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EARTHWORM JIM

*Part 2: The Ultimate
Worm Code*

**HUGE REVIEWS
DEMON'S CREST
UNIRACERS**

**LOOK
INSIDE FOR
THE HOTTEST
TIP OF ALL!**

SEE THE INSIDE COVER
FOR DETAILS.



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS



7 CANADIAN RESIDENTS PAY 35 BUCKS.



HEY BRO, I HEARD YOUR SUBSCRIPTION TO
NINTENDO POWER IS ALMOST OVER. SO I WAS
THINKIN' MAYBE YOU SHOULDN'T RENEW.
I MEAN IT'S ONLY 18 BUCKS* FOR A WHOLE
OTHER YEAR, BUT I COULD TELL YOU A LOT
ABOUT VIDEO GAMES TOO. AND SINCE
EVERYONE THINKS YOU'RE COOL I'LL JUST
HANG WITH YOU LIKE BEST FRIENDS AND
STUFF. I'LL SHOW YOU THIS ONE
TRICK FOR MENTAL COMBAT IF YOU
HELP ME AVOID GETTING BEAT UP
EVERYDAY. WHAT DO YOU SAY? FORGET THE CLUB.
WE'LL USE YOUR \$18* TO GET MATCHING SONIC
NOTEBOOKS INSTEAD. I MEAN, SO WHAT IF WE
SUCK AT THE GAMES, AT LEAST WE'LL LOOK COOL
RIGHT? C'MON, PAL, PLEEEEEEASE, DON'T RENEW.



OWWW! THAT HURT C'MON PRETTY PLEASE. DON'T

Enhanced.

It's like Game Boy on video steroids.

It's like Game Boy on video steroids. The Super Game Boy Accessory lets you play Game Boy games on your TV, through your Super NES.

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**Super
GAME BOY**



Nintendo

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I went out to get the mail the other day and much to my surprise there was a strange, leaf-covered box with my name on it. Very curious, I opened it and found that it was a videocassette. Without reading the enclosed brochure I popped it into my VCR and soon found myself scrambling to find my eyeballs because they had popped out onto the floor! Like everyone else, I had seen photos of Donkey Kong Country, but this was totally different. Amazing! Seeing the game in action convinced me that Nintendo is deadly serious about elevating their games above the competition. Knowing about computer graphics, animation techniques, and knowing how powerful (and

expensive) Silicon Graphics computers are, I was doubly-amazed that I'd be able to play Donkey Kong Country, soon. To be honest, I was getting bored with my video games. I didn't really play them any more, but this game has stirred up my game craving again. I'm interested in checking out the new generation of 64-bit players, but it certainly makes me feel good that there is still a lot of life left in my 16-bit Super NES. Several of my friends have stopped by and have checked out the video and they couldn't believe it, either! It's funny to watch their faces when they watch it. Oddly, I'm experiencing a strange craving for bananas and I don't even like bananas! It's really

weird. But what I really wanted to say is "thanks" and I hope to see more of these preview videos in the future.

MAX JOHNSON
LOS ANGELES, CA

We're glad you enjoyed the video. It just seemed like the perfect way to show off the game.

Was that really Killer Instinct at the end of the Donkey Kong Country video?

TIM MELTON
CLEVELAND, OH

Of course it was! Want to see more?



In the Making Of Donkey Kong Country video, you may have seen Ken Lobb talking about the artwork that was on the wall as he and Josh, the host, were walking toward the Treehouse. All of that was envelope art that YOU, the faithful NP readers, have sent in. In several of the hallways here at The Fortress, Nintendo of America, envelope art adorns the walls in giant display cases. See, we told you that your artwork is appreciated. Thanks to everyone who takes the time to trick out their envelopes!

THE EDITORS!

TOP 10

EXCUSES TO USE IF ONE GAME REMAINS AND TWO PEOPLE WANT IT

1. You have to have the Nintendo battery to play that game.
2. That game isn't compatible with any Nintendo system.
3. That game is already reserved for me.
4. [Offer a bribe.]
5. Execute a Psycho Crusher through the person to the game.
6. Take a hostage.
7. I lost a contact lens—don't reveal.
8. Someone on the game.
9. Hey! Is that Cindy Crawford?
10. I'm buying the game for an orphanage.

**DEREK SWEINHART &
ADAM HAUSTING**
FREDERICKSBURG, PA

YOSHI'S FAVORITE FOODS

10. Great Goomba Gravy
9. Lakitu Limburger Cheese
8. Piranha Plant Pastries
7. Bazzy Booze Breakfast
6. Super Spiny Surprise
5. Mashed Mega Moles
4. Bulky Bili-burgers
3. Tasty Turtle Treats
2. Dino Rhino Ravioli
1. Pokey Pot Pie

MICHAEL WILKINSON
DECATUR, MI

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

The Making Of Donkey Kong Country video has been in your hands for over a month now and you probably have the game now. How well did the video preview you for the actual game experience?

**NINTENDO POWER
PLAYERS PULSE
P.O. BOX 97033
REDMOND, WA
98073-9733**



DINOSAUR DIG CONTEST

Justin Murray of Monterey, California and his family (mom Karen, dad Terry, and brother Scott) revisited the age of dinosaurs with Dr. Jack Horner last July. Dr. Horner consulted on Jurassic Park and was the model behind the character of Dr. Grant in the novel.



Justin befriended Ozzie the T-Rex at once. How do you make friends with a T-Rex? Try blowing in his nose. They love it.

During two days of learning about real dinosaurs with Jack in the badlands of Montana, Justin found numerous fossils including a wicked looking raptor tooth. How real was Jurassic Park? Jack said it was just fiction, but he also told us that he and his colleagues have managed to find actual DNA...from a T-Rex! After the dig, Justin and family went south to Yellowstone and headed into the mountains with Ken Stepanick's trusty T-Rex of West Yellowstone. On the three-day trip, elk, big horn sheep, a bull moose and llamas were just some of the animals seen.



Justin learned some of the secrets to hunting, finding and identifying fossils. Many fossils are lying on the surface where they've been exposed by wind and rain.



EDITOR'S CORNER!

Have you played Killer Instinct yet? If you have, then you realize how great the Nintendo Ultra 64 is going to be. Everything that you see going on in the arcade version of the game will appear in the home version.....everything! Because of Nintendo's affiliations with great hi-tech companies like Silicon Graphics, Alias, Rumba and others, we will be bringing you the most powerful home gaming system ever. It's also because of these affiliations that the price of the Nintendo Ultra 64 will be extremely reasonable. Major technology plus massive marketing power equals an incredible deal for you!

GAIL TILDEN
EDITOR-IN-CHIEF

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's free advice, so before you call, be sure to get permission from whoever pays the bill.

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STAFF

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Gail Tilden
Producer-in-Chief
Pam Sather
Senior Editor
Editors

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Tatiana Danks
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Scott Pelland
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Copy Coordinators

Griffes Advertising
Michael Gailer
Theresa Tibbe

Directors of Production

Producers

Project Coordinators

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Mike Takada
Yoshio Takada
Geoffrey Surbeck

Electronic Progress

Ken Hamada
Emi Toyama
Steve Spillman
J. Dewa Fletcher
James Deane
Billy Noland

Trading Cards

Michael J. Siekela
Karl Erik Kingerly
Phil Honeywell

Art Director

Concept & Design

Heinrich Nagert
V DESIGN
Yoshi Onino
Heinrich Nagert

Illustrators

Wendy Salvo
Katsuyuki Asanuma
Jeff Howard
Serge Morin

Ritsuko Yamaji
Hiroshi Nakae
Scott Douvan
Gregg Coomer

Angie Pagan
Gregg Coomer
Hiroshi Nakae
Jeff Howard

Dwight Nakamura
Scott Douvan

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DEMON'S CREST

FIREBRAND SOARS ON THE SUPER NES!

A tale of a great battle and revenge is told at the beginning of Capcom's *Demon's Crest*. Whatever the story, *Demon's Crest* is cool. It's got great graphics (a Capcom standard), good play control and lasting interest because of all the hidden areas and items. A player doesn't have to complete every single area to finish the game. It may be a little confusing in that respect, but still, a cool game.



QUEST FOR POWER

DEMON'S CREST

Firebrand, the star of *Demon's Crest*, has appeared in other Capcom titles, like *Gargoyle's Quest*. He also had a part in *Super Ghouls 'N Ghosts*. What Firebrand has to do in this quest is recover six Crests. They are well-hidden and well-guarded. Many secret areas will have to be discovered to accomplish the task.



Even though the game is not necessarily linear, you are prompted to follow a sequence of stages. Stage I is a likely place to begin.



On demon wings, you'll fly to various locations in the world trying to recover the Crests.



Several new types of hazards are introduced in each successive area. Stage II sees Firebrand confront ghosts and watery surroundings.



A thorough mastery of jumping and timing techniques will be critical by the time you make it to Stage III.



Spiked floors, ceilings and moving pillars are just some of the perils waiting in Stage III. Firebrand can adapt to numerous surroundings.



In order to reach Stage IV and V, Firebrand must do something special. These areas don't have to be completed to finish the game.



More firepower is necessary in the difficult stages. Build up your Fire and Crest powers as well as your Spells and Potions by this time.



BURIED SECRETS

It's evident that secrets and hidden areas and items only add to the flavor of a game. *Demon's Crest* keeps you going in that category. With all of the various forms that Firebrand can

take on, you can and should do a lot of experimentation. Go back to previously-completed stages after you have more power.



In Stage III, there is a secret area under the water where you can locate a Spell Volume. It's extremely helpful to have.



Once you have acquired the "Beater," you'll have enough power to break blocks, do so whenever and wherever possible.



Use Wind Crest power to get up to this Palace Bastion.



Obtaining the Crown Crest from a gargoyle sits in a secret area of Stage II. Increase the likelihood of finding money.



Jumping into the Stage II whirlwind ultimately causes Stages II and III to open.



This small body of water is hard to find. Level 3 head-butts give.



Ways to ascend? You'll get Aerial Gargoyle after beating this guy.



Go through this area a second time to find a Life Orb.

I

WHERE EVIL LURKS

SKELETAL
DRAGON

Press the B Button twice to hover in the air and avoid the fire blasts that the dragon shoots out while you keep firing at its head.



It's a two-part battle! Risk the dragon a second time to earn yourself a Life Unit.

2

FOCUS ON HOCUS POCUS

Besides the Crests that allow Firebrand to morph into characters with different abilities, there are other things to do in *Demon's Crest* that will enable you to complete your task more easily. Of particular note are Spells. You first need to collect Spell Vellums for the Spells to be sold to you. It'll cost you when you buy a Spell, so don't neglect picking up money when it appears. Repeatedly go back to areas where you know you can find money.



A Spell Vellum is hidden in a gargoyle statue in Stage 1. Head-but everything that you possibly can throughout the game.



The Trip Spell sends out a little crane character to help you ward off evil spirits and others.



1

POTIONS

Visit the potion merchants to fill up your Potion Bottles with, what else, potions. Of course, you'll have to have Potion Bottles before you can buy the potions to go in them. Check elsewhere in this review to find the locations of more bottles. Some of them are pretty tricky to locate and recover.

This battle could easily be passed over by a player who isn't too big a hurry to make it to the end of the stage. You have to explore everywhere.



BLAZING

This beast is easy to beat. Firing at him when he blazes at you and avoiding his tail-dagger attacks are the keys to victory. Jump or stay low when he goes into his charging attack.



Head-butt the statue to bring it to life. Just pay very close attention to the blazing charge attacks, though.



Toss your tail-feathers fly at you from three different angles. Drop to the ground and move to a spot where the upper tail-feather goes just over your head.



AIRMA

You should be able to hit Airma over 10 times before he begins to attack you. He likes to use long, swooping attack patterns, depending on your play style. You won't actually defeat him, but you will win the Earth Crest from him. It enables you to morph into Ground Gargoyle. Airma looks forward to your next meeting.



They're not tough to track, you off and keep you in a distance, but their bullet shots are not very difficult to avoid.



You'll notice that the Airma has a long range. It's not hard to hit, but it's not easy to avoid. If you're too close, it's too long. If you're too far, it's too long. If you're too close, it's too long. If you're too far, it's too long.



GROUND GARGOYLE

It seems a little odd that a character who flies (Airma) would be the one to give you the Earth Crest power, but that's just the way it goes! Morphing into and using the powers of Ground Gargoyle will be crucial in many areas of the game. Ground Gargoyle can bash into and break many things. Who knows what you might find buried under a pile of rubble?



When you're in a ground state, you should be able to break things using the ground power. When you're in a ground state, you should be able to break things using the ground power.

II

FIRE BY TRIAL

Stage II is more difficult than Stage I and there are more things to do and more things to try. That's true now that

you have the power of Ground Gargoyle. You'll go far, but you should still return to Stage II after you have acquired more impressive power in order to find and pick up items you may have missed the first time through.

1

GET GINSENG

On your first time through this section of Stage II, you won't be able to enter the Poison Shop. You need to have more power to break through the row of bricks that blocks the door to the shop. Return to Stage II after you have the powerful "Buster."



The Buster can break through these bricks, whereas Firebrand's regular shots can't. That's not all it's good for!



Bing your head against the door of the Poison Shop to get it to open. A normal demon would probably knock.



Inside the Poison Shop. What's it all for? Ginseng is expensive, but this is the only place that you can get it.



2

WISE MAN



Soak up the Wise Man's knowledge and apply it to your quest.

If you select an item from your inventory and enter the Wise Man's house, he will tell you what powers or abilities the item possesses. Make sure you know what all of the Talismans do. It's very important to know.

3

BUTT-HEAD

Head-butting plays an integral role. Using the technique, Firebrand can enter doorways, break things and also play a game of skill! The jumping head-butt is critical.



The Level 1 gem is located in a house just to the northwest of Stage II.



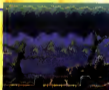
Play the game just as the fat guy instructs you to. Don't give up!



Breaking windows could be deemed an act of vandalism, but in this game, it earns you money and Power-Ups!



For an extra dash of fun, you can even add insult and injury to the skeleton's skull!



4

EYES HAVE-IT

Use Ground Gargoyle to enter this secret area and take on a giant eye with ten satellite eyes. This battle won't be easy. Use Ground Gargoyle when you can.



DON'T get caught up in the green ooze! You may never get out of the sticky stuff!



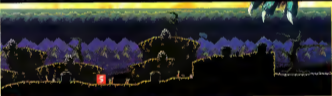
TIDAL G.

Once you've obtained Tidal Gargoyle, come back to Stage II and explore the watery areas.



Go right through this wall to locate and get the Head Talisman.

DEMON'S CREST



5

GRAVE DANGER

The best thing to do is to look out for the hands that come up out of the ground and avoid them. But if you do get caught, just keep jumping to break free.



Jump over the hands or they'll catch you. The Skull comes up from the ground to bite you.

You won't have to deal with the hands if you keep the Skull engaged.



SKELETAL REMAINS

Without a fancy bone in its body, this boss swings a giant machete that doubles as his arm. Jump up and hover to avoid getting slashed and move back and forth.



He wants you to climb in order to hurt him. This isn't what you should do. Stay back and shoot.



He attacks, slashes and cuts. Stay out of range by hovering to the sides and back.



Reduced to a pile of disconnected bones, look like it's time to collect your remains!



A RAGING INFERNO

More than the action heats up in Stage III. The flames of evil are ignited to new levels of fervor. When Firebrand is fly-

ing around, he'll have to watch where he lands as well as watch what is flying all around him. There are several secret areas connected by hidden doorways in Stage III. It's your job to see how they fit together.

1 FIND THE SECRET DOOR

If you work your way down through the maze-like branches of the trees, you'll find a doorway that leads you into the caverns of Stage III. You DO want to go here, but make sure you're packin' plenty of firepower and plenty of Life Units because the enemies are mighty tough within.

A two-pot, hot, hot, the head and the body. Get a Life Unit when you prevail.



A-ha! There's the doorway. Firebrand will just need to apply a little head-butt to crumble the rockdoor.



2

WHICH WAY?

When you figure out where the secret doors go, you'll breeze through this stage. You may have to sacrifice some energy and/or Potions while you are searching underwater.



Go ahead and take some hits in order to recover important items like this. You can always retry the section if you don't succeed the first time.

When you go through the secret doors, you'll end up back near the beginning of the stage. Just don't go the same way again.



FIGHT FIRE WITH FIRE!

The battle with this boss may be the toughest one so far. The fiery skull has several attack methods and patterns at its disposal. It can move very quickly while dropping small fireballs, or it can move slowly while swooping up and down, making it difficult to jump over without getting your wings singed. Your best bet for



attacking the boss is to use a combination of Buster fire powers and Ground Gargoyle crest power.



Jump over the flaming bulk of ash when it roars. Then, while it's in the air, use the ground Gargoyle's power.



Using the power of Ground Gargoyle, jump up and shoot rapid shots in the flaming skull as it moves up and down in the air. Then, avoid the Fireball attacks.

3

BREAK OUT

If you have the Buster you can break through these blocks to go to a door that leads you to the Skull Talisman. You can make more Vitality Units appear when you defeat enemies.



The blocks finally cleared away, Firebrand will have no trouble at all scaling the Skull Talisman.

THE BATTLE RAGES ON

After you finish Stage III, you will be prompted to go on to Stage IV by looking at the overworld map screen. You can finish the game after Stage IV, but you still could be missing many items. The task to the game is figuring out where and how to complete your item inventory. It's not easy.



More bosses. More powers. More Spells. More Patterns. More everything!



Make sure you enter (or try to enter) every possible location which you're flying around. Try odd locations!



"Expect the unexpected, big guy! Later."



AERIAL GARGOYLE

When you get Aerial Gargoyle, Firebrand takes to the air, flying up and down with ease. The morphing character really adds to the depth of the game.



Warning about the Aerial Gargoyle's ability: Forget about it. Aerial Gargoyle will take you where you need to go. No questions asked.

EARTHWORM JIM



Nintendo Power picks up where we left off last month with more tips for one of the best games to come out for the Super NES all year—Earthworm Jim! We covered the first four levels in the last issue, but with the awesome graphics, wild enemies, and non-stop action, we couldn't stop playing! So now we're bringing you more on the next three levels. Jim still has a long way to go before the Evil Psy-Crow and his legion

of evil enemies are conquered. There's the electric world of Prof. Monkey-for-a-Head, Peter Puppy's homecoming, and the final quest into the bowels of Buttville. There, you'll meet the mysterious dark mistress, who'd like nothing more than to get back the supersuit, and send Jim back to the hole he crawled out of!



All characters and related indicia are Trademarks of Shiny Entertainment. 1994—all rights reserved



There are eleven reasons why Earthworm Jim is the great game that it is: its creators. Collectively, they're called Shiny Entertainment. Led by game guru David Perry, the company took seven months to create Earthworm Jim. Not only did they use every bit to make the game move smooth as silk, but they invented enemies and action unlike any game before. You may have played another hit game that the Shiny crew created—Disney's *Aladdin*. Modeled after the Disney movie, it brought to life all the memorable char-

acters of the movie in one action-packed game—with no help from the Genie! After playing Earthworm Jim, you can see why players are so glad that Shiny Entertainment is committed to making games that go beyond the norm. And by the time you finally make your way through Earthworm Jim, another Shiny game will be ready for you. They're taking a whole year to make the next one!

SHiNY CODE

By now, you know how tough Earthworm Jim is. We at Nintendo Power know it's hard to solve all the baffling puzzles Jim has made for you and Jim. So, we're giving you a little help—a secret Shiny Code!. After entering the code, you'll come to this options screen. It lets you do four things. You can use the "Cheat Mode" and never take a hit. The "Start Level" lets you go to any stage of the game you want. "Freezability" lets you pause the game without the screen going dark. And "Map View Mode" lets you see the entire level you enter before you begin playing. When you get to the place on the level you want, hit "A" and "B" together, and Jim will appear, ready for action!

Pause, ←+ A, B, X, A,
A, B, X, A, START



The Shiny Code lets you check out different levels, and practice the moves you'll need to get Jim through safely. But the real challenge is making it from New Junk City to Burbury in one game. Few players can claim they've wanted that way.

through all seven levels and defeated Fly-Cow and his evil leader! With Jim's aid and your smarts, you can do it!

SHOCK

After exploring the platforms above the slippery conveyor belt, head right to find Prof. Monkey-for-a-Head and his evil henchmen. As you do, you'll find these high-voltage electric transformers. Jump from one to the next, but make sure you time it right. If the transformer's glowing, Jim will get zapped!



LEvel 5

Level 5 takes you to the mysterious lab of the sinister Prof. Monkey-for-a-Head. Who knows what devilish experiments the not-so-good doctor has been conducting here. By the looks of the fiends that are after you, they can't be good. You'll have to fend off bouncing brains, floating evil eyes, a crazy mechanical chicken, and of course, the mad doctor himself. Keep Earthworm Jim on his toes at all times. There's cracklin' electricity everywhere you look. But there's also plenty of hidden treasures along the way!



START

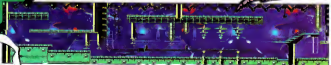
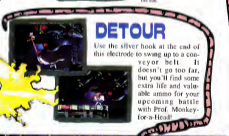
STRIPPED!

When Jim hits the spinning blade of the power turbine, he's ripped from his suit. Hurry ahead before the suit falls off the conveyor belt, and jump back in.



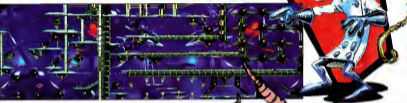
DETOUR

Use the silver hook at the end of this electrode to swing up to a conveyor belt. It doesn't go too far, but you'll find some extra life and valuable ammo for your upcoming battle with Prof. Monkey-for-a-Head!



DARK WARP

Above this platform, you'll find a hidden warp. It takes you to a strange area, where you'll find 1-Ups and lots of ammo.



CLUCK-O-MATIC

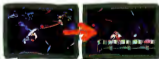
This boss is Prof. Monkey-for-a-Head's master creation. Stay away from her mechanical gun, and jump over her poisoned eggs. When the foul fowl walks under the target, hit the bull's-eye with a whip and a bomb will drop.



Earthworm Jim needs to be sorry to avoid this clucking apocalyptic. But if you can hit her with five well timed bombs, you'll turn this machine cluck into screen blood eggs!

WHAT A SWINGER

It's a long way between conveyor belts. If you and Jim don't have the swing move down, you'll make a perfect specimen for Prof. Monkey-for-a-Head's next experiment!



MONKEY

When Prof. Monkey-for-a-Head starts throwing beakers, hang with the doctor, blast him a few times, and he'll scoot away.



GUNS!

Though there isn't much to shoot at, you'll find lots of ammo along your journey home. Those crazy Martians will fall with a few shots. Take advantage of this, and stock up on your supply. You'll need it for the dangers to come!



You and Jim have to protect Pete at all times. If he falls off a platform or gets trapped within the squeezing arms of a nasty bush, he won't be happy. Then, Earthworm Jim will learn a new definition of "y'uppy low!"

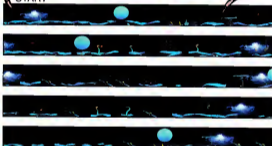
FOR PETE'S SAKE

After the perils of the Monkey House, a nice walk with Peter Puppy might be a nice change. Think again! Jim has to get Pete home safely, past diving saucers and python plants. When you come to a gap in the path, Pete gets a little nervous. Give him a gentle whip, and he'll soar to safety. Start shooting, and Pete will stop in his tracks and duck for cover.

PYTHON PLANTS

If you get too close to these pesky plants, they'll put the squeeze on you. Whip them down, and you and Pete can jump over safely.

START



POOPED?

If you and Pete aren't too tired after your adventure, there's more fun after you make it home. You can whip Pete over his house, and continue on to find more ammo, a few 1-Ups, and a castle for Pete!

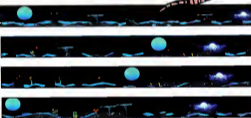
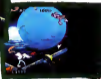


A WHIP TIP

When you come to the see-saw platforms, balance is the key. Tip the see-saw down so Pete can hop on. Keep the platform tipped up, and whip Pete across to level ground. You've got to catch up to him fast, but don't let the see-saws send you the wrong way! And watch what's ahead. Even when you and Pete get past the see-saws, there's sure to be a python plant lurking ahead.



When a see-saw is followed by a python plant, whip Pete into the air, and let him again while he's still flying. He'll clear the plant, and you'll have to catch up quickly.



GET A LIFE!

If Earthworm Jim and Pete decide to keep going, there's plenty of prizes to reward their stamina. You'll find an arsenal of extra items and 1-Ups hidden under the edge of three platforms. But it won't all be fun. You still have to keep Pete from turning on you, and there's some tough terrain to get through!



Past Pete's house, there are three 1-Ups. Here are their locations. Try hanging from the ledge to pick them up.



BUTTVILLE

Welcome to the "end" of the game. This is the dark lair of the evil centipede Queen! You've got to defeat her before she hatches an army of mutant centipedes. But as tough as this level is, Jim will have a hard time stopping the "blessed" event!

START

HELICOPTIN'!

As Jim falls down these spiky tunnels, use the "B" button to get his head spinning. Jim will slow down, and have a much nicer ride to the warp points below.

BUZZ BOMBS

These pesky bugs won't leave Jim alone, and they're tough to shoot. Instead, exterminate 'em at the source and blast away their blue hive.

BUG-IN-A-BOX

These mini-pedes punch Jim in two, unless his worm-whip gets them first!

T
O
A

T
O
A

WHIP STOP

As you're navigating your way down, look for the gleam of a hook, and whip hold of it. You'll land on a platform and find a helpful 1-Up.

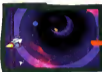


You'll find the hook down the right passage. It takes lightning-quick reflexes to catch hold of it, so be ready. You'll need the extra life in Subterranean!

HAD ENOUGH?

EARTHWORM JIM

Victory! You've finally beaten the bloated Queen and put an end to her evil quest to rule the universe. But wait, isn't there something, or someone, you're forgetting? That's right—Psy-Crow! The game's not over yet. Though his leader has fallen, he wants a final race with Earthworm Jim. So hunch over your turbo rocket, keep your eyes peeled for those blue balls, and put an end to Psy-Crow's racing days. And once the race is over, he'll come after you one last time with his electric blue hooks to spoil your victory!



In your previous battles, Psy-Crow has turned to "Pac-Man Crow" before you could finish him. But this time, he'll fight to the end. If you can come out ahead, you'll be well rewarded!

SHE'S THE BOSS

Here she is, the Queen, nasty from head to tail. When you drop down to face her "boster half," stay off the spiky rocks rolling by, and whip at her rattling tail. Then, owned!



When you reach her witchy head, stay clear of her charmed snakes. Fly away with everything you've got, but don't waste ammo—it takes a LOT to stop her!



AKU



SPINNING

Press B to jump, then B again to send Zero spinning into a devastating Screw Attack. While Zero is tucked into a ball, any enemy in his path will be hit. Be careful, though—as soon as Zero lands on solid ground, he is vulnerable again.



ZERO SCOPE

There are many instances where even a Kamikaze Squirrel could run into trouble. To get an idea of what lies ahead, use the Look function. Hold the A Button and move the Control Pad in the direction towards which you want to sneak a peek.



ZERO'S ABILITIES

As a Kamikaze Squirrel, Zero proves to be much more than your average nut-gatherer. He can perform a whole variety of moves that will be more than a few kernels to chew on. Use the Control Pad

STAR ATTACK

Throwing Stars, or Shurikens, are best used when at a distance from an enemy. Use them wisely, though, as Zero can only hold 40 at a time.



DOUBLE JUMP

Zero's regular jump won't be high enough to reach those tree tops. While in the air, press the Jump Button again for an extra boost. Mastering this technique will become especially helpful in the later stages.



FLIC-FLAC

Use the Flic-Flac technique to take care of enemies who are on a different level from Zero's. When he does it correctly, Zero will Jump and Attack at the same time.



THE CLIFFS

The Cliff Stage is a dark, foggy place. The hazards include leeches, a flying Nunchaku, floating spikes, the Nunchaku Plants and two Shrunks, the latter of which are too tiny to see, but they'll explode if you jump on them too many times.



DIVE!

From the top of this cliff, Zero must dive straight down, then use the momentum to glide to the right and avoid the Spikes.



2

MINI-BOSS

The way to beat the Mini-Boss is to be on the same side as the enemy is and to use the Nunchaku. The Shrunks are not effective, as they bounce off the walls.



3

SHOOTIST

As soon as the binocular view appears, it's time to step quickly! You're the target in someone else's sights, so it's best not to stick around. You can evade the Shootist easily enough.



4

TWIN-MINI BOSS

The Spinning Attack is quite effective on the twin Mini-Bosses, as are the Nunchaku. Watch the meter on each side of the screen to determine how much power each foe has left.



1

THE BEACH

The first Stage, and the easiest, is beach. The first danger is the leeches, which are too tiny to see. The second is the Nunchaku, which is too tiny to see. The third is the Shrunks, which are too tiny to see.



ZERO'S WORLD

There are seven Stages in all, and each contains its own unique challenges. The Sand Kachukus, Nunchaku, and Spinning Attack, as well as the Shrunks, are the main dangers.



- 2 THE CLIFFS
- 3 THE MOUNTAIN TUNNELS
- 4 THE RIVER RAPIDS
- 5 THE FOREST
- 6 THE TOXIC WASTE POOL
- 7 THE FACTORY

GOAL

5

ROBOTS

As soon as these Robots appear from underground, hit them with the Nunchaku. Other attacks are ineffective.



6

DIVE TEST

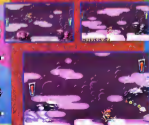
It's a chance to perfect your Diving! Head straight down, then right and up. A platform will form under you and a robot will appear. Use the Nunchaku.



7

BOULDER MEN ROCK HEAVILY

Avoid these boulder men while Jack's rolling toward you by jumping over them. As soon as one stops, hit him with the Nunchaku. Keep an eye on their kite. Make sure you have much distance to the bottom.



START

SAVE
POINT

SECRET
ROOM

EXTRA
ZERO

THE MOUNTAIN TUNNELS

The Cliffs were a cool breeze compared to the blasts of molten magma you'll get in the Mountain Tunnels Stage. Watch for these Lava Pits to your path—one touch and you'll be minus one Zero. Ahead are areas with limited visibility—watch your step!



DIVE, DIVE!

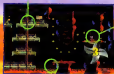
Luckily, there's a Save Point right before you have to take the big plunge. Unlike before, there is nothing but lava below. One wrong move means a crispy critter.



START



A



SAVE POINT



SECRET ROOM



SECRET ROOM

The risk getting to the Secret Room may be worth the treasures. From the Save Point, jump left to the next platform, then left again into the dark space. Zero will disappear but land safely on a hidden platform. Continue left from there.



IRON SWING

A perfectly executed Dive will land you on top of a swinging Iron Ball. From there, it's merely a matter of jumping from one to the next.





From the dark depths of the shadows will come three Iron Balls without warning. Be quick to avoid them.

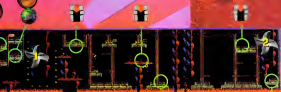


When confronting Skrooch, it's best to stay on either the right shoulders or the left platform, as it is easy to fall from the one in the middle. Skrooch will swoop down to catch you. As soon as he is within range, hit him repeatedly with the No. 10s. Skrooch's attacks are not effective, nor is it

practical to perform any jumping attacks.



TO A



GOAL



THE ADVENTURE CONTINUES



The Macquarie Stage: Bush drops Negative Bombs, with a Humid Thesaurus and a Joke

Those aren't few. Snags are just a taste of what's to come. One hero, Zee, the Kumadee Squaw, must face the River Rapids now, too, more!



Ferns in the Fern-Wings Post-Stage include: *Fragaria* and *Whorls*, and the Fern-Wings reproduces some of the ferns in the Fern-Wings.



SUPER
STAR WARS

RETURN^{OF} THE JEDI

TRUST IN THE FORCE

The force behind *Super Return of the Jedi* may not be as mysterious as the life force that permeates a particular galaxy far, far away, but it is just as powerful. The third game in JVC's series follows in the bantha-prints of the first two. Taking on the roles of Luke, Leia, Han, Chewie and Wicket, you'll fight through Jabba's Palace, fly speeders through the forests of Endor, leap between the trees of Wicket's village and attack the new Death Star in the *Millenium Falcon*. The variety of stages is incredible, but so are the graphics and sound.

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A GALAXY OF A GAME

**SUPER RETURN
OF THE JEDI**

If you've battled the Empire in either of JVC's two previous Super Star Wars games, you already know that they provide great adventure and challenge. Roughly following the story of the movies, each game takes you through hand-to-hand, side-scrolling action, fast Mode 7 flying and variations of both types of game play. Super Return of the Jedi does all that but also includes more characters and more variety. The challenge remains, but you'll find

areas where you don't have to work quite as hard to survive, and where you can load up on 1-Ups, Health Swords and other Power-Ups. Great cinema scenes, a password feature and awesome sound wrap up this bit. What about weaknesses?

The most notable problem is that characters tend to bounce after jumping. Controlling them takes patience and precision. The difficulty of the game can also be frustrating at times, but this review will share some secrets that will help even novice rebels win through.



HEROES OF THE REBELLION

Resistance is not useless. These titanic warriors of justice are your means of defeating the Empire. The pre-selected character in

each stage may have a special skill making him or her ideal for that area, but sometimes the character is selected because they appeared there in the

movie. In most areas, Luke has an easier time of it than his companions. His Force Powers give you a great advantage.



LUKE

Luke must prove himself as a true Jedi by leading the assault on the Death Star.

against the new His Force Powers give him a special edge, but his spinning lightsaber attack is also formidable.



LEIA

Leia appears in many guises in Super Jedi: disguised as a bounty hunter, wrapped in Jabba's

flimsy slave clothes, and suited up as a soldier. Her attacks change with each change of costume.



HAN SOLO

Han, once he is dethawed in Jabba's Palace, provides superior blaster power

if you choose him. He is always a solid choice, but you can only use him in limited areas.



CHEWIE

Chewie is big and strong, but his special Spin Attack is awesome in close

quarter fighting. Mike, sure you watch the Spin Meter. Each spin depletes the Spin Meter and limits Chewie's spinning.



IT'S WITH YOU

When you control Luke, you can use five Force powers: the Suber (boom-trang effect) Deflect (blocks shots) Freeze (freezes foes) Vornish (enemies can't see Luke) and Heal (refills Health Sword.)



WICKET

You can only use Wicket once you get to Endor, but he is the perfect

hero for fighting in the trees. He shoots little arrows that do an amazing amount of damage.





THIS PRINCESS FOR HIRE

To avoid detection, Princess Leia disguises herself as Boush, a bounty hunter, as she crosses the desert canyons to Jabba's palace. Her main weapon is a pole, but her ability to spin

while wielding the pole makes her attack very powerful. This area spreads out both above and below the level where you begin. In certain areas you can find endless 1-Ups and give yourself enough lives to survive anything.

DRAGON'S TREASURE

Repeatedly attack these dragon-like enemies and their eggs to win Power-Ups and bonuses galore.



A few swarms of your pole or sword will end this dragon's threat. Collect goodies from the egg.



HIDDEN POWER

Continue down, then left (see the maps on the back of the poster) to find the R2D2 continue and Power-Ups.



You'll find Speed-Ups, Health Swords and more. Keep going left and down.



FOUNTAIN OF LIFE

From the second R2D2, head down and to the right. You'll find a 1-Up within fairly easy reach. When you find a flying creature, jump on its back. From it, take a blind jump to the right where you'll land on another creature. Another jump to the right reveals more 1-Ups.



THE GATEKEEPER

The entrance to Jabba's Palace is guarded by a large machine that pops out of two holes and greets guests with bolts of lightning and a



smashing attack. If you're using Leia, you can hit the Gatekeeper as it emerges from either hole, or use

your spinning attack when it's not shooting lightning. Luke's lightsaber makes attacking this guardian much easier.



LAST TANGO ON TATOOINE

Jabba's dance hall is filled with unsavory types like bounty hunters and Gamorrean pig guards. It also has lots of Power-Ups. Leia's spinning attack may be the best suited to this area. Keep spinning at all times. Attack the grasping guards from the back.

LIGHT IT UP

Use Leia's double spin jump to leap up at the lights when they smash down. You'll find Health Swords to lengthen your life meter. You'll need it to get past the Gamorrean pig guards.



DANCE OF DOOM

Use the spinning attack to get past the dancer and rescue Han from the carbonite freeze. The dancer vanishes, then reappears, firing shots. Spin downward to attack the dancer's back. Luke is the best hero here.



A BIG, HAIRY HELLO

It's time to give a big Wookiee hug to Jabba. The interior of his palace is a maze of traps and guards. In a switch from most areas, the guards are less of a threat than the traps. Chewie's blaster gives him an advantage, but his Spin isn't used much until the end. Be sure to shoot the walls and try to walk through areas. Also, keep heading right and up.



TOAD TROUBLE

Chewie's romp through Jabba's Palace comes to an end when he meets up with the guardian—a giant toad that spits out smaller toads. The smaller toads cough up

tons of small hearts when you attack them, which allows you to heal up during the battle. Use Chewie's Spin Attack against them. If you have Luke, use his spinning lightsaber attack to clean up easily. If you win, Luke will come face-to-face with Jabba.



SPANK THE RANCOR

The tunnel leading to the Rancor is filled with toads, pig guards, bat-like creatures and snapping jaws. Look for eggs with bonuses in the dark corners and knock down the obstructions of bone that seem to block the path.

TOO UGLY TO LIVE

Spanking the Rancor is more easily accomplished with Han or Chewie. After reaching the last R2D2, you can let Luke expire (if you used him to that point), then switch to Han or Chewie. Now just blast the Rancor from a distance. You'll beat the brute without raising a sweat.



LUKE ON THE PLANK

Leaping and spinning between the flying outrider ships, Luke makes his way to the Sail Barge, collecting tons of coins along the way. On the Barge, the going gets tougher. You have to make precise jumps to narrow ledges.

THE BARGE BULLY

What do you expect when you barge in on Jabba? Jump over the ball and chain and, while it's extended, hit the monster. Also hit him when he jumps.

BARGE BONUS

If you're at the top, head to the left and jump to the small ship to collect even more coins and get a 1-Up. On the far right side of the barge you can collect more Power-Ups.





LEIA IN CHAINS

Inside the Sail Barge, Leia has broken free and whips the crew into shape using a length of chain. Her new spin attack is just as powerful as the old. She also has a standing spin move like Chewbacca's. Go up the first elevator and use Leia's super jump to reach an area with two 1-Ups. If you lose a character, return here to collect unlimited 1-Ups.



JABBA'S LAST LAUGH

This fat mound of blubber is no match for Leia. Stay left and dodge Jabba's whipping tail. Use the spin jump to take out his little helpers. With Han or Chewie, stay left and blast Jabba. You won't take a hit.



NO SPEED LIMIT ON ENDOR

The newest stage perspective in the game is the speeder chase through the forest of Endor. You'll be flying down a canyon of trees with Imperial Bikers chasing you and ducking with you. Watch for the trees in the path ahead and the horizontal logs that can knock you off your speeder. When an enemy biker moves up to your position, swing away and let him pass, then blast him immediately. Don't let him get too far or he's lost. A couple of good explosions and your speeder, who's sure to grab all the hearts you can keep, is working.



FOREST JUMP

Wicket's treetop home has come under attack by angry creatures and Imperial bikers. Using the teddy bearish little fellow, you must make your way through the trees and eliminate the head biker.

HONE ALONE

You'll have to hone Wicket's skills because you won't find much help in this area from Power-Ups. Luckily, Wicket is tougher than he looks. His arrows seem to be as powerful as Han's blaster and he can jump just as well as the other characters. Keep spinning and shooting.



BIKE BLOOPER

A number of regular Imperial Troopers show up at the end of this stage, but the robot biker is the guardian. Luckily for Wicket, the metal marauder has the intelligence of a coat rack. This will be one of the easier victories in the game. Destroy the regular Troopers first, then fill the air with arrows while the robot flies back and forth. He won't last long.





THE DESERT OF TATOOINE



The 1-Up on the lowest ledge is difficult to reach from the left. Go up and around to reach the icon from the right.



DANCE HALL

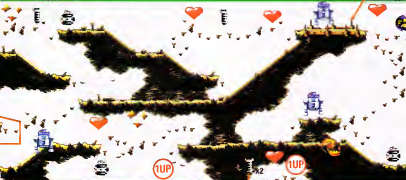


THE SAND



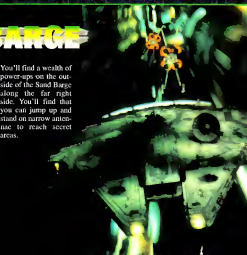
JOINE

The entrance to Jabba's is protected by laser turrets. Use a jumping spinning attack to destroy them. Just keep spinning back and forth to get the right angle.



For a trove of 1-Ups, go to the lowest level of the desert, then move to the right. You'll find an Arion (flying manta ray) flapping.

Use a spinning attack against ceiling chains to find valuable items.



RANGE

You'll find a wealth of power-ups on the outside of the Sand Barge along the far right side. You'll find that you can jump up and stand on narrow antennae to reach secret areas.



Many stages have an area just before the guardian where you can stock up on hearts. Hit and blast everything!



back and forth. Jump onto it, then at the far right, jump right again to another Arion. Jump again to the floating blocks.

ups. You can also use this attack against Jabba's screeching pet.

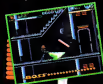


VILLAGE



THE DANGER AHEAD

The later stages are even more difficult. Space battles include a run at the Death Star with TIE Fighters blasting at you, and a grueling flight inside the battle station. In the end, you must fight Vader and the Emperor.





X-MEN

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NINTENDO
POWER

UNIRACERS



HANG ON FOR A WILD RIDE!

If you're a player who's looking for a game with some speed, then look no further. Uniracers is here, and it's faster than any speeding hedgehog! This is a racing game with an entirely new look. Instead of controlling cars or motorcycles, players direct their favorite unicycles through roller-coaster-like tracks of loops and jumps. The backgrounds are not very complex, but the lack of detail allows for the incredible speed of the Uniracers themselves. Each racer has been fully rendered using ACM (Advanced Computer Modeling) technology, giving them an incredible 3-D look, as well as human-like animation. The many difficulty levels of the tracks will appeal to players of all skill levels.



The main focus of Uniracers is racing. With over 60 tracks and three different skill levels, the game has enough hot racing to satisfy any die-hard racing fan. If that's not enough, then take on your friends!



Beat your friends in one-on-one competition or in a league.



Best of all, you can try some of your best boarding moves on the Uniracer Stunt Track!

THE WHEEL THING

The graphics are cool, the game is fast and the play control is extremely smooth. The easy levels are well-paced to help you learn the ropes, and the hard levels are great for learning new tricks. After you get the hang of Unitracers, you'll be hooked, just like you were with Super Mario Kart!

EARN MORE TRACKS

Nothing comes easy in Unitracers. You'll need to work your way up to the tougher tracks in the game. The later tracks are much harder to complete, and they require the skills you'll gain from practicing on the earlier ones. If you can't win a race no matter what you do, you might not be ready to move on yet.



At the start of the game, you'll only have four courses that you can race on. Try to beat Bronze on all four courses to get the Bronze Medal.



If you succeed in getting Bronze Medals on all four races, two more tracks will be revealed.



If you beat Silver on all six courses, you will have two more courses to race on. What do you suppose happens when you beat Golden?



GET THINGS SPINNING

With 16 different racers to choose from, Unitracers has a cycle for everyone. If you don't like the names of the racers, you can change them on the Option Screen.



After you have picked your favorite racer and started your favorite tour, don't exit the tour until you've won all the races. If you can't before you get the medal, all your work will be lost.

TRICKS FOR TREATS

After you've lost a race eight or nine times, you might start to realize that there is more to this game than just racing. How does your opponent speed up like that? Why does the other cycle always beat you? Stunts! The more stunts you pull, the faster you go!

Hold the Y button and press in the direction you want to go while the drift timer is counting down. When the timer reaches one, let go for a super fast start.



If you're on a straightaway or a good jump, try to go them a few quick stunts.

When you land, you'll get a sudden burst of speed. The more stunts you do, the faster you can go.



EYE ON THE ROAD

UNIRACERS

When you're moving at full speed, you have very little time to react to the obstacles in the road. Good Uniracers can be ready for anything, if they keep their eyes on the color of the road. Every color is a signal for what lies ahead on the track.



When the track is green and blue it's safe for you to perform stunts, so start floating!



If the track is red, be careful. Sometimes you can get in a quick start, but if you miss you're done for!



When the track turns gold get ready to jump. If it's solid gold when you jump, you've found a shortcut!



An orange and yellow track signals danger. If you don't jump, you are going to end up in a big puddle of sticky goop!



The yellow and blue track always gain at the finish line is just ahead, so you'd better hurry up!

VS.
MODE

SPLIT SCREEN ACTION

Playing a two-player game increases both the fun and the challenge. Like a fighting game, Uniracers is most fun when you get to gloat over your friend's painful performance. The screen splits when you're racing a friend, so you both can keep an eye on each other. While the split screen shortens your view of the road, you can see what's coming up by watching your opponent's screen when he or she is ahead of you.

LEAGUE PLAY

Setting up a league is a good way to test your skills against a group of friends. Each of you can choose your favorite cycle then challenge each other. The points are carried over to the next race, so you can make up lost time later.



NAME	POINTS	PER	PSI
1ST JAMES	1	1	1
2ND JAMES	1	1	1
3RD JAMES	1	1	1
4TH JAMES	1	1	1

Set up your league, each of you picking your favorite cycle.



The split screen lets both players race at different areas of the track without waiting for a slow opponent.

PER	PSI	TIME	PSI
1ST JAMES	1	1	1
2ND JAMES	1	1	1
3RD JAMES	1	1	1
4TH JAMES	1	1	1
5TH JAMES	1	1	1
6TH JAMES	1	1	1
7TH JAMES	1	1	1
8TH JAMES	1	1	1

Keep track of all the results so you can see just how badly you can beat your friends.

TIPS AND STRATEGIES

Beginning Unimacers will have a chance to learn the tricks of the trade on relatively easy tracks. (The maps shown here are simplified computer illustrations. The individual photos depict the actual game.) The tracks you'll race on later in the game will knock the spokes off weak-wheeled cycles, so practice the techniques shown here before moving on to the greater challenges that lie ahead. If you try to skip ahead without preparing yourself, you're likely to end up a pile of rusty spokes, so you'd better start pedaling.

ZOOM ZOO



2. AIR SHOW

Make sure that you're at full speed when you hit this ramp. The more speed you've got, the higher you'll go, and the better the tricks you'll be able to pull off. If you hit the ramp right, you should be able to perform any of the City Moves that you want!



Landing after a City Move can really give a big boost of speed.

3. REFLEX TEST

Be ready to switch directions quickly when you take off from this jump. The track at the bottom will force you towards the right, but if you roll with the track rather than against it, you'll stay ahead.



When you hit the ground, you'd better be ready to switch directions, or you'll be left in the dust by the other racer.



Even if you're racing back and neck against your opponent, don't jump too far when you reach this ramp.

1. CUTBACKS

When you begin, a cutback might be a problem, but with practice it can give you a boost. At the top of the ramp, if you use L or R to rotate toward the ground in the direction you're traveling, you'll get credit for a stunt.



Gain speed before you hit the ramp, then slide it toward the top. When you reach the top, press the L or R button to rotate in the direction you're traveling. When you land, you'll get credit for the stunt, and you'll pick up speed, as well!



4. STUNT COMBOS

UNIRACERS

If doing one stunt can earn you a speed boost upon landing, imagine what effect two or more stunts can have. If you perform several stunts, such as Rolls and Twists, in quick succession, you'll be rewarded when you land with a speed boost for each move. The extra boost might just win the race for you.



The first trick you pull in a combo will increase your speed, keeping you just ahead of your opponent.



The second trick in your combination should give you enough speed to slow the competition away.



If you catch a bit of air, try to put together a three- or four-move combo. With this kind of speed you're unstoppable!



5. TWISTY TIME

When you approach one of these crazy twisty zones, don't jump. If you're not rolling when you hit the zone, you will be shot backwards, slowing down your lap time. After you have entered the zone, be ready to change direction when you reach the bottom of the turn. If you don't change direction, you'll head backwards again!



Make sure that you're on the ground before you head into one of the twisty zones. If you roll into the zone, it will pull you through safely.



If you jump before you get to the twisty zone, you'll be shot backwards. It's hard to recover from this kind of mistake.

6. CATCHING AIR

One trick on each course is a Stunt Track. Your objective is to score points by performing Stunts. Try to vary the moves you do, because each time you do the same trick, you'll get fewer points for it. Catch some air and show off your stuff!



It's better to cut your stunt short than to push it too far and wipe out. If you brake it, you'll slow yourself down.

SKI JUMP



1. YA LOOPED IT!

Hitting the Loops wrong when you're on the Ping Pong can really blow the race for you. Whenever you're on a straightaway, use the Jump and Roll maneuver to get some extra speed. The more speed you have when you get to the Loop, the better your chances of making it without a wipeout. When you're in the Loop, don't change direction too quickly or you'll fail!



Make sure that you pick up as much speed as possible before you reach the Loop in the track.



When you get to the top of the loop, change directions.



Get your all ball along the wall to pick up some extra speed, then keep going as fast as you can!



2. WIPE OUT CITY

Watch out for the second jump on the Crock Track—it's brutal. Just when you think you are getting enough air for a great stunt, you run smack-dab into a wall! Get your tire towards the wall to pick up some extra speed.



When you take off from the second jump, rotate your wheel so it faces the wall!



You won't have time for a stunt, but you won't wipe out when you get to the bottom of the ramp.

3. WHAT WAS THAT?

Every so often, you may see a strange comment appear across the screen. This happens when you succeed in pulling off a cool combination of tricks. If you happen to be on a Stunt Trick when this happens, try the trick again. Sometimes the combo is worth big points!



When the game thinks you've made a cool move, then you know you must be getting good.

MEGA MOVES

When you are on a Stunt Track, each move is recorded for your final Score. On the Score Screen there are five different moves, each with four different difficulty levels. The Mega Move category covers both the Table Top and the Head Bounce moves, but the other two difficulty levels are still a mystery.

SCORING									
	X1	X2	X3	X4					
1P	2P	1P	2P	1P	2P	1P	2P	1P	2P
ROLL:	1	1	1	1	0	0	0	0	0
FLIP:	3	3	3	3	0	0	0	0	0
TWIST:	2	2	2	2	2	2	2	2	2
HEAD:	0	0	0	0	0	0	0	0	0
MEGA:	0	0	0	0	0	0	0	0	0
STUNTS									
TIME	100	100	100	100	100	100	100	100	100
TIME	100	100	100	100	100	100	100	100	100
TIME	100	100	100	100	100	100	100	100	100

The last two difficulty levels in the Mega Move category are still a mystery. If you find out about them, let us know!

UNIRACERS



KICKIN' DOWN SOME MOVES

The key to almost every track is to pull the right stunts at the right time. When you are on a Stunt Track, you'll want to use a wide variety of moves to score the most

points. While on a Race Track you'll need to use quick stunts to get an extra burst of speed. Practice and learn which moves work best for you!

ROLL

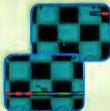
Press L or R to rotate in the same direction that you're traveling to perform a Roll.



You can Roll quickly, so it is a good move to use when you want to speed up on a straightaway. Quickly pump with the B Button, then Roll.

FLIP

Rotate in the direction opposite to the one you're traveling using the L or R Buttons to perform a Flip.



Made sure that you have a little height before you try a Flip. You need more time to pull a Flip than you do a Roll, so use your wheels wisely.

TWIST

There are two ways to Twist. You can push Left then Right, or you can hold A and either direction.



The Twist move is a great way to gain speed when you don't have much time—a quick Twist and you're off!

HEAD BOUNCE

While you're standing still, press the B Button to jump straight up, then quickly press the Y Button to flip over onto your Seat.



This move is great for adding points to your Stunt Track score, but you should only do it a few times.



Be sure you need to stop before you can do the Head Bounce, it isn't much help in the other races.

TABLE TOP

Catch air, tap your Y Button so you do a half Z-Flip, then tap Y again to right yourself. The longer you stay in the Table Top, the more points you earn.



Try using the Table Top move when you reach the top of a ramp. You'll get a boost of speed when you land!



If you're really quick, you can pull a Table Top on a straightaway. Try it instead of a Roll.

THE GREAT

=CIRCUS= MYSTERY

© 1994 Disney

Starring Mickey & Minnie

The Great Circus Mystery is aimed at a much younger playing audience than Mickey Mania. Overall, the game is a lot easier. The control is classic Capcom-great. The graphics, while not nearly as nicely-animated as Mickey Mania, are very colorful and fun. A younger player will have a ball with this game.



"WE'RE THE BIG-EST AND BEST! READY AT THE END OF THE LINE!"



"LOOK, MINNIE! BEHOLD THE GREAT!"



"GOOD QUESTION, MINNIE! OF COURSE LET'S LOOK AROUND FOR SOME CLUES..."

MICKEY



Sony Imagesoft's Mickey Mania is a more challenging game than The Great Circus Mystery. There's just a lot more going on in the various stages and a lot more variety to the game play. Some players may argue that the hit detection is off—it's too hard. Other gamers will claim that it's right on—it's just a challenging game. Either way, the challenge factor is certainly present. Disney really did a bang-up job with the many frames of animation that are used in this game. All background and character animations are terrific!

MICKEY MANIA™

THE TIMELESS ADVENTURES OF MICKEY MOUSE

© 1994 Sony Electronics Publishing Company
© 1994 Walt Disney Company

NOT THE CIRCUS!

The circus has come to town, but wouldn't you know it, something has gone astray! Just when Mickey and Minnie thought they could relax and have some fun, a fly lands in the ointment. A big fly, indeed! It seems as if the evil Baron Pete has made a strong comeback and his minions have invaded the land.



The bad news is broken to Mickey and Minnie by a sad and dejected Eefy. It seems that no amount of verbal sympathy will sway Eefy out of his stupor, so the duo of Mouse and Mouse set about telling things straight. Well, they're not that loose. They just want to see what's going on.

ROUND TWO



If you played Capcom's first Super NES Mickey game, *The Magical Quest*, you may be pleased and disappointed. Pleased to know that everything works the same way, but possibly disappointed by the challenge.

O-RAMA

THROUGH THE YEARS

Beginning with *Steamboat Willie*, Mickey Mania takes a player through the years of animation that have gone into making Mickey the beloved character that he is. On the negative side, Mickey is looking at his watch for what seems like years at a time. There is a filler sequence between the various years of the game. Apparently, the "Mickey looking at his watch" animation is supposed to cover up the delay in the success time. It's annoying after a few times.



MOOSE MYSTERY
1937



MICKEY-O-RAMA

THE MAKING OF MICKEY MANIA:

PART ONE

When you make a game that looks as good as Mickey Mania, you know that there's a lot of work involved. To produce the incredible animation found in *Mickey Mania*, Sony Imagesoft enlisted the help of the artists that know Mickey best: those at Disney Studio! After the producers at Disney Software and Sony Imagesoft laid out the plans for *Mickey Mania*, Disney animators produced over 1,500 original drawings for use in the game.



Sony Imagesoft and Disney Software producers discuss plans for "Mickey Mania" title with Disney Software animators.



Disney animators produced more than 1,500 original drawings for Sony Imagesoft's "Mickey Mania."

CONTINUED ON PAGE 47...

SIMULTANEOUS MYSTERY

While it was possible to play Mickey's first Super NES game, *The Magical Quest*, with two players, you had to take turns playing through each level. In *The Great Circus Mystery*, Mickey can enlist the help of his girlfriend Minnie so two players can play at the same time. The added help of a friend can make beating the bosses much easier. The first player can distract the boss, while the second hits him on the head! All in all, two players are much better than one!



Both Mickey and Minnie Mouse can look at the screen as two players team up to take on Pete and company.



Two players had to take turns in Capcom's first Mickey Mouse game. *Simultaneous action* makes this game more fun!



THE HAUNTED CIRCUS

There are a couple of obstacles and a few pesky little critters running around the midway at the circus, but overall, things don't look as if they've gotten too far out of hand. Where is everyone, though?



If you jump on the critters, you can pick them up and toss them at other critters. Switch under the platform in the middle of the balloon section. It's not at all obvious, but there is a 2-Up to be found there!

FLAME JUGGLER

Avoid the Flame Juggler's fire when he tosses it at you by jumping over it and landing on his head. You can also jump on his head as he is walking toward you. You just have to be more careful to avoid the flames.



STEAMBOAT WILLIE

Goin' back to the beginning. The good ol' days. Black and white is all its colorless glory! It's pretty cool how this stage mixes the B&W background elements with a colorful Mickey. Very different and fun.



Steamboat Willie led the way for 1930s animation. Mickey has come a long way since then. This stage merges the past with the present very nicely. Take a stroll along the length of the steamboat.

SMASH THE CAT

This game has some interesting ways to find secret and hidden areas. For example, if you jump on the cat on the cabin roof, you will break a hole through the ceiling. The cat can be anywhere on the roof and the same thing will happen. You can then drop down into the cabin to collect some goodies. Exit to the left.



CONTINUED ON PAGE 48...

SUCK IT UP

When you come across Donald, he's scrounging around in a big box. He's looking for something but only finds a strange Vacuum Suit. Being the friend that he is, Donald passes the Vacuum Suit along to Mickey. Using it, Mickey can suck some enemies into the vacuum unit and "process" them there. Sometimes, he'll earn Coins for the deed. Try moving items with the suction.



To change into and out of a suit, press the L or R button to choose what suit you want to wear and then press the A button to make the change. The action stops while you change.



WALK THE ROPE

Here's a great example of background animations interacting with the main character. The rope is swaying in the breeze, but Mickey can walk on it. He will update up and down as the rope does.



Example of the rope to reach a higher level. You can also use the parrots that fly by to give you a much needed boost.

TUB 'O' LARD

Mickey can't make the jump to the top of the 3-crate stack without some help. He needs to find something soft to bounce from. The big fat cat's belly looks like a good possibility. Jump on his head a few times to knock him out and then bounce off him while he's down.



TRAP-EASE

When the trapeze swings toward you, jump up and land on the critter that is stationed there. Swing across to the other side.



THE MANE EVENT

A lion has become enraged and has broken out of his cage! You can suck up his mane with the Vacuum Suit to cancel one of his attacks, but just concentrate on jumping on his head while avoiding his mane when he sneezes.



With no mane, the only means of attack the lion has is to jump on you. When he lands, be ready to jump on his head.

THE CRANES

To rescue Steamboat Willie, Mickey must stop the cranes from doing whatever it is they're doing. Take out the four gears. Jump on the lower two. Use the springs to boost you up high enough to throw marbles at the other two. It takes several hits.



The gears slowly drop slightly, but now and then a spring will fall from one. Move them into position.

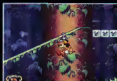


SAFARI SUIT

Two friendly ghosts offer Mickey a Safari Suit to help him get through The Jungle. Mickey can latch on to various objects, hooks and surfaces in order to pull himself up to a higher level or to avoid danger.

THE JUNGLE

Mickey gets a little help from a newly acquired Safari Suit in The Jungle stage. If you don't use the suit, you won't make it through. But with the suit, it's a breeze. The Safari Suit is fun to use and it's quite useful.



HANG ON!

Mickey zooms down diagonal vines with the help of the Safari Suit. He'll hook right on when he's close enough to touch the vine. You can ride it all the way down or jump off.

Mickey has the option here of sliding all the way down the vine or hopping off it onto the platform below. If you hop, you can always get back on.



Not only is the Safari Suit good for swimming on hooks, Mickey can use it to climb up walls!

THE MAD DOCTOR

Another oldie cartoon sees Mickey go into the Mad Doctor's lab to duke it out with the overcoated wacko. The goal is to rescue Pluto—not the planet, the dog. There are some pretty tough obstacles to overcome in the lab.



DRIVE ME DATTY

Throw the marbles you've collected at the bats in order to ward them off. It usually takes two hits to send them plunging in a southerly direction.



SKELE-SPIDERS

When the spiders swing your way, let them have it with a marble and then hook onto the rope that they were swingin' on to cross the gap.



THE MAD DOCTOR
1933

TREE CLIMB

Negotiating the trees while avoiding the spiked snails and flying squirrels is the most difficult part of The Jungle stage. Keep to the tree trunks and leap off onto a hook or branch when you see an opening. Scout the area for squirrels before you make a move.



Just take your time if you have to follow a small up a tree. There's no rush.



KICK SOME SHELL

This turtle follows a fairly strict pattern. Swing on the hooks until he pops his head out and then land on it. Bounce on his shell when he charms water in the middle.



Leap off onto the shell when it's in this position. You won't get hit by a blast of water.



NO JOY RIDE

Mickey takes a harrowing gurney ride through a laboratory hallway. Avoid the acid pools and blades by jumping and ducking.



You have to move extremely good timing to make it through.

This tricky section. If you make one false jump, you're history. Obstacles come up quickly.

DOCTOR'S IN

Mix up and apply heat to a three-part brew to blow open the door to the Doctor's chamber. Jump on the beaker-tossin' doc until he runs out of his own prescription and expires.



Be sure to pick up the Goggles that the Doctor's assistant picks up. Throw your wrench.

MICKEY-O-RAMA

THE MAKING OF MICKEY MANIA:

PART TWO

After the final animation cells were finished, each one was individually photographed and input to a computer. These computer images allowed the producers to view the animation on a television screen at an early stage and make any corrections, rather than wait until the game was near completion. As the game itself continued to grow, both teams of producers provided input on the game play and story line of the game.



Quincy's assistant sketched these pencil drawings of Mickey for use in "Mickey Mania" game.



To give the character more emotion, the artists produced animation of Mickey in various poses.



The original sketches were cleaned up for use in the game.

CONCLUDED ON PAGE 51...

THE NEW SUITS!

Those players who remember Mickey's first Super NES adventure will remember the special suits that they found in that game. This time Mickey has three new suits to help him out!



VACUUM SUIT

Mickey's Vacuum Suit gives him the ability to suck up smaller enemies and turn them into coins. It also lets him move things.



SAFARI SUIT

Use the Safari Suit when you need to climb something, whether it's a wall, a tree or a block.



COWBOY SUIT

The Cowboy Suit is the suit of choice if you need to hit your enemies from afar.



THE HAUNTED HOUSE

The same two ghosts that gave Mickey the Safari Suit at the beginning of The Jungle stage show up in front of their house. It must be pretty bad when a couple of spooks get spooked out of their own home! It's Baron Pete's doing. He wants the house for his own. Actually, he wants everything for his own.



RIDE 'EM, COWBOY!

Mickey saddles up a buckin' bronco when he slips on the Cowboy Suit. OK, OK, it's just a stick horse, but don't tell the mouse that. This is the long-range attack



suit because Mickey is slingin' a piece that would make even Dirty Harry jealous. OK, OK, it's just a pop-gun. Don't tell the mouse.



If you hold the B button down, the horse will stop to help in a pin. If you try to take a jump with a single press of the B button, it may not work as well. Pressing Down will make the horse stop bounding.



MOOSE HUNTER MICKEY

One of the cool things about Mickey Mania is that the action changes often, especially when compared to The Great Circus Mystery. The challenge factor in certain areas is high—there are lots of "mouse traps" that Mickey encounters. Here, Mickey will be chased by wild moose, but Pluto will alert him when they change.



HEADS UP!

Big boulders and limbs will fall as Mickey and Pluto move through this area. Watch out for charging moose, too. Here's the best tip for this stage: use a slow motion controller!



Boulders in the left and right. You have to proceed with a certain degree of caution.



HIDDEN ROOM

The entrances to hidden rooms are always located behind formations of Golden Blocks like these. In this particular room, Mickey will find a Heart Container, a very important item.



MICKEY-O-RAMA



BOP A SKULL

To get across the broken flooring, wait until the skulls come out and bounce across on their heads. They won't mind.



Just keep holding the B button down to get the most jump height.

PICTURE THIS, PETE!

When you come across the painting of Baron Pete, it will come to life and attack! It may send blasts of fire toward you or it may cause the books on the shelves to come to life and fly right at you. Saddle up the Cowboy Suit and blast evil Pete when he sticks his face out.

When he breathes fire, jump up and bounce off his head and over to the other side of the room.



ROCK ON

The boulders can enter the screen at any place, but they usually appear toward the right. That's why you have to proceed rather slowly—especially through the areas that have rock formations in the background.



ON A RAMPAGE!

This stage exemplifies the variety of action that Mickey Mouse delivers. Using Mode 7 capabilities, the action appears to scroll away from you while Mickey runs toward you while being chased by a moose. Guide Mickey to the left and right and jump over rocks and water to avoid getting trampled.



Here comes the moose! He's charging hard. Don't make any mistakes or else you'll be moose meat. Pick up the apples to keep your speed up.





THE CAVES

No matter what suit you're wearing when you make it out of the Haunted House, you'll be wearing the Safari Suit when you enter The Caves. Maybe that's a clue.

SECRET ROOM

It's odd things like this lone Block to watch out for. Use it to climb up to a hidden door that takes you into a room that holds a 1-Up.



CLIMBER

Instead of jumping on the horizontal ice beams that are created, just climb the walls whenever you can. It's a more direct route to the top of The Cave.



Made it! The climb isn't easy yet, Mick. There are many bad dudes ahead.



THE LONESOME GHOSTS

Mickey enters a haunted house and finds Pluto waiting for him there. He doesn't stay with him long because Mickey finds himself knee-deep in trouble when two ghosts begin to harass him. As if the ghosts weren't bad enough, there are more obstacles in the house, like trick stairs.



DON'T TEETER

If Mickey stands on this type of platform, it will become unbalanced and he will fall off. Move side to side to stay on.



TRICK STAIRS

This is a classic trap. Just as you're about to reach the top of the stairs, they fall and create a slide. Just keep the B Button pressed to jump up the 1-Up.



Yes, it's even this bad before, but these stairs are going to fall. Just make sure there isn't a ghost appearing directly behind you when the stairs trap and fall.



EEK! THAT'S IT?

We're not there yet! There's more action up ahead including an underground battle with a huge dinosaur...while you're riding on its back! The Frozen Plains and a giant ice cloud will test your Vacuum Suit's power. Baron Pete shows up, where else, but in his castle at the end of the game. The ensuing skirmish with the world's favorite mouse isn't an easy one.



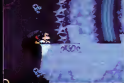
Baron Pete's castle is a trap-filled dwelling of doom. It won't be an easy climb for Mickey. But then again, why should it be?

BEYOND THE BEANSTALK

More cool stuff awaits Mickey in the remainder of Mickey Mania. It really is a difficult game to get through—even on the Easy difficulty level. It's a good play for an action game fan. There is a lot of jumping. You have to have fast reflexes...or forget it! The Beanstalk and The Prince & The Pauper are the next two stages.



Mickey & The Beanstalk is a really good stage to play through. The graphics are fantastic and the frustration is high. But it certainly doesn't end there!



MICKEY-O-RAMA

THE MAKING OF MICKEY MANIA: THE CONCLUSION

The assistant producers and game testers at Sony Imagesoft provided their in-depth gaming knowledge, spending months scrutinizing every aspect of Mickey Mania. The result of all of their work is a Mickey Mouse game that Sony Imagesoft and Disney are proud to put their names on! Were they successful in creating a great game? Try it, and see for yourself.



Each individual "Mickey Mania" drawing is photographed and then input to a computer to allow for weaving all "live" animation on a television screen.



Disney Software's producer Patrick Blumie looks over initial game play of "Mickey Mania."



The Walt Disney Company's headquarters in Burbank, California.



THERE'S A NEW SHERIFF IN TOWN

On a hot, dusty day somewhere outside of East Driftwood, the quiet sound of the wind rustling through the tumbleweeds is broken by the creak of a metallic eye squinting into the blazing sun. No, it's not RoboCop it's Tin Star, the new sheriff. The town's depending on him and his sidekick, Mo, to save them from Black Bart and the Snake Oil Gang. So, oil up your Super Scope (and your trigger finger) and get ready for the showdown!



TAKE AIM

The poignant accuracy of the Super NES Super Scope lets Tin Star take aim at Black Bart's band of gamblers and thieves. You can also use a regular Controller and the Super NES Mouse.



You'll be impressed with Tin Star's cel-shaded graphics as you follow the story of one robot's quest for justice.



Tin Star's first day on the job begins before he even gets to town. He'll have to protect the stagecoach from bandits, break up a bar brawl and stop a herd of stampeding cattle. What a start to the week!



To Star's daily target practice can pay off.



Start away at bandits attacking the stage coach and watch out for springing traps! Twiddly But be accurate—wasted bullets will cost you!



The underlings reward good shooting.



After a night job in town, Tin Star has some trouble with it all. Luckily, old lady A. Spade says he has friends in the town and they'll have a good time. (He says!)



Be careful when you shoot at the stampeding cattle.



Monday ends with a shot at-out against that peevish patron, Tiny Johnson. Shoot the marksman when it appears, then blast him in the next belly!

And you thought Monday was bad! The train's comin' to town, and the Bad Oil Gang wants to make it their own private railroad. Stop them from capturing the train and the mayor's caviar!



If you have time between attacks, shoot at the distant means for a quick thousand points.



Stop Black Eye's sorry bubbles.



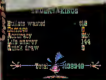
The Snake Oil Gang has cyclized its wagon! They'll ambush you from high and low, so keep your steady eyes peeled!



A gunfight with Snake Oil hasn't? He's faster and skinner than you, so you have to be quick on the draw and a good shooter to get him.



The train's coming to town! The whole thing's a trap. They're going to capture it. A lot of trouble is going to happen. (He says!)



With a gun battle, Underlings give you a big reward—if you're fast on the draw.

TUESDAY

Snake Oil's behind bars, so Tin Star can finally relax. Guess again, rivet-chen! Snake's gang is planning a jailbreak. Foil the plans, then beat it back to town for another showdown!

WEDNESDAY



You'll get bludgeoned by nearby fence walkers and her old cacti, so keep your sight moving at all times.



Keep those mud bottoms off the railroad and watch for the bombs hidden around the back way.



After you've finished defending this jail, you and your steady state, Alameda, ride off across the value-oriented desert and back to town.



Hope you've done your target practice, yep, fending off four miles of TNT isn't easy!



Tin Star's steady brother, Buggy, wants revenge! Watch out for his quick draw.



That dirty scoundrel. During the fight he managed to snatch his revolver.

Wheeee! mmm!

After all the trouble you've taking the jailbreak, that steady Snake Oil dog himself, run. You can be sure you'll be sure more of him and the gang of dirty, scruffy-looking men!

Tin Star barely has time for his weekly bath before trouble starts again. Snake Oil's clan is in town disguised as women. They're aimin' to rob the Savings and Loan!



Just when you thought you had this battle beaten! They lookin' good, but they've got two babies to juggle—both far twice the cash, and maybe a barrel!



After hiding a katana in the Good Day Farm Back, Tin Star has no qualms taking these in Loans.



You thought Snake Oil's men hit the jail hard. They would like money more than they like Snake!



I thought their personal hypnosis was a bit lacking.

The rest of the gang is hiding on the East Driftwood Savings and

After running their rabbit-earring "hider" out of town, Tin Star makes it was a draw. The rest of the gang is showing the back! This battle will bring you Tin Star's next!



Tin Star's ride to the bank would put a few holes in his plan to stop the robbery, if he is not careful.



Some days being sheriff is tough, but never worse. You'll need to back to make it through the week.

THURSDAY

There's one thing about Black Bart—he doesn't give up. He and his Bad Oil Gang have cooked up another scheme to rob the train. And if you can stop them once again, Snake Oil himself will be waiting to face you in the toughest showdown yet!



F R I D A Y

Apparently, sheriffs don't get weekends off. A sinister scheme of Black Bart's turns the whole town against our hero, and Tin Star must fight those he's sworn to protect to clear his name.



After escaping town, Tin Star can take target practice on a few varmints and some sticks of TNT as he decides what to do next.

It was a setup! After the dust, Black Bart hid the log away and told the townsfolk Tin Star shot him. With that, the mayor made Black Bart sheriff and asked the town to our fellow citizens.

THE FINAL DAY

Banished! Tin Star has to spend Saturday night hog-tied in the chill of the dark desert. If his battery doesn't run down, he'll head back to town Sunday and exact his revenge!



In Black Bart, the Star is free, where does? And what of the fair Merle?



S A T U R D A Y

CLASSIFIED INFORMATION



MORTAL KOMBAT™

■ FROM AGENT #841

Kredits Code

After last month's special Classified Information section on *Mortal Kombat II*, you would think that there is nothing left to learn. Guess what? We found even more codes for this awesome game! Having trouble beating the game without using last month's Damage Code? Try using the Kredits Code instead. When you are on the Character Select Screen, quickly press Left, Up, Right, Down, Left and Select. If you enter the code correctly, you'll have 30 extra Kredits to help you finish the game!



On the Character Select Screen, quickly press Left, Up, Right, Down, Left and Select.



When the game starts up, you'll have 30 Kredits to help you finish the game!

Throw No Mo'

If you feel like keeping your match at an all-out fist fight, then try this trick in a two-player game. After you have each chosen your character, hold Down and High Punch on both Controllers. If you continue to hold the buttons until the match begins, the throws will be disabled for the duration of the fight.



After choosing your characters in a two-player game, hold Down and High Punch on both Controllers.



Continue to hold the buttons until the match begins, and all of the throws will be disabled.

Random Select

When you are choosing your fighter, hold Up, then press Start to make the computer randomly select the fighter you will use in the next fight. You can use this code in either the one or two-player mode if you want to add a little challenge to your match.



Instead of choosing a character on the Character Select Screen, hold Up and press Start.



The computer will randomly select a character for you to use in the next match.



■ FROM AGENT #201

Stage Select

If you are having trouble getting past any of the stages in Disney's *Aladdin*, then this code is for you! Before you begin the game, go to the Option Screen and quickly press L, R, Start, Select, X, Y, A and B on Controller II. If you enter the code correctly, you will hear a faint chime. When you return to the Main Menu, a stage number should appear over the Start Option. By holding L and R on Controller I, you can change the stage number with the Control Pad.



On the Option Screen, press L, R, Start, Select, X, Y, A and B on Controller II.



Hold L and R on Controller I, then change the stage number with the Control Pad.

CLASSIFIED INFORMATION

T2 THE ARCADE

FROM AGENT #333

Stage Skip

You may find this code tricky to enter, but if you succeed, you'll have little trouble finishing the game. When the Title Screen appears, press Left, Up, Right, Up, Left, Left, Left, Right, Down and Down before the High Score Screen appears. On the High Score Screen press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right and Up. When you hear a second boom, you can begin a new game and start playing. While you're playing, press L to skip to the end of any stage.



Enter the first part of the code while you are on the Title Screen.



Enter the second part of the code while you are on the High Score Screen.



FROM AGENT #956

Stage Select

The toughest part of Ninja Warriors is getting to the Boss in one piece, but this code should help solve that problem. On the Title Screen, after "Press Start" appears, hold the X and Y Buttons, then press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B. After entering the code, you will automatically go to a Stage Select Screen. Choose any stage and press the Start Button to begin playing.



On the Title Screen, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B.



When the Stage Select appears, choose your favorite stage, then press Start.

VORTEX

FROM AGENT #881

Bonus Passwords

If you're having trouble getting used to the 3-D world of Vortex, your game might be over really quickly. Entering any of these secret passwords will help improve your chances of survival. When you first turn on the game, select the Password Option then press the Start Button. Enter the five digit password of your choice then press the Start Button again. If you entered the password correctly, the screen will flash a message saying that the code is activated. When you return to the Main Menu, you can either begin playing or return to the password screen and enter additional passwords.

Infinite Lives-
Level Select-
Indestructible-
Infinite Ammo-

JTTSJ
CTGXF
HVZSM
WSVTQ



Before you begin a new game, select the Password Option.



Enter any of the special passwords if you need a little help.



The password JTTSJ will give unlimited lives.



Use password CTGXF to skip to your favorite stage.



The password HVZSM will make you invulnerable to enemy attacks.



After you enter WSVTQ as your password, your ammo will be replenishable.



FROM AGENT #499

Track Select

Agent #499 has discovered a bunch of codes for the new racing game, F-1 ROC II, by Sega. When you first turn on the game, there is a Notice Screen that appears for a very short duration. To use the Track Select Code, press A four times, then B 14 times on Controller II before this screen fades! When beginning an F-1 race in the Grand Prix Mode, go to the Course Option, then press Up or Down to change tracks. If you can't get the code to work, try using a controller with a turbo option.



At the Notice Screen, press A four times and B 14 times on Controller II.



Select any Save File that has made it to the F-1 racing class.



Select the Course Option, then press the Start Button.



Press Up or Down on Controller I to choose your favorite track.

Time Attack Mode

If you want to add an additional challenge to your racing, try your hand at the Time Attack Mode. When the Notice Screen appears, use Controller II to quickly press Up, X, Right, Y, Down, B, Left, A and A before the screen fades. In the Time Attack Mode you must finish your favorite race before the timer elapses.



When the Notice Screen appears, press Up, X, Right, Y, Down, B, Left, A and A on Controller II.



Use the Time Attack Mode to improve your driving skills on the F1 track.

Special Game 1

Every good driver needs a break, so why don't you give this code a try? When the Notice Screen appears, press X four times and Y twice on Controller II. Instead of a racing game, you can play a multi-player action game in which you destroy blocks. It doesn't change the normal game in any way, but it's a cool trick.



At the Notice Screen, press X four times and Y twice on Controller II.



You can take a rest from the driving and play a different kind of game.

Special Game 2

You can find a second secret game that will allow you to challenge a friend in a strange hybrid of a Space Invaders-like game and a Pong-like game. When the Notice Screen appears, press Y four times and X twice on Controller II. Once again, this game doesn't change the normal game in anyway, but it's a fun diversion.



When the Notice Screen appears, press Y four times and X twice on Controller II.



Destroy your opponent three times to win this secret game.

Sound Test

Do you want to check out all of the sounds that they used in the game? Then try this code to find the secret Sound Test. When the Notice Screen appears, quickly press L, R, L, R, L, R, L, R, L, R, L, R and R on Controller II. When the Sound Test appears, you can change the music with Controller I.



At the Notice Screen, press L, R, L, R, L, R, L, R, L, R and R on Controller II.



You can select from the various music in the game with Controller I.

SIMANT®

■ FROM AGENT #228

Wacky Cat

This trick won't change your game play, but it's fun to do anyway. When you are playing in the Full Game, select the Graph Icon and press the A Button. Select the House Option and press A again. If the Cat appears on the fence while you are on the House Screen, point the cursor at it, then press the A Button. Every time you press the A Button, the Cat will bug-out and fall off the fence.



In the Full Game Mode, select the Graph icon and go to the House



Put the cursor on the Cat, then press the A Button

LAMBORGHINI AMERICAN CHALLENGE

■ FROM AGENT #070

Bonus Cash

If you want to pick up some extra cash at the beginning of the game, then check out this special trick. Before you begin a new game, select the Password Option and enter JFKBBBBBBBBBJFK as your password. When you start playing, you'll have \$6,000,000 to spend as you please. With the entry fees being so low, you can buy your way into any race you want!



Go to the Password Screen and enter JFKBBBBBBBBBJFK as your password



At the start of your game, when you begin playing, you'll have \$6,000,000 in your account.

CLAY FIGHTER

■ FROM AGENT #395

Boss Code

Do you want to play as the boss in Clay Fighter? Then try this great trick. Play a one-player game until you reach the N. Boss. When you reach him, intentionally lose both rounds. Don't press any buttons until the Option Screen appears, then select the Vs. Battle option. When the game starts, Player 2 will control the N. Boss.



Play a one-player game all the way up to the N. Boss.



Intentionally lose both rounds against the N. Boss.



Wait until the Option Screen appears, then select the Vs. Battle Mode



Player 2 can control the N. Boss in head-to-head battle

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.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



Last month's episode of *Final Fantasy* II ended with the party hovering above the Floating Island in Scuria's Airship. Now the rebels are ready to field a fighting team that will land on the island and try to prevent Kefka from disturbing the three mythical statues that have held the world in balance for years. They know that Kefka's consuming hunger for power makes him a very dangerous adversary—even knowing that disturbing the statues will destroy the world won't stop him from attempting to wrest the magic, and the power that it holds, from the stone goddesses. The team must summon its courage and strength to stop Kefka.

FINAL FANTASY® II



This month's episode wraps up our coverage of Square Soft's epic RPG with a quick tour of the World of Ruin. Begin with the incident that plunges the world into darkness and continue through the ravaged land on the quest of a lifetime.

A TORN LAND

AFTER THE EXPLOSION

The world is a much changed place after Kefka destroys the delicate balance that once existed.

- | | |
|-----------------------|-------------------------|
| 1 THE SOLITARY ISLAND | 16 THE COLOSSEUM |
| 2 ALBROOK | 17 JUDOR |
| 3 TZEN | 18 THE PHOENIX CAVE |
| 4 MONIZ | 19 MARSH |
| 5 MIKEAH | 20 TRIANGLE ISLAND |
| 6 SOUTH FIGARO | 21 FANATICS' TOWER |
| 7 FIGARO CAVE | 22 DONIA CASTLE |
| 8 FIGARO CASTLE A | 23 DUNCAN'S HOUSE |
| 9 FIGARO CASTLE B | 24 THE ANCIENT CASTLE |
| 10 KOHLINGEN | 25 EBOT'S ROCK |
| 11 DARUL'S TOMB | 26 THE OPERA HOUSE |
| 12 MARANDA | 27 GAU'S FATHER'S HOUSE |
| 13 ZOZO | 28 KEFKA'S TOWER |
| 14 THE VELOT | |
| 15 THARASA | |

Little did Terra imagine as she regained her memory how important a role she, once an Imperial pawn, would play in the rebellion.

FINAL FANTASY III

SEQUENCE OF EVENTS

The events listed below summarize last month's activities, beginning in Narshe after the three groups reunited and ending with preparations for landing on the Floating Island.

Fight Belfka in Narshe.

Find Figaro Castle.

Travel to Kohlingen.

Check out Jidoor.

Explore Zozo.

Battle at the Opera House.

Fly to Aabrook.

Search for Vector.

Investigate the Magitek Factory.

Go back to Zozo.

Rescue Mog in Narshe.

Go through the Esper Cave.

Plead with the Espers at the Sealed Gate.

Fight Belfka.

Return to Vector.

Answer the Emperor's questions.

Rescue Keim in Thamasa.

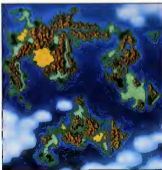
Fly to the Floating Island.

[Little] Conscience: I wish I was raised in the Esper's world.



Half human, half Esper, Terra discovers magical abilities that have long been dormant. Her talent is the rebels' only hope.

THE WORLD OF BALANCE



THE WORLD OF RVIN



THE FLOATING ISLAND

STOP KEFKA!

When you first land on the island, you'll find Shadow. He'll prove to be a valiant fighter and a very useful person to have along as you pick your way through hidden passages towards Kefka and the three statues.



Enlist Shadow's help, then start exploring the Floating Island. Some passages will open as if by magic when you walk up to them, and there are Warp Tiles that let you travel back and forth between areas of the island that aren't connected by paths.



One Save Point is inside a cave. Return to the Airship from a point nearby.

ATMA WEAPON *BIG TEETH, BAD BEAST*

Prepare to defend against the Atma Weapon's Fire and Freeze spells, as well as an occasional Quake spell.



The Atma Weapon casts many spells, but it will disappear when it uses up all of its MP. You can hasten the disappearance by using Charm to steal some of its MP.

KEFKA

MAD FOR MAGIC

Gestahl realizes that Kefka's hunger for power is uncontrollable, but it's too late. When he attempts to keep Kefka from moving the statues, Kefka slays him.



The destruction begins! With Gestahl out of his way, Kefka demands that the statues reveal their awesome power. Run for it!

ESCAPE! *RUN FOR YOUR LIFE*

While Shadow stays behind and tries to stop Kefka, high-tail it for the east end of the island. The clock is running so try to avoid as many fights as possible.



Use Smoke Bombs or Warp to avoid battles as you make your way to the island's east end. Talk to the enemy with enough time left that you won't lose for Shadow.

WAIT FOR SHADOW!

You can either Jump or Wait. Time will tick off after the first message. After the second question, Shadow will appear—if there is enough time.



THE FLOATING ISLAND

AFTER THE EXPLOSION

CID TENDS TO CELES

After a massive explosion, a year passes before Celes awakens on a tiny island. All she remembers is falling from the Airship as it is torn apart. Cid has cared for her all year. Now it's her turn to take care of him.



Feed Cid Tummy Fish so he'll recover, then use his gift to sell to Albrook. He won't recover if you give him bad fish or fail to feed him, but you can still use the gift.

ALBROOK

SIGNS OF SABIN

There is much to be learned on the streets of Albrook. Here you'll find that Celes is not the only survivor of the Airship's crash—it sounds like another of the Returners was here recently.



Talk to the people in Albrook to find out what's happened in the past year.

THE EIGHT DRAGONS

A man in Albrook tells an ancient legend about eight dragons who seal away the power of Crusader, an awesome beast. The one who defeats the dragons can release the Crusader's power.



TZEN

FIND SABIN

As soon as Celes enters Tzen, an explosion rocks the village. When the Innkeeper asks her to save a child from a crumbling building, she rushes to the scene only to find Sabin supporting the remains of the house.



Hurry! Sabin will hold the house up while you rush in and save the child, but he can't support the building for very long.



Equip yourself with a Peco that prevents Stone Spills, and use Snake Bomb or Wing Stance to avoid cone-consuming attacks.



After you rescue the child, Sabin will give you new information about Mobliz, a village to the east, prompts you to go there.

MOBLIZ

TALK TO TERRA

All of the adults in Mobliz perished while protecting their children during the explosion. The orphans are now cared for by Terra, who tells you that she has given up the fight. Her purpose now is protecting the children from Phunbaba's attacks.



PHUNBABA

THE TORMENTER

When Phunbaba attacks, Celes and Sabin must defend with weapons. Most magic isn't effective, but Bio is. Poison him early in the battle. When you put an end to Phunbaba's reign of terror, you'll earn the Fenrir Esper.



When Celes and Sabin come face-to-face with Phunbaba, use Bio and your best weapons. Spunk him around to make him turn tail and run.

SOUTH FIGARO

EDGAR?

You'll meet someone who looks like Edgar in the Cafe. He claims to be a fortune hunter named Gerad. Tail him when he leaves town—don't let him out of your sight.

Edgar isn't doing business with you because he hasn't got someone he's got money?



A man in South Figaro looks like Edgar, but he claims to be Gerad.



As the Inn girl suggested, you can jump onto the turtle and ride over to the door in the cave.

FINAL FANTASY III

TAIL THE THIEVES

EDGAR 'FESSES UP

When you follow the band of thieves into the Basement of Figaro Castle, Gerard will admit that he's really Edgar. He assumed a false identity to trick the thieves and have them break into the treasure room for him.



Talk to Gerard when you reach the castle Basement. He'll fess up and explain why he was pretending to be someone else.

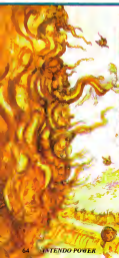


Before you fight the Tentacle, equip Peace Rings so you can avoid Setzer's spells. Return to the treasure room after the battle.

BASEMENT BADDIE

THE TENTACLE

The Tentacle, the basement bad guy, is a terror. Protect against Berserk spells so you won't destroy your own people and use powerful weapons, such as the Drill.



A pile of writhing tentacles wraps you up in the Basement. Edgar's Drill is very effective against it, as are other weapons.



GO WEST

KOHLINGEN

Use Figaro Castle to travel to Kohlingen, to the west. Talk to the villagers to get information about other rebels, and go to the Cafe to find Setzer. He's despondent about losing his Airship, but he's glad to find survivors of the crash.



Rachel's caretaker tells you that Locke is searching for a hidden treasure.



You can recruit Setzer by talking to him in the Cafe, and you'll also hear clues to the whereabouts of both Cavin and Shadow.

FIND THE FALCON

DARILL'S TOMB

Setzer's former flying friend, Darill, also had an Airship. Now head for her tomb to find out where her Airship, the Falcon, is now. Setzer is sure that it's air-worthy, and it would make travel easier.



DULLAHAN

As you approach Darill's casket, Dullahan will attack. He uses lots of magic, so use Ceres' Runic power.



Equip Ceres with a sword and use her Runic power to absorb the Dullahan's spells. Battle with Setzer and use Edgar's Auto Crossbow while Setzer heals the party.

MARANDA FLOWERS FROM AFAR

The girl in Maranda who wrote to her boyfriend, a wounded soldier, has received flowers and letters from him. He told her that he had recovered and would return once the town he was staying in was rebuilt.



The girl thinks that the flowers are from her boyfriend, but you'll soon find that Cysse has actually been sending them.

WATCH THE BIRDIE



When the carrier again leaves Maranda, follow it in the Pelican.

The bird takes you to Zozo. Buy Hunt Red, open the rusted door above the Cele and enter Mount Zozo. There you'll find Cysse and find out about his flower-making.



THE STORM DRAGON BLUE BEAST

The Storm Dragon circles before sinking. It frequently uses Wind attacks. Counter with either Bolt or Thunder 2.



Create your own storm with Bolt or Thunder. Both are effective against the Storm Dragon.

CAVE ON THE VELDT WHERE'S GAU?

When you talk to the men inside, you'll hear that Gau has been seen on the Veldt, but he won't approach parties of more than three. Take a party of three to find him.



Gau has been spotted on the Veldt, but he avoids large parties. Take a group of only three to find him.

Go back out onto the Veldt and fight Seaver or later, Gau will appear at the end of a fight. He'll be glad to see that others survived.



Before you return to the Cave on the Veldt, spend some time fighting to learn new techniques for Gau.

SR. BEHEMOTH DEAD AND ALIVE

A Behemoth reigns with terror in the cave. You must beat both the live beast and its undead spirit to destroy it. It uses strong magic, such as Meteor, in battle.



When you face the Behemoth's undead spirit, use either Renew or Petal Down on it. Their effects are anything but healing on undead enemies.



FIND A FRIEND

SHADOW OR RELM?

After you defeat the Sr. Behemoth, you'll find a fallen comrade. If you waited for Shadow before jumping from the Floating Island, it will be him. If you didn't wait, you'll find Relm and Shadow will be gone for good.



Shadow (or Relm) is wounded. Take him (or her) to Aerith by Airship.



Leave the wounded prison in Thessia to recover and continue to Jidoor.

JIDOOR

ART APPRECIATION

Once back in Jidoor, go to Owzer's House and tour his famous art gallery. Inspect the paintings and search for Owzer. Fight the painting of the Lovely Lady to find a door that leads deeper into the gallery.



Picture art is lovely thing.



Beautiful lady! The court art is this masterpiece! I would be happy to see it!

CHADARNOOK

TWO-FACED FOE

There are two images—one a demon, one a lady—in Chadarnook. You must fight them both. Use Fire attacks on the demon and destroy it to defeat them both. He's easier to destroy than the lady is, so concentrate on him.

The demon and the lady both turn attacking, but if you defeat one, they both disappear. Concentrate your strongest attacks on the demon when he appears.



RETURN TO MOBLIZ

PHUNBABA

Now go back to Mobliz. Last time, you only chased Phunbaba off. With a stronger party, you can destroy him this time. When he's no longer a threat to the children, Tern will join the cause.



With a larger party, and more experienced fighters, you'll be able to destroy Phunbaba and keep him from ever threatening the children again.



Look! You see, your friend has to go away for a while. I'll return when I feel your father's quest ended!

Before she leaves, Tern promises to return to the children when the world is safe again.

THE COLOSSEUM

FIGHT SHADOW

Fighters come from all over to try their luck at the Colosseum. In order to fight, you must bet something. If you put the Striker on the line, your opponent will be Shadow. When you defeat him, he'll join your party.



Shadow is a formidable opponent, but you can wear him down. He'll join your group at the end of the fight, and he'll bring later support, too. He's a great addition to the team.

WAGERING

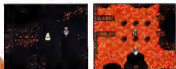
There are valuable items to be won in the Colosseum, but you have to bet valuable items of your own and win the battles to get them. Some of the items can be found only here. Kuopan is likely to Swoosh at magnificent wagers.



THE PHOENIX CAVE

TAKE TWO TEAMS

Lead in the center of the diamond-shaped mountain range to enter the Phoenix Cave. It takes teamwork to make it through the cave. One team will open doors and make paths for the other, and the two will take turns.



You'll have to field two teams before entering the Phoenix Cave. The teams must work together to find all of the treasures inside.



You'll meet Locke in the cave. He'll take the Phoenix Magikoopa that you find back to revive Rachel.

THE RED DRAGON

FIERY SERPENT

To defeat the Red Dragon, cast spells that will put out its fire. Use Ice and Water spells to attack, and protect your party from its spells by using Shell or ZoneSeek. After the fight, you'll get the Dragon Horn.



The Red Dragon attacks with fiery magic spells. Protect against them.

After chilling the dragon with Ice, take the Dragon Horn from the chest.

RETURN TO NARSHE

FIND MOG

Explore the caves behind Narshe again to find Mog and enlist him in your group. Before you leave the Moogles Cave, search the place where Mog was standing to find the Moogles Charm. It's an amazing Relic that prevents all enemy attacks. Mog is the only character who can equip the charm.

Mog: Kupo! Kupo! I found it! I found it! You were all the way! I found it! Kupo! Kupo! Let's go!



Search the place where Mog was standing to find the Moogles Charm. It prevents enemy attacks.

THE ICE DRAGON

KING OF THE CAVES

FINAL FANTASY III

While you're in the caves, search out the Ice Dragon. Protect against its Ice spells and eventually, melting the dragon with the strongest fire spells you have.



Use Fire spells to melt the chilling Ice Dragon. It makes two dragons down, so it goes.



TRITONCH

CAVE ESPER

Go to the windy bluff to find the Tritonch Esper. Use Fire to melt the ice that imprisons it.



When you freeze Tritonch, it will be amazed that you were able to free it. Add it to your inventory.

UMARO

UNTAMED BEAST

Add Mog to your party, then return to the caves to find Umara, a yeti-like beast that answers only to the Moogles. After your battle with him, Mog will command him to join your cause. He's an awesome addition. He can't equip weapons, armor or magic, but he's an extremely strong fighter anyway.



After your brief battle with Umara, Mog will make him join you. If you don't have Mog in your party, Umara will remain in the cave until you return with the Moogles. He's a powerful companion.



After you land on Triangle Island, allow your party to be snatched by the giant Zone Eater. Inside you'll meet the master of mimicry, Gogo. He'll be very helpful in the future.



You'll meet the Zone Eater as you explore Triangle Island. Don't fight—allow the strange beast to inhale all of your party members.



INSIDE THE ZONE EATER

It's not as gross as you might expect inside. Let yourself be shoved off the platforms once. You'll land in the room below where you'll find a Red Jacket. Continue exploring until you meet Gogo, the mimic. His special skill is imitating the attacks of your other party members. Team him up with your most powerful fighters.



After being shoved off once, avoid the enemies as you empty the chests.



Watch out for the fall ceiling. Find safe places to stand by the chests.

THE FANATICS' TOWER

WAKE STRAGO

Take Reim to the Fanatics' Tower so she can wake Strago from his trance. Take your strongest magic-users into the tower. Physical attacks are useless inside. Equip your party with Wall Rings and use magic spells.



Only Reim can draw Strago out of his Kefka-induced trance. Take him into the tower so he can learn the magic spells that the enemies inside use.



Only magic works inside. The enemies wear Wall Rings, so cast the spells on your own party members. They'll be deflected onto the enemies.

THE WHITE DRAGON

WIN A PEARL LANCE

In the third Treasure Room, you'll meet the White Dragon. It will try to use magic, but the spells will be reflected by your Wall Rings. Counter its attacks by casting strong spells on your own party. Defeat it to win a Pearl Lance.



Use strong magic on the dragon. If you know Life 3, cast the Ultima spell, otherwise, try Fire.

THE MAGE MASTER

The Mage Master wants at the tower's top. He uses Ultima, so cast Life 3 early in the fight. He constantly changes his weak point, but you can make him stop by casting the Berserk spell on him.



Cast Life 3 on so means in your party when the fight starts so at least one person will survive the Master's Ultima spell.



DOMA CASTLE

CYAN'S DREAM

When you return with Cyan to Doma Castle and sleep in the room upstairs, he'll have a nightmare that will involve the entire party. The dream begins with a single party member waking in the bedroom, where Cyan's wife begs you to save him. You must find the other party members first.

Cyan's wife and son appear in the bedroom at the beginning of the dream sequence.



You begin with only one party member. You'll have to find the others before you can save Cyan.



Please...
Save my husband...
Save CYAN...

FINAL FANTASY III

THE THREE STOOGES

After you find everyone but Cyan, you'll fight three demons. Curly can cast Life 3, so defeat him first. Otherwise, he'll keep reviving the others when you defeat them. Use magic on Larry and Curly and weapons on Moe.



Get rid of Curly first, then cast spells on Larry and use your strongest weapons to destroy Moe.

WREXSOU

AND THE SOUL SAVERS

If you have X-Zone, use it to wipe out all enemies. If not, attack only Wrexoul—the Soul Savers are invincible to normal attacks. Use strong weapons and spells.



When Wrexoul enters the bodies of your teammates, you must attack them. When they expire, Wrexoul will show up on the screen again.

DUNCAN'S HOUSE

LEARN FROM THE MASTERS

If you take Sabin to Duncan's House, north of Narshe, Duncan will teach him a powerful new Blitz called the Bum Rush. It's an outstanding technique that will prove to be very valuable in future battles.



Duncan, the martial arts master, will teach Sabin how to perform the Bum Rush. It's a very impressive Blitz!



BACK AT THE OPERA HOUSE

A NEW SHOW STOPPER

When you return to the Opera House and talk to the Impresario, who is still seated in the balcony, you'll hear about a new show-stopper: The Dirt Dragon has taken center stage. The show does not go on.

Go to the switch room on the right and flip the center switch. The floor beneath you will disappear and you'll fall onto the stage.



THE DIRT DRAGON



The Dirt Dragon uses frequent and strong Earth attacks, such as Quake, so either equip your fighters with Chereb Down or cast Float when the fight starts.



THE ANCIENT CASTLE

You won't find the Ancient Castle looking at the overworld map. It's hidden underground—you can find it only by traveling in Figaro Castle. When the castle stops moving, go through the jail cell on the far right to explore.



Figaro Castle will run into a strange rock formation on the way to Kohlingen. Go through the jail to find out what it's for.



Odin once lived in the Ancient Castle, where he was petrified in a legendary battle. When you touch his petrified remains, they'll become a shard of Megacrystal.



THE BLUE DRAGON AND THE QUEEN'S TEARS

Step onto the invisible switch several paces down from the queen's throne to make stairs appear in the east room. Go downstairs to turn the Odin Exuper into Raiden.



After the tears from the queen's scarlet turn Odin into Raiden, fight the Blue Dragon. Use Bolt's light to give the blue serpent a job.



Before you leave the Ancient Castle, fight the Kainas Soul in the west room to get the Offering.

RETURN TO THE HOUSE ON THE VELDT

If you take Gau to the House on the Veldt, an odd scenario will play itself out. Your party will tell Gau that his father lives there, then they'll teach him manners and dress him up in fancy clothes before they meet.



In the peculiar scenario, the group takes the new Gau back to meet his father. His father claims that he has no son, and they all return to the Airship with Gau.

BATTLE DOOM GAZE

The cumulative damage you deliver to Doom Gaze will eventually doom him. You'll get Bahamut Magic when you win.



Bahamut was king of the dragons. His might is strong.

FLY TO EBOT'S ROCK

When you return with Strago and Relm to Thamasa, Strago will find that a friend has been injured by Hidon, his long-time nemesis. Take him to Ebot's Rock, which now appears to the north, to find and destroy Hidon once and for all.



Feed the hungry chest that blocks your way, then continue into the cave to find Hidon. Strago leaves Grand Train from him.

FINALLY: KEFKA'S TOWER

When you enter Kefka's Tower, you'll field three teams. Make sure that each team has both a strong physical fighter and a powerful magic-user. In the end, you'll pit your very best warriors against Kefka himself. He'll put all of your skills to the test.



*And so the amazing
epic draws to a close,
with Kefka getting a well-deserved
trouncing by rebel forces.
You won't be disappointed
by the ending, either.
The incredible scope of the game
demanded a grand ending,
as that's just what Square
Soft gave it.
It runs for nearly half an hour!
Play it soon on
a Super NES near you.*



COUNSELORS' CORNER

BRAIN LORD

HOW DO I SOLVE THE FIRST PUZZLE ON THE SECOND FLOOR OF THE ANCIENT RUINS?



Brian Muñiz

The hint is as follows: "The puzzle has three numbers. Multiplied together they equal 30. Added together they equal 10. The first is a small number. The second is a large number. The third one is left." The answer is 2, 5 and 10. Two times five equals 10; 10 multiplied by three is 30. Two plus five is seven, seven plus three equals 10. Press button two first, five second and three third.



The cryptic hint to the first puzzle room on the second floor of the Ancient Ruins can be baffling.



The three numbers are two, five and three. Press the 2s cold button, the 10s button, then the third button.



HOW DO I FIGHT IN THE ARENA?



First, talk to the Arena owner on the second floor. He'll tell you to obtain a Duplicate Key, which you can get in the Weapon/Armor Shop. When you return to the owner's room with the key, he'll give you per-

mission to fight. Go downstairs and walk all the way down to the lower wall. (You won't be able to see your character.) Walk to the left to get behind the counter and talk to the man in the lower left corner. Now go to the

Arena Waiting Room in the upper right and use the Duplicate Key to unlock the door on the right. Enter and fight the blue knight, then go back to the waiting room and talk to the man there to begin fighting.



Give the Plaque to the Librarian. Talk to the Arena owner. Obtain the Key from the Weapon Shop owner.



Walk all the way down to the wall, then go to the left to get behind the counter. Talk to the man in the corner.



After you fight the blue knight, return to the Waiting Room. Start fighting to earn extra gold.

ILLUSION OF GAIA

WHERE IS THE THIRD RED JEWEL?



Marc Doyal

You can get the third Red Jewel from the Fisherman in South Cape, but he gives it at a totally random time. He might give it to you right away, but you might have to check back many times to get it. He moves around almost every time you go in and out of the Seaside Cave. Keep entering and exiting until he has a pot sitting next to him. Search the pot to find the Red Jewel.



The Fisherman usually has your luck landing anything.



When he looks a pot, look inside to find a Red Jewel!



WHERE IS THE ELEVATOR KEY IN THE DIAMOND MINES?



Defeat all of the enemies in the first two areas. Hit all four switches in the third area to make a door to the upper level appear, then defeat the enemies there. Enter the Dark Space, change to Freedan and save your game. Go through the door in the lower right. In the fourth area you can beat only 10 of the 11 ene-

mies. Go through the door in the upper right and beat all enemies in the next area to make a Dark Space appear. Enter, change to Will and save. Now walk along the upper wall, looking for a spot where your hair moves. Psycho Dash the wall there to make a hole. Walk through it and enter the Dark Space in the next room. When you

change to Freedan, you'll get the Dark Frenz ability that lets you attack from a distance. Now go back to the fourth area and beat the last enemy there. Run down the left ramp and up the right one to reach the door on the upper level. Go through the door and free the laborer to get the Elevator Key.



When you find the place in the wall where your hair blows, use the Psycho Dash to bash a door through.



Run down the ramp on the left and let your momentum carry you up the ramp on the right to the upper level.



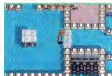
Go through the door in the upper right and free the laborer. Talk to him to get the Elevator Key.



HOW DO I GET PAST THE TWO STATUES IN THE SKY GARDEN?



The hill in front of the two statues in the southwest area of the Sky Garden poses problems for lots of players. You can't run up it, and you can't Psycho Dash up it, either. Circle back around to the room to the left of the one with the statues. Run down the hill at the right exit and continue running across the room and up the hill in front of the statues. Once you're up the hill, Psycho Dash through the statues.



Circle up and around to the room to the left of the one with the statues. Run to the right down the hill.



Keep running across towards the statues. Your momentum will carry you up the small incline.

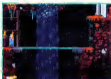
BLACKTHORNE

WHERE IS THE SECOND BRIDGE KEY IN THE THIRD MINE STAGE?



Gary Ford

You can use the Bridge Keys in Blackthorne more than once in an area, so you don't have to find a second key in Mine Level 3 in order to activate the second bridge. Once you've crossed over and back on the first bridge in the area, stand in front of the bridge gate (the gray box) and press Up on the Control Pad to remove the key. Take the key to the second bridge gate and insert it there to activate that bridge.



Use the first Bridge Key to activate the first bridge so you can enter the door behind the waterfall.



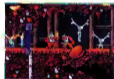
Go to the gate to the right, remove the Key from the gate and take it to the second bridge to activate it.

? HOW DO I REACH THE GENERATOR IN MINE LEVEL 3? ?

Take the elevator all the way to the lower floor. If you walk to the right now, you'll find the Generator, but it's up near the top of the screen out of your reach. To destroy it, go back to the left, past the elevator, until you reach a room

where you can climb up. Go up and to the right. Keep climbing until you see the purple Gragg on the upper platform. When you defeat the Gragg, he'll drop two Wasp Bombs. Take them back down to the room with the Generator. Use a Hover Bomb to

destroy the whip-wielding blue bad-die, then set off a Wasp Bomb. Use the Control Pad to direct the Wasp up and over to the Generator. Detonate the bomb when it's on the Generator. Destroying the Generator shuts off a force field ahead.



If you step off the elevator at its first stop, you'll come to a force field that won't allow you to pass.



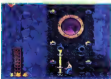
When you defeat the Gragg on the upper platform, you'll get two Wasp Bombs.



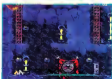
Select a Wasp Bomb and direct it to the Generator. Detonate the bomb to destroy the Generator.

? HOW DO I REACH THE THREE YELLOW BAGS IN THE CASTLE, LEVEL 3? ?

Although there appears to be no way to reach the three yellow treasure bags, there is a hidden ladder that will take you down to them. To find it, climb to the room above the one with the three bags. Go to the lower left corner and press down on the Control Pad in every space until you find the hidden ladder. Take it down to the room below and retrieve the three yellow treasure bags.



There isn't a way to reach the three yellow treasure bags from the room where you can see them.



Climb to the room above the bags. Go to the lower left corner and press Down until you find the hidden ladder.

DONKEY KONG

HOW DO I COMPLETE LEVEL 7-1?



Jon Runyan

Climb the ladder and wait at the top. After the flame melts the ice above you, climb up and ride the elevator to its top. Flip the lever to the left and quickly return to the bottom. Do a handstand below the ice blocks on the left. When the flames melt the blocks above you, quickly jump up to the lever and pull it to the right before the flames destroy all of the ice blocks. Pick up the key and drop down to the door.



At the base of the elevator, do a handstand under the ice blocks. Jump to the lever as soon as the ice melts.



Pull the lever to the right before the flames melt all of the ice blocks. Drop through the space to the door.



WHAT'S THE SOLUTION TO LEVEL 7-7?



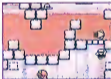
Pick up the Key, drop into the water and throw it at the enemies to defeat them. When they're gone, drop the Key so it will return to the top of the screen. Now go down the ladder in the lower left. Take the Horizontal Arrow Block and place it below the door, then hurry to

the lower right, to the Vertical Arrow Block, and move it to the left so you can climb into the water. Jump onto the block against the right wall then hop over to the final Vertical Arrow Block. Activate this block so the platform below the door won't disappear. Now go up and get the Key. Drop

down to the left and use the Key to open the door. If you've timed it perfectly, the platform will stay under the door just long enough for you to reach and unlock the door. If the platform disappeared too soon, you'll have to move more quickly after activating the Arrow Blocks.



Form a platform under the door by activating the Horizontal Arrow Block underneath it.



Use the Vertical Arrow Block in the lower right to climb into the water above.



Activate the last Vertical Arrow Block, then grab the Key and rush for the door.

TAP THE POWERLINE FOR THE HOTTEST TIPS



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play
Counselors are on call
Mon.-Sat., 4:00 a.m.
to Midnight and Sun.,
6:00 a.m. to 7:00 p.m.
Pacific time.

DOOWEED PLAYER'S CHALLENGE

This is your last chance to send in your best scores before the year's end. Who knows? If you send in your

score soon enough, you could be the first Power Player of 1995! Grib your Controllers and start playing.

CHALLENGE

FIREPOWER 2000

What is your best score when you are driving the car?



Try to grab those Power Ups as soon as you can!

POCKY & ROCKY 2

What is your best score in a one-player game?



Try to destroy every thing as quickly as possible!

AEROBIZ SUPERSONIC

How much money can you make in a one-player game?



Destroy any of the aerobizs and get your planes flying!

WILD SNAKE

How many snakes can you clear on the standard one-player game?



Play on the Easy Snake Level if you want to score well!

NBA LIVE '95

What is your best record at the end of the season?



Pick your favorite team and take them to the championship!

SUPER BOMBERMAN 2

What is your best score in a one-player game?



Try to make it as long as you can without getting blown away!

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 20 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 January 15, 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.

SUPER PUNCH-OUT!!

How fast can you beat Dragon Chin?



Do your best to the best as fast as you can!

POWER PLAYERS

KEN GRIFFEY JR. PRESENTS MLB

Most games won in a single season.

Richard Pite	162-0
Buhl, AL	
David & Joshua Williams	162-0
San Jose, CA	
C.J. Roberts	162-0
Saint Amant, LA	
Casey Stoe	149-13
Downers Grove, IL	
Donnie Weatherhead	136-26
Dagway, UT	
Mathew Morris	130-32
Las Vegas, NV	
Virginia P. Prescott	127-35
Nashua, NH	
Adam Miller	120-42
Delphos, OH	
Brain Ricci	114-48
Cranston, RI	
Ed Mierzwa Jr.	112-50
Beardford, CT	
Chris Lee	112-50
Petaluma, CA	

DUCKTALES

Most money collected.

Andrew Marshall	\$11,500,000
Columba, MO	
Linda Jinx	\$10,980,000
Los Angeles, CA	
Mark Antler	\$10,300,400
Austin, TX	
Sheri Gladstone	\$10,250,300
San Francisco, CA	

BUGS BUNNY RABBIT RAMPAGE

Best Ranking at the end of the game.

Jason Lizarraga	Super Rabbit
Murietta, CA	
Hazel Johnson	Super Rabbit
Boston, MA	
Doug Olsen	Super Rabbit
Cleveland, OH	
Drew Houghton	Super Rabbit
Reno, NV	

GALAGA

Highest Scores.

Matt Hardwick	18,059,010
Bothell, WA	
Angela Aardahl	16,002,690
Hollywood, CA	
Cheryl Verwoeld	6,015,700
Puyallup, WA	

DUCK HUNT

Best Scores.

Tom Cheng	999,900
North Highlands, CA	
Ben Hauf	999,800
Moline, IL	
Daniel Krause	382,500
Wilmington, DE	
Steve Evans	352,500
Salt Lake City, UT	
Kris Stanley	338,200
Chicago, IL	

CASTLEVANIA ADVENTURE

Highest Scores.

Jimmy Ryan	3,000,100
Washington, D.C.	
David Rosen	2,900,220
Stroudsburg, PA	
Michael Riley	2,840,800
New York, NY	
Whitney Brane	2,120,660
Atlanta, GA	

SEVENTH SAGA

Best finishing time.

Mark Charlton	31:02
Grimsby, ON	
George Brown	31:52
York, PA	
Max Andrews	32:04
Mountlake Terrace, WA	
Neil Wheeler	48:32
San Francisco, CA	
Jacque Corry	58:32
Montgomery, TX	

QIX

Best Scores.

Laure Liley Vandervort	644,184
Torrance, CA	
Julie Brawnsen	620,490
Tucson, AZ	
Paul Derby	510,930
Reading, PA	
Carol West	490,420
St. Petersburg, FL	

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 to qualify. Nintendo is not responsible for lost or late mail. All decisions are final.

Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA 98073-9733



WARIO'S WOODS

What combines the challenge of all the best brain-bending puzzle games with the action and excitement created by mean menacing Monsters? It's Wario's Woods!

WARIO'S PUZZLE GAME

New from Nintendo comes the latest installment in the celebrated line of puzzle games with a Mario theme. Wario, Mario's evil counterpart, was first seen in Super Mario Land 2 when he attempted to take over Mario's castle. He made a bold return in Wario Land. Toad, a.k.a. the Mushroom Retainer, is the humble hero, matching the evil machinations of Wario. With the variety of moves and strategies, Wario's Woods is the best of Tetris, Dr. Mario and Yoshi combined into one!

Toad is helped by species who drop Bombs in order to blow up Monsters.



Wario's main goal is to clear each stage of its Monsters. Monsters may be blown up in a variety of ways by using carefully placed Bombs. After each stage, Toad is rewarded with several gold Coins.

A VARIETY OF OPTIONS

Wario's Woods offers a variety of game play options before the action ever begins! This way, players can create conditions that are the perfect challenge for their skill level. Select the Option menu to enter in players' names. Here is where you can view the overall player rankings, as well. Does it seem like a lot of thought has gone into this puzzle game? It's true—the Option menu even allows you to save and erase the times and rankings you've worked so hard to accomplish!



ROUND GAME



For the experts in the bunch, the Round Game Option Menu allows you to skip to the advanced levels right away. Here is where you may choose the A or B Emes, as well.



TIME RACE



ALL-TIME RECORD			
RANK	NAME	TIME	SCORE
1	WARIO	00:00:00	100,000
2	WARIO	00:00:01	100,000
3	WARIO	00:00:02	100,000
4	WARIO	00:00:03	100,000
5	WARIO	00:00:04	100,000
6	WARIO	00:00:05	100,000
7	WARIO	00:00:06	100,000
8	WARIO	00:00:07	100,000
9	WARIO	00:00:08	100,000
10	WARIO	00:00:09	100,000

Not only is it a challenge to clear each stage of Monsters, you're going to have to be quick about it! The fastest times make it on to the board of All-Time Records. Practice makes perfect!



LESSON MODE

Feeling a bit rusty with the Control Pad? It's not a problem if you take advantage of the handy Lesson Mode. You'll be able to walk through sample stages step by step, and learn all of the secrets of Wario's Woods.



TWO-PLAYER BATTLE

Two-Player Battle Mode is a great way to get a friend in on the Monster-bombing action. If you're a Wario's Woods expert, you can give your friend an advantage by setting the handicap. You can start at a higher level while your friend can start at the beginning. Also, you can select Monsters that can only be beaten by placing Bombs in a certain order. He who clears the Monsters first, laughs last!



Customize the options in Two-Player Mode to meet your needs.



It's a three out of five game, so you'll have a few chances.

SOME TECHNIQUES

Many of Toad's useful piece-placing techniques can be learned in the Lesson Mode, but you'll discover many others on your own as you become more skilled as a

player. Unlike other puzzle games, Toad performs a wide variety of moves with different combinations on the Control Pad. Read on for suggestions.



PULL OUT A PIECE

Toad sees an opportunity to get rid of some pink Monsters. All he must do is grab the blue Monster up and to the left. This will cause the others on top to fall, and the pink Monsters and Bomb will explode.



GET IN & GET OUT

Toad is in a perfect position to cause the white pieces to explode. All he has to do is move to the top quickly, and the stack will fall to form a row of whites.



BRING MANY PIECES

Sometimes it's necessary for Toad to pick up more than one piece at a time. He is strong, and can carry a whole stack. Just moving a stack can cause an explosion.



CLEAR PIECES

Stack the blue Monsters together so you'll need only one blue Bomb to take out the whole pile.



The shoot 'em up, action-adventure games may not be right for every taste or age group, but everyone can enjoy puzzle games—and even play together! Over the years, Nintendo has produced a veritable mountain of mind-benders for each of its systems.

1989 TETRIS



Tetris was originally released for the NES. The game was so popular, it was decided to include a version with the Game Boy. The object is to form solid horizontal lines across the screen using random shapes.

"Do You Know
Nintendo's Other
Puzzle Games?"





JUMP & MAKE A LINE

Unlike the Monsters, Trud is immune to the devastation the Bombs produce. You don't have to drop Bombs for them to be useful; you can hold them off the right opportunity comes up.



A MID-AIR CATCH

The falling Bombs to your advantage. This green Bomb is too good to let fall to the ground.



JUST GIVE IT A KICK

The rows you make can be diagonal as well as horizontal and vertical. Here Trud can kick the green Bomb and cause two green Monsters to explode.



VS. BOSS CHARACTER

For an added bit of challenge, try playing in 8 Mode. Every 10 stages, a Boss character will appear. To beat the Boss, place three Bombs of the same color next to him.



1990 DR. MARIO



Dr. Mario took the Tetris theme to an entirely new level by adding nasty Viruses. The only way to stop them is to place colored Vitamins on the Virus to form a row of three of the same color. Away they will go!

1991 YOSHI



Having risen to stardom from his debut in Super Mario Bros. 3, Yoshi challenges you in his very own Puzzle game. With Mario's help, it's your job to match falling picture pieces. It's a great choice for kids!

1994 YOSHI'S COOKIE



Yoshi's Cookie takes the adorable graphics of the original puzzle game, and adds a whole new dimension with the ability to manipulate the pieces that have already fallen. Try Vs. and Puzzle Mode, too!

FRAME IT CONTEST Winners

AND THE WINNERS ARE. . .

CLARK OTTO
PRODUCTIONS
PISCATAWAY



When you plug a Game Boy Game into the Super Game Boy, a incredible transformation takes place. When a game is Super Game Boy Enhanced, it may include colors or special borders that make the game even better. If the game hasn't been Enhanced, like most older games, it will take a little creativity to make the Super Game Boy work to its full potential. Players can pick from several color palettes and special borders, or they can customize their very own borders. In Volume 62 of Nintendo Power, players had a chance show off their talent by sending us their best custom borders. As the entries started rolling in, we found that almost every single border was a masterpiece! We didn't have room for all of the winning borders, but here are a few of the standouts. Congratulations to all of our winners!

Winners Not Shown

Holly Adanson
Panama City, FL
The Legend of Zelda: Link's Awakening

Paul Boren
Provo, UT
Snoopy's Magic Show

Michael Collins
Hialeah, FL
Super Mario Land 2—6 Golden Coins

Austin Cornelius
Calgary, AB
Baseball

Ryan Cornelius
Calgary, AB
Bugs Bunny

JP Carty
Galesburg, IL
Kirby's Pinball Land

Mark Dolliver
Raleigh, NC
The Legend of Zelda: Link's Awakening

Kurt Fanslow
Katy, TX
Balloon Kid

Patrick John Fenton Jr.
Bridgeport, CT
Basketball

Jeff Gauthier
Mantowoc, WI
The Legend of Zelda: Link's Awakening

Nicholas Guaratta
Parsmouth, NH
The Legend of Zelda: Link's Awakening

Robert Hoover
East Freedom, PA
Tennis

John Kimluk
Palm Harbor, FL
Super Mario Land 2—6 Golden Coins

Matthew Klundt
Gackle, ND
Spot The Cool Adventure

Don Koresky
Grand Island, NE
The Legend of Zelda: Link's Awakening

Matt Linder
Antelope, CA
Sword of Hope

Matthew Lowry
Lexington, KY
The Legend of Zelda: Link's Awakening

Christian Murga
Boca Raton, FL
Kirby's Pinball Land

Jerry Macgillis
North Ridgeville, OH
Star Trek

Michael McMahon
Centerville, IN
The Legend of Zelda: Link's Awakening

Jeremiah Morse
Barnhart, MO
The Legend of Zelda: Link's Awakening

Ben Miller
Honor, MI
4-in-1 Funpak

Sewas Papadopoulos
Sandwich, MA
Star Trek: The Next Generation

Joe M. Pearce
Fl. Campbell, KY
The Legend of Zelda: Link's Awakening



PRODUCES & EDITED BY
CLARK OTTO
"THE PLUMBING CONG" BY "NEIRO"
ALY YANKOVIC
OTHER GRAPHICS DONE WITH
MARIO PAINT

Clark Otto
Sankoville, WI



Joece LaPlante
Cornwall, ON



Patrice Thomas
Savannah, GA



Dewey & Adam Thomas
Savannah, GA



Russell Young
Gaithersburg, MD

Sully Manikong
Newark, VA



Richard Powell
Stockton, CA
Tetra
Eric Robble
Shuttsburg, MD
World Land: Super Mario Land 3
Eddie Simons
Darby, PA
Metroid II: Return of Samus

Brian Shell
Medford, NY
TMNT: Fall of the Foot Clan

Kevin Spalding
Kissimmee, FL
Legend of Zelda: Link's Awakening

Natalie Soren
Winnipeg, MB
DuckTales

B.J. Tomko
Marlboro, MI
Final Fantasy Legend III

Cody Walton
Kenner, LA
Mortal Kombat

Daniel Weitz
Long Beach, CA
Donkey Kong

Stephen Weitz
Long Beach, CA
Kirby's Dream Land

Drew Wilcoxon
Conyers, GA
Kirby's Dream Land

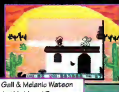
Michael Zimmerman
Dawids, PA
Super Mario Land
Donkey Kong
Kirby's Pinball Land



Liegh Newmark
Miami, Florida



Joanna Chivers
Kelowna, BC



Pietra Gall & Melanie Watson
Lethbridge, AB



Carl Lucchese
New Paltz, N.Y.



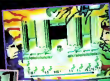
Sandy Plantinga
Hamilton, Ontario



Mark Strobert
Wilmington, DE



Joece Katternes
Troy, MI



Benjamin Cline
Arcadia, FL

VR 32

unique

immersion

technology

prototype

The latest advance in high tech



You've heard the rumors and you've read the press releases—Nintendo announces 32-bit video game system for April 1995! Now Power brings you the first report based on actual game play of the new, as-of-yet unnamed VR 32 system. But before we talk about what the VR 32 can do, here's a few facts about what it is. The VR 32 is the first stand alone, high tech, 32-bit, 3-D gaming system for the mass market in the world. At an expected retail price of \$200, it will be affordable to everyone. The only remotely comparable products are VR goggles for PCs that cost between \$500 to \$1000 and still require an expensive computer to run the software. The VR 32 software will exist on Game Paks. You'll insert them just like plugging in Super NES games. And yes, it can also be portable, but it's not a big Game Boy. It's totally unique. Here's how.

Looking into the VR 32's viewers is like entering a world out of science fiction. The sense of real 3-D space is the most striking phenomenon.

A NEW WORLD OF 3-D GAMING BEGINS NOW

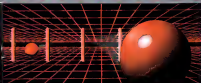
video games
is approaching
from out of the
depths of the
human imagination.

Don't expect the shallow depth of holograms or printed 3-D effects, but a true stereo image in high-resolution red and black. The depth seems totally real, like stepping into a miniature world. Objects and characters have fullness. They turn and move in three dimensions. The red and black images give the virtual world even more of a sci-fi look. And the smoothness of the animation is beyond anything you've seen—well, other than reality itself.

WORLDS IN 3-D

"THE DEPTH OF THE 3-D IMAGE OPENS UP WORLDS OF POSSIBILITY."

Looking into the VR 32 world is like a peek through a telescope. In three dimensions, each eye looks through a different lens, but you only appear to see one image. The two screens of the VR 32 also appear to see images although each eye is focused separately. This is how the depth of the image is created.



The changes on these pages were computer-generated to give you an idea of the types of views that are possible on the VR 32. But as good as these images are, they can't convey the sense of a three-space that you get when you play the VR 32 system. For that, you'll have to try it yourself this spring when it is released.

Game for the VR 32 system will certainly seem more realistic, but even more exciting is the new gaming experience that such realism opens up for players. Controlling a character in a 3-D environment is a much more involving activity than playing in a 2-D, side-scrolling world. In a 3-D environment, you have three axes around which the view rotates. As a consequence of the added complexities, the designers of the VR 32 at Nintendo's R&D 1 development group had

to create a unique controller that allows players complete 3-D spatial movement. Depending on the game you may have to move in three directions at once. Imagine astronauts crouching in on your character from any direction. Perhaps the only escape is to jump backward, up and farther into the distance while returning fire forward, down and out of the screen toward the enemy. Are you ready for this level of intensity?

REALITY TAKES A BACK SEAT

"IT'S A JOY RIDE IN SPACE."

The pathless air flight and edging along with the VR 32 is seamless. With a realistic line smooth, you don't get any of the rough edges and angles often associated with polygon figures in games like Out of This World. Both first person (on the cockpit) and forward perspectives are easily added to the powerful 3-D system.



Although this computer-generated depiction of space flight shows the cockpit moving into the screen toward a distant vanishing point, the same cockpit is the actual VR 32 world he able to swing around and fly back toward you. It would roll, pitch and yaw—the way with the smoothness of an interstellar movie.

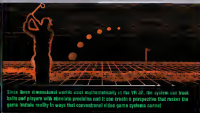
For the new generation of VR 32 games, this 3-D view will mean almost infinite possibilities. The prototype software we played involved multidimensional games of gaming, but each was expanded and became a new experience by virtue of the VR 32's extraordinary 3-D, its special effects and its flawless animation. One of the most promising demonstrations was of a spaceship soaring in a virtual universe. The futuristic

craft flew through the stinky void in graceful arcs without any directional limits as in corridor flyers like Star Fox. With the power of the 32-bit processor and exceptional image resolution, the polygon craft had none of the flatness of traditional polygon images. It was smooth and full. To tell you the truth, it was almost like watching an actual ship cruising in its own miniature universe.

YOU'RE IN THE GAME

"IT PUTS THE PLAYER INTO VIDEO SPORTS."

The 3-D golf course seen here is a computer graphics depicting a possible view point for VR 32 sports games. The bottom photo on the opposite page test gives you an idea of how immersive this technology can be. With certain exceptions, you practically step into the action.



Even three-dimensional worlds exist mathematically in the VR 32; the system can track balls and players with absolute precision and it can create a perspective that makes the game behave reality in ways that conventional video game systems cannot.

The potential for 3-D sports games on the VR 32 is virtually unlimited. No matter what angle you use in a traditional 2-D sports game, you can't fully recreate the feeling of passing, hitting, running or throwing that comes from actually playing a sport on a court or field. Depth perception combined with eye-hand coordination is one of the most critical skills in most sports. In football and basketball, judging the angle, speed and distance of a pass is a process that requires complex 3-D visualization. Judging distances and

angles is critical to a line player like golf, basketball, tennis, baseball and football games also require many of these same skills. But the mission of the VR 32's 3-D goes beyond control, because it can put you into the game and immerse you in the experience of racing down court and passing off to a teammate or looking over an offensive line of 300 pound linemen for an open receiver down the field. This is the experience that video sports fans have wanted for years, and soon they will have it.

CLASSIC VIEWS

"THE DEPTH IS ALSO IN THE GAME PLAY."

Adventures and action games may never be the same once the depth of the VR 32 demonstrates to players how much more involving a 3-D world is than many traditional video game views. Then can player immersion is not taken from the VR 32 demo, but it gives the idea of depth in a classic platform game.



The upcoming ultra hi-res 3-D shocks players with the most brilliantly rendered graphics available, but the VR 32 plays another role, by adding to the art of 3-D, immersive gaming. Some of the earliest games will probably look similar to this picture, bringing familiar characters and styles of play to a 3-D world.

Even traditional genre (A video game like the free-soaring platform game *Alto's Adventure* when they are given depth in the VR 32. One of the most impressive demo programs we checked out includes a Super Mario World type environment with paths leading back into the distance. You can move your character along any of the pathways, jumping, stomping, etc., just as in a regular platform game. The depth makes

the environment more realistic, but the biggest addition is to the game play, because there is so much more to explore. In the demo, not only had the designers added layers of exploring depth to the game, they mixed types of game perspectives. Popping into one door led our Mario character into a top-down view similar to that in Zelda games, only the dungeon suddenly had true depth.

SPATIAL EFFECTS

"IN YOUR FACE GRAPHICS"

How would you like to meet Wario in person? Super-Duper, eye-to-eye? This kind of personal contact will be possible with the VR 32. The 32-bit processor creates the detailed images like the one in this spectacular art with such smoothness and speed that you'll think it's really moving toward you.



Our artist's conception above, a first-person perspective on the VR 32, may seem similar with its fearless people, but the reality will certainly exceed all our fantasies. The first games we saw looked great from this perspective. The dodging and pecking were similar to Super Punch-Out®, but the depth was at least 30% longer.



One of the coolest parts of having a system provide such incredible 3-D is that you can create so many new perspectives. Moving around the world in a smoothly scrolling first-person perspective may be the most immersive technique. Current games like Doom that create worlds in this perspective have proven to be incredibly popular. But with the VR 32, the perspective and speed of scrolling will raise this kind of game to a new level of excitement. Beyond first person perspectives, though, the VR 32 excels at other effects, like characters scaling quickly to huge proportions as they rush at you out of the 3-D distance. If you like a little punch in your games, the VR 32 can provide the glove, the fist, and the right hook.



UNVEILING THE VR 32: NINTENDO POWER BRINGS YOU THE LATEST BREAKING NEWS ON THE HOTTEST FUTURE SYSTEMS.

Next Month, Nintendo Power will report on the technical aspects of the system including its unique screens, its highly specialized controller, sound system, portability and peripherals. In the months following that,

we'll exclusively debut the initial games for the VR 32. Just prior to press time, it was announced that the new VR 32 system will be named **Virtual Boy™** when it is released world-wide in April 1995.

SAMURAI SHODOWN™

© 2001 1993
Reprinted © Takara 1994

THE BEST FIGHTERS BATTLE IT OUT

Samurai Shodown, by Takara, brings the action of the arcade favorite to the Game Boy format. Smooth play control and a wide selection of fighters make this game worth checking out, especially if you have a Super Game Boy.



TWO-PLAYER BATTLE

You can play the two-player mode of the game with two Game Paks and a Game Link cable, or you can both play when you use the Super Game Boy. Either way, the fight rages on!



COLOR SAMURAI

The default Super Game Boy palette is an improvement on the normal black and white coloring, but you may find a custom palette you like better. Experiment with the colors for yourself.



SUPER
GAME BOY

THE FIGHTERS

**SAMURAI
SHODOWN**

Each of the Fighters in Samurai Shodown have different skills and abilities that make them formidable opponents in the tournament. Check out all of the fighters and practice some

of the special moves so you can find which fighter best fits your skill level and style of fighting. Good luck and good fighting!

GEN-AN

Gen-an is a warrior of the magical Shiranui tribe. Although his body looks twisted and deformed, his sharp talons can tear any opponent to shreds. In addition to his claws, Gen-an can tap into his magical abilities, adding to his power.

Press **Forward** your opponent, **Down**, **Down/Forward** to do the **Slash Spin**.



Press **Down**, **Down/Forward**, **Forward** and **Slash** to do the **Peace Cloud Pull**.



If you find yourself right next to your enemy, push against them and hit the **Slash** button to perform the **Drill Attack**.

HA-OH MARU

Ha-Oh Maru is a true samurai warrior. After years of training, he stands ready to test his skills against any foe. The edge of his Fugu Blade cuts deep, so

you had better be careful when you face this fierce competitor.



Press **Down**, **Down/Forward**, **Forward** and **Slash** for the **Cyclone Slash**.



Press **Forward**, **Down/Forward**, **Down**, **Forward** and **Slash** for the **Crescent Moon**.



If you need to reach out to hit your enemy, press the **A** and **B** buttons at the same time and Ha-Oh Maru will slash with his blade.

GALFORD

Galford is the all-American hero. He's strong, honest, and even likes dogs! The only things that Galford hates are the forces of evil. With his trusty dog, Poppy, at his side, Galford sets out to banish the evil from his country. It will take a powerful warrior to accomplish such a worthy task.

If an enemy is charging you, throw a **Peace Blade**, then follow it with a **Spin Attack** by pressing **A** and **B**.



Poppy can help you out if you press **Awary**, **Down/Awary**, **Down**, then the **Slash** button.

UKYO

Ukyo Tachibana fights exclusively for the glory he receives when he wins. Because he tends to be a bit of a showoff, his special attacks look better than they work. But don't forget, intimidation can sometimes win the battle.



Jump toward your opponent then press **Down/Awary**, **Down**, **Down/Forward** and **Slash** to do the **Shadow Snake**.



Press **Down**, **Down/Awary**, **Awary** and **Slash** to do the **Shadow Snake**. Press **Down** and **B** together to do a forward slide.

CHARLOTTE

The common folk of France support their beloved hero, Charlotte. She is a strong and ruthless fighter who wields a quick sword. She is fairly strong offensively, but her moves work best when used defensively. She is a good fighter for beginners.



Catch your foes off guard with the wide range of the Slash Forward Attack. Press Down/Forward, Down, Down/Forward and Slash.



Instead of a normal kick move, Charlotte uses a Shoulder Slam.



Press the Slash Button repeatedly to perform the Slash Fount move.



Pressing A and B together will cause Charlotte to use a Triangular Slicing Attack.



TAM-TAM

The blood of Mayan warriors runs through the veins of this South American Fighter. Tam-Tam also has control over ancient magic that can severely damage his enemies. When using Tam-Tam, take advantage of his various long distance attacks.



Sweep across the bottom of the Control Pad in either direction and let Slash to throw a Slash.



Press Down, Down/Up, Away and Kick to perform the Figure 8's spring attack.



EARTHQUAKE

This heavyweight warrior may be slow, but his hits can be devastating when they connect. Earthquake is one ninja who is not afraid to throw his weight around, so watch out!



When you jump, hold Down and press Kick repeatedly to squash your foe.



Throw your weight by pressing the A and D Buttons at the same time.



Your Kick doesn't have a very long reach, but it hurts when it connects.



Earthquakes may not be very pretty, but he can be tough to get past if you're not to the game.



NAKORURU

A kind-hearted young woman, Nakoruru, fights in a never ending struggle to save the environment. Assisted by her faithful eagle, Mamahaha, she can attack her enemies from the air or from the ground, keeping them always off guard. She is a very quick fighter, but can easily be injured.



Sweep counter-clockwise across the bottom of your Controller and press Slash to make your eagle attack.



Press Down, Down/Away, Away and Kick to grab a hold of your eagle.



Move over your enemy while the eagle is carrying you, and get ready to attack.



Press Toward your foe and let the Slash Button to finish off your attack.

WAN-FU

Although this warrior looks like a huge barbarian, his gentle nature makes him a popular hero in his native China. His powerful attacks can make short work of evil enemies.



Press Down, Down/Away, Away and Slash to throw the Confucius Thunder Bomb.

After you throw the Thunder Bomb, you'll need to go back and collect your sword before you get into trouble.



Press Toward, Down, Down/Toward and the Slash Button to perform the Confucius Whirlwind. This powerful attack will drop most enemies.



SAMURAI SHODOWN

JUBEI

Jubei Yagyu follows the teaching of Bushi, and can expertly wield two swords in battle. He is slow but tough.



Press Toward, Down, Down/Toward and Slash to use the Tsurumaki Sabre.

Repeatedly press the Slash Button to bait your foe with the Sabre Slash attack.



Press Down, Down/Toward, Toward and Slash to use the Dragon Thrust. Press A and B for a two-handed attack.

HANZO

Hanzo Hattori is a cold and ruthless Iga Ninja. He is both feared and admired by his enemies, and none of them relish the thought of fighting him. His search for his son's killer has driven him into this tournament, and he will not stop until he has found revenge.



Press Toward, Down/Toward, Down, Down/Away, Away, A and B to teleport.



Hold Away from your opponent, then press Toward and Slash to throw the Exploding Dragon.



Press Down, Down/Toward, Toward and Slash for the Flying Spiketail. Press A and B for a Spin Attack.



KYOSHIRO

The son of a famous Kabuki actor, Kyoshiro Senryo enjoys the limelight that goes with tournament fighting. If you are facing him in battle, watch out for his flashy but effective style of combat.



Press Down, Down/Away, Away and the Slash Button to do the Jumping Lion.



Press Down/Away, Down, Down/Toward, Toward and Slash for the Twirling Fan.



Press Toward, Down/Away, Down, Down/Toward and Slash to perform the Kazoku Dance.

Down, Down/Away, Away and Slash for the Whirlwind Fan.



**Wario vs.
the Bomberman—what an
explosive battle!**

PICK YOUR FAVORITE BAD GUY!

So what happens when Wario muscles in on the Bomberman's turf? You get a fight, that's what! Ever since Wario learned how to use a bomb (see Wario's Woods) he's been itching for a chance to use that skill. Wario Blast combines the efforts and characters of both Nintendo and Hudson Soft to create a Game Boy game with all of the excitement of the other Bomberman games plus a few extra treats! For an added bonus, plug Wario Blast into a Super Game Boy. You'll not only find enhanced color graphics, but you can also use a four-player adapter to play a challenge match against three of your friends! The

normal mode of the game is very similar to the original Bomberman games, but you will discover a whole new range of Power-Ups to improve your bombing fun.



**SUPER
GAME
BOY**



When you play a two-player game, it's all-out war over the Game Link cable!

4-PLAYER!



Use the Super Game Boy and a four-player adapter to challenge three friends to a match.



ROUND 1 NORMAL ZONE



THREE ENEMIES

You'll have to fend off three enemies in the first round. Avoid them for as long as possible, so the bombs can destroy each other.

At the beginning of the game, there aren't any special tricks for you to learn—or watch out for! Your objective is to bomb the enemies while avoiding the bombs yourself. Pick up all the Power-Ups to make your job easier.

BASIC TECHNIQUE



Try to drop your bombs so they trap your enemies. Drop the other bombs in a corner, or blast them from every direction.

CUP KING

At the beginning of the Boss Round, quickly run around collecting the Power-Ups, then hit the boss with three bomb blasts. Blow up anything that gets in your path!



The Warp Zone stage has new features that you can use to your advantage—Warp Holes! When you drop into a Warp Hole, you will warp to a different section of the board. You're invincible while you are in the Warp Holes, but so are your enemies.

ROUND 2 WARP ZONE



KICK THE BOMB

After defeating the first boss, you receive the Kick Power. Run into a bomb to kick it across the screen. You can also stop the bomb by pressing the B Button.



TOP MAN

As long as you keep moving around, Top Man won't stop. The trouble is, you can't hit him when he's moving. Drop a bomb then stop when he lines up with your bomb.



WARP HOLE TRAP!



If you place a bomb between two Warp Holes you can catch your enemy when he exits from a warp. Move quickly and catch the bombers all guard.



ROUND 3 ARROW ZONE



You can still lock bombs when you get to this stage so don't forget this! If you get trapped, the lock and you can escape!



HIT & RUN

You can run away from your enemies when you use the Dash Power. Hold the B Button to speed up and get out of danger.

ESCAPE!

T-BEAR

You'll need to hit this evil T-Bear with four bomb blasts instead of the usual three. If the little bear heads are giving you trouble, then bomb them!



ROUND 4 FIRE ZONE

You had better keep running when you reach the Fire Zone. The fuses on the bombs are shorter than before, so your timing will be way off! If you don't run as fast as you can, you'll get blasted by your own bomb! As a last resort, you can dive into a Warp Hole.



WARP & BOMB



Warp Hole will be safe from your own attacks. This works best when you keep the Dash Power activated.

If you want to keep your enemies at guard, take advantage of the bombs' short fuses. Dive into a nearby Warp Hole, drop a bomb on the other side, then dive into the Warp Hole again. You'll blast everything near the

P-FLOWER

Keep the B Button pressed throughout this Boss Stage so you can surround the boss with bombs. If you keep dropping bombs on each side of the boss, you'll beat him in no time at all!



A STUNNING BLOW



The Dash Power can be used as an attack from the fourth round on. If you Dash into enemies, you'll stun them for a few seconds. If you drop a bomb, they're out of there!

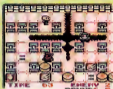


ROUND 5 COMA ZONE

The Coma Zone is so named because of the hidden Gas Vents in the floor. If you are standing on a vent when the gas comes out you'll be stunned for a few seconds, giving your enemies a chance to blast you!

GAS ATTACK

Drop a bomb on a Gas Vent to make the fumes shoot out. If you get your enemies to run through those, they'll be stunned and at the mercy of the bomb!



LINE BOMB ATTACK

If you quickly tap the A Button twice you'll drop an entire line of bombs, if you've picked up the Power-Up to do it.

THUNDER CLOUD

Watch out for the lightning bolts when you take on this boss, or else you'll get fried! Surround him with your bombs, then let him have it.



MORE TO COME

ROUND 6

The Ice Zone can give an unsuspecting Bomberman a slippery time. Remember that it's tough to escape on the ice, so be prepared.



Surprisingly enough, this bag one means cannot to absorb your bomb blasts. How do you defeat a fire-eating enemy? Overload him! Quickly catch the boss in a circle or your bomb blasts so it explodes from all the extra fire.



ROUND 7

Once again the bombs have short fuses, so you'll need to keep running wherever you go. There is also an hidden Easter egg in this level, so stay looking.



Watch out for the boss' shield! It's bombproof! You'll need to drop bombs all around this boss so you can hit him from behind. Keep running and dropping those bombs!



ROUND 8

Welcome to the Power Zone. Everything is completely Powered-Up so you better watch your own bombs as well as your enemies.



Who's waiting for you beyond here? The Med-Bomber Boss! We're going to leave this guy for you to beat, so good luck!



CASINO FunPak

© 1994 B&B Software, Inc.
Produced by Interplay Productions

Casino Funpak combines five of your favorite casino games into one Game Pak. You can gamble to your heart's desire without the fear of really losing your cash.



**SUPER
GAMEBOY**

PALETTE 1A

Although Casino Funpak is not Super Game Boy enhanced, the added power of your Super NES makes the game easier to see. You can even make your own Vegas-style border.

ROULETTE



The game of Roulette is fairly basic, but the betting odds can be confusing. In order to win, you only need to guess where the ball is going to end up on a 38 slot wheel. If you're right, you win. Try betting on one number and back it up with a color bet.

The betting odds can be confusing on Roulette, so be careful not to bet more than you could possibly win in one bet.



VIDEO POKER

Playing Video Poker well takes a good knowledge of poker hands but requires little of the other poker playing skills. When the cards are dealt, select the cards you want to keep and try to improve your hand with the new cards.



The amount of money you win depends on the hand you get and the size of your bet. A Royal Flush is the best hand you can get.

Remember, a pair of Jacks is the lowest scoring hand you can get.

SLOTS

CASINO
FUNPAK

Almost anyone can play a slot machine without much trouble. You put your money into the slot, pull the handle and the rest is luck. When you play this machine, you can bet up to five times for each pull. Each time you bet, a different line will light up, improving your odds of winning. You'll receive cash for any of the lit lines that win.



When you set your bet, don't forget you'll need to bet five times each time you play if you want to get all of the possible payouts.



Each time you drop a coin in the slot, a different line will light up on this slot machine. You can only win on the lit lines.



If winning combinations show up in more than one lit line, you'll receive cash for all of them.

BLACKJACK

The game of Blackjack is one of the most popular gambling games in the world. The rules are simple: Get the total of your cards as close to 21 as you can without going over. On the other hand, the strategy behind the game is very complex. When deciding if you should take a card or not, remember that the dealer must draw a card when his cards total 16 or less.



Standard Vegas rules apply to the Blackjack game in Casino Funpak.



Try your favorite strategies against the computer dealer. If you're lucky, the dealer might even go bust!

CRAPS

The game of Craps is very complex, so it tends to scare away most light-hearted gamblers. While it is easy to lose a lot of money quickly, Craps actually has the best payoff rate of all the games in Casino Funpak. It can take years of practice (and lots of money) to perfect this game, so you better practice before going to Vegas.



The game of Craps has some of the best odds in all of Vegas.



If you don't know how to bet in Craps, this is the perfect way to learn.





GO ON YOUR OWN

MAYAN ADVENTURE

SEE WHAT LURKS IN THE
JUNGLES OF THE YUCATÁN!
EXPLORE ANCIENT MAYAN RUINS!

WIN PITFALL:

THE MAYAN ADVENTURE
FOR YOUR SUPER NES
FROM ACTIVISION.



After filling in the following questions on the pollcard 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

F. Have you ever played Killer Instinct in your local arcade?

1. Yes 2. No

G. If you have played Killer Instinct, what do you think of it?

1. It's Killer!! 2. It's pretty cool
3. I didn't like it as much as the other fighting games
4. Help, I can't find Killer Instinct anywhere.

H. Which of the four Super Power Supplies Catalogs had the best stuff?

1. Fall/Winter 1993 - Nov. 93
2. Summer 1994 - Apr. 94
3. Summer/Fall 1994 - Aug. 94
4. Fall/Winter 1994 - Nov. 94

I. If you could play only one game the rest of your life, which of these games would you prefer to play?

1. Super Street Fighter II 8. The Legend of Zelda
2. Final Fantasy II 9. A Link to the Past
3. Super Metroid 7. Super Mario World
4. Donkey Kong Country 8. NBA Jam
5. Mortal Kombat II 9. F-Zero
10. SimCity

Trivia Question: What is the name of the Rhino in Donkey Kong Country?

Answers to the Player's Poll - Volume 67

Name _____ Tel _____

Address _____

City _____ State/Prov. _____ Zip/Postal _____

Membership Number _____ Age _____

A. Indicate numbers from 1-108 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

B. Indicate numbers 109-172 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

C. Indicate numbers 173-222 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

O.

1 2 3 4 5 6

E.

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F.

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G.

1 2 3 4

H.

1 2 3 4

I.

1 2 3 4 5
6 7 8 9 10

Trivia 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

SECOND PRIZE

FIVE WINNERS!

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- A COLEMAN SLEEPING BAG
- A RECHARGEABLE, TWIN-TUBE COLEMAN LANTERN
- A COLEMAN FLASHLIGHT

Coleman®



AND

PITFALL: THE MAYAN ADVENTURE
FOR YOUR SUPER NES
FROM ACTIVISION.

THIRD PRIZE

NINTENDO POWER T-SHIRTS

50 WINNERS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. #7, e-mail the answer to the three questions on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 67
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than January 1, 1995. We are not responsible for lost or misdirected mail. On or about January 1, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prize, winners consent to the use of

their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entries cards distributed is 581,306,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after January 31, 1995, send your request to the address above. **GRAND PRIZE:** NOA will provide air travel and accommodations for the winner and one guest; if under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated total value of all prizes is \$25,000. Contest ends on the day of the final determination by NOA. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or vendors or their families. This contest is subject to all federal, state and local laws and regulations.



With a huge surge of Player Votes, *Mortal Kombat II* has shot straight to the top of the charts this month! *Dankey Kong Country* moves up to number five on the Super NES charts, but you can expect this great game to challenge *MK II* for the top spot next month.

SUPER NES

1 25,780
POINTS

3 MONTHS

MORTAL KOMBAT II



The action never stops now that you've got all the moves mastered. Watch out, Kintaro!

2 12,184
POINTS

8 MONTHS

SUPER METROID



Samus is beating on the bad guys once again. She's taking names and kicking....

3 10,685
POINTS

35 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST



This legendary game has it all: action, intrigue, mystery and fun!

4 9,527
POINTS

KEN GRIFFEY JR. PRESENTS MLB

Play out the entire season, including the World Series, when you play Griffey's game.

5 8,879
POINTS

DONKEY KONG COUNTRY

The big, bad ape is swinging to the top of the Super NES chart.

6 8,617
POINTS

NBA JAM

7 7,965
POINTS

SUPER STREET FIGHTER II

8 5,935
POINTS

MIGHTY MORPHIN POWER RANGERS

9 5,484
POINTS

SECRET OF MANA

10 5,127
POINTS

THE LION KING

11 4,764
POINTS

MEGA MAN X

12 4,775
POINTS

MORTAL KOMBAT

13 4,447
POINTS

SUPER MARIO KART

14 4,237
POINTS

STUNT RACE FX

15 4,095
POINTS

TETRIS 2

16 3,924
POINTS

EARTHWORM JIM

17 3,329
POINTS

FINAL FANTASY II

18 3,148
POINTS

NBA LIVE '95

19 2,908
POINTS

BREATH OF FIRE

20 2,868
POINTS

SUPER PUNCH-OUT!!

GAME BOY

1 16,698
POINTS

20 MONTHS

THE LEGEND OF ZELDA: LINK'S ADVENTURE



Link's quest to awaken the Wind Fish is keeping Players glued to their Game Boys.

2 14,114
POINTS

7 MONTHS

DONKEY KONG



Donkey Kong is a popular guy. If you like this game, try his Super NES adventure.

3 12,904
POINTS

6 MONTHS

WARIO LAND: SUPER MARIO LAND 3



Does Wario have the guts to stop the pirates? Grab a Game Boy and find out.

4 11,437
POINTS

METROID II: RETURN OF SAMUS

These pesky Metroids seem to trouble Samus wherever she goes.

5 11,353
POINTS

TETRIS

As long as the pieces fall, this classic puzzle game will be a favorite.

6 10,066
POINTS

MIGHTY MORPHIN POWER RANGERS

7 9,399
POINTS

SUPER MARIO LAND 2-4 GOLDEN COINS

8 7,387
POINTS

SUPER MARIO LAND

9 7,575
POINTS

KIRBY'S DREAM LAND

10 6,022
POINTS

DR. MARIO

11 6,361
POINTS

KIRBY'S PINBALL LAND

12 5,277
POINTS

MORTAL KOMBAT

13 4,737
POINTS

JURASSIC PARK

14 4,399
POINTS

TETRIS 2

15 4,279
POINTS

MORTAL KOMBAT II

16 3,911
POINTS

BATMAN THE ANIMATED SERIES

17 3,636
POINTS

CASINO FUNPACK

18 3,630
POINTS

FINAL FANTASY ADVENTURE

19 3,520
POINTS

DISNEY'S JUNGLE BOOK

20 2,756
POINTS

YOSHI'S COOKIE

NES

1 14,814
POINTS

75 MONTHS

THE LEGEND OF ZELDA



Legions of loyal Link fans have made this game number one again!

2 11,478
POINTS

63 MONTHS

SUPER MARIO BROS. 3



Still in the Top 5? Mario and the gang thank you for your votes!

3 9,646
POINTS

9 MONTHS

MEGA MAN VI



Hey wait a minute! Isn't that Dr. Wily? I thought we beat him last time!

4 8,848
POINTS

METROID

Samus's original quest is a classic, and it's as popular as ever!

5 8,680
POINTS

NES OPEN TOURNAMENT GOLF

Challenge Mario and Luigi to a quick round of golf.

6 8,276
POINTS

ZELDA II: THE ADVENTURE OF LINK

7 7,658
POINTS

DR. MARIO

8 7,715
POINTS

FINAL FANTASY

9 6,012
POINTS

NINTENDO WORLD CUP

10 5,891
POINTS

BASEBALL STARS

11 5,702
POINTS

TECMO SUPER BOWL

12 5,165
POINTS

NES PLAY ACTION FOOTBALL

13 4,940
POINTS

TETRIS

14 4,797
POINTS

TETRIS 2

15 4,025
POINTS

DRAGON WARRIOR II

16 3,657
POINTS

ZONA'S REVENGE: STAR TROPICS II

17 3,411
POINTS

SUPER MARIO BROS. 2

18 2,975
POINTS

SUPER SPIKE V'BALL

19 2,947
POINTS

PAC-MAN

20 2,918
POINTS

MEGA MAN V

NOW

DECEMBER
1994

PLAYING

LOOK FOR THESE RELEASES SOON

DEMON'S CREST

Company.....Capcom
Suggested Retail Price.....Not Available
Release Date.....November 1994
Memory Size.....16 Megabits
Game type.....Adventure for one player

Firebrand the gargoyle returns for his best role yet. In this expensive adventure, you must find the six elemental crests in order to save the world. Most of the action takes place in side-scrolling stages, but the Mode 7 map over which you fly between areas is a nice touch. One of the great features of this game is the ability to use a variety of different gargoyles, each with their own special skills, which adds to the strategic involvement in the game. This month's in-depth coverage shows you how to survive in a world of demons.



➤ Excellent graphics, play control, game balance and sound. Password: Hidden areas and surprises.

❑ Capcom has ordered a limited number of Game Paks, so supplies could be limited.

SUPER RETURN OF THE JEDI

Company.....JVC
Suggested Retail Price.....Not Available
Release Date.....November 1994
Memory Size.....16 Megabits
Game type.....Adventure for one player

Luke and his rebel companions must rescue Han from Jabba the Hutt, infiltrate the forest moon of Endor then attack the new Death Star. Like the two previous Super NES Star Wars games, the action includes side-scrolling areas and Mode 7 flying areas plus music from the movie.

and digitized cinema scenes that link each stage and convey the story. This month's review reveals some of the secrets of this distant galaxy.



➤ Excellent variety of play, graphics, sound and story. More characters than previous games in series. Password

❑ Play control has some faults as earlier Star Wars games: hit detection off in some areas. Uneven challenge—some areas are too easy while others are very challenging.

UNIRACERS

Company.....Nintendo
Suggested Retail Price.....\$49.99
Release Date.....December 1994
Memory Size.....16 Megabits
Game type.....Unicycle racing and stunts for one or two players

You'll flip, twist, loop-the-loop, spin and wipe-out in this wild racing game that utilizes rendered animation techniques like those in Donkey Kong Country. Nintendo worked closely with DMA, a developer in Scotland, to create this game. This month, Power plugs you into this unique game and shows you what it means to live on the edge.



➤ The ACM (Advance of Computer Modelling) techniques bring these unicycles to life. Very fast and fun. Battery backed-up memory. Get crazy with stunts.

❑ Needs more courses. Unicycles should be differentiated—lighter, heavier, faster, etc.

MICKEY MANIA

Company.....Sony Imagesoft
Suggested Retail Price.....\$59.95
Release Date.....November 1994
Memory Size.....16 Megabits
Game type.....Cartoon action for one mouse

Pluto has been kidnapped by Pete and Mickey must travel through some of his greatest cinematic scenes to rescue him. You can be a mouseketeer with some help from this month's Power review.



Excellent Disney animation, good play control and variety. Surprisingly good challenge in some areas, especially on the difficult setting.

Some of the areas are too short. As good as the game is, we'd like more of it.

THE GREAT CIRCUS MYSTERY STARRING MICKEY & MINNIE

Company.....Capcom
Suggested Retail Price.....Not Available
Release Date.....October 1994
Memory Size.....16 Megabits
Game type.....Cartoon action for one mouse

More starvelous mouse action comes to the Super NES this month from Capcom. Fans of last year's hit, Magical Quest Starring Mickey Mouse, will recognize the design of this game. Try it on for size in this month's mouse spectacular review.



Good graphics, play control and variety of play. Players can choose either Mickey or Minnie Mouse.

Very similar to Magical Quest. Not overly challenging.

ZERO: THE KAMIKAZE SQUIRREL

Company.....Sunsoft
Suggested Retail Price.....\$44.99
Release Date.....November 1994
Memory Size.....16 Megabits
Game type.....Nifty action for one squirrel

Zero has left the supporting role he had in the first Aero the Acrobat game and has moved on to star in his own game. It seems that Sunsoft is trying to cover the animals-with-an-attitude scene from A to Z. In fact, the graphics, excellent play control and many clever stages of Zero are bound to make it more of a hit than Aero. Nintendo Power follows Zero on his adventures this month.



Much improved play control from Aero the Acrobat. Good graphics. Lots of variety.

Some of the shooting stages are too simple.

TIN STAR

Company.....Nintendo
Suggested Retail Price.....\$49.99
Release Date.....December 1994
Memory Size.....16 Megabits
Game type.....Super Scope shooting action

Nintendo's latest Superscope game tests your eye and your stamina in an arcade-like duel between you and the weirdest collection of rusting rustlers ever. Nintendo Power rewrites the history of the West in this month's review.

Excellent graphics and lots of challenge. You can use a regular Controller, the Super Scope or Super NES Mouse. Humorous story. Good aiming control.

Not a lot of variety of play in spite of the many stages. It's a shooter, period.



SUPER BONK

Company.....Hudson
Suggested Retail Price.....Not Available
Release Date.....November 1994
Memory Size.....12 Megabits
Game type.....Action for one player

This enormous noggin with a tiny body tucked on will be familiar to fans of the NES and Game Boy Bonk titles. The main variation from other hop and stomp games is that Bonk stomps with his head. He also bites walls, jumps, and flips past the usual variety of obstacles and buddies. If you collect the right kind of candy, Bonk grows into Super Bonk, or a tiny Bonk—now there's an original ideal.



Good play control. Fun character. Appeals more to younger gamers. Lots of bonus stages.

Average graphics. Not much to recommend it over earlier Bonk games except the varied bonuses.

THE INCREDIBLE HULK

Company.....	U.S. Gold
Suggested Retail Price.....	Not Available
Release Date.....	October 1994
Memory Size.....	16 Megabits
Game type.....	Comic action for one mean, green guy

One of the last great comic heroes to appear in a video game is *The Incredible Hulk*—a gigantic, hormone-crazed who reverts to normal size and appearance when he's not ticked off. The game features all of the comic book elements in a side-scrolling action game in which the Hulk's mission is to stop the creation of a race of bio-warriors. You can play as both the Hulk and his normal self, David Banner, who is armed with a gun. Switching between the two personalities requires a potion that you find scattered throughout the stages where he meets villains like The Leader, Rhino, and Abomination. With vertical areas and lots of jumping, plus the switching, there's a good variety of play including 25 moves that the Hulk can make.



- Good graphics and lots of moves. Easy to pick up and learn.
- ❑ Not as challenging as you might expect. Play control has slow response.

FRANKENSTEIN

Company.....	Sony Imagesoft
Suggested Retail Price.....	\$39.95
Release Date.....	November 1994
Memory Size.....	16 Megabits
Game type.....	Action for one player

Loosely based on Mary Shelley's gothic horror story and the recently released movie, this *Frankenstein* game puts you in the role of the reanimated man. As in the story, the superstitious, 19th Century townsfolk attack constantly and with great ferocity. Fortunately, your reanimated flesh is stronger than that of normal people. You'll have to survive in this perilous world by running and fighting in a very typical side-scrolling manner. You'll also have to find your way, because each stage is laid out with puzzles. The game contains digitized scenes and blue-screen animations taken from the film for added realism.



- Nice graphics and sound and a good story based on the classic *Frankenstein* story rather than the better-known Hollywood version.
- ❑ The creature limps, and so does the play control. Sometimes confusing map layouts. Enemies have little AI.

NICKELODEON GUTS

Company.....	Viacom
Suggested Retail Price.....	Not Available
Release Date.....	November 1994
Memory Size.....	12 Megabits
Game type.....	TV game show for one or two players

It takes *Guts* to win at Nickelodeon's collection of devilish obstacle courses and weird events, but now you can try it at home. Viacom used digitized graphics to convey the look of the TV stage and Mode 7 effects for some of the Elastic sports, in which you bounce around on a giant rubber band while trying to sink baskets, throw footballs through a target, or knock over an opponent. The obstacle courses have been recreated in a side-scrolling format. Your character runs, jumps, climbs, and flips. The ultimate obstacle course is the *Aggro Crag*. Climb it and hit the activators.



- Good graphics and some of the events are fun.
- ❑ It would take *Guts* to call this a balanced game. Poor play control in most of the events.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Company.....	Electronic Arts
Suggested Retail Price.....	Not Available
Release Date.....	December 1994
Memory Size.....	10 Megabits
Game type.....	Action for one player

Michael is back in Chicago, but he isn't playing hoops. His friends have been kidnapped and stashed around the *Windy City*. It's your job to find them, searching through four worlds including a laboratory and a factory. In each area, Michael must find keys to open rooms and passages where he may find clues, power balls, or more enemies. The enemies range from fantasy creatures to bad guys. The balls include flaming basketballs and ice balls. Michael throws the balls at enemies, and he can make slam dunks for items and special stuff.



- Michael has some cool moves. Passwords. Good graphics.
- ❑ Play control seems loose at times. Generic platform game enemies with simple AI.

AERO FIGHTERS

Company.....	Mc O'Fliver
Suggested Retail Price.....	Not Available
Release Date.....	November 1994
Memory Size.....	12 Megabits
Game type.....	Shooter for one or two players

Although Aero Fighters seems like a pretty basic military shooter, it is in fact another alien invasion along the lines of Vic Tokai's Imperium and other overhead view shooters. The goal here is to defeat the diabolical Controlling Intellect by blasting a billion alien ships (that look remarkably like normal Earth weapons) over the course of seven stages. One unique aspect is that you can call in aerial support for a devastating attack on enemy positions.



+ Decent graphics and play control. Fast play. Shooter fans will get a quick thrill.

- It's not a unique game, but it's fairly well done. Very little variety of play. Not a whole lot of challenge.

MARIO'S EARLY YEARS: PRESCHOOL FUN

Company.....Mindscape
Suggested Retail Price.....\$44.98
Release Date.....November 1994
Memory Size.....4 Megabits
Game type.....Education for one preschooler

Mindscape's Mario's Early Years series of edutainment programs continues with Preschool Fun. The assumption being made here is that the players are just beginning to read. Digitized voice commands direct players who have no reading ability. They are accompanied by written directions. The activities also tend to be simple, just matching and identifying for the most part.



+ Simple learning activities provide lots of reward.

- Such simple activities without any game play elements will become tedious even to the youngest players over a short period. Digitized voices are annoying.

RADICAL REX

Company.....Activision
Suggested Retail Price.....Not Available
Release Date.....November 1994
Memory Size.....8 Megabits
Game type.....Disc action for one player (at a time)

Rex's mission is to squelch the ambitions of the Cretaceous creep, Sethron, and to rescue Rexanne, his sweetheart. This talented and very cool T-Rex accomplishes his goals with a terrific variety of feats, such as racing around on his skateboard, swimming, swinging from vines, and breathing fire. Action while on the skateboard is very fast, but it slows down considerably when Rex has to hoof it. One unique



aspect is that Rex gains power as he progresses. For instance, his rear becomes a prize weapon after practice.

+ Nice graphics. Fun concept. Good variety of actions. The skateboarding is by far the coolest part of the game.

- Progress can be difficult in some areas due to course layouts and play control. You can't skateboard everywhere.

THE PAGEMASTER

Company.....Fox Interactive
Suggested Retail Price.....\$44.98
Release Date.....November 1994
Memory Size.....16 Megabits
Game type.....Action for one player

McCauley Culkin's animated debut also finds a place on the Super NES. The game closely follows the story of the movie by placing you in the same settings: Adventure, Horror and Fantasy. The library of action includes side-scrolling platform hop and top-plus 3-D, Mode 7 driving action. There are bonus areas and special endings, too. Some of the characters you'll meet include Long John Silver and Frankenstein.



+ Nice graphics and a good variety of game play.

- Very loose play control.

BEAVIS & BUTT-HEAD

Company.....Viacom
Suggested Retail Price.....Not Available
Release Date.....November 1994
Memory Size.....12 Megabits
Game type.....Rude action for one player

Beavis and Butt-Head fans finally can control their cartoon heroes in this standard platform game that will remind many gamers of the early Simpsons titles. How so? The graphics look great and the game play is tame side-scrolling fare. The concept is that B & B are desperate to get into the Gwar concert, but to get the tickets they must perform incredibly stupid stunts. That would be great except the play control isn't up to the task and the stunts aren't just stupid, they're boring.



+ Good graphics. The sense of humor comes through, but it isn't the same thing as on MTV because the same jokes and sight gags repeat endlessly. Good sound with a superior rudeness factor. You can switch between the guys.

- Poor play control. Jokes get old fast. We expected more than an average platform game with belching and nose picking.

WARIO'S WOODS

Company.....Nintendo
Suggested Retail Price.....SNES \$49.95, NES \$39.95
Release Date.....December 1994
Memory Size.....8 Megabits, 4 Megabits
Game type.....SNES and NES puzzle action for one or two players

Wario and Toad's answer to Tetris action involves monsters and multi-colored, tumbling bombs. Three or more bombs of the same color cancel each other out and reduce the pile. There's a two-player mode, as well. See this month's review on both the Super NES and NES versions.



✔ Tetris-like puzzle action. Fun two-player mode. Challenging. Fast.

✘ Similar to Dr. Mario. Controls aren't as intuitive as Tetris 2.

WARIO BLAST: FEATURING BOMBERMAN

Company.....Nintendo
Suggested Retail Price.....\$29.95
Release Date.....December 1994
Memory Size.....4 Megabits
Game type.....Super Game Boy action for up to four players

Wario takes on Bomberman and makes a blast for everyone. It's just like a Bomberman game, but you can play it on Super Game Boy or Game Boy. Don't miss this month's explosive review.



✔ Great multi-player action. Good use of Super Game Boy colors and music. The one-player game has larger areas than in previous Bomberman games.

✘ Sometimes difficult to recognize your character. More characters would have helped.

SAMURAI SHODOWN

Company.....Takara
Suggested Retail Price.....\$29.99
Release Date.....November 1994
Memory Size.....4 Megabits
Game type.....Super Game Boy for one or two players, or two players with Game Link and two Game Boys

This arcade hit loses some strategy elements on Game Boy but preserves much of the excitement of the original. For more on this sword-dueling twist on tournament fighter games, turn to our Power review.

✔ Very smooth play control. Good change from martial arts fighters.

✘ Doesn't make good use of the Super Game Boy. Small characters are difficult to see in detail.

CASINO FUNPAK

Company.....Inteplay
Suggested Retail Price.....Not Available
Release Date.....December 1994
Memory Size.....1 Megabit
Game type.....Gambling games

You can take these games of chance everywhere and make a fortune in Game Boy Bucks. You'll start with \$10,000 as you move through the casino, playing Blackjack, Slots, Roulette, Poker, and Craps. In the tournament mode, you'll automatically move from one game to the next. It's nothing fancy, but you can raise bets and win or lose it all.



✔ Good interface with easy-to-understand controls

✘ Doesn't make use of Super Game Boy enhancements

STAR TREK GENERATIONS: BEYOND THE NEXUS

Company.....Absolute
Suggested Retail Price.....Not Available
Release Date.....November 1994
Memory Size.....1 Megabit
Game type.....Sci-fi simulation for one player

You'll begin by commanding the Enterprise B with Captain Kirk who is under attack by a pair of Tholian web ships. You'll move on to various missions that include a wide range of activities including "away" parties, decoding communications, rescuing ships, etc. Eventually, you'll meet Picard and crew to investigate a mysterious phenomenon. Extremely patient Star Trek fans with a Super Game Boy may find the game keeps them engaged.



✔ Looks good with Super Game Boy. Lots of variety. Passwords, but unfortunately they're not received in convenient locations.

✘ Poor interface. Awkward controls for some starship functions. Endless space battle sequences. Poor explanation of game goals.

SEAQUEST DSV

Company.....THQ
Suggested Retail Price.....\$29.95
Release Date.....November 1994
Memory Size.....2 Megabits
Game type.....Action adventure for one player

SeaQuest DSV is basically dodge-and-shoot, with dolphins on the side for fun. Your sonar pinpoints the locations of sub-levels (pardon the pun) where you use the seaQuest's many smaller vessels to fulfill missions such as cleaning up toxic waste on the sea floor.

➤ Good use of Super Game Boy screen colors, but no border. Variety of stages.

➤ Some functions aren't readily apparent—so read the manual! Very simple intelligence (AI) for the enemies. Not much strategy.

RACE DAYS

Company.....Gametek
Suggested Retail Price.....Not Available
Release Date.....December 1994
Memory Size.....2 Megabits
Game type.....Two types of racing for one or two players

Go four-wheeling over desert tracks or battle it out on paved courses in the two modes of Race Days. The control and perspective of the four-by-four game will command off-rollers of Virgin's Jeep Jambores. It's a first person ride with lots of hills and jumping. The other game, "Dirty Racing," has you looking out for dirty tracks with obstacles everywhere. This is an overhead view with fairly slow, slot-car type action.

➤ Two types of racing views. Two-player option with Game Link.

➤ Speeds feel slow. No Super Game Boy enhancement.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
AERO FIGHTERS	MC O'RIVER	2P-S	3.1	3.4	2.9	2.9	SHOOTER
BEAVIS & BUTT-HEAD	VIACOM	1P	3.2	2.9	2.7	2.9	ACTION
DEMON'S CREST	CAPCOM	1P/PASS	3.9	3.3	3.8	3.7	ADVENTURE
FRANKENSTEIN ACTION	SONY IMAGESOFT	1P	3.4	2.4	2.8	3.3	ACTION
THE GREAT CIRCUS MYSTERY: STARRING HICKY AND MIKE	CAPCOM	1P	3.7	3.6	3.4	3.2	ACTION
THE INCREDIBLE HULK	U.S. GOLD	1P	3.5	3.3	3.0	3.4	COMIC ACTION
WARIO'S EARLY YEARS: PRESCHOOL FUN	MINDSCAPE	1P	3.3	3.3	2.2	2.1	EDUTAINMENT
MICHAEL JORDAN: CHAOS IN THE WINDY CITY	ELECTRONIC ARTS	1P/PASS	3.4	3.2	3.3	3.1	ACTION
MICKEY MANIA	SONY IMAGESOFT	1P	3.9	3.5	3.4	3.9	ACTION
NICKELODEON GUTS	VIACOM	2P-S	3.2	2.6	3.0	3.0	TV GAME SHOW
THE PAGEMASTER	FOX	1P	3.4	3.0	3.0	3.0	ACTION
RADICAL REX	ACTIVISION	2P-A	3.7	3.2	3.6	3.1	ACTION
SUPER RETURN OF THE JEDI	JVC	1P/PASS	3.9	3.1	3.4	3.4	ADVENTURE
SUPER BOMK	HUDSON	1P	3.1	3.1	2.9	3.1	ACTION
TIN STAR	NINTENDO	1P	3.6	3.4	3.7	3.7	SHOOTER
UNIRACERS	NINTENDO	2P-S/BATT	3.6	3.5	3.4	3.2	RACING ACTION
WARIO'S WOODS	NINTENDO	2P-S/BATT	3.1	3.4	3.6	3.4	ACTION
ZERO: THE KAMIKAZE SQUIRREL	SUNSOFT	1P	3.6	3.5	3.6	3.5	ACTION

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
WARIO'S WOODS	NINTENDO	2P-S	3.1	2.9	3.0	3.1	PUZZLE ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
CASINO FUNPAK	INTERPLAY	1P	2.9	3.1	3.0	3.1	GAMBLING GAMES
RACE DAYS	GAMETEK	2P-S	3.1	3.1	2.9	2.8	RACING
SAMURAI SHODOWN	TAKARA	2P-S	3.4	3.1	3.1	3.1	TOUR. FIGHTING
SEAQUEST DSV	T-HQ	1P	2.9	2.4	2.6	3.1	ADVENTURE
STAR TREK: GENERATIONS	ABSOLUTE	1P/PASS	2.9	2.6	2.8	3.0	SIM ACTION
WARIO BLAST	NINTENDO	4P-S	2.9	3.4	3.7	3.1	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



A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH



MEGA MAN X2

CAPCOM

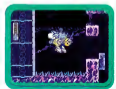
The Blue Bomber returns for his second Super NES adventure, and zone too soon. Mega fans, like your Maverick-hunting Pak Pursuer, will find Mega Man X2 has the same great game play as last year's original 16-bit Mega Pak from Capcom. If they were to look inside the Game Pak itself, they would also find a customized DSP chip called the C4, which enhances some of the 3-D graphics used in this Mega Man

sequel. Thanks to the added boost of the DSP microchip, Mega Man X2 boasts the best graphics of any Mega Man game to date. Rotating boss characters and deep, 3-D perspectives look cool, but the game play remains true to Mega Man form.

It's six months after Sigma's destruction and the Maverick revolt has led Mega Man X to a reprod factory where he must take on a huge robot. That's just the introduction. Mega Man X must then fight a war against the three scheming Maverick leaders: Sergens, Vioen, and Agile. The battles will take Mega Man X through a Desert Base with the Overdrive Osterich at the end, a deep sea base controlled by Bubble Crab, the Dino Tank and Wheel Gator, a crystal world where he meets Crystal snail, the Weather Control center controlled by Wire Sponge, a robot junkyard with Morph Moth, a vol-

cano guarded by Flame Stay and the central computer where you must reprogram Magna Centipede with Mega Man X's blaster. Finally, you'll have to gather up all the incredible weapons you've won and use them against the ring leaders in the final ninth stage.

What can we say but that Capcom comes through again. Mega Man X2 isn't a revolution—it's just a lot of fun.





SEAQUEST DSV

MALIBU

The adventure beneath the sea from Malibu Games should begin early next year when this 16 megabit Pak makes a splash in the stores. The game was created by Sculptured Software—the developers of the

Super Star Wars series, Mortal Kombat II and other hits—and early versions promised an undersea adventure unlike anything Super NES players have ever experienced. The final version delivers with impressive

graphics and sound—both trademarks of Sculptured Software products. The sound is as good as the Star Wars games. The action takes place in a three-quarter overhead view of seaQuest and side-scrolling views of the smaller subs and Darwin during special missions. The game play consists of missions for the UFO similar to those in the TV series, including the protection of facilities from rogue subs, rescue work and environmental cleanup. The feeling of the game is a bit like Desert Strike, although a lot wetter, and you have choices of equipment to work with, which adds greatly to the strategy of the game.



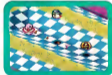
KIRBY'S DREAM COURSE

NINTENDO

Kirby is finally set to make his Super NES debut this February when Kirby's Dream Course is released. You may remember that Pak Watch reported on Kirby's Tee Shot earlier in the year. This is the same game for the most part, although play and graphics have been tweaked to near

perfection in the mean time. The game is a hybrid of golf, pool and Kirby's Pinball, and it's one of those games that keep you playing to improve your score. This Pak Hacker spent an entire day improving his handicap, and then took it home. What you do, basically, is launch

Kirby toward a hole. Sounds simple, but there are bumpers, obstacles, traps, warps, enemies and other hazards to take into account. The overhead view gives a good sense of 3-D perspective. Don't let the Kirby image fool you; this is one tough game.



BRETT HULL HOCKEY '95

ACCOLADE

Brett is back for a second season on the video ice. His blades are sharpened and his stick is taped. More important for this Pak Puck, however, the game play was sharper and a lot more fun than last year's version. The trademark of Sports Accolade is the voice of announcer Al Michaels, and his play-by-play remains some of the best in the video sports category. Not only does Al sound good, the sounds from out on the ice like body checks

and pucks slamming into the wall also sound very realistic. The team at Radical, with an extra year to work on this title, learned to give it the real

feel of hockey. The perspective, the momentum and the excellent animation put us on the ice. NHL '95 has some real competition this time out.





WOLVERINE: ADAMANTIUM RAGE ACCLAIM

One of Marvel's most popular super heroes is on his way to the Super NES next month. The X-Men's Wolverine shows off some of the most varied moves this Pak Slasher has ever seen. Logan/Wolverine slashes, leaps to the ceiling and clings with his claws, makes diving leaps and climbs up walls. You could say he gets around. LJN/Acclaim also saw to it that the

developers, Bix Corp., included a password system so you don't have to claw your way through all seven levels at one time. Maybe the most unique feature, however, is the Fact File option at the beginning of the game, which lets you check out all the characters, their histories and super powers. The game also goes beyond simple controller commands

to allow Wolverine extra special moves and combinations, more like a tournament fighting game. Even the plot is cool. Wolverine, who has no memory of his early life, receives a message that may lead him to some of the answers. In true super hero style, he immediately walks into the trap. You've got to love that sort of blind courage.



GP-1: PART II

ATLUS

Motorcycle racing looks like one of the hot tickets this year with Atlus bringing out the sequel to its classy '93 release, GP-1. Part II of the series puts you back in the saddle again with enough two-wheeled acceleration to launch a small dog to the moon. Of course, staying on the circuit is preferable since you earn points toward the championship. The play control remains pretty much the same—which is very good—but the new graphics are a bit more realistic

than last year's game. The new version also includes four proving tracks where you compete for top teams

positions. If you don't have GP-1, and if you're dying for a new racing thrill, try out GP-1, Part II this December.



NEWMAN-HAAS INDY CAR RACING FEATURING NIGEL MANSELL

ACCLAIM

Nigel may have returned to F-1 racing around the world, but his legacy on the Indy car circuit here in the U.S. will be remembered for quite a while. The second Nigel Mansell racing simulation in as many years puts the fearless Brit on tracks where the straightaway speeds regularly top 240 Mph. The circuit includes everything on the Indy car circuit except Indy itself—apparently Indy doesn't need the exposure. Expect the usual assortment of racing features including single and season course races, two-player split screen mode, customization of your car and pass-

words. The best part of it for this Pak Pedal-stomper was the control and speed. The speed felt real and the control was sweet in both arcade and simulation modes. It's a real toss-up whether this Nigel or last year's

Nigel Mansell World Championship Racing (F-1 circuit) is the better game. You'd better be the judge when the game peaks itself in a store near you later this month or early next year.





JURASSIC PARK 2

OCEAN

Not everyone was thrilled with Ocean's original adventure-based Jurassic Park game last year, so they thought they'd take another stab at it and follow in Sega's footsteps with a Jurassic Park shooter. Say hello to Jurassic Safari. This time, Dr. Grant is armed and about as dangerous as a

velociraptor, which is a good thing since he's going to run into raptors and other cretaceous man-eaters about every six inches. Even given the faults of last year's adventure, this Pak Poacher preferred the open environment and adherence to the story of that original game. This side-scrolling

shooter shows off Ocean's in-house expertise with graphics, but there were lapses in logic in the map layout and control function departments. On the other hand, if you like dinosaurs and the thrill of being hunted, this game should get your blood boiling when it appears later this month.



THE SHADOW

OCEAN

No one knows the fear that lurks in the hearts of men. Ocean, on the other hand, knows no fear in bringing out another game based on a movie license, even one with as murky a past as *The Shadow*. Fortunately, it makes a better video game than a movie. Although on first play it seems nothing more than a scrolling street brawl like *Final Fight*, *The Shadow* has some special skills that are fun and useful, particularly the

ability to become invisible. You can also enter areas where weapons are given to you along the route. Your character also has a fairly wide range of fighting moves based on proximity and controller sequences. If you're picking up the video early next year, you might want to pick up the game, as well, for a fast and furious battle. The cinematic scenes and sound are almost as good in the game as in the movie.



ACME ANIMATION FACTORY

SUNSOFT

This winter the great Warner Bros. Looney Toons characters like *Daffy Duck*, *Bugs Bunny*, *Elmer Fudd*, *Taz*, and *Wile E. Coyote* will be able to come to life in your own animated sequences...sort of. This Pak Cartoonist found that the backgrounds and animations in *ACME Animation Factory* were limited to

ten animations in all. Probe, the developer on this creative pak, did a good job of putting in the mechanisms for animating the toons, but they didn't give us amateur tooners much material to run with. You also need a Super NES Mouse to have any sort of control of the tools while pasting scenes or coloring preset

scenes—and if you have a Super NES Mouse you probably also have *Mario Paint*, which is more free-form and easier to use. Truly creative souls will be able to find ways around the limitations of *ACME* to make more out of it, but most would-be cartoonists will find it frustrating and return to their crayons. Sorry folks.



PAK WATCH UPDATE

One of the biggest software announcements to date for Nintendo's Ultra 64 was sprung by Williams Entertainment. *Doom*, the mega-PC hit of '94, will appear at the launch of the NU 64 in an exclusive and entirely new form for the ultimate game system, developed in conjunction with id Software. *Doom* fans already expect state-of-the-art graphics and lightning quick scrolling, but the Nintendo Ultra 64 version will easily out perform anything on home computers or Sega's 32X. How can your Pak Prognosticator be so sure? Take one look at *Killer Instinct*, then look at a 32X game. Nope, *Doom* fans will have to wait until the fall of '95 for the real *Doom* Day to come.

On the hardware side of the coming of the Nintendo Ultra 64, Nintendo of America announced the use of **Rambus Inc.** high-speed RAM (Random Access Memory) technologies for use in the NU 64. The Rambus RDRAM (Dynamic RAM) has a huge bandwidth that speeds up data transfer. The RAM can be used for both video RAM and main system memory. What this means in terms of games is that the Nintendo Ultra 64 will be able to move information faster, resulting in the creation of more detailed and faster moving images than systems using conventional DRAM.

Developers for the Ultra 64 also got a gift recently when Nintendo and **MultiGen, Inc.** announced an agreement to provide MultiGen's real-time 3-D development tools for designing NU 64 games. Previous applications that have used MultiGen's sophisticated, 3-D interactive technology included high-end flight simulators and virtual reality environments. Nintendo of America Chairman, Howard Lincoln, summed up the benefit of having MultiGen and Alias tools for the Nintendo Ultra 64: "...the power of these tools can be combined to create a game that has real-time 3-D scenes generated with MultiGen's tools, along with



Doom (PC screen shot)

realistic, movie quality animated heroes created with Alias' tools." That's a killer combination.

Speaking of movie quality heroes, **Capcom** recently held a press conference to announce that Hammer would write and perform the main song for its *Street Fighter* movie, which goes to the theaters this month. But the big news of the conference was that during the shooting of the movie, the actors also shot blue-screen sequences of their martial arts moves. Those sequences have been digitized and will appear in an arcade version of *Street Fighter II* this winter. Our Pak sources inside Capcom reported, unofficially, that the Super NES version of the Digital SF II should follow within six months...let's call it July.

Last July, **Absolute** was making noise about its upcoming techno fighter, *Rise of the Robots*, which it was importing from Europe. A funny thing happened on the way to the



Street Fighter: Movie



Ultra 64: The Black Box



Power Instinct



WWF Raw



Alien Battles



FIFA Soccer

U.S. Absolute sold the game to Acclaim, which now owns the top-selling fighter of the year (MK II cashed in 50 million bucks for Acclaim in the first week!) and the lowest seller, *Rise*, which probably won't be released now until January. Once *Rise* does get out there, though, don't expect another MK II. Like so many fighting games these days, *Rise* offers a novelty experience—in this case the ray-traced graphics—rather than a phenom.

One phenomenon that shows no signs of dying out is *Ultima*. This series of RPGs has passed from early computers to the NES, Game Boy and on to the Super NES. The latest offering from FCI is *Ultima VII—The Black Gate*, and fans of Lord British will devour the new conversation interface that allows far more freedom to ask questions and learn about the world than in previous games. With excellent medieval music and improved controls, *Black Gate* promises to be the best *Ultima* in years.

Power Instinct from Atlus joins the growing legion of tournament fighting games. Previously released in the arcade scene, PI features Japanese-style cartoon character fighters, some of which are quite original. Atlus also is bringing out an interesting two-player puzzle game called *Pieces* that is based on solving jigsaw puzzle images.

On the Game Boy front there's a whole sleighful of new titles on the way including *FIFA International Soccer* from T*HQ, which has good Super Game Boy graphics and play, although it feels a bit slow. *Mr. Nutz* from Ocean, based on the squirrel title for the Super NES, *WWF Raw* from Acclaim, which isn't a Super Game Boy title but still has good graphics, and *Alien Games 2044 AD* from Ocean with its 15 interstellar sports like Alien Hurling, Jet Pack tag, and Laser Skat. *Hi Tech's Bobby's World*, based on the movie, began life as a game you may remember seeing in Pak Watch earlier in the year—*Home Alone 2: Kevin's Dream*. Now with a change of license and a Super Game Boy dash of color, it looks better and plays the same. Too bad.

And finally, for those of you who still haven't recovered from the shock of Major League Baseball bailing on the '94 season, there's good news. While the nation mourned, the season was actually being completed and the World Series was being held in Redmond, WA. Nintendo's *Game Counselors* conceived of the idea and kept baseball alive by finishing off the season, playoffs and World Series with Ken Griffey Jr. Presents *Major League Baseball*. In the end, the Atlanta Braves (played by Chris Dolan) took it to the Chicago White Sox (played by Sam Houser) and clubbed them in six games.

FUTURE GAMES FOR THE

SUPER NES

Name	Approximate Release
ACME Animation Factory	Winter '95
Addict Family Values	Winter '95
The Adventures of Batman & Robin	Winter '95
Ass The Acrobat 2	Winter '95
Arby Lightfoot	Winter '95
Bratt Hall Rectory '95	Winter '95
Bratwurst Puns of Fury	Winter '95
C2: Judgment City	Winter '95
Civilization	Winter '95
Deep Space Nine	Winter '95
Dragon View	Winter '95
FireTeam Escape	Spring '95
Futurs 2000	Summer '95
GF-1: Part II	Winter '95
Juggernaut	Winter '95
Jurassic Park 2	Winter '95
Kid Krews in Crazy Chase	Winter '95
Katy's Dream Course	Winter '95
Knight of Justice	Spring '95
The Lone King	Winter '95
Mario Andretti Racing	Winter '95
Mega Man X2	Winter '95
Mickey Mouse	Winter '95
NCAA Final Four Basketball	Winter '95
Nemesis: Hood Indy Car Racing	
Featuring Nigel Marshall	Winter '95
Pinball: The Megas Adventure	Winter '95
Power Instinct	Winter '95
Rise Of The Phoenix	Winter '95
Rise Of The Robots	Winter '95
Robo Trek	Winter '95
seaQuest GSV	Winter '95
The Shadow	Winter '95
Star Gate	Winter '95
Star Trek: Star Fleet Academy	Winter '95
Street Racer	Winter '95
Tarzan	Winter '95
Top Gear 2000	Winter '95
Ultima VII: The Black Gate	Winter '95
Waterline	Winter '95

GAME BOY

Name	Approximate Release
Alien Games	Winter '95
Bobby's World	Winter '95
RFA Soccer	Winter '95
Monster Truck Rally	Winter '95
Mr. Nutz	Winter '95
MSA Jam	Winter '95
seaQuest GSV	Winter '95
WWF Raw	Winter '95



Rise of the Robots

Power-up the turbines, Rabin, and prepare the Batmobile. Next Month's coverage of the Dynamic Duo's latest game is sure to take Gotham by storm. Taken from the smash-hit "Batman: the Animated Series," this game has all of the action you've been waiting for.



COMING IN JANUARY, VOLUME 68



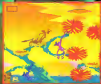
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Street Racer



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POWER CHALLENGE TRADING CARDS

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TIN STAR™

DESCRIPTION: As the mechanical Sheriff of the western town of Lost Diamond it's your job to protect the good, and chase after the bad and the ugly. Shoot back and hit that 30 Ring Iron twice over and watch the sun set in town. Use the Super Scope 4, S&W Mouse or your regular controller to take target practice on the pigs in the back lots.

CHALLENGE: Can you beat the following scores?

Novice: 60,000 points

Intermediate: 1,000,000 points

Pro: 1,500,000 points

SYSTEM: Super NES
GAME TYPE: Western Shooter
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Nintendo

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POWER CARD #156



SPACE INVADERS™

DESCRIPTION: Remember enemy marching across and whining spacecraft? Fight them off and save the world from invasion with this portable arcade classic. Or play with a friend and discover an unexpected twist to the action.

CHALLENGE: Can you beat these scores?

Novice: 1,500 Points

Intermediate: 6,500 Points

Pro: 12,000 Points

SYSTEM: Game Boy
GAME TYPE: Arcade
OF PLAYERS: 2
RELEASED: 1996
COMPANY: Nintendo

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POWER CARD #137



CHAMPIONS WORLD CLASS SOCCER™

DESCRIPTION: The thrill of competing as a world class team and you don't have to worry about grass stains! Choose from among 32 countries around the world and try to win the championship. Face the all-powerful Germany team in the Australian opend. The best teams are represented here.

CHALLENGE: What is the largest margin of victory you can achieve?

Novice: Using Germany, win by 12 goals

Intermediate: Using Cameroon, win by 10 goals

Pro: Using USA, win by 10 goals

SYSTEM: Super NES
GAME TYPE: Soccer
OF PLAYERS: 2
RELEASED: 1994
COMPANY: Acclaim

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POWER CARD #166



DISNEY'S THE JUNGLE BOOK™

DESCRIPTION: Help Mowgli find his way through the jungle on his way back to the man village. Collect the diamonds in progress on to the next level. Save some of your best weapons against the snakes, monkeys and other animals who try to block your path. You can even die in that over-the-top forest!

CHALLENGE: Can you beat these levels with this much time remaining?

Novice: Jungle by Day: 7 minute

Intermediate: Brown Pelted: 7 minutes, 45 seconds

Pro: Fire Village: 2 minutes, 10 seconds

SYSTEM: Game Boy
GAME TYPE: Action
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Virgin Games

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POWER CARD #145



STAR TREK THE NEXT GENERATION™

DESCRIPTION: Join Captain Picard, Lt. Worf and the rest of the Next Generation crew as they explore the galaxy. Complete seven missions, explore hundreds of planets, and fight off alien ships. Check thinking and smart moves will get you safely through the final frontier.

CHALLENGE: How many enemy Missions can you complete without using your phasers to destroy any enemies?

Novice: 1 Mission

Intermediate: 2 Missions

Pro: 8 Missions

SYSTEM: Super NES
GAME TYPE: Adventure/Simulation
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Spectrum Software

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POWER CARD #167



EARTHWORM JIM™

DESCRIPTION: See day you take your invertebrate head out of your worm hole, and long! A cybnetic alienation with such looks as your head! The same worm is bad and wants it bad. Shoot, whip, and change your way through 20 levels to rescue Princess What's Her Name. The may be squeaky, but you're got guts!

CHALLENGE: How far can you go on 1 Continues?

Novice: 2 Levels

Intermediate: 5 Levels

Pro: 6 Levels

SYSTEM: Super NES
GAME TYPE: Action
OF PLAYERS: 1
RELEASED: 1994
COMPANY: Playmates

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Volume 52 (Sept. '92): Final Fight 2, The Seventh Sins, Super Mario All-Stars, Rock 'N' Roll Racing, Family Fowl, Final Fantasy Legend III, Petz the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop

Volume 53 (Oct. '92): Super Empire Strikes Back, Mortal Kombat: Super Bombman, Pitoh, Cool Spot, Pac Attack, Wing Commander: The Secret Missions, Mortal Kombat II (Game Boy), Sports Illustrated Championships, Jansco Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battletoads (NES), The Pinhomes—The Surprise at Dinosaurs Peak

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Volume 55 (Dec. '92): Disney's Mulan, Clay Fighter NII, Statler Cup, Daffy Duck, The Mervyn Dymally Battle Camp, Super Scope Knowledge, Tom & Jerry: Prank Attack, Mega Man II (Game Boy), Mega Man II (NES), Tetris 2

Volume 56 (Jan. '93): Mega Man X, Flatback, Claymats, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Butterfists & Double Dragons The Ultimate Team, Batman: The Animated Series, T.M.N.T. II, Radical Rescue, Tetris 2 (Game Boy), Disney's Chap 'N' Dale Rescue Rumpus 2

Volume 57 (Feb. '93): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Insuper Gadget, The Sports Scene, Letter to the Undead, Chameleon II, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoids: Revenge, Star Troopers II

Volume 58 (Mar. '93): NBA Jam, Wolfenstein 3-D, Super R-Type II, Metal Menace, The Planets: The Titans of Saturn, Madlock, Wario Land, Super Mario Land 3, Zoids: Revenge, Star Troopers II (Part 2)

Volume 59 (Apr. '93): Ken Griffey Jr. Presents MLB Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Tene Tene, Wars and Wars: No Fly Zone, Pinball Dreams, Super Pinball, Super Nintendo Preview, Pinball Man, Walk Disney & The Jungle Book (NES)

Volume 60 (May '93): Super Mario, The King of Dragons, Joe & Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pussies, The Sports Scene, Sports: Knights of the Round, Salvoes Fargok, Black Box Lane Preying, Bank's Adventure

Volume 61 (June '93): Disney's Beauty and the Beast, PinStrike, Clay Fighter, Tournament Edition, Spike McFlag, Slambolates, Pinball 2, A.S.P. Air Strike Pinball, Super Scope: Elements of Class (preview), Donkey Kong (Game Boy), Menier Max, Stop That Boos!

Volume 62 (July '93): Super Street Fighter II: Breaks of Fate, Disney & The Jungle Book, Liberty or Death, Tetris 3, Double Dragons V, Turan (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '93): Street Race IX, Lord of the Rings Vol. 1, King of the Monkeys 2, The Death and Return of Superman: An American Tale, Fossil Quest, Wint, Secret Blunder 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Jacky & Sonny in Miniature Golf Madness, Rabbie Cup in, The Terminator (Game Boy)

Volume 64 (Sept. '93): Mortal Kombat II, Super Bombman 2, Pokey & Rocky 2, Blackbeard, Astroball, Supersonic, Vortex, Shen & Renger, Tar Man (Game Boy), Mighty Morphin Power Rangers (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview

Volume 65 (Oct. '93): Super Pinch-Out, Final Fantasy III, Mortar Cannon, Mighty Morphin Power Rangers (Super NES), Pac-Man 2: Mission of Gao, Iron Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cro'n USA preview

Volume 66 (Nov. '93): Donkey Kong Country, Superstar, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II preview

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