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expected were on display at E3, and some great 16-bit games debuted, as well. Get the scoop in our E3 update.

#### MEET THE MARIO CHALLENGE!

Super Mario RPG has minigames galore, and this month we're chal-







ing up to battle baddies from two dimensions in Acclaim's new

action title.

# DOWER CHARTS

There's a logiam of top-notch games atop the Power Charts this month, with Mario and pals nudging Diddy and Dixie from the number one spot—for now. Meanwhile, Kirby's latest adventure bounces on to the Game Boy charts. For more on the world's favorite creampuff, check out the preview of Kirby Super Star in this volume!

# SUPER NES TOP 20

U	2 2 2 2 10 V		LAST MONTH	MONTH
•	GAME	COMPANY	3441111	: 2
U	SUPER MARIO RPG	Nintendo	2	3
2	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	9
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	4	54
4	CHRONO TRIGGER	Square Soft	6	12
5	FINAL FANTASY III	Square Soft	7	19
6	KILLER INSTINCT	Nintendo	3	13
7	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	5	9
8	DONKEY KONG COUNTRY	Nintendo	8	21
9	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	10	2
10	SUPER MARIO KART	Nintendo	11	39
11	EARTHWORM JIM 2	Playmates	13	9
12	SUPER METROID	Nintendo	12	27
13	SECRET OF EVERMORE	Square Soft	-	9
14	FINAL FANTASY II	Square Soft	14	44
15	OGRE BATTLE	Enix	18	7
16	BREATH OF FIRE II	Capcom	17	3
17	CIVILIZATION	Koei	_	3
18	MORTAL KOMBAT 3	Williams	-	8
19	MEGA MAN X3	Сарсот	15	5
20	EARTHBOUND	Nintendo	_	12

# TOP 5 TV-BASED GAMES

These couch-potato classics are guaranteed to cure those summer-rerun blues. Be sure to put down the remote long enough to vote in the Player's Poll Contest!

- 1. AAAHHHIII REAL MONSTERS (VIACOM NEW MEDIA)
- 2. SCOOBY DOO MYSTERY (ACCLAIM)

3. LOONEY TUNES B-BALL (SUNSOFT)

- 4. STAR TREK: STAR FLEET ACADEMY (INTERPLAY)
- 5. ANIMANIACS (KONAMI)

# MOST WENTED

- 1. NINTENDO 54
  2. SUPER MARIO RPG
  3. CRUIS'N USA (N54)
  4. KILLER INSTINCT (N54)
- 5. SHADOWS OF THE EMPIRE (N64)
  6. DOOM (N64)
- 7. X-BAND MODEM 8. DRAGON QUEST VI
  - 9. MORTAL KOMBAT TRILIOGY (N64) 10. MISSION: IMPOSSIBLE (N64)

# GAME COMPANY LESS MEDICAL COMP

THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	39
DONKEY KONG LAND	Nintendo	3	18
SUPER MARIO LAND 2:6 GOLDEN	Nintendo	2	45
DONKEY KONG	Nintendo	9	23
METROID II: RETURN OF SAMUS	Nintendo	4	55
ASTEROIDS/ MISSILE COMMAND	Nintendo	-	3
WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	24
KILLER INSTINCT	Nintendo	6	7
GALAGA/GALAXIAN	Nintendo	-	7
KIRBY'S BLOCK BALL	Nintendo	NEW	1
	LINK'S AWAKENING  DONKEY KONG LAND  SUPER MARIO LAND 2.6 GOLDEN  DONKEY KONG  METROID II: RETURN OF SAMUS  ASTEROIDS/ MISSILE COMMAND  WARIO LAND: SUPER MARIO LAND 3  KILLER INSTINCT  GALAGA/GALAXIAN	LINK'S AWAKENING Nintendo DONKEY KONG LAND Nintendo SUPER MARIO LAND 2: 6 GOLDEN DONKEY KONG Nintendo METROID II: RETURN OF SAMUS MISSILE COMMAND Nintendo WARIO LAND: SUPER MARIO LAND 3 Nintendo KILLER INSTINCT Nintendo GALAGA/GALAXIAN Nintendo	LINK'S AWAKENING Nintendo 1  DONKEY KONG LAND Nintendo 2  SUPER MARIO LAND 2-6 COUNTS Nintendo 9  METROID II: RETURN OF SAMUS Nintendo 4  ASTEROIDS/ MISSILE COMMAND Nintendo -  WARIO LAND: SUPER MARIO LAND Nintendo 6  GALAGA/GALAXIAN Nintendo 6

# WINTUALEOUTOP 5

GAME	COMPANY	MONTH.	MONTHS
WARIO LAND	Nintendo	1	9
MARIO'S TENNIS	Nintendo	2	9
3-D TETRIS	Nintendo	-	2
GALACTIC PINBALL	Nintendo	3	8
MARIO CLASH	Nintendo	4	7
	WARIO LAND MARIO'S TENNIS 3-D TETRIS GALACTIC PINBALL	WARIO LAND Nintendo MARIO'S TENNIS Nintendo 3-D TETRIS Nintendo GALACTIC PINBALL Nintendo	WARIO LAND         Nintendo         1           MARIO'S TENNIS         Nintendo         2           3-D TETRIS         Nintendo         —           GALACTIC PINBALL         Nintendo         3



GAME BOY IN YOUR POCKET

The most portable portable video game system in the world turns out to be even more portable now that Nintendo has introduced Game Boy Pocket. This sleek new Game Boy measures about 30% smaller in volume and half the weight than the classic Game Boy, but it retains the same size screen and it works with all Game Boy Game Paks. In addition to the slim lines, Game Boy Pocket has a new black and white LCD screen with sharper resolution and a matte silver finish. It is powered by two AAA batteries,

which will last for about 10 hours of game play. And what vou can play? To date, there are over 430 Game Boy titles, and more hits are on the way, including

several listed here. Even with 48 million

Game Boy units already sold, the system continues to sell more than a million units each year in North America alone. Available this September for \$59.95, Game Boy Pocket should keep the tradition alive.

#### IN THE POCKET

If you wanted to try out any of the new Game Boy titles at E3, you got the

chance to do so on the new Game Boy Pocket system. The biggest titles came from Nintendo and included Donkey Kong Land 2: Diddy's Kong Quest, which is the Game Boy version of DKC 2 for the Super NES. Rare Co. Ltd. used the same ACM tech-

niques to create the 3-D look of the

graphics. Digger, from Nintendo, features puzzle room play similar to that found in The Adventures of Lolo. Tetris Attack for Game Boy also debuted. T=HQ continues to sub-license hot Game Boy titles from companies such as EA Sports and Disney Interactive. Coming up from EA Sports are Madden '97 and FIFA '97. From Disney Interactive, look for Disney's Pinocchio. T=HQ will also release a dual Pak featuring arcade classics, Battlezone and Super Breakout.

#### VIRTUAL BOY

The biggest news for Virtual Boy was a lower manufacturer's suggested price of \$99.95 and software prices ranging from \$29.95 to \$39.95. Nintendo also showed off two new Virtual Boy games for the first time in North America: Dragon Hopper and Bound High. Both games have involving play and use the unique 3-D capabilities of the Virtual Boy 32-bit video game system.







#### IUMP UP AND GET DOWN

Even on a bad day, Dorin the Dragon can catch more air than an entire team of NBA all-stars. This is an important talent since all seven worlds in Dragon Hopper are crammed with staggered floors, tiny terraces and minuscule platforms. Jumping is the only way to get around. Dorin won't get hurt if

The large blocks in the foreground are actually stairs leading to a higher floor. Use Dorin's jumping skills to hop up blocks or stomp through floors. Nearly every maze has hidden coins or rooms.

he falls to the ground unless there isn't any to land on. You can't lose sight of your dragon if he

trots beneath a platform: A user-friendly feature turns all of the upper floors transparent whenever Dorin walks beneath them, so you always have a view of the action. As you jump higher and higher, the floors far below gradually fade from view. But don't set your sights too high. Many hidden treasures can be found on the

lowest floors of the mazes.



Each world has a hidden warp tile that teleports you to a magic shop. Here you can spend your hard-earned Star Coins on new spells or pay to play for the chance to win more money in a Bonus Room game.



Cutter, the guardian of the Earth Level, is determined to take a slice of your life. Unlike most adventure games, Dragon Hopper lets players use a variety of attacks and tactics to dispatch major enemies.



If Dorin explores any areas beneath a higher platform. the overhead floor turns transparent. This userfriendly feature helps you identify and confront any enemies lurking nearby in the shadows.



Dragon Hopper has seven worlds filled with platform mazes. The leaps become more difficult as Dorin climbs up out of the Great Tunnel. crosses the plains of Earth and enters the Tower of Infinity.

#### FAIRY SPIRITS NEED YOUR HELI

Each time Dorin rescues a Fairy Spirit, he receives an elemental power. When you free the Earth Spirit from his prison in the Great Tunnel, he gives you the power to create a large earthquake that destroys enemies and crumbles weak floors. The Water Spirit is locked away in a rusty cage in the Earth Level. She can teach you the magic

When you rescue Fairy Spirits, they give you clues and special dragon powers. The Earth Spirit gives you the power of the Earth Dragon while the Water Spirit shares the Ice Dragon's magical ability.

of the Ice Dragon, Ice Dragons can freeze water with a frosty blast. allowing you to walk across the ice.

While the Spirits give you magical powers, they know

little about the powerful being that kidnapped them. The identity of the kidnapper will be revealed as you meet other creatures during your quest.







#### POWER RANGERS 740 BATTLERAGERS

he Power Rangers take on a new role in Bandai's Power Race Zeo. Instead of kicking, punching, and morphing into awesome fighting forms, the Rangers (and select competitors such as cog and King Mondo) mount their motorcycles, jet cycles, hover craft, dune buggies and Quadra Fighters, then do battle on 16 courses. This mix of racing and demolition derby action can take place against the computer or a friend. Playing modes include a Time Trial, Two-player Mode, CPU Vs. Mode. Race Mode and Point Race Mode, which entails collecting points for items that are scattered over the track. The Blaster

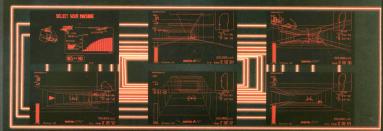
Master Mode may be the most fun of all. You and your buddy have unlimited blaster fire power and you have 99 seconds to blow each other up. In most of the other races, each speeder begins the race with five blaster shots, but you can also slam and ram them off the track. In fact, the final mode of play is the Super Chase Mode, which requires you to slam your opponent off the track within 99 seconds since you don't have blasters. Bandai has really packed this Power Rangers Racer with great options. If you're a Power Ranger fan or not, you'fl find it hard to climb off your bike. Bandai should release Power Rangers Zeo in September or October.



#### G-Z-FR0

t's too bad Nintendo didn't have this 3-D F-Zero play-alike ready for Virtual Boy last year. This racer rocks in red and black. You pilot one of four planes through tunnel courses that twist, turn, dip and rise. Each plane has different control and speed attributes, so selecting the right racer for the right course gives you an advantage. The planes look a bit like space fighters and the sounds they make as they scream through the

underground labyrinths also reminded this Pak Pilot of the highspeed run down the trench of the Death Star. The only difference is that you are in control and the course is all over the place. As in F-Zero for the Super NES, cars refuel and heal up when they pass over power strips. If there's ever been a reason to pick up a Virtual Boy, you can see it in this month's coverage of Dragon Hopper and G-Zero, and next month's look at Bound High. A growing library of fun games makes a huge difference.



# THE BROTHERS BEAR

Help comes in many forms in the world of Donkey Kong Country 3: Dixie's Double Trouble. One of the best forms of help may be found embodied in the 13 Brothers Bear who live in cabins situated throughout the world maps and sub-maps. Each burly bro requires your special attention. For instance, one bear, named Baffle, loves a bamboozling puzzle or a very sad bear named Blue needs cheering up. Rare plans to include lots of diversions in the third DKC game, making the play even more varied and rich than in DKC 2. We'll have more as this game reaches completion.



#### SCATTERED BITS

• T&E Soft, a long-time publisher of Nintendo games in Japan, has announced that it will be creating a Nintendo 64 action puzzle game called Kwu-ompa. What does Kwu-ompa mean? We asked some native Japanese speakers who laughed and shrugged. Apparently, it doesn't mean anything and we haven't received a detailed description of the game yet. If you've seen a Kwu-ompa in your town, let us know.

• Halfway around the world from Japan, Ocean and Infogrames, two of the largest game companies in Europe, have agreed to merge, which would make the new company one of the largest game publishers in the world. Ocean's U.S. subsidiary is currently developing Mission: Impossible for the N64. Infogrames, most recent titles starred the Smurf characters and were released by L.Motion. What does this union portend for the future? In the short term, Ocean reports an infusion of new development equipment and talent to work on Ml. In the future, perhaps we'll see undercover Smurfs cleverly disguised as blue M&Ms.

• Bandai America is looking in two directions for new Super NES games. They are considering releasing classic Super Famicom hits such as Dragon Ball Z—sort of an action RPG title—and starting up a new game division in the U.S. that would release new titles, probably with the use of out-of-house developers. Like several other companies, Bandai sees potential in the still vast Super NES market in North America.

# FORECAST



ARCADE'S GREATEST HITS	FALL '96
BRUNSWICK'S WORLD	
TOURNAMENT OF CHAMPIONS	FALL '96
COLLEGE FOOTBALL '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3:	
DIXIE'S DOUBLE TROUBLE	FALL '96
INCANTATION	FALL '96
KIRBY SUPER STAR	FALL '96
THE LOST VIKINGS II	FALL '96
MADDEN FOOTBALL '97	FALL '96
MOJO RISING	FALL '96
MR. DO!	FALL '96
MS. PAC-MAN	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
POWER RANGERS ZEO: BATTLE RACERS	
TETRIS ATTACK	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96
WAR 3010: THE REVOLUTION	SUMMER '96



BOUND HIGH DRAGON HOPPER G-ZERO

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BATTLE ZONE/SUPER BREAKOUT	FALL '9
DIGGER	FALL '9
DISNEY'S PINOCCHIO	FALL '9
DONKEY KONG LAND 2: DIDDY'S KONG QUEST	FALL '9
FIFA SOCCER '97	FALL '9
TETRIS ATTACK	FALL '9
URBAN STRIKE	FALL '9

### Coming Next Issue....

Volume 87, August 1996



This month, we gave you a sneak peek at the latest game starring the rotund rosy one. Next month, we'll begin in-depth coverage with the first part of our strategy feature.

## OHEIM ARRIVE

There's more Mario on the way! In August we'll show you more of the game that blew everyone away at E3, and we'll show you just how different 3-D gaming is going to be.













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#### More on Virtual Boy

Virtual Boy steps into the spotlight in our next issue, with two new titles to show off. Dragon Hopper, a 3-D adventure, and



Bound High, a hopping, bopping action game, are virtual winners. See for yourself next month

#### Tetris Attack



The onslaught begins in earnest next month, with a complete review of all of options and play modes that make Tetris Attack such a challenge—and addiction

Bass Masters Classic Bass Masters Classic Pro Edition Bassin's Black Bass with Hank Parker Batman Forever

Blackborne Boogerman The Brainies Breath of Fire II Bost A Move Castlevania Dracula X Chrono Trigger Civilization College Footall '97 College Sam Cuthroat Island Demobition Man Demobition Const

fragon: The Bruce Lee Story

Earthbound
Earthworm [Im 2
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63. Looney Tunes B-hall 64. The Lost Wikings 65. The Lost Wikings B 65. The Lost Wikings B 66. Lufia II 67. Madden NPL '96 68. Madden Football '97 69. Mario Paint 70. The Mass 71. Mass Mallard 72. Mechwarrier 3050 72. Megya Man X 72. Megya Man X 73. May Man X 74. May Man Man X 75. Megya Man X 76. Megya Man X 77. Markh & Massir III: Isle 77. Markh & Massir III: Isle

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154. Alzdelin
157. Alzer Garnes
157. Alzer Garnes
158. Animanise
159. Asteroids/Missile Comrun
159. Asteroids/Missile Comrun
160. Batman: The Animated Sent
161. Bath Zenne/Super Hirokout
161. Bath Zenne/Super Hirokout
163. Cassino Tumpak
163. Cassino Tumpak
164. Cemplede/Milipsela
165. Costa Taba Alien Wars
166. Contra: The Alien Wars
166. Contra: The Alien Wars
168. Defender/Joust
168. Defender/Joust
169. Desert Strike

183. Immais Park 3
184. Immais Park 3
184. Immais Park 3
185. Immais Park 3
185. Inferior Immais Park 3
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233. Sur Trek. Generations
244. Sruck Tjelke II
235. Super Mario Land
236. Super Mario Land
237. Super Mario Land
237. Super Mario Land
238. Swood of Hope II
238. The II
238. The II
239. Super II
230. The II
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Virtual Boy

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232. Bound I ligh

233. Draggen Hopper

234. Galactic Pinhall

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237. Mario Clash

237. Mario Clash

239. Nester's Funky B

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241. Red Alarm

242. TelevoBoxer

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245. War Long

246. Verinal Secre

247. War Long

248. Water Mario

249. War Long

240. War Long

240. Water Lon



NINTENDO POWER