

Scuttle the Smokers in Ocean of America's full-throttle new game!

WATER WORLD™

It's a battle to save humanity! In the future, a shift in the polar axis floods the earth and divides survivors into two groups. The simple, peaceful Atollers, who live in floating cities while searching for dry land, are helpless against the onslaughts of the evil Smokers. Only you can save them!



**HIGH ACTION
ON THE
HIGH SEAS**

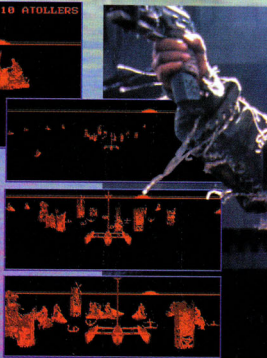
ROUND 1 PLAYER 2 100 LIVES 2 10 ATOLLERS



As many as nine can play in alternating mode. Each player starts with three lives but loses one by being hit by a Smoker.

Each round of Ocean's new shoot-'em-up thrusts you into the midst of battle, as you're ambushed by a squad of crazed Smokers trying to finish off a half-wrecked Atoll! Rocketing over the ocean in wave riders, the Smokers will try to scoop Atollers out of the water and whisk them back to their diabolical leader, the Deacon. They haven't counted on running into flak

from you and your Trimaran, though! The most interesting variation on this standard shooter is the 360-degree action. Smokers can attack you from any angle, including behind! Thanks to Virtual Boy's amazing depth-of-field, the bad guys rush up with blinding speed. Spin fast and shoot faster if you want to beat them!



The only inside source for all Nintendo games

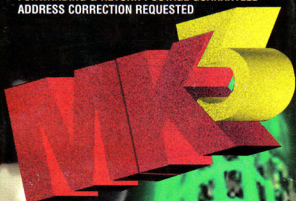


NINTENDO POWER

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**Kombat Kodes,
Mortal Secrets
Revealed**

HOT CONTEST

Win WWF The Arcade Game

IN-DEPTH

- ◆ Spider-Man & Venom:
Separation Anxiety
- ◆ Boogerman
- ◆ Secret

 **of**
Evermore

Out of the
KI V
KILLER
Classified
the
DON'T
LOSE

THE POWER!

RE-SUBSCRIBE
INSIDE!

game boy
killer instinct

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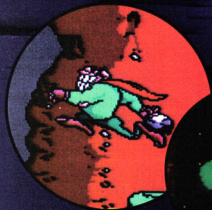
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BOOGERMAN

He may not be the sweetest-smelling superhero in the world, but when there's a nose to pick or a zit to pop, people everywhere call on Boogerman. Our in-depth review gives you the straight poop on one of the ickiest adventures in gaming history!



GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA LINK'S AWAKENING	2	31
2	DONKEY KONG LAND	1	10
3	METROID II: RETURN OF SAMUS	4	47
4	TETRIS	3	38
5	KIRBY'S DREAM LAND 2	6	6
6	GALAGA/GALAXIAN	NOT RANKED	2
7	WARIO LAND: SUPER MARIO LAND 3	10	17
8	SUPER MARIO LAND 2: 6 GOLDEN COINS	7	37
9	DONKEY KONG	9	18
10	ASTEROIDS/MISSILE COMMAND	NEW	1



TOP 10 RPGs

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	CHRONO TRIGGER	SUPER NES	AUG. '95
2	FINAL FANTASY III	SUPER NES	OCT. '94
3	EARTHBOUND	SUPER NES	JUN. '95
4	SECRET OF EVERMORE	SUPER NES	NOV. '95
5	SECRET OF MANA	SUPER NES	NOV. '93
6	FINAL FANTASY II	SUPER NES	NOV. '91
7	BRANDISH	SUPER NES	FEB. '95
8	TECMO SECRET OF THE STARS	SUPER NES	JUL. '95
9	BREATH OF FIRE	SUPER NES	AUG. '94
10	ULTIMA VII: THE BLACK GATE	SUPER NES	NOV. '94

This month marks the very first chart for Virtual Boy games. Be sure to check out this issue for exclusive reviews of two brand-new games: Virtual League Baseball and Waterworld!



VIRTUAL BOY TOP 5

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	GALACTIC PINBALL	NEW	1
2	RED ALARM	NEW	1
3	WARIO LAND	NEW	1
4	MARIO'S TENNIS	NEW	1
5	MARIO CLASH	NEW	1

MOST WANTED

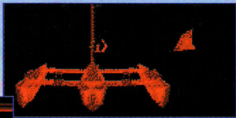
Nintendo Power readers give two big thumbs up to Killer Instinct, saying they want both the NU 64 and the Super NES versions. Three other Super NES games rank in the Top 10, led by Donkey Kong Country 2, which is scheduled to be in stores in time for the holidays. Do you want to be heard? Then send in the Player's Poll card at the back of this issue!

1. NINTENDO ULTRA 64
2. VIRTUAL BOY
3. KILLER INSTINCT (NU 64)
4. DOOM (NU 64)
5. CRUIS'N USA (NU 64)
6. ROBOTECH (NU 64)
7. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
8. MORTAL KOMBAT 3
9. KILLER INSTINCT
10. CHRONO TRIGGER



BAD GUYS GO BLUB-BLUB

Douse the Smokers with cannon fire until there are none left. Be warned, though, these aquatic adversaries can skip out of your sight, only to reappear from the opposite direction. Should the Smokers grab all the Atollers, you'll have to fight off a posse of PT boats!



A Smoker starts blinking when he picks up an Atoller. If he successfully spirits away his captive, a skull and crossbones will appear.

ENOLA MULTIPLIER

1x
TOTAL ROUND BONUS
200



You get 100 points for each Atoller saved. The blinking Atoller is Enola, who has a precious map leading to dry land tattooed on her back. Save her and your Atoller bonus will increase from two to eight times.

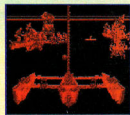
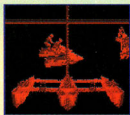
ENOLA CAPTURED

on her back. Save her and your Atoller bonus will increase from two to eight times.

NO
SMOKERS
ALLOWED

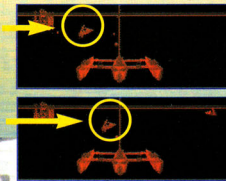
THE BROAD SIDE OF A BARBARIAN

It's a lot easier to hit the Smokers from the side than it is when they're charging head-on or running away from you. Try waiting just outside an Atoller and blasting the Smokers as they rush in to grab the Atollers.



READY, AIM, SMOKE'EM!

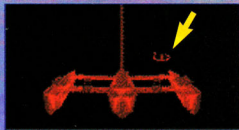
With each successive round, the Deacon unleashes waves of ever-deadlier adversaries. To make matters worse, ravenous sharks prowl for helpless Atollers. It will take a cool hand on the tiller and the trigger to stay alive and defeat all the enemies. Are you up to the task?



You can squeeze off as many as four shots at once. Use them all to zero in on the Smokers. Unfortunately, some of the Deacon's wilier henchmen will anticipate your shots and take evasive action. Your best tactic is to drift and fire at clumps of them. Always keep an eye out for the lone kamikaze attacking you from the rear!

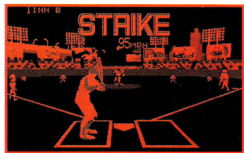
STAND AND DEFEND

It's sink or swim time when there's just one Atoller left in the water. Stay close to the survivor and wait for the bad guys to come to you. Spin frequently to make sure no Smoker is sneaking up from behind. You can also tap the Down button to get a quick aerial view of the action.



Here's the one-two pitch!

Most baseball fans will want to know first how the offensive game stacks up. Pitch control is good, and a power meter allows you to set the strength of a throw. Hitting the "sweet spot" on the meter produces a fast ball, while going past that mark produces a slower pitch and tires your pitcher much faster. Batting is straightforward, but since you don't really see where a ball connects on the bat, correcting your swing involves some guesswork. A bit of practice, though, should help you bring your averages up to snuff.



Despite some sense of depth, the straight-on view sometimes makes it difficult to see when the ball is in the strike zone.



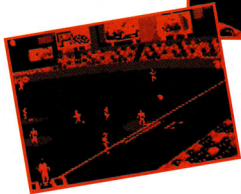
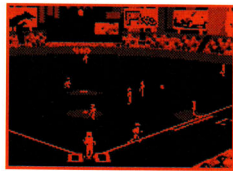
Play ball!

In the Vs. mode, aspiring big leaguers can select their teams and their opponents from among eighteen ball clubs in the Pan-Am, Asian and European Leagues. The All-Star mode combines the best of the leagues into three teams, and the Pennant Race mode sets your chosen national team on the road to the World Championship, with passwords given out along the way. Of course, this is strictly a one-player experience, but your computerized opponents offer good levels of challenge and show a lot of variety in play.



A spectacular diving catch!

As soon as a batter makes a hit, the screen switches to a wide-angle, overhead view for fielding. Part of the view is taken up by graphics of the surrounding stands, so the field and the players are rather small. This sometimes makes it seem as if the fielders are running too slowly. The fielders move as one unit, and you'd best be careful which one you choose to go after a ball. On the flip side, the speed of their throws seems right, and you can soon get a feel for the scale of the field.



All Stars

As mentioned before, the players show a lot of variety, displaying skills in keeping with their stats. The following charts list some of the top players on each team, which should help you pick the team that's right for you.

All Star Fielders

Team	Player	Team	Player	Team	Player
USA	Skynerd	Chile	Santiago	Italy	Ferraro
	Pepper		Prende		Vongole
	Garcia	Argentina	Chavez	Switzerland	Carmodi
	Miller		Peron		Valentino
Canada	McGee		Zapata		Hagen
	Pelland		Silva		Trudeau
Cuba	Panatella		Rio	Japan	Nihe
	Chavez		Felix		Taiwan
	Montana	France	Tremblay		
	Battista		Rainier	India	Ludhu
	Ricardo		Perignon		Bansal
Dominican Rep.	Prinz		Richard		Tikka
	Estavez	UK	Smith		Patel
	Fernandez		Murphy		Basmati
	Agua		Rogers	Saudi Arabia	Khayyam
Bandana	Wilson		Ali		
Chile	Esquibel		Sanders		Habib
	Silviera		Treacle	Singapore	Lee
	Gutierrez	Germany	Warsteiner		Chow
	Goncalves		Wolf	Chin	
	Gomez	Russia	Spatski	Australia	Neill
	Manero		Pavelich		Platypus

All Star Hitters

Team	Player	BA	H	RBI
Japan	Okuhara	291	37	101
	Shiroishi	270	40	120
Taiwan	Kwong	405	35	105
India	Bansai	253	25	99
Saudi Arabia	Fakir	303	30	73
Singapore	None			
Australia	None			
France	Bardot	317	41	128
United Kindom	Murphy	310	56	118
Germany	None			
Russia	Volkov	265	22	86
Italy	None			
Switzerland	Trudeau	405	45	145
USA	None			
Canada	Beaver	309	14	53
Cuba	Battista	257	24	90
	Arias	225	5	19
Dominican Rep.	Rojas	278	0	37
Chile	Cuervo	210	21	55
Argentina	Chavez	329	12	60
	Lemchuk	267	30	117
	Enrico	245	32	110

All Star Pitchers

Team	Player	ERA
USA	Miller	2.13
Canada	McManus	3.01
Cuba	Corona	1.61
Dominican Rep.	Vargas	2.27
Chile	Santiago	2.71
Argentina	Peres	2.64
France	Picard	2.29
UK	Raffay	2.91
Germany	Schiffer	2.16
Russia	Schmirnoff	1.37
Italy	Nitti	2.61
Switzerland	Krueger	2.34
Japan	Morikubo	
Taiwan	Lew	2.92
India	Prasad	3.76
Saudi Arabia	Oman	2.82
Singapore	Lone	3.61
Australia	Xavier	3.87

Pennant Passwords

It's a long, hard road to the World Championship, and if you win a majority of the games in your league, you must still face the champions of the other two leagues. To help you on your way, we've listed passwords that will start you off at four or five wins and no losses. We've also included a special password that pits the Japanese national team against the mysterious Miracle Team. Batter up!



Australia 4 Wins ?8083

Cuba 4 wins 28414

USA 5 wins 0!♣43

UK 5 wins ♦!!♠1

Play the Miracle Team

Japan 7 wins 6♣804

SUPER RETURN OF THE JEDI

Super
NES



PASS
WORD

CompanyT•HQ
Release DateOctober 1995
Memory Size4 Megabits

A long time ago, in a Game Boy far, far away...

Luke Skywalker, Princess Leia and Chewbacca must save Han, then destroy the new Death Star in this Game Boy version of the classic Lucasarts title. T•HQ managed to put most of the elements of the Super NES game into this Pak except for the Mode 7 flying stages. Impressive. The action begins on Tatooine on the way to Jabba's Palace and moves on to the Forest Moon of Endor where Wicket and his furry cronies must hamstring the empire. Players choose to fight through the side-scrolling stages as one of five hero choices. Although an earlier version of the game had no enhanced Super Game Boy features, Super Jedi is now powered up with enhanced borders and sound. Nintendo Power joins the rebellion for an insider look this month.



Good graphics. Lots of action packed into a Game Boy Pak.



Loose play control. Not as challenging as the Super NES version.

TECMO SUPER BOWL III: FINAL EDITION

Super
NES



CompanyTecmo
Release DateOctober 1995
Memory Size16 Megabits

Tecmo's best football game ever makes it to the playoffs.

Tecmo Super Bowl III: Final Edition for the Super NES pushes all the right buttons for a rousing football experience. With NFL and player licenses, it has the authenticity of the real game. As for the options, Tecmo excels at giving players as many options as they can handle, including full seasons with players controlling teams manually or from the sidelines as the coach. Final Edition is easier to play than Madden '96 and looks better. See the full comparison in this month's Sports Scene.



Excellent graphics and play control. A full lineup of options and licenses. Battery backed-up memory. Full seasons. Quick learning curve.



Limited number of plays. Fewer passing/receiving choices on the field than Madden '96.

VIRTUAL LEAGUE BASEBALL

Virtual
BOY



PASS
WORD

CompanyKemco
Release DateOctober 1995
Memory Size8 Megabits

First, baseball had the Major Leagues, then the Little League. Now, there is the Virtual League.

Kemco gets a grand slam off the Virtual Boy with this 3-D, immersive baseball game. The teams may be international, but the action on the brilliant red diamond is All-American. Whether you're eyeing a 90 mile-an-hour fastball or running down a pop fly, Virtual League Baseball presents a realistic baseball experience. This month, Nintendo Power fills out the box score for this 3-D sports game.



Good graphics. Good baseball mechanics.



Difficult to make defensive plays at the fence.

WATERWORLD

Virtual
BOY



CompanyOcean
Release DateOctober 1995
Memory Size16 Megabits

Atollers are drowning, Smokers are laughing, and you are steering toward destruction.

What could be more fitting than a company called Ocean making a game called Waterworld? As it turns out, putting some water in the game might have been a good idea. This 3-D shooter uses nice sprite graphics in a fairly open field of play. Aboard your triple-hulled trimaran, all you have time to worry about is shooting the Smokers before they reach the hapless, floundering Atollers. Your boat can move in 360° or forward while you attack, but speeds are slow and momentum carries you over targets and into trouble unless you steer with care. The game is basically an Asteroids-type shooter with unlimited levels. It's the same design as the arcade game, but the Super NES game will have more variety. Power immerses itself in the Virtual Boy title this month.



Good background music.



Not much variety in play or graphics.

ZOOP



CompanyViacom New Media
 Release DateOctober 1995
 Memory Size4 Megabits

A new action puzzle to twist your mind into knots.

Zoop departs from the standard mold of action puzzles,

like Tetris, by putting the action all around you. The four sides of the playfield fill up with columns of colored shapes that you have to blast with a similarly colored shot. Victory is achieved only if you keep the blocks from overrunning the central square, which isn't easy. This month's Take 2 introduces you to the next puzzle obsession.

- Challenging. Not the usual Tetris clone. Jazzy soundtrack.
- Steep learning curve.

HEAD TO HEAD

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
BIG SKY TROOPER	3.1	3.0	3.1	3.3			ADVENTURE
BOOGERMAN	3.9	3.6	3.5	3.2	★		ACTION
DEFENDER/JOUST	2.5	3.5	2.9	3.0	☆,★,☆,*		ARCADE
EMMITT SMITH FOOTBALL	3.1	2.9	3.1	2.8			FOOTBALL
FIFA '96 SOCCER	3.1	3.1	3.5	3.3	*,☆		SOCCER
FOREMAN FOR REAL	3.4	3.0	2.8	3.0			BOXING
INT'L SUPERSTAR SOCCER DELUXE	3.8	3.3	3.4	3.4	*,⊕		SOCCER
KILLER INSTINCT	3.7	3.2	3.4	3.4	☆,★,★,*		TOURNAMENT FIGHTING
MADDEN '96	2.9	3.0	3.2	3.0			FOOTBALL
MORTAL KOMBAT 3	4.6	3.2	4.0	3.6	☆,☆,⊕,*		TOURNAMENT FIGHTING
NBA LIVE '96	4.0	3.2	4.0	3.6	⊕,*		BASKETBALL
NHL '96	3.6	3.3	3.5	3.2	☆		HOCKEY
SECRET OF EVERMORE	4.0	3.2	4.0	4.0	☆,⊕,★,*		ADVENTURE
SPIDER-MAN/VENOM: SEP ANXTY	3.7	3.3	3.0	3.0			ACTION
SUPER RETURN OF THE JEDI	3.4	3.0	3.0	3.1			ACTION
TECMO SUPER BOWL III: FINAL ED.	3.5	3.3	4.0	3.7	☆,⊕,*		FOOTBALL
VIRTUAL LEAGUE BASEBALL	2.9	2.9	3.0	3.0	★		BASEBALL
WATERWORLD	3.3	3.3	2.4	2.8			ACTION
ZOOP	3.0	3.5	3.1	3.1	★		PUZZLE

ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMUL
- PASS-WORD
- BATTERY BACK-UP
- GAME LINK
- SUPER GAME BOY
- SUPER FX
- SUPER MOUSE
- SUPER SCOPE

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
- ★ **Jon**
Fighting, Simulations, RPGs
- ★ **Leslie**
RPGs, Puzzles, Adventures
- ★ **Dan**
Action, Adventures, Puzzles
- ★ **Jeff**
Action, Sports, Fighting
- ★ **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.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

Wario lights up Virtual Boy in the first fire-breathing, foot-stomping, horn-charging adventure for the 3-D system. If you played the original Wario Land for Super Game Boy, you'll feel right at home with all the hat tricks, keys, bonus areas and special attacks, but Virtual Boy Wario Land takes you to a whole new dimension. The 3-D capability of Virtual Boy comes into play in several ways. Wario moves on several planes of action, hopping on spring-loaded trampolines to propel himself from foreground to background. In the most dramatic 3-D rooms, Wario moves both into the room and across the room. Baddies also move in three dimensions. Some enemies come swinging out of the background, scaling larger and larger as they approach. Other foes pop back and forth from the background plane to the foreground. With all this action going on, Wario has to be twice as careful, but he has some great stuff to get him out of the tight spots. The hats are the best. Strap on one of these sombreros and watch Wario transform and gain super powers.

Of course, if Mario's rival gets bopped on the pate, he'll become a pathetic little dweeb until he finds a power-up.

VIRTUAL BOY WARIO LAND



N I N T E N D O

GOLDENEYE STEPS UP TO NU 64

Goldeneye, the Nintendo video game based on the new James Bond movie, has been transformed during development from a 16-bit game to an NU 64 title. Although this may sound like a radical shift, the preliminary designs and initial work at Rare uses 3-D characters and art that will fit perfectly on the new 64-bit system. Obviously, this change will result in some delays. The Super NES game was slated for a winter release, but the Nintendo Ultra 64 system won't be available until spring. A Virtual Boy version is also in the works.

FINAL FIGHT 3

Capcom U.S.A. scheduled *Final Fight 3* for a



November release this year, but at publication time for the November issue of *Power*, the game hadn't materialized from Capcom Japan. When you count in production and shipping times, Capcom will be lucky to get the game to you by the holidays. Assuming that they do succeed, what you'll get is a scrolling fighter from the series that started the whole fad back in the 80's. Mike Haggard returns to clean up Metro City with his pals, Guy, who also will appear in *Street Fighter Alpha* in the arcades, and newbies Lucia and Dean. The biggest improvements from *Final Fight 2* are that one player can choose a two-player auto option and each character has a Super Meter for special attack moves.

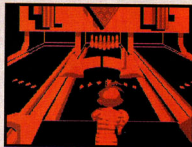


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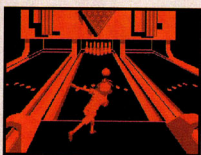
NESTER'S FUNKY BOWLING

Nester, the one-time bad boy of Nintendo Power comic fame, returns to the gaming world

in his own Virtual Boy title from **Nintendo**. Finally, bowling fans can throw a strike without putting on ill-fitting shoes. This ten-pin knock-down



scores the frame-by-frame according to the laws of bowling and the ball blasts the pins



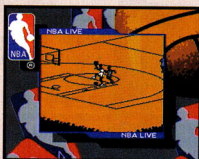
according to the laws of physics. Although you might expect Nester to take liberties with the game and end up rolling down the lane

himself, *Nester's Funky Bowling* turns out to be the serious sport disguised in a funky shirt.

WRITING ON THE WALL

Bandai plans to milk its popular *Mighty Morphin Power Rangers* for everything the license is worth, and, apparently, it's worth a lot. Bandai reports that it will follow up its MMPR Fighting Edition game with an action game for Virtual Boy featuring the morphing fiend-fighters. We haven't seen the game yet at Pak Watch, but we expect to see a version in time to put a shot in next month's *Power*.

Spot goes to Acclaim could be the telling



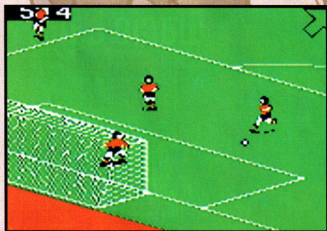
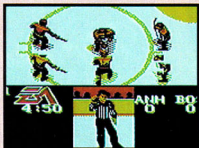
title of the year. Like many developers, **Virgin Interactive** joins the packed bandwagon of licensee companies that have sold their Super

NES games to Acclaim for marketing and distribution. In *Spot Goes To Hollywood*, the Big A picks up a cool platform game with some unique

graphics and humor. This Spot departs from the previous game by adding stages with 3-D, three quarter perspectives.

In Southern Cal, **T•HQ** continues its quest to reduce every *EA Sports* title to fit the Game Boy format. The latest conversions include *NBA Live '96*, *FIFA '96* and *NHL '96*, all with enhanced Super Game Boy features. All three games arrived in early versions, and all three showed promise.

NBA Live '96 wasn't running at full speed yet, but the animation looked smooth and the play control already seemed pretty sharp—a good sign that the final game will be good. For a Game Boy sports title, the options also seemed very sophisticated. You can choose strategies for your NBA team and select preset plays to run. All the teams and most players are represented, as well. **T•HQ** plans to release *NBA Live* in late November or December. Just months after *NHL '95* was released, **T•HQ** plans on bringing out the sequel, *NHL '96*. The version received at Pak Watch was still unfinished, but it looked similar to *NHL '95* although perhaps a bit faster. That's not surprising as both games come from the development team at Probe. *FIFA Soccer '96*, another Probe project, also came to us in an early form. The Super Game Boy enhanced sound was terrific and the animation was surprisingly sophisticated, even at this early stage. This is truly an international



Pak, with English, German, French, and Spanish language options available. We'll take another look at these three sports games when they're done, but it looks like any of them would make a nice portable addition to your sports library.

RELEASE FORECAST



Breath of Fire II	Fall '95
Cutthroat Island	Fall '95
DKC 2: Diddy's Kong Quest	Fall '95
Earthworm Jim 2	Fall '95
Final Fight 3	Fall '95
Frank Thomas: "Big Hurt" Baseball	Fall '95
Gargoyles	Winter '96
Ken Griffey Jr. MLB2	Winter '96
Mechwarrior 3050	Fall '95
Mega Man X3	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
Pocahontas	Fall '95
Revolution X	Fall '95
Scooby Doo Mystery	Fall '95
Secret of Evermore	Fall '95
Spawn	Fall '95
Super Mario RPG	Winter '96
Toy Story	Fall '95
Urban Strike	Fall '95
War 2410	Fall '95
Whiz	Fall '95
WildC.A.T.S.	Fall '95
WWF Wrestlemania: The Arcade Game	Fall '95



Jack Bros.	Fall '95
Mighty Morphin Power Rangers	Fall '95
Nester's Funky Bowling	Winter '95
Virtual Boy Wario Land	Fall '95
Waterworld	Fall '95



FIFA Soccer '96	Fall '95
Mortal Kombat 3	Fall '95
NBA Live '96	Fall '95
NHL '96	Fall '95
Super Return of the Jedi	Fall '95
Zoop	Fall '95

NEXT ISSUE

December Volume 79

DONKEY KONG COUNTRY 2™ DIDDY'S KONG QUEST™

**Diddy and Dixie
to the rescue!**

When Kremplings abnap the big DK, Diddy teams up with talented tress-tosser Dixie and sets out in pursuit. Kremland has never seen the likes of these Kongsters, but you will next month. The complete coverage of their amazing kongquest tops the list of hot reviews coming in December.



Earthworm Jim 2

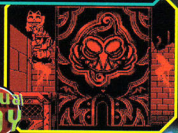


WWF Wrestlemania:
The Arcade Game



Secret of Evermore: Part 2

**Wario's Back!
Wario Land**



Wario flies and flames his way through an amazing 3-D world that's packed with trials, traumas, treasures and most important — FUN. It's by far the best game yet for Virtual Boy!



MINI GOLF

ALARM

MARIO'S
ENNEMIES

Info



VIRTUAL BOY

A 3-D GAME FOR A 3-D
WORLD. TURN IT ON.

VIRTUAL BOY IS ONLY FOR GAME PLAYERS 7 YEARS AND OLDER. BATTERIES NOT INCLUDED.

VIRTUAL BOY