

The only inside source for all Nintendo games



# NINTENDO POWER



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## TETRIS ATTACK

HEAD-TO-HEAD  
BLOCKBUSTER!

### IN-DEPTH

- ◆ Kirby Super Star
- ◆ FIFA Soccer '97
- ◆ Urban Strike

**SUPER<sup>64</sup>  
MARIO  
10 PAGE  
PREVIEW**

### Previews

- Gretzky's 3-D Hockey
- Donkey Kong Land 2
- Power Rangers Zeo:  
Battle Racers
- Mole Mania

AUGUST VOLUME 87  
US \$4.95 / CANADA \$5.45



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## PILOTWINGS 64

CONTEST

PICK THE ULTIMATE LANDING

## FULL COVERAGE

<i>Tetris Attack</i>	<b>10</b>
<i>Oscar</i>	<b>18</b>
<i>Kirby Super Star</i>	<b>26</b>
<i>Mario 64</i>	<b>48</b>
<i>FIFA Soccer '97</i>	<b>74</b>
<i>Urban Strike</i>	<b>78</b>

## SPECIAL FEATURES

<i>Wayne Gretzky's 3-D Hockey</i>	<b>22</b>
<i>Japan Launch of N64</i>	<b>70</b>
<i>Game Boy Pocket</i>	<b>86</b>
<i>Beat The Boss</i>	<b>90</b>

## PREVIEWS

<i>Power Rangers ZED: Battle Racers</i>	<b>38</b>
<i>Zero Racers</i>	<b>40</b>
<i>Donkey Kong Land 2</i>	<b>42</b>
<i>Marvel Super Heroes: War of the Gems</i>	<b>44</b>
<i>Mole Mania</i>	<b>46</b>

## EPIC CENTER

<i>Epic News</i>	<b>55</b>
<i>Fire Emblem</i>	<b>56</b>
<i>NES Epics</i>	<b>60</b>
<i>Epic Strategies</i>	<b>66</b>

## EVERY ISSUE

<i>Player's Pulse</i>	<b>6</b>
<i>Classified Information</i>	<b>34</b>
<i>Counselors' Corner</i>	<b>82</b>
<i>Arena</i>	<b>94</b>
<i>Now Playing</i>	<b>96</b>
<i>Pak Watch</i>	<b>98</b>
<i>Player's Poll Contest</i>	<b>104</b>
<i>Next Issue</i>	<b>106</b>
<i>Game List</i>	<b>106</b>



## KIRBY TIMES NINE

One Kirby adventure is never enough, so how about nine Kirby games in one Super NES Pak? Check out the colorful maps and detailed tips in part one of our review of Kirby Super Star.



## MARIO 64



Mario runs, swims and flies in three dazzling dimensions. All you have to do is flip to our exclusive preview, which includes the very first map of the game the critics are already calling the greatest ever.



## THE NEXT GREAT ONE



Game On! Wayne Gretzky's 3-D Hockey is the first totally 3-D sports game for the Nintendo 64. Get the inside story on the facts and features, and learn why this sports title is gonna check the competition onto thin ice.

# POWER CHARTS

Ken Griffey Jr. pulls a rare feat this month as he slugs his way onto the Top 20 Chart twice. Meanwhile, eager gamers have pushed Super Mario 64 to the upper reaches of the Most Wanted chart. Ecstatic reviewers are already calling it the greatest game of all time. You can be the judge when Super Mario 64 and the N64 debut in September!



## SUPER NES TOP 20

GAME	COMPANY	LAST MONTH	MOVIES ON CHART
1 SUPER MARIO RPG	Nintendo	1	4
2 DKC2: DIDDY'S KONG QUEST	Nintendo	2	10
3 CHRONO TRIGGER	Square Soft	4	13
4 THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	55
5 KEN GRIFFEY JR.'S WINNING RUN	Nintendo	9	3
6 SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	7	10
7 TETRIS ATTACK	Nintendo	NEW	—
8 SUPER METROID	Nintendo	12	28
9 FINAL FANTASY III	Square Soft	5	20
10 SUPER MARIO KART	Nintendo	10	40
11 KILLER INSTINCT	Nintendo	16	14
12 KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL	Nintendo	—	26
13 DONKEY KONG COUNTRY	Nintendo	8	22
14 NHL '96	EA Sports	—	3
15 EARTHBOUND	Nintendo	20	13
16 EARTHWORM JIM 2	Playmates	11	10
17 NBA LIVE '96	EA Sports	NEW	—
18 COLLEGE SLAM	Acclaim	NEW	1
19 MORTAL KOMBAT 3	Williams	18	9
20 EARTHWORM JIM	Playmates	—	17

## GERMANY'S TOP 5

They're popular here, they're popular there—hey, these games are hits everywhere! Which games do you like best! Make your voice heard by sending in the Player's Poll card at the back of this issue!

1. SUPER MARIO WORLD 2: YOSHI'S ISLAND
2. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
3. THE LEGEND OF ZELDA: A LINK TO THE PAST
4. SECRET OF EVERMORE
5. EARTHWORM JIM 2

## MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. SUPER MARIO RPG
4. KEN GRIFFEY JR.'S WINNING RUN
5. CRUIS'N USA (N64)
6. MORTAL KOMBAT TRILOGY (N64)
7. KILLER INSTINCT (N64)
8. STAR WARS: SHADOWS OF THE EMPIRE (N64)
9. DOOM (N64)
10. DRAGON QUEST VI



## GAME BOY TOP 10

GAME	COMPANY	LAST MONTH	MOVIES ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	40
2 DONKEY KONG LAND	Nintendo	2	19
3 TETRIS	Nintendo	—	45
4 METROID II: RETURN OF SAMUS	Nintendo	5	56
4 DONKEY KONG	Nintendo	9	23
5 WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	24
6 SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	2	45
7 KIRBY'S DREAM LAND 2	Nintendo	—	10
8 DEFENDER/JOUST	Nintendo	—	2
9 SUPER MARIO LAND	Nintendo	—	40
10 COLLEGE SLAM	Acclaim	NEW	1



## VIRTUAL BOY TOP 5

GAME	COMPANY	LAST MONTH	MOVIES ON CHART
1 WARIO LAND	Nintendo	1	10
2 MARIO'S TENNIS	Nintendo	2	10
3 GALACTIC PINBALL	Nintendo	4	9
4 GOLF	Nintendo	—	4
5 3-D TETRIS	Nintendo	3	3

# Nusteratu

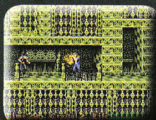


## Stage Select and Green Crystal Refill

We printed a Red Crystal Refill code in Volume 84, and now we've got a Stage Select and a Green Crystal code, too. To access the Stage Select screen, go to the Configuration screen and highlight the word "Exit." Now press L, L, R, R, R, L, L and L (L and R are the L and R Buttons, not Left and Right). The Stage Select screen will then appear. To max out your Green Crystal (Health) meter, first perform a spinning back kick by pressing Away and Y simultaneously. Now pause the game and press Up, X, Right, A, Down, B, Left and Y. Press Start to return to the game. With all these codes, you'll have no trouble putting Drac down for the count!



Press Up and Down to select a stage, then press Start.



The Green Crystal code can be used at any time.

## Unlimited Lives and Continues

This is a little trick that we just stumbled across by chance. If you're running out of lives, just press Start to pause, then return to the Batcave. You'll have to start all the way back at the beginning of the level, but your Health meter will be replenished, and you'll have a full complement of lives and continues! (The exact number will depend on the difficulty level you're playing on.)



You can use this trick at any point in the game.



The war against crime is never ending!

# RED ALARM

## Hidden Music

On the Stage Select screen, highlight the Shade Man stage and press and hold the B Button to hear a hidden melody. Long-time gamers will recognize the tune!



This trick works only if you haven't completed the stage.



Hint: the music is from a "ghostly" Capcom classic!

## More Hidden Icons

As we were flying around blowing things up in Red Alarm, we discovered a few more hidden icons scattered around in Stages One and Two. In Stage One, fly through the stage until you enter the first room with large pillars in it. Shoot at the base of the walls just before the exit to find a wire-frame Virtual Boy and Virtual Boy controller. In Stage Two, shoot at the walls around the waterfalls and see what happens.



We wonder who left this behind?



This is no time for gawking! The enemy awaits!

# ZERO RACERS

TM

## FLAT-OUT SPEED

**S** trap on a seatbelt and toss out your driver's license, because Zero Racers ignores the laws of gravity and man. Nintendo's new Virtual Boy<sup>®</sup> racer shoots the red light and takes you to the edge of panic. If you like narrow spaces and high-speed chases, Zero Racers will be right up your alley. It's the game Virtual Boy<sup>®</sup> was designed to run.

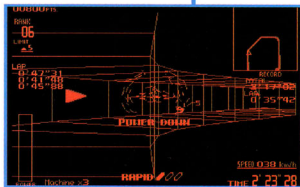
© 1996 NINTENDO

Remember the rush you got when you first played F-Zero on the Super NES? You leaned, you screamed, you turned the car around and went shooting back the wrong way just to smack into the oncoming cars. Those heady days of hurtling mayhem are back again, but this time it's taking place in the territory of that masked stranger known as Virtual Boy. This time you're in the cockpit of a racing rocket, navigating inside tunnel courses. In Grand Prix mode, drivers challenge the entire series of tunnels. Practice mode lets you check out the tracks before the big race and set time records. Since your juiced-up jet flies at speeds approaching 1000 kph, and the tunnel walls are just a few virtual feet away, there is no room for error.

Each of the racers expends fuel when accelerating or slamming into walls. Luckily, you can fill up on juice at the refueling strip.



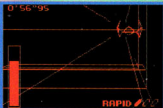
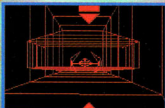
Some vehicles corner well while others are good for flat-out speed. Choose the right one for each course.





## IN THE COCKPIT

The number one job, once you climb into the driver's seat, is to keep from splattering your ship all over the tunnel walls and ceiling. The throttle, brake and left/right steering controls are standard, but you also have a Turbo Boost button and your vehicle can dive or climb to give you full control in three dimensions. You'll need that control since the tunnels twist, dip, turn and dive like a roller coaster.



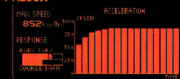
Zero pilots have total control over their ships in the tunnel. Fly high or low depending on the course.

1

## Mean Machines

### FALCON

FALCON

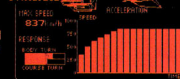


The Falcon is a good all-around ship with medium acceleration, good turning and a fairly high maximum speed of 852 kph. For tunnels with turns and straightaways, the Falcon works well.

2

### STINGRAY

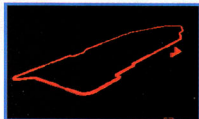
STINGRAY



At 837 kph and slower acceleration than the Falcon, the Stingray shines in narrower tunnels where turning control is vital and top speeds are seldom reached.

## TUNNEL FLYING

Before racing in a tunnel, you can fly through it using the VTR option. You'll make a complete circuit of the track so that you can see all the nasty surprises waiting for you. The three circuits have five tracks each—15 courses in all—enough to keep Grand Prix racers primed and paranoid.



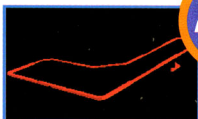
Tunnel A5 in the Practice mode consists of 11,110 meters of white-knuckle flying terror.



Tunnel A3 is fairly short with lots of curves and few places to use the Turbo.



Tunnel A4 features lots of turns, but not many ups and downs. You'll need a ship that corners well.

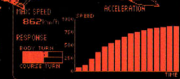


Obstacles and sharp turns make for a bruising ride in Tunnel A2.

3

### GOOSE

GOOSE

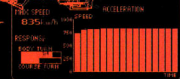


The heavy Goose has a slow acceleration curve and modest cornering characteristics, but when it gets up to top speed at 862 kph, it blows away everything else.

4

### ORIGAMMY

ORIGAMMY

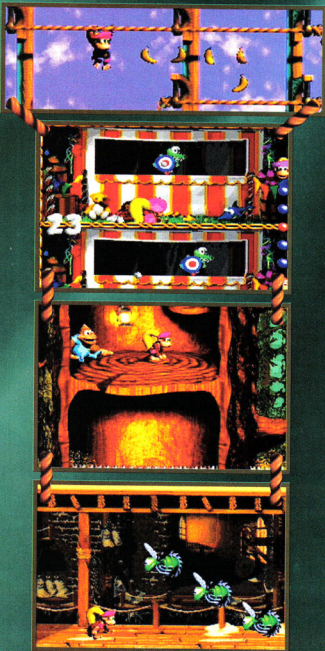


The paper-light Origammy accelerates instantly and whips around corners like it's on a rail, but the maximum speed is only 835 kph. You'll want this ship in the most twisted tunnels.

the Blue Bomber against his arch-rival, Dr. Wily. Bugs Bunny Crazy Castle (1989) featured that wascally Warner Bros. wabbit. Just to emphasize how much things have changed since then, Kemco and Seika have since split to become two separate companies. The Player's Choice Game Boy series rereleases some of the best Game Boy games ever for a discount manufacturer's suggested price of just \$19.99.

## DONKEY KONG COUNTRY 3: DIXIE'S DOUBLE TROUBLE

We just can't help ourselves from taking more looks at DKC3. The future may belong to the N64, but for the present, the 64-bit Kong of video game systems will have to share the throne with the Super NES and Rare's remarkable ACM action games.



# RELEASE FORECAST



BLAST CORPS	FALL '96
BODY HARVEST	FALL '96
CRUIS'N USA	FALL '96
GOLDENEYE 007	FALL '96
KILLER INSTINCT GOLD	FALL '96
MORTAL KOMBAT TRILOGY	FALL '96
PILOTWINGS 64	FALL '96
STAR WARS: SHADOWS OF THE EMPIRE	FALL '96
SUPER MARIO 64	FALL '96
TUROK: DINOSAUR HUNTER	FALL '96
WAVE RACE 64	FALL '96
WAYNE GRETZKY'S 3-D HOCKEY	FALL '96



ARCADE'S GREATEST HITS	FALL '96
COLLEGE FOOTBALL '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3: DIXIE'S DOUBLE TROUBLE	FALL '96
MADDEN FOOTBALL '97	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
POWER RANGERS ZEO: BATTLE RACERS	FALL '96
PRINCE OF PERSIA 2	FALL '96
REALM	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96
WHIZZ	FALL '96



DONKEY KONG '94	FALL '96
DONKEY KONG LAND 2	FALL '96
FIFA SOCCER '97	FALL '96
MEGA MAN	FALL '96
MOLE MANIA	FALL '96
SUPER MARIO LAND 2	FALL '96
TETRIS ATTACK	FALL '96
WARIO LAND: SUPER MARIO LAND 3	FALL '96



BOUND HIGH	FALL '96
DRAGON HOPPER	FALL '96
ZERO RACERS	FALL '96





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Want to go someplace really cool this summer? How about a trip to the third dimension? Now you can get there for just \$99. Imagine sticking your head into an entirely different world. With its 32-bit technology, stereo sound and lots of great games with new games coming this summer, the Virtual Boy® system can take you to places you've never been. Hey, for \$99, you've never had this much fun.

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**VIRTUAL BOY**

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