The only inside source for all Nintendo games

Official Nintendo Seal of Quality

NINTENDO POWER

P.O. Box 97043
Redmond, WA 98073-9743

FORWARDING & RETURN POSTAGE GUARANTEED
ADDRESS CORRECTION REQUESTED

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

NEWS FLASH
NINTENDO 64

8-Page Power Preview!

SUPER Mario RPG: Legend of the Seven Stars

IN-DEPTH
- College Slam
- Cutthroat Island
- Virtual Boy 3-D Tetris

VOTE HERE! '95 POWER AWARDS

MARCH VOLUME 82
US $4.95 / CANADA $5.95

0 45496 69098 4

CONTENTS

Volume 82 March 1996

FULL COVERAGE

College Slam 10
Frantic Flea 18
Cutthroat Island 22
Super Mario Kart 34
3-D Tetris 44
NHL '96 74
The Smurfs 78

SPECIAL FEATURES

Digipen's Fearless Team 40
Griffey Goes On-Line 50
Yoshi's Island:
Most Wanted Tips 54
Nintendo Power Awards 92

EPIC CENTER

Epic News 55
Super Mario RPG Preview 56
Tales of Phantasia 64
Epic Strategies 66

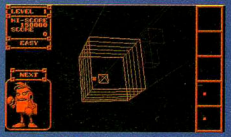
EVERY ISSUE

Player's Pulse 6
Arena 32
Classified Information 70
Counselors' Corner 82
Now Playing 86
Pak Watch 100
Next Issue 106
Game List 106

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!

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	MONTHS 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	MONTHS 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: 6 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

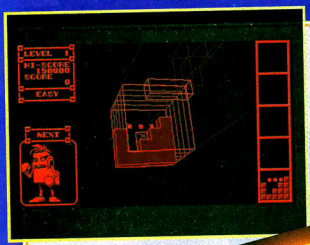
TOP 5 SIMS

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.O. 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	MONTHS 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

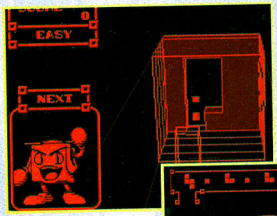


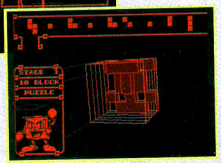
Since its Moscow release in 1985, Tetris has swept across boundaries and created unsurpassed international puzzle hysteria. But the original game of falling blocks and all its sequels were just training exercises for T & E Soft's...

3-D TETRIS

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

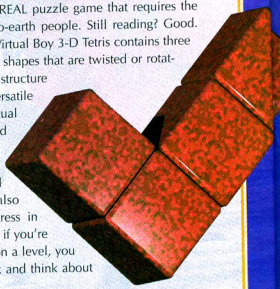
TURN IT! SPIN IT!





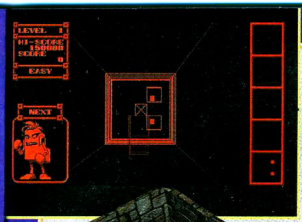
Pick the 3-D game you want to play. Drop the blocks for a high score in 3-D Tetris mode, or convert the tetrads at the top of the screen into the formula-one race car at the bottom of the well in Puzzle mode.

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

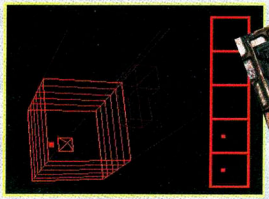
In all three games, the 3-D action revolves around dropping block shapes, known as tetrads, in an orderly fashion onto the floor of a well. An empty well has five layers, or floors. A handy radar display on the right side of the screen shows players the contents of every floor from the bottom up. Stacking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

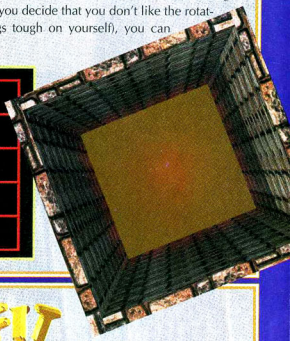


Five floors might seem like a lot of room to maneuver in, but if you mess up and fill the well incorrectly, you'll lose room to play one layer at a time.

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.



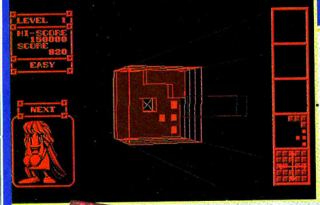


FIND A PERFECT FIT

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 though the levels and plunge down the well faster than a truckload of cinder blocks.

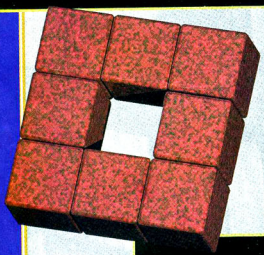


CENTER FILL

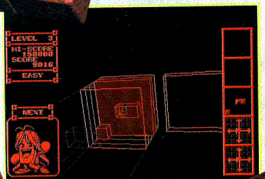
The object of the Center Fill game is to drop tetrads symmetrically around the center square of each well layer, and after the floor is nearly complete, to drop a block into the center square. When the tetrad hits the center hole of a complete layer, the floor is cleared and points are scored. Blocks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

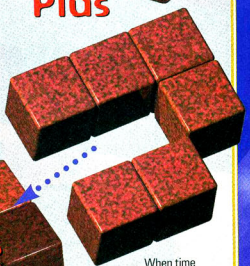
Middle Square Mania

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

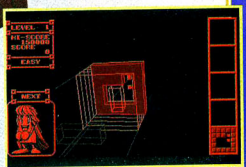




750pts

18,000pts!

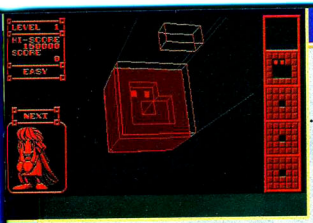
When time allows, examine each block and determine where it can fit to score maximum points. The secret to success is leaving no tetrad unturned.



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.

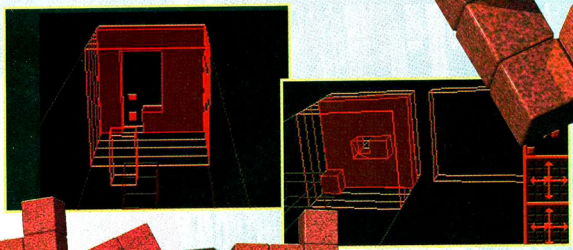
3-D TETRIS



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

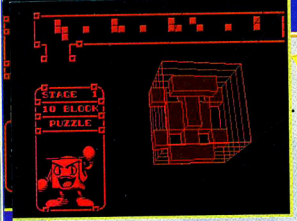
If you're looking for a new high score, try layering blocks along the perimeter of the well, keeping a space open at the center. When the layers are four deep, place a long tetrad (the same shape you used to score a tetris in the two-dimensional game) in the hole you left in the center and clear all 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?

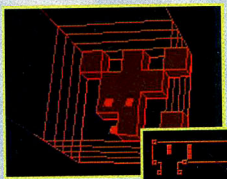
Stacking blocks might seem like a basic skill, but if you've ever played a Tetris game, you already know that the action gets fast, furious and highly addictive as the levels progress. In past Tetris games, you raced to build a seamless wall with an assortment of blocks. Now you're building perfect cubes 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

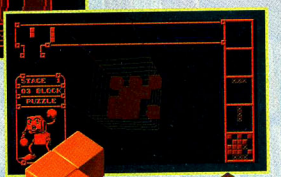
Puzzle mode is undoubtedly the toughest and most innovative game in 3-D Tetris, and once you figure it out, you'll be back for more. The object of the game is to reproduce a shape with a limited inventory of tetrads. Like the first Tetris game, the premise is easy to learn but tough to master, and you'll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

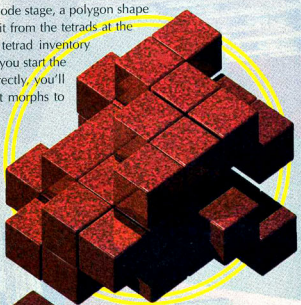
If You Build It, It Will Run



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.

At the beginning of each Puzzle mode stage, a polygon shape appears and you must reproduce it from the tetrads at the top of the screen. Examine your tetrad inventory and devise a basic strategy before you start the level. If you build the puzzle correctly, you'll be able to identify the shape as it morphs to life in an animated sequence.



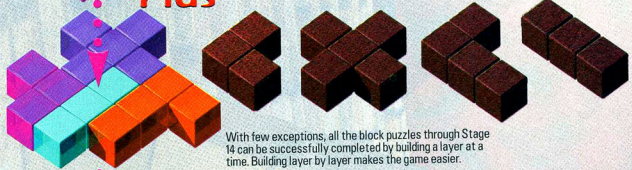


STEP 3 Top It Off

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.

Plus

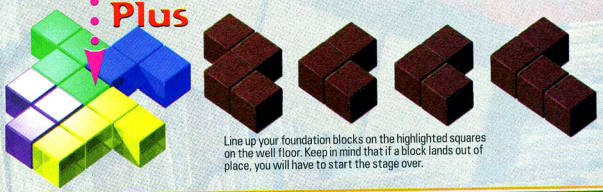
STEP 2 Build Middle Layer



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.

Plus

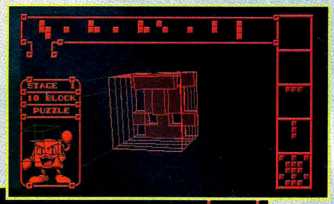
STEP 1 Lay a Foundation

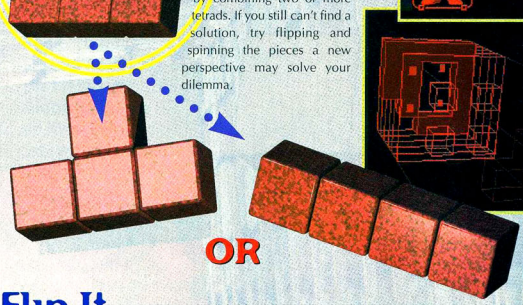


Line up your foundation blocks on the highlighted squares on the well floor. Keep in mind that if a block lands out of place, you will have to start the stage over.

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.

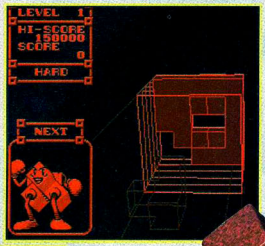


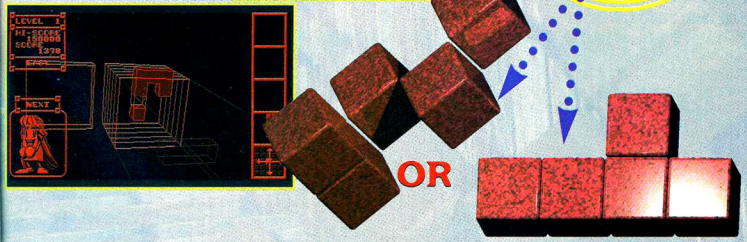


This four-square tetrad is a tough fit, but if you spin it 90 degrees, it will land as two double-block tetrads. Improvisation is a critical skill for progressing in VB Tetris.

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.





CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

SecQuest DSV

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.

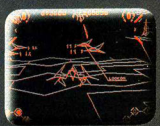
You can access the debug menu anytime during your game by repeating the code.

Red Alarm

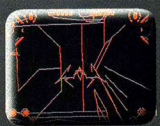
The Little People

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 2 The Tribes

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

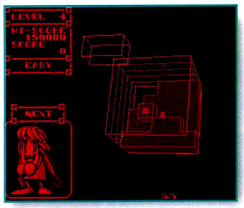
VIRTUAL BOY

SAVE

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 3-D space. Just as in 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 G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
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

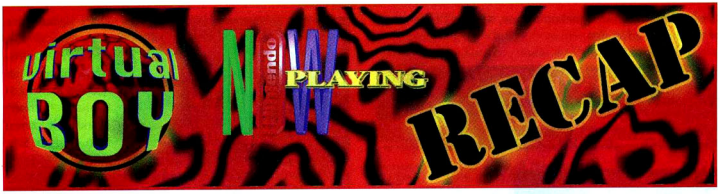
SYSTEM KEY ---SUPER NES ---GAME BOY ---VIRTUAL BOY

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 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.



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.

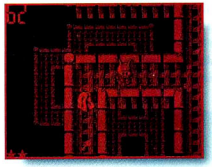
GOLF

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.

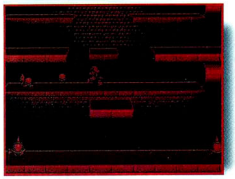
Atlus, November 1995, 8 Megabits
Power Meter .....G 3.3 P 3.3 C 3.3 T 3.3



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

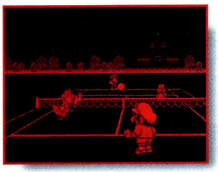


Mario Clash borrows heavily from the early Mario Bros. arcade game in which Mario hops between three levels while avoiding koopas and other enemies. Mario Clash adds a layer of depth by creating a second layer to the play field and several pipes for passing to and from the front and back areas. Although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

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

MARIO'S TENNIS

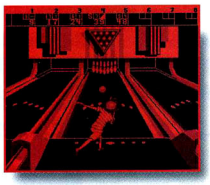
Nintendo, August 1995, 4 Megabits
Power Meter .....G 3.2 P 3.6 C 3.4 T 3.4



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

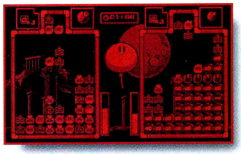
Nintendo, February 1996, 16 Megabits
Power Meter .....G 3.3 P 3.3 C 3.3 T 3.5



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

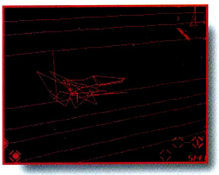


Don't confuse this title with Bomberman VB, which hasn't been released in the U.S. Panic Bomber, although it comes from Hudson Soft, resembles Tetris Blast more than a Bomberman game. The idea is that you use bombs to blow up blocks and dump rubble in the opponent's screen. Unfortunately, the opponent 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 stable of fighters.

3-D TETRIS

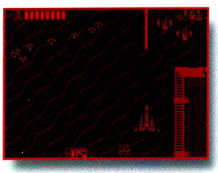
Nintendo, March 1996, 8 Megabits
Power Meter .....G 3.0 P 3.5 C 3.5 T 3.6

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 spaceships 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

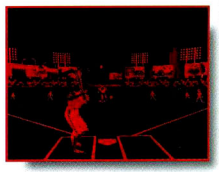
Nintendo, November 1995, 16 Megabits
Power Meter .....G 4.3 P 3.8 C 4.4 T 4.3

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 hundreds 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.

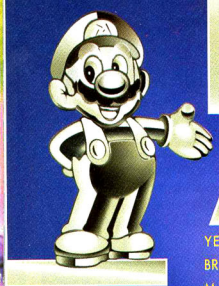


WATERWORLD

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

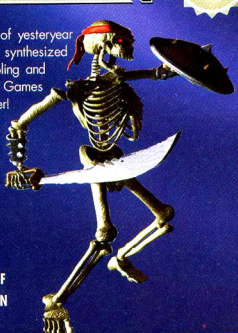


IT'S THAT TIME OF YEAR AGAIN WHEN YOU, OUR READERS, GET TO CHOOSE WHICH OF THE BEST AND BRIGHTEST GAMES OF 1995 WILL BE HONORED WITH NINTENDO POWER AWARDS. MARK YOUR FAVORITES ON YOUR RESPONSE CARD, SEND IT IN AND CHECK OUT FUTURE ISSUES TO SEE WHICH GAMES WALK AWAY WITH THESE COVETED AWARDS. IF YOU'RE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

C BEST STORY

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. SCOOBY 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

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

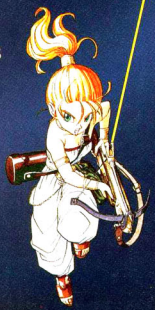
VOTE TODAY

BEST OVERALL GAME NOMINEES

D BEST CHALLENGE

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



E BEST PLAY CONTROL

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

BEST EPIC GAME F

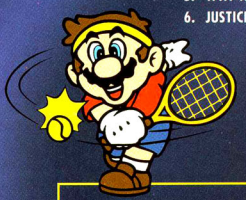
Sims and hybrid games that combine RPG, adventure and sim elements are gaining popularity in the U.S., while RPGs are gaining more depth and complexity.

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

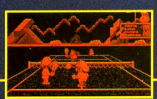
BEST TOURNAMENT FIGHTER G

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



TELEROBOXER:
Z
VOL. 75

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)

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)

NBA JAM T.E.:
W, Y
VOL. 76-77

'95 NP AWARD NOMINATIONS

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

J BEST MULTI-PLAYER GAME

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

K MOST INNOVATIVE GAME

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**

VOTE TODAY

L BEST BASED ON A MOVIE

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**

MORTAL KOMBAT3:
D,G,J,M,Q,V,W,AA
VOL. 78,80,82

M THE "OWIE" AWARD

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**

GOLF:
Z
VOL. 76

SUPER MARIO WORLD 2: 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

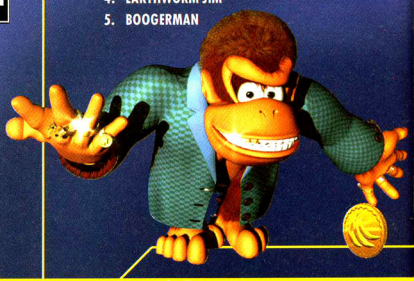
Here's a list of, in our humble opinions, some of the funniest titles of the year. Whether the humor was sophisticated or tasteless, we couldn't help but laugh!

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

NP 95 BEST 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 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)**

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**

WARIO LAND:

B, E, Z

VOL. 79

'95 NP AWARD NOMINATIONS

R WORST BADDIE

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

S COOLEST TRANSPORTATION

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

VOTE TODAY

KIRBY'S DREAMLAND 2:
Y
VOL. 72

T COOLEST WEAPON/ITEM

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)

U COOLEST MOVE

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)

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

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 KODE (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)

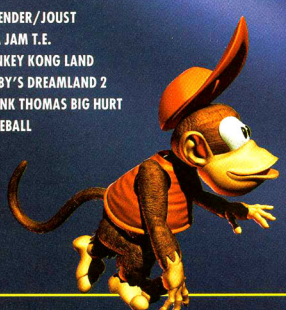
BEST OVERALL GAME NOMINEES

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



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

MOST ANNOYING FEATURE

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. 78

VOTE TODAY

BEST SUPER NES GAME

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 WINNERS
A 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 liknesses 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

Super NES

1996 OLYMPIC SPORTS	SPRING '96
BASS MASTER II	SPRING '96
FRANTIC FLEA	SPRING '96
KEN GRIFFEY JR.'S WINNING RUN	SUMMER '96
LOBO	SPRING '96
THE LOST VIKINGS II	FALL '96
MAUI MALLARD	FALL '96
MOHAWK & HEADPHONE JACK	SPRING '96
PINOCCHIO	SPRING '96
POCAHONTAS	SPRING '96
POWER PIGGS OF THE DARK AGE	SPRING '96
ROAD RASH	SPRING '96
THE SMURFS	SPRING '96
SUPER MARIO KART	SPRING '96
SUPER MARIO RPG	SPRING '96

Virtual BOY

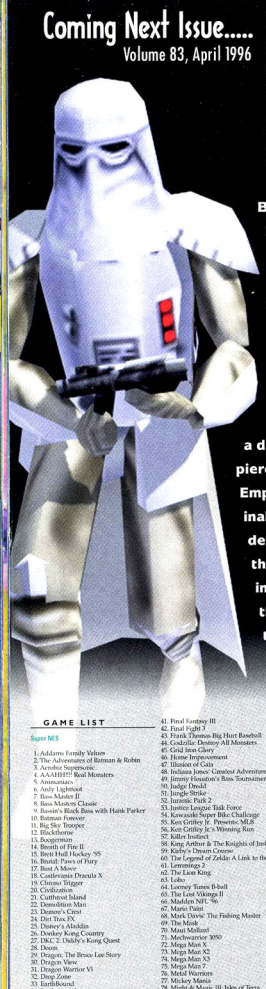
BOUND HIGH	UNDECIDED
3-D TETRIS	WINTER '96
VIRTUAL FISHING	WINTER '96

Game BOY

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

Coming Next Issue.....

Volume 83, April 1996



STAR WARS SHADOWS OF THE EMPIRE™

Between Star Wars and Return of the Jedi, a new story is about to unfold on the Nintendo 64. Shadows of the Empire from Nintendo and LucasArts features interstellar graphics, hyper-spatial play and a dark, twisting plot that pierces the shadows of the Empire's most sinister criminal cartel. Next month, the development team behind the game gives you an insider's perspective on the incredible power of the N64.

KIRBY'S BLOCKBALL

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.

GAME LIST

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!! Real Monsters
5. Ammonaus
6. Andy Lightfoot
7. Bass Master II
8. Bass Masters Classic
9. Bassin's Black Bass with Hank Parker
10. Batman Forever
11. Big Sky Trooper
12. Blackthorne
13. Boogerman
14. Breath of Fire II
15. Brett Hull Hockey '95
16. Brutal: Paws of Fury
17. Bust A Move
18. Castlevania: Dracula X
19. Chrono Trigger
20. Civilization
21. Cutthroat Island
22. Demolition Man
23. Demon's Crest
24. Dirt Trax FX
25. Disney's Aladdin
26. Donkey Kong Country
27. DKC 2: Diddy's Kong Quest
28. Doom
29. Dragon: The Bruce Lee Story
30. Dragon View
31. Dragon Warrior VI
32. Drop Zone
33. EarthBound
34. Earthworm Jim
35. Earthworm Jim 2
36. Emmitt Smith Football
37. Fatal Fury Special
38. FIFA International Soccer
39. FIFA International Soccer '96
40. Final Fantasy II
41. Final Fantasy III
42. Final Fight 3
43. Frank Thomas Big Hurt Baseball
44. Godzilla: Destroy All Monsters
45. Grid Iron Glory
46. Home Improvement
47. Illusion of Gaia
48. Indiana Jones' Greatest Adventures
49. Jimmy Houston's Bass Tournament USA
50. Judge Dredd
51. Jungle Strike
52. Jurassic Park 2
53. Justice League Task Force
54. Kawasaki Super Bike Challenge
55. Ken Griffey Jr. Presents: MLB
56. Ken Griffey Jr.'s Winning Run
57. Killer Instinct
58. King Arthur & The Knights of Justice
59. Kirby's Dream Course
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. The Lion King
63. Lobo
64. Looney Tunes B-ball
65. The Lost Vikings II
66. Madden NFL '96
67. Mario Paint
68. Mark Davis' The Fishing Master
69. The Mask
70. Maui Mallard
71. Mechwarrior 3050
72. Mega Man X
73. Mega Man X2
74. Mega Man X3
75. Mega Man 7
76. Metal Warriors
77. Mickey Mania
78. Might & Magic III: Isles of Terra
79. Mighty Morphin Power Rangers: The Movie
80. Mohawk & Headphone Jack
81. Mortal Kombat
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mutant Chronicles: Doom Troopers
85. NBA Give 'n' Go
86. NBA Jam
87. NBA Jam Tournament Edition
88. NBA Live '95
89. NBA Live '96
90. NFL Quarterback Club '96
91. NHL '95
92. NHL '96
93. NHL Stanley Cup
94. Ninja Gaiden Trilogy
95. Nosferatu
96. Open Ice
97. PGA European Tour
98. PGA Tour '96
99. The Phantom 2040
100. Pinocchio
101. Pitfall: The Mayan Adventure
102. Power Piggs of the Dark Ages
103. Prehistorik Man
104. Primal Rage
105. P. T. O. II
106. Revolution X
107. Road Rash
108. Robocop 3
109. Romance of the Three Kingdoms IV
110. Samurai Shodown
111. Scooby Doo Mystery
112. Secret of Evermore
113. Secret of Mana
114. SimCity
115. Sink or Swim
116. Spawn
117. Spider-Man & Venom Maximum Carnage
118. Spider-Man/The Animated Series
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. StarGate
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super R. B. I. Baseball
133. Super Return of the Jedi
134. Super Street Fighter II
135. Swat Kats
136. Syndicate
137. Tecmo Secret of the Stars
138. Tecmo Super Bowl III: Final Edition
139. Terra & Dr. Mario
140. Tiny Toons Wacky Sports
141. Top Gear 3000
142. Toy Story
143. True Lies
144. Uncharted Waters: New Horizons
145. Unirracers
146. Urban Strike
147. War 2410
148. Waterworld
149. Wayne's Woods
150. Wayne Gretzky and NHLPA All-Stars
151. Weaponlord
152. Wild
153. WildC. A. T. S.
154. Wolverine
155. WWF Raw
156. WWF Wrestlemania: The Arcade Game
157. X-Men: Mutant Apocalypse
158. Zoop
159. 1996 Olympic Sports

Game Boy

160. Aladdin
161. Alien Games
162. Animaniacs
163. Asteroids/Missile Command
164. Batman: The Animated Series
165. Casino Fortuna
166. Centipede/Millipede
167. Contra: The Alien Wars
168. Cutthroat Island
169. Defender/Joust
170. Desert Strike
171. Donkey Kong
172. Donkey Kong Land
173. Dr. Mario
174. Earthworm Jim
175. Earthworm Jim 2
176. FIFA Soccer '96
177. Foreman for Real
178. Frank Thomas Big Hurt Baseball
179. Galaga/Galaxian
180. The Getaway
181. Judge Dredd
182. Jungle Strike
183. Jurassic Park 2
184. Killer Instinct
185. Kirby's Dream Land
186. Kirby's Dream Land 2
187. Kirby's Pinball Land
188. The Legend of Zelda: Link's Awakening
189. The Lion King
190. Madden '96
191. Mario's Picross
192. Mega Man V
193. Metroid II: Return of Samus
194. Mortal Kombat II
195. Mortal Kombat 3
196. NBA Jam
197. NBA Jam Tournament Edition
198. NBA Live '96
199. NFL Quarterback Club '96
200. NHL Hockey '95
201. NHL '96
202. PGA Tour Invitational
203. Pocahontas
204. Primal Rage
205. Samurai Shodown
206. Shay Fu
207. The Smurfs
208. Space Invaders
209. Star Trek: Generations
210. Street Fighter II
211. Super Mario Land
212. Super Mario Land 2: 6 Golden Coins
213. Super Return of the Jedi
214. Tetris
215. Tetris Blast
216. Tetris 2
217. Toy Story
218. True Lies
219. Vegas Stakes
220. Wario Blast
221. Wario Land: Super Mario Land 3
222. Waterworld
223. WWF Raw
224. Zoop
225. 1996 Olympic Sports

Virtual Boy

226. Bound High
227. Galactic Pinball
228. Golf
229. Jack Bros.
230. Mario Clash
231. Mario's Tennis
232. Nester's Funky Bowling
233. Panic Bomber VB
234. Red Alarm
235. Teleroboxer
236. 3-D Tetris
237. Vertical Force
238. Virtual Fishing
239. Virtual League Baseball
240. Wario Land
241. Waterworld

Other Picks

242. Crisis's 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-Band Modem