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NINTENDO POWER

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IT'S ALL
ABOUT
NINTENDO
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STUNT RACE FX

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CES REPORT
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Nintendo

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PLAYERS

My son and a friend lost two Game Boy games on 12-4-93. We looked everywhere for those games to no avail. You can imagine my surprise when this afternoon on the first nice day we've had in many months, I found both of the lost games in my backyard. They have been outside for three and a half months in snow and -20 degree weather. I was happy to solve the mystery of the missing games, but really didn't expect them to still work. My son got his Game Boy and tried both games. They both played great! I am very pleased with your product. Keep up the good work.

**LISA WOLF
N. CANTON, OH**

Here is a picture of my dog, Grover, reading the October 1993 issue. He loves to get the latest tips on the newest Super NES games.

**MATT WITKOWSKI
BATAVIA, NY**



Don't know what it is with pets and Nintendo Power, but they seem to be able to read the magazine as well as anyone else!

Hello! I'm one of your subscribers in Canada and I just want to say that I love your magazine! I'm a pretty artsy person. I draw, paint and do other things like that during my spare time. A few Christmases ago, when I got my new Super NES, I was so excited I decided to make some figures to go beside my Super NES. (I thought it would be cute.) Since it was during Christmas, I had lots of free time, so I started to sew a replica of Mario. After I was done, I created a whole clan of replicas of the characters from Super Mario World! Soon I had 14 figures to put beside my Super NES. Pretty cool, huh? I'm working on a Samus replica right now.

**CLEA FORKERT
KINGSTON, ON**



What good are Super Power Stamps if they're so hard to get? I mean...they're a great idea, but you should have more ways to get 'em.

**MIKE ANDERSON
WAYNE, NJ**

Check the Stamp Saver Section in your catalog. Give the monthly Power Players challenge a try! We're planning more ways to get Stamps to you!

I am writing about the Super Power Stamps. I think they're great. I mean you practically can get items for free. I plan on saving them up for the Mario Paint Guide or the Best Play Basketball. I think that there should be more ways to win Super Power Stamps, like more contests and in the Player's Poll. In the Player's Poll Contest, the Grand Prize could be the regular prize plus 10 Super Power Stamps. Second Prize could be the regular prize plus 5 Super Power Stamps and Third Prize could be the regular prize and 3 Super Power Stamps.

**FRANK VALENTINE
STANTON ISLAND, NY**

Hello! Hello! Am I dreaming or am I looking at my second Super Power Supplies catalog? Well, I'm not dreaming 'cause this thing is filled with way cool stuff. Keep it up NP! I'm looking forward to more Super Power Stamps and the third catalog.

**TONY COREY
WASHINGTON, NC**

Tony has probably fainted and is lying on the floor right now because he just got his third Super Power Supplies catalog! If you know Tony, read this issue later and please go over to his house to wake him up. But don't forget to tell him that in November of this year, we're gonna hit him with the fourth Super Power Supplies catalog! Nintendo has a track load of new games coming out later this year and the merchandise in the fourth catalog will certainly reflect that.

**IF YOU'RE IN THE
MOOD TO WRITE,
WE'RE IN THE
MOOD TO READ!**

We're looking for great summer vacation stories! And we're still on the lookout for photos of you with Nintendo Power at interesting vacation destinations. Send 'em in.

**NINTENDO POWER
PLAYER'S PULSE**
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I think the Super Power Stamps are great! I am saving mine up for a Link's Awakening Player's Guide. It will really help me play the game a lot easier. I don't get a lot of money, so it helps me out a whole lot. I really like everything. Like the Mag Protectors—I look in my NPs so much, they can get a little beaten up. I also like the Mag Action Stand. I can't tell you how many times the pages turn by themselves while I'm using them. Not to mention the fact about the genius idea to make the pages plastic. Being the clumsy person I am, all my pages are stained from soda and grease from popcorn and chips. All I do is play my Super NES all night so I eat my dinner and snacks right in front of my TV. I can't wait till I get some more Super Power Stamps so I can order from you!

**TIMMY KIECK
WAUKESHA, WI**

I just bought something out of the second Super Power Supplies catalog and cut the price almost in half by using Super Power Stamps! I think you should have contests about three times a year where you could win up to 50 Stamps! I wouldn't hesitate to enter that.

**JOSH MILLER
CHARLOTTEVILLE, IN**

I think the Summer 1994 Super Power Supplies catalog is super! The T-shirts and posters are totally cool! My favorite item is the Super Metroid Limited Edition Print. I think this poster is the best one yet. My order for the poster is already in the mail. The Super Power Stamps that are worth a dollar off are a good idea. Please send more Super Power Supplies catalogs and stamps!

**JOHN WATZKE III
ABITA SPRINGS, LA**

CORRECTION! Our apologies go out to Tracy & Jennie Orlando of Rock Falls, Illinois. The TOP 10 list that they were in was featured in the Player's Pulse in Volume 51, but was improperly credited to Just Sell of Santa Clara, California. Sorry about the mix up!

EDITOR'S CORNER

Nintendo's current advertising campaign is designed to let you know how our games should really be played. LOUD!!! On the literal front, it makes perfect sense: turn up the volume on your TV when you play games with great sound like Super Metroid. But it also makes sense since Nintendo makes the best games and we've got a lot to shout about! We're excited about the attitude and edge that our "Play It Loud" ads convey, but we do want to know what you think. Please write.

**GAIL TILDEN
EDITOR-IN-CHIEF**

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It
Loud**

PHONE DIRECTORY

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday at 8 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

Stunt Race FX

SUPER
FX
AHEAD

THE SUPER FX CHIP STRIKES AGAIN!

In the sense that you are steering a car around a track and trying to beat your rivals to the finish line, Stunt Race FX from Nintendo is a racing game, but it's like no other race in existence! The power of the Super FX chip allowed for some incredible *FX* tracks to be constructed. One of the most enjoyable options the game delivers, the Stunt Trax, tests your motorized skills in one of five obstacle courses.

SPEED TRAX FREE TRAX

Five race tracks are standard for most two racing systems, but in Free Trax, those tracks are gone. Cars trying to reach the checkered flag is just all you. The course is open.

STUNT TRAX

Your crazy courses and one bonus await. Speed your arrival in the Stunt Trax section of Stunt Race FX. These courses are really a look and an up of that, they're challenging!

BATTLE TRAX

Real-time, 3-D, two-player racing! Stunt Race FX makes it real! Battle Trax can be played as a two-player game, too. The second car crashes you about 3.5 seconds after you start.

Stunt Race FX

© 1994 Nintendo

Fox McCloud and company cleaned up the galaxy in Nintendo's first Super FX game, *Star Fox*, but General Pepper's space aces are taking a little break right now. Don't worry, they'll be back! The current FX action is taking place down on the ground in *Stunt Race FX*. The flying-by-the-seat-of-your-pants action that *Star Fox* delivered is captured brilliantly in this gear-grinding racing and driving game. Each one of the race cars has a unique "personality."

360° PERSPECTIVE ON A WHOLE NEW WORLD

If you take some time to watch the demo scenes, you'll soon see that the world you will be racing in is a realistic 3-D environment. You can choose from three perspectives by pressing the Select Button. But no matter what your perspective changes to, it'll appear that you're really there—in the midst of all the action!



Barrel down the track with the speedy 2800 cc car. This view demonstrates the default perspective using a race's a "medium" level of difficulty.



If you select the side view (side the wheel), in the driver's seat, you've effectively increased the difficulty level of the game.

STUNT RACE FX



COUPE

We might suggest that you begin your Stunt Race FX racing career with the Coupe. It's not extremely fast and it doesn't have a high top speed, but it handles pretty well and doesn't have a tendency to get away from you, control-wise. It's more durable than the F-Type.



If you get into trouble in a corner or run up against a retaining wall, you can bring the mid-mounted Coupe back under control with relative ease.



We dare you to reverse this record! What's the trick? Get the Coupe get launched off the side of the track or is this a case of a racing camera?

**SPEED
140
LIMIT**

SPEED TRAX

Consisting of twelve totally different tracks spanning three difficulty levels, Speed Trax comprises the main racing section of the game. Before you can race the Master tracks, you'll have to complete the entire Novice and Expert classifications. Go through the Novice classification with each race vehicle to test its performance.



EASY RIDE

A good finishing time for Easy Ride is anything under 2'00".

Depending on which car you choose to race with, there are certain areas to watch out for. Be careful going down under the underpass if you've chosen the F-Type racer. You could take some damage.



Set up for the next corner so you pass under the Check Point sign and don't let the blue distract you!



Watch if there goes the latest shipment of Giant Race FX Green Paks.



AQUA TUNNEL

Aqua Tunnel features a section of track built underwater, enclosed in glass. It's a cool effect, but can be a little distracting at first.

Pay close attention to the corners while racing through the tunnel and set yourself up properly to be able to take them at full speed. Use a little bit of Boost when exiting the tunnel so you maintain your momentum going up the hill toward the finish.



Don't let Player Eighteen who's so good at going up and over the track. You won't let him.



If you shift to the cockpit perspective while driving through the tunnel, you'll wind up with drops of water splashing up into your windshield. Cool!



It looks like there may be a dunker shop near the tunnel. Don't let it distract you.



SUNSET VALLEY

Sunset Valley is the most dangerous track in the Novice classification. Some corners are not adequately marked and there are large rocks that have fallen onto the track. The sound is really cool when you go through tunnels.



Stay clear of the cones in the tunnel and give a wide berth to the herd of rump animals when you begin your final lap.



During the third and final lap, big boulders will fall from the cliffs above the track. They can put you out of commission quickly.



NIGHT OWL

If you're good, you could have 100 or more extra seconds built up by the time you reach this track. That's really the purpose of trying to achieve the best possible time.

Extra Time carries over to the next race and allows more room for error.



You'll catch some air just after the first corner. You'll benefit by keeping your rig down on the track!



Use the L and R Buttons for extra cornering ability. Especially when faced with tight hairpin corners like this!



KING'S FOREST

The Expert classification starts off with a foggy little cruise on the King's Forest track. It's not an extremely difficult course, but there are some tight corners that can cause difficulties. The fog burns off during the second lap and the sun comes out in full force.



You can press the X Button to stretch your vehicle up and "jump" over a rival. A good passing technique!



Your stability is reduced a little bit by the fog, but not so much that you won't be able to see every corner when you need to.



SEA BREEZE

Sea Breeze looks like it should be a breeze.

There aren't any really sharp corners! However, there are some obstacles in the half-pipe section that can throw you for a loop. Try to stay low in the half-pipe if you can.

Stay to the left through the water in order to pick up the Boost Power-Up. You'll need them if you want to score a great time.



The half-pipe section is probably best navigated by the 4WD vehicles. It ride best with the mounted torpedos.



F-TYPE

As the 4WD ability is to take and withstand damage, the F-Type car is the workhorse of the three-wheel vehicles. It's the ship that doesn't sink, drifting vehicle out of the show. However, it does have the fastest top speed—140 mph! Flat out.



The F-Type is a bit shapeless. It's taken quite a bit of damage and is smoking heavily. Hope for a Damage Power-Up to come along.



The F-Type vehicle is great to use on tracks that feature long, straight stretches and sweeping turns. Once the F-Type picks up its speed... watch out!



WHITE LAND

Miserable conditions prevail at the White Land race track. The entire course is covered with snow and ice. The 4WD vehicle is the best choice here because of its very stable on unpredictable surfaces.



When landing a jump, it's important to have your tires pointed in the right direction. You could spin out, otherwise.



The pure white stuff along the sides of the track is snow that has been cleared away. Try not to get into it.



On the third lap down the back straight, a pair of snowballs will roll at you. Go between them.



NIGHT CRUISE

The fourth and final race track on the Expert circuit (excluding the Bonus Round), Night Cruise, features some very tight corners. Imagine that you're competing in a Grand Prix and you're racing through the streets of some big city. That's the feeling that you'll get on this track. Selecting the cockpit view provides constant thrills on this track. The corners come up very quickly and you have limited time to react.



Just after the start/finish section, Fox McCloud takes a short break from racing for his next mission and swoops down in his Arwing fighter to drop off a Boost Power-Up for you.



Use Boost through the long, sweeping "S" turns. Don't use the L and R Buttons.



Check out the track below! Again, you're racing in a realistic 3-D world.



LAKE SIDE

You've worked your way through the Novice and Expert circuits and have earned the right to compete in the Master classification! The Lake Side track features a classic racing layout and some very cool and interesting special effects...

like a drawbridge! It's really got it all.



The grand drawbridge is being raised slowly! You can see how far it has opened from elsewhere on the track. It gets pretty steep on the third lap.



It's a very good thing that the polygoncount is a vegetable! It would be cool if it had to clump on your car, though.





BIG RAVINE

Because of the length and layout of the Big Ravine track and the time constraints applied in the Speed Trax races, this race may prove to be the most difficult. Get in some practice on the hairpin turns!



There are some very large obstacles to watch out for on the Big Ravine track.



You'll experience a variety of weather conditions as you battle your way around this truly hair-raising track.



SKY RAMP

Built entirely in the clouds, the Sky Ramp track features rolling ups and downs along extended straight stretches and turns that are mainly of the 90 degree variety. You'll be using the L and R Buttons quite a bit here.



The Extra Fast squad is checking out the Sky Ramp race and will make a few fly-bys.



It's not too often that a blimp floats below you! This should give you a strong indication of how high up you are.



HARBOR CITY

The Harbor City track is probably the longest track in the entire game. This 3 minute-plus trek covers a course that is wide open, for the most part. There are some obstacles to contend with, though. For example, there is a section of the half-pipe part of the track that is missing. Boxes and cones are also scattered about.



Harbor City is just as challenging if you race at backward! Have some Fun Trax Fuel Rules? What rules?

STUNT RACE FX



BONUS BIG RIG DRIVIN'

After you complete the first two races in the Novice, Expert and Master classifications, you can choose to get behind the wheel of a big 18-wheeler. Your goal is to earn Extra Time and Extra Cars by maneuvering through gates and completing laps. Driving this humongous road hog is a radical departure from driving the speedy, nimble race vehicles.



The 18-wheeler is not fast at all and the steering response is totally different from any of the other race vehicles.



Adding Extra Time to your race time is great, but getting an Extra Car means the same thing as getting an extra Continues.

STUNT TRAX

Welcome to the crazy world of the Stunt Trax! In this part of Stunt Race FX, you are presented with four courses and a "bonus" course upon completion of the initial four. Your task for the first four courses is to make it to the finish line before time runs out and to collect as many stars as you can. It's not as easy as it sounds!



ICE DANCE

ICE DANCE

Getting off course during an Ice Dance run is not a good idea. Your time will run out quickly. Head straight for the doors.



In the section of Ice Dance that features several quarter-gates, it's very easy to run out of time. If you want to go for the stars, don't go up high on the quarter-gates—stay down low. Head for the exit if you're low on time.



Press the X button to leap off the end of a jump if you need more distance.



ROCK FIELD

ROCK FIELD

When it comes to collecting stars, the square-shaped Rock Field course is easy to complete with a PERFECT score. The only tricky sections are the hazardous and potentially damaging whoop-de-dooos. Blaze through the rest of the course!

Approach the green and white striped level shaped obstacles head on. You could easily get turned around, otherwise.



A direct, head-on approach should also be employed as you make your way into the whoop-de-doo section of the Rock Field course. The 4WD handles this section much better than the other race vehicles do. Good suppression!



BLUE LAKE

BLUE LAKE

Someone left the water running! There are no deep sections, but the water in Blue Lake keeps the Coupe and F-Type racers bogged down. Go for the 4WD. Its monster mudder tires breeze through the water.



Use Boost every now and then to keep your speed up because the water tends to hinder your goal of forward motion.



To save time, take the shortest route that will give you the most stars. Know where you're going!



Uh-oh. The finish is in sight and the Coupe doesn't have enough speed to clear the last big set of rumples!



UP' N DOWN

Again, on the Up 'N Down course, the 4WD vehicle seems to be the best choice for making the run for the finish. There are lots of tall jumps on this course, hence the name Up 'N Down. The suspension systems of the Coupe and F-Type just don't handle the kind of abuse that this kind of course can dish out. But the 4WD, being the hungry racer that it is, gobbles it right up and asks for more!

It may not look like it, but it's pretty easy to miss the stars that are placed in the corners of the green and white striped lands.



This is the proper way to land a jump—vehicles aren't straight ahead with the wheels square to the ground.



This landing may be another story. The Coupe may not be in a good position to pick up the next star.

STUNT RACE FX



4WD

For strength, quickness and cornering ability, the mini-monster truck 4WD just can't be beaten. It's a heavy-duty ride! And it's a good bet that it may end up being your favorite vehicle to race with if you give it a chance to prove itself.



All four wheels getting traction is a big help when it comes to cornering and blasting out of those corners. A shot of them inside the 4WD wheel.

Thomas, Definitive



Tell enemies you're up in a Stunt Race course by making it a heavy-duty 4WD. The only thing it can't climb is a vertical wall.



RADIO CONTROL

The Super FX chip gives you the ability to rotate any polygon and see it in a true 3-dimensional view, so why not take a view from a stationary perspective while the action goes on around you?

In the Radio Control section of Stunt Trax, you take a bird's-eye view of the play field. Your perspective rotates in one location, much like a camera would view the action. Your goal is to knock the three other vehicles out of commission.



SLAM! The first casualty of the Radio Control course later the first. Even the slightest knock will take a vehicle out, but you can't win't take any damage.



CNN! Wouldn't wanna be ya. Number 2 leads right to you continue your search for victim number 3.



Getting up close and personal with the 2WD race as it passes almost directly in front of your viewpoint. You can't see much around you here.



BATTLE TRAX

Not only does Stunt Race FX give you the thrill of taking the controls of a wild race vehicle, you can also take to the tracks and race against a friend! Battle Trax is the only two-player mode in the game. You can also race on the Battle Trax courses by yourself and the computer will control the other racer.



MARINE PIPE

If you view the small on-screen map of the Marine Pipe track, it looks pretty oval-ish and uneventful. It's not a thrill-a-second kind of track, but if you get into a bumping match with your rival, the half-pipe sections of the track can pose a serious

problem, especially if you're racing with a vehicle that spins out easily. If your vehicle gets rammed in the half-pipe, you could end up going over the edge of the track and into the water. Splash! You lose.



There they get! Just before the race starts, or during the race, you can change your perspective. Just press Select.



The better races on the 4WD has to look over its shoulder to see where the F-Type is. Stay on the Beat.



Wow! The F-Type moved the Coupe in the half-pipe and has sent it over the edge of the track. It's a one-way win. What a beauty.



COTTON FARM

The Cotton Farm is another track that has a classic racing layout. There are no big surprises, but the racing action could get hot because of the S-turns and the hairpin turn. Enter the hairpin turn on the outside of the track and try to cut the corner as much as you can. Once you've made it half of the way through the turn, get all over the Boost

and scream like a rocket down the stretch to the finish line.



When two cars of the same type race against one another, what the only way a driver has to get ahead is to resort to nasty tactics. Here, one Coupe is knocking the other out of first place by snatching it into the side rail of a particularly tight corner.



The Coupe has run out of Boost. Just be patient. A supply will automatically build back up.



To avoid getting trapped by the Coupe as it attempts to pass, the 4WD has extended itself up. A jump if you will.





PORT ARENA

The Port Arena track is fairly long and features a few obstacles that can really give you problems, especially if you're locked in a tight battle for the lead! Down the back straight, just after you've reached the son of the short

inclined section, you'll come across a median. They're those strange things that just sit out in the middle of the road and appear to serve no real purpose. You have to steer clear and go around them. Just around the next corner are two more of the crazy things!



A great move! The Coupe leaped the F-type into the wall and now appears to be in position to win the race!



This shot is another prime example of how cool the various perspectives can be in Stunt Race FX. The split-screen view shows the Coupe exploding from two angles!

STUNT RACE FX



2WD

Once you've completed all of the courses in Free Trax, you can race with the speedy 2WD vehicle. The same goes for the Speed Trax, except these are more races that you have to complete. The 2WD is like a motorcycle and it's pretty difficult to keep under control, especially when it reaches speeds around 140 mph!



TOXIC DESERT

There are a few gigantic boulders sitting in the middle of the course down the back stretch of the Toxic Desert track and a couple of hazardous road swells that act like jumps as you near

the finish line. Other than that, Toxic Desert is non-toxic. Sterilized, if you will. The track is wide open and you shouldn't have much trouble if you want to try for a pass.

However, this can also play to your disadvantage if you are in the lead.



What is this? Frenzy's racing? Both 4WD vehicles have launched themselves off of the road swells. Taking jumps while at full throttle is too cool!



If you prefer, you can try to go around the boulders on the right, but there's more room on the left.



If you want to experience a shocking head-on collision, just have one player turn around and stand on it!



The steering is very sensitive. It will take more time to get the control of the 2WD vehicle down pat. It's difficult, but have some fun with it!



Select the 2WD and enter King's Forest on Free Trax. Turn around and hammer the boulder. You'll be treated to a section of all the best jumps in the game!

J.R.R. Tolkien's

THE LORD OF THE RINGS

Volume 1

With skilled brush strokes and a haunting tune, Interplay has transformed J.R.R. Tolkien's classic fantasy into a magical adventure for up to three players. Closely following the path of the fictional Frodo, your furry-footed hero leaves his home in Hobbiton and battles orcs and other dangers from the Barrow Downs to the Mines of Moria. Piecing together clues and aiding in quests, the party navigates the endless twists and turns of their chosen path.



ONE RING TO RULE THEM ALL

In the third age of Middle-earth, Sauron again rose to power in the dark land of Mordor, commanding fell beasts and evil, twisted men. Nothing could stop his domination of the west... except the Ruling Ring, which he had lost in another age. Now that the Ring has been found, the only hope is for a party of hobbits and their companions to take the Ring beyond the Misty Mountains to the land of Lorien. Fans of Tolkien's fantasy will recognize the fellowship and many landmarks, but this adventure has its own secrets and dangers.



You can use the Super NES Mouse instead of a regular Controller, but we don't recommend it.



Up to three players can join in the quest using a multi-player adapter and extra controllers.



Experience The Lord of the Rings on a new, interactive level, and expect the unexpected.

THE FELLOWSHIP OF THE RING

Frodo must gather all the strength that he can if he is to survive the trek through the wilderness to Rivendell. Since strength comes in numbers, it's a good idea to bring companions along. Most of the same characters who appeared in the story will join Frodo, but at different times. Frodo leads the way until Aragorn meets them in Bree and assumes command.



FRODO BAGGINS

A gentlehearted Hobbiton in the Shire, Frodo inherits the Ring and all of its troubles.



SAMWISE GAMGEE

Simple but courageous, Samwise serves Frodo as gardener and valet. He dearly wants to see Elven.



PIPPIN TOOK

The youngest member of the fellowship, is brave but foolishly won't let him wander off.



MERIADOC BRANDYBUCK

Frodo's cousin waits at Crickhollow to join the party when they enter the Old Forest.



ARAGORN

Also known as Sauron in the north, Aragorn is a prince and heir to the throne of Gondor.



GIMLI

Gimli the dwarf has traveled far to join Frodo. With an axe in his hands, he is a fierce warrior.



LEGOLAS

Legolas, as all from distant Rivendell, uses a bow and arrow to keep out of harm's way.



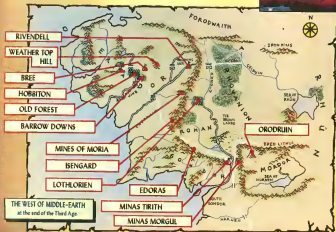
GANDALF

Gandalf belongs to the order of wizards. His quest of the Ring is his great task in Middle-earth.



THE HOPE OF THE WEST

West of the mountains lies a wilderness of rivers, forests and ruins. The company must pass unseen through this land, but Sauron's unsleeping eye watches all.



ESCAPE FROM THE SHIRE

At the start of the game, the Ring Wraiths are already at the borders of the Shire. Your first task is to enlist the help of Pippin and Sam, then head cross

country to Crickhollow where Merry is waiting. From there, your journey leads into the mysterious Old Forest where Tom Bombadil lives.

IN THE SHIRE

Begin your quest by talking to all the hobbits in **Hobbiton**, then leave by the north gate and defeat all the wolves so Pippin will follow you. Since Sam won't leave his aging Gaffer until you find the old man's glasses, head west to the caves and search them using the maps in the manual. The caves are vast, dark and full of foes, so beware. You'll also need to find two gems in the caves. When you receive the Key to **Hobbiton**, leave town, but don't cross the bridge. Leave the trail and head south and east toward **Crickhollow** and the Brandywine River. To cross the ferry, you'll have to help Farmer Maggot by defeating an attacker then recovering his jug from **Ted Sandyman**. Finally, take a note and on to the ferryman.

RUINS



In the ruins to the west of Hobbiton, search the vast caverns for the Gaffer's glasses. You'll also find gems, armor and weapons here.

NORTH DOWNS

Clear the way of attacking wolves so Pippin feels safe enough to follow you.



HOBBITON

The hobbits will give you lots of advice and many hints to help you get started.



Once you've found the gems in the caves, take it to an old man in another cave who will give you the gems.



The Gaffer relinquishes the key to the gate if you return his glasses.

BAG END

Frodo must leave his home at Bag End and make his way toward Rivendell. Gandalf has left a message indicating that he should first head for the town of Bree, which is not far from the Shire. But rumors of Ring Wraiths on the roads have already been heard in Hobbiton, so every step Frodo takes leads him toward danger, not away from it.

THE LEGEDD OF TOLKIEN

When J.R.R. Tolkien first published his epic tale, no one had ever heard of orcs or Mordor. It was a work of incredible imagination. Tolkien, a linguist at Oxford University, even created languages for the imaginary peoples

of his realm. The story of the Ring is encompassed in three volumes: *The Fellowship of the Ring*, *The Two Towers*, and *The Return of the King*. You can add immeasurably to the richness of this game by reading them.

HOBBITON**BRANDYWINE BRIDGE**

Talk to all the hobbits before leaving on your journey. Don't cross the bridge!

**BREE**

Although the road to Bree curves the bridge is bolder than the Old Forest route, your party can't fight off the Ring Wraiths waiting beside the road.

OLD FOREST

Everything is strangely awestruck in the Old Forest. Even the pathways change meaning you toward Old Man Willow.

**FARMER MAGGOT**

You'll have to lend a hand to Maggot before crossing at the ferry.

**THE FERRY**

Use the new from Farmer Maggot and the get to cross the river.

TRAVEL AIDS

Take the mushrooms and other items found in the bags.

Although you have barely left the fields of the Shire, the dangers mount with each step. Fortunately, the tiny hobbits are a sturdy folk and their daggers bite deeply into the ankles of unwary foes. If you are playing alone, remember that you can switch control from your leader to the other members of your party. When new hobbits join you, carefully watch their hit points until they've gained several levels of experience. You don't want to leave a comrade behind.



Once you've attacked Farmer Maggot's house, he'll be around just in time to save you.



What an odd deal. Find the Honey Jug and Maggot will lend you an ear.



Farmer Maggot's boat and oar are your tickets to cross the river.

**RING WRAITHS**

The new Ring Wraiths of Mordor are Sauron's most terrible servants. These ghosts cannot see in the light of day, but they are drawn to the One Ring. If you cross the Brandywine Bridge, you'll discover just how strong they are. Avoid the Wraiths at all costs!



Hobbits with daggers are no match for the air vents of Sauron. Take the ring very around.



While searching for the Hobbit Jack, you'll face countless attacks by wraiths.

OLD FOREST TO BARROW DOWNS



**BRANDY-
WINE FERRY**



**BUCK-
LAND**



**CRICK-
HOLLOW**

Merry Brandybuck greets you at Crickhollow with a note from Gandalf directing you to meet him at Bree.

OLD FOREST



OLD MAN WILLOW

Old Man Willow lures the hobbits into a tangled trap.



BOMBADIL'S HOUSE

Merry Brandybuck greets you at Crickhollow with a note from Gandalf directing you to meet him at Bree.



OLD FOREST



BARROW DOWNS

Once Frodo and his companions have landed safely on the east side of the Brandywine, proceed straight ahead through Buckland—the narrow strip of the Shire where Frodo was raised. Soon, you will reach Crickhollow, where Merry Brandybuck is waiting. Gandalf's note instructs you to head east to reach Bree. The roads aren't safe, but the eerie Old Forest is hardly any safer. You'll also meet a company of elves. Listen closely to their advice. Further on, a man will give you the Key to Bree. The path in the Old Forest leads you to Old Man Willow, who captures your companions. Seek out Tom Bombadil, who lives in the northern part of the woods, then return to the tree. Soon, Bombadil appears and frees your friends.

The next leg of your journey takes you into the haunted Barrow Downs. Here you'll find a maze of passages and ancient tombs. If you disturb the tombs, Barrow Wights appear and attack you. You'll find several elfin amulets in this area along with lots of gold, better armor and weapons, and the keys to locked tombs. Follow the maps on the next pages to navigate the maze of the Downs. The gold can buy you information and items in Bree.



Older lightmen on all feet gives you a gateway gem.



The elves near the Old Forest have much wisdom. Ignore them at your own risk.



Old Man Willow has a taste for hobbits. He'll lure your companions into a trap.



OLD MAN WILLOW

Old Man Willow sings a bewitching song to lure travelers to a terrible fate. His singing is so powerful that he controls all the trees and paths in the Old Forest. Some say that he is related to the dark forces of Fangorn Forest across the Misty Mountains, but nobody knows for sure. Although his creepy song is reportedly beautiful to hear, Old Man Willow has a rotten core. Only Tom Bombadil, the most ancient being in Middle-earth, has the power to command the Willow.

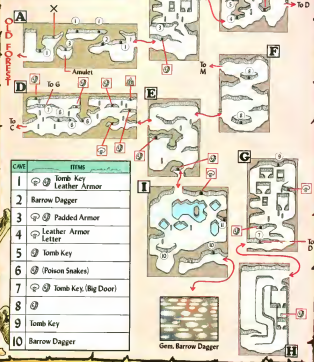


BARROW DOWNS TO BREE

The Barrow Downs were once the homes of proud kings who fell into evil. Now they jealously guard their hoard of treasure and dark secrets. The mists that cloak the Downs will chill a traveler to the bone.



X -- Empty
 ⑨ -- Gold
 ⑧ -- Healing Mushroom
 ⑦ -- Healing Fern



CAVE	ITEMS
1	⑧ Tomb Key ⑨ Leather Armor
2	Barrow Dagger
3	⑧ ⑨ Padded Armor
4	⑧ Leather Armor ⑨ Letter
5	⑧ Tomb Key
6	⑧ (Poison Snakes)
7	⑧ ⑨ Tomb Key (Big Door)
8	⑧
9	Tomb Key
10	Barrow Dagger



Gen. Barrow Dagger



BARROW WIGHT

The Barrow Wights fly out of their holes when trespassers venture near. The Wights inside tombs don't put up much of a fight, even against poorly

armed holders. Traffic and poisonous snakes prove more dangerous. Wights outside the Barrows can be far more dangerous than their shadowy kin.



BREE

BREE

The town of Bree is home to both men and hobbits. Here you will meet Aragorn the ranger and prepare for the hard journey to Rivendell. Listen closely to what the Breelanders have to say.

THE GATE

Take the north road from the crossroads to the gate of Bree. There give the gatekeeper the proper key and the note from Gandalf to gain entrance.



CAVE	ITEMS
1	☞
2	☞ TOMB KEY
3	CHAIN MAIL
4	☞ TOMB KEY



CAVE	ITEMS
5	Barrow Dagger
6	☞ Chain Mail



You can buy armor and weapons at Bree. You can also pick up better equipment in the Barrow Downs and the huge cave of Wilderland.



Be sure to speak with everyone. You'll find a woman's ring in the Wilderland caverns along with Legolas' bow. Be sure to map the caves. Another woman gives you a letter only if Aragorn is with you. Beyond Bree lie the mazes of Wilderland and the dark secrets of Moria.



Aragorn acknowledges you only if you show him the foot of Acharaz, the healing herb of kings.



BEWARE THE MINES OF MORIA...

Trolls and Balinogs lie ahead, but the final journey to Mordor must wait for Volume Two.

KING OF THE MONSTERS 2

CHOOSE

All gamers have their own styles of playing, so King of the Monsters 2

Giant monsters ravaged the Earth, and the humans cowered in fear. Then, when Alien forces landed on Earth, they ended up being worse than the monsters! Now Earth's only hope for survival lies with the King of the Monsters.

BIG MONSTER ACTION!

King of the Monsters 2, by Takara, gives you a chance to recreate the action of your favorite B-rated movie. Crush small buildings, munch jet fighters, and combat the evil Alien hordes that threaten the Earth. You can even battle your friends in a two-player mode.

CYBER WOO

This mechanical mayhem-maker is the monster of choice if you are looking for a well-balanced fighter. Cyber Woo has powerful attacks as well as good attack speed.



If you get a chance to power up Cyber Woo, you can blast opponents with an explosive Laser Cannon!



ATOMIC GUY

The power of a nuclear explosion courses through Atomic Guy's veins. High-voltage attacks and lightning fast reactions make this monster the one to beat. Choose this character if you're a beginner!



YOUR MONSTER!

has three different fighters to match their skills. Each monster fights well, so pick your favorite!

SUPER GEON

Pointed horns and spikes make this monster a powerful foe! His long reach keeps enemies at a distance, but his slow speed makes him a challenge to control.



Super Geon's strength and reach will help make up for his slow attack speed.



Charge up Atomic Gyroballistics, then let loose with a 300-yard smack!



EXTRA HELP

Finishing off all of the bosses is tricky when you are playing alone. You can only Continue the game a few times, but with this trick you can double your chances of beating the bosses. If you are about to lose your monster and are all out of Continues, quickly press Start on Controller II. You will take control of Player 2 and will have a whole set of Continues to use!



If you've used your last Continue, grab Controller II and press Start before you're lost.



As Player 2 you will have a full complement of Continues you can use to finish the game.

FIGHTING WITH GIANTS

The monsters have their own special attacks, but because they are giants, they also can use buildings as weapons. Press the X Button to pick up a building, then press it again to throw it at your enemy.



If you have purple, your control is reversed.

AMERICAN CITY

When you arrive in the American City, the Huge Frogger is waiting for you. Fight him off at the beginning of the stage, then hurry past the smaller enemies to find him again. It's a good idea to find all of the Power-Ups early in the stage, because you won't have time to look when you reach the boss.



Watch out for the Huge Frogger's jumping attacks. If he hits you with one, you'll be knocked to the ground. If you jump away quickly, he'll miss you!

FRENCH CITY

The boss of the French City is actually two bosses. After you defeat the giant humanoid, his blob-like head will come after you. Although it isn't very strong, it can be hard to hit.



Don't get overwhelmed by the blob-like head.

GRAND CANYON

Getting to the boss of the Grand Canyon isn't really that tough, but beating him is a whole different story. Try to get Clawhead in a chinch, then take advantage of his weak wrestling skills. Watch out for his powerful lashing tongue, or it will hit you hard and knock you to the ground!

Don't bother hitting the plants that come out of the holes. Avoid them until you can move ahead.

THE DESERT

The Desert Stage is fairly short, but the boss is the toughest enemy you've met so far! Your best bet is to hit him, then run away.

SEA BED

Some of the creatures found underwater can be difficult to avoid as well as dangerous to fight. If you press the B Button continuously, you can swim right over the worst of them and move on to fight the boss.

KING OF THE MONSTERS 2



Avoid the boss's hands when they pop out of the sand. If they catch you, they'll drag you underground and let you beat.



WHEN THE MOST SHOCKING EVENT
IN SUPER HERO HISTORY ROCKED
THE WORLD, SUNSOFT DECIDED
TO PUT IT IN A VIDEO GAME—
THE DEATH AND RETURN OF
SUPERMAN!



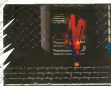
THE SERIES SUNSOFT OF
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RELATED CHARACTERS) ARE THE
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SUPERMAN

For decades,
Superman kept
Metropolis and the
planet Earth safe from
evil forces and mutant
kinds of evil to go. Although

he could fly, shoot heat beams from his eyes and
shoot bullets like raindrops, his days were num-
bered and Doomsday had the day of revenge.



When Superman met us tough as steel as a real
war, he picks a super Earthquake Punch.

THE ERADICATOR

The Eradicator came into being in
the frozen world of Superman's
 Fortress of Solitude. He is the real
Superman! He looks real enough
and he has all of Superman's
powers, but his personality chills
people like an ice block. Like all the
Eradicator files. He also specializes in jumping grab
moves and jumping kicks.



The Eradicator's special attack is a Heat Blast
very effective against level and guardians.

**RETURN OF
SUPERMAN**
TM



The planet ~~wasn't~~ big enough
Superman Doomsday didn't
was big enough for even one.

A BEING OF UNKNOWN ORIGIN IS HEADING FOR METROPOLIS DESTROYING EVERYTHING IN ITS PATH.

NOT EVEN THE JUSTICE LEAGUE CAN STOP IT.



SUPER HERO OVERLOAD

four remaining pretenders must prove their worth. Each here can fly, punch and kick, but the similarities stop

their Super weapons and attacks, plus unique grabbing and throwing moves differentiate these heroes.

CTCI

SUPERBOY

When the bubbling gets going, the whole is properly covered in a protective layer. The resulting material is a Superboy claims that he is the true first by virtue of his superior genetic code.



THE CYBORG

Apparently misattributed from the 1974-85 of the original Superman: The Cyborg's 3MA matches perfectly, and two robotic parts seem to be of Kryptonian origin. Is he the one?



8. <http://www.fishbase.org>

The Cytogin has a gel-mounted 30.1 liter and a powerful barrel attack.



SIEGE OF THE UNDERWORLDERS

Little suspecting that his fate has already been determined, Superman bravely confronts the assault of the underworld elements infiltrating Metropolis. Bombers, bikers and other terrorizing scum will crumple on Superman's fists.

GRAB & THROW

The Grab and Throw technique is almost always your best fighting move. It's powerful, and you can use it to find hidden Power-Ups.



START



A



TO A

DOWN & OUT

Enemies attack from both sides as the elevator drops downward. Watch out for Ticks and thugs. Attack the Ticks first.



TO B

THE CLAWSTER

By super villain standards, the Clawster is a wimp. Superman should have any trouble. Your super technique is to push him against the edge of the screen and hit him before he can stand up.



Back Clawster into the corner with punches or throws, then continue to wall. Supermen seems invincible, but maybe it's because his opponent has been robotized.

SUPER ITEMS

Look for items high, low and hidden in walls where you have to break them out.

I-UP

EXTRA LIVES

Look for I-Ups in and all the way across, like high in the sky.



SUPER ATTACKS

The Red Shields give you extra Special Attacks.



REFILL 1

The light blue Shield refills a quarter of your energy.



REFILL 2

The dark blue Shield refills half of your energy.



DOOMSDAY IN METROPOLIS

THE DEATH AND
RETURN OF SUPERMAN

No matter how good you are, Superman won't survive this level. It won't be the Molotov Cocktail-tossing hoods or biker brawn that stops the man of steel, but the horror named Doomsday that you fight at the end. Even if you defeat the D man, he'll come back and send Superman to Elivisville.

WRECKING CRUEL

Lure unsuspecting enemies close to the place where the ten-ton ball smashes down. Since your foes have the intelligence of dum-ums, they'll foolishly walk into the trap and splat!



DOOMSDAY

Doomsday drops in twice, but runs away after the first brief skirmish. Use Special Attacks during the second bout.



The first battle is a trick. In the next fight, use Special Attacks to put him down. After defeating D, however, he'll pop up and strike Superman with a final blow.



LAST SON OF KRYPTON

CYCLES OF ABUSE

By the time Clark Kent is born, his parents have already been through a lot of trauma. His mother, Martha, was a victim of a nuclear accident that killed her husband, and she was left with a young son, Jonathan, who was also a victim of the same accident.



OVER THE EDGE

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



COAST CITY

The city of Coast City is a small town on the coast of the United States. It is a peaceful town with a small population, and it is known for its beautiful beaches and scenic views.

BOMBING RAID

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



THE CYCLES

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



CORE REACT

The nuclear reactor core is a complex system of pipes and valves that circulate water through the reactor. It is a critical component of the reactor, and it must be kept at a constant temperature.



MAN OF STEEL

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



THE METROPOLIS RIB

The Metropolis Rib is a large, multi-story building that is the headquarters of the Daily Planet newspaper. It is a prominent landmark in the city of Metropolis.

SUPER FUNK

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



THE CYCLES

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



VILL IN RETURN?

The villain in the movie is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.

OPEN OF TERROR

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.



THE TOWN THAT WAS ONE

Clark's father, Jor-El, is a Kryptonian who is sent to Earth to warn his son of the dangers of the planet. He is killed by a nuclear accident, and Clark is left alone on Earth.

THE INCREDIBLE HULK

*Coming Soon To your Super NES
from U.S.Gold*





ASSAULT ON CADMUS

Now that Supemah is gone, you'll continue your mission of justice in the form of the Cyborg. In the first area of this level, the Cyborg flies toward

the Cadmus Project while blasting attack pods. In the later areas, you'll battle enemies in the air and on the ground.

FLIGHT SCHOOL

The Elite Flyers don't attack as once. As they gain altitude, swoop in and punch them out. It takes two attacks to ground them.

POWER-UPS

Fly everywhere, scrolling forward slowly to look for Power-Ups because you can't backtrack. Throw Defenders against the walls to find items.

START

TO A

A

TO B

1-UP



TO C



TO D

1-UP

SENTINEL

The Sentinel may seem tough at first, but it takes damage quickly. Dodge its shots, use Special Attacks and stay close to punch it.

D

SEN-
TINEL



AN AMERICAN TAIL
FIEVEL GOES WEST

AN AMERICAN TAIL FIEVEL GOES WEST



DEPUTY
FIEVEL

A NEW MOUSE IN TOWN

Hudson Soft's sensational sequel to the Super NES adaptation of the ever-popular animated feature film, *American Tail*, let's you guide Fievel through five fearful stages to save the Mousekewitz family from the conniving Cat R. Waul's evil plot. That cunning cat has lured many an immigrant family to a promised land out West where cats and mice work together to make the perfect place to live. Fievel finds out, though, that Cat R. Waul's real plan is to make them into Mouseburgers! Can Fievel free his family from becoming a feast?



Cat R. Waul's cat minions are out and about to prevent Fievel from saving his family.



Fievel's light leads him on a long, hard journey.



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& Amblin Entertainment, Inc.
© 1994 Hudson Soft

THE CITY

Fievel's first leg of his long journey begins in the strife-ridden streets of New York City. With Cat R. Waul's gang in hot pursuit, it's best that Fievel make his stay in the Big Apple short but sweet. Don't miss any of the helpful Power-Up Items, though, as they will come in handy later.



DANGERS

The City Stage has many mischief-making obstacles to keep you from completing your quest. Be aware of dangerous drop-offs—that mistakenly made step can be a real doozy! Don't misjudge your jumps, either, as there are several precariously placed platforms. Most enemies can be bopped in the head with your Pop Gun.



Some Barrels are sturdy enough to stand on, but others will get you all wet.



Be sure to get that Groggier Cat before he gets you. Luckily, he's slow.

EARNING MICE

Even a master with marvelous Mouse abilities might require some extra help. Look high and low for helpful but hidden 1-Ups.

Shoot this Special Box to uncover an unbelievable great gift.



Collect one hundred Gold Coins to see a useful 1-Up.

PUT OUT THE FIRE

Using these platforms as-is is not smart—you'll lose a Heart! Shoot the flaming platforms with the Water Gun to extinguish the spine-scorching sparks. They will then be safe to hop on.



AN AMERICAN TAIL
FIEVEL GOES WEST



ONE-EYE
FIEVEL

ONE-EYE

Whether One-Eye has one eye or two, one thing is for sure—he's ready to make mouse meat of Fievel! As soon as you drop into his lair, shoot the Blocks to get your Water Gun and Rapid Fire, then let him have it right in the early stage!



Even though One-Eye chooses Fievel to attack a lot, since one must protect their most precious.



If One-Eye starts to back you into a corner, run under his gigantic grin as soon as he jumps.



One-Eye always so much that chunks of the ceiling but will never jump the cord to dodge to prevent damage.



THE SEWER

The Sewer Stage is a slimy and scary place, but at least it beats the streets of the City Stage... or does it? Hold onto your hats—there is a whole herd of hazards here like dangerous Dogfish, batty Bats and unusual Urchins, not to mention the ebbing and flowing of the tide trying to suck you away!

FLOAT ALONG

Row, row, row your Tuna Can, gently down the Sewer? That's how the song goes in this Stage, although the ride is far from being a gentle one. Keep shooting so when the Bats and Dogfish sneak up, you'll get the jump on them.

The Sewer isn't all bad—grab the Immortality Star for an extra edge.



After navigating the streets of the city, Fievel ducks down a duct into the depths of the City Sewer.

SWIMMING

It may be best to brave the rapids on your own, so toss the Tuna Can and swim! Those Dogfish won't be as snaky.



TRAIN RIDE

Finally having made his way out of the slimy, smelly Sewers of Stage Two, Fievel finds a tip that his family can be found on a train. Here he is at the Train Ride Stage, but the trick is to catch up with the correct car before it's too late! He thinks he can, he thinks he can...



Fievel school be right on the fast track in finding his family by the time he reaches the Train Ride Stage. All aboard!

ROCKY RAT RACE

Riding the rocky rat race in the Cool Carts is a real game of cat and mouse, but Fievel must persevere if he is to save the Mousekewitz family. Keep shooting to get ahead of the competition, but don't forget to watch your tail, too, because those bandits will surprise you by sneaking up from behind.



Watch your rear! Those nasty cats can come barreling up from behind.



SECRET LADDER

Be wary while swimming over the pits—they can suck you in like a sponge.



The pit with the rings may be different. What's down there?



BREAK-AWAY BRIDGE

The Breakaway Bridge is not the place to linger, due to the fact that it will dissolve as soon as you touch it. You had better step lively, because there's no turning back!



Use caution when collecting a cache of Coins on the Breakaway Bridge.



PUPPET

Puppet, the Boss of the Desert Stage, is a whole mess of trouble. Being that he is merely a puppet in Cat R.

Wharf's evil theatrics, he comes complete with many strings attached, but you'll need to be the one pulling the strings! Pop him repeatedly with your Pop Gun while watching out for the crazy Corks and bouncing Balls he heaves.



Be sure to grab an Incredibly Fast while in the room with Puppets.



Collect the Rapid Fire Pop Gun in that room as well for a power boost.



Puppet may be hiding many Power Up Items.



Even if Puppet isn't visible, he's in the room.



CHULA

Chula is the terrifying tarantula of the Train Ride Stage, and those who get caught up in her web are seldom seen again! Keep shooting while avoiding the poisonous blobs she blows. Watch for a bevy of Babies, too!



One must avoid the Poison, but you can attack the Babes.



THE DESERT

CATERPILLARS

Shoot these leggy little buggers in the head right away, or they'll split up and you'll have more than one pushy pest on your hands.



Fievel was close to catching up with the rest of the Mousekewitz family when he fell off the Train into the deep Desert heat.



They say it is as dry as a bone out here in the Desert.

A CHOICE OF PATHS

This big Boulder won't budge, and it looks mighty peculiar, as well. Shoot at it several times and it will disintegrate, revealing an underground alternative to the hotter high route. There's no scaring away the Scorpions—they're above and below, but you may escape the villainous Vultures.

There are no Vultures down here, but watch out for scads of scaly scorpions.



GREEN RIVER

Fievel finally gets to the Green River home where he hopes to find his frightened family from Cat R. Waul's mousetrap! First, he must find the vicious fiend, Fievel's final confrontation with Cat R. Waul makes or breaks the whole quest.



It appears that no one else dares from the terrible terrors of the town Green River.

MANY DANGERS

Green River home to all Cat R. Waul's henchmen. Be prepared for a showdown with Cat Gangsters, a shootout with Snakes, and a barrage of Bombs falling from above. There are a few helpful Items if you look carefully.



STARRY
FIEVEL

GIANT HAWK

The Giant Hawk appears to be especially treacherous because this fight sequence utilizes the marvelous Mode 7 technology of the Super NES.

The Hawk first appears as a silhouette in the moonlight, then swoops down in an attempt to make off with our hero. Your chance to shoot him is the moment he comes down to your level. Let him pass, then prepare for another fly by.



Perfect timing is required when going up against the Giant Hawk. Shoot when he's on your plane.

DESERT AT NIGHT

Though there are Buzzards to bother you, the Desert at night is lovely in the moonlight. Don't stand on the Cacti for more than a few seconds.



SEARCH HIGH & LOW

It's tempting to play it safe while searching the town of Green River for Cat R. Waul, but it's to your advantage to travel to the house tops, as there may be many items to aid in your quest.



Like a T. Up! Who knows what other wonderful items are hidden high above?

STARRY
FIEVEL

CAT R. WAUL

Cat R. Waul first appears on the third floor. Ride his Top Hat and shoot at the face, then hop down again. Repeat this process until he comes down to the second and first floors, then finish him off!



Though the scene the Golden seems dark and creepy, press on, as Cat R. Waul is near.



Fievel's wish is to seize that grin right off Cat R. Waul's face.



SONIC BLAST MAN II TM

SUPER HEROES

When Sonic Blast Man first appeared on the scene, players had a chance to lead this powerful puncher against an army of wicked foes. Now the action heats up again as Sonic Blast Man's friends get into the fight, as well. Six big levels, two new characters and megatons of new moves help make this game a hit!



An awesome addition to Sonic Blast Man is the Two Player Mode.



Also, are you ready to play as any one of these tough Sonic Blast Man teammates?



SONIC BLAST MAN

Sonic Blast Man is a super choice for the blaster who's just a beginner, because he is a well-balanced fighter. He comes from the planet of Sonic Blast, where he received the Power Gloves and learned to perfect his punching skills.

3-WAY PUNCH



Because Sonic Blast Man's specialty is his powerful punches, this terrific technique will prove to be a simple yet effective smack.

SCREW ATTACK



Although the Sonic Screw is complicated on the Control Pad, behind the body turn it in place on the enemy! To try, press Down, Up, B and Y.

COMET BLASTER



To power-up that punchy the Comet Blaster by pressing the Right or Left Button to charge-up, then Y. It will consume one Power Point.

BLAST BOMBER!



Perform the 100 megaton Blast Bomber exactly like the Comet Blaster, but press X instead of Y.

SONIA



Sonia is also originally from the planet Sonic Blast. There she received the Power Shoes, making her the queen of kick. Although her attack power is lower than the others, she is very fast.

SPINNING FIRE KICK



Press Down Up on the Control Pad then Y and B at the same time and you'll be able to light the face of an unruly boxer.

FLYING KICK



On the Control Pad, press Right twice, then X for a smacking kick that will drive, drive and guarantee your unsuspecting enemy!

HALF MOON KICK



Pressing X will send Sonia spinning into a Half Moon Kick. This technique works well against every foe except the bees.

FIRE THROW



The Fire Throw works well when an enemy has moved to your personal space. Grab the guy then press X to send him whirling away.

HEAT SMASHER!



When bad guys begin to build up, press the Right or Left Button to change up then X to smelt a screen full.

CAPTAIN CHOYEAR



Captain Choyear was a navy pilot until a near-fatal crash required a scientist to turn him into a cyborg to save his life. The Captain isn't quick, but makes up for it with moves of mechanical muscle.

GIGA CRUSHER



Grab an enemy and press X to crack his cranium with the Giga Crusher.

MEGA PUNCH



Press the Right or Left Button then F to let a Mega Punch fly.

BREAKER



Press Down and Up on the Control Pad, then Y and B to send the Breaker's shovels sliding shattering bowling down on the bad guy.

ELECTRIC BEAM!



When things get stuck, perform the Mega Punch, but press X to zap the competition away.



STAGE 1

Stage One sets the scene for this smash 'em up super sequel. The team begins outside the entrance to the main defense center, which has been infiltrated by the atrocious aliens. It's time to clean house!

A. ARMORED ARMY

The best way to beat these well-protected prof is to get behind them and throw, although their Shields seem to be no match for Sonia's kick



B. CANNON HAND

Cannon Hand will go off at the drop of a dime, so don't stand in the path of his shooting sphere. Instead, approach him from the side or from behind.



START



A

B

A

A

BLAST ITEM

A

A

STAGE 2

In Stage Two, your mission is to intercept the military transport plane and rescue the pilot from the clutches of the alien army. Keep an eye out for opportunities to collect extra lives. You may need them!

ARNOLD

Stay light on your feet or Arnold will charge toward you! As soon as he shoots two missiles, he'll take a rest.



Watch carefully for the brief opening, then grab and throw the angry Arnold

D. THE GOOD, THE BAD & THE UGLY

The gray Goons will sometimes leave useful Items, like life-replenishing Burgers, upon their defeat. The red, one-eyed Ogres, however, leave nothing but a maiming mess as soon as they are touched. The blast can conveniently destroy other enemies, though.



D



C

D

C. KUNG-FU FIGHTING



These buff bruisers have long arms, so watch out. When playing the two-player mode, there are twice the tough to contend with!

IRON POWER

Stay clear of this wild one while he's whipping himself into a frenzy. As soon as he stops spinning, you'll have a chance to get him good. Otherwise, use Special Power.



Stack up on Power Points because you won't want to get too close to this cockatoo!

POINT ITEM

C



POINT ITEM

A

A



POINT ITEM

Remember, pick up for an extra point pick up place

BLAST ITEM

Blast items also can turn up at the most unlikely of places



GOOD



BAD



E. SENDING IN REINFORCEMENTS



These shitty, shielded soldiers sure are sharper than the ones we met in Stage One, but they should be defeated the same way.

ADVICE #1 WHICH IS BEST?

Choose an attack according to your needs. When fighting off multiple foes, try Sonic's Heat Smasher to wipe them out all at once.



START



ROSS



POINT ITEM

STAGE 3

The objective in Stage Three is to protect the "S" Port from Yafa's henchmen at all costs, because once they have the Port, they have it all! The Stages aren't getting any easier, and Stage Three is no exception, so begin bashing!

A. CLOWNING AROUND

The funny business isn't very amusing when these clodhopping Clowns come on the scene. Keep both feet on the ground—if you hop, they'll have the advantage. A Special Skill will eliminate them fast.



B. THE BOSS IS BACK

The Stage One Boss is back, but you won't get in trouble, because he's merely a slower, weaker version of the former foe. Go for the gusto and tough it out with your tried and true techniques.



START



BLAST ITEM



ADVICE #2 SPIN GUARD

To aid in your assault against those particularly pesky perpetrators, try these tricks. Rather than getting backed into a corner, send yourself spinning to safer ground by using the Spin Guard. For a short range spin, hold Left on the Control Pad and press A. For a medium range spin, press A only, and for a long range rescue roll, hold Right and press A.



C. NEW CLOWN

This knife-throwing nuisance is not nearly as nice as his predecessor. Rather than keeping at a distance, grab him immediately to reduce chances of damage.



D. LONG WALK ON A SHORT PIER

There's a spot on the Pier where all the dangerous degenerates seem to appear at once. Have a supply of Power Points available and perform a Special Power right away. Once you get into it with the goons, though, the Special Power will lose its strength. Use it or lose it!



ROBO ANIMAL

Robo-Animal as as mean and tough as they come, but at least he is only able to attack by rushing in toward you. Get into the swing of avoiding his oncoming charge while whomping him as you step aside.



Once he changes color, the real Robo-Animal rears his ugly head.



OTHER STAGES

The action and excitement certainly don't stop here—there are many more monsters remaining to manhandle and mash! Muster your marvelous mettle and carry on in the name of freedom and justice for all!

STAGE 4

In Stage Four, you must breach the barriers of the Jungle Base, because it is the link to the secret Space Base of Operations. Your mission is nearly complete!



The Stage Four Boss is a master of disguise. He first appears as a Tornadoous Reel!

STAGE 5

Once the Stage Four boss has been beaten, the Sonic Blast Man Team will be whisked away to the enemy's nerve center—the Alien Base in Space!



Is this the wicked one from all? You'll know for sure after some skilful playing!



SECRET of MANA *SPECIAL*

PART 2

We left our intrepid travelers last month in the Wind Palace, learning the spells of Sylphid, the Wind Elemental. This month, they'll put those new spells to good use as they leave the Sprite's village behind and set off in search of a white dragon that the Sprite Elder told them existed, if only in legend. Their journey will take them to far-off lands, where they'll meet friends and enemies unlike any other they've ever known. This installment of the Traveler's Log begins with Day 19.

THE DAYS of MANA

DAY 19

MATANGO

The Girl used Sylphid's Analyzer Spell to determine that Sylphid's magic would remove the Orb that blocked our path. The Sprite tried Sylphid's Air Blast spell, and, sure enough, it made the Orb disappear into thin air.



The woods beyond the Orb were teeming with dangerous wildlife, such as Crawlers, Streamed Crabs and Nemesis Owls. If we stopped to rest, they attacked in packs.



KING TRUFFLE

Te were directed to Fung Castle, where we met King Truffle. One of his subjects had reported seeing a white dragon battling a huge snake. He beseeched us to save the legendary dragon.



DAY 20

After removing the Orb, we took the first path that led to the east, then we went south around a small lake before heading north towards the cave.

CANNON TRAVEL

We took a wrong turn and found a branch of Cannon Travel. Even though we didn't want to leave the area, it was good to know where the travel office was.



THE CAVE

Finally, the cave! Inside there was a Kimono Bird, and it kept conjuring up Pebblers. I grabbed the Stout Axe and hacked down the stalagmites that blocked the way.

DAY 21

When we emerged from the castle, we could hardly believe our eyes. We had found an underground empire that sparkled like a giant jewel, and there were mushroom people toddling around. The ones we spoke to proclaimed that they were a peaceful people who had no use for weapons or war.

WHITE DRAGON

After we slew the Great Viper, we walked north to its lair, where we found the white dragon. It was young and weak, so we knew that if we left it there alone, it would perish. We decided to take it back to King Truffle.



SPEARS

My weapon collection would have been incomplete without the spear, an ancient weapon that had its uses in my time, especially in hand-to-hand combat.

SPEAR

Like give me my first Spear as I was about to leave the Water Palace. Crafted in bronze, it was lightweight and easy to handle. Although I wasn't very powerful, I learned basic defensive moves using the Spear.



SPRITE SPEAR

The Sprite Spear was a gift from the Witch's Castle. When I equipped this enchanted weapon, I could enter my enemies in big balloons.



HALBERD

The Halberd was useful for striking, slashing and hooking enemies. It also held the power to confuse them, causing them to lose their sense of direction. It was a handy weapon.



GIGAS LANCE

The silver sharp tip of this amazing lance never dulled no matter how hard it was used. It received my battle power by two points, so I often used it before a fight.



HEAVY SPEAR

A step up from the first Spear I used, the Heavy Spear was also better suited to protect these battles. I used it early in our adventure to slay weak enemies.



PARTISAN

I used the Partisan not only to impale but also to slash enemies. It had a reach-sharp tip.



OCEANID SPEAR

The Oceanid Spear's tip was crafted of coral, which became super-heated during battle. I used it to sever enemies. This spear also held the power to put foes to sleep.



DRAGON LANCE

The spirit of a mighty dragon, with all its awesome power, was sealed inside the Dragon Lance. It was my weapon of choice when I came face-to-mouth with fire-breathing dragons.



RETURN TO MATANGO



When we returned to Matango with the young, white dragon, King Truffile offered to take care of it until it was older. In its weakened state, the dragon would only have been a burden to us. The king told us that we should search for the Fire Palace in Kakkara Desert.



So we left the young dragon in the capable care of King Truffile and took our leave of the sparkling city of Matango.

DAY 22

CANNON TRAVEL

King Truffile told us to return to the branch of Cannon Travel that we'd happened upon earlier. The proprietor offered to send us to either Kakkara Desert or the Ice Country. We followed the king's suggestion and set out for the desert.



DESERT DESTINATION

The desert where Cannon Travel dropped us off was barren and deserted, except for Sand Slingers and Pebblers. We were already very thirsty,



so we set out to find water right away. One sand dune looked just like the next. In no time, we were hopelessly lost—and we were growing thirstier with every step we took.



Uhen we first saw the Sand Ship, we thought that it was a mirage, but when we reached its steps and actually reached out and touched them, we knew that it was real—and that we were saved. Our relief was short-lived, though.



SLAVE LABOR

The guards on the ship thought we were imperial spies! They separated the three of us. I don't know where they took the Girl or the Sprite, but they put me to work in the Engine Room—and I wasn't the only one there. Other people they'd picked up in the desert were being forced to work as slaves there, too.



It wasn't a mirage, after all. The Sand Ship was all too real, as we discovered when we boarded and were taken prisoner. We were then forced to work as slaves.

SERGO

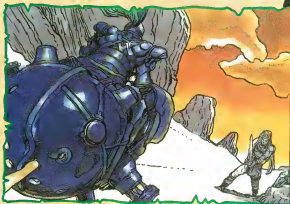
One of the prisoners told me that this was the Republic's Sand Ship.



An imprisoned pirate named Sergo helped me escape. He yelled "Fire!" to distract the guards while I sneaked up the stairs.



I found the Sprite in the galley. It'd eaten all of the food, so they were glad to be rid of it. We found a door that led to a room where the Girl was.



GESHTAR

Uhen we returned to the deck, we met Geshtar, of all people. I didn't know how he got there, and he was in no mood to explain. He

mounted his Mechcycle and attacked us. We had no choice but to fight back. The Sprite used Thunderbolt Magic, I used my weapons and the Girl used Cure spells.



Geshtar struck quickly then sped off on his Mechcycle. When he disappeared, the Girl would cast her Cure Spell to restore our health before he returned.

JAVELINS

I found the various javelins to be useful and effective, especially in hand-to-hand combat. Some had magical powers that helped me in battle, too.

POLE DART

After we destroyed the Temple and rescued Urdine, the Water Elemental she taught us the special magic spells and gave us the Pole Dart. We practiced the art of parrying onto this lightweight javelin.



LIGHT TRIDENT

The Light Trident was no friend to land or forest, for it was especially powerful against them. I gained much experience using this weapon in battles with a mole.



FORK OF HOPE

Much heavier and more powerful than the Lode Javelin, the Fork of Hope featured a spear tip that was capable of deflecting and spurs. I used it against the undead.



ELF'S HARPOON

The two axes embedded on the tip of the Elf's Harpoon are still and silent until they recognize an enemy, at which time they come to life and attack with fury.



JAVELIN

We each took turns using the Javelin, so we would build our experience level with that type of weapon. Although it wasn't particularly powerful, we could move quickly when carrying it, and we could strike accurately with it.



LODE JAVELIN

The Lode Javelin came with magical ability that enabled us to bring up enemies in Gelfin Spells. The spell would temporarily immobilize them, giving us time to escape.



IMP'S FORK

Like the Lode Javelin, this was powerful, the Imp's Fork had the power to capture enemies in Gelfin Spells. This weapon was also decorated with a mysterious and eerie skull.



DRAGON DART

When I throw this amazing dart, it follows the enemy as though it had a mind of its own and continued with alarming speed. It was the best weapon to use against dragons.



DAY 23



After we battled Geshtar, he took off and left the entire party stranded in the desert. I talked to

each of the crew members, and one of them told me that if we headed



toward the north, we would run into a village. We set out to find it.

KAKKARA VILLAGE



There was a nice inn in the village. We spent the night, then in the morning we talked to the villagers. All of the water in the town had dried up. They didn't know what was wrong, but Jena had told them that the Mana Seed had been stolen from the Fire

Palace. We were problems. Our water is gone. And Jena has moved Jena 1012...



Palace to the west, and the keeper of the Palace, Salamanda, was missing, too.



DAY 24



A villager told us about a town in the Ice Country that was as warm as the desert. We went to

Common Travel and hitched a ride to the Ice Country to investigate.



TODO VILLAGE

Cannon Travel dropped us right in Todo Village, a frosty place with an inn, a Shop and several small houses. People here, too, spoke of an unseasonably hot town in the midst of all the ice.



The Shop here sold many of the same wares that we'd seen in Kakkara Village. We hoped to buy enough Golden Vests for everyone.



We peeked into all of the little houses. In one of them, we found Watts! He had traveled here from Kakkara Village, too.

SECRET OF MANA



REINDEER

To the west, we met a red-nosed reindeer that had lost its master. We didn't know who he might be, but we offered to look.



CANNON TRAVEL

We found the Spear's Orb inside the reindeer's house, then we traveled south. We came upon another Cannon Travel station, but we weren't ready to leave Ice Country.



DAY 25

BOREAL FACE

As we were wandering in the Ice Forest, we suddenly found ourselves at a dead end. Just as suddenly, a massive plant that looked much like the Tropicallio we battled in Gaia's Navel appeared, and it started lobbing Pumpkin Bombs at us. Sylphid's Analyzer Spell told us that the mutant foliage feared Salamando's Magic—which we didn't have. The Sprite used Earth Slide, and I powered up my weapon to its most powerful point to inflict the most damage I could with every blow. Still, it was a fierce battle.



The Boreal Face tunneled up out of the snow right under our feet! It took all of our strength—and a lot of the Girl's healing magic—to beat it.



BOWS

Even though I wasn't a particularly skilled archer, I often armed myself with a Bow for protection as I traveled. Being able to attack enemies as they approached saved me on more than one occasion.

CHOBIN'S BOW

The Sweet Chief from Bow's Forest stole this bow, which was a very powerful bow from Chobin.



SHORT BOW

Even though it was crafted from forged steel, the Short Bow lacked the power to beat difficult enemies.



LONG BOW

The Long Bow was an amazing work of art, it was seven feet long and capable of shooting arrows great distances.



GREAT BOW

The Great Bow was a powerful and accurate crossbow. It had the special ability to confuse a certain



BOW OF HOPE

This special bow worked extremely well against demons and the undead. It had silver-tipped arrows that were fast enough to clear away most monsters when they found their marks.



WING BOW

It took 27 craftsmen four years to create this fine bow, which had a range of more than half a mile. It could paralyze even evil.



ELFIN BOW

Avalent elfin knight once owned this fine bow, but I was able to master it, too. When I equipped it, it increased my intelligence and wisdom, making me a more formidable opponent.



OOM BOW

Enemies feared this weapon and often fled when they saw it. It had many powers, among them the ability to slow or completely block the enemies' healing powers.



THE HIDDEN PARADISE



After we destroyed the Boreal Face, the woods to the north opened, creating a path that led to a warm, hidden paradise.

We thought it odd that such a pleasant place could exist surrounded by ice, but the villagers didn't question their fortunate weather. When one of them asked us to watch the stove, we

became even more suspicious. We heard a strange sound coming from the stove, and when we opened it, a flaming being burst out!

How did he get here?
How did he get the well?
Watch this stove.



After thanking us, Salamando told us that he had been kidnapped and forced to heal the village. The keeper of the Fire Palace, Salamando had powers that he passed on to us.



DAY 26

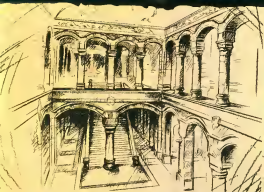
Still seeking the red-nosed reindeer's missing master, we headed north from the village into another section of Ice Forest, where we encountered a slew of enemies, the like of which we'd never seen before. We were fascinated with the new powers that Salamando had given us. The Girl and the Sprite practiced casting their new spells



until they were proficient at using them, then we continued our search. In one opening in the trees, we met Neko, who was hawking a new set of wares. On our way through

the woods, we'd run low on supplies, so Neko was a sight for sore eyes. Even though his goods were expensive, we were glad to pay the price, for they were the only wares in the area. We stocked up before heading to another opening in the east, where we found the entrance to the Ice Palace.





THE ICE PALACE

Shellblasts guarded the Ice Palace entrance. We tried to enter using the center hallway, but it closed as we approached.



There were two narrow halls, one to the left of the main hallway, the other to the right.

TONPOLE TRIO

After fighting through Mystic Books and Spectres, we dropped into a room full of Tonpoles.



These Tonpoles looked just like the one we fought near the Water Palace, so we knew they'd turn into Biting Lizards before the fight was over. We took them on one-by-one, concentrating our efforts on a single lizard at a time.

FROST GIGAS

We finally met the monster we'd heard so much about. It was a fearsome Frost Gigas, a big, blue beast that cast powerful Ice Saber and Acid Storm spells. His weakness was fire, so the Sprite and the Girl used

their Salamando Magic to attack him. It soon melted the frosty beast.



SANTA?

The Frost Gigas suddenly changed, and we couldn't believe our eyes. He became Santa, who told us how he had tried to use the Mana Seed to make the ultimate Christmas tree. Using the Seed incorrectly had made him a beast!



BOOMERANGS

Because they could be thrown from a distance, boomerangs made it possible for me to attack without risking injury. I could also reach enemies behind barriers using a boomerang.

BOOMERANG

The lightweight basic Boomerang had little power to damage enemies, but we did at least use them for a moment so I could prepare to fight. I used it for practice.

CHAKRAM

The wooden Chakram featured four sharp blades. It was effective against Shores and Lucids.



LOOSE BOOMERANG

The sharp blade attached to the outer edge of the Loose Boomerang inflicted sufficient damage to destroy the weaker Promethia I met.



RISEING SUN

Although it was very hot and light, the Rising Sun flew swiftly and could grave enemies in heat.



RED CLEAVER

This huge Red Cleaver was able to fly great distances. We could throw it away from an ultra-lightweight metal. I used it to battle this one.



FRIZBAR

This shiva with two related 10,000 times per minute and infused enemies to shiver. It was especially effective against Shores and Lucids.

SHURIKEN

Once the property of a great ninja, the Shuriken had mysterious powers. I was able to attack with incredible accuracy using the razor-sharp star.



DAY 27

THE FIRE PALACE



After building experience in the Ice Country, we followed Santa's advice and returned to Kakkaru Desert to restore the Mana Seed to its rightful place. We found the entrance to the Fire Palace northwest of Kakkaru Village; inside, the intense heat nearly overwhelmed us.



THE MINOTAUR

We fought our way to the inner sanctum of the Fire Palace, where we met the Minotaur. I knew that we had to destroy him before we could seal the Mana Seed.



We dodged quickly to avoid the Minotaur's long, sharp horns. I thought it wise to keep our distance, so we relied on magic for our attacks.

DAY 28

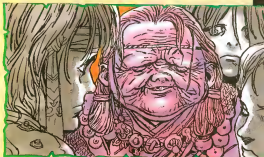
TO THE EMPIRE

When our party returned to Kakkara Village, the people were talking about a place called the Empire, and Cannon Travel now listed it as a destination.



SOUTHTOWN

We chose Cannon Travel's new destination and landed in Southtown, a small village with close-mouthed inhabitants. One of them told us about a weird woman who lived in a house on the west side of town. We decided to pay her a visit to see what was so weird about her.



MARA'S MESSAGE

The woman's name was Mara, and she claimed to be a spy. We don't know whether or not she really was, but she did give us a password that she said would get us to Resistance Headquarters in Northtown.



RESISTANCE HEADQUARTERS

When we told the guard in Southtown the password, he stepped aside and let us to enter the sewer, which was really a secret passage. It was a confusing maze, but we finally found our way to its exit. Mara had told us the truth! We stepped out into Resistance Headquarters, where we met the Resistance leader, Krissie. At first, she thought that we must be spies.



When we told her that we knew about Dyluck, Krissie believed that we weren't spies after all.



SECRET OF MANA

GLOVES

The glove weapons were useful for fighting in close quarters, and many of them held magical powers, as well. Learning to use them all made us well-prepared, versatile fighters.



SPIKE KNUCKLE

Even though it was the weakest of the gloves, the Spike Knuckle doubled my punch power, nevertheless. When I equipped the spiky bat, it made weak enemies their twice about picking a fight with me.



POWER GLOVE

The Power Glove was slightly more powerful than the Spike Knuckle, and it had special strength against the insects and crustaceans I met early in my adventure.



MOOGLE CLAW

These claws from a moogle were stuck onto this leather glove. Wearing it, I could put my enemies to sleep. It was a "leaky" weapon, indeed.



CHAKRA HAND

The spirit of a martial arts master had been sealed inside this glove. It is a knuckle, and it was used to give it special strength. Wearing the gleaming Chakra Hand increased my speed and wisdom.



HEAVY GLOVE

Originally worn for self-defense, the Heavy Glove later became an effective weapon when spikes were added to it. It was good for attacking insects.



HYPER FIST

I was told that the Hyper Fist once belonged to an assassin who committed countless murders using the two-fist glove. It was effective against Slimes.



GRIFFIN CLAW

A trio of talons from the now-extinct Griffin were attached to this metallic glove. Few monsters could stand my scorching grip when I wore the mighty Griffin Claw.



DRAGON CLAWS

Fashioned from the dragon's scales and super sharp claws of a dragon, the Dragon Claws could pierce even the thickest and toughest armor.



DAY 29

NORTHTOWN



After talking to everyone in Resistance Headquarters, we ventured out onto

the streets of Northtown, a bustling city with many shops and homes. We stopped off at a Shop that had more powerful armor than we'd seen before, so we bought all that we could afford before moving on.



THE EMPIRE RUINS

The Resistance had told us that Dylock was up to evil tricks in the nearby ruins,

so we went to investigate. On the way, we met Phanna, who seemed to be in a trance.

Krispie took her back to town while we continued into the fog-shrouded ruins to find out what mysterious force was at work there.



DOOM'S WALL

Our final challenge in the ruins was Doom's Wall, which looked like the Wall Face that we fought in

Pandora Ruins. The Girl used the Analyzer to determine that its weakness was Luma Magic. Unfortunately, we had none.



The Sprite's Earth Slide spell had worked against the Wall Face, so we tried it on Doom's Wall. It worked well here, too, so we concentrated all of our energy on the wall's center eye. The Girl kept

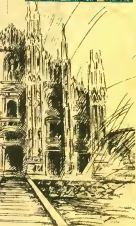


healing us with her magic when the wall's spells wore us down, and soon the wall crumbled.



DYLUCK

After dooming the wall, we discovered Dyluck. The Girl was ecstatic when she saw him, but it was soon apparent that he was not himself. He drained the Girl's energy, then told the Sprite and me to go through the door ahead.



THANATOS

The Sprite and I went behind the altar and through the door. There we met Thanatos, who attempted to take control of the Girl. Dyluck resisted, though,

angering Thanatos. He left us to the mercy of his Vampire, a frightful creature

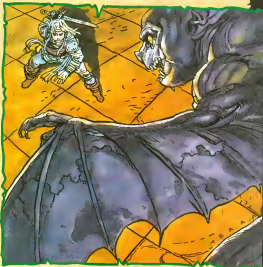


that cast dreadful spells and tried to suck the life from each of us.

SECRET OF MANA

THE VAMPIRE

Only by casting spell after spell were we able to control the battle and defeat Thanatos' Vampire. While we celebrated, Thanatos and Dyluck disappeared.



THE FINAL EPISODE AWAITS

What would become of Dyluck? Thanatos disappeared into thin air, with luckless Dyluck in tow. Because he had saved her, the Girl was more determined than ever to rescue him, but where had they gone? Where would we look for an invisible force? And what other evil forces were at work in the world of Mana? I know that strange forces are at work, Journal. I'll write more later.

CLASSIFIED INFORMATION



FROM AGENT #491 Extra Continues

Agent #491 has found a big-top full of codes for Aero the Acro-Bat by Sansoft. You can improve your chances of finishing all of Aero's high jinks when you have five extra Continues. When you first turn on the game, wait until the Title Screen appears, then quickly press X, Y, B, A, X, A, B, Y, Up and the L Button. When the Continue Screen appears, you will get 5 Continues instead of the normal three.

Press X,Y,B,A,X,A,B,Y,Up, then L.



Quickly enter the code when the Title Screen appears.



Your next Continues will appear on the Continue Screen.

Level Skip

With this tricky series of codes, you can skip any level of the game. When the Start Screen appears, press Down, A, Down, Y, Down, A, Down, Y, then start a new game. Pause the game as soon as you can, then press Up, X, Down, B, Left, Y, Right, A, L and R. Now when you pause the game, you can skip to the next level by pressing the Select Button. This code is tricky, but you can explore the entire game if you enter it correctly.



On the Start Screen, press Down, A, Down, Y, Down, A, Down, Y then begin playing.



Pause the game and enter the second part of the code. Press Select and Start to skip ahead.



FROM AGENT #770 Invincibility Code

If you are having trouble getting past any of the Pink Panther's enemies, try this easy trick. When you are playing the game, plug in Controller II and have it ready to use. When you reach the area that is giving you trouble, hold the L Button on Controller II. As long as you have the L Button held down, you will be invincible. After you get past the tricky area, you can continue playing as normal.



If you are having trouble with an area of the game, try this trick.



Hold down the L Button on Controller II, and you will become invincible.

Super Slow-Motion

This unusual code doesn't help much when you're playing the game, but it is a neat trick to play around with. Anytime during the game, hold down the R Button on Controller II. At first, it will look like the game has been paused, but if you continue to watch the screen, you'll notice that the game has been set at super slow-motion. It's impossible to play the game like this, but it's cool to watch.



While you're playing the game, hold the R Button on Controller II.



All the action on the screen will run at a super slow motion speed.



FROM AGENT #133

Invincibility Code

Agent #133 has found two codes for Wolfenstein 3-D that will help any player finish it. If you find yourself getting damaged by enemy attacks, try using this invincibility code. When you are getting ready to play, hold the R Button on Controller 1, then turn on the power to your Super NES. When the Title Screen appears, release the R Button and start a new game. Pause the game then press B, Up, B and A. When you continue playing, your enemies can't hurt you!



Hold the R Button on Controller 1, then turn on the power.



Release the R Button when the Title Screen appears, then start a new game.



Pause the game then press B, Up, B, and A on Controller 1.



When you resume playing, you'll be invulnerable to all attacks.

Level Exit

Have you been through the first few levels of the game way too many times? Then this code is for you! Before you start playing, hold the R Button on Controller 1, then turn on the power to your Super NES. When the Title Screen appears, release the button and begin playing a new game. Anyone that you want to skip to the next level, pause the game and press Up, B, R, then B. When you resume playing you will skip to the next stage.



Before you begin playing the game, hold the R Button then turn on the power.



Release the R Button when the Title Screen appears, and begin a new game.

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Hold the R Button on Controller 1, then turn on the power.



If you want to skip to the next level, pause the game and press Up, B, R, then B.



When you resume playing, you'll skip to the end of the stage.



If you still can't beat the game when you use one of these codes, try using several of them at the same time.



You can enter any of the codes at the same time to customize the game to your liking.



FROM AGENT #123

Ducks Galore

Duck Dodgers never had it so easy! When you use this great code, discovered by Agent #123, you can try to foil Marvin Martian's evil plans with 50 ducks in reserve. To enter the code, begin a new game, and when the screen reads, "Where there's duck, there's fire," appears, press Left, Left, Right, Right, Up, Down, Y, A, B and X. If you enter the code correctly, you will hear a voice say, "Mother."

Left, Left, Right, Right, Up, Down, Y, A, B and X.



This game can be tough when you only have a few ducks.



When the Title Screen appears, press Start and begin a new game.



When this screen appears, enter the Extra Duck Code.



If you hear a voice say, "Mother," you'll start the game with 50 extra ducks.

CLASSIFIED INFORMATION



■ FROM AGENT #162

Games Change Code

If you have already mastered MLBPA Baseball by Electronic Arts, then these game altering codes are for you! You can change many of the elements of the game by enter any of these special passwords at the Resume Season screen. After entering the code, begin a new game and start playing. For added challenge, you can use several of these codes at the same time.

POWER PITCHING:

POWER HITTING:

RUBBER FIELD:

ICE FIELDS:

CHALLENGE MODE:

PWRP

PWRHT

RBBR

BRRR

NNTH

POWER PITCHING



Enter the password PWRP, then start a new game or session.



You'll add 40 mph to your pitcher's fastball!

POWER HITTING



Use PWRHT as your password if you need some offensive help.



Your batters will hit at full power with every swing.

RUBBER FIELD



For a hitting challenge, try using RBBR for your password.



The field will act like it was made of rubber, bouncing the ball all over.

ICE FIELDS



For a tighter hitting challenge, use BRRR as your password.



The field won't change color, but the ball will slide as if it were made of ice.

CHALLENGE MODE



For the ultimate challenge, enter the password NNTH.



You will begin in the bottom of the ninth, four runs behind.



■ FROM AGENT #926

Day of the Tentacle

With all of the zany fun of *Zombies Ate My Neighbors*, many players never realize that they miss the very first Bonus Round in the game. Enter BCDF on the Password Screen and you will begin the game at the Bonus Round. Collect all of the Power-Ups then continue playing the game as normal. Shoot the hedge at the top of Stage 1 with the Bazooka to enter the Bonus Round again.



Normally, you'll begin the game on Stage 1 and collect all the Power-Ups.



Enter BCDF as your password, then start a new game.



You will begin the game at the "Day of the Tentacle" Bonus Round!



After finishing the Bonus Round, continue playing the game as normal.

CLASSIFIED INFORMATION



FROM AGENT #015 Bosses' Moves

It is possible to play as the powerful bosses in Fatal Fury 2 if you use the code that was printed in last month's Nintendo Power. But if you want the bosses' special moves you'll need this month's magazine. The directions work when you are on the right side of the screen, so reverse them if you are on the left side. With practice you can master these great attacks!

B. LAWRENCE

SWORD THRUST
FLYING PUNCH
CAPE FLIP

↙↘ then Y
Hold ← then → and Y
Hold ↓ then ↑ and B



W. KRAUSER

HIGH FIREBALL
LOW FIREBALL
HANDS OF FIRE

↓ ↙ ↘ then Y
↓ ↙ ↘ then B
→ ← ↙ ↘ K then Y



BILLY KANE

BO THRUST
AIR THRUST
BO SPIN
POLE VAULT

Hold ← then → and Y
Hold ↙ then ↘ and Y
Y or X pressed repeatedly
↙↘ then B



AXEL HAWK

FIREBALL
SLIDING PUNCH
SUPER COMBO

↙↘ then Y
Hold ↙ then → and Y
Hold X and A for eight seconds



SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

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COUNSELORS' CORNER

PALADIN'S QUEST

HOW DO I GET THROUGH THE CRYSTAL MAZE?



Harold Mullins

If you wander around in the Crystal Maze, you're sure to be caught by Doth, its all-seeing guardian. To reach the center of the maze without being caught, follow these steps: Walk Up 7 steps, Right 2, Left 2, Up 2, Left 2, Down 1 and Left 2. Next, go Up 1,

Left 2, Up 2, Right 3, Up 2, Left 1, Up 2 and Right 2. Continue Up 5, Right 1, Left 1, Right 1, Left 1, Right 1, Left 1, Right 1, Left 1 and Right 1. Now walk Up 3, Right 2, Down 2, Right 1, Left 1 and Down 3. Finally, go Left 1 and Down 5 to the center of the maze.

When you get there, you'll have to answer two questions. The answer to the first is "F," the answer to the second is "E." When you answer both questions correctly, you'll get the Spirit Magic Spell, which you can use to defeat Doth.



If you try to find your way through the Crystal Maze without a plan, you're sure to be caught by Doth.



When you reach the center of the maze and answer the two questions, you'll get the Spirit Magic Spell.



Use your new spell to defeat Doth, the Crystal Maze's force guardian.



WHERE DO I FIND SOPHIE'S BOOTS?



Sophie's Boots are in the vast area of the Ancient Dungeon, where you'll find the four Crest Doors. Go through the Sky Crest Door to reach the Life-form Research Laboratory and find the elevator in the upper right corner. Ride it up one floor, exit and walk through the wall on the left. Open the Treasure Chest there to find Sophie's Boots.



Walk through the Sky Crest Door to the elevator.



Go up, exit and walk through the wall on the left.

JURASSIC PARK

HOW DO I KEEP RAPTORS OUT OF THE VISITORS' CENTER?



Matt Dillingham

You'll have to block the door leading from the Raptor Pen into the Visitors' Center. First, be sure that you've re-booted the main computer, then go to the lower level of the Raptor Pen and locate the large, wooden crate. Stand so that you can see the elevator door on the opposite side of the room, then begin pushing the crate. Slide it into position in the doorway in order to block it off. The main computer must be re-booted before the crate will move.



Go to the lower level of the Raptor Pen and find the crate. Stand so that you're facing the elevator.



If you've re-booted the main computer, the crate will move. Slide it into the doorway to pen the Raptors in.



WHERE DO I FIND THE LAST EGG?



Although the Eggs aren't numbered and you can find them in any order, the one that most people have problems finding is in the southeast corner of the island.

It's east of the Helipad in a maze of trees and bushes. You must walk through what appears to be a wall of trees to find it. Walk east from the Helipad until you reach the trees, then

go up to the overbed. Walk to the right then down, pushing on the trees on your right as you go. When you push the correct tree, you'll find a hidden path that leads over and up to the Egg.



Walk east from the Helipad until you reach the edge of the trees, then go up to the overbed.



Walk to the right from the overbed, then go down and push on the trees until you find the hidden path.



Follow the hidden path to the right, then up to find the Egg above.



WHERE IS DENNIS NEDRY'S I.D. CARD?



Nedry's I.D. card is in the Beach Utility Shed, which is located in the southwest corner of the island. Go up and left from the Main Gate to enter the southwest forest, then head due south to find the shed. You'll find the card on the ground level of the shed, in a room in the upper left corner. Retrieve the card, exit the shed, and walk back up and over to the Visitors' Center. You'll need to use the card to open the door to a secure area of the building.



Go up and left from the Main Gate to find the forest, then head south to the Beach Utility Shed.



Pick up the I.D. Card in the upper left room and take it back to open the door in the Visitors' Center.

TETRIS 2

HOW DO I EARN A "PERFECT" FOR PUZZLE LEVEL 11?



Greg Evans

Turn the first piece clockwise once, then move it to the right two spaces. As soon as the first section lands, move the white block all the way to the left, against

the wall. When it reaches the bottom of the screen, slide it right two spaces, next to the flashing bomb. Turn the second piece clockwise once, then let it fall. When the first section lands,

move the white block left to the wall and let it drop. As it nears the bottom, move it right, next to the block you placed earlier. Now watch the bombs disappear to clear the level. Perfect!



Fig the first piece clockwise, move it to the right, then slide the white block left to the wall



Before the white block lands at the bottom of the screen, slide it right, against the flashing bomb



Turn the second piece clockwise and let it fall. Put the white block next to the other one



WHAT'S THE "PERFECT" SOLUTION TO PUZZLE LEVEL 13?



Make two clockwise turns with the first piece, then move it to the left, against the wall, and let it fall. Turn the second piece clockwise once and let it drop. When the first part of the piece lands, quickly move the remaining blocks left three spaces. When they fall into place, they'll clear the screen and you'll have a perfect solution to the puzzle.



Make two quick clockwise turns with the first piece, then slide it left to the wall and let it fall



Turn the second piece once. After its first section lands, move the other blocks to the left



HOW CAN I RATE "PERFECT" ON LEVEL 28?



Turn the first piece clockwise once, then move it left to the wall and let it drop. Rotate the second piece clockwise one turn, then

slide it right to the wall and let it fall. Turn the third piece clockwise once, let it drop until it's one space from the bottom, then rotate it clockwise

once more. Turn the fourth piece counter-clockwise once, then move it one space to the left and drop it for the perfect solution.



Turn the first piece and put it next to the left wall, then let it drop. Rotate the second piece clockwise one turn, then



Rotate the third piece one turn, let it fall to within one space of the bottom and turn it again



Turn the last piece counter-clockwise and move it left one space. It's the perfect solution

DONKEY KONG

HOW DO I REACH HIGHER LEDGES WHEN I'M CARRYING THE KEY?



Randy Shoemaker

When you're carrying the Key, you can't jump as high as you usually can, and you can't climb ladders, either. To get both the Key and yourself up to high ledges, you'll have to throw it up first. Hold the Key, jump as high as you can and throw it onto the ledge. If there's a ladder, you'll be able to climb it without the Key. If there is no ladder, either do a back flip or jump from a handstand up to the ledge.



To reach the higher ledges, jump as high as you can while holding the Key and give it the heave-ho.



Without the Key, you'll be able to jump higher. Try jumping from a handstand or use a back flip.

? HOW CAN I MAKE THE ARROW BLOCKS LAST LONGER? ?

There are a couple of strategies that will help you use Arrow Blocks to your best advantage. The first won't actually make the blocks last longer, but it will help you decide where to place them. When you pick an Arrow Block up, the screen will freeze and you'll can place the block wherever you want it.

When placing it, remember that they begin to disappear in the same direction that they appeared. For example, if you place a block so that it stretches from right to left as it grows, when it disappears, it will disappear from right to left, as well. Consider which direction of growth will be most helpful, then place the block so that it will

still be in the space where you need it when you need it. Another strategy is to use two blocks together. If you place two of them, one right after the other, the first one won't begin to disappear until the second one you placed is gone, so you can actually make the first one last longer than it would if you placed it alone.



When Arrow Blocks stretch out from right to left, it will disappear from right to left, too.



Arrow Blocks that stretch into ledges from bottom to top will disappear from bottom to top.



If you place two Arrow Blocks, one after the other, the first won't disappear until the second one does.

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NOW AUGUST 1994 PLAYING

LOOK FOR THESE RELEASES SOON

LORD OF THE RINGS, VOL. I

Company	Interplay
Suggested Retail Price	Not Available
Release Date	August 1994
Memory Size	8 Megabits
Game Type	Adventure for 3 players based on the fantasy trilogy

Welcome to Middle-earth, home of hobbits, wizards, elves and a darker side ruled by Sauron who covets his lost ring. Interplay's adventure conveys much of the feeling of Tolkien's stories by loosely following the events through about half of the journey to Mordor. The overhead view allows for hours of exploration, item-collecting and puzzle-solving. Your hobbits and their companions must face the dangers of the Old Forest, Barrow Downs, Wilderland (Troll Shaws), and the Mines of Moria. Fighting off the creatures of Mordor won't be easy, either, but your fellowship will gain strength from each victory. Fans of the Lord of the Rings will find much that is familiar in this game, but Interplay has varied the events enough to keep you on your furry toes. Be sure to start your journey in Middle-earth with the review and maps in this issue of Power.



■ Feels truly Tolkienesque in the graphics and story. The multi-player option makes for a great alternative way to play the game. An excellent musical score and sound quality. Tolkien fans should celebrate!

■ Awkward play control when fighting. Control with the Super NES Mouse is very poor. Extreme patience is necessary when exploring interior areas, and mapping skills are useful.

STUNT RACE FX

Company	Nintendo
Suggested Retail Price	\$59.95
Release Date	July 1994
Memory Size	8 Megabits
Game Type	Super FX chip, 3-D racing for two players

It's finally here, and the wait for Stunt Race FX was well worth it. Nintendo spent the extra time in development to ensure that this racer would be more than a quick trip around the course. The variety of tracks, vehicles and modes will keep players riveted until the cows not only come home, but brush their teeth and hobble off to bed. Use of the Super FX chip means extra special effects are possible. The 3-D polygon environment scrolls and scales with precision unmatched in other racing games, making for the most involving on-track experience. The two-player, simultaneous mode lets you go head-to-head with a buddy while the Stunt Trax pits you against some of the most torturous courses any driver is likely to encounter.



■ It's easy to get the hang of the controls. Fast and fun. Excellent graphics and depth of play. Two-player simultaneous mode. Battery backed up memory. Good sound.

■ After crashes, you may find yourself disoriented as the viewpoint of your vehicle may not be what you expected. The stunts aren't quite the loop-to-loop daredevil stuff you might expect.

R-TYPE III

Company.....Jaleco
Suggested Retail Price.....\$59.95
Release Date.....August/September 1994
Memory Size.....16 Megabits
Game Type.....Shooting for two players in alternating action

R-Type fans have probably been wondering whatever happened to R-Type III from Irem, which was supposed to reach the stores last March. Well, as fate would have it, Irem closed its doors and sold the game to Jaleco. What Jaleco received is one of the best space shooters ever. The graphics include some spectacular Mode 7 effects, giant enemies, fast scrolling action and other special visual gizmos. The play is also sharp in six levels of very challenging action. To get a closer look at this game, hunt up a copy of Nintendo Power Volume 58 from last March.



➤ Great play control, excellent graphics and lots of challenge with no slow-down. The game has an endless Continue.

❑ Only six stages of alien-fucking fun.

AN AMERICAN TAIL: FIEVEL GOES WEST

Company.....Hudson Soft
Suggested Retail Price.....\$59.95
Release Date.....August 1994
Memory Size.....8 Megabits
Game Type.....Cartoon action for one mouse (or person)

America's favorite young mouse-in-trouble, Fievel, gets himself in hot water with every step in Hudson's action game based on the animated movie of the same title. Fievel, alone in New York, must work his way West over back alley clotheslines and down in the sewers, at least until he gets past Jersey. Then the variety starts turning wild and wooly with ranslesnakes and sharp shooters as he heads West to save his family from the notorious Cat R. Waul.



➤ Great graphics, fun story and action.

❑ The five stages won't provide enough challenge or depth for all players. Hit detection on some objects is poor, making some jumps difficult as Fievel falls through objects.

SPEED RACER

Company.....Accolade
Suggested Retail Price.....\$59.95
Release Date.....August 1994
Memory Size.....16 Megabits
Game Type.....Racing and action for one player

Speed Racer has enjoyed an almost fanatic popularity over the years as a syndicated cartoon. Now Accolade brings the beloved character to the Super NES. In the opening sequence, you'll steer Speed's racer, the Mach 5, over a twisting, 3-D highway course, collecting Boosters and battling to stay in the lead. After winning the race, a cinema scene fills you in on the story so far. Then you shift into the action adventure mode of the game, controlling Speed who can run, climb, punch, kick and get beaten up. Although such fights often occurred in the television episodes, these video game action stages look like video game graphics, not the cartoon. After taking some abuse at the hands and guns of random thugs, it's time to hop back into the racer and burn rubber, then duke it out some more, and so on, and so on.



➤ A good idea, and a fun license. Good cinema scenes.

❑ Seemingly endless driving stages without much challenge. Play control in the action stages can be poor. Character graphics and animation in the action stages is also poor. Speed Racer fans will find that this game doesn't truly capture the fun or action of the TV show.

KING OF THE MONSTERS 2

Company.....Takara
Suggested Retail Price.....\$64.99
Release Date.....June 1994
Memory Size.....16 Megabits
Game Type.....Monster fighting and city stomping for one or two players

Although King of the Monsters 2 came out in June (also see the June Now Playing section), Nintendo Power didn't have space to cover it in a review until now. Takara gives you the chance to follow in the footsteps of Godzilla and battle super mutant creatures and robots. Corny, sure, but also fun.



➤ The Monster theme is fun and a nice change from traditional fighting games.

❑ Not much complexity in the fighting strategies or moves.

SONIC BLASTMAN 2

Company Taito
Suggested Retail Price Not Available
Release Date August/September 1994
Memory Size 12 Megabits
Game Type Scrolling fighting for one or two players

Sonic Blastman returns for more power-punching and super-slopping in Taito's sequel to last year's surprise hit. Sonic Blastman may not have the rich comic book history of other super heroic types, but he has the moves, the courage, and, most importantly, the endless parade of enemies who want to silence his sonic blasts. This is serious side-scrolling fighting with a smidgen of humor, just like the original. Even better, this new version has a two-player option in which a second hero of justice can join in the fun. Soma, the Blastlady, and Captain Choyear bring new talents to the quest. Each character has 15 different moves including the trademark sonic flurry punches.



■ Good graphics and play control. Two-player option

■ Although the game is fun, don't expect anything new in this sequel. Some stages almost seem to be reprints of the original game. Only five stages.

OPERATION THUNDERBOLT

Company Taito
Suggested Retail Price Not Available
Release Date August 1994
Memory Size 10 Megabits
Game Type Shooter for one player

It's time to revisit the tumultuous Middle East where war hangs forever in the air like a stench of rotteness. If this target shooting game from Taito also reminds you of something unsavory, don't be surprised. In this game, you are a special agent fighting kidnapping and terrorism in the region. After choosing your agent, you'll be dropped inside enemy territory where you must succeed at several missions before moving on. The action consists of shooting everything, except civilians, as quickly as possible while remaining healthy, or at least alive. The scenes scroll both sideways and forward in the eight different stages. You can heal yourself by shooting Health Packs, and you can upgrade shots and armor. The best part of the game is the multi-player option, which allows two agents to blast away simultaneously and requires them to act cooperatively. Players have a choice of using the Super Scope, Super NES Mouse, or regular Controller.



■ Believable mission briefings. Easy to master. Good cooperative game in two-player mode. Super Scope and Super NES Mouse compatible.

■ Play control with the regular controller is difficult. Use the Super NES Mouse for better results. Brutal theme and semi-realistic violence may offend some players. Not terribly challenging.

FIGHTER'S HISTORY

Company Data East
Suggested Retail Price Not Available
Release Date August 1994
Memory Size 20 Megabits
Game Type Tournament Fighting for one or two players

Data East's entry into the crowded martial arts tournament, Fighter's History, made some history of its own in the courtroom when a judge found that it did not infringe on Capcom's copyrights for Street Fighter II. Players will certainly notice similarities between the games, however, just as they would note similarities between SF II and any of about a dozen other games. In the end, that lack of creativity is what makes Fighter's History just another tournament fighter. The game contains one and two player modes. You can select speed, time limits and skill level. In the Survival mode, your fighter takes on five opponents in single match meetings. With nine fighters in the line-up, you can pick from a wide range of fighting strengths and weaknesses.



■ Good play control and graphics.

■ Little originality. Data East may have won in the courts, but players won't find many new features to recommend FH over SF II. Annoying sound track and poor voice.

IMPOSSIBLE MISSION 2025

Company Microprose
Suggested Retail Price Not Available
Release Date August 1994
Memory Size 3 Megabits
Game Type Action with puzzles for one player

Impossible Mission 2025 originated with home computers like the Amiga. It is a mix of action stages, arcade sequences and puzzles. One minute your character will be running, jumping and shooting to stay alive in a hostile, alien world, and the next, you'll be faced with an elegant logic puzzle or memory sequence of one sort or another. In the context of the game, the puzzles are part of a computer system that you must crack as you run and shoot. Microprose has even included the original game in this much-improved Super NES version. If you've played the original, expect much more sophisticated graphics and smoother play control. If you haven't, expect a game that is challenging to both action and puzzle fans.



➤ Good graphics and variety of play.

➤ Very unforgiving. Much of the challenge is that the game allows only one hit.

THE DEATH AND RETURN OF SUPERMAN

Company.....	Sunsoft
Suggested Retail Price.....	Not Available
Release Date.....	August 1994
Memory Size.....	16 Megabits
Game Type.....	Comic action for one player

It's been said that you can't keep a good man down, and that is doubly true of Superman. In Sunsoft's action-packed *The Death and Return of Superman*, he doesn't stay dead for long and, once he returns, he takes to the air to kick the collective can of crime. This game combines plots and themes from the *Death of Superman* and *Reign of the Supermen* series. In ten stages consisting of scrolling street fighting and flying shooter areas, you get to control the Eradicator, the Cyborg, the Man of Steel and Superboy in addition to the one and only Superman. Each of the super guys can fly, but each also has special moves. Cinema scenes reveal a story with some surprising twists.



➤ Excellent graphics, play control and a fun story line. Each of the supermen has unique throws and super attacks.

➤ Not as much variety or challenge as you might expect. Superman's flying attacks and heat-ray vision are very limited.

MARIO'S EARLY YEARS: FUN WITH NUMBERS

Company.....	Mindscape
Suggested Retail Price.....	Not Available
Release Date.....	August 1994
Memory Size.....	8 Megabits
Game Type.....	Education

Mindscape's Mario-based education series continues with *Mario's Early Years: Fun With Numbers*. This Super NES exploration of basic mathematical functions will be released just in time for the new school year, so kids heading off to kindergarten can get a jump on the basics. With Mario as your guide and helper, you'll learn to recognize sets, numerals, geometric shapes and other concepts. The interface is geared to preschoolers and, unlike previous Mario education games like *Mario's Time Machine*, the game is fairly easy to understand and control. This title should not be confused with any of Nintendo's Mario games which are known for lots of action, secret areas and traditional video game fun. This is serious business with a lighthearted approach.



➤ A colorful introduction to math for young children.

➤ Limited exploration of mathematical concepts. Digitized speech is very stilted and awkward.

DISNEY'S BEAUTY AND THE BEAST

Company.....	Hudson Soft
Suggested Retail Price.....	\$44.95
Release Date.....	August 1994
Memory Size.....	3 Megabits
Game Type.....	Action for one player

The beast has a limited time to race through his castle and find true love. Armed only with his paws and roar, he must battle unsavory trespassers like spiders, bats and rats. You can take a closer look in this month's NES review.



➤ Fairly challenging and a good theme. The characters from the movie are integrated better in this version than in the Super NES version.

➤ The graphics look particularly dated. Play control doesn't feel solid and hit detection seems off.

ITCHY AND SCRATCHY IN MINIATURE GOLF MADNESS

Company.....Acclaim
Suggested Retail Price.....\$27.95
Release Date.....August 1994
Memory Size.....1 Megabit
Game Type.....Action for one player

You may have heard of a "scratch" golfer. Well, now there's a Scratchy golfer, and he isn't playing up to par. Throughout this oddball mix of action game hop and hop meets miniature golf, our character Scratchy is attacked by a crazed Itchy with axes, chain saws, missiles and assorted imitants. Luckily, you can fight back by picking up sledge hammers, bats or using your trusty putter. Although a delicate touch is sometimes necessary to hit the ball in the right spot, the real challenge is just staying alive in this pitch and putt nightmare. Check out the scorecard in this month's Game Boy review.



- Good graphics. An unusual and fun game concept. It's also just twisted enough to capture the essence of Itchy & Scratchy.
- Play control, particularly the golfing aspect, is a bit limited. Timing your attacks can also be tricky.

ROBOCOP VS. THE TERMINATOR

Company.....Interplay
Suggested Retail Price.....Not Available
Release Date.....August 1994
Memory Size.....1 Megabit
Game Type.....Comic action for one player

The comic series comes to plodding life in this action game of future cybernetic justice. You are RoboCop, protecting and serving, and more often shooting everyone around. The Terminator wants to battle you somewhere beyond the army of thugs sent to rust your patience. Power plugs into this Game Boy metal-masher this month.



- Heavy on RoboCop. Good graphics.
- Light on the Terminator. Lack of any real strategy involved. Little challenge. Play control is very stiff and shooting can be difficult and hazardous when enemies are at certain angles.

COOL SPOT

Company.....Virgin Games
Suggested Retail Price.....Not Available
Release Date.....August 1994
Memory Size.....1 Megabit
Game Type.....Action for one player

Spot is back for Game Boy, this time in a game that borrows heavily from its Super NES big brother. Spot's day begins at the beach and passes through a dock, a toy chest, various bonus stages and more. He'll have to keep his cool when facing angry crabs or being whisked away inside a bubble. As in the original game, his goal is to rescue captured fellow Spots. This month's Power review highlights what's so cool about this Spot.



- Very good graphics. Although it isn't a Super Game Boy version, it looks it. Bouncy and fun.
- Some control problems, particularly hit detection. At some shooting angles you can't hit objects that are right in front of you.

ELITE SOCCER

Company.....Gametek
Suggested Retail Price.....Not Available
Release Date.....August 1994
Memory Size.....1 Megabit
Game Type.....Super Game Boy Soccer for one player

Soccer on Super Game Boy can be just as complex as the real thing. Elite soccer includes many of the features of its Super NES big brother including 24 international teams, formation selections, attack strategies, and substitutions. You can challenge the computer to a single match, league schedule or a full, World Cup-type tournament. You can also practice your shootout skills in a one-on-one match. You can set your time duration, wind speed, weather conditions, and the size of your goalie's hands, which effects your defensive skill. Where this game falls short of its 16-bit counterpart is in the speed and flash. The speed seems slow. The flash, as in excitement generated by the game, is fairly low.



- 24 international teams. Good options. Password save feature for tournament play. Player strengths in nine categories.
- Poor use of Super Game Boy technology. No specialty border. Play and animation seems too slow.

WORLD CUP U.S.A. '94

Company: U.S. Gold
Suggested Retail Price: Not Available
Release Date: August 1994
Memory Size: 1 Megabit
Game Type: Soccer for one or two players

The official World Cup soccer game for Game Boy doesn't use Super Game Boy palettes, sound or borders, but it does include Striker—the official mascot of the 1994 World Cup. It also includes the international field of contestants that are vying for the title. The view of the pitch is from straight overhead looking down at the players. Basically you see players' heads, shoulders, and the occasional leg during a kick. If you want a quick play, you can choose the shootout option. The highlight of the game is the official World Cup schedule that allows players to simulate the entire tournament right down to the eight arenas around the country. On field, the play includes officiating windows to

let you know what penalties you've committed. When all is said and done, this Game Boy version has virtually none of the soccer look and feel that you'll find in the Super NES version. In fact, the only thing the two games share is Striker, who is, ironically, a dog.



Two players, Game Link option.

View of the play field is limited to such a small area that off-center passing or setting up plays is impossible. Poor use of icons in the menu system. Unimpressive graphics, like a ball that is simply a black dot. Unimpressive play and movement speed—the players move too slowly, then too fast, while the ball often shoots across the screen like a bullet.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AN AMERICAN TAIL: FIEVEL GOES WEST	HUDSON SOFT	1P	3.8	3.5	3.3	3.3	CARTOON ACTION
THE DEATH AND RETURN OF SUPERMAN	SUNSOFT	1P	3.9	3.8	3.4	3.5	COMIC ACTION
FIGHTER'S HISTORY	DATA EAST	2P-S	3.3	3.6	2.9	2.8	FIGHTING
IMPOSSIBLE MISSION 2025	MICROPROSE	1P/PASS	3.8	3.0	2.8	3.3	ACTION & PUZZLES
JAMMIT!	VIRGIN GAMES	2P-S/PASS	3.4	3.0	2.6	3.0	STREET HOOPS
KING OF THE MONSTERS 2	TAKARA	2P-S	3.4	2.9	3.3	2.9	FIGHTING
LORD OF THE RINGS, VOL. 1	INTERPLAY	3P-S/PASS	3.2	2.7	3.1	3.3	ADVENTURE
OPERATION THUNDERBOLT	TAITO	2P-S	2.9	3.1	2.9	2.8	SHOOTER
RANMA 1/2 2: ANYTHING GOES	TOHO	2P-S	3.8	3.7	2.9	3.1	FIGHTING
SONIC BLASTMAN 2	TAITO	2P-S	3.8	3.6	3.1	3.1	COMIC ACTION
SPEED RACER	ACCOLADE	1P	3.1	3.1	3.0	3.1	RACING / ACTION
STUNT RACE FX	NINTENDO	2P-S/BATT	4.4	3.6	4.2	3.8	3-D RACING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
COOL SPOT	VIRGIN GAMES	1P	3.5	3.1	3.2	3.2	ACTION
ELITE SOCCER	GAMETEK	1P/PASS	2.8	3.1	2.7	2.7	SOCCER
ITCHY AND SCRATCHY IN MINATURE GOLF MADNESS	ACCLAIM	1P	2.9	2.7	2.7	3.4	ACTION / GOLF
ROBOCOP VS. THE TERMINATOR	INTERPLAY	1P	3.3	2.9	2.7	3.2	ACTION
WORLD CUP U.S.A. '94	U.S. GOLD	2P-S/PASS	2.7	2.8	2.9	2.9	SOCCER

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
DISNEY'S BEAUTY AND THE BEAST	HUDSON SOFT	1P	3.5	2.5	3.0	2.0	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS

S = SIMULTANEOUS

A = ALTERNATING

BATT = BATTERY

PASS = PASSWORD

POWER METER

The Pros at Nintendo: HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND

P = PLAY CONTROL

C = CHALLENGE

T = THEME AND FUN

NBA All-Star
Shaquille O'Neal is
starring in his first
video game, and
guess what.....it's
NOT a basketball
game!

THE MAKING OF

SHAQ FU

Electronic Arts will
be bringing SHAQ FU
to you soon. Delphine
Software, a developer
based in France, is
creating it. Power
takes an inside look
at some of the
processes involved in
the creation of this
hard-hitting game.

When he walks onto the basketball court, or anywhere else for that matter, people take notice. He's hard to miss! Standing over seven feet tall and weighing in at 303 pounds, Shaquille O'Neal is a seriously intimidating presence. In his first years as an NBA player, he's racked up some impressive statistics and has helped his team, the Orlando Magic, make it into the NBA Playoffs. He's been compared to such NBA greats as Wilt Chamberlain and Bill Russell, as well as modern-day pro hoop superstars like Hakeem Olajuwon and Patrick Ewing. We could rave on and on about Shaq's skills and awesome basketball prowess, but we'll leave that kind of stuff to *Sports*

Illustrated. In the context of this article, we can now compare Shaq to the likes of Sagat, Gaidle, Johnny Cage, Terry Bogard, Bud Mr. Frosty and other powerhouse street fighters. Now there's a topic we can sink our teeth into! Luckily, *Nintendo Power* managed to obtain access to an early version of SHAQ FU. Even in the unfinished version as we saw it, the game showed promise. Knowing that Delphine Software, makers of *Flashback* and *Out of This World*, was programming it and Electronic Arts was marketing the game, we figured that a "Making Of" article would certainly be in order. It turns out that Shaq himself has committed quite a bit of time and effort to make this game a winner!



BEHIND THE STORY LINE



WHY NOT MAKE A BASKETBALL GAME?

It's a fact that Shaq likes to play video games. One trip to his home will confirm that. He's got his own collection of arcade games including *Mortal Kombat*. And as we are all aware, Shaq likes to play basketball. So what's the scoop? Why are we seeing a fighting game coming from a company that is most famous for its sports games? For an answer to this perplexing question, we went straight to Greg Suarez, an associate producer at Electronic Arts. Suarez told *Nintendo Power* that the person most directly responsible for putting Shaq into a fighting game is Don Trager. Trager is a VP at Electronic Arts and is also serving as the executive producer of *SHAO FU*. He believes that Shaq is a character who can transcend his "normal" persona. You'll have to admit that the idea of a sports superstar fighting against otherworldly beings is at the least, intriguing.

SHAO FU's story line goes something like this: Shaq is playing in a charity basketball tournament in Tokyo. He sneaks away from the crowds to go for a walk. Turning down an alleyway, he comes across a martial arts store and, being the martial arts fan that he is, decides to go inside for a look around. An old man confronts him and through some turn of events and twists in the conversation, the old man comes to

Tell me where to find the child!



Wretch! You have discovered the master for the last time.

Shaq's goal is to learn and rescue a kidnapped child. He has to gain his information to hand over. He'll fight for it!



This story line of the game is as weird as Shaq successfully defeats the opponents who greet him in the Second World.

believe that Shaq has arrived to fulfill a legendary prophecy. The Second World greets Shaq when he enters a mysterious doorway. Shaq finds himself thrown into predicaments that he must fight his way out of. More of the story line is revealed to the player as Shaq defeats each of his opponents. Suarez also told



Nintendo Power that there may be some secret characters built into the game. We hope so! Secret and hidden stuff goes a long way to keep a game interesting. Just look at what it did for *NBA JAM*!

CAPTURING THE MOMENTS

One of the most interesting things about how SHAQ FU was taken from the drawing board to the video screen is its use of roto-scoping. Delphine Software didn't invent the image-capturing technique, but according to Suarez, they "evolved the process" and have developed a tool that allows them to transfer, image by image, video sequences to computer graphics. Rotoscoping was actually invented by Walt Disney in the 1930s. In a nutshell, it involves filming a subject, human or otherwise, and then redrawing that subject using enough frames per second

(at least 75) to make the drawn images appear smoothly animated. More than 40 hours of



video was shot to capture all of the moves that the characters in the game make, but in the end, only a few minutes of video were incorporated into the game. Each fighter has about 50 different moves. Creating those moves called for some martial



More than 1300 animations were used to create all of the moves!

arts specialists. Rémy Julienne and his team of veteran stuntpersons were called into the studio to execute the moves that Auroch, Kaori, Mephus, Vaaloon Queen, Nezu, Beast and the other fighters will execute in the game. Julienne is very famous in Europe for his stunt work in the motion picture industry, but

this was the first time that he had been called upon to lend a hand for a video game. Real-life, 3-D movements were captured by infra-red Acti-system video cameras.



Acti-system cameras and blue screens in place. Julienne's actors went through the fighting motions that you'll see in the game.



Complete martial arts sequences were captured on tape. Initial shots of Brutal Fighting were done in black.

The images were then fed into Delphine's Silicon Graphics Indigo and Indigo 2 workstations to be detailed and compiled into the animated images that you will see in the game. Silicon Graphics computers are state-of-the-art, especially when talking about the manipulation of graphics. This is one of the major points that sets SHAQ FU apart from the rest.

THE FINISHING TOUCHES

Most of the elements of SHAQ FU are now in place. Perhaps the most difficult part of the creative process is taking place right now. Balancing and refining all of the moves and attacks for each of the fighters is a time-intensive task that requires many hours of programming adjustments and play testing. Shaq has been involved every step of the way. His enthusiasm for the game, combined with Electronic Arts' eagerness to promote the title, are what has allowed the project to come into being. But without the technical expertise that Delphine Software provided, the game would be just another basic street fighting game. Greg Suarez noted that, "Shaq helped develop the characters and the story line. He was really involved. The fans are mostly Shaq's. He even helped with the music." Taunting, or daring your opponent to attack, is integral to



the game play. In the version of the game that we played, the X Button caused your fighter to make a motion as if he were saying "Bring it on!" Suarez went on to comment that "Satisfying Shaq fans as well



as fighting game fans is a high priority with this project." Electronic Arts is also planning more games featuring Shaq. Who knows—maybe we'll even see a Shaq basketball game! That would be novel.

WHEN IT'S TIME TO PLAY

Electronic Arts is hoping to have SHAQ FU on store shelves by the holiday season. Shaq's name alone should give the game very high visibility.

MORE ABOUT THE BIG GUY SHAQ ATTAQ!

by SHAQUILLE O'NEAL
with JACK McCALLUM



The Orlando Magic have quite a magician on their team. Arguably, Shaquille O'Neal has achieved superstar status faster than any other NBA player in history. But with the talent, desire and physical abilities that Shaq possesses, it just easily fell into place. Or did it?



Pick up Shaq Attaq!, co-authored by Jack McCallum, and find out more about what Shaq is like. Look for it at most bookstores.



Disney's Beauty AND THE BEAST

© 1994 THE WALT DISNEY COMPANY
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On the heels of Disney's *Beauty and the Beast* for the Super NES, Hudson Soft introduces an NES version that retells the classic story for 8-bit players. Although not as graphically impressive as its predecessor, this NES version is a similar game-play experience.



THE ROSE WITHERS

Once upon a time, a selfish young prince turned away an old woman in need of shelter. The woman, who was in fact an enchantress, cast a spell on the prince, turning him into a frightful beast. He was destined to remain a beast until he could find someone who would love him as he was.

THE BEAST

The Beast can jump from ledge to ledge and punch to attack enemies. He can also let loose a fierce roar that will stun any enemies in the immediate area.



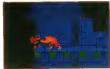
THE CREW



Some of the Beast's former friends appear in active roles in this version. Lumiere fights his way through darkened chambers, and portly Mrs. Potts supplies ammunition for him to use against enemies.

THE DRAMA

Before the enchantress departs, she leaves behind one fresh rose. The Beast must find true love before the bloom fades. Finding rose petals keeps it fresh.



LEVEL 1 PALACE HALLS

The Beast begins by searching the palace halls. We've shown only points of particular interest on the maps below. The wavy lines indicate that there is more to the map than is shown.

A BAT ATTACK

LEVEL 1 MAP 1

Bats are sometimes difficult to see, especially if the background is dark. Either punch them with your fist or roar to freeze them in place so you can safely pass.



B LUMIERE LIGHTS THE WAY

In the darkened hallways near the exit, you'll have to wait for Lumiere to light the way. If you hurry on ahead, you'll meet up with enemies that you won't be able to see until Lumiere catches up with you. To exit, go to the door on the left.



LEVEL 1
MAP 1



LEVEL 1 MAP 2

C THE RIGHT WAY

To find the stairs that lead to the exit door, you must find the passageway in the lower right. Before you climb up, explore the entire area to find the Hearts and Petals. There are Hearts on the final sets of stairs, too. Pick them up on your way to the exit.



D GARGOYLES!

The Gargoyles in the windows flanking the exit door come to life when you reach the landing. It will take a couple of hits to ground them, and they're fast fliers. Strike quickly before they have the chance to dive at you.



When you score a hit, the Gargoyles will flash gray. It takes two hits each to eliminate them.

E CURTAINS

You can climb the curtains to reach the upper levels. Try jumping and climbing up the ones that don't reach all the way to the floor. They're the ones that will take you up.



EN GARDE!

You must defeat a spear-toting, armored man before you can leave this area. Use the ammunition that Mrs. Potts gives you to attack.



As the armored man winds down, he'll change color.

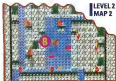
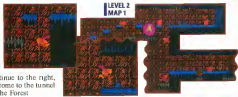
LEVEL 1 MAP 3

LEVEL 2 THE FOREST

On your way to the frosty Forest region, you'll have to pass through a twisting, turning cave that's filled with rabid bats and razor-sharp spikes. To find the exit, look for a dark tunnel rather than the wooden doors you saw in the Palace areas.

A FREE FALL

When you come to a dead end, climb the ledges that lead up towards the top of the cave, then work your way to the right. Instead of jumping over to the last ledge, drop through the final opening and hold Right on the Control Pad. You'll land on a lower ledge. Continue to the right, jumping over the spikes, until you come to the tunnel that is the exit. Your next stop is the Forest.



B HANG TIME

You'll have to make some extra long jumps as you work your way through the Forest. Take off as late as possible, make fingertip grabs and pull yourself up onto distant platforms. Timing is critical.



Stand on the edge until you see the end of a lag.



Jump to the right, from ledge to ledge.



The ledges disappear quickly, so keep moving.



Grab the ledge on the right with your fingertips.



C WINTER WONDERS

LEVEL 2 MAP 3

Head to the right through this frozen, side-scrolling region. It's easy to slide off the icy platforms if you misjudge your landing, so leave yourself some extra space. If you fall, you'll be finished.



Be sure to account for the icy surface and leave yourself extra landing space.

D SNOW CAT

Take the offensive when fighting the cat creature here. If you punch just as it begins to appear, you can defeat it before it has the opportunity to inflict any damage on you. You will walk away without a scratch.



Try this move on early hit if you strike just before the snow cat completely materializes.

LEVEL 3 THE LIBRARY

Level 3 begins outdoors with a snowball fight but continues in the palace Library. Don't count on being able to do any reading when you get there, though; the books leave the shelves only when they want to.

AT THE TOP

When you finally climb to the top shelf, a Gargoyle will fly in from the window to attack you. Run all the way to the left. After it fires, jump and punch to the right.



When you reach the top shelf, a Gargoyle will fly in from the window.

LEVEL 3
MAP 2

FIGHT!

Belle throws snowballs faster and faster all the time, and you have to catch them. If you miss three, you'll have to start over.



A HIT THE BOOKS

The palace Library gives a whole new meaning to "hitting the books." Watch out for evil volumes that crawl and fly at you.



LEVEL 4 UP ON THE ROOF

In Level 4, the Beast climbs the outer wall of the palace to reach the rooftops. Scaling the wall takes some clever maneuvering and skillful jumping.

B STORMY SKIES

Inclement weather makes the climb even more treacherous. If you stand near the transformer you'll be struck by lightning.

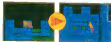
LEVEL 4
MAP 2



C LEAP OF FAITH

LEVEL 4 MAP 2

Make a blind jump here from the very edge of the ledge at the last moment. Grab the next ledge by your fingertips.



D GASTON

After charging through the townspeople, you'll scale the wall with Gaston in hot pursuit. Work your way back and forth up the wall while avoiding his arrows. Pause only long enough to get off shots of your own.

When you reach the roof, the fight with Gaston will begin in earnest.





Art: Wayne Marshall; Characters: Shigeru Miyamoto; 7-Up and 7-Up Bottles: trademarks of American Bottling Company, Inc. © 1997 NINTENDO INC.

SHELL SHOCK

Spot's challenge in Stage One is to dance through the dunes in search of 30 Cool Discs. Be especially aware of herds of Hermit Crabs hiding in the holes. As soon as you have the 30 discs in hand, shoot the Cage at the end of the level to rescue your cool companion and move on to Stage Two.



HIDDEN POINTS

There should be a cache of Cool Discs concealed near the Lawn Chair. Check it out carefully.

GIVE ME A DRINK

Earn an energy-restoring 7-Up by beating some of the beasts at the beginning of the stage.



WOW

A DAY AT THE BEACH

What's up? 7-Up! That silly 7-Up commercial star, Cool Spot, is back and better than ever in a stunning new Game Boy version of the original Cool Spot adventure from Virgin. There are several captured Spots still to be saved, and it's up to you to be courageous and save the day—stay cool, Spot!



SPOT COLOR

With the excellent extra features available only on the Super Game Boy, you get to choose from the coolest collection of colors and backgrounds imaginable! Go for some of your own humorously hip and happening hues, or enter the password 2421-9219-9243 in the convenient Color Palette password screen to try the traditional 7-Up Spot colors of red, white and green.



Whether you're playing Cool Spot on the go or at home with Super Game Boy, you'll enjoy the game's gorgeous graphics.

SAME AS BEFORE

Whether you're a new dude to the Cool Spot collection or an old pro from the Super NES version, you may find it helpful to hunt down some maps. Because the Game Boy version is almost exactly the same as its Super NES predecessor, you can look in Volume 53 of Nintendo Power for maps to the first five levels. Don't be surprised, though—they're in a different order.



COOL!

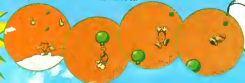
MORE TIME

The search for those coveted Cool Spots can take you into overtime. Pick up a handy Alarm Clock to supplement your timer with some spare seconds and keep searching for Spots!

BALLOON WALKER

The abundance of vine-like Balloon strings may cause Cool Spot to think he's jungle jumping rather than spending a sunny afternoon on the beach. With a bit

of practice, Spot will see that these swingable strings are a worthwhile way to travel.



PIER PRESSURE

Even when Cool Spot is at his thirstiest, water is a big no-no. It's only the Un-Cola for him, and that goes for swimming, as well! One must be especially careful in the Pier Pressure stage not to take a long walk off a short pier, or poor Spot will be no more.

NO WATER FOR ME



INCH WORMS

These inconvenient little Inch Worms won't be measuring any marigolds around here—they see Spot and they want him! Luckily, Spot can jump and shoot to remove them from the Ropes prior to climbing on.



OFF THE WALL

Off The Wall actually takes place in the wall, and that is not the coolest place to be. It's dark and creepy, and the Spiders and Mice that live there are not exactly gracious hosts to a happy-go-lucky Spot. What makes this level even more difficult than the previous ones is that it is a much more complicated maze. Even when you collect enough Spots, chances are you'll spend quite a bit of time looking for the Cage.

BARBED WIRE

Barbed Wire is one of those things that you just can't get away from in Off The Wall—it pops up everywhere! As with real Barbed Wire, Cool Spot is better off staying far away from it until he is able to leap over a piece in a single bound. Keep in mind that you can often shoot enemies through obstacles, thus clearing the way in advance.



I HATE MEECES TO PIECES

These little Mice are so quick that you won't have a chance to get them once you land on the platform. Try to dispose of them while you're hanging on a Rope.



FISH HEADS

Ooooh—these roly-poly Fish Heads want to spit some toxic goo at you, so watch out! They are rather difficult to defeat. It's easier in the end to avoid them altogether.



RESTART FLAGS

The pressure's off, or at least lessened a bit, as there are four Restart Flags located throughout Pier Pressure. If you lose your life, you'll start at the last Flag you passed.



CRABS

A crew of crabby Crabs seem to have taken over the Pier. Try shooting them from above to avoid their clicking claws.



COOL SPOT



SPOT TRAPS?

They may look like little trampolines, but these spring-loaded Spot traps are very uncool for our Cool Spot, so it's best to stay far away. If your jumping skills are up to par, you may be able to successfully negotiate your way over them.



SPIDERS

These little buggers are waiting on top of the beams for an unsuspecting Spot. As soon as you come near, they will drop down on a string of silk and give you a surprise.



BONUS

To complete a level and save your fellow Spot from a tight spot, collect the amount of Spots specified in the beginning. Collect at least 75% of that number in the Easy mode to go to the Bonus Round.



Spending extra time Spot searching may pay off in the end.

The Bonus Round contains extra cool items to help you through the opening stages.



RADICAL RAILS

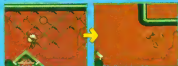
Stage Four, Radical Rails, is a reckless room full of jeering Jack-In-The-Boxes and nonsensical Nose and Glasses Kits. Cool Spot must hop on the spot to make it through this terribly tough town of terror. The Cage is in the upper right corner, so try to stay as close to the top as possible. Dipping down below will only land you in a heap of trouble. Try hopping in a Bubble to get back on track.

RAILS

The Radical Rails that are referred to are really quite tricky. We encountered similar obstacles in the Shell Shock Stage on the Lawn Chair. Instead of running right up, you'll have to shimmy and stagger your way along.

BUBBLES

Bubbles are very, very cool! Just jump in and you'll be whisked away on a ride you'll never forget. You will want to scope out a soft landing spot, though, because what goes up must come down eventually.



WADING AROUND

Stage Five, Wading Around, appears to be filled with a cool and crazy collection of funny floatation devices to be used for your fun and frolicking pleasure. This precarious pool isn't all fun and games, though. Wading Around is one of the toughest levels because Spot cannot take a skinny dip without it resulting in some serious sorrow. Everything will be just ducky with a bit of balance and super Spot skill.

PLATFORMS

This level is certainly cute, but don't let appearances fool you! Cool Spot has to utilize all the floating objects, like the Lily Pads, Toy Boats and Rubber

Ducks, to masterfully make his way across the dangerous pool water divide.



ONE-UP-O-RAMA

Waiting around in Wading Around isn't going to get Cool Spot very far. Be sure to search high and low for the five 1-Ups hidden throughout the level, because in the end, you'll really need them!



1-UPS-A-PLENTY

Passing on 1-Ups now could prove to be a fatal flaw in your plan. Collect as many as you can, as the light at the end of the tunnel isn't in sight yet.



CHUTES

For an extra boost, step in the chute and shoot up, up and away! You can then make your way back down and collect valuable items as you go.



FROGS ON LILY PADS

Because you are often hopping blindly from Lily Pad to Lily Pad, it's best to shoot down as you're landing to clear the Pad of any unfriendly inhabitants. If you don't, you could have a dangerous dance with a frightening Frog.



UFO'S ARE COOL

UFOs can be both cool and useful! Hop on a UFO and use it as a step to get to those hard-to-reach spots. You can't stay on too long, though, or you'll slip right off when it makes a bank turn.



COOL SPOT



BONUS

The Bonus Round after the Fourth and Fifth Stages are bountiful with a bonanza of beautiful Power-Up Items. Besides the extra Spots, 7-Ups, Clocks and 1-Ups you've seen before in the Bonus Rounds, there is an extra special item in this one. Find the Letter for a chance at an extra

Continue. It's just one more way to ensure a safe passage to the end of the game.



WHAT'S LEFT?

The remainder of Cool Spot's journey through Spot Land will be determined by your finely tuned finger skills and commitment to saving your fellow Spots. Try completing the game in

Hard Mode for a truly cool accomplishment and an amazingly cool ending!



Itchy and Scratchy: Miniature Golf™ Madness

From the Simpsons' television to your Game Boy (or Super Game Boy), Itchy and Scratchy are closing in with murderous intent. Enjoy nine holes of miniature golfing with the twosome in all of their violent splendor!

Scratchy is giving miniature golf a try. It looks easy enough! It would be, but his nemesis, that rodent Itchy, has other plans. Instead of playing a round of golf, Itchy just wants to play around. His style of play isn't friendly! Help Scratchy whack the ball around the hazard-infested nine-hole course while avoiding Itchy's incessant attacks. Try to sink the ball into the cup with the fewest number of strokes.



Scratchy's mini-golf nightmare
Scrolls (left) + high jump from Super Game
Boy. There are numerous palette combinations that will work
with this game, but don't take our word for it—by team of real! Pick
out a Picture Frame that strikes your fancy while you strike the ball.

SAWED OFF!!!

Itchy is a master when it comes to utilizing various implements of Scratchy's destruction. Many times has the playful mouse "buried the hatchet" with his feline counterpart and vice versa. Luckily, the "nine lives" rule doesn't apply here—Itchy and Scratchy are only cartoon characters. They don't really die.

AXE TO GRIND



The first Itchy that Scratchy comes across wield Axes. They heave, then charge at Scratchy. Your hack brings a crisis!

USE THE CLUB



Club-equipped Itchies are pretty fast. Watch out for them when going up or down inclines. Jump and avoid them if you have to.

CHAIN SAW



Scratchy will get sawed in two if Itchy gets too close with the Chain Saw. It's not a pretty sight! Things couldn't be worse.

BAZOOKA



Itchy is armed and ready for big game with this Bazooka. However, he can't fire it quickly. Move in fast to disarm the rodent.

AIR ATTACK



Itchy won't always appear from the sides. Sometimes he'll drop down right in front of you. Nail them before they land!

DAGGER DANGER



He throws one low, then he throws one high. Move in for the kill when Itchy throws one of the high Daggers. Jump the low ones.

FLAME THROWER



Wait for a pause in the beat of flames before moving in to do away with this menacing Itchy. Jump over him if necessary.

PICK AXE



Good! Clunk! Clunk! Run, Scratchy! There's a menacing mouse after you! More random, but very effective, weaponry for Itchy.

SCRATCHY STRIKES BACK

Not to be outstaged in the war of gore, Scratchy has several tricks up his furry sleeve! Pick up weapons while golfing.



ERASER

Finding and snagging this item will erase any stroke from your score. It's a nice little bonus, but doesn't help you with your Itchy problem.



EXTRA SCRATCHY

A miniature Scratchy represents yet another life that Scratchy can lose in this wicked-out game of miniature golf. Most are hidden well.



B-BALL BAT

Scratchy will be awarded six swings of the mighty Baseball Bat when he picks up this item. Don't waste them by taking practice swings!



MALLET

Remember what happens when Mame grabs a hammer in Dorky Kong? That's exactly what happens when Scratchy grabs this particular Mallet.



BOMBS

A Bomb will explode when it hits Itchy, but if it doesn't hit him, it will roll around for several seconds before it explodes. Watch out!



FLYING DISC

Scratchy gets to fling six Flying Discs at his rodent nemesis after he picks up one of these items. They are effective at very long range.



BOOMERANG

If you don't nail an Itchy when you throw a Boomerang, you may be able to score a kill when it strikes its return trip. You can get it back.



GRENADES

Grenades are effective rodent exterminators. Like Bombs, Grenades will take out an Itchy if they explode where he's in the general vicinity.



GRIM FURRY TALES

Very simple in its layout, the first hole doesn't present many dangers, especially from Itchy. Once you get the feel for how he charges at you, Itchy will be as good as harmi toast. Actually getting the ball into the hole presents the greatest challenge. There are two very easy 1-Ups to be had here—don't pass them up

DON'T DRIVE



Don't drive the ball off the tee until you can plop it to the left through the tree to get a hidden 1-Up. There's no better way to start off your round!



When Scratchie reaches the lowest level in the first hole, there will be a hammer waiting for him. When he picks it up, he'll automatically start smashing everything in his path. Fast!

SLAMMER

BOOT CAMP

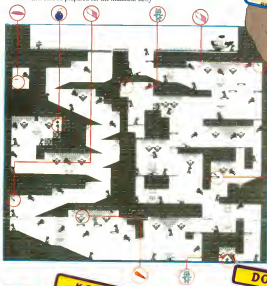
If you are somewhat less than a full swing, and put the ball from just left of the bump, it should make it up to the hole. It's kind of tricky, though.



2

MALICE IN KRUSTYLAND

The second hole is quite a bit longer than the first and it contains some maze-like areas where you can pick up items. It also has a hidden room that houses some flying discs. Don't hesitate to leave your ball to go exploring. There's no time limit. Just be prepared for the maniacal Itchy!



KRUSTY KOILS

If you spin a ball that can take power on a platform that a Krusty head will be spinning up from it when you approach. You'll lose a life if one touches you. Watch it!



DOWN 'N' AROUND



There is a 1-Up located in a room to the far right at the lowest level of the hole. Watch the Krusty head that spins up, then enter the room to collect the 1-Up.

REST IN PIECES

The third hole on Scratchy's perilous mini-golf putt presents him with some interesting situations. Precise ball placement will come into play as well as a variety of tubes that the ball can travel through. Check the map for the location of a hidden 1-Up near the beginning of the hole. Scratchy will have to pass through an invisible corridor in the wall to get to it. As always, Ichty is out in full force with weaponry a plenty. When will the madness end? Never!

EAT GRENADES!



The Ichty that hangs down on ropes from above will toss Grenade after Grenade at you. Jump up and toss a Grenade right back at them. Be sure not to jump right into one of the explosions, though.



BATTER UP!



Hit the ball so it comes to rest on top of the coffee door. When it opens and the Scratchy cut, the final bat will carry the ball toward the hole!



PIRATES OF THE SCRATCHIBBEAN

Since it's a par-25 hole, #4 is pretty long and will involve a lot of strokes. Ichy is really on a tear now!



BLAST OUT!



Hit the ball into the cannons. They will automatically aim and shoot it up to the next level for you.

5

Water traps are easy to get out of. You have to use the ramps and an appropriate strength swing. Use the marks on the swing gauge as a guide.

I SCREAM OF GENIE

Booby traps, lots of inclines and, of course, the omnipresent Ichy are just some of the hardships that Scratchy will have to contend with on this hole.



PGP 50462-45

TURN IN YOUR CARD

The fun is just starting! We haven't even warmed up yet. Miniature Golf Madness, even though the concept may seem simplistic, actually turns out to be quite a challenging game. We're happy to report that it's also a game you can play over and over again.

HOLE #6



HOLE #7



HOLE #8



PGP 50462-45

ROBOCOP

VERSUS

TERMINATOR

Interplay's latest Game Boy offering, *RoboCop vs. The Terminator*, is set in the Detroit of the future, where the worlds of the two superheroes have merged into a single reality. Although based on the comics of the same name, the single-player game is a platform shoot-'em-up in which The Terminator makes only brief appearances.

LEVEL 1 DETROIT

In future Detroit, the electronic defense system known as Skynet decides that man is the enemy. The machine-gone-mad creates a race of mutant robots to destroy what remains of the fallible human race. Skynet realizes that RoboCop, the only successful hybrid of man and machine, is a threat to its very existence and sends humanoids back in time to destroy him. In the meantime, RoboCop plans to regenerate himself in the future with the sole purpose of

rescuing mankind by eliminating Skynet. His quest for victory starts on the streets of Detroit.



-  The last-wid bottle holds life-giving liquid. Pick up up to increase the length of RoboCop's Health Bar.
-  This symbol represents a weapons Power Up. RoboCop begins with a Pistol, which he can upgrade to a Spreader Gun.
-  Pick up the flashing Plus sign to add reserve life to RoboCop's reserves. He can carry a total of six 1 Ups.





METAL MAN MOVES

You'll find that learning to kneel quickly will prevent enemy fire from hitting its target. Duck as soon as you see movement, then prepare to return fire so you can take out the enemies before you suffer any damage. You'll need to have a full Health Meter to survive the difficult stages late in the game, so it's important to avoid being hit early on.

ROBOCOP VS. THE TERMINATOR



SUPER STRATEGY

If you kneel when the robot appears, he shot will fly over your head. Your shot will hit its mark.

Using Super Game Boy to play RoboCop vs. The Terminator gives you a super advantage. The Super Game Boy's color not only make enemies easier to identify, but the fact that moving objects and characters don't blur on the big screen makes timing critical jumps easier, too. Either try the Power Palette suggested below or experiment with palettes of your own to find the one you like best. Super Game Boy offers up lots of variety.



SNIPERS

Snipers lie in wait on the rooftops. Stay just out of their lines of fire, press Up on the Control Pad and shoot.



GRENADIERS

A grenade tosser and a Sniper await. Stay out of grenade range, take out the Sniper, then concentrate on the Grenadier.



STREET PUNKS

Kneel to avoid the Punks' fire, but then move quickly forward to keep a steady stream of the bad boys from emerging.



LADDER LEAP

You won't be able to reach the ladder. Go to the right, grab the pipe overhead, cross back to the left by using the pipe, then leap to the ladder.



LEVEL 2 THE OCP COMPLEX

Omni Consumer Products (OCP) uses many robots in its warehouse, and they're all on the lookout for RoboCop. They have orders to shoot on sight. Flying robotic enemies show up here, too.



CONVEYORS

You can't jump high enough to reach the platforms overhead, but you can reach them by bouncing off the robot parts that drop-onto the conveyor.



LASERS

There are flying robots and two Lasers here. Blast the Lasers before they strike you with beams, then fire at the robots.

LEVEL 3 THE COMPUTER CENTER

RoboCop plans to transport himself forward in time in order to destroy Skynet and save mankind. To do so, he must battle his way through the Computer Center to the Time Transporter at its end. The Computer Center scrolls sideways and is a single screen high.



Kneel behind the desk to stay out of the line of fire, then squeeze off one round to get rid of the pesky enemies in the office area.



The beam goes off and on. Move forward while it's off, kneel when it comes on.

LEVEL 4 FUTURE LOS ANGELES

When RoboCop transports himself to the future, he can see the devastation that the Skynet has already caused. Unless he can destroy the system and reverse the damage, the future looks bleak, indeed. Los Angeles, in the unaltered future, is a desolate place populated with skeletal robots and threatened by ominous, toxic clouds.



The electronic enemies of the future are much more difficult to defeat.



HOVERCRAFT

The huge Hovercraft fires from these points. Attack when it floats down beside you.

THE TERMINATOR

You'll come face-to-face with The Terminator at the end of Level 2. He's waiting on the platform in the upper right. Position yourself beneath the platform and fire to terminate him.



LEVEL 5 THE ACCESS CORRIDOR

The Access Corridor is the first vertically-scrolling stage, and it's much more complex than the ones that came before. You'll meet some tough, new robotic enemies in this area.

ROBOTS

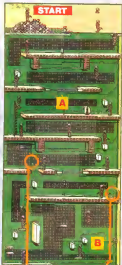


Deactivate the robot on the right by firing it once. Then attack the one on the left.

BEAM OFF



Jump from the platform to strike the generator on the wall and turn off the electric beam.



GOAL

MAN OR MACHINE?

Ahead lies the most difficult part of RoboCop's quest. He must fight his way through two more levels to reach the Skynet Computer. Man or Machine? Only one will prevail.

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

- | | | |
|-----------|---------|---------------|
| 1 Under 6 | 3 12-14 | 5 18-24 |
| 2 6-11 | 4 15-17 | 6 25 or older |

E. Sex

- | | |
|--------|----------|
| 1 Male | 2 Female |
|--------|----------|

Rate the following female heroes from 1 to 5
—5 being the best.

F. Nancy Kerrigan

K. One of your teachers

G. Mariah Carey

L. Janet Jackson

H. Your Mom

M. Samus Aran

I. X-Men Rogue

N. Rosa Parks

J. First Lady
Hillary Rodham Clinton

O. Power Ranger, Trini

P. What is the most important quality for a female hero?

- 1 Courage
- 2 Good looks
- 3 Athletic ability
- 4 Intelligence
- 5 Honesty

Q. How would you like to spend the day with your favorite hero?

- 1 Playing video games
- 2 Playing your favorite sport
- 3 Helping with your hero's job
- 4 Hanging out with friends
- 5 Working toward saving the environment

Trivle Question: What is the name of Superman's secret identity?

Answers to the Player's Poll - Volume 63

Name _____ Tel _____

Address _____

City _____ State/Prov. _____ Zip/Postal _____

Membership Number _____ Age _____

A. Indicate numbers from 1-107 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

B. Indicate numbers 108-171 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

C. Indicate numbers 172-221 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

D. 1 2 3 4 5 6	E. 1 2	F. 1 2 3 4 5	G. 1 2 3 4 5	H. 1 2 3 4 5
I. 1 2 3 4 5	J. 1 2 3 4 5	K. 1 2 3 4 5	L. 1 2 3 4 5	M. 1 2 3 4 5
N. 1 2 3 4 5	O. 1 2 3 4 5	P. 1 2 3 4 5	Q. 1 2 3 4 5	

Trivle Answer _____

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

PLAYERS POLL CONTEST

Suzuka 8 hours

TAKE THE
CHALLENGE
HOME!

GRAND
PRIZE

NAMCO's Arcade Smash

Suzuka 8 hours

WIN THE RIDE-ON ARCADE GAME--
AND TAKE THE 8-HOUR CHALLENGE AT HOME!

TEST YOUR SUPER NES ENDURANCE, TOO!
CHALLENGE A FRIEND TO **Suzuka 8 hours**
FOR YOUR SUPER NES FROM **namco**

PLAYERS POLL CONTEST

PLAYERS POLL CONTEST

SECOND PRIZE

WIN **8 Hours** OF ARCADE ACTION
AND

Suzuka 8 hours

5 WINNERS

FOR YOUR SUPER NES FROM **namco***

* Arcade play based on 50 cents per five minutes of play, for a total of \$40 worth of quarters or arcade tokens.

THIRD PRIZE

NINTENDO POWER T-SHIRTS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. #3, 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. #3
P.O. BOX 97062
Redmond, WA 98073-9762**

One entry per person, please. All entries must be postmarked no later than September 1, 1994. We are not responsible for lost or misdirected mail.

On or about September 15, 1994, 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, Nintendo 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 September 30, 1994, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive Namco's Suzuka 8-hours two-player arcade game. (Estimated value of the prize is \$5,000.)

The winner must provide a written release to NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.



ENDURANCE TESTED!

50 WINNERS



PLAYERS POLL CONTEST

TRIVIA

WINNERS

LIST

PLAYERS POLL CONTEST



The scores that we receive each month are great, but unfortunately, some of the entries didn't include the

system in the photo. Send us your greatest video game achievements so we can show the world!

CHALLENGE

CYBERNATOR

What is your best score at the end of the game?



Shoot everything you like. A good to you the war.

DUCK TALES

How much money can you collect?



Be greedy and hoard as much treasure as you can.

ROAD RUNNER'S DEATH VALLEY RALLY

What is your best score at the end of the game?



Collect all of the flags as fast as you can!

LIBERTY OR DEATH

How many years does it take you to win the Revolutionary War?



Try to take a strong position to towards victory.

BASEBALL

How many runs can you score in a 1-player game?



You don't really win the game, just score the runs!

CLAYMATES

What is your best score in this wacky adventure?



Find as many of the secret items as you can.

SUPER POWER CLUB CHALLENGE

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by September 16, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

KEN GRIFFEY JR. PRESENTS MLB

How many home runs can you hit in a full 162-game season?



Dig in and swing for the upper deck!

Take the challenge!

POWER PLAYERS

NBA JAM

Most three-point shots in a game.

Matt Petroski	117
Randolph, NJ	
Serjan Markari	109
Glendale, CA	
Louis Rizzuto	108
Wyomissing Hills, PA	
Paul Marchese	103
Lilburn, GA	
Jason Diaz	101
Amarillo, TX	
Sam Miller	101
Lexington, MI	
Steve Stojanovich	100
Derby, NY	
Shaun Moorehead	92
Oakville, ON	
Andrew Cantore	87
Chicago, IL	
Jon Boothe	86
Ogden, UT	

SUPER STAR WARS

Highest Scores.

Josh Lytle	3,090,900
Bellevue, WA	
Jeff Johnson	1,567,600
Brooklyn, NY	
Brook Larkin	571,400
Addison, IL	
Andre Lamsare	347,950
Loraine, PQ	
Andrew Gates	329,400
Indianapolis, FL	

SUPER MARIO KART

Best time on the Rainbow Road.

Randy Rogers	1:35.20
Orlando, FL	
Mark Riley	1:36.34
Powell River, BC	
Luke Sparks	1:36.69
Champaign, IL	
Brian Weller	1:37.64
Burlington, KY	
Graham Lawrence	1:39.26
Hampton, NB	
Joseph Jedlicki	1:39.61
Calgary, AB	

R.C. PRO-AM

Highest Scores.

Jerry Flach	999,928
Lutz, FL	
R. Powell	600,545
San Diego, CA	
Robbie Stevens	503,370
Paterson, NJ	
Rick Conklin	258,617
Pine Bush, NY	

SUPER BLACK BASS

Biggest fish caught.

James White	27lbs 6oz
Elkhart, IN	
Douglas Schultz	26lbs 9oz
Urania, LA	
Jeremy Carter	26lbs 6oz
Hillsboro, OH	
Willy Meyer	26lbs 1oz
Roselle Park, NJ	
Christian Simec	26lbs 0oz
Jeannette, PA	

TINY TOON ADVENTURES BUSTER BUSTS LOOSE

Completed the game on the Hard Level.

Tim Woolley	Finished
Jacksonville, NC	
Alex Batista	Finished
Trujillo Alto, PR	
Eric Hasecky	Finished
APD, AE	
Marius Vartokomei	Finished
St-Laurent, PQ	

NHL STANLEY CUP

Widest margin of victory.

Ron Parratore	11-00
Miami Laurel, NJ	
Haven Sherrill	30-00
Brandon, FL	
Paul Mestemaker	25-00
North Marshall, MI	
Mike Riccio	25-00
Stickney, IL	
Julianne Ceizer	23-00
Ventura, CA	
Scott Tope	22-00
Perry, OK	
Matthew Herstein	22-01
Ann Arbor, MI	
Alex Davis	20-02
Cincinnati, OH	

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA 98073-9733

TOP 20



AUGUST 1994



This month's top two spots on the Super NES chart were decided by one of the closest margins ever! Only 201 points separate Super Metroid and NBA Jam. With two great games like these, it's hard to decide which is the best.

SUPER NES

1 26,604
POINTS
4 MONTHS

SUPER METROID



Samus has made the jump to the top spot on the Top 20 charts! It isn't too hard to believe if you've played Super Metroid.

2 26,403
POINTS
6 MONTHS

NBA JAM



The slammin' action of NBA Jam has slipped down to second spot, but only by 201 points.

3 17,906
POINTS
5 MONTHS

KEN GRIFFEY JR. PRESENTS MLB



Swing for the upper deck, steal home, or throw a no-hitter. This game has got it all!

4 THE LEGEND OF ZELDA:
A LINK TO THE PAST
Link warps to the dark world and defeats Ganon once again!

5 MORTAL KOMBAT
The mighty Goro doesn't seem so bad when you hit him with a foot sweep.

- | | |
|---------------------------|-------------------------|
| 6 6,735
POINTS | MEGA MAN X |
| 7 3,580
POINTS | STREET FIGHTER II TURBO |
| 8 3,540
POINTS | SUPER MARIO KART |
| 9 4,670
POINTS | DISNEY'S ALADDIN |
| 10 4,410
POINTS | SECRET OF MANA |
| 11 4,154
POINTS | SUPER MARIO ALL-STARS |
| 12 3,794
POINTS | STAR FOX |
| 13 3,268
POINTS | STUNT RACE FX |
| 14 3,095
POINTS | FINAL FANTASY II |
| 15 2,895
POINTS | SUPER STREET FIGHTER II |
| 16 2,546
POINTS | MARIO PAINT |
| 17 2,474
POINTS | SIMCITY |
| 18 2,374
POINTS | NHL HOCKEY '94 |
| 19 2,326
POINTS | P.T.O. |
| 20 2,322
POINTS | JURASSIC PARK |

GAME BOY

1 21,920
POINTS

6 MONTHS

WARIO LAND: SUPER MARIO LAND 3



Mario's evil counterpart is making it big with his new game. There's no stopping Wario now!

2 17,920
POINTS

16 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING



Once Link begins a new quest, players have trouble putting the game down.

3 13,763
POINTS

19 MONTHS

KIRBY'S DREAM LAND



King Dedede has stolen the Dream Wand and only Kirby can get it back!

4 SUPER MARIO LAND 2: 4 GOLDEN COINS
12,457
POINTS

It's Mario vs. Wario in a battle for Mario's castle. Things are getting tough for our hero.

5 METROID II: RETURN OF SAMUS
10,706
POINTS

With the release of Super Metroid, Samus' second adventure is heading back up the charts.

6 10,348
POINTS

TETRIS

7 8,581
POINTS

MORTAL KOMBAT

8 7,273
POINTS

KIRBY'S PINBALL LAND

9 5,985
POINTS

TETRIS 2

10 5,929
POINTS

SUPER MARIO LAND

11 5,049
POINTS

DONKEY KONG

12 4,680
POINTS

JURASSIC PARK

13 4,189
POINTS

DR. MARIO

14 3,977
POINTS

FACEBALL 2000

15 3,835
POINTS

FINAL FANTASY LEGEND III

16 3,707
POINTS

TMNT: FALL OF THE FOOT CLAN

17 3,405
POINTS

FINAL FANTASY LEGEND II

18 3,016
POINTS

MEGA MAN IX

19 2,754
POINTS

GOLF

20 2,475
POINTS

NBA CHALLENGE 2

NES

1 14,552
POINTS

71 MONTHS

THE LEGEND OF ZELDA



The Players still pick The Legend of Zelda as their favorite game. Wonder why?

2 12,464
POINTS

59 MONTHS

SUPER MARIO BROS. 3



There's not too many pipes to fix, but there's plenty of work for our favorite plumber.

3 10,404
POINTS

6 MONTHS

MEGA MAN VI



Mechanical mayhem! Mega Man takes on some of the strongest robots around!

4 METROID
8,974
POINTS

Samus takes on the Mother Brain in the game that started it all.

5 TETRIS 2
8,708
POINTS

The blocks keep falling so the Players keep playing this great game.

6 5,499
POINTS

DR. MARIO

7 5,023
POINTS

KIRBY'S ADVENTURE

8 5,002
POINTS

NES OPEN TOURNAMENT GOLF

9 3,204
POINTS

TETRIS

10 3,232
POINTS

FINAL FANTASY

11 3,073
POINTS

ZELDA II: THE ADVENTURE OF LINK

12 3,026
POINTS

TMNT III: THE MANHATTAN PROJECT

13 2,539
POINTS

BATTLETOADS

14 2,584
POINTS

ZODA'S REVENGE: SDA TROPICS II

15 2,551
POINTS

BASEBALL STARS

16 2,215
POINTS

TECMO SUPER BOWL

17 2,883
POINTS

DRAGON WARRIOR IX

18 2,772
POINTS

SUPER MARIO BROS. 2

19 2,688
POINTS

MS. PAC-MAN

20 2,553
POINTS

JURASSIC PARK



A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH



DONKEY KONG COUNTRY NINTENDO

You may recognize the name, but the game will astound you just as it did us and everyone else who has seen, heard and played it. Nintendo's Donkey Kong Country for the Super NES launches a new era of super programming that will feature games far in advance of anything you've ever seen on any video game system, and it accomplishes all this on your Super NES. Sure, it sounds like so much hype—that is until you check it out for yourself. Out of more than a thousand games this Pak Watcher has seen over the years, this 800 pound,

32 Megabit ape out-powers them all. Some people were talking about the decline of 16-bit game systems, but DK Country corked that pretty fast. The 3-D graphics and animation in this Super Mario World-sized action game are so good that it puts to shame the other high-end video game systems.

Naturally, inquiring minds have been asking your Pak Prof, how is all this possible? Well, it isn't simple. The brain trust at Rare in the U.K. worked with Nintendo to create what is undoubtedly one of the most

sophisticated development studios in the world. Utilizing millions of dollars worth of Silicon Graphics Workstations, the programmers were able to create staggeringly realistic 3-D animations. Once you've created the computer animations, it's a much smaller step—like that moon walk thing—to adapt them for use in the Super NES. Next month, we'll take a look at the making of Donkey Kong Country.

Okay, you're thinking, so it looks like a billion, but what about the play? The play's the thing, right?



Here it is in a barrel: you've got DK and Diddy, his chipmunk pal, leaping, running, rolling, swinging, swimming, climbing, jumping, riding, stomping, scratching, high-fiving, barrel blasting and grinning like apes

as they ride the rails toward imminent disaster. Let's set the scene: You've got snow, you've got jungle, you've got coral reefs, deep caverns, more jungle, cliffs, tunnels, sunsets, night, day, and more bananas than

Chiquita. You'll also run into a mob of wild creatures, but some of them are your pals, like a rhino and an ostrich. So what's the bottom line from Pak Watch? DK rules the jungle. Believe it.



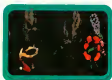
MORTAL KOMBAT II

ACCLAIM

What's the score on MKII Players 1, Critics 0. Not everyone is going to like this, but the players (and let's face it, that's who counts) are going to eat it up like fries. The Super NES Mortal Kombat II has it all. All the moves? Fatality, Brutality, Friendship. And all the characters. They're all here, and they look awesome. Inside rumors have it that Sculptured Software and

Acclaim have hidden tons of special moves, characters and surprises in the game, making it even more exciting than the arcade version. As most of you already know from having checked out this fighter at the arcade, it's already a much deeper game than the original Mortal Kombat. There's more variety and more challenge. But dangerously realistic? Yeah, like

Pinocchio. The digital graphics look awesome, and drop for drop the Super NES version finishes the Genesis with a flawless performance. But the content of MKII is pure fantasy. Anyone who thinks you'll need a mop to clean up after it is seriously misinformed. This Pak Kombatian thinks America will survive the second coming of MK just fine.



SUPER PUNCH-OUT!!

NINTENDO

Bold Bull is back along with three circuits of knockout arcade boxing that will make your head bleed just thinking about it. Fans of the original Punch-Out!! will recognize some of the fighters like Piston Hurricane, who was Piston Honda in the NES game, and stars of the coin-op Super Punch-Out!! like Dragon Chan. But many of these fantasy pugilists have appeared straight out of the wonderfully warped imaginations of their programmers. Ten new faces include rasta-fighter Bob Charlie, old-timer Gabby Jay, and the ultimate boxer, Mr. Bruiser. In all, you'll have to bat-

tle it out with 16 contenders. The semi-transparent view of your fighter allows better sight of your opponent's moves.

Good play control made the differ-

ence for this Pak Puncher, plus good sound. It's the best Punch-Out!! to date for fans of the arcade and NES classics, and the bell rings for the opening round this October.





EARTHWORM JIM

PLAYMATES

Picture this peaceful scene: You're a simple, segmented earthworm minding your own business when suddenly out of a clear blue sky an alien cyber-suit splats down practically on your head. Okay, if you're a worm, you don't have a head. But if you're a curious worm, like Jim, you'll crawl on over and check out the hi-tech duds, and if you do that, suddenly you'll be transformed into a super hero of epic proportions even though you have only one muscle in your

entire body and a serious lack of bean cells. That's the story behind Playmate's off-beat comic action game that is due to be released this fall. David Perry, the game's creator, says that *Earthworm Jim* is different. "He isn't just another woodland creature with an attitude." Jim zaps enemies with a blaster, he bungee jumps, and he saves helpless, wriggling relatives from dining crows throughout the galaxy. A real wormitarian. There's plenty of hard-blasting,

worm-whipping action, but there's also a lot of humor in the game. Perry has made his mark with some spectacular graphics masterpieces, but he acknowledges that his other games, like *Aladdin*, are nowhere near as advanced as *Jimbo*. Apparently, others agree. EJ may become the TMNT of the second half of the nineties. Already, *Earthworm Jim* has been signed up for a pilot television run of several episodes.



BUBSY 2

ACCOLADE

That bouncing bobcat with a million ways to get posted is coming back for an encore in *Bubsy 2*. Gone are the dorky yarn balls, replaced by shiny marbles, an open game structure, lots of variety including shooting stages and frog hurling, and some excellent comic animation. (Yeah, you read right, frog hurling—small, innocent

frogs that you hurl high into the air while they croak in terror. This is the sort of inspired weirdness you might expect from Lucasarts, but apparently Accolade is loosening its corporate necktie.) The plot? Bubsy ventures into the Exploratorium in search of his nephew and niece. Each exhibit actually takes him back in time to a

rollicking race through settings such as an ancient Egyptian pyramid, a pirate ship and a medieval castle. (And did I mention that you get to fling frogs?) There are shooting stages, too, like the asteroid dodger shown below. Seriously, Bubsy fans will have a lot to be thankful for come this fall.





THE INCREDIBLE HULK

U.S. GOLD

The dean of mean green is on his way from U.S. Gold. The Hulk, long a favorite comic character, makes his video game debut in an action-thumping side-scroller that portrays the real Hulk more accurately than many of the video versions of super heroes this Pak Watcher has seen. The Hulk, as you probably know, is only the Hulk when he's mad. His rage transforms him from a fairly average guy. In this game, as long as your rage rages, you'll remain a huge, hulking thing. But if your rage drops too far, you'll become David Banner, who is no match for many of the enemies in

the game. Even as Banner, though, you might find a weapon and shoot your way out of a fix. You can also find and consume an anti-rage capsule that transforms you to Banner, the reason for this being that there are

some areas of the game that can only be reached by a smaller character like Dave. If you like bashing stuff and bulldozing through the opposition, The Incredible Hulk, coming in October, is your kind of game.



MEGAMAN V

CAPCOM

Super Game Boy makes the latest Megaman look mega-nificent. This Mega Watcher was ready for something new in a Game Boy Megaman game, and this one does the job. Besides the great colors and border treatment, Megaman has a new weapon, the Mega Arm, and a new ally, Tango, the Megat with a buzz-saw attack. The Mega Arm allows you to power up so you can unleash more damage with each shot. As before, you'll collect P-chips and return to Dr. Light's lab to get Power-Ups. The

enemies are robots from outer space called Standroids, but the bosses come from such places as Mars, Mercury, Venus and Neptune. The action is up

to the mega standards set with this series, but the Super Game Boy facelift adds a lot of life. Look for this Megaboy early this fall.



MORTAL KOMBAT II

ACCLAIM

In addition to the Super NES Mortal Kombat II, there will also be a Game Boy version featuring most of the same game features including Fatality and Babality moves, plus hidden characters. Although not every move is included in this smaller Pak, each of the characters has three special attacks, two Fatalities includ-

ing the Spikes, and one Babality move. Shang can morph into any of the other characters, of course, giving him the ability to do any move in the game. This Pak Fodder lost his head several times, but after some practice started picking up the pieces, turning the tables, and knocking some stuffing out of the computer. The

tournament allows for one player action only, which is a bit disappointing. Still, the action is strong, the graphics look sharp and the thrill is to die for. And, although MK II for Game Boy wasn't programmed with the Super Game Boy in mind, it looks great in color.



WE INTERRUPT YOUR NORMAL READING TO BRING YOU THIS...

C.E.S. SPECIAL REPORT

THE BEAST IS BACK Donkey Kong Country



The jungle, early morning: dew streams off the dense leaves, a monkey chitters nervously in the high canopy, a lion growls, pan-
mits burst from a tree and shoot away in fear. You hear distant thunder
and feel the earth shudder. Something is coming. Something huge. Something
almost beyond belief. Nothing can stand in its way. Giant trees crash down and native
drums pound a warning faster, faster, faster, faster and suddenly he's there like some legend
come to life—DONKEY KONG—in the ultimate 16-bit game of all time. Welcome to Donkey
Kong Country. The world caught its first glimpse of this mythic beast in Summer C.E.S. (Consumer
Electronics Show) in Chicago. They were stunned. They were awed. Many thought the game con-
coated some new technology—a chip or processor in the Game Pak. But the technology was all in the
big is Donkey Kong Country? Too big for Sega. They didn't dare show themselves at all. And 3DO
and Jaguar cowered in the shadowy corners. Enough said, for now.

TECHNOLOGICAL TERRORS

The first Nintendo

Ultra 64 software dazzled a select group of game designers, licensees and members of the secret CES suite. It introduced a game of futuristic combat with stunning, 64-bit graphics, 12 main characters, and some killer surprises. This killer game hits the arcades this fall and should debut with the home Project Reality system in the fall of '95. Check out the preview

coming next month. As for Cruis'n USA from Williams, it's the fastest, most realistic arcade racer you'll ever see. In the arcades, you'll climb behind the wheel of a sleek car of your choice and put the pedal down for three thousand scorching miles. At home next year you'll have the same game, as steep as in the arcade, but no real-life dollar arcade car to climb in. Life's rough.

KILLER INSTINCT AND CRUIS'N USA

Play It Loud

Nintendo's domination of the Summer C.E.S. went beyond the debuts noted above. Super Punch-Out!! is destined to be a classic. The Illusion of Gaia is the best adventure game of the year. The innovative Unrascers utilizes the same SGI developmental processes as Donkey Kong Country. Tin Star is twisted fun for the Super Scope crowd and Donkey Kong Land for Game Boy uses the same animation as Country. Nintendo also unveiled a new style and image with the Play It Loud campaign.



NOTHING CAN PREPARE YOU



Acclaim held back nothing in what may well become the ultimate 16-bit fighting game—Mortal Kombat II. Although nobody at Acclaim and Sculptured Software will go on record, for obvious reasons, sources at both companies off-the-record say that the Super NES game is far superior to the competition. Need we say more? How about this: Acclaim has linked up with Nintendo, agreeing to create an exclusive Ultra 64 game featuring Turko. Other news from Acclaim is the special edition red Game Paks for the initial run of Spider-Man & Venom in Maximum Carnage. Sargate for the Super NES will be based on the fall Hollywood release starring Kurt Russell. Nigel Mansell returns to the Super NES in the two-player Nigel Mansell's Indy Car Racing along with WWF Raw, U.S.H.R.S. Monster Truck Wars, Ichy & Scratchy, Virtual Bart and True Lies, a fall movie starring Arnold Schwarzenegger.



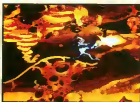
Mortal Kombat II



EARTHWORM JIM

a worm in space

The guys at Shiny Entertainment are probably certifiable. They've been working within worm-crawling distance of the beach in Southern California for months and half of them haven't even seen it yet! But they're also total game fanatics who know what's fun. Earthworm Jim for Playmates is destined for more than a crow's belly and Shiny is destined for greatness.



OUT OF AFRICA

Disney knows how to make a presentation like nobody else. The most spectacular event of the show had to be their lavish introduction of The Lion King, complete with African drummers, dancers, a gorgeous Broadway set of the African savanna, a live lion cub, Disney's top executives, Rafiki the baboon, a screening of the movie's opening scenes and footage of the game. The only things Virgin Games didn't get from Mickey's Company were a kiss and season tickets to the Mighty Ducks. Oh, the game looked pretty good, too.



The Lion King

MEGA, SUPER, X AND GHOULS

Even bigger than the news of their hot line up of games was Capcom's announcement that they were starting a U.S. development group in their Bay Area office. The group of about 40 designers, artists and programmers will work on titles specifically designed for U.S. players. In the meantime, Capcom is offering Mega Man X2, Demon's Crest, The Great Circus Mystery Starring Mickey & Minnie, Bonkers, Mega Man V for Super Game Boy and maybe even the X-Men by the holidays.

capcom

IT'S A WACKY,
WASCALLY WORLD

Justice League and Superman aside, Sunsoft is concentrating on its Looney Tunes license for the rest of this year with some of the best videogames of the show floor along with Hoop It Up, which is a sort of NBA Jam for varmints. Sylvester and Tweety is also in progress along with a Daffy Duck Super-Game Boy game. It seems that Speedy Gonzalez has shipped back into the black hole of redevelopment.



Several of the best games for the fall will come from JVC via Lucasarts. First up is Indiana Jones' Greatest Adventures. The swishbuckling professor of antiquities relives his most daring deeds in this Super NES feast of graphics and fun. Next out will be Super Return Of The Jedi, the concluding game in the three-part trilogy. Super Jedi will feature Mode 7 stages and tons of action. Princess Leia finally becomes an active character along with the Ewok, Wickett once the Rebellion makes its attack on the forest moon of Endor. Finally, as if the first two games aren't enough, JVC also will bring out Ghost Patrol.



Konami returns after a slow first half of the year with one of the strongest fall line ups for the Super NES and Game Boy. Exclusive to the Super NES will be *Batman: The Animated Series*, an action adventure game featuring tons of bat toys and lots of bat moves, not to mention varying play perspectives. Also look for *Animaniacs*, *Tiny Toon Adventures*—Wild N'

Konami

Wacky Sports,
Biker Mice
From Mars,
Sparkster,
and Soccer,
For Game

back with the pack

Boy, *Contra*—The Alien Wars reintroduces this awesome action series.



Interplay's quality was as dazzling as always with an all new *Clay Fighter 2*, *Star Trek Academy* and *Blackthorn*. The *Clay* tournament features new characters, moves and backgrounds in the fun claymation style of the original *Clay Fighter* plus six modes of play. *Blackthorn* rocks with great animation, graphics and sound in a sci-fi adventure that will leave you sweating. *Star Trek Academy* features missions and space battles from the perspective of Federation vessels and enemy ships. Here's your chance to be a *Romulan*! Interplay also announced that *The Lost Vikings 2* should appear early next year.

explore strange worlds



BATMAN



Imagine *Mario Kart* with a four-player mode, bumper bashing tournaments, special attacks and drivers like Frank (short for Frankenstein) and Sazulu the tribal warrior. That's what Ubi Soft's surprising *Street Racer* looks like and drives like. Mode 7 graphics effects highlight this game, but the fun comes first in which opponents try to knock each other out of the ring. You can even play car soccer, or race the circuit and view your performance from varying camera angles.

graphics to die for

The Supervisor is watching you in Absolute's Rise of the Robots, but you'll be watching the spectacular graphics in this futuristic fighter. Mirage Technologies of the U.K. puts together smooth animation with responsive controls in the Super NES game to be released this fall. Although basically a tournament fighter in design, Rise has more of an adventure feel due to an interesting cyber story and cinema scenes between battles. Absolute also announced development of Star Trek Generations: Beyond The Nexus, which is based on the Star Trek Generations movie.

RISE OF THE ROBOTS



Mickey Mania: the timeless adventures of Mickey Mouse

Although Sony Imagesoft could have made do with a shorter title for this game, Mickey Mania mixes Disney animation with video gaming for an almost cinematic experience. The Mickey animation was created using Silicon Graphics computers and Disney artists. The 7 stages of the game represent film features in which Mickey starred such as Steamboat Willie and Fantasia. Sony also showcased its ESPN license with several new sports games including ESPN Sports World and ESPN Sunday Night Football.

**WILL THE
REAL
MICKEY
PLEASE
STAND UP?**

interactive hollywood

Viscom, Disney, Time Warner and Fox all made big splashes at CES for the first time. The movie and TV monoliths certainly

have a thing or two to learn about the video game business, like how to make hit games, but they seem intent on making the effort, spending the bucks and keeping at it until they succeed. Viacom leads the Pak pack with Beavis & Butt-head and Nickelodeon Guts for the fall line up. Disney, although working through other licensees like Virgin and Sony, are also set to produce their own games. Time Warner's Tengen will present Super RBI Baseball this fall along with other possible acquisitions. And Twentieth Century Fox, probably the most innovative and eager company of them all, is pushing forward with an underground comic book hero force, The Tick, and a game based on this fall's release of The Pagemaster.

BUTTING HEADS WITH THE



BIGBOYS



**MATUO
KHLF
ING
EES
GAME
SHE**

Spectrum's group of companies, which includes Spectrum Holobyte, Microprose and Bullet-Proof Software, all showed top quality titles. Spectrum is now publishing Wild Snake as part of its puzzle series from Alexei Pajitnov, the creator of Tetris. Other puzzle games are in the works as are new Star Trek: The Next Generation adventures and a Super NES game based on The Next Generation movie. Microprose continues work on Super Civilization while BPS has a hot racer in Michael Andretti's Indy Car Challenge.



Adventurers had to wander no further than the Enix and Square Soft booths at C.E.S. to capture the ultimate role playing and adventure games.

Square unleashed the U.S. version of the biggest and best RPG in history—Final Fantasy III. This game lets you choose between different characters who will lead you into a wide variety of adventures so that no two games need be alike. Square also showed Breath of Fire and plans to release a third RPG later in '94. At Enix, the focus is on adventure with Brain Lord and

King Arthur & The Knights of Justice. Enix also unveiled a new RPG by Quintet, the designers of Illusion of Gaia.

Robotrek takes place in a future where you must construct special robots to perform special tasks. FCI will be bringing out three titles this fall: there's the vast Might & Magic III that brims with so many secrets that you could stick whiskers on it and call it a cat, Ultima: Runes of Virtue 2 (Super NES, not Game Boy,) and Ultima VII: The Black Gate. At Koei, the biggest news was Uncharted Waters—New Horizons. This sequel includes strategic, economic and RPG elements with six unique perspectives for the player to take. Aerobiz Supersonic and Nobunaga's Ambition—Lord of Darkness will also keep strategy gamers up late this fall.



ENIX, FCI, KOEI AND SQUARE SOFT

what else is there



Super Bomberman II from Hudson, Flintstones, Addams Family Values and Jurassic Park 2 from Ocean, Moe Rn & Stingy and seaQuest DSV from TTHQ, plus Bass Masters, Akira, and The Mask. Accolade showed an early Fireteam Rogue and a polished Bubsy 2, plus a 3-D fighter called Baliz from PF. Magic. Elite is working on two Super FX racing games: Powerslide and Dirt Rider. ElectroBrain, the first licensee to make a Super FX game, Vortex, also showed an early motorcycle game featuring Super FX power. Elect-

roBrain also showed Future Zone and Tommy Moe's Winter Extreme Skiing and Snowboarding. Tecmo put a unique sports vision and great options into Tecmo Super Baseball. Taito had Sonic Blastman 2 and Super Soccer Champ 2. Gametek had Chum & Bum with jet skis and motorcycles. GTE Interactive, a new player in the video game world with a giant parent company looking over its shoulder, will bring out Jammit! (formerly licensed to Virgin) and Blades, an in-line hockey game for the Super NES.



Illusion of Gaia brings you to a quest of legendary proportions. Join Will on an adventure that will carry him around the Earth, searching for a way to stop the dreaded Chaos Comet. The next great adventure is about to begin, so don't miss out!

Coming in September, Volume 64



BLACKTHORNE



VORTEX



PUCKY & ROCKY 2



SUPER BOMBERMAN 2



AEROBIZ SUPERSONIC



SECRET of MANA
SPECIAL

THE DAYS OF MANA

Final Episode

The final leg of our hero's journey lies ahead.

The road to the Mana Fortress is treacherous, so don't travel unprepared. Miss out on this information, and all may be lost!

SPECIAL FEATURES

The Making of Donkey Kong Country

Killer Instinct

All-New Video Game Rating System



POWER CHALLENGE TRADING CARDS





POWER CHALLENGE TRADING CARDS

POWER CARD #118



TURN & BURN™ NO FLY ZONE

DESCRIPTION: While you're coming to rest and around to the south! All along and flying the F-24 Thunder, it is up to you to ditch them all. All you have are missiles, guns, and your rat out reflexes. This is as close to flying in combat as you can get without leaving your living room!

CHALLENGE: Can you complete the following missions without using any missiles?

Goal: 5000000

Instructions: 100% 100%

Pro: 100% 100%

SYSTEM: Super NES
GAME TYPE: Flying Action
OF PLAYERS: 2
RELEASED: 1994
COMPANY: Activision

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POWER CARD #129



WARIO LAND™ SUPER MARIO LAND 3™

DESCRIPTION: Wario's back and he wants a taste of his own! All he needs is money, and lots of it, he's getting it the old fashioned way, sweeping it into his pockets! Work through his levels and get as much money and treasure as you can to buy the best castle in the world.

CHALLENGE: How much treasure can you collect when you finish the game?

Goal: 1000000

Instructions: 100% 100%

Pro: 100% 100%

SYSTEM: Game Boy
GAME TYPE: Action/Adventure
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Nintendo

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POWER CARD #131



THE TWISTED TALES OF SPIKE McFANG™

DESCRIPTION: Young Spike McFang's name has been stolen away by the evil Dr. Mangle. It is up to Spike to retrieve the name of Mangle's name from the evil and return peace to the land. Armed with a flying bar and a stack of cards, Spike must defeat all eleven levels and rescue his country!

CHALLENGE: Using only the Spinning Wheel can you defeat?

Goal: 100% 100%

Instructions: 100% 100%

Pro: 100% 100%

SYSTEM: Super NES
GAME TYPE: RPG
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Gulfstream Software

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POWER CARD #136



WALT-DISNEY'S THE JUNGLE BOOK

DESCRIPTION: Mowgli is at the age where it's time for him to return to the "man-village." You must guide him past the man-eaters, King Louie and other jungle dangers trying to stop your quest. You must find friends to watch over with only bananas, honeycombs & roots as your weapons!

CHALLENGE: Using only one Mowgli, how many levels can you finish?

Goal: 100% 100%

Instructions: 100% 100%

Pro: 100% 100%

SYSTEM: NES
GAME TYPE: Action/Adventure
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Virgin Games

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POWER CARD #137



CHAMPIONS WORLD CLASS SOCCER™

DESCRIPTION: The thrill of competing on a world class level and you don't have to worry about game time! Choose from among 10 countries around the world and try to win the Championship. Even the successful German team is the American expert. The last team is represented here.

CHALLENGE: What is the largest margin of victory you can achieve?

Goal: Using Germany, win by 12 goals.

Instructions: Using Germany, win by 10 goals.

Pro: Using USA, win by 10 goals.

SYSTEM: Super NES
GAME TYPE: Soccer
OF PLAYERS: 2
RELEASED: 1994
COMPANY: Activision

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POWER CARD #127



BONK'S ADVENTURE

DESCRIPTION: The boy with the head of stone has returned! You must search through dangerous dungeons to rescue the Stone Princess from King Dred. There are just guys everywhere who want to turn heads with Bonk, so remember that his head is the last weapon you have.

CHALLENGE: How many floors can you finish Level One with?

Goal: 100% 100%

Instructions: 100% 100%

Pro: 100% 100%

SYSTEM: NES
GAME TYPE: Action
OF PLAYERS: 2
RELEASED: 1994
COMPANY: Hudson Soft

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GET BIG

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