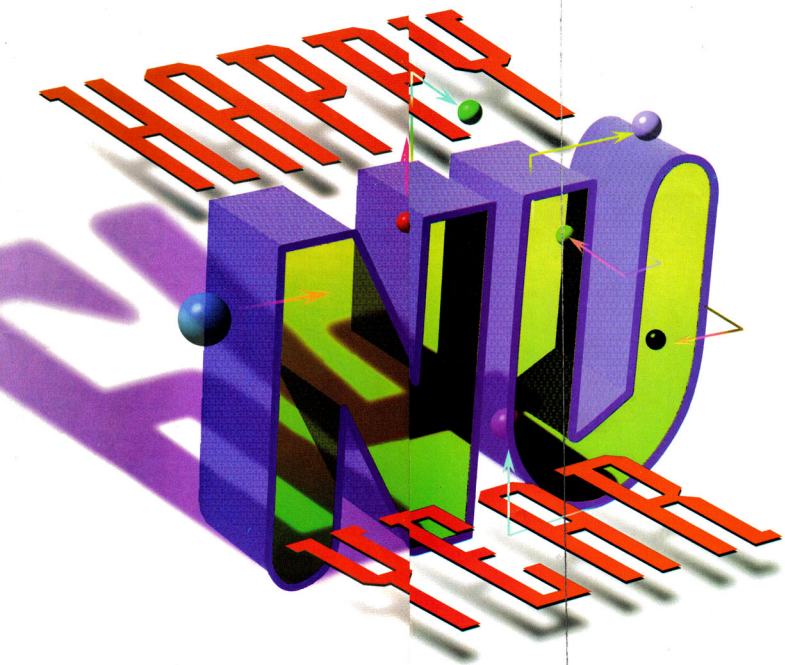


B O N U S I S S U E 1 9 9 6

NINTENDO POWER®



JANUARY VOLUME 80

The Nintendo 64 Debuts 20



You've seen the system and the controller, now check out the stunning games for the Nintendo Ultra 64. The Power editors dropped in on Tokyo's Shoshikai trade show for an in-depth preview of the most anticipated video game system for 1996.

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Earthworm Jim 2 10



Revolution X 34



Doom Troopers 42



POWER CHARTS

Ever wonder what's popular with players around the world? Then check out our list of the top games in Japan! Meanwhile, Killer Instinct remains firmly atop the Power Charts, thanks to your votes in the Player's Poll Contest. Be sure to make your voice heard by sending your entry today.



SUPER NES TOP 20

GAME	COMPANY	LAST WEEK	MOVES UP (DOWN)
1 KILLER INSTINCT	Nintendo	1	7
2 CHRONO TRIGGER	Square Soft	2	6
3 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	4	3
4 MORTAL KOMBAT 3	Williams	11	4
5 SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	5	4
6 THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	48
7 DONKEY KONG COUNTRY	Nintendo	3	15
8 SUPER METROID	Nintendo	9	21
9 FINAL FANTASY III	Square Soft	8	13
10 SECRET OF EVERMORE	Square Soft	Not Ranked	4
11 EARTHWORM JIM 2	Playmates	13	3
12 WWF WRESTLEMANIA: THE ARCADE GAME	Acclaim	New	1
13 DOOM	Williams	17	6
14 SUPER MARIO KART	Nintendo	Not Ranked	34
15 NHL '96	EA Sports	20	2
16 KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	10	21
17 MORTAL KOMBAT II	Acclaim	11	15
18 CIVILIZATION	Koei	New	1
19 EARTHBOUND	Nintendo	18	7
20 MEGA MAN X3	Capcom	New	1

MOST WANTED

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. MORTAL KOMBAT 3 (NU 64)
4. CRUIS'N USA (NU 64)
5. SUPER MARIO RPG
6. DOOM (NU 64)
7. VIRTUAL BOY
8. MORTAL KOMBAT 3
9. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
10. WWF WRESTLEMANIA: THE ARCADE GAME



GAME BOY TOP 10

GAME	COMPANY	LAST WEEK	MOVES UP (DOWN)
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	33
2 DONKEY KONG LAND	Nintendo	2	12
3 KILLER INSTINCT	Nintendo	5	2
4 MORTAL KOMBAT 3	Williams	New	1
5 WARIO LAND: SUPER MARIO LAND 3	Nintendo	Not Ranked	18
6 METROID II: RETURN OF SAMUS	Nintendo	6	49
7 SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	7	39
8 DEFENDER/JOUST	Nintendo	New	1
9 NBA JAM TOURNAMENT EDITION	Nintendo	New	1
10 KIRBY'S DREAM LAND 2	Nintendo	Not Ranked	6

JAPAN'S Top 5

1. **SECRET OF MANA 3**
Square Soft
2. **SUPER MARIO WORLD 2:**
YOSHI'S ISLAND
Nintendo
3. **WORLD SOCCER 2**
Konami
4. **MARIO'S SUPER PICROSS**
Nintendo
5. **SUPER ROBOT WORLD**
Ban Presto



VIRTUAL BOY TOP 5

GAME	COMPANY	LAST WEEK	MOVES UP (DOWN)
1 WARIO LAND	Nintendo	4	3
2 GALACTIC PINBALL	Nintendo	2	3
3 GOLF	Nintendo	New	1
4 MARIO'S TENNIS	Nintendo	1	3
5 RED ALARM	Nintendo	5	3

BEST OF THE REST

Nintendo 64 wasn't the only game system in town at Shoshinkai/Space World. Japanese third-party publishers also showed off their Super Famicom games, Game Boy titles and Virtual Boy products to the thousands who attended.

As always in Japan, much of the big news centered on RPGs for the Super Famicom. The biggest title to appear in years, *Dragon Quest VI*, debuted just two weeks before its scheduled release. It is expected that over three million *Dragon Quest VI* games will be sold in Japan almost as soon as they hit the street. In the past, the first day that a *Dragon Quest* game went on sale became a defacto public holiday in Japan. School kids and older gamers would line up in endless queues in order to grab their own copies of *DQ*.

Enix is hoping that the old magic continues. As for the game itself, *Dragon Quest VI* contains many of the game elements and style that have made the series such a hit in Japan: a huge overworld to explore, a distinguishing plot line, tons of battles, spells, weapons, large parties, ships—in short, everything you got in the earlier *Dragon Quest* games plus improved graphics and music. (Nintendo Power will feature a special look at this game next month.) Enix also displayed *Dark Half* for the first time. One innovation in the battle sequence is that characters attack within a limited range, adding an extra element of strategy. If an enemy stands outside the

range of your spell, you won't hit it at all. The third game of note from Enix was *The Legend of Magatama*. Borrowing freely from adventure games such as *The Legend of Zelda: The Adventure of Link*, *Magatama* features side-scrolling, real-time battles in which the hero uses his sword or casts spells and he travels with a companion bird who can lift him over obstacles for short flights.

After *Dragon Quest VI*, the most talked-about RPG at the show was probably *Tales of Phantasia*, from Namco which featured truly beautiful graphics. Square Soft showed off *Bahamut Lagoon*, which features the dragon king from *Final Fantasy*. Other RPGs at the show included *Farland Story 2* and *Ys V*.

Capcom featured several titles starring Disney characters, including *Maui Mallard*, *Pinocchio*, *Mickey & Donald 3* and *Donald Duck*. All of the games looked great, and at least *Maui Mallard* and *Pinocchio* will be released in the U.S. later this year.

The Japanese gaming market always contains some interesting games the likes of which we never see on this side of the Pacific. A puzzle game from Hudson called *Same Game* puts a unique twist on customized gaming. The *Same Game*

Pak includes a slot in the top. Players insert a data card into the Pak so they can play with a particular set of characters, such as Bomberman, Mario, or Tetris



shapes. Text adventures, or sound novels, are also a popular category in Japan. Imagineer's *Getsumen No Anubis* is a sci-fi sound novel that takes place at a distant, planetary colony.

For Virtual Boy, Hudson Soft's *Virtual Bomberman* recreates the excitement of Bomberman in 3-D. Athena's *Virtual Bowling*, *Virtual Mahjong* from VAP, Bandai's *Dimension Wars* and *Polygo Block* from T&E Soft all debuted at the show. *Bound High* from Japan System was one featured game that rocked.

New Game Boy titles included *Tokyo Disneyland*, *The King of Fighters*, and a fun little RPG called *Pocket Monster* from Nintendo.

Visitors to Space World were treated to special events and demos. At the Acclaim booth, video tapes demonstrated the technique of motion-capture animation for upcoming games including *Turok: The Dinosaur Hunter* for the Nintendo Ultra 64. Show goers could catch stage shows, as well, or even compete for gaming titles. But the main

attraction throughout the show was Super Mario 64. How can you stay away from something this good? The answer is simple. You can't. The future is just around the corner.





Game Boy got its first ACM games and the return of a well-rounded friend in 1995.

1 DONKEY KONG LAND

Nintendo squeezed its big ape super star into Game Boy in this rollicking action game developed by Rare. Packing all the visual appeal of DKC into four megabits and four shades (or four colors with Super Game Boy) wasn't easy, but DKL showed that it could be done. Voters appreciated the depth as much as the amazing graphics.



2 KIRBY'S DREAM LAND 2

Being a pink, round, bag of wind doesn't ordinarily give you an edge in life, but Nintendo's Kirby turns it into a virtue. His latest adventure gave our editors some of the best all-around platform gaming action of the year. Kirby's pals added a new dimension to the huff and puff of previous Kirby games. This was a very close number two choice.



3 DEFENDER/JOUST

Nintendo's arcade classic series recreated many hit titles from the early eighties, back when most video games and a lot of today's players were still wearing diapers. Some of the games, such as Defender and Joust, rose above the primitive technology with great game play. Our nostalgic editors picked Defender/Joust as the best of this series.



4 KILLER INSTINCT

ACM technology isn't limited to apes. Nintendo's Killer Instinct for Game Boy made use of rendered characters and animations to recreate the arcade hit. KI turned out to be one of the finest fighting games ever for Game Boy. The Super Game Boy enhanced borders, color palettes and sound were cool, too.



5 MARIO'S PICROSS

Possibly the only thing more difficult than describing Mario's Picross is defeating it. This brain teaser took us all by surprise when it was released last summer, captivating us for hours on end with those fill-in-the-dot picture puzzles. It is destined to become a standard for years to come, for gamers and non-gamers alike.



THE BEST OF 1995

The first 3-D video game system showed some real depth in its debut season.

1 VIRTUAL BOY WARIO LAND

Wario Land ran away with the voting for Virtual Boy, capturing all but one of the first place votes. It's easy to see why. Wario Land has it all: special effects, a fun main character, variety, real 3-D, plenty of action and lots of hats. Wario Land shows what the Virtual Boy is all about. It's simply the best.



2 MARIO'S TENNIS

Easy play control and a host of Mario characters helped capture second place for Mario's Tennis. Early buyers of Virtual Boy received this game in the package. It may not have been as flashy as Virtual Boy Wario Land, but the 3-D tennis game served up a courtful of fun for first-time players.



3 GOLF

Although Golf didn't come out until November, it was definitely first rate. Good use of Virtual Boy's 3-D effects and multiple backgrounds made it a visual treat. The developers at T&E Soft makers of the True Golf Classics series hit the sweet spot with their excellent and realistic play control system.



4 GALACTIC PINBALL

Galactic Pinball climbed into fourth place probably because it was so player-friendly. The 3-D attributes of Virtual Boy added graphically to the game while not adding to its difficulty. The voting editors thought that Galactic Pinball would have been an excellent pinball game on any video game system.



5 RED ALARM

Last of the best, Red Alarm may have been one of the most challenging games of the year. The 3-D vector shooter kept virtual pilots hunched over their controllers as alien spacecraft and beings streamed out of a virtual universe. A very cool replay mode gave pilots the chance to relive their moments of glory.



CLASSIFIED INFORMATION

SEPARATION ANXIETY

Stage Select

If the original Spider-Man/Venom team-up was the "maximum" in mayhem, then this stunning sequel is off the scale! To skip over any particularly tough areas, enter the password S, C, B, C, R, S to access a special stage select.



Enter the following password:
S, C, B, C, R, S.



Start your game as usual,
then press Start to pause.



Use the Control Pad to scroll
through your choices.



Press Start again, and you'll
be on your merry way!

SPARKSTER

Tough Enough

Want to make life even harder for your furry friend? From the Title screen, go to the Set Up screen and highlight Level. Press Left, Left, Right, Right, Down, Up, Down, Up, A and X. A new "Crazy Hard" difficulty setting will appear!



Be sure to place the cursor on
Level before you enter the
code.



Only the bravest possums
dare take on this challenge!

JUNGLE STRIKE

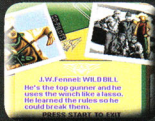
255 Lives and Best Co-Pilot

Anyone who has played Jungle Strike will tell you that this action game/flight sim is one of the best (and toughest!) games of its kind. The high level of challenge is one of its advantages, but it doesn't hurt to have some help. Use the passwords below to start these campaigns with 255 lives and the option to have Wild Bill as your co-pilot.

- Campaign 1: 8B45HP8TNMPT
- Campaign 2: 8B458P84NMPT
- Campaign 3: 8B45RP80NMPT
- Campaign 4: 8B45WP86NMPT
- Campaign 5: 8B45CP8XNMPT
- Campaign 6: 8B454P82NMPT



Enter the special passwords
just like normal passwords.



Wild Bill can ride shotgun right
from the first campaign!

VIRTUAL LEAGUE BASEBALL

Early Spring Training

Baseball spring training is (sort of) just around the corner! In anticipation of another season of unexpected upsets and glorious come-from-behind wins, we present a few special passwords for Virtual League Baseball. Get yourself a hot dog and enjoy the game!

- USA vs. Galaxy Team: 00♣43
- Canada vs. Galaxy Team: 10♦03
- Japan vs. Galaxy Team: 60904
- Taiwan vs. Galaxy Team: 70?43
- Russia vs. Galaxy Team: ♠0302
- Italy vs. Galaxy Team: 01102

**Virtual
BOY**

On one night a year, fairies come to earth to haunt, howl, and raise havoc with human kids. That night, of course, is Halloween. The Jack Bros. look forward to that scarfiest of eves all year long. It is, after all, the most fun they have all year. But what happens when they don't return to their own land before the evening ends? When the mysterious fairies' portal closes before they pass through, the three mischievous brothers find out.

JACK BROS.™

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Atlus. All rights
reserved.

SELECT PLAYER



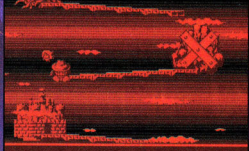
JACK
FROST



JACK
LANTERN



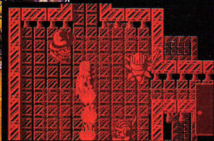
JACK
SKELTON



Temple of Nightmare

The Terrible Trio

Atlus's Virtual Boy romp is a great fit for players who like their puzzles packed with action. The story follows the Jack Bros. through more than fifty levels of perplexing pranks as they try to find their way home. You can select your favorite of the three bros.: Jack Frost attacks with ice, Jack Lantern flings fireballs and Jack Skelton wields a wicked blade. Each has his strength. Jack Frost, for example, is on the nimble side, while Jack Skelton relies on pure power. With them on their trek is a fairy guide who offers helpful tips for exploring new areas in the 3-D environment that has the trio popping from foreground to background.



Obstacles

Inside the various labyrinths, the Jack Bros. will encounter hazards and obstacles that will put their nimbleness and wits to the test. In some places, spikes rise from the floor, impaling hapless bros. who are standing above. In other spots, the bros. will have to figure out how to push boulders into place to block lasers and open corridors. And they'll also have to dodge the occasional Paradise, deadly spikes that fly in from the sides to flatten less-than-fleet-of-foot intruders. In any case, listen to the wise fairy guide to find out what dangers lie ahead.

MOVE THE BOULDERS

Plan ahead when pushing boulders around so you don't block your way to the exit. If you make the wrong move, you could be stuck. Sometimes you can use the stones to block lethal lasers, deadly blasts of fire, or attacks by invincible enemies.

AND USE YOUR WITS

Warps And Exits

You must find all of the keys before you can exit each area, and many areas have more than one exit. The one you choose will determine where you'll land on the level below, so you should plan your leap carefully. You can save a lot of time by landing near an exit on the next level. There are also warp platforms that you can use to move directly from point to point. Some warps will even transport you from level to level. If you've moved boulders into positions that block your path, use a warp to reset them and try again.

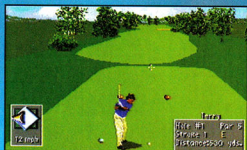
After you find the necessary keys, choose the best exit, then jump down to the next level. You can also save valuable time by using warp platforms to move around, even between levels.

Try all of the warps to see where they lead. On some levels, such as 43 and 44, you'll be able to warp back and forth. When you come to a place that looks inaccessible—one that's blocked by boulders, for example—try using a warp to get there.

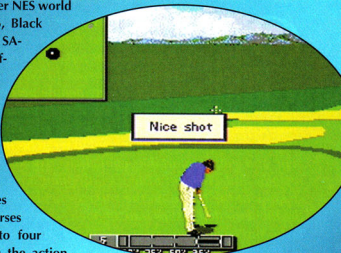
The four continental courses of PGA European Tour appeared for Game Boy last year in a terrific game from Black Pearl and EA Sports. Now, Valderrama, Wentworth, Forest of Arden, Crans-sur-Sierre, and Le Golf National take their places on the Super NES world

stage. As in PGA Tour '96, Black Pearl makes use of the new SA-1 chip to create realistic golfing action and graphics. The putting may be difficult to master, but let's face it, you don't master real golf in a day, either. PGA European Tour differs slightly from PGA Tour '96

in that it includes just the four courses listed above. Up to four duffers can join in the action, taking turns at the controller as they challenge the best links on the continent. With less graphics information to store, the game uses eight megabits rather than 16, which should result in the Game Pak costing a few dollars less. Look for it in the stores this month or in February.



Watch out for gophers, or is it golfers?

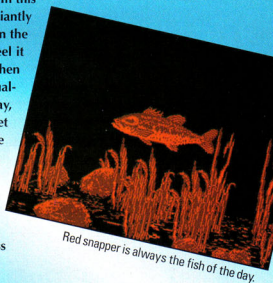
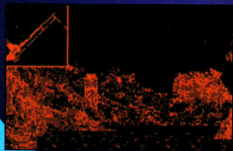
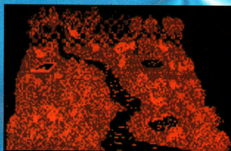


VIRTUAL FISHING

T•HQ

The acquisition group at T•HQ has scoured the world in search of new and interesting games and recently they netted a rare Japanese specimen called Virtual Fishing for Virtual Boy. When we received an early version of the game at Pak Watch, our first reaction was, "No more bass, please." But we were pleasantly surprised. Instead of presenting the number one tournament fish in the universe, Virtual Fishing concentrates on a range of sports fish including Rainbow trout and lowland catfish. The fishing system can be broken into two parts. First, you choose a site along a river, anywhere from the mountains to the flats. Then, facing the far bank of the river, you cast your lure and reel it in. At this point, you chant "here, fishy, here, fishy" and hope that your red and black lure looks like an exotic, juicy fly to the virtual trout lurking below the virtual waves. When your prayers are answered and a monster Rainbow hits the line, a quick flick of the rod sets the hook and the screen view changes to a side-angle

showing the struggling fish under the surface. In this new perspective, your gilled adversary valiantly rages against the injustice, not to mention the hook and line. You let it run, then reel it in a bit, then let it run again, then reel, run, reel, run, reel. It's actually fun in a mindless, fishy way, but the game isn't all here yet so we don't want to make any judgement. If any bass fans out there are worried that this is a sign of the end of civilization, fear not. T•HQ is already hard at work on a second Bass Master's title.



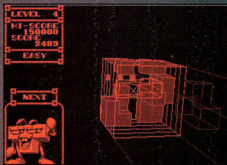
Red snapper is always the fish of the day.

EXCLUSIVE FIRST LOOK

3-D TETRIS

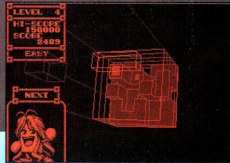
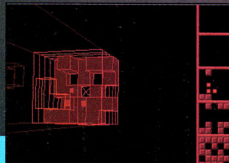
NINTENDO

One year ago during the Winter CES in Vegas, your intrepid Pak Watch reporter ran into Henk Rogers, president of Bullet-Proof Software of Japan and one of the leading figures in bringing Tetris out of Russia to Nintendo. The discussion centered on Virtual Boy and how people perceive objects in three dimensions. Henk believed at the time that true 3-D puzzles might confuse players who tend to think strategically in two dimensions. Well, it seems that Henk managed to wrap his mind around the concept and get comfortable enough with it to develop 3-D Tetris. Imagine full, 3-D tetrad blocks dropping into a well. You see the shadow of the tetrad on the surfaces below, which helps you align the block so that it slips into an open space. When you fill an entire layer, the layer drops away just like a row disappearing in the original game. Players may rotate the view to a perspective that they find comfortable and choose from several options including one game in which you replicate intricate shapes composed of tetrads. Tetris



Multiple modes of 3-D madness.

awakened an entire population of latent gamers who picked it up on Game Boy and haven't put it down yet. 3-D Tetris could do the same thing on Virtual Boy. Nintendo of America plans to bring 3-D Tetris to the Virtual Boy in early 1996.



DISNEY'S POCAHONTAS

T•HQ

The story of Pocahontas came to life last year thanks to the magic of Disney animation. Soon, some of that same magic will be found in the Game Boy version of Pocahontas from T•HQ. Disney Interactive licensed the Game Boy development of the game while they are creating the Super NES version in-house. Both games share several features, such as the fact that both Pocahontas and Meeko her friendly raccoon can be controlled alternately in the game. An early version of Pocahontas arrived at the Pak Watch desk thanks to T•HQ. Both princess and raccoon were animated fully and had to work together to overcome obstacles. At this stage, the game puzzles tend to be non-violent, but with an action component such as jumping to a ledge or pushing a boulder. The game design places an emphasis on low key interaction in-keeping with the peaceful nature of Pocahontas' character. According to the concept developers at Disney Interactive, the Pocahontas games are designed with a female audience in mind, but they have found that male players also enjoy the action and puzzles. Pocahontas represents a significant step forward for providing female game players with an interesting game that isn't demeaning. Good job, T•HQ and Disney Interactive!



The heart-warming story of a woman and her raccoon.

for the Super NES soon, with plenty of strategic help that may put you in the money. It's the least we can do since we're ineligible.



T+HQ ROLLS ON

Although T+HQ seems to be in love with Game Boy these days, the company has not turned its back on the Super NES, either. The PGA Tour titles *PGA Tour '96* and *PGA European Tour* are just the tip of the iceberg. Coming up in 1996, players will find three major titles from T+HQ in the first half, including *The Olympics*, *Road Rash* and a bowling game. A second Bass Master game is also on the way for the Super NES. On the smaller screen, the game link between T+HQ and Disney Interactive means that *Toy Story* will be released for Game Boy later this year.

A BILLION GAMES IS A LOT OF FUN

In November of 1995, Nintendo set a milestone (or perhaps it should be called a billion milestone) when it shipped its one billionth Game Pak. The one billionth Pak met the media at Nintendo's North Bend, Washington warehouse where product is shipped out to retailers around the country. If you want a stupid numerical comparison, assume that the average Nintendo game takes four hours to play (which is way short) then it would take more than six hundred eight-four thousand years to play one billion games. Mind you, that's not including leap year.



RELEASE FORECAST



BASS MASTER II
CUTTHROAT ISLAND
GARGOYLES
THE LOST VIKINGS II
MAUI MALLARD
MEGA MAN X3
OLYMPICS
PGA EUROPEAN TOUR
PINNOCHIO
POCAHONTAS
ROAD RASH
SUPER MARIO RPG

SPRING '96
WINTER '96
WINTER '96
FALL '96
SPRING '96
WINTER '96
SPRING '96
WINTER '96
SPRING '96
SPRING '96
SPRING '96
SPRING '96



MIGHTY MORPHIN POWER RANGERS
NESTER'S FUNKY BOWLING
3-D TETRIS
VIRTUAL FISHING

WINTER '96
WINTER '96
WINTER '96
WINTER '96



NBA LIVE '96
NHL '96
POCAHONTAS
TOY STORY

WINTER '96
WINTER '96
WINTER '96
WINTER '96

PLAYERS

POLL

CONTEST

ATTEND THE 1996

ELECTRONIC ENTERTAINMENT

E X P O

E3

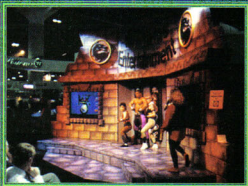
LOS ANGELES '96

SEE THE NEWEST GAMES.
PLAY THE FUTURE HITS. BE A
PART OF GAMING HISTORY.

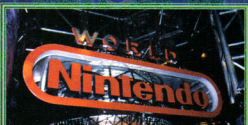
Grand Prize

GO TO E³ IN LOS ANGELES!
ATTEND THE LARGEST
INTERACTIVE GAMING
TRADE SHOW IN THE WORLD!

- Check out all the games for Nintendo's ULTRA 64!
- Hang with the Power editors in Nintendo's booth. You can't get in any other way.
- Mingle with industry insiders and mix with the movers and shakers!
- Hear the news as it breaks!



This show is NOT open to the public. You can watch it at home on the news or you can live the experience with Nintendo Power Magazine!



Second Prize 5 Winners

Exclusive Power Press Kits



Review the hottest news, the raw data, all the information. Know the whole story behind the latest developments in electronic entertainment from the Power editors perspective. Plus, pick up a few grab bag goodies we can't even mention yet...



Third Prize

50 WINNERS

Nintendo Power T-shirts

Look like an industry insider!



To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 80, 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. 80
P.O. BOX 97062
Redmond, WA 98073-9762**

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

On or about February 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after February 29, 1996, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will win a trip to the 1996 Electronic Entertainment Expo in Los Angeles, California. If under 18, the winner must be accompanied by a parent or guardian. Included in the prize are round-trip airfare, hotel accommodations, E3 passes for two, and an escorted floor tour. The winner must provide a written release to NOA. Estimated total value of all prizes is \$5,000. Exact date of the trip is subject to determination by NOA. 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.

Coming Next Issue.....

Volume 81, February 1996

MEGA MAN X3



The mighty Mega Man returns for another riveting story of mechanized mayhem in Mega Man X. Read about Zero, the Blue Bomber's new partner in the February issue of Nintendo Power Magazine.



Yeehaw! The box office hit of the season is a stellar smash on the Super NES. Check out the stunning graphics in Disney Interactive's Toy Story, a game destined to one of your favorites.

NESTER'S FUNKY BOWLING

Take a pinhead bowling. Nester's back in a funky bowling feature. Volume 81 reviews a cool bowling game that has everything except stinky bowling shoes.

MC2 Codes

Back in Cranky's day, games didn't have codes, but that was before Nintendo Power. Next month's issue lets you go bananas and monkey around with some cool codes for Donkey Kong Country 2: Diddy's Kong Quest.

Game List

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| <p>Super NES</p> <ul style="list-style-type: none"> 1. Addams Family Values 2. The Adventures of Batman & Robin 3. Aerobics Superionic 4. AKAHBI! Real Monsters 5. Animaniacs 6. Bass Masters Classic 7. Bassin's Black Bass with Hank Parker 8. Between Forever 9. Big Sky Trooper 10. Bookworm 11. Boogerman 12. Breath of Fire 2 13. Brett Hull Hockey '95 14. Brutal Paws of Fury 15. Bust A Move 16. Castlevania Dracula X 17. Chrono Trigger 18. Civilization 19. Cutthroat Island 20. Demolition Man 21. Demon's Crest 22. Dirt '94 FX 23. Dorney's Aladdin 24. Donkey Kong Country 25. Donkey Kong Country 2: Diddy's Kong Quest 26. Doom 27. Dragon Troopers 28. Dragon: The Bruce Lee Story 29. Doom Day 30. Drop Zone 31. Earthworm Jim 32. Earthworm Jim 2 33. Earthworm Jim 3 34. Emerald Smith Football 35. Fatsy Fury Special 36. FIFA International Soccer 37. FIFA International Soccer '96 38. Final Fantasy II 39. Final Fantasy III 40. Final Fight 2 41. Frank Thomas: 'Big Hurt' Baseball 42. Gargoyles 43. 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