some developers continue to push the creative envelope beyond its previous limits and change the way we have fun.

1. SUPER MARIO WORLD 2: YOSHI'S ISLAND
2. EARTHBOUND
3. OGRE BATTLE
4. THE IGNITION FACTOR
5. KIRBY'S DREAM COURSE



**MORTAL KOMBAT 3:**

D,G,J,M,Q,V,W,AA

VOL. 78,80,82



**M**

## THE "OWIE" AWARD

**NP '95**

It's all just make-believe, but you know it's gotta hurt! With the ratings system in place, more action games are being aimed at mature players. Tell us which is the best (or worst) of the lot.

1. DOOM
2. MORTAL KOMBAT 3
3. PRIMAL RAGE
4. MUTANT CHRONICLES: DOOMTROOPERS
5. KILLER INSTINCT
6. TRUE LIES

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**SUPER MARIO  
WORLD2: YOSHI'S  
ISLAND:**

**B, D, E, K, O, R, S, V, X, AA**

PLAYER'S GUIDE & VOL. 75, 77, 79, 80



**NP  
95**

**FUNNIEST**

**N**

Here's a list of, in our humble opinions, some of the funniest titles of the year. Whether the humor was sophisticated or tasteless, we couldn't help but laugh!

1. THE SECRET OF EVERMORE
2. EARTHWORM JIM 2
3. BOOGERMAN
4. EARTHBOUND
5. THE MASK
6. AAAHH!!! REAL MONSTERS

**NP  
95**

**BEST GOODIE/SIDEKICK**

**P**

These are the unsung heroes of the video game world, the often-overlooked second bananas without whom the big stars couldn't get the job done.

1. CRANKY KONG (DKC 2)
2. RUSH (MEGA MAN 7)
3. SNOTT (EJ 2)
4. SQUITTER THE SPIDER (DKC 2)
5. MILO THE DOG (THE MASK)



**WARIO LAND:**

**B, E, Z**

VOL. 79



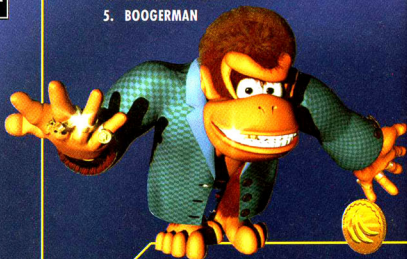
**NP  
95**

**BEST HERO/HEROINE**

**O**

Will it be a tried-and-true video veteran or a young rookie with flashy moves that takes this great honor? It's up to you to decide!

1. DIDDY KONG
2. DIXIE KONG
3. YOSHI
4. EARTHWORM JIM
5. BOOGERMAN



**NP  
95**

**WORST VILLAIN**

**Q**

It's a lot of hard work to be a big, bad villain, so we'd just like to take this opportunity to say, "Thanks!" to the biggest and baddest of them all!

1. KAPTAIN K. ROOL
2. MAJOR MUCUS
3. EYEDOL
4. SHAO KHAN
5. POKEY



# '95 NP AWARD NOMINATIONS

NP  
95

## WORST BADDIE

R

There are hundreds of video game bad guys out there, in all shapes, sizes and species. Here's your opportunity to salute the best of a bad bunch.

1. MOCK-UP (YOSHI'S ISLAND)
2. JUGGLER (CHRONO TRIGGER)
3. GRIM LEECHER (YOSHI'S ISLAND)
4. GRANNIES (EJ 2)
5. KABOOM (DKC 2)

### DONKEY KONG COUNTRY 2:

A, B, D, E, O, P, Q, R, U, V, AA

PLAYER'S GUIDE &  
VOL. 76, 79, 81



BEST OVERALL  
GAME NOMINEES

NP  
95

## COOLEST WEAPON/ITEM

T

It's amazing the kinds of things they're carrying around in video games these days. We're waiting on pins and needles for the winner of this category!

1. HOLY FRY PAN (EARTHBOUND)
2. CAN OF BEANS (BOOGERMAN)
3. BUBBLE GUN (EJ 2)
4. CHAIN SAW (DOOM)
5. MALLET (THE MASK)



S

## COOLEST TRANSPORTATION

NP  
95

This year's nominees will not only get you across town, they'll take you almost anywhere in space and time. Which one would you like to put in your garage?

1. YOSHI (YOSHI'S ISLAND)
2. EPOCH TIME MACHINE (CHRONO TRIGGER)
3. THE BATMOBILE (ADV. OF BATMAN AND ROBIN)
4. DACTYLS (CHRONO TRIGGER)
5. UFO (EARTHBOUND)
6. TESSIE (EARTHBOUND)

### FRANK THOMAS BIG HURT BASEBALL:

H.Y  
VOL. 80



### KIRBY'S DREAMLAND 2:

Y  
VOL. 72



U

## COOLEST MOVE

NP  
95

Will it be the creative or the crass, the dangerous or the graceful that takes home this award? In our opinion, this one is a toss-up!

1. DIXIE'S HELICOPTER SPIN (DKC 2)
2. THE FLAME FRRT (BOOGERMAN)
3. SQUITTER'S PLATFORM WEB (DKC 2)
4. FULGORE'S MECH HEAD DANGER MOVE (KI)
5. DONKEY KONG'S OVERHEAD SLAM (MARIO'S TENNIS)

V  
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NP  
95

## BEST ENDING

V

After all those hours of bit-mapped blood, sweat and tears, you deserve more than a simple "Game Over" for all of your efforts.

1. CHRONO TRIGGER
2. DONKEY KONG COUNTRY 2
3. KILLER INSTINCT
4. SUPER MARIO WORLD 2: YOSHI'S ISLAND
5. THE SECRET OF EVERMORE
6. MORTAL KOMBAT 3

## RED ALARM:

Z

VOL. 76

NP  
95

## BEST GAME BOY GAME

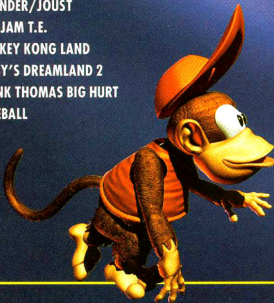
Y

The world's favorite portable game system continues to wow players with quality, best-selling titles in all categories. This is a tough choice!

1. DEFENDER/JOUST
2. NBA JAM T.E.
3. DONKEY KONG LAND
4. KIRBY'S DREAMLAND 2
5. FRANK THOMAS BIG HURT BASEBALL

**DONKEY  
KONG LAND:**  
V, Y, AA

VOL. 68, 69, 74

NP  
95

## COOLEST CODE/TRICK

W

Sometimes the codes are better than the games themselves! Codes can't save a bad game, but they can extend a game's life far beyond the final stage.

1. KOOLER STUFF CODE (MK3)
2. STREET FIGHTER MEGA MAN (MEGA MAN 7)
3. HIDDEN PLAYERS AND PLAY OPTIONS (NBA JAM T.E.)
4. ONE-HIT FATALITIES (PRIMAL RAGE)
5. LOONEY OFFENSE/DEFENSE (LOONEY TUNES B-BALL)

BEST OVERALL  
GAME NOMINEESNP  
95

## BEST VIRTUAL BOY GAME

Z

Though relatively few titles were released for Nintendo's fledgling 3-D system, a number of Virtual Boy games distinguished themselves among pros and players.

1. WARIO LAND
2. GOLF
3. TELEROBOXER
4. RED ALARM
5. MARIO'S TENNIS



NP  
95MOST ANNOYING  
FEATURE

X

While we try to be objective and offer balanced game reviews, sometimes there's a little something that nags at us that we just can't ignore!

1. CRYBABY MARIO (YOSHI'S ISLAND)
2. HOLD ON (BATMAN FOREVER)
3. WHERE'S THE BACKGROUND?  
(WATERWORLD FOR THE VB)
4. DIE, ROBOTS, DIE!  
(MECHWARRIOR 3050)
5. NESS, PHONE HOME! (EARTHBOUND)

DEFENDER/JOUST:

Y  
VOL. 78V  
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YNP  
95

## BEST SUPER NES GAME

AA

Despite dire predictions, 16-bit games remained the industry's driving force in 1995. These outstanding titles show the true potential of the 16-bit format.

1. DONKEY KONG COUNTRY 2
2. SUPER MARIO WORLD 2: YOSHI'S ISLAND
3. NHL '96
4. MORTAL KOMBAT 3
5. CHRONO TRIGGER
6. KILLER INSTINCT

'95 NP AWARDS  
-THE CONTEST--GRAND PRIZE-  
1 WINNER

25 GAMES AND 25 SUPER POWER STAMPS

-SECOND PRIZE-  
10 WINNERS

A Super NES Game and 10 Super Power Stamps

-THIRD PRIZE-  
50 WINNERSA Nintendo Power T-shirt and  
5 Super Power Stamps

## OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 82, your picks for each category, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

Nintendo Power  
Player's Poll Vol. 82  
P.O. Box 97062  
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1, 1996. We are not responsible for lost or misdirected mail.

On or about April 15, 1996, winners will be drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. Actual games awarded is subject to availability. To receive a list of winners, which will be available after April 30, 1996, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive 25 Super NES, Game Boy and/or Virtual Boy games of his or her choice, subject to availability, and 25 Super Power Stamps. The winner must provide a written release to NOA. Estimated total value of all prizes is \$3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies, or their immediate families. This contest is subject to all federal, state and local laws and regulations.



## PANEL DE PON

If you love puzzle games, Pak Watch has good news, great news, incredible news for you. A Japanese game called Panel De Pon from Nintendo will take on a new look for the Super NES and appear in North America this spring, probably in May. The original game was aimed at young female players and featured winged fairies as the characters beyond the play field. In the U.S., the game will feature Yoshi and will be targeted at a wide range of puzzle players. But the appearance of the game is almost immaterial. The play is everything. The Panel play field fills up with blocks of different colors that can be moved sideways. The trick is to line up three or more blocks vertically or horizontally to cause them to disappear. Although this sounds simple, the strategies for moving blocks can be complex and the play is captivating. The game will contain regular timed matches, two-player vs. matches, and a puzzle mode in which players can learn much of the intricacies of this deceptive game.

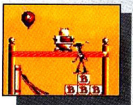
## GAME BOY SLAM

College Slam for Game Boy may seem like another NBA Jam without the stars, but the action on the court has come a long way. Torus Games, the developer, did a great job of incorporating speed and play control into this diminutive hoopster. It feels great. Slam includes the following modes: Practice, Head-to-Head (one player), Semi Final, Tournament, and Season

match-up. The Super NES version may have the color, but this version packs in virtually all of the other features. You should be able to take this one with you starting next month.



## TOY ON BOY



Last month we showed off the first pics of Toy Story for Game Boy. Now, we have a working version, although it isn't 100% complete. The two most striking aspects of the game at this stage are the graphics, which look

remarkably like those of the Super NES game, and the play control, which has all the speed and maneuverability of an ice berg. The first stage is almost identical to the Super NES game, but at this early stage doesn't feel much like it. We'll keep you posted as this pak grows up.

# RELEASE FORECAST



1996 OLYMPIC SPORTS  
BASS MASTER II  
FRANTIC FLEA  
KEN GRIFFEY JR.'S WINNING RUN  
LOBO  
THE LOST VIKINGS II  
MAUI MALLARD  
MOHAWK & HEADPHONE JACK  
PINOCCHIO  
POCAHONTAS  
POWER PIGGS OF THE DARK AGE  
ROAD RASH  
THE SMURFS  
SUPER MARIO KART  
SUPER MARIO RPG

SPRING '96  
SPRING '96  
SPRING '96  
SUMMER '96  
SPRING '96  
FALL '96  
FALL '96  
SPRING '96  
SPRING '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



1996 OLYMPIC SPORTS  
COLLEGE SLAM  
KIRBY'S BLOCKBALL  
NHL '96  
POCAHONTAS  
THE SMURFS  
TOY STORY

SPRING '96  
SPRING '96  
SPRING '96  
WINTER '96  
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The world famous cream puff is back, bouncing off the walls and breaking down barriers in Kirby's Blockball, an arcade-style puzzler for Game Boy.



# PIGGS POWER!



Nothing can ruin your day quite like a wolf in damsel's clothing. Check out Power Piggs of the Dark Ages, a hilarious side-scroller from Titus.

## KI 2 SPECIAL

If you're tired of waiting in line to play *Killer Instinct 2*, perhaps it's time to adopt a winning game plan. Next month's issue features the best *KI 2* arcade secrets and strategies used by the pros. Read up on their cool moves and combos, then take control and dominate the competition at your local arcade.

## Super NES

- 2. Addams Family Values
- 3. The Adventures of Batman & Robin
- 4. A Christmas Story
- 5. AAAAAHHH!!! Road Monsters
- 6. Animaniacs
- 7. Andy Barker
- 8. Bass Master II
- 9. Bass Master Classic
- 10. Baywatch: Blue Bloods with Heath Parker
- 11. Batman Forever
- 12. Big Sky Topper
- 13. Blackboard
- 14. Boogymen
- 15. Bonita of the Lake
- 16. Bort Had Hooky 95
- 17. Brutal Paws of Fury
- 18. Bush's Music of the 70s
- 19. C.A.T.S. The Musical
- 20. Candles and Prunella X
- 21. Cinders Triggers
- 22. Civilization
- 23. Cluthroth Island
- 24. Demolition Man
- 25. Demmes' Get Cooked
- 26. Dirt Nap X
- 27. Disney's A Christmas Carol
- 28. Disney's The Country Club
- 29. DKC 2: Dudley's Kung Quest
- 30. Doom
- 31. Dragonquest: The Brnoe Love Story
- 32. Dragon View
- 33. Dragon Warrior V
- 34. Drop Zone
- 35. EarthBound
- 36. Earthbound Jim
- 37. Earthbound Jim 2
- 38. Emmitt Smith Football
- 39. FIFA International Soccer
- 40. FIFA International Soccer '96

41. Final Fantasy III
42. Final Fight 3
43. Final Fantasy VI
44. Final Fantasy VIII
45. Final Fantasy X-2
46. Godzilla Destroy All Monsters
47. G.I. Joe: The Movie
48. Home Improvement
49. I Lived With a Witch
50. Indiana Jones' Greatest Adventures
51. Jimmy Fallon's Run: Survivors USA
52. Jaws
53. Jungle Strike
54. Jurassic Park II
55. Justice League Task Force
56. Keith Urban's Super Hero Challenge
57. Ken Griffey Jr.'s Pro Baseball MLB
58. Ken Griffey Jr.'s Winning Run
59. King Arthur
60. King Arthur & The Knights of Justice
61. Kung Fu Hustle
62. The Legend of Zelda: A Link to the Past
63. Letterman
64. The Last King
65. Lebes
66. Lonely Planet
67. The Lost Vikings II
68. Madden NFL '96
69. Mario Patti
70. Mark Duval: The Fishing Master
71. The Mask
72. May Mailout!
73. McEwenworld 2000
74. Mega Man X
75. Mega Man X2
76. Mega Man X3
77. Mega Man X4
78. Mortal Warriors
79. Mighty Moria
80. Mr. McMahon: Mr. X's Jobs of Terror
81. Mighty Moplin Power Rangers: The Movie
82. Mission: Impossible
83. Mortal Combat
84. Mortal Combat II
85. Mortal Combat 3
86. Mutant Chronicles: Doom Troopers

87. NBA Jam
88. NBA Jam Superstars Edition
89. NBA Live '95
90. NBA Live '96
91. NBA Live '97
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326. NBA Live 2232
327. NBA Live 2233
328. NBA Live 223

131. Super Punch-Out!
132. Super R. I. Baseball
133. Super Return of the Jedi
134. Super Street Fighter II
135. Suzy Katz
136. Syncretist
137. Tacoma Seattle of the Stars
138. The W.C. A. T.S. Final Edition
139. Tetsu & Dr. Maxis
140. Tiny Toon Victory Sports
141. Top Gear 2000
142. Toy Story
143. True Lies
144. Uncharted Waters: New Horizons
145. Uncharted Waters
146. Urban Strike
147. War 2040
148. Waterworld
149. Warrior's Woods
150. Wayne Country and NHLPA All-Stars
151. Westwood Land
152. White
153. WIGAC A. T. S.
154. Wolvberg
155. WWF Raw
156. WWF Wrestlemania: The Arcade Game
157. X-Men: Mutant Apocalypse
158. Xena
159. 1996 Olympic Sports

- 160. Aladdin
- 161. Alien Games
- 162. Antivivatics
- 163. Asteroids/Missile Command
- 164. Batman: The Animated Series
- 165. Casino Funpak
- 166. Centipede/Millipede
- 167. Contra: The Alien Wars
- 168. Cuthroat Island
- 169. Defender/Joust
- 170. Desert Strike
- 171. Donkey Kong
- 172. Donkey Kong Land

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| 174. <i>The Earthworm</i> Jan 2 | 218. <i>True Love</i>    |
| 175. <i>Earthworms</i> Jan 2    | 219. <i>Nigger Salad</i> |
| 176. <i>Earthworms</i> Jan 2    | 220. <i>Waste Road</i>   |
| 177. <i>Earthworms</i> Jan 2    | 221. <i>Waste Road</i>   |
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| 200. <i>Earthworms</i> Jan 2    | 244. <i>Waste Road</i>   |

242. *Cruis'n USA* (N 64)  
243. *Doom* (N 64)  
244. *Dragon Quest VI*  
245. *Killer Instinct* (N 64)  
246. *Mortal Kombat 3* (N 64)  
247. *Nintendo 64*  
248. *Virtual Boy*  
249. *X-Blade* (Modern)