

20TH ANNIVERSARY ISSUE!

NINTENDO POWER

CASTLEVANIA REVISITED

WORLD WAR II

STREET FIGHTER: THE COMEBACK

DOOM: UNLEASHED

DOOM FRAGER, UNDERWORLD

PRINCE OF PERSIA:
THE FALLEN KING

BAIRD SUTHER
SUNSHINE

THE
TANK WARRIOR
OF 1944: 1944

DOOM: THE
SACRILEGIOUS

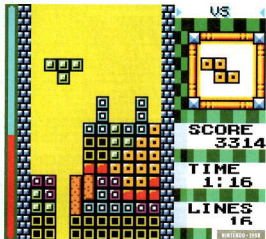
MAD WORLD

From the producer of *Doom* and *Vigilante Joe*
comes the most original action game in years.

Future
PUBLISHER



Game Boy & Game Boy Color



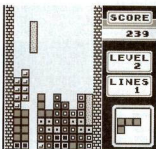
01

TETRIS DX

With all due respect to Pokémon, no single title meant more to the early days of handheld gaming than Tetris. The first portable version came packed with the original Game Boy and quickly spread Tetris fever from

hardcore gamers to nongamers, from kids to adults. The Game Boy Color's enhanced DX edition—with its color graphics and extra modes—remained, in our minds, the best version of the game until Tetris DS took the crown eight years later. While the block-

dropping superpuzzler is great on consoles, it's a perfect match for quick pick-up-and-play sessions on the go. If we could have only one game on a desert island, it'd be Tetris.



After endless hours of Tetris, we forgot our complaints that the Game Boy didn't come with a Mario game.

BEST VIRTUAL BOY GAME: VIRTUAL BOY WARIO LAND

Since 14 games were released for the Virtual Boy in North America, we're spotlighting only the best one: 1995's Virtual Boy Wario Land.



It boasts the same great action-exploration the series is famous for, plus near 3-D effects that add to the fun of searching for treasure.



02	THE LEGEND OF ZELDA: LINK'S AWAKENING DX Link's Awakening was a dream come true—a full-fledged Zelda adventure you could take anywhere. Fun Facts former Nintendo Power staffer Dan Osawa wrote the game's English script.	NINTENDO • 1991	
03	POKÉMON RED/POKÉMON BLUE This is the Pokémon pair that ushered in the world-shaking phenomenon that is Pokémon. Something about the game just won't let us stop playing until we've caught all 151.	NINTENDO • 1996	
04	THE LEGEND OF ZELDA: ORACLE OF SEASONS A magic rod that let you alter the landscape by changing the season was this game's exciting hook. Throw in an underground realm, and you get a deep and highly original Zelda title.	NINTENDO • 2001	
05	THE LEGEND OF ZELDA: ORACLE OF AGES Shifting between time periods in Oracle of Ages was cool, and interfacing with Oracle of Seasons to unlock extra content was even cooler. Two new Zelda games at once? Yes, please.	NINTENDO • 2001	
06	POKÉMON GOLD/POKÉMON SILVER This second set of all-new Pokémon games took the series to the next level by adding 100 extra Pokémon and various new features and enhancements, including full-color graphics.	NINTENDO • 2000	
07	SUPER MARIO LAND 2: 6 GOLDEN COINS While the original Super Mario Land is primitive even by Game Boy standards, its sequel still shines with classic Mario hopping and bobbing and impressive graphics for a handheld.	NINTENDO • 1992	
08	DONKEY KONG The only true follow-up to the arcade classic, Donkey Kong for Game Boy added to the original's four stages with 97 new ones, introducing brand-new elements and complex puzzle-solving.	NINTENDO • 1994	
09	WARIO LAND 3 The pinnacle of Mario's early action-platform adventures, which are famous for his bullying attacks, his various powered-up forms, and his greedy eye toward treasure-hunting.	NINTENDO • 2000	
10	KIRBY'S DREAM LAND 2 While the original Dream Land was great, the sequel introduced Kirby's now-trademark ability to steal his enemies' powers, adding a fun bit of extra strategy to a great action-platformer.	NINTENDO • 1995	
11	METAL GEAR SOLID This wholly original adventure added elements from the samitized 3-D console title to push the series' hallmark espionage action well beyond that of its previous 2-D installments.	REMIANI • 2000	
12	METROID II: RETURN OF SAMUS The only Game Boy edition of Metroid introduced many new weapons and items that became series regulars, such as the Space Jump, Plasma Beam, Spiker Ball, and Spring Ball.	NINTENDO • 1991	
13	POKÉMON PUZZLE CHALLENGE After Tetris, this block-matching game is as addictive as a puzzle gets. Although Puzzle Challenge is pretty much the same game as Tetris Attack, we give it the nod for its few extra features.	NINTENDO • 2000	
14	MEGA MAN Y All of the Game Boy Mega Man games were excellent, but Mega Man Y stood above the rest thanks to an original cast of celestial-themed bosses and all-new weapons such as the Mega Arm.	CAPCOM • 1994	
15	TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN The beauty of FOTFC was its straightforward but polished action. The graphics and sound were amazing for Game Boy in 1990.	ULTRA • 1994	
16	MARIO'S PICROSS This largely forgotten gem offered the same type of compelling picture puzzles as Picross OS, but more than a decade earlier. For our money, Picross blows away similar fads, such as Sudoku.	NINTENDO • 1995	
17	DR. MARIO If you've got puzzle-game fever, Dr. Mario is the cure. Eliminating viruses gets increasingly addictive as you play, and the three-color/shade-matching system was ideal for the Game Boy.	NINTENDO • 1990	
18	KID ICARUS: OF MYTHS AND MONSTERS This little-known follow-up to the classic NES platformer outshines its predecessor with levels that scroll in all directions and the helpful ability to slow your descent by flapping your wings.	NINTENDO • 1991	
19	SHANTAE A beautiful half-genie fights pirates with animal transformations and staps of her ponytail—what's not to love? The superb motion animations pushed the Game Boy Color to new heights.	CAPCOM • 2002	
20	OPERATION C Not only does Operation C have all the fast-paced short-'em-up thrills that you'd expect from Contra (except a two-player mode), but it's also the game that introduced the series' homing gun.	ULTRA • 1991	