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ESRB
E10+
Everyone
10 and
over



WINTER C.E.S. REPORT



26

If you want to get a sneak peek at the upcoming news in video games, you need to hit the Consumer Electronics Show. Couldn't get a ticket? Well, we've got the next best thing! Get an insider's look at the top games of the show.

NP AWARD NOMINEES



96

What do you think was the best game of 1994? Best hero? Worst villain? Here's your chance to tell us. When you vote for your favorite games, you'll have a chance to win yourself some prizes, as well!

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TOURNAMENT EDITION

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EPIC CENTER



35

Don't miss all of the latest RPG news in the Epic Center. This month, get an exclusive behind the scenes look at Enix's new game, King Arthur: Knights of Justice, and an in-depth preview of Nintendo's off-the-wall hit, EarthBound. Rounding out the Epic Center are four pages of strategies and tips to get you through some of the toughest RPG problems around.

PLAYER'S PULSE

I just recently received Donkey Kong Country for my 14th B-Day. What an incredible game. The "Making of" video really was awesome. Not only did it prepare me for the game, I also watch it almost every day to psyche myself up before I play it. My mom even commented on how cool it was. She said that it actually looked like a gorilla, not a cartoon like previous games. (For my mom to say so, it must be good.)

**SCOTT FOGG
ESCONDIDO, CA**

You want to know how well the video prepared me for DK Country? Well, when I watched the video, I was expecting the best game ever made. When I played it, I realized I was wrong. It's the best game that ever WILL be made! Unbelievably excellent! Diddy rules! There is one thing I would change if I could. I would make a 2-player option where DK and Diddy can both play at the same time. Other than that, any change would be unforgivable.

**MIKE MAXEY
LA VISTA, NE**

Sorry to burst your bubble, Mike. But we will make a game that is better than DK Country! Guaranteed.

I just love the Nintendo Power Index. When I looked at the front of it, I couldn't help but notice it says 2nd Edition. What happened to the 1st Edition? I never got one.

**MICHAEL SHELBY
PENSACOLA, FL**

We printed a 1st Edition of the Index, but you're not missing anything. All of the information in the 1st Edition is also in the 2nd. The 2nd just includes information on more recent issues. Look for a 3rd Edition—possibly available in the Summer 1995 Super Power Supplies Catalog.



I'm an adult who enjoys Game Boy. I play on the subways, when I'm waiting in lines like at the DMV, at the doctor's office or at the bank. It keeps me from going bananas. For example, I was recently with a group crossing the Canadian border and we had to stand in line for an hour while they checked each of us on their computer. People were angry, but not me, my thumbs were busy. My main use for Game Boy is in the pit. I'm a musician and I play in shows. Very often, it's the same show for three months, so during the dialogue scenes, I enjoy Game Boy. In fact, at this point, I'd go crazy if I didn't have it. I wish you would create more non-violent games for adults. My husband and I hook up with Tetris when we're on long bus rides. We wish there were more games like Tetris that we could enjoy together. Please help us keep our marriage together!

**ANN GARVEY
BROOKLYN, NY**

Like us always say, "The couple that plays together, stays together!"



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My dad is always telling me to do something creative with my time instead of burning my eyes out in front of my Super NES. I tell him that uppercutting heads and spitting acid is creative enough for me, but he always gets me out of the house one way or another. But (this is the good part) one weekend when we had my cousins over I came out of the living room and BOF! There he was, my dad, reading *Nintendo Power*! I couldn't believe if I thought you should have a picture. That's my cousin, Stephanie, who is also an NP subscriber.



**PETER VANCE
TWEED, ON**

I thought you might like to see this colorful photo of my little brother. As you can see, he gets excited whenever a new *Nintendo Power* magazine comes in the mail!



**SHAYNE PEABODY
MORENO VALLEY, CA**

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

Beginning with the January Bonus Issue, the graphic treatments on several of our regular columns changed. Take a look back through some of your older issues and then let us know if the changes we've made have been for the better.

**NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA
98073-9733**

I am writing to ask about your coverage of Earthworm Jim. In all of the (very) artistic illustrations, Jim looks like a crazy maniac. Is he actually a maniac worm? Does he not have feelings for Queen Slimy... (etc.)... Slug-For-A-Butt? Also, I noticed that one eye has a green iris and one doesn't. How did this happen? Did a childhood accident leave our beloved Jim irishless? (irishless?) If in fact something of that sort happened, I would like to know.

**MARK POTNICK
PATASKALA, OH**

According to Skinny Entertainment's Doug Tea-Napel, E.W.J.'s creator, Jim is a victim of circumstance that, when he's forced into protecting his suit, causes him to become a reluctant hero and go ballistic! Under normal conditions, Jim's a pretty easy going guy. Doug also clues NP into about the deal in with Jim's irises by saying, "It's kind of a David Bowie thing."

Why do so many games have sad parts in them? In *Secret of Manna*, my sister and I thought it would be the ultimate game ever made...until we found out what the ending was like and what happened to the Manna Tree. We were totally disappointed.

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POWER CHARTS



SUPER NES TOP 20

| THIS MONTH | GAME NAME | LAST MONTH | MONTHS ON THE CHART |
|------------|---|------------|---------------------|
| 1 | DONKEY KONG COUNTRY | 1 | 5 |
| 2 | FINAL FANTASY III | 2 | 3 |
| 3 | SUPER METROID | 6 | 11 |
| 4 | MEGA MAN X | 10 | 15 |
| 5 | THE LEGEND OF ZELDA: A LINK TO THE PAST | 5 | 38 |
| 6 | MORTAL KOMBAT II | 3 | 6 |
| 7 | EARTHWORM JIM | 7 | 5 |
| 8 | SUPER PUNCH-OUT!! | 8 | 4 |
| 9 | MEGA MAN X2 | NEW | 1 |
| 10 | NBA JAM | 14 | 13 |
| 11 | THE LION KING | 15 | 4 |
| 12 | SECRET OF MANA | NOT RANKED | 15 |
| 13 | ILLUSION OF GAIA | 19 | 4 |
| 14 | MIGHTY MORPHIN POWER RANGERS | 16 | 5 |
| 15 | SUPER MARIO KART | NOT RANKED | 27 |
| 16 | NHL HOCKEY '95 | 11 | 2 |
| 17 | MADDEN NFL '95 | 18 | 2 |
| 18 | KEN GRIFFEY JR. PRESENTS MLB | NOT RANKED | 11 |
| 19 | SUPER STREET FIGHTER II | NOT RANKED | 8 |
| 20 | NBA JAM TOURNAMENT EDITION | 20 | 2 |



GAME BOY TOP 10

| RANK | GAME | VOL. 19 | TOP MONTHS |
|------|--|---------|------------|
| 1 | DONKEY KONG | 1 | 10 |
| 2 | WARIO LAND <small>(SUPER MARIO LAND 2)</small> | 2 | 9 |
| 3 | DONKEY KONG LAND | 5 | 2 |
| 4 | KIRBY'S DREAM LAND | 8 | 20 |
| 5 | NBA JAM | NEW | 1 |
| 6 | TETRIS | 10 | 30 |
| 7 | MADDEN '93 | NEW | 1 |
| 8 | SPACE INVADERS | NEW | 1 |
| 9 | METROID II: RETURN OF SAMUS | 4 | 39 |
| 10 | THE LEGEND OF ZELDA: LINK'S AWAKENING | 3 | 23 |

TOP 10 EPICS

| RANK | GAME | SYSTEM | RELEASE DATE |
|------|---|-----------|--------------|
| 1 | FINAL FANTASY III | SUPER NES | OCT '94 |
| 2 | THE LEGEND OF ZELDA: A LINK TO THE PAST <small>(THE PAST)</small> | SUPER NES | APR '92 |
| 3 | SECRET OF MANA | SUPER NES | OCT '93 |
| 4 | ILLUSION OF GAIA | SUPER NES | SEPT '94 |
| 5 | BREATH OF FIRE | SUPER NES | AUG '94 |
| 6 | ROBOTREK | SUPER NES | OCT '94 |
| 7 | DRAGON VIEW | SUPER NES | NOV '94 |
| 8 | RISE OF THE PHOENIX | SUPER NES | MAR '95 |
| 9 | ULTIMA VII: THE BLACK GATE | SUPER NES | NOV '94 |
| 10 | MIGHT & MAGIC III <small>(DUEL OF TITANS)</small> | SUPER NES | JAN '95 |

MOST WANTED

Here they are! These are the most wanted games, according to the readers of Nintendo Power. They're the hottest properties coast to coast.

1. DONKEY KONG COUNTRY (SUPER NES)
2. MEGA MAN X2 (SUPER NES)
3. FINAL FANTASY III (SUPER NES)
4. DONKEY KONG LAND (SUPER GAME BOY)
5. EARTHWORM JIM (SUPER NES)
6. X-MEN: THE MUTANT APOCALYPSE (SUPER NES)
7. ILLUSION OF GAIA (SUPER NES)
8. THE LEGEND OF ZELDA: THE PAST (SUPER NES) A LINK TO
9. SUPER METROID (SUPER NES)
10. SUPER PUNCH-OUT!! (SUPER NES)

HALL OF FAME

Do you have an all-time favorite game? These are a few of the titles that have topped the charts for months on end.

| GAME NAME | MONTHS ON THE CHARTS | HONORS |
|----------------|----------------------|---|
| METROID | 78 MONTHS | Samus's first adventure as Zebes was a bit of a sleeper when it was first released, but it gained a reputation as a gem of a game. When Nintendo's Game Boy and Super NES adventures arrived, the original NES adventure experienced a revival in popularity. |
| DR. MARIO | 49 MONTHS | Dr. Mario was a favored hit among puzzle game fans. Both the NES and Game Boy versions were largely successful, and that success is carrying over into the newest game pack: Mario & Dr. Mario. |
| DRAGON WARRIOR | 20 MONTHS | This is the original NES Role-Playing hit. The popularity of this classic led to four other NES Dragon Warrior titles, as well as an upcoming Super NES adventure. |



Aclaim's new *NBA Jam Tournament Edition* will soon be heating things up. That means that your Super NES will be on fire and your friends will go ballistic. It doesn't matter if you're jamming with four players or just one, because the arcade action is hot, the new options sizzle, and with our exclusive first-look at some of the secret *Jam Tournament* codes, you'll be cooking as soon as you unwrap the Pak. If you just got back from Mars and missed the action last year with the original *NBA Jam*, here's what it's all about: you play two-on-two with

turbomoves that scorch the court. Tap in special codes to play with secret players. It sounds simple, but the action is furious. There are Power-Ups, injuries and super moves that will rock the arena. Of course, if you've been right here on earth, you've already jammed 'til the quarters ran out. So what's different about this year's Slamfest? Better graphics and sound, sure. Also, a battery-backed memory to save records for 16 players. Substitutions. Team choices. Juice Mode (for extra speed). Hot Spots (for extra points). And all-new codes.

JAM IT HOME

So what is the best version of *NBA Jam*? The bottom line is this: *NBA Jam Tournament Edition* for the Super NES is the best *Jam* available for a home video game system. Since much of the game play is similar to the original *NBA Jam*, you might want to take it for a test drive first.



ORIGINAL JAM

Total NBA Players
54
 Players Per Team
2
 Number of Player Stats
4
 Teams Can Play Selves
No
 Injury Stats
No
 Battery Backed
Memory
No

TOURNAMENT EDITION

Total NBA Players
122
 Players Per Team
3+
 Number of Player Stats
8
 Teams Can Play Selves
Yes
 Injury Stats
Yes
 Battery Backed
Memory
Yes

CUSTOM JAM

NBA JAM
TOURNAMENT EDITION

Besides the Team Options for three or four players, you can set Tag Mode, Computer Assistance to handicap hot players, Hot Spots, Power-Up Icons, Juice Speed

(1 to 4) and Tournament Mode. And if you slam through the league playing with one team, you can access even more options, including larger rosters!

HEAD-TO-HEAD

Challenge your friends or play against a randomly selected computer opponent. When selecting your team, be sure to choose the player configuration that lets you control your favorite NBA star. Use the A or B Button to cycle through the choices. You'll have six ways to pair up the three players.

WAY TO PLAY

TEAM GAME

Team up two-on-one against a computer controlled opponent in the Team Game option. Cooperative play is great practice for when you take on two other players in the multi-player mode. It's also a challenge in itself, especially when you jack up the Juice Speed.

TOURNAMENT MODE

This is the real thing. No handicaps. No mercy. In Tournament Mode, you won't find Power-Ups or Computer Assistance or any feature on the Special Options menu like Hot Shots or Juice Mode. You can play Head-To-Head or Team versions of Tournament. Think of it as NBA Jam now.

WHO TO PLAY

SCOUT

If you don't know which player to choose, or you don't know which team to choose, watch them in action for a while and check out the eight categories of stats on each player. In a Tag Mode game, it's important to combine two players with complementary skills. The general rule is to use the player with the best stats.

POWER

Power refers to the player stat for strength and endurance. What makes the Power stat important is that highly rated Power players won't get injured as easily and won't be thrown around as much as less powerful players. If you don't have to substitute an inferior player, you'll have an edge.

CLUTCH

Down the stretch, when the going gets toughest and just before the fat lady sings, you'll need the Clutch player. This guy doesn't choke or fall apart or throw in the towel. When the cards are down and the bear is on your back, you can count on a Clutch player. Like the Power stat, this stat pays off in the fourth quarter.



BURNING THE BOARDS

Strategies in NBA Jam can include the careful selection of teams and players and the skillful use of Turbo moves and special options. Use the Practice option to

get a feel for the controls. Below are some of the Power-patented strategies that you can use to get the edge when Jamming.

KNOCK DOWN

No one ever said that basketball was a kinder, gentler sport. You've got to be in your opponent's face. If he is low on Power, you can assure him, making him less effective. He may even have to swap out a star player in the crucial fourth quarter.

ON FIRE

If you make three shots in a row, you catch "On Fire," which means that you have unlimited Turbo and a higher shooting percentage for the next four shots or until the opponent sinks one. Use dunks and pressure defense to light yourself up.

SUBSTITUTIONS

Injured players can be switched out for healthy ones after the first, second and third quarters. An injured player regains total strength after sitting out one quarter. Make sure that your strongest lineup is in the game at the end.



WESTERN CONFERENCE

Check out the best in the west, and the worst, too. From the powerhouse Rockets, Suns and Sonics to the out-at-sea Clippers we've got the scoring reports on them all.

Our recommendations go to the strongest players, but you might have even more fun and challenge with a lower-ranked player or team.

GOLDEN STATE WARRIORS



The Warriors' player choices include Gugliotta, Sprewell and Seikaly. None is a great Clutch player, but they all have great inside ability for Dunks and Blocked shots.



SPREWELL

| | |
|---------------------|----------------------|
| SPEED6 | POWER4 |
| 3 PTS7 | STEAL3 |
| DUNK8 | BLOCK8 |
| PASS8 | CLUTCH5 |



GUGLIOTTA

| | |
|---------------------|----------------------|
| SPEED7 | POWER8 |
| 3 PTS7 | STEAL4 |
| DUNK7 | BLOCK5 |
| PASS5 | CLUTCH4 |



SEIKALY

| | |
|---------------------|----------------------|
| SPEED3 | POWER6 |
| 3 PTS3 | STEAL3 |
| DUNK8 | BLOCK8 |
| PASS4 | CLUTCH3 |

PLAYER PICKS

Go with Gugliotta for one-player games. His overall balance and good Power rating will keep you in the game. For teams, choose Gugliotta and Sprewell. Sub in Seikaly for Sprewell if necessary.



Sprewell has the hottest hand for the Warriors, but his Power is low. Gugliotta is a powerful rebounder and he has a great interior dunk. Seikaly's slow speed makes him a poor choice except as a sub for the other players.

LOS ANGELES CLIPPERS



Richardson, Roberts and Sealy aren't likely to overwhelm anyone in Tournament Jam. Chances are you'll have to make some smart substitutions to keep them all in the game.



RICHARDSON

| | |
|---------------------|----------------------|
| SPEED8 | POWER2 |
| 3 PTS8 | STEAL6 |
| DUNK2 | BLOCK6 |
| PASS8 | CLUTCH6 |



ROBERTS

| | |
|---------------------|----------------------|
| SPEED1 | POWER9 |
| 3 PTS4 | STEAL2 |
| DUNK3 | BLOCK8 |
| PASS3 | CLUTCH2 |



SEALY

| | |
|---------------------|----------------------|
| SPEED6 | POWER5 |
| 3 PTS4 | STEAL1 |
| DUNK7 | BLOCK6 |
| PASS4 | CLUTCH2 |

PLAYER PICKS

Richardson is the key. He's the closest thing to a Clutch player, but his Power is low so you should substitute to keep him in at the end. Sealy provides the most overall strength to help Richardson with Dunks.



Richardson is the go-to guy for the Clippers. Go to him when he is beyond the three-point perimeter. He can sink the wild shot as well as anyone in the league.

LOS ANGELES LAKERS



The Lakers aren't what they used to be, but they have the Clutch players to carry you if you manage to keep the game close. It won't be easy. Power is a weakness, so make substitutions.



DIVAC

| | |
|-------------|--------------|
| SPEED.....3 | POWER.....6 |
| 3 PTS.....5 | STEAL.....4 |
| DUNK.....7 | BLDCK.....7 |
| PASS.....2 | CLUTCH.....8 |



PEELER

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....D |
| 3 PTS.....7 | STEAL.....4 |
| DUNK.....4 | BLOCK.....2 |
| PASS.....4 | CLUTCH.....8 |



VAN EXEL

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....4 |
| 3 PTS.....4 | STEAL.....2 |
| DUNK.....5 | BLOCK.....6 |
| PASS.....5 | CLUTCH.....6 |

PLAYER PICKS

Divac is the strongest player for a one-player game. Team him with Van Exel, but sub in Peeler at the end of the contest for his three-point ability and Clutch rating.



PHOENIX SUNS



The overall strength of Manning, Majerle and Johnson gives you an advantage over most teams. Blocking shots is their big weakness, so use Turbo on defense.



MAJERLE

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....5 |
| 3 PTS.....8 | STEAL.....4 |
| DUNK.....4 | BLDCK.....3 |
| PASS.....6 | CLUTCH.....9 |



JOHNSON

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....1 |
| 3 PTS.....7 | STEAL.....7 |
| DUNK.....2 | BLOCK.....D |
| PASS.....8 | CLUTCH.....7 |



MANNING

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....6 |
| 3 PTS.....7 | STEAL.....4 |
| DUNK.....7 | BLOCK.....5 |
| PASS.....4 | CLUTCH.....7 |

PLAYER PICKS

Manning is the most balanced of the three Suns, but it's hard to ignore Majerle's three-point ability and Clutch performance. Choose Majerle and team him with Manning.



PORTLAND TRAILBLAZERS



The Blazers have a real superstar with Drexler, and both Porter and Robinson make for interesting team combinations. Porter's three pointers never miss.



PORTER

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....4 |
| 3 PTS.....8 | STEAL.....8 |
| DUNK.....1 | BLOCK.....D |
| PASS.....8 | CLUTCH.....3 |



DREXLER

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....4 |
| 3 PTS.....6 | STEAL.....5 |
| DUNK.....9 | BLDCK.....6 |
| PASS.....5 | CLUTCH.....6 |

PLAYER PICKS

Drexler's the man, but Robinson adds defense while Porter brings offense to a team combo. Robinson's power is a definite plus.



ROBINSON

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....9 |
| 3 PTS.....3 | STEAL.....3 |
| DUNK.....7 | BLOCK.....9 |
| PASS.....4 | CLUTCH.....2 |

SEATTLE SUPERSONICS



The Sonics can do it all with the chosen three of Kemp, Payton and Schrempp. In combinations, they have no weaknesses, but individually each has a few question marks.



KEMP

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....8 |
| 3 PTS.....5 | STEAL.....3 |
| DUNK.....9 | BLOCK.....8 |
| PASS.....3 | CLUTCH.....6 |



SCHREMPF

| | |
|-------------|--------------|
| SPEED.....3 | POWER.....8 |
| 3 PTS.....6 | STEAL.....4 |
| DUNK.....4 | BLOCK.....6 |
| PASS.....5 | CLUTCH.....6 |



PAYTON

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....5 |
| 3 PTS.....5 | STEAL.....7 |
| DUNK.....1 | BLOCK.....1 |
| PASS.....8 | CLUTCH.....4 |

PLAYER PICKS

Kemp and Payton make a dream team by themselves. They complement each other perfectly. Choose Kemp if you go it alone. Schrempp is a smart sub at the end.



SACRAMENTO KINGS



Once a pushover in the west, Sacramento has picked up some talent. Power is a problem, except for Richmond, and the Kings' defense is nothing to write home about.



WEBB

| | |
|-------------|--------------|
| SPEED.....9 | POWER.....2 |
| 3 PTS.....3 | STEAL.....3 |
| DUNK.....8 | BLOCK.....5 |
| PASS.....5 | CLUTCH.....6 |



RICHMOND

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....8 |
| 3 PTS.....9 | STEAL.....5 |
| DUNK.....3 | BLOCK.....2 |
| PASS.....6 | CLUTCH.....7 |



SIMMONS

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....3 |
| 3 PTS.....1 | STEAL.....6 |
| DUNK.....5 | BLOCK.....5 |
| PASS.....6 | CLUTCH.....4 |

PLAYER PICKS

Richmond should be your first choice, but Webb's Speed and Dunk ratings make him a powerhouse while he's in the game. Switch between Webb and Simmons.



DALLAS MAVERICKS



DALLAS
MAVERICKS

The Mavs don't have the overall strength of some teams, but Mashburn can keep you close. Dunks are a weak spot. Davis adds some defense.



MASHBURN

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....8 |
| 3 PTS.....8 | STEAL.....3 |
| DUNK.....7 | BLOCK.....6 |
| PASS.....6 | CLUTCH.....4 |



JACKSON

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....5 |
| 3 PTS.....6 | STEAL.....5 |
| DUNK.....1 | BLOCK.....3 |
| PASS.....9 | CLUTCH.....6 |

PLAYER PICKS

Mashburn is your best bet. His three point shot will keep you close. Team him with Jackson unless the you fall behind, then switch to Davis.



DAVIS

| | |
|-------------|--------------|
| SPEED.....1 | POWER.....4 |
| 3 PTS.....1 | STEAL.....5 |
| DUNK.....3 | BLOCK.....7 |
| PASS.....6 | CLUTCH.....5 |

DENVER NUGGETS



There's gold in them thar hills. Denver's Mutombo and Abdul-Rauf make an excellent combination. Although each has weaknesses, they complement each other well.



MUTOMBO

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....8 |
| 3 PTS.....1 | STEAL.....2 |
| DUNK.....8 | BLCK.....9 |
| PASS.....1 | CLUTCH.....6 |



ABDUL-RAUF

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....4 |
| 3 PTS.....9 | STEAL.....6 |
| DUNK.....2 | BLCK.....3 |
| PASS.....6 | CLUTCH.....8 |



ELLIS

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....5 |
| 3 PTS.....5 | STEAL.....2 |
| DUNK.....6 | BLCK.....5 |
| PASS.....3 | CLUTCH.....3 |

PLAYER PICKS

Mutombo is dominating if you stick to an inside game. If you're teaming up or playing Tag, add Abdul-Rauf and make sure he's healthy in the fourth quarter.



HOUSTON ROCKETS



OLAJUWON

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....9 |
| 3 PTS.....2 | STEAL.....3 |
| DUNK.....9 | BLCK.....9 |
| PASS.....4 | CLUTCH.....9 |



HORRY

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....8 |
| 3 PTS.....6 | STEAL.....6 |
| DUNK.....8 | BLCK.....6 |
| PASS.....7 | CLUTCH.....7 |



THORPE

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....7 |
| 3 PTS.....6 | STEAL.....5 |
| DUNK.....7 | BLCK.....4 |
| PASS.....5 | CLUTCH.....4 |

PLAYER PICKS

This is a tough one. Olajuwon. He is the Rockets. Horry is the best man to team with Olajuwon. Thorpe would be a great second man on most other teams.



MINNESOTA TIMBERWOLVES



You may end up howling at the moon, or at your opponent, if you choose the T-Wolves. Weaknesses include Power, Stealing and Blocking.



WEST

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....3 |
| 3 PTS.....9 | STEAL.....4 |
| DUNK.....5 | BLCK.....3 |
| PASS.....9 | CLUTCH.....9 |



RIDER

| | |
|-------------|--------------|
| SPEED.....9 | POWER.....6 |
| 3 PTS.....4 | STEAL.....5 |
| DUNK.....9 | BLCK.....5 |
| PASS.....5 | CLUTCH.....5 |

PLAYER PICKS

Rider is the best overall. His Speed and Dunk ratings make him a powerful force in the NBA Jam style of inside play. West is second best.



LAETTNER

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....4 |
| 3 PTS.....6 | STEAL.....3 |
| DUNK.....4 | BLCK.....6 |
| PASS.....0 | CLUTCH.....6 |

SAN ANTONIO SPURS

SAN ANTONIO SPURS

UTAH JAZZ

UTAH JAZZ

The Spurs may not be able to hit an outside shot to save their lives, but they'll block everything that their opponents toss up and then they'll take it down the court and slam it home.



ROBINSON

| | | | |
|-------------|---|--------------|---|
| SPEED | 7 | POWER | 8 |
| 3 PTS | 3 | STEAL | 3 |
| DUNK | 8 | BLOCK | 9 |
| PASS | 5 | CLUTCH | 8 |



RODMAN

| | | | |
|-------------|---|--------------|---|
| SPEED | 8 | POWER | 9 |
| 3 PTS | 2 | STEAL | 7 |
| DUNK | 7 | BLOCK | 9 |
| PASS | 5 | CLUTCH | 4 |



ELLIOTT

| | | | |
|-------------|---|--------------|---|
| SPEED | 7 | POWER | 4 |
| 3 PTS | 6 | STEAL | 5 |
| DUNK | 6 | BLOCK | 6 |
| PASS | 5 | CLUTCH | 5 |

PLAYER PICKS

Robinson can block, dunk and stay in the game until the end. Rodman has an outside shot like a brick, but he's still the best teammate.



STOCKTON

| | | | |
|-------------|---|--------------|---|
| SPEED | 8 | POWER | 0 |
| 3 PTS | 9 | STEAL | 9 |
| DUNK | 0 | BLOCK | 0 |
| PASS | 9 | CLUTCH | 8 |



MALONE

| | | | |
|-------------|---|--------------|---|
| SPEED | 7 | POWER | 9 |
| 3 PTS | 4 | STEAL | 3 |
| DUNK | 9 | BLOCK | 8 |
| PASS | 5 | CLUTCH | 8 |



HORNACEK

| | | | |
|-------------|---|--------------|---|
| SPEED | 6 | POWER | 3 |
| 3 PTS | 8 | STEAL | 4 |
| DUNK | 0 | BLOCK | 4 |
| PASS | 7 | CLUTCH | 6 |

PLAYER PICKS

In non-Tag games, be sure to control Stockton and keep him healthy when it counts. Malone can go the distance.



THE FIRST SECRET CELEBRITY JAM CODES!

Nintendo Power has uncovered the first two secret player celebrity codes for NBA Jam Tournament Edition. We're working on the rest and hope to get them to you next month.



President Clinton

INITIALS CODE
CIC ANB



Frank Thomas

INITIALS CODE
SOX BNA

ENTERING THE CODES

To enter any Secret Player code, begin by going to the game screen where you enter your initials. Enter the three letters marked in the Initial column one at a time. You must also activate each initial by pushing the Start Button and the Button indicated under the Code column. If "N" appears in the Code column, push the A, B, X, or Y Buttons, but don't push Start. For example, to activate the first initial of the Frank Thomas code, SOX BNA, you'd enter the initial "S" then push Start and the B Button. Activate the second initial for Frank Thomas "O" by pushing A, B, X or Y. Finally, enter the initial "X" and push Start and the A Button. After entering each initial and activating it with its Code, you'll bring up the Secret Player.

EASTERN CONFERENCE

Eastern Conference teams are a bit weaker on the whole than the Western teams, but some of the best players are there. Shaq isn't, and that's something to keep in mind if

you're expecting to find him. If you want a strong team, go with Chicago, New York, Cleveland or Orlando. Atlanta and Charlotte also field strong trios.

ATLANTA HAWKS

Atlanta Hawks

The Hawks are a bit weak from beyond the three point line, but they have most of the other bases covered. Any pairing of the Hawks will result in a solid team.



WILLIS

| | |
|---------------------|---------------------|
| SPEED6 | POWER9 |
| 3 PTS3 | STEAL0 |
| DUNK8 | BLOCK9 |
| PASS4 | CLUTCH ...1 |



BLAYLOCK

| | |
|---------------------|---------------------|
| SPEED8 | POWER5 |
| 3 PTS5 | STEAL8 |
| DUNK3 | BLOCK4 |
| PASS7 | CLUTCH ...7 |



AUGMON

| | |
|---------------------|---------------------|
| SPEED8 | POWER7 |
| 3 PTS7 | STEAL3 |
| DUNK7 | BLOCK7 |
| PASS5 | CLUTCH ...8 |

CHARLOTTE HORNETS



Between Mourning and Johnson, you'll have five of the eight categories covered with top ratings, but outside shooting is not among those strengths.



JOHNSON

| | |
|---------------------|---------------------|
| SPEED8 | POWER9 |
| 3 PTS5 | STEAL3 |
| DUNK9 | BLOCK8 |
| PASS3 | CLUTCH ...7 |



MOURNING

| | |
|---------------------|---------------------|
| SPEED7 | POWER9 |
| 3 PTS5 | STEAL4 |
| DUNK8 | BLOCK9 |
| PASS5 | CLUTCH ...9 |



BOGUES

| | |
|---------------------|---------------------|
| SPEED9 | POWER2 |
| 3 PTS7 | STEAL9 |
| DUNK0 | BLOCK2 |
| PASS8 | CLUTCH ...2 |

PLAYER PICKS

Willis and Augmon make up the best duo. Willis's weakness in the Clutch category may haunt you at the end of the game, but with any luck you won't be in a close contest.



Keep Willis under the basket as he can pound the boards. Blaylock delivers defense. He also throws a mean outlet pass.

PLAYER PICKS

Mourning packs the most sting on the Hornets roster. Johnson is also very strong. Bogues adds too little to make him a sound choice unless you need to steal the ball.



Johnson and Mourning both give you versatile skills. Bogues' speed and leaving skills pay off in subtraction.

CHICAGO BULLS



Chicago has a strong team, but individually the players have some weaknesses, number one among them Power. The trick to winning with the Bulls is to keep players unengaged.



PIPPEN

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....3 |
| 3 PTS.....6 | STEAL.....9 |
| DUNK.....9 | BLOCK.....5 |
| PASS.....7 | CLUTCH.....5 |



ARMSTRONG

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....0 |
| 3 PTS.....9 | STEAL.....4 |
| DUNK.....0 | BLOCK.....0 |
| PASS.....5 | CLUTCH.....9 |



KUKOC

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....4 |
| 3 PTS.....6 | STEAL.....7 |
| DUNK.....2 | BLOCK.....7 |
| PASS.....9 | CLUTCH.....9 |

PLAYER PICKS

Any combination except Armstrong and Kukoc is pretty good. The best bet is to choose Pippen and keep him from being banged up.



DETROIT PISTONS



Miller and Mills have identical stats, which should suggest that they can be played with equal confidence. Dumars is a clean up guy.



DUMARS

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....3 |
| 3 PTS.....7 | STEAL.....4 |
| DUNK.....0 | BLOCK.....2 |
| PASS.....5 | CLUTCH.....8 |



MILLER

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....6 |
| 3 PTS.....6 | STEAL.....5 |
| DUNK.....6 | BLOCK.....7 |
| PASS.....5 | CLUTCH.....5 |

CLEVELAND CAVALIERS



The Cavs are similar to the Bulls in that the players individually have some weak areas. Daugherty and Wilkins are almost interchangeable. Price is the key, but his Power is low.



PRICE

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....2 |
| 3 PTS.....9 | STEAL.....9 |
| DUNK.....0 | BLOCK.....0 |
| PASS.....7 | CLUTCH.....8 |



DAUGHERTY

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....6 |
| 3 PTS.....3 | STEAL.....3 |
| DUNK.....8 | BLOCK.....7 |
| PASS.....4 | CLUTCH.....6 |



WILKINS

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....6 |
| 3 PTS.....3 | STEAL.....2 |
| DUNK.....5 | BLOCK.....9 |
| PASS.....6 | CLUTCH.....6 |

PLAYER PICKS

Team Price with Daugherty and choose Price as your player. You might have to substitute, but make sure Price is in the game at the end.



PLAYER PICKS

Dumars may be the Clutch player, but the strengths of Miller and Mills together outweigh that asset. Choose the M&M team.



MILLS

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....6 |
| 3 PTS.....6 | STEAL.....5 |
| DUNK.....6 | BLOCK.....7 |
| PASS.....5 | CLUTCH.....5 |

INDIANA PACERS



Pacers

The Pacers are only average when it comes to talent. Miller provides the offense while Smits and McKey add specialty skills. Watch out for Miller's health.



MILLER

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....4 |
| 3 PTS.....9 | STEAL.....5 |
| DUNK.....5 | BLCK.....4 |
| PASS.....6 | CLUTCH.....8 |



SMITS

| | |
|-------------|--------------|
| SPEED.....2 | POWER.....8 |
| 3 PTS.....2 | STEAL.....1 |
| DUNK.....4 | BLCK.....8 |
| PASS.....3 | CLUTCH.....6 |



McKEY

| | |
|-------------|--------------|
| SPEED.....3 | POWER.....6 |
| 3 PTS.....2 | STEAL.....4 |
| DUNK.....6 | BLCK.....4 |
| PASS.....7 | CLUTCH.....2 |

PLAYER PICKS

Go with Miller for his offense and team him with McKey. Use Smits only for injury substitutions.



BOSTON CELTICS



The glory days of the Celts are long gone and Wilkins, Brown and Radja aren't likely to restore them. You'll have to sub with all three.



WILKINS

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....3 |
| 3 PTS.....6 | STEAL.....4 |
| DUNK.....9 | BLCK.....8 |
| PASS.....2 | CLUTCH.....8 |



BROWN

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....1 |
| 3 PTS.....7 | STEAL.....6 |
| DUNK.....8 | BLCK.....2 |
| PASS.....6 | CLUTCH.....9 |

MILWAUKEE BUCKS



NBA JAM TOURNAMENT EDITION

If you want a challenge, choose the Bucks. This is a team without great strength, so selecting a combo is important. Minimize your use of Baker.



MURDOCK

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....5 |
| 3 PTS.....8 | STEAL.....4 |
| DUNK.....3 | BLCK.....1 |
| PASS.....2 | CLUTCH.....5 |



DAY

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....4 |
| 3 PTS.....4 | STEAL.....6 |
| DUNK.....5 | BLCK.....5 |
| PASS.....6 | CLUTCH.....5 |



BAKER

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....2 |
| 3 PTS.....4 | STEAL.....2 |
| DUNK.....7 | BLCK.....9 |
| PASS.....1 | CLUTCH.....2 |

PLAYER PICKS

Murdoch and Day make the best pair, which isn't saying much. Use Turbo on defense to compensate for poor blocking.



PLAYER PICKS

Wilkins is the best, so choose him. Team him with Radja, who can shoot long and steal the ball. Brown can relieve Wilkins if necessary.



RADJA

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....5 |
| 3 PTS.....9 | STEAL.....8 |
| DUNK.....2 | BLCK.....4 |
| PASS.....6 | CLUTCH.....4 |

MIAMI HEAT

MIAMI HEAT

A lack of Power is the biggest problem with the Heat—apparently they can't take it. You'll have to sub in and out every quarter to keep these guys healthy.



MINER

| | |
|-------------|--------------|
| SPEED.....9 | POWER.....2 |
| 3 PTS.....5 | STEAL.....7 |
| DUNK.....9 | BLOCK.....6 |
| PASS.....7 | CLUTCH.....8 |



RICE

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....3 |
| 3 PTS.....9 | STEAL.....4 |
| DUNK.....6 | BLOCK.....4 |
| PASS.....5 | CLUTCH.....8 |



SMITH

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....2 |
| 3 PTS.....6 | STEAL.....7 |
| DUNK.....8 | BLOCK.....6 |
| PASS.....7 | CLUTCH.....8 |

PLAYER PICKS

Since you're going to switch between all three, it doesn't really matter who you use. Rice may be the best bet to use down the stretch.



NEW JERSEY NETS



The Nets have lots of holes to fill, but you won't find help with the standard trio. Outside shooting is a weakness, as is defense. Fortunately, Coleman is good enough to keep things interesting.



COLEMAN

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....9 |
| 3 PTS.....7 | STEAL.....2 |
| DUNK.....8 | BLOCK.....8 |
| PASS.....4 | CLUTCH.....8 |



ANDERSON

| | |
|-------------|--------------|
| SPEED.....9 | POWER.....2 |
| 3 PTS.....7 | STEAL.....7 |
| DUNK.....0 | BLOCK.....1 |
| PASS.....8 | CLUTCH.....7 |



EDWARDS

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....9 |
| 3 PTS.....4 | STEAL.....4 |
| DUNK.....7 | BLOCK.....4 |
| PASS.....3 | CLUTCH.....2 |

PLAYER PICKS

Begin and end with Coleman, giving him a break in the third quarter. Edwards is consistent, but use Anderson for Clutch.



NEW YORK KNICKS



With his dominating center play, Ewing is the Knicks' backbone, but Starks adds speed and a dangerous, outside shooting threat.



EWING

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....8 |
| 3 PTS.....4 | STEAL.....4 |
| DUNK.....9 | BLOCK.....9 |
| PASS.....2 | CLUTCH.....9 |



STARKS

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....2 |
| 3 PTS.....8 | STEAL.....6 |
| DUNK.....7 | BLOCK.....1 |
| PASS.....8 | CLUTCH.....6 |

PLAYER PICKS

Ewing and Starks combined rate all lights and sines. They are unstoppable. Substitute Oakley in the third quarter.



OAKLEY

| | |
|-------------|--------------|
| SPEED.....3 | POWER.....9 |
| 3 PTS.....1 | STEAL.....1 |
| DUNK.....5 | BLOCK.....8 |
| PASS.....4 | CLUTCH.....1 |

ORLANDO MAGIC



This team isn't the same without Shaq, but it's still pretty good. Church play is the biggest question mark, so make sure you keep the players healthy with a comfortable lead or you may run into trouble.



HARDAWAY

| | |
|-------------|--------------|
| SPEED.....9 | POWER.....2 |
| 3 PTS.....8 | STEAL.....7 |
| OUNK.....3 | BLOCK.....4 |
| PASS.....8 | CLUTCH.....5 |



GRANT

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....9 |
| 3 PTS.....1 | STEAL.....2 |
| OUNK.....8 | BLOCK.....9 |
| PASS.....2 | CLUTCH.....7 |



ANDERSON

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....6 |
| 3 PTS.....9 | STEAL.....8 |
| OUNK.....5 | BLOCK.....6 |
| PASS.....5 | CLUTCH.....4 |

PLAYER PICKS

Hardaway is the clear choice, but his Power is low, so he'll take some abuse. Anderson pairs well with both Hardaway and Grant.



PHILADELPHIA 76ERS



Speed, Clutch, Steal, and three-point rankings are all low for Philly. That means you're going to have to rely on the power of Bradley and Weatherspoon inside.



WEATHERSPOON

| | |
|-------------|--------------|
| SPEED.....5 | POWER.....8 |
| 3 PTS.....6 | STEAL.....3 |
| OUNK.....6 | BLOCK.....8 |
| PASS.....2 | CLUTCH.....2 |



BRADLEY

| | |
|-------------|--------------|
| SPEED.....3 | POWER.....5 |
| 3 PTS.....3 | STEAL.....3 |
| OUNK.....9 | BLOCK.....9 |
| PASS.....6 | CLUTCH.....1 |



MALONE

| | |
|-------------|--------------|
| SPEED.....6 | POWER.....2 |
| 3 PTS.....5 | STEAL.....5 |
| OUNK.....5 | BLOCK.....5 |
| PASS.....7 | CLUTCH.....6 |

PLAYER PICKS

You'll have to give substantial playing time to all three 76ers. Select Weatherspoon and switch between Bradley and Malone.



WASHINGTON BULLETS



Washington's looking pretty good now that Webber has joined up. Power is a big problem, however, with his two teammate choices.



WEBBER

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....9 |
| 3 PTS.....4 | STEAL.....3 |
| OUNK.....8 | BLOCK.....8 |
| PASS.....7 | CLUTCH.....5 |



CHEANEY

| | |
|-------------|--------------|
| SPEED.....8 | POWER.....2 |
| 3 PTS.....8 | STEAL.....7 |
| OUNK.....3 | BLOCK.....4 |
| PASS.....5 | CLUTCH.....8 |

PLAYER PICKS

Webber is the man to use in D.C. You'll have to switch between Cheaney and Skiles, but Cheaney is superior, especially at the end.



SKILES

| | |
|-------------|--------------|
| SPEED.....7 | POWER.....1 |
| 3 PTS.....9 | STEAL.....8 |
| OUNK.....0 | BLOCK.....1 |
| PASS.....7 | CLUTCH.....6 |

NBA ROOKIES

The Rookie team selection is tucked into the bottom of the second column of teams in the Western Conference menu, but the Rookies shouldn't be your second choice. The freshmen present more of a challenge because their

numbers tend to be lower. If you can beat one of the NBA's best duos with a team of Rookies, you've earned major bragging rights. Whatever your style of play, the 20 combinations of Rookies cover all the bases.

- 1** In multi-player match-ups, the player with Montross should stay under the basket and go for blocks and dunks. Kidd has solid skills all down the line. If you're playing with Montross, use Turbo to hoof down the court as you're not out of the play.

MONTROSS & KIDD



- 2** Dumas is one of the best rookies to play. He has special shooting ability and decent defensive skills. Montross adds a power element and both players are pretty good in the clutch.

DUMAS & MONTROSS



- 3** Montross again plays the heavy, blocking shots and dunking the ball. Your teammate, Rose, will give you some extra shooting ability and speed, plus he's a good passer. Rose is easily injured, so check out his stats after every quarter.

MONTROSS & ROSE



- 4** Hill rates high and severe in every category, making him a real powerhouse among the rookie series. The slower Montross won't add much to the team, but you won't need much since Hill's skills will keep you close.

HILL & MONTROSS



- 5** This is one of the stronger rookie teams. Since Kidd is your guy, make sure you keep him in the faces of opponents to get the steal. The weaknesses on the team are blocking and dunking, but they aren't major problems.

KIDD & DUMAS



- 6** Playing with Rose puts you at a slight disadvantage, as to make up for it, always look for the pass to your teammate, Kidd. Rose has excellent passing skills, so the center at the pass under the basket are both effective means of helping out.

ROSE & KIDD



- 7** Kidd makes any teammate look good, especially when he is already as sharp as Hill. There are no real weaknesses in this duo. Keep them healthy and they'll take you to the end of the game. Check out Kidd's reverse lay-up.

KIDD & HILL



- 8** Blocking and dunking aren't the strongest areas for these two players. Concentrate on stealing, passing to the open man, and getting clean shots ahead of your opponents. Also, watch out for center since both guys have mediocre Power ratings.

DUMAS & ROSE



- 9** This is another strong lineup. You've got all the bases covered with Hill. He has a nice outside shot to back up his strong dunking skills. Dumas also has speed, so look for the outlet pass when you swing a rebound.

HILL & DUMAS



- 10** This is a middle-of-the-road match. Neither player has a real weakness nor an exceptional ability. Look for Hill to get down court a bit quicker. Rose is a good passer, so make use of that. Both players can steal, too.

ROSE & HILL



- 11** Kidd handles the ball most of the time when this duo is on the court. Montross adds blocking and dunking ability, but he's quite slow and has a few three-point nicks. Kidd also shows the ball like a thief! Use that against opponents.

KIDD & MONTROSS



- 12** This team covers most of the bases. Pass the ball from Dumas to Montross when he gets into the key. That will set up an easy Turbo jam. Dumas also pumps in baskets from a distance with some regularity.

MONTROSS & DUMAS



- 13** Challenge yourself with this team. You don't have any exceptional abilities and Montross has no outside shooting skills. Since Rose is a good passer, he can feed the ball down low to Montross, assuming you give Montross time to get there.

ROSE & MONTROSS



- 14** As the more versatile player, Hill passes in to Montross or takes the outlet pass from him. He's fast and can get open easily. Go to Hill in the clutch from medium range. Use the Tag option to get the most out of this or any team.

MONTROSS & HILL



- 15** This team has several holes that won't be easily filled. Curley's nickshots fall mainly in the middle range, except that he's good in the clutch. As a teammate, Robinson offers good dunking and decent shooting. Look for Robinson to shoot the ball.

CURLEY & ROBINSON



- 16** Jones and Reeves sink in the middle of most of the eight skill categories. Don't expect great fireworks, but don't expect to get blown out either. Fast breaks are possible with Reeves throwing the long ball to Jones.

JONES & REEVES



- 17** Mobley dunks and blocks. That's it. Use your Turbo to move him up and down the court before the play is over. Marshall adds some outside shooting ability, but not enough to make it a factor for this team.

MOBLEY & MARSHALL



- 18** Here's three-point shot, rebound, make a block look light and very life blocks and dunks with power, however. Neither of these two play are excels at passing. If you're playing against a streaking team, watch out!

DARE & WILLIAMS



- 19** Thompson falls into the Skelton mold of outside shooters who can also steal the ball, but who have low Power ratings. In games play a big role if you choose this team. Chances are that you'll have to switch to another team then come back.

THOMPSON & WRIGHT



- 20** Person has a terrific outside shot and pretty mediocre skills in every other category. McKie doesn't dunk, either as pass the ball around and look for the most open shot available to make out your long distance percentage.

PERSON & MCKIE



THE DRAFT

When choosing a team from the Rookie list, look for players with complementary skills. For instance, if one guy is fast and the other guy has a strong passing rating, that means you'll be able to run the fast

break and get easy points. If teammates are both weak in the same areas you may have a problem. You can win with any team if you study its strengths and play to them.

SECRET JAM

Jamming without codes is like swimming without water—it's a bit dry. Acclaim made sure that tournament Jam would make a splash. This month we're showing the NBA Secret Player codes of the guys at Iguana and Williams who worked on the game. Next month, we'll swamp you with the remaining Celebrity and Acclaim codes.

NBA

These NBA personalities (and mascotines) can't be found in the regular team selections, but they can add a spark to the game.



Larry Bird

INITIALS CODE
BRD AYA



Carol Blazekowski

INITIALS CODE
BLZ YNY



Bulls' Mascot

INITIALS CODE
BNY BNY



Hornets' Mascot

INITIALS CODE
HGO NYA



T-Wolves' Mascot

INITIALS CODE
CRN ABN



Suns' Mascot

INITIALS CODE
GOR NBB



IGUANA

NBA JAM
TOURNAMENT EDITION

These are the code jockeys at Iguana who put the codes, and everything else, into NBA Jam Tournament Edition.



Milo Stubbington
INITIALS CODE
MPF BYN



Chris Kirby
INITIALS CODE
CK BNY



Jason Falcus
INITIALS CODE
JF ANY



Neil Hill
INITIALS CODE
NDH ABA



Jay Moon
INITIALS CODE
JAY NAB



Snake Palmer
INITIALS CODE
GOF AYB



WILLIAMS

Now you can jam with the guys at Williams who produced the arcade games and helped develop the SNES version.



Mark Turmell
INITIALS CODE
MJT ANA



Sal Divita
INITIALS CODE
SAL AYN



Tony Goskie
INITIALS CODE
TWG BNA



Jamie Revitt
INITIALS CODE
RJR NAY



Shawn Liptak
INITIALS CODE
SL NBB



John Carlton
INITIALS CODE
JMC YYB



WINTER CES SPECIAL REPORT

Here's your ticket to an inside look at the next six months of video gaming. What's hot? What's lame? What's in the future? Plus Power's top show picks.

SECRET OF EVERMORE

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THE SHOW IN A SHELL

Here's the quick read on this year's Winter Consumer Electronics Show. Nintendo once again claimed the dominant position in the industry, exhibiting new games for the Super NES, Virtual Boy and Game Boy while Sega was mostly walled off from public view. New players abounded at this year's show. Disney, Turner, America On-line and Prodigy were just a few of the new faces. Software tool developers like Alias and Multigen also demonstrated their products for the first time. Much of the discussion concerned the future of video gaming. Everyone was talking about the next generation, but one thing was clear—for now, the Super NES remains the strongest platform for video games.

The versatility of the Super NES continues to provide a home for the biggest and best video games like Donkey Kong Country, Mortal Kombat II, NBA Jam Tournament Edition, and Star Fox 2. The huge library of games for the Super NES insures that it will remain the must-play system for the foreseeable future.



LAS VEGAS

THE BEAST IS BACK

The success of Donkey Kong Country, which has set record after record for video game sales, kept Nintendo at the top of the banana heap at C.E.S. Nintendo gave the industry its first look at some of the future hits for the Super NES by unveiling Star Fox 2 (Power's top pick of the show) along with FX Fighter, Comanche, Kirby's Dream Course and Kirby's Avalanche. Donkey Kong Land headed up the best of Game Boy list and was one of the top games in any category. Kirby's Dream Land 2 also looked good, as reported previously in our Shoshinkai coverage. Nintendo also hinted that an RPG with amazing rendered graphics will be coming out this fall.



BEST IN THE WEST

The editors of Nintendo Power tallied up all their ballots and came up with the ten top Super NES hits of the show and the top five Game Boy picks. It's important to remember that some of the games included on the list were early versions. In those cases, we judged each game on what we actually saw at C.E.S., on the past track record of the developers, and on other factors like originality and depth. These are the ones to watch.



Star Fox 2 is bigger and better than the original hit in every category. Tournament Jam rocks. (See the article in this issue.) Metal Warriors has some of the most unusual two-player action of any game. StarGate looks and plays like a Super Star Wars title. Secret of Evermore includes lots of potential, with Square's reputation for excellent adventures. International Superstar Soccer challenges the best and beats them all, including FIFA. Comanche has two-player modes like you've never dreamed. Weapon Lord uses counter options that will keep even the best players on their toes. Mego Man 7 returns to the classic look and moves of

the original NES series, but there are some surprises, too. FX Fighter has one of the premier polygon game developers working on it.

Donkey Kong Land does for Game Boy and Super Game Boy what Donkey Kong Country did for the Super NES: it makes it look better than it ever has before. Kirby's Dream Land 2 combines a very big game in a little package. Playmates' Earthworm Jim provides the same wild game as the Super NES version for players on the go. Virgin wasn't showing its two titles in Vegas, but they are on the way, and we have seen them here at Nintendo. Both games are of top quality.



JAN. 6-9 1995

WINTERCUPS SPECIAL REPORT

HONORABLY MENTIONED



The Ape

Other

games that impressed us with their potential for fun included *Phantom 2040* from Viacom. At about 40% completion, *Phantom* looked quite promising, but we will need to see more of the game before giving it the thumbs up. *Mask*, a *Malibu* game, also looked interesting in the early stages. We'll be sure to keep an eye on it. *Dirt Trax FX* and *Future Zone* from *Electra Brain* both have come a long way. *A Mode 7*

flying sequence was finished in *Future Zone* that reminded us of the *Star Wars* games. *Ploymates* showed *Deep Space 9* and *Mutant Chronicles*. *The Chronicles* looked like a particularly bloody *Contra* game, but only two areas were complete. *Super Turrican 2* from Ocean is a *Metroid* wannabe that goes some of the distance toward that goal, but not all the way. *Prehistorik Man* from Titus is another funky cave man. (If prehistoric life had really been as cool as it is portrayed in this game, mankind would never have evolved beyond furry shorts.) Interplay's *Boogerman* will be a hit with players who get a kick out of bodily fluids. *Bust A Move*—Taito's deceptively simple puzzle game—looked like a winner, too. Kyle Petty's *No Fear Racing* wasn't shown on the floor, but Williams gave Power a developmental copy of the game for evaluation. The potential is there.

On the Game Boy side of the aisle, we should also mention Konami's *Animalcross*, which is based on the Genesis game of the same name rather than on the more active Super NES title. Still, the simpler action is more suited to the Game Boy. T*HQ and its stable of EA titles will be one of the biggest suppliers of Super Game Boy action over the next six months. In the lineup are *FIFA Soccer*, *PGA European Tour*, and the *Strike* series of chopper attack games.

TOP SUPER NES PICKS

| Title | Company | Completion |
|--|----------|------------|
| 1. <i>Star Fox 2</i> | Nintendo | 40% |
| 2. <i>NBA Jam Tournament Edition</i> | Acclaim | 100% |
| 3. <i>Metal Warriors</i> | Konami | 100% |
| 4. <i>StarGate</i> | Acclaim | 70% |
| 5. <i>Secret of Evermore</i> | Square | 30% |
| 6. <i>International Superstar Soccer</i> | Konami | 100% |
| 7. <i>Comanche</i> | Nintendo | 30% |
| 8. <i>Weapon Lord</i> | Namco | 65% |
| 9. <i>Mega Man 7</i> | Capcom | 100% |
| 10. <i>FX Fighter</i> | Nintendo | 40% |

TOP GAME BOY PICKS

| Title | Company | Completion |
|--------------------------------|-----------|------------|
| 1. <i>Donkey Kong Land</i> | Nintendo | 60% |
| 2. <i>Kirby's Dream Land 2</i> | Nintendo | 40% |
| 3. <i>Earthworm Jim</i> | Ploymates | 70% |
| 4. <i>Lion King</i> | Virgin | 100% |
| 5. <i>Aladdin</i> | Virgin | 100% |



LAS VEGAS

Virtual Boy made its American debut in Las Vegas featuring improved

versions of Space Pinball and Teleroboxing, two of Nintendo's 3-D games shown in Japan in November. In addition to those two games, visitors viewed several other game demos on modified TV screens. Those new titles included two space flyers and a Mario game with both side-scrolling and overhead views. Other demos included an underwater scene showing a dolphin, a racer and a top view shooter. In addition to the demo games, Kemco announced the development of Virtual League Baseball and T&E Soft and Hudson Soft of Japan revealed that they are working on several Virtual Boy games each. American third-party licensees also began to line up

THE DREAM TEAM IS A DREAM COME TRUE

The Nintendo Ultra 64 "dream team" now includes Software Creations, a British company known for innovative games and cutting-edge video game sound and music technology. Over the past year, Software Creations has been working on Sound 7.0—now slated to be one of the development tools for the Nintendo Ultra 64. In addition to Sound Tool, Software Creations is developing an NU 64 game for Nintendo. Previously, Nintendo and Software Creations collaborated on Ken Gribble Jr. Presents Major League Baseball. Expect more info.

In other dream team news, Silicon Graphics has agreed to absorb Alias and Wavefront, two of the leading graphics tool developers for SGI computers. SGI will setup a new subsidiary that combines the resources of both software companies. Alias, based in Canada, is one of the key players in the NU 64 dream team along with SGI, providing emulators and graphics tools for NU 64 developers. Wavefront also develops high-end graphics software for use on SGI computers. Nintendo Ultra 64 game developers should reap the benefits of this awesome corporate gamble.

THE TOP FIVE RUMORS AT W.C.E.S.

1. Virtual Boy is actually a device that sucks your brains into a dimensional vortex where nice things have gathered to die.
2. Several 300 units were discovered missing from a store. Although a clerk insists that they were purchased, the search for the missing units continues.
3. Mortal Kombat IV is in secret development in an upscale lounge somewhere in Nevada called Alias 51, and agent Minder is on the case.
4. Silicon Graphics workstations have been discovered in rock formations from the end of the Cretaceous period and are linked to the sudden extinction of the dinosaurs who discovered that it was easier to render the rocks than to reproduce.
5. Sega has the great come-back game idea featuring two burrow fighting wrens and a relatively trivial, Donkey Kong Country Club.

THEY'RE SEEING RED

behind the extraordinary 3-D banner of Virtual Boy. Nintendo made the Virtual Boy development systems available following W.C.E.S., so American development is now underway. One of the attractive features of the new system is said to be the simplicity of programming for it, which should mean that a wealth of new games is just ahead. Power is also working with the developers of the Virtual Boy system to bring you the first true images of Virtual Boy's 3-D game environment. We hope to have the first pictures in the next issue of Nintendo Power.



The CD-ROM based systems including Saturn, 3DO and the Sony Playstation are set to squabble among themselves this summer. But gamers who want the ultimate gaming experience will have to wait until the fall—that's when the Nintendo Ultra 64 will be released. Players and developers are already in awe of the first NU 64 arcade games, Killer Instinct and Cruis 'N USA. But as good as those two games are, they are only a drop in

THE NEXT GENERATION

the bucket of what the system can do. On the other hand, the more limited graphics processing capabilities and slow access speeds of the CD-ROM systems will make it more difficult for them to compete directly with the Nintendo Ultra 64. Games that appear on multiple platforms like the Saturn or Playstation will be substantially similar. But neither of those systems will be able to match or even come close to the graphics quality and effects of the NU 64. An emulation of NU 64 graphics was shown at WCES. The animated sequences from Silicon Graphics were beyond anything we've ever seen on home systems or in arcades. This was the cutting edge technology that SGI has promised all along. It is now a reality. In fact, the silicon chips—the CPU and GPU of the NU 64—are finished. Take it from the source. The Nintendo Ultra 64 is on schedule and it is awesome beyond the belief of mortal game players.

We have also learned of several more NU 64 titles that will be released at or around the launch of the new system next fall. One will be Top Gun from Spectrum Holobyte. Although games based on Top Gun will appear for the other next generation platforms, the Nintendo Ultra 64 game will be unique, emphasizing extraordinary graphics in an arcade-like combat flight game. Several Japanese licensees are also working on titles that we can't announce just yet, but the games range from action to RPG. We expect at least a dozen exclusive NU 64 titles to be released soon after the launch.

JAN. 6-9 1995

METAL WARRIORS™

When the soldiers of the future face off, they wear powerful mechanized armor that give them super-human strength. No mere mortals, they are the Metal Warriors.



METAL WARRIORS™ TM & © 1994
LUCASARTS ENTERTAINMENT CO.

BATTLING DROIDS

Konami brings you a new way to test your mettle this month with Metal Warriors, a sci-fi shoot-'em-up set in the 21st Century, when the earth is united under a single, global government. The technology of the future is both a blessing and a curse, providing an enhanced quality of life as well as frighteningly powerful weapons, which, in the wrong hands, become instruments of terror. The game features two modes, for either solo or head-to-head play. The one-player mode includes nine missions, and the two-player mode gives players a chance to practice using the six different kinds of

robotic armor against backdrops

that come from different sections of the game. Although Metal Warriors doesn't break any new ground in terms of story or game play, it's fun to hop into the armor and blast electronic baddies off the face of the future earth.



BATTLE BASICS

As the game begins, the United Earth Government (U.E.G.) is under attack by the forces of the Dark Axis. You'll be sent to rescue a co-worker who is being held inside enemy territory. Although you begin the first mission equipped with only the basic Nano droid, you'll

find others along the way that you can use to continue. There are six in all, and each has unique strengths and weaknesses. You must decide how to use each of the droids to your best advantage as you pick your way through each new area. Sometimes the extra armor is hidden in hard-to-find places.

EXITING THE ARMOR

Without the massive armor, your character is tiny and nearly defenseless, so stay inside whenever you can. There will be times, however, when you'll have to get out to flip switches or explore small areas where the droids can't go. Outside the armor, you can take only 10 hits. Move quickly and return to the armor as soon as you can. You'll recover once you're back inside.

ROBBED!

Before you exit the armor, check your surroundings. If you leave it unattended when there are small enemy characters around, they can hop into the armor and use it to attack you. If you're leaving damaged armor behind, destroy it so that they can't use it. If you have to leave your armor temporarily to accomplish a task, park it where enemies can't reach it so you can return to it later.



If you leave your armor when enemies are nearby, they can jump in and take it over. If you must leave it, park it out of their reach so it will be there when you return.

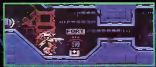
MAP CHECK

Press the Start Button to bring a map up on the screen. It will show corridors and hidden rooms that you might not notice otherwise. Even though it may appear that some rooms are out of reach, you can get to them if you find the right routes.



FIND THE PORTS

Search out Ports whenever you need to repair your droid. The Ports continually produce items, usually Repair Units. You can stand there and pick up as many healing items as you need. Remember their locations and return to them when you've sustained damage.



MISSION ONE

In Mission One, Rescue at Axis 5, you must enter enemy territory to rescue Agent Marissa. The red circles on the maps show where randomly-determined items are.

SPARE ARMOR

There's an extra bodysuit on the ledge here. You can only use one suit at a time and you might not need to change right now, but remember that it's handy in case you suffer heavy damage later.

START

SPIDER SUIT



You'll find a Spider Suit at the end of this long corridor, but you'll have to blast through several doors to get to it. Pick up a Rocket Launcher can't start blasting, but be careful when you enter the end of the corridor. Don't blast the suit!

POWER UP

Although you might not realize it immediately, if you wait for the elevator to go back up, you can jump down to the left and pick up a Power Up in this small pit. Wait for the elevator to come down and go back up before exiting to the right.

MISSION TWO

After you prove yourself in Mission One, the commander will challenge you to lead the boarding party for Mission Two, which takes you inside an enemy space station. When you first arrive at the station, you'll be met by a less-than-welcoming party of Dark Axis guards who are patrolling the entrance.

CAN THE CANNONS

Enemies guard the entrance to the Dark Axis station. Pick up the Power-Up right away and use the rockets you get to destroy the four cannons outside. Before you enter the station, you can fly up to the upper level to get a weapons Power-Up if you want to.

FIND THE PORT

Enter the station and fly down to the right. You'll find a Port there, where you can get Finger Kits to fix any damage you've suffered this far. Destroy the money churning through the small hole in the right before continuing.

USE OR DESTROY

There's an extra bodysuit here. Since you just repaired your own suit, you probably don't need it. If you don't, be sure to destroy it immediately so that the enemies can't help into it and use it to attack you.

BARODHA

Plan ahead before continuing to the right. Drop to the lowest room on the left and destroy the barodha shooter here before you go back up and blast the cannon above. If you want to attack the barodha shooter until you're just above it, you'll suffer serious damage.



ROCKETS AWAY



Pick up the Rocket Launcher, then hurry to the right. Use a rocket to blast through the door between you and the Power-Up on the right. If you're fast, you can take the Power-Up and fire another rocket through the wall to the right.



GOAL

ESCAPE

Save your teammates and continue down the corridor to the left, blowing your way through the blocks on your way. The corridor leads to an air base. Leave the crawling robot behind and head for the mother ship and much deserved bonus.



WEAPON POWER

Go down to the right, get the Rocket Launcher from the Power-Up container, then hurry back up to the left. Blast through the windows on the left to reach the Power-Up Container on the ledge. It holds a Level 4 weapon Power-Up.



GOAL

ON YOUR OWN

When you reach this narrow passage, you'll have to go it alone, without the protection of your halfbrat. Press Select to hop out of the crowd, then run to the right, firing continuously. Jump to avoid enemy fire. You can't take many hits! Keep firing as you reach the exit.



BLAST THE GRATES

You'll probably take several hits before you get down to this area. If you need to repair your halfbrat, blast through the crates to reach the Power-Up on the other side. It holds a much-needed Repair Kit.



MAKE HAVOC

There are two enemy Havoc battle-droids to the right, but there are several enemies, too. Make Havoc! Hurry to the right and either use or destroy the droids before the enemies can jump into them. If they win there before you get there, you'll have a tough road ahead.



MISSION THREE

The U.E.D. intends to put you to the test in Mission Three, dubbed the "War on the Rock." Forces of the Dark Axis are attacking one of the earth's most vital power stations. If they destroy the generators at the core of the station, the earth will surely fall. The U.E.D.—and all of the earth's inhabitants—are counting on you to protect the station and repel the attackers. You'll have to make judicious use of the battledroids at your disposal to succeed.

ATTACK THE SHIP



When you repel the attackers and exit the base, you'll find a Dark Axis ship hovering at the entrance. Using the Prometheus battledroid, destroy the three turrets on top of the ship with fire, then hop out of the suit and enter. Defeat the enemies inside.

USE THE PORT

You'll visit the Port several times during this mission. Be sure to repair any damage to your Prometheus before attacking the ship at the end.



PROTECT THE CORES

Protect the cores—at least one must remain at the end of the battle. You'll begin in the Mito cell. Get the Prometheus out in the lower right.

MISSION FOUR

After you take over the Dark Axis ship in Mission Three, you'll have to defend it. If the enemy can't control the ship, they'll try to destroy it. Your armor for this episode is the Prometheus battledroid, which, while powerful, is hulky and difficult to maneuver quickly. The key to succeeding is being in the right place at the

right time. Pick one point of defense and protect it at all costs.

PICK UP POWER



If you walk to the left from the beginning, you'll find a Power-Up container that holds a Rocket Launcher. The Prometheus did it has serious firepower of its own, but it never hurts to have some extra weapons to hand, so pick it up.

MISSION FIVE

For Mission Five, code-named "Frontal Assault," you'll be sent to the remote and icy regions of Alaska. Although the area is sparsely populated, you'll find that plenty of Dark Axis agents are present

and ready to wreak havoc. In this mission, you'll learn to use a new kind of battledroid, Ballistic. And you'd better learn quickly—you'll need its special abilities to meet the challenges ahead.

START WITH MITO

When you begin, you'll be using Mito armor. Ballistic through enemies to the right, then jump out of the Mito suit and go back to the left to get the Ballistic armor, a special heavy-armor droid equipped with a High Energy Plasma Cannon. It is both powerful and maneuverable.



Heavy artillery, the Ballistic droid is armed with both the Plasma Cannon and a machine gun. It's an awesome suit of armor.

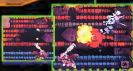
Press A to power charge Ballistic, then press the C-stick to send it off at high speed. It flattens everything in the its

HAVEG WAITS

There is Haveg armor here, but remember that it can't fly well. Use it to clear out the enemies in the next area, then return for the Nitro suit.

REPAIR KIT

Energy flow is fast and furious in this corridor. Return to the port if you need to repair your droid before continuing.



Before you head back to the left, jump out of your droid and activate the power switch here. It opens a door that leads to a new exit.



MISSION

You'll get out of the freezer and into the patches you to warmer climes to eradicate the longest mission you've undertaken this far, and it's the most brutal, as well.

START

PROMETHEUS



Although you'll find it will end if most of the Prometheus exit. To so fire into the cave the switch room.

ENEMY STRATEGY

The enemies know their own ship. They can render it useless by destroying all of the gas turbines on its deck, and they'll attach in swarms to try to do just that. Be sure to collect the Power-Ups before they disappear.



Seeking Ballists are in the container on the left and a Repair Kit is in the one on the right. The Seeking Ballists target the enemy droids and blow them up on their own. They're very useful in this battle.

REPAIR UNITS

While you're capable of dishing out lots of damage in this stage, the enemies here can reciprocate. They're well-armed, too. When you take damage, be sure to stop and locate one of the three Repair Kits hidden in the area. Fix your droid, then continue.

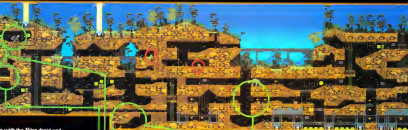


START



SIX

Fire for Mission Six, the Jungle War. Now the U.E.D. dis-
 ate encroaching Dark Axis forces. Pack plenty—this is



with the Nitro droid and
 time in this stage, be-
 ing you'll need the
 it on, then use its cannon
 droid and open the way to



Don't miss this cache. Fly up the corri-
 dor and around to find two Power-Up
 containers. One of them holds a Repair
 Kit; the other a Level 3 Weapons Power-
 Up. The extra firepower will come in
 handy in the areas ahead of you.



POWER REPAIRS

You can't afford to pass up any Repair Kits on this mission. Go off the
 way down to the left to find one hidden in a cavern, and pick up another
 one as you work your way up to the right. If you keep your droid in
 good health, it will be the same for you.

RAM THE CANNON

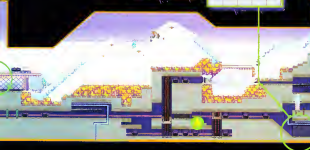
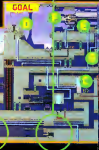
There is a large cannon at the end of the
 corridor, tended by some enemy troopers.
 Charge up your Ballistic droid, roll down
 the slope, power through the troops, and
 blast into the cannon to destroy it. This
 move opens the enemy and lets you
 emerge unscathed.



SWITCH DROIDS



GOAL



GO BALLISTIC

When you reach this narrow tunnel, it'll be time to bid farewell to your Nino droid. Exit the droid, enter the corridor, then fly up and out. When you emerge outside, you'll find a Ballistic droid. Use its hoovy weaponry as the well-armed evasion shield.



DRONE DANGER

The small drones are more dangerous than they first appear to be. They may be small, but they pack serious rocket launchers. Approach them with caution. Don't waste time shooting. Use your saucer on them instead. Destroy them all before moving on to the next area.



GET A NEW DROID

Use the Ballistic droid to blast the powerful cannons that block the way, then leave the Ballistic suit behind and fly all the way up the tunnel to get the Spider droid. You'll use it as you enter the next section of Mission Six, where new challenges await.

THE U.E.D. HAS MORE IN STORE

The Dark Axis isn't done with earth yet, so the U.E.D. will be asking for your help in three more missions—after you complete the two remaining sections of Mission Six. The coming missions are even more complex than this lengthy trial, and they're more brutal, too. Mission Seven is code-named "Fire," and "The Tower" awaits in Mission Eight. Finally, duty calls for a mysterious mission referred to only as the "Final Assault," where only the most adept metal warriors, the survivors, will fight for ultimate control.



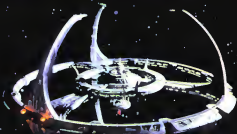
You must leave the Ballistic to accomplish your next goal. Park the Ballistic as the bridge here. Go through the narrow passage to get the Flevo droid, then fly up and destroy the two cannons in the upper left. Return the Flevo closer to where you got it, then return to the Ballistic droid.



Ballistic and fire a Plasma shot at the Grenade Launcher. To destroy the cannon, fire into the opening with a partially powered-up Plasma shot.

STAR TREK™

DEEP SPACE NINE



*COMING SOON TO YOUR
SUPER NES FROM
PLAYMATES*





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NINTENDO
POWER

EPIC CENTER

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THE NEW SOURCE FOR ADVENTURE GAMERS

Now there's one place to look for all the news and game play info on adventure and RPG games: Nintendo Power's Epic Center.

This month Nintendo Power begins a new feature dedicated to adventure and RPG gamers. The Epic Center will



appear monthly and cover the news, the new games and the strategies that adventure gamers want. If you're already an avid adventurer, you'll find news and previews on upcoming epics plus strategies on games that you may be playing already. For gamers new to the world of adventure, Epic Center will cover new titles in depth with maps, strategies to get you started

and winning advice to help you throughout the game. We'll also go straight to the source of the games and talk to the developers to get the inside story. The adventure is just beginning...

OGRE BATTLE INVADES THE U.S.

In Japan, Ogre Battle became one of the most beloved strategy RPGs of all time by combining a deep game with tons of replay value and fully animated battle scenes. The game was released in Japan by Quest back in March of '93. Since its release, over 350,000 copies of Ogre Battle have sold in Japan. That's a hit on either side of the Pacific when it comes to RPGs. Ogre Battle has also continued to show up on the Top 10 lists of popular games in Japan since its release. So what is driving Ogre Battle's success, and



what should you expect?

According to Robert Jerauld of Enix America, who is working on the U.S. version of Ogre Battle, "It's like a new game every time you play. When you meet new characters, it opens up new story lines that may reveal entirely new game areas. There are 12 known story lines and 10 known endings, but that's only what has

been discovered so far." The game features 200 fully animated characters, 80 of which can join your army. Robert estimates most players will spend at least 100 hours on the game. Another innovative aspect of Ogre Battle is that the

game's artificial intelligence can match your skill level. As you get better, the game gets tougher. We'll take a closer look next month at strategies for playing Ogre Battle.



SQUARE SOFT CALENDAR

Square Soft plans to release three major adventure or RPG games beginning this summer, enough to keep even diehard adventurers happy. Here are the approximate release dates for Square's hot lineup of new adventure games for 1995.

Secret of Evermore
Chrono Trigger
Secret of Mana II

June
July
October

The cartoon fantasy is coming to life in a sweeping adventure game from Enix.

King Arthur & The Knights of Justice

Our first Epic Center developer focus zooms in on King Arthur & the Knights of Justice from Enix. Manley & Associates is breaking ground with this game as the first American developer of a major adventure for Enix. What does the developer have to say about its baby? Read on.



Almost two years in the making, *Knights of Justice* is closing in on the final version at last. A game of this size (20 Megabits) and complexity (8 regions) is bound to run into problems, especially when it is the first adventure RPG for Enix produced outside Japan. Enix and Manley have stayed the course, though, and the result is an adventure ripe with real-time battles, piles of puzzles, large regions to explore and a story of truly epic scope.

Although based on the *Knights of Justice* cartoon, the game includes many elements from Arthurian legends. The story begins with

Morgana having imprisoned King Arthur and his knights in the Cave of Glass. The only way for Arthur King and his displaced football team to break the spell is to collect the 12 keys of Truth. Morgana and her warlords have stolen most of the Keys that the warlords rely on for strength in battle. The Knights must collect all 12 Keys then defeat Morgana in order to return to their own time. Merlin acts as your adviser from his room in Camelot, where you will return often.



will learn of other tasks that they must perform. Nothing is free in Arthurian England. If you meet a character, chances are you'll have to

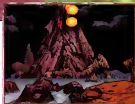
prove your worthiness to him or her by performing a task. Making things even more interesting is the fact that each of the knights has special attacks or abilities, so choosing the right party for a certain quest is very important. The range

THE QUESTING KNIGHTS

The game play is based on the idea of quests. Arthur and two of the twelve knights head out with a basic quest that has been given to them by Merlin. During the course of searching, fighting, collecting and so forth, they



of battle, as you'll soon learn, includes forest baddies like bees and wandering black knights, right up to dragons and Morgana's warlords.



HARD DAYS KNIGHTS

What were some of the biggest problems that the Knights team ran into? Khanh Le, executive producer of the game, notes that the game was originally a 16 megabit Pak, but that midway through development they realized how much more stuff they wanted to include. Back they went to the drawing board. The result was another 4 megs of memory, more puzzles, more art, more enemies and even more story. To Sam Deasy, project programmer, big headaches came from every direction: "Game balance. Interesting scenery. Managing the data." Phil Holt, the game designer, felt that the hardest part was coming up with new puzzles for each of the regions. "They had to be fun and challenging, but not repetitive." The team of more

than two dozen artists, programmers, musicians and other staff gathered ideas from a wealth of sources including the Knights of Justice scripts and many books. T.H. White's *The Book of Merlyn* and the Medieval Fables of Marie de France were just two volumes on a long research list. They needed all that detailed knowledge in order to create the dozens of interlocking puzzles that surround each of the central eight puzzles. They also had to learn about medieval weapons and armor to create the graphics, and unlock the mysteries of magic lore in order to design the many spells, potions and charms used throughout the game.

If you think making a game is easy, just ask these guys. In all they designed eight map regions, 26 different types of enemies, eight bosses, ten castles, 24 individual weapons, two village areas, musical scores and sound effects for different locations and characters, animation for every character and enemy, cinema scenes to begin the game and screen text for following the story and learning valuable information.



One of the most important jobs was to balance the game between fighting action and puzzles. According to both Sam and Phil, they concentrated more heavily on the puzzle aspect, but they feel that there's plenty of action, too. When asked what other games influenced their design, the answer was unanimous: "Zelda." You can tell. One quest leads to another and another and another until you're totally hooked.

THE BEST OF THE QUEST

We also asked the design team what they liked most about their game. Both Phil and Sam thought that the dragon battles were some of the most exciting moments. The final battle with Morgana's dragon got both of their votes. As for cool enemies, Sam liked the Blackwing, one of the boss characters. When it came to difficulty, Phil says the warlords take the cake. "They're tough and they attack in groups." In a few more months you'll be able to cast your own votes on your favorite parts of the game, because *King Arthur & The Knights of Justice* is finally on its way.



FLEE, EARTHLINGS!

It's horrifying! It's horrific! It's horrible! It comes from Japan—home of Godzilla, Rodan, Mothra and rice. It's scary, too, with zombies and aliens and man-dicing kitchen implements! It's Earth-Bound from Nintendo, and it's coming to the Super NES this June. Be prepared to play!

EARTH BOUND

Who will save planet Earth from the ravages of The Geek? Who will venture through space and time? Who else but you!



THE IRRATIONAL **INQUIRER**

METEORITE HERALDS ALIEN INVASION!

**EARTHBOUND STUNS THE
CIVILIZED WORLD WITH
SHOCKING PLAY VALUE
AND FREE PIZZA DELIVERY**



Although *Earthbound* appears to be a harmless RPG, featuring modern settings and a sci-fi theme, sources inside Nintendo report that, in fact, the game "zombifies" players. Nintendo spokespersons refused to comment, repeating only, "Must play! Must play!" Inquirer staff members have uncovered that the sprawling game covers huge areas and includes funky enemies such as an evil gasoline pump. Speculation suggests that the Game Pak's battery backed memory may actually control an alien signalling device. Our investigative reporters are on the scene.

NIGHT OF UFO TERROR PLAGUES ONETT

The people of the small American town of Onett passed a night of intergalactic terror recently when an object of extraterrestrial origin crashed in a pasture near the town. Police barricaded the site, but citizens reported seeing strange lights

in the sky both before and after the incident. Was this just a meteorite or was it actually a downed UFO? Unnamed, unusual activities have since been reported in the area.

Sources at the UFO crash site in Onett have confirmed that the Earth now faces imminent destruction by a ruthless space alien known as the Geek. The plot was uncovered by a 13-year-old boy named Ness after he approached the highly radioactive crash site. Ness hopes

GEEK INVADES!!! BOY, 13, ONLY HOPE

to find several heroic companions willing to join with him to fight the interstellar threat. Armed with a broken baseball bat, an ATM card and a cookie, Ness stated, "I'll do my very best to save the planet. I promise."

**NEVER-BEFORE-SEEN LIVE ALIENS...DINOSAURS...HEROIC
HUMANS...BUGS...PIZZA DELIVERY GUYS...AND MORE!**

**EPIC
PREVIEW**

**EXCLUSIVE
PICS!**



FOUR COURAGEOUS KIDS FACE ULTIMATE TEST

TEEN HEROES DEFY GALACTIC FIEND



Ness, the heroic youth who hopes to save the Earth from an evil alien being said to be more powerful than anything in nature, has joined forces with three other kids—Jeff, Paula and Pu. Odds makers have put their chances of success at somewhere around one hundred billion to one.

NESS TO SAVE EARTH

Now that Ness has taken on the challenge of saving the Earth, people want to know what sort of qualifications the young man has. Reports from his hometown seem to indicate that he is resourceful and makes friends easily.

He is also said to have limited Psychic (PSI) powers that can be used in battles or during dodgeball matches. Observers have also noticed a marked fondness for snacks.



PSYCHIC YOUTH

Clinical tests have revealed that Ness, the Onett youth charged with saving the planet from hideous destruction, has psychic abilities. His healing and fighting skills are currently crude, but doctors



believe that they will strengthen with repeated use.

believe that they will strengthen with repeated use.

Ness' PSI abilities allow him to attack or heal, but he must first learn the skills. As he grows stronger, it is believed that he will master new and more powerful PSI skills.



NESS'S FAMILY

Although they hate to see him go, Ness's family will do all they can to assist his effort to save the planet.

Ness can rely on his sister, Tracy, to take care of spare items. His Dad records his progress and puts money in the ATM. If he doesn't call his Mom, his fighting ability suffers.



TELEPATHY LINKED TO TEEN HERO

Ness's newest companion, Paula, has been linked to the use of PSI powers including the use of telepathy. Telepathy is the ability to communicate over distances using only the mind. Following in the legendary

footsteps of starcrossed lovers Link and Zelda, Paula supposedly called Ness telepathically when she was kidnapped recently. Paula refused comment on this.



MORE AMAZING POWERS

The Inquirer has overwhelming evidence that Paula repeatedly proved her ability to use Offense and Defense PSI powers in addition to communicating using telepathy. The evidence includes eyewitness accounts of PSI attacks, levitation and a trail of bent spoons.



Paula can't use Recover, but she reportedly is strong in the use of Offense and Defense. In addition to these skills, she can speak long distances without a phone.



MECHANICAL GENIUS JOINS NESS'S TEAM

The latest reports on Ness and Paula indicate that they have been taken captive in the town of Threek. Unsubstantiated reports are coming in that the son of famed "sane" scientist, Dr. Andonut, has also come to Threek. How Jeff learned about the presence of Paula and Ness is a mystery since he doesn't subscribe to the Irrational Inquirer. Friends and family say that Jeff has dabbled in every field of engineering from moped maintenance to nuclear fusion. He can fix anything or make tools from scrap. But



the question remains—can this young Einstein save the planet?



Brain evolution leads to breakthrough in PSI power.

Jeff Andonut's medical reports prove that he doesn't have extraordinary powers like those of his companions. Experts suggest, however, that the young man's extraordinary grasp of mechanics may prove even more valuable for the hopes of the planet. "He was like a true-life McGyver," recalled Jeff's seventh grade geometry teacher.



Using scraps and tools found along the road, Jeff can repair tools and create mechanical devices that may help Ness.

A BOY NAMED PU

The fourth member of the wonderkids has been identified. Joining Ness, Paula and Jeff on their heroic quest is a young man known as Pu. His search for the others has taken him to the town of

Summers where he must prove his worthiness. Inquirer researchers have discovered that Pu shares several psychic abilities with his friends.



PSI BOY

The newest of the global defenders, Pu, uses virtually every type of PSI force including Defense, Offense and Recover. Professional seers foretell that he is also destined to make use of a special weapon called the Sword of the King.



Pu may be the most powerful of the Fated Four, but he is also the last to join the gang and he has the most catching up to do to build his experience and strength.

EPIC PREVIEW

SAMARITANS HELP SAVE PLANET

Everywhere the selfless young heroes turn they find citizens willing to help in the defense of Earth against the alien onslaught. People give them items or sometimes help in other ways.

DR. ANDONUTS

Jeff's father, the "sane" scientist, invents time machines, space ships and other hi-tech gadgets.



MR. SATURN

In the Saturn Valley, Mr. Saturn will help the Terrific Teens build special machines.



APPLE KID

This helpful citizen mysteriously makes the best sanitation keys in the world.



THE RUNAWAY BROS.

The Bros. four boys may come in handy for Ness and company.



USEFUL STUFF

Ness and his companions must use whatever weapons and items they can lay their hands on to defeat their enemies and progress in the game.



ENEMY ADVANTAGE

If you attack the enemy from the side or back, you'll gain an attack advantage over it. You'll have to be quick, because the enemies zero in on you. The green screen shows your carrying.



AMBUSHED

If an enemy attacks you when you're looking the wrong way, it will have the first advantage in the battle. The screen will flash red, signaling that you blew it.



NO CONTEST

If you are far more powerful (with higher levels) than an enemy that you meet along the road, you won't even have to fight it, but you'll still get experience points. Build your levels quickly!



EPIC PREVIEW

WANTED: DEAD, STUFFED OR SCRAMBLED

Reports of aliens lurking in the countryside around Onett have terrified the public. Other inexplicable phenomena, such as pets running away and police officers behaving oddly, have also been reported. If you see any of these entities, call the Alien Invasion Hotline.

DINOSAURS

A lost, subterranean world is home to these giants.



SHARKS GANG

This gang of weird purple kids likes hole hoops and skateboards.

STAR MEN

These aliens are reported to possess great powers.



BLOBS

Witnesses report conversations with puddles of hostile glop.

BIG MOUTHS

Experts are stumped by these giant mouths with no bodies.

GAS PUMPS

Inanimate objects have seemingly come to life!

U-PICK

Recent reports claim that EarthBound players can personalize the game with custom names. Players' choices for Food and Cool Thing add even more of a personal touch, especially when they go home to their favorite meals.



STRATEGY

If you're having trouble in your local fantasy world, then the Epic Center is the place to turn. Grab your sword and start hacking!

Final Fantasy III

Finding the right gear for your characters is key to a successful adventure. Here is your guide to finding the best items around!

Finding the Economizer

If you equip the Economizer as one of your spellcaster's relics, that character will only use one magic point when he or she casts any magic spell. Using this relic, in combination with a Gem Box, allows a magic-user to cast two spells each turn and never run out of magic points! There are two ways you can earn this powerful relic. If you beat a Gem Box in the Colosseum and win, you'll earn it as a prize. You can also find it on the island to the west of Triangle Island in the World of Ruin. If you defeat a Beamos there, it sometimes drops the Economizer as a reward.



Beat the Gem Box while you're in the Colosseum. If you win the battle, you receive the Economizer.



If you defeat the Beamos on the island to the west of Triangle Island, the Economizer might randomly appear.

Finding the Exp. Egg

When characters have the Exp. Egg equipped as a relic, their experience points will grow at twice the normal rate, making it easier to quickly raise their levels. To find the Exp. Egg, you must first inscribe the message "The World is Square" backwards on the blank tombstone in Darill's Tomb. Take the bottom staircase to the lower floor of the tomb and stand one space below the chest. Walk right through the wall into the secret room and collect the egg. You can win a second Exp. Egg by beating the Tintinnabar when you're fighting in the Colosseum.



Write the correct message on the blank tombstone then head for the basement.

Finding the Striker

While the Striker isn't the best weapon for most of your characters, it is instrumental in getting Shadow to join your party. You can only find the Striker inside the Cave in the Veldt. When you

enter the cave, take the top tunnel and continue to the right until you reach the four men. Enter the door above the men and take the left tunnel in the next room. Walk down through the wall inside the tunnel, then continue all the way down until you reach the treasure chest. If you found shadow earlier, and if he has already left Thamasa, go to the Colosseum and bet the Striker. Shadow will be your opponent, and if you defeat him, he'll join your party.



Find the Striker hidden inside the Cave in the Veldt once you've reached the World of Ruin.



Bet the Striker in the Colosseum, then defeat Shadow to get him to join your party.

Finding the Air Anchor

One of the many special tools that Edgar can use to defeat his enemies is the super-powerful Air Anchor. When used on an enemy, it will cause them to self-destruct with a single blow! Overall the Air Anchor is a pretty cool weapon, but it's really tricky to find. You can win the Air Anchor in the Colosseum if you bet the Genji Armor, but only if you manage to beat Borras. This may prove difficult, seeing as he has 30,000 hit points! You can also find the Air Anchor in the Fanatics' Tower. Once in the tower, enter the first door you come to and open the chest to receive the Safety Bit. Face the back wall of the room, one space to the right of the chest, and push the A Button to activate a hidden switch. If you hear a loud thud, exit the room and you should see a new door on the staircase below. Enter the door, open the chest, and grab yourself the Air Anchor!



Head over to the Fanatics' Tower and find the Air Anchor hidden in a secret room.



With the Air Anchor in hand, Edgar is a major force for your enemies to deal with.

Sailing the High Seas of adventure has just begun. It's your life ambition to sail the yet uncharted ocean, finding untold wealth and undiscovered lands. Your final objective will vary depending on which of the six characters you choose, but all six need to gain fame and treasure in order to succeed. These basic strategies will set your sails in the right direction, regardless of your mission.



Uncharted Waters New Horizons

Hoist the Anchor!

The year is 1522 and the Golden Age of Exploration has just begun. It's your life ambition to sail the yet uncharted ocean, finding untold wealth and undiscovered lands. Your final objective will vary depending on which of the six characters you choose, but all six need to gain fame and treasure in order to succeed. These basic strategies will set your sails in the right direction, regardless of your mission.

Collecting Information

Talk to every towns-person you find in each new port you discover. You'll gain clues about sailing, trade routes and the port's history and specialty. Other info that will help you become a successful merchant. Even if you're a pirate you'll need to find good places to sell your stolen goods! Talk to the people in the cafes for more specific information about treasures.



Make sure you talk with everyone where you find a new port. You may find valuable information.

Increase your Wealth

Collect cash any way you can! You can gamble in the cafes if you want to waste some time, but your best bet is to find some good trade routes. Find a port where you can buy a product cheaply, then turn around and sell that product in a town that will pay more for it. Build a strong fleet, so you can steal goods from the enemy.

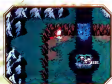
Sign Contracts

Sign contracts with a Collector and a Cartographer as soon as you can. To sign with a Cartographer, you must first join the Cartography Guild for 48,000 gold pieces. As you find new discoveries, you can return to the Collector with the information to gain both cash and fame. When you discover new lands you can return to the Cartographer for even more cash! The Collector in Bordeaux and the Cartographer in Barcelona will be your best benefactors.



Sign a contract with the Collector in Bordeaux and the Cartographer in Barcelona.

Finding the important items in *Breath of Fire* can be tricky when you have a world as big as this one.



Breath of Fire

Mogu's I. Claw

You might remember a mole mentioning a special "Sunken Treasure" when you visited the town of Gramor. You could scour the bottom of the ocean all day long and you still wouldn't find it. Why? The item that the mole was referring to was the I. Claw and it washed up on the shore of the weapon-collector's island. To get the claw, you'll need to fly to the island and talk to her, then visit the old weapon-collector in the south. After you carry several messages and items back and forth between the two new-found friends, the old weapon collector will reward you with the I. Claw. Once you have the I. Claw, take it to the Great Digger in the upper right cave of Gramor and he'll teach you how to use it. Once Mogu has use of the I. Claw, you can enter the

Obelisk, but only if you've talked to Jaden inside the Jade Pagoda.

Ox's Mallet

The best weapon around for the mighty Ox is the Mallet. The problem is, the Mallet is incredibly elusive, meaning most players rarely find it. The best way to pick it up is to set up shop in one of the Flea Markets in either Prima or Tunan. To set up shop, enter the Flea Market and walk behind the counter of the empty booth. If you have Gobs at the front of the party, people will begin walking up to you and offer items for trade. Eventually, someone may come up with the Mallet in hand. If this happens, take them up on their offer, no matter what it costs! The Mallet is very rare, and you may never get a second chance to buy it.



Once you've found the I. Claw you can dig in these specially marked areas.



Go to the empty booth and put Ox at the front of the party. Ideally, our towers will appear.

When playing an epic as large as this one, you'll want to make sure that your party is well prepared for the horrors they'll face.



Might & Magic III: Isles of Terra

Choosing your Friends Carefully

While the default party you receive at the beginning of the game is strong enough to make it through the game, you can help your party out by replacing a few of the key players. Magic is an important feature in this game, but most players will find that they tend to rely more on the might when they go exploring. It is especially important to have characters who can wield missile weapons so you can attack creatures from afar, avoiding damage at the same time. With this in mind, you may consider dropping the sorcerer from your party. Not only is he the weakest fighter of the bunch, but he can't even lift a bow, let alone fire it. Because you'll still want someone who can use magic, replace him with an archer who has high intelligence. As the archer rises in level, he'll be able to use any of the sorcerer's spells as needed, and he can use most weapons proficiently. Leave both the paladin and the cleric in your party so you'll be able to heal up

when you're deep in a dungeon. The robber is an important character to have for opening chests safely, and the knight is a great fighter, but the barbarian doesn't offer your party more than brute strength. You might trade him for a ninja or a ranger and get some extra power in your party. Before you dismiss a character from your party, be sure to give all of his or her items to your other characters. Even if you can't use them, you can sell the items for cash.

Starting out Strong in a Dangerous World

Now that you've got yourself a party, it's time to hit the road and start finding your fortune. Your first stop had better be the local store, Fen's Finteries, so you can grab yourself some gear. Buy the best armor you can for any new characters you've added to the party, then purchase any missile weapons Fen is offering. Your party starts out low on missile weapons,

and nothing beats a good bow when you want to hit an enemy from a distance. After equipping all of your weapons, find the Cypher in the north part of town and teach one of your characters cartography. Now you'll be able to use the mapping option to find your way around. Exit the town at this point and pick a few fights with the local goblins. These are much easier to defeat than the moose rats in the town, so you'll be more



You can find the Cypher in the north part of town. He'll teach you the Cartography skill for 25 gold pieces.

likely to survive. To the east of Fountain Head you'll find a wagon among the trees where you can pay ten gold pieces to have the Wizard Eye spell cast on you, letting you see your surroundings. Seek out the other wagons on the map



Fight the weaker enemies outside of Fountain Head before you take on the tougher Moose Rats in town. Find the Fortune Teller's wagon to get the Wizard Eye spell.

to gain information and experience as needed. Search the area for caches of hidden weapons and armor by walking sideways through the trees and mountains. You're not supposed to be able to do this, so take advantage of this trick early! Later, in the town of Baywatch,



You can travel through the trees and mountains by walking sideways. Normally you need the Mountaineering and Path Finding skills to enter these areas.

you can learn both the Path Finding and Mountaineering skills that let you wander forward through these terrains. When you reach Level 5 or 6 you can begin exploring the caverns below Fountain Head. There you'll find the Swimming skill that allows you to cross the water. Use these three



Find the Magic Wells hidden throughout the area so you can boost your various attributes.

skills along with the Wizard Eye spell to locate the Magic Wells around the area. Drinking from each Magic Well will boost one of your character's attributes, giving you the added power you need to stay alive in this harsh world.

Attribute Boost Locations

Defense Well

Map A1 X=4, Y=7

Personality Well

Map A1 X=14, Y=6

Intelligence Well

Map A1 X=13, Y=1

Hit Point Well

Map A1 X=11, Y=3

Spell Point Orb

Map A2 X=14, Y=14

Strength Fountain

Map B1 X=4, Y=9



Take the time when you're in the list to create a few strong characters. The power they add to your group will pay off in the long run.



You'll need to buy equipment for the new characters in your party, so find Fen's Finteries just north of where you begin.



Picking Weapons and Armor

Might & Magic III has thousands of different items that you can find during your quest, making it difficult to figure out which equipment is best for you to use. You can have items identified in the town shops, but it quickly becomes time consuming and costly. Now you can save yourself some cash by using these tables to identify the weapons and armor. You can equip the items as soon you find them, without worrying about losing that all important edge over your enemies! You can tell Fer and his fellow shopkeepers what to do with their exorbitant identifying fees!

How to use the Charts

Every weapon in the game has a base damage rate and every piece of armor has base protection rate. Depending on the material that the item is made of, these rates can be adjusted up or down. The material a weapon is made of can also give a character an improved ability to hit the enemy. When you identify an item, find the base rate (protection or damage) then add the material adjustment to the base. For example, a short sword has a damage rate of 2-6. If the sword is made of iron, add two points to the damage (4-8) and add one point to the character's ability to hit.

Key A = Archer Q = Dwarf K = Knight P = Paladin R = Robber
B = Barbarian G = Gnome N = Ninja Ra = Ranger S = Sorcerer

Armor & Other Protection

| Armor | AC Bonus | Restrictions |
|---------------|----------|--------------------|
| Robes | 1 | None |
| Padded Armor | 2 | Mus. for Sorcerer |
| Leather Armor | 3 | Mus. for Dwarf |
| Scale Mail | 4 | Mus. for Barbarian |
| Ring Mail | 5 | Mus. for Ninja |
| Chain Mail | 6 | Mus. for Ar, Ra |
| Spiked Mail | 7 | Mus. for G, Ra |
| Plate Mail | 8 | Only K & P |
| Plate Armor | 10 | Only K & P |
| Cloak | 1 | None |
| Cape | 1 | None |
| Shield | 4 | No Ar, Dr, N, S |
| Helm | 2 | None |
| Bracers | 1 | None |
| Boots | 1 | None |
| Rink | 8 | None |

Item Material

| Material | To Hit | Damage | AC |
|----------|--------|--------|----|
| Wooden | -3 | -3 | -3 |
| Leather | -4 | -4 | 0 |
| Brass | 3 | -3 | -2 |
| Bronze | 2 | -2 | -1 |
| Glass | 0 | 0 | 0 |
| Coral | 1 | 1 | 1 |
| Crystal | 1 | 2 | 1 |
| Iron | 2 | 3 | 2 |
| Leds | 2 | 3 | 2 |
| Pearl | 2 | 4 | 2 |
| Silver | 2 | 4 | 2 |
| Amber | 3 | 3 | 3 |
| Steel | 3 | 4 | 4 |
| Ebony | 4 | 4 | 4 |
| Gold | 4 | 5 | 5 |
| Swart | 5 | 5 | 5 |
| Platinum | 6 | 10 | 8 |
| Ruby | 6 | 12 | 10 |
| Emerald | 7 | 15 | 12 |
| Sapphire | 8 | 20 | 14 |
| Diamond | 9 | 30 | 16 |
| Obsidian | 10 | 50 | 20 |

Attribute Bonuses

It is also possible for items to possess special features that will add to a character's abilities. These attribute bonuses take effect when the piece of armor or weapon is equipped and work automatically when needed. Items with these special properties are very rare, so hold on to them when you find them!

Elemental Bonuses

Some of the weapons and armor in this world have been forged with magic elemental properties. When characters equip armor with elemental bonuses, they will gain

extra resistance to attacks of those elemental types. If a weapon with an elemental bonus is equipped, in addition to the extra resistance, damage to an enemy is boosted by the attack.

Special Abilities

On top of all the hit, damage and protection bonuses that an item can have, some items have special abilities that allow your characters to cast spells. In order to use the special abilities, first equip the item, then go to the item screen and select the Use command. This may seem awkward, but it can keep you from wasting your spell points!

One-Handed Weapons

| Weapon | Damage | Restrictions |
|-------------|--------|----------------------|
| Club | 1-3 | None |
| G dagger | 2-4 | No Clerics |
| Cudgel | 1-6 | No Sorcerers |
| Hand Axe | 2-6 | No Cl, S |
| Muchaloes | 2-6 | Only Knights & Nages |
| Short Sword | 2-6 | No B, Cl, G, N, S |
| Maul | 1-8 | No Sorcerers |
| Cutlass | 2-8 | No B, Cl, G, N, S |
| Mace | 2-8 | No Sorcerers |
| Saber | 4-8 | No B, Cl, G, N, S |
| Spear | 1-8 | No Cl, S |
| Long Sword | 3-9 | No B, Cl, G, N, S |
| Wurukishi | 3-9 | Only Knights & Nages |
| Rail | 1-10 | No Sorcerers |
| Scimitar | 2-10 | No B, Cl, G, N, S |
| Broad Sword | 3-12 | No B, Cl, G, N, S |
| Katana | 4-12 | Only Knights & Nages |

Two-Handed Weapons (can't equip shield)

| Weapon | Damage | Restrictions |
|------------|---------|----------------------|
| Spear | 2-5 | S |
| Trident | 2-12 | No Cl, Dr, S |
| Glave | 4-12 | No Cl, Dr, S |
| Built-Axe | 3-15 | No Cl, Dr, N, S |
| Naginata | 5-15 | Only Knights & Nages |
| Pike | 2-15 | No Cl, Dr, S |
| Battleaxe | 4-18 | No Cl, Dr, S |
| Ground Axe | 3-18 No | Cl, Dr, N, S |
| Halberd | 3-18 No | Cl, Dr, S |
| Flamberg | 4-30 No | B, Cl, G, N, Ra, S |

Missile Weapons

| Weapon | Damage | Restrictions |
|-----------|--------|--------------|
| Short Bow | 3-6 | No Cl, Dr, S |
| Long Bow | 5-19 | No Cl, Dr, S |
| Crossbow | 4-8 | No Cl, Dr, S |
| Sling | 2-4 | No Cl, Dr, S |



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SIZZLING SUSPENSE FOR THE SUPER NES

If you're tired of fantasy or science fiction games and are looking for something really different, check out *The Ignition Factor*, a one-player firefighting adventure from Jaleco. Using familiar adventure game features like an overhead view, an inventory of tools and items and a map screen, you battle blazes and rescue trapped citizens. Though it would need a few more details and a bit more atmosphere to be considered a true simulation, the game does manage to capture some of the drama and danger surrounding this perilous profession.

INTO THE FIRE

The game has three levels with a total of eight stages or missions. Each mission starts with a briefing that describes the fire or emergency in progress and outlines the basic goals. You then select your equipment, check your maps, and set the placement of your fire engine at the scene. These decisions will directly affect your ability to complete the stage, so plan carefully.



The most important part of your job as a rookie firefighter is to save lives.

CHECKING THE SCENE



Each of the three levels has multiple stages, and the stages can be completed in any order. Once you choose a stage, though, there's no turning back. A title screen appears, then the mission briefing begins.

Get maps and instructions in the briefing. The fire engine can help you during the mission, so its placement is crucial!



EQUIPMENT



With info from the briefing, choose items for the mission. You can select two items at a time and carry others in inventory. The more you carry, the slower you move.

You can exchange items with the other firefighters you meet, and they can refill your empty items, too.



SQUAD 51 RESPONDING!

TAKE 2

Once the briefing ends, the mission begins. You can access your map during the mission to help you navigate. The map also indicates the location and health of each person trapped. Besides rescuing a minimum number of victims, you'll have to recover objects and react to additional orders or information received along the way. There is a time limit for each stage, so you may not be able to accomplish everything before the building collapses.



Victims are often trapped behind walls of fire. Rescue them before they are fatally injured!



You are awarded points after every stage. High scores will increase your health meter.

BRADSHAW STEEL MILL

This mission is pretty basic: rescue at least five people from the steel mill. There's only one thing to watch, but you don't have much time.



PYGMALION PRODUCTIONS

A two-story weapon factory is going up in flames. You'll need to rescue at least six people, and the situations may call for some creative solutions.



MCCLOONE MINE

There's no fire, but the poisonous gas filling this mine is just as dangerous. You'll have to rescue at least seven people from the bad gases.



DINO MUSEUM

The fire at the Dino Museum is spreading slowly. You've got a longer time limit, but you'll probably need every minute to sort out the three floors for trapped citizens. You may also be asked to help save precious fossils.



POWER-UP

FIREFIGHTING TACTICS



To use hidden flames hold L or R to "crank walk" to the left or right while still facing forward. This technique is good for fighting a wall of fire.

FIREFIGHTING TOOLS



Plastic explosives can break through walls or obstacles, but watch out for the blast!

Press and hold the rope button until you're safely across.



Depending on the info you get in the briefing, you might start a mission without the proper equipment. Here's a list of items recommended for Level 1 and Level 2. Even so, firefighting is unpredictable. Unexpected situations may arise.

| | |
|--------------------------|------|
| BRADSHAW STEEL MILL | |
| PYGMALION PRODUCTIONS | |
| MCCLOONE MINE | |
| DINO MUSEUM | NONE |
| MINING RESEARCH FACILITY | |



THE DAY THE MOUSE ROARED

Finally, the day of the town fiesta has arrived! The mice have just begun to cut the cheese for the big feast when a shadow darkens the town square. It's Los Gatos Bandidos! In a flash, they kidnap the unsuspecting mice. Luckily, Slowpoke Rodriguez is late, arriving just in time to

see his friends being herded away. Panicked, Slowpoke shuffles off to find the one mouse that can save the town—Speedy Gonzales! Now, it's up to you and Speedy to race across the country and free the mice before these cats have their own fiesta!



SLEEPY ROCK

SPEEDY GONZALES
LOS GATOS BANDIDOS



NARROWING HIKE!

Speedy begins his quest in the green hills of Sleepy Rock. Though his great speed could make this a short hike, Speedy knows it's always better to enjoy the scenery—especially when it's filled with his kidnapped friends!



AY, CARAMBA!

Armed with only his speed, a springy kick and his springy mouse traps, Speedy will have a tough time beating the clock and finding all eight mice trapped in the first level. But if he does, he's rewarded with a valuable Continue that he'll need when things get tough.



As Speedy frees the caged mice, load up on cheese you find along the way. You get an extra life for every hundred wedges you collect!



You can really stack up on extra lives and Continues in the early levels. Try to match Nintendo Power's top score for the first stage!

- ☐ CAGED MICE
- ☐ OTHER GOODIES



SURELY WOOD



Speedy can use the pulley bridges to cover ground in a hurry—and snag some extra cheese.

INTO THE FOREST

With a final burst of speed, Speedy leaps off Sleepy Rock and into the dark and menacing Surely Woods. There, he must scale towering timbers, hurdle vast gorges, and avoid a few clever traps left by Los Gatos if he hopes to free his amigos. And, if Speedy's fast enough, he can also track down a few extra lives hidden among the pines!



Los Gatos' fake warning signs won't fool Speedy—he can spot their sleepy writing anywhere!

ONE GIANT STEP

Luckily, the local rangers have marked some of the forest pitfalls with warning signs. When you see them, take a careful look ahead. Then, get some running room, get Speedy moving, and prepare to jump!



If Speedy isn't moving quickly, he'll miss some cheese—and hit the bears below!

MOUSE TRAPS!

Take these traps more seriously than those on Sleepy Rock. If Speedy is caught, he's finished. Either put on the brakes and spring them or floor it and race right on by.



FIESTA CITY

WARNING-CONSTRUCTION

Oh, the lights and noise of big city construction make Speedy's head spin. Los Gatos have hidden the captured mice along the girders of these skeleton skyscrapers. Speedy must be careful—it's a long way down from the top floor, and the elevators haven't been installed yet!



Speedy can't stop and chat with his freed amigos—the clock's ticking!



Give the jack-hammering Gatos two well-earned quack returns.

SEWERS FOLLY!

There's construction above and below ground in Fiesta City.

Speedy has to be ready to leap these smelly craters in a flash when he's running along the street. And when he's leaping from swinging girders and powerlines, a wrong move can send him plummeting into the gaping holes and a dark and murky demise.



CLEAN HOUSE!

When you come to the forest cabins, you'll see some cheese waiting for Speedy in the windows. Be sure to check out every inch of the place. Make like a Mexican jumping Bean to find some extra surprises hidden high and low.



You'll also find a few treats on the cabin roofs, which Speedy can reach from nearby branches and pulley bridges.

FOREST FAT CAT

Don't let this burly feline hear you calling him that! The boss of Surely Wood spins down from the trees to one side of the big tree stump, flinging painful acorns at Speedy. Tuck Speedy safely under a branch next to the stump and wait until he hits the forest floor. After his second spin, he'll stop for a moment. Creep up next to him and wait for him to jump twice, then give him a kick in the head. That'll stop him, it surely will!



LIVE WIRES

As he did in the forest, Speedy can use the powerlines for fast descents. But you have to cut these rides short or he'll hit the power pole and fall. As soon as you see the power poles appear, jump onto the next pulley handle and keep on flying.



You'll slide down three powerlines in a row here. On the third, don't stop. Speedy will fall to a platform to find a hidden trapped mouse.

IT'S RIVETING!

Speedy will have to scamper from girder to girder in Fiesta City to find all his kidnapped amigos. And though they can help him get out of some tight spots, they're also dangerous. Only the most accurate jumps and split-second timing will get him safely from one to the next. In some cases, Speedy might be too speedy for his own good—in others, he might not be speedy enough!



These girders look sturdy, but if Speedy lingers too long, he'll find out what a pen-cake feels like!

These flimsy girders will help Speedy make it through the level. But if he stops to enjoy the ride, he'll find an extra life and some cheese.

ANCIENT KEEP



HOWLED GROUND

Speedy moves back in time as he journeys to the Ancient Keep, a magical castle filled with ancient Gato warriors, hidden passages, and bubbling cauldrons. But Speedy's too busy to be frightened—amongst the walls and shrieks of the old castle, he can hear his poor friends' quiet cries for help.



The castle looks deceptively pleasant from the outside.



Keep a look-out for passages hidden in the shadows.

SNOWY CABINS

UN-BRR-ABLE!

It's bitterly cold up here, but after the hot and muggy castle, Speedy welcomes the change. Still, even in the fresh, clean air of the high country, danger is everywhere. Speedy will have to fend off shooting walruses and dodge thundering, tumbling snowballs in this icy tundra while searching for his amigos. Even the warmth of the alpine cabins is disrupted by a few uninvited guests.



Take care of the snowball-throwing cats with two shots to their fuzzy heads.

GALACTIC GALAXIES

SPACE ODDITY

Pigs in Space, sure, but mice and cats? The Bandidos went to great lengths to throw Speedy off their trail. Undaunted, Speedy rockets up after them to a secret space station. There, he'll have to use the strange transporter systems to find all the trapped mice while avoiding snarling robots and a few hi-tech traps set by his enemies.



After locking the robots out of the way, look around for the buttons controlling the platform and energy beams. If you miss one, Speedy will be in for a very unpleasant surprise.

YE OLDE BOUNTY

SAILING AWAY

Ye Olde Bounty is an pirate ship from the days of the Bandidos' raids against the ships of the early settlers from Europe: English Sheep dogs. And there's still plenty of villainy on board her today. Crows attack from above, and Bandidos lurk everywhere. Speedy is close to victory—only a few more mice to free. But this will be Speedy's toughest challenge yet!



These pesky pirating pirates throw powder bags at Speedy as he goes by. Shred clear of them, then take care of the Bandidos with a tick.



As you wind up for a super leap on these poles, take your jump so Speedy's feet are pointing in the right direction.

HOT TAMALE!

After a dizzying trip on the spinning poles, Speedy will land on a platform holding a bottle of hot sauce—his favorite! Drink it down and continue to the right. When you come to the boiling cauldron, blow a few sizzling breaths on the fire. This will create puffy clouds of steam—just the thing to carry Speedy out of this dead end.



FROZEN SHUT

Just as Speedy thinks he's getting somewhere, up pops an ice wall. Speedy can't budge it. Go to the left across the ice platforms to find a trapped mouse and an exclamation point sign. Give it a kick to move the ice wall.



Be careful going under the frozen ice wall—go quickly, or become a hockey puck.

X-RAY BEAM

They may look like transporters, but don't be fooled. These electric showers of X-rays will give Speedy quite a shock. Even after avoiding all the X-rays, robots and energy beams, Speedy will have to find his way through the confusing catacombs of the station. And then, he must face the cool Space Cat. He's tough to beat. You'll have to find a special way to rip this cat in the bud!

While fighting the Space Cat, Speedy has to watch his footing. The speedy conveyor belts can lead to his doom!



CROW'S NEST

Climb the masts to find some hidden surprises. Up in the crow's nest, you'll find a nice view and a secret caged mouse. But remember that you're in the crow's nest—don't spend too much time admiring the sunset. A few nasty crows will start dive-bombing Speedy, which is sure to spoil his cruise!



Jump the plank to find a secret room and a few surprises.



TOP GEAR 3000



A RADICAL RACE INTO TOMORROW

Kemco is taking one more lap around the track with a new pak called Top Gear 3000. The interstellar racing circuit is the name of the game 1005 years from now, and you'll take your electric car (hey, they've got BIG batteries in the future) from planet to planet, competing for cash and glory. Rather than making pit stops, you refuel and repair by running over color-coded strips on the tracks, a la F-Zero. Between races, you use your winnings to upgrade your vehicle. Experienced drivers may not like the absence of a manual transmission option, but the game does offer three levels of difficulty. Gentlebeings, start your engines!



PLAY OPTIONS

Since the real challenge (and fun) is to compete against live opponents, Kemco has wisely included several multi-player options. In the championship mode, you can choose a one-player game with a full screen or a split-



screen game with either the computer or a second player directing the car in the bottom window. In the vs. mode, the screen is quartered, and there are only four cars total in each race. This mode also eliminates the story and some options of the championship mode, including car upgrades. You select one of four models at the start and keep it for the duration. If you have fewer than four players, the computer will control the other cars.



CAR MODIFICATION

The more money you win, the faster you can modify your car, the more races you can win, the more money you'll have...well, you get the idea. In the championship mode, you'll have to struggle along for a few races before you can afford new components for your car. Once the money starts rolling in, you can buy essentials like new engines, tires and armor. As time goes on, accessories like the jump mechanism become available.



SOLAR SYSTEM



You'll get a readout showing track length and conditions before every race. Each solar system has its own racing series, and driver rankings will reset to zero at the start of a new series. You'll also get a password between solar systems.

INTERPLANETARY RACING

TAKE 2

Some of the tracks have interesting "alien" features and backdrops, but racing on them can be fairly straightforward. There are some things, though, that you won't find

on an F-1 or Grand Prix track, like jump ramps and teleporters. Another twist is that many tracks have one or more forks, and you can never be sure on the first lap

what will happen if you go one way or another—you may find a short-cut, or you may find yourself with a dead battery after bypassing the only recharge strip on the track!



Look for bonuses on the tracks. Even if you don't win, the extra money you pick up may boost your winnings past the first place prize.



This stage features a night race, and the cars don't have great headlights.



Later tracks can be narrow, so be careful on corners and when passing. Next thing you know, you'll smack into an alien tree!



Using the bonus on the first lap can help you take an early lead. Be sure to save one or two for unexpected emergencies, though.



Bumping others will slow you down, but it can help if you stay right in front of cars trying to pass. Watch the point job, buddy!



This track isn't complicated, but its conditions are hazardous at high speed. Slow down and stick to the inside of the corner.

POWER-UP

MODIFY AND RECHARGE

The first important strategy is to modify your vehicle wisely. Rather than going wild in the car shop, save up for crucial components. Some accessories are tempting but not necessary. The second important strategy is to take the time to recharge during the race. If you don't, you might not cross the finish line.

WHAT'S FIRST?

The first things you should buy are a level 2 engine and tires. You can experiment after that to see what works best for you, but these components will see you through a lot of action before you need to upgrade those areas again.

REPAIR/RECHARGE

Some recharge/repair strips are short or are located only on one fork in the track. Take the time to recharge, even if it means slowing down and falling behind. You can always catch up, but if you're out of juice, you're out of luck!



With the success of Super Mario All-Stars, you would think that more classic combos would make an appearance on the Super NES. Well, Nintendo has done it once again with the delivery of Tetris & Dr. Mario. Both of these games were huge hits on the NES and Game Boy, so it

THE CLASSIC BLOCK-BUSTER HAS FINALLY ARRIVED

The megahit Tetris finally comes to the Super NES, and the fans are lining up to play it! When Tetris was first released on the Game Boy, players couldn't get enough. Mesmerized by their Game Boys, thousands of Tetris fans were lost for hours. While the Game Boy version of Tetris offered a two-player option, the NES version unfortunately did not, so



TETRIS &



© 1995, 1994 Nintendo

DR. MARIO

THE DOCTOR IS IN AGAIN ON THE SUPER NES

Isn't it only surprise that the combination game pok promises to be a big success. Players can choose their favorite block-droppers and enjoy the game as it was intended to be played. Tetris and Dr. Mario have both been faithfully re-created, with a few new features added in to keep things interesting. There's even a new Mixed Match mode for indecisive fans of both games!



The premise of Dr. Mario was easier to grasp than Tetris, but it required an entirely different strategy. Instead of lining up blocks, players had to rid the screen of viruses. To finish off viruses, they line them up in rows of four or more vitamin capsule blocks of the same color. Many players didn't appreciate the differences in the two games at first, but Dr. M soon became



Most gamers have played Tetris before. Now they can drop a few blocks on the Super NES as well.

Some players were a little disappointed with the only full-color version of the game. Now all of their Tetris wishes have been granted. Not only can you play Tetris in full color on the Super NES, you can beat the pants off your friends in the two-player mode as well!



Whether it's dropping blocks or destroying viruses, this game pack has something for everyone.



With two classic games at one classic price, you can't resist!



a classic in its own right. Once again, the Super NES version is identical to the original, yet updated to take advantage of the Super NES's power.



Dr. Mario has replaced the game has arrived for the Super NES, and it plays like the original.

MIXED MATCH!

TETRIS &
DR. MARIO



Check out the Mixed Match game for an all-new challenge. Have your own Tetris & Dr. Mario contest with your friends.



Whether you consider yourself Prince of the Puzzlers, or have more of a knack for one-game than the other, the Mixed Match mode can set up some fierce competition! If you participated in either the PowerFest or the Campus Challenge, you should be familiar with the Mixed Match concept. You start by clearing 15 lines in Type B Tetris, then switch to Dr. Mario, where you must clear out 20 viruses as quickly as possible. Then, it's back to Tetris, where you finish out your time dropping blocks in the

TWO GREAT GAMES— ONE GREAT SCORE!

Type A game. To confuse matters further, you are racing another player to complete the challenge. You can really apply pressure on your opponent by getting a level or two ahead. While there is no player vs. computer mode, you can practice your two-player skills by yourself, by selecting two players, and then allowing the other player's screen fill up. You'll be the winner every time!

Tetris players and Dr. Mario players go head-to-head in this challenging new game mode. The Mixed Match tests a player's speed as well as his or her strategic thinking ability.



TETRIS

The new features in Tetris will thrill most players because they make up for the shortcomings in the original game pak. Now gamers can play Tetris against a friend or a computer opponent and double the tetrad action.



TWO PLAYERS

When Tetris was first released, there wasn't any other game like it on the market. While the play was very addictive and people loved the game, the programmers didn't include a two-players on the same screen option. This oversight has

You can adjust each player's skill level to even the challenge if one player is clearly better than the other.

Challenge your friends to a two-player match. If you force them off the top of the screen, you win!

now been corrected, and players can take on their friends in head-to-head competition. If you like the challenge of Tetris, you'll love the challenge of beating your friends!

VS COMPUTER

You can also take on the computer in a head-to-computer chip match when you can't find a pal. The computer has three different skill levels



There are three different computer players to challenge—each one with different abilities.

DR. MARIO

Dr. Mario has pretty much remained the same as the original NES version, but a Vs. Computer mode was added to the Challenge game. Now if you can't find a friend, you can still practice all of your best two-player moves and strategies.

FEVERED FRENZY

When you are first learning how to play Dr. Mario, it's nice to start out easy, but as you get better you'll most likely want a more challenging game. You can adjust many of the attributes of the

You can adjust the Virus Level, Drop Speed, and the Back Ground Music when you play the two-player game.



All the elements of the classic hi Dr. Mario have been included in this Super NES version. Get rid of those pesky viruses.



If you're playing against a friend, you can handicap yourself, and make the match a little more even.

game on the Option Screen and make it even tougher. You can also change the music to fit your mood. If you don't like either of the background music selections, you can always just turn the music off.

VS. COMPUTER

The hottest part of Dr. Mario is the two-player mode. This version of the game includes a computer challenger so you can hone your competition skills. Each of the

that are sure to challenge even the best game players around. You can choose either Tetris Type A or B, whichever game you like better.



Practice the two-player game by challenging the computer for a few rounds.



Force your opponent off the top of the screen by putting together as many Tetris'es as possible.



Practice a two-player match against the computer. The computer can put the pieces quickly, so try not slow down.

computer's skill levels is increasingly challenging, with the Hard Mode being nearly impossible in a fair match.

MIXED MATCH!

The Mixed Match puts together a great challenge for both Tetris and Dr. Mario fans alike. You can set up your own challenge match with a friend and see who's the best all-around player. If you're having trouble winning, here are a few quick tips to help you out.

TOURNEY TIME

Before you challenge your friend to a match, set your game options to even out your abilities. If you both are fairly good players, the default options tend to offer a well-rounded game with a short time limit.



As soon as you've cleared the first fifteen lines in Tetris, you'll move on to Dr. Mario. Try to get rid of the viruses as quickly as possible.



The head-capping option lets both players adjust their levels on each of the three games. The play time is also adjustable, from 1 to 30 minutes.



SCORING BIG

The key to racking up the biggest scores lies with the Tetris rounds. If you can score a four-line Tetris, you'll get 5,000 points. In the default game, it is possible to get four Tetris'es, or 20,000 points, before going to the Dr. Mario round. It will take both luck and skill to do this, but the extra points will help if you make a mistake later.



The most points are possible in the Tetris matches. Rack up the points by creating four-line Tetris'es.

CLASSIFIED INFORMATION



FROM AGENT #920

Speed-Up Code

With all of the action that *Killer Instinct* is getting in the arcade, we thought we would bear things up a little more! Here is a code straight from the developers that will boost your character's speed so you can blaze out combos even faster. After they have chosen their characters, both players must wait until the preview video starts rolling, then both must hold Right and all three of the Punch Buttons. If they enter the code correctly, both characters will move about 70 percent faster than before.



After selecting their favorite characters, both players must hold Right and all three Punch Buttons during the preview video.



If they enter the code correctly, the speed of both characters' moves will increase by about 70 percent! Now that's fast!



FROM AGENT #331

Classic Pitfall

Any of you old timers who remember when Activision first released *Pitfall* for the Atari 2600 (c. 1982) will appreciate this code. When you play *Pitfall: the Mayan Adventure*, you can access a secret area in Stage 4 and play the original game in its entirety. You can also skip straight to the original *Pitfall* from the beginning of the game. When the Title Screen appears, press Select, the A button six times, Select, then the Start Button to begin your adventure. Just listen to that incredible 2-bit sound!



When the Title Screen appears, press Select, the A Button six times, Select, then Start.



You'll have 20 minutes to make it through the original version of *Pitfall*!



FROM AGENT #807

Stage Select

One of the best features about *The Tick* is this code that will allow you to skip through the game in any order that you please. When the Title Screen appears, press the Start Button to go to the Option Screen. On the Option Screen, set your Lives to seven, your Continues to four, and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press Start. Begin a new game, pause the game, then press Select to bring up the Stage Select.



Normally, you'll need to fight your way through the game with the seven lives you begin with.



Go to the Option Screen and set your Lives at seven, Continues at four and Arthurs at two.



Set the Test Sound option to Teleport, then press the Start Button to make the word Cheat appear.



Start playing a regular game, then press Start. While the game is paused, press Select to access the Stage Select.

SHUEN'S REVENGE

FROM AGENT #191 Special Game

Agent #191 found an interesting two-player mode in Shuen's Revenge that lets the second player control the bosses. To use the code, hold the L and R Buttons on Controller II while you start a new game. The game will play as usual until you reach the first boss, at which point Player 2 will assume control!



Usually, only one player can play Shuen's Revenge at a time.



Hold the L and R Buttons on Controller II then start a new game with Controller I.



Player 1 will play the game as usual, until reaching the first boss.



Player 2 can control all of the boss's moves and attacks with his Controller.

SHODOWN

FROM AGENT #552 Amakusa

Whenever a new fighting game hits the market, one of the first things that players look for is a code that will allow them to play as the bosses. Well, Takara didn't disappoint fighting game fans. They included just such a code in the Super NES version of Samurai Shodown! When you first turn on the Game Pak, wait until the Takara logo appears, then quickly press A, Y, X, and B. When you play either the 1p vs. 2p or the Countdown mode and hold L and R while you're selecting your character, you'll change into Amakusa.

When the Takara Logo appears press A, Y, X and B.



Wait for the Takara Logo to appear, then press A, Y, X, then B.



Select either the 1p vs. 2p game or the Countdown mode and press the Start Button.



If you hold the L and R Buttons while you are selecting your character, you'll turn into Amakusa.



With all of Amakusa's powers at your command, you should be unstoppable!



FROM AGENT #638 Expansion Teams

Although the NFL expansion teams won't start playing until next season, you can practice with them early in Madden's NFL '95 if you use these special codes. Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars, or press L, R, L, R, and Y to play as the Panthers. Both of these teams are completely powered-up but you can only use them in an Exhibition Game.



On the Game Setup screen, press L, R, L, R, Y to play as the Carolina Panthers in an Exhibition Game.



On the Game Setup screen, press L, R, L, R, A to play as the Jacksonville Jaguars instead.



FROM AGENT #009 Secret Characters

Here's another great fighting game with a secret character code, only this time, instead of being able to play as the boss, you'll get to play as a whole lump of new characters. Each character has its own access code, so find the character that you want and enter the appropriate code while you're on the Game Select screen. We have also included one special move for each of the new characters to get you started. With all of these extra players for you to use, your opponents won't know what hit 'em!

BUTCH



Hold the **Bottom** and press **X, R, A, X, R** and **R** to access Tiny's evil twin, Butch.



Push **Back, Down** and any **Punch** Button to do Butch's **Big Sink** move.

PEELGOOD



Hold the **X** Button, then press **B, Y, Y, A** and **Y** to gain access to Peelgood.



Tap **Back** twice, **Forward** and any **Punch** Button to do the **Beavine Saw** move.

SARGE



Hold the **X** Button, then press **L, Up, Down, Left** and **Down** to play as Sarge.



Press **Down, Down/Back, Back** and any **Kick** Button to use Sarge's **Flying Kick**.

JACK



Hold **Up** and press **A, A, R, R, Y**, then **A** to play as Jack, the evil Octo.



Tap **Forward** three times then any **Punch** Button to spit your opponent with the **Shark Bite**.

ICE



Access **Fright's** darker brother, Ice, by holding **R** and pressing **Up, L, L, L**, then **Right**.



Tap **Back** three times then hit any **Punch** Button to throw Ice's **Sneaky Punch**.

THUNDER



While holding **Up** and **Left**, press **Y, B, X, B, X** and **A** to play as Thunder.



Press **Back**, then **Down/Forward** with any **Kick** Button to use the **Dueling Uppercut**.

SLYCK



Hold the **Y** Button, then press **L, L, Up, L, Left** and **R** to access Slyck.



Press **Back, Back/Down, Down, Forward/Down, Forward** and any **Punch** to use the **Psycho Spit**.

SPIKE



Hold the **R** Button, then press **X, B, B, A, Y, Left** and **A** to play as Spike.



You can use Spike's **Bonic Yell** by hitting any **Punch** Button repeatedly.



■ FROM AGENT #528 Power-Up Dunks

If you want to boost your Dunk Power so you can slam it from mid-court, check out this code. After you choose your favorite team, wait until the Team Match-Up screen appears, then press any Button ten times and hold Down and A until the words Power-Up Dunks appear.



Choose your favorite team then wait for the Team Match-Up screen to appear.



Tap any Button 10 times then hold Down and A until the screen changes.

Power-Up Turbo

You can set your Turbo Power so that it will never drain when you use this great code. Choose your favorite team, then wait until the Team Match-Up screen appears. Quickly tap any Button 15 times then hold Up and B until the screen changes. With unlimited Turbo, you're unstoppable!

Power-Up Fire

When you heat things up with the Power-Up Fire code, it will be tough for your players to miss the hoop! Once again, choose your favorite team and wait for the Team Match-Up screen to appear. Tap any Button seven times then hold Down and Left on the Control Pad until the screen changes.

Juice Mode

If you found the game too easy for your tastes, plug the Juice Mode code in to make it more challenging. Choose your favorite team and sit back until the Team Match-Up screen appears. Tap any Button 14 times, then hold A and B until the screen changes.

More Secret Characters

We found six more secret characters you can use as your players when you play NBA Jam on your Game Boy. Enter the correct initials for the player you want to use, then use the code to input the last letter.

Rivett



Enter the initials RI and highlight the letter J. Press Up, A and B to enter the last letter.

Divita



Enter the initials SD and highlight the letter T. Press Down and B to enter the last letter.

Turmeil



Enter the initials WT then highlight the letter M. Press Left and B to enter the last letter.

Air Dog



Enter the initials JA then highlight the letter T. Press Up and B to enter the letter M.

Chow Chow



Enter the initials AM then highlight the letter Q. Press Down, A and B to enter the letter X.

Weasel



Enter the initials MA and highlight the letter U. Press Up, Start, A and B to enter the letter N.

SEND US YOUR CODES!

Nintendo game players thrive on 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



PART 2: THE CHAOS CONTINUES

**SUPER
NES**

THE RAPTORS HAVE RETURNED

As the story unfolds, *Jurassic Park* is being invaded by a group of paramilitary soldiers and scientists sent by Biosyn Corp. Their mission: take control of the park and its prehistoric residents. Your mission: stop them at all costs! What may surprise you is

that Ocean
has left out
most of the

adventure elements of the original and made *Jurassic Park II: The Chaos Continues* more of an action game. Fast-paced action is punctuated by great music and sound effects, all recorded in Dolby Surround Sound. The six scenarios add some variety,

and three levels of difficulty can keep you happy. A two-player simultaneous option also adds to the fun factor.

JURASSIC PARK

© 1995 Ocean Software Ltd.

WEAPONS

You've come to *Jurassic Park* loaded for bear, so there's no tedious search for more powerful arms. Stronger weapons must be reloaded, but ammo caches aren't difficult to locate. Basic weapons have unlimited ammo, so they're often your first choice and last resort!

Rifle

The Semi-Automatic Rifle can fire continuously, but at a relatively slow rate. Don't worry; you can't run out of ammo!



Single shots won't do much good, so hold down the Y button for continuous fire.

Stun Gun



Don't rely on weak regular shots. Charge that sucker up!

Ineffective against humans, the Stun Gun can fire a charged-up blast. It's great against raptors, but they're fast, so you'd better be a crack shot.

Machine Gun

The Machine Gun is more powerful, and it shoots very fast. If you don't practice, you may run out of ammo before you know it.



It takes longer shots to defeat enemies, so go easy on that trigger.

Dart Gun



The dart will take care of even the most heated raptor.

The Tranquilizer Dart Gun seems to be about as fast and as powerful as the Machine Gun, though like the other non-lethal weapons, it only works on animals.

Shotgun

Though not very quick on the draw, the Shotgun packs a terrific punch. Save it for those really desperate situations!



The wider field of fire will come in handy when you meet multiple enemies.

Gas Grenade



You get only a few grenades, so look out for extra ammo.

The most powerful non-lethal weapon is the Gas Grenade Launcher. The large blast radius makes it an effective piece of equipment.

HUDSON SOFT'S MYSTICAL

WARRIOR OF STEEL



©1994 Hudson Soft

Best known for whimsical titles like Super Adventure Island, Hudson Soft bursts back onto the Super NES scene with Hagane, a gritty action pak. As Hagane, the ninja-turned-super-cyborg, you must battle the mystical and technological weapons of the evil Koma clan. Though the side-scrolling format is certainly not new, various slides, jumps, and special attacks add a lot of game play depth.

1-2 SURVEY THE SEWERS

If the streets are unsafe, the sewers are downright deadly! You'll find a great variety of enemies down here, crawling, climbing, jumping and flying at you from all sides. It's time to practice your slides and jumps.



TOSS & RUN

Use bombs against the flying enemies and jump out of its line of fire.

START



1-3 THE FORTRESS

While you're still caught underground, spin and wall jumping will be critical. Use the two techniques to get back to the surface.

FINISH



LIFE
GAGE
UP

BOUNCE OFF WALLS

A simple leap won't do it, but in both these cases, performing one or two wall jumps will lift you high enough to proceed.



START



THE PATH TO DISASTER

HAGANE

1-1

This first stage finds you in a very unfriendly city. Cloaked assassins, armored warriors, flying robots...even the birds are armed and out to get you!

Blast walls and other obstacles to find hidden items and Power-Ups.

START

MOTHER SHIP 2

Destroy the guns before they can open fire, and shoot any contrabands who jump out.

MOTHER SHIP 1

With this mini-boss, leave the guns alone and go for the soldiers as they emerge from the airship.

FINISH

FINISH

KEEP YOUR DISTANCE

Stay on the opposite side of the room and toast it with long-range weapons, like the shuriken.

JUMP AND SPIN

Press B to jump, then press and hold B to wall jump.

1-4 ON THE RUN

It's a race against time as the underground caverns begin to explode around you. There are fewer enemies to defeat, but any delay could prove to be fatal.



MUSHA MUKURO

This Koma clan ninja is the master of the caverns, and he doesn't take kindly to your interference! Use bombs on him as he flies around, and jump to avoid the statues' hands that come from below ground.

You start story ahead of a raging wall of flame, so keep an eye on your footing. You never know when the floor may give way!



Fortress of Doom

You may have been able to get by so far with basic moves, but you must master advanced techniques and special attacks to infiltrate the enemy clan's stronghold. The opponents are tougher, the mazes more complicated. You get unlimited Continues, but only practice will get you through this level!



Try different weapons and attacks with different enemies to find the ones that are most effective.



2-2 INTO THE FORTRESS

This stage brings you into the fortress itself. Stay alert and stay alive!

START

NO TIME TO THINK

Your timing is crucial, as these platforms disappear a second or two after you land on them.

2-3 THE INNER SANCTUM

This is the final stretch before you face the boss of the fortress. You'll need to combine all of your spinning, jumping and grabbing techniques to survive the obstacles ahead of you.

TAKE A RIDE



The central eye is the only vulnerable spot on this skin-boss. Stand on the platform and bomb away!

GEARS

Jump from gear to gear to get up the shaft. Make a stop on that stationary platform if you need a breather.



UP AND UP

Use well-timed spin jumps on these deluge-rising platforms to grab the Power-Up and get across.



REMI
ART



START

2-1 ON THE FIELD

There is only one goal in this very short stage: destroy the guardian of the fortress!



POWER UP HAGANE



HAGANE

Power up by using the rotation maneuver (press R while walking right or L while walking left). Perform different special attacks by pressing Y or B (punch or kick) on the first, second or third rotation.

FINISH

HANG ON

Avoid the flames from above by holding on to the bottom of platforms. Now how do you get around the flames from the floor jets?



FINISH

HIDE

Grab the ceiling to avoid the needles on the conveyor. They come in waves, but you can reach safe spots if you time it right.



MORE GEARS WITH A TWIST

Once again, you'll use the gears to make your way to the upper passage. The gears extend and retract at different speeds, so this climb will be a bit trickier than the last.



En Mikoshi

This battle will be the toughest you've fought thus far. As the lord of the fortress merges with his killer robot, it starts spitting out balls of blue flame, which you can destroy with your sword. The sensitive control module is housed within the robot's lower half. Hit it repeatedly with your sword when it is exposed. As the robot weakens, it will also fire lasers and red fireballs with long strands of seething energy. Be careful! It may be better to bide your time than to rush in and get hit by a stray blast.





Violated Heavens

You take wing in this next level, battling atop and within giant flying fortresses, and even surfing the clouds on your own jet sled. You'll need to adjust your battle tactics once again, as you encounter new foes with new powers and abilities. Don't expect the same old thing!

USE THE SPIN JUMP

You can destroy those guys, but you could take a lot of damage in the process. Use the spin jump to get past them in a hurry.



START



NINJA
ART

3-1 AIRBORNE

Between the guns, missile launchers and armed adversaries, you've got your work cut out for you!

3-2 IN THE SHIP

Long-range weapons will come in handy in here. Sliding also helps you avoid shots and weapons.



A close-in attack would be risky, especially with that orange beam from above. Use shurikens or bombs to take him down.



Use the platforms to hit the blue dots on the upper parts of the enemy. Keep moving to avoid the lasers and missiles.

3-3 FULL THROTTLE

Hop aboard a jet sled for the ride of your life. You control the sled with the control pad, and you can even jump from one sled to another.

As the sky fortress breaks up, fires erupt through the bulkheads. Fly through the debris and escape.



3-4 FLYING HIGH

You're clear of the wreck, but not out of the woods. The sky is filled with foes, and your shurikens and bombs will help you blast your way to freedom.



Jasei Jyu

The Kona clan has summoned a fearsome creature. Ninja art, bombs and shurikens are all effective. Aim for its head.



CONTINUOUS KICK

These guys definitely have a long reach! Use the downward kick attack instead of a frontal assault to defeat them. Keep pressing down on the control pad for a continuous attack.

RESUME
LIFE



FINISH



Cry of the Spirits

When the sky sled's engine finally gives out, you'll crash-land in a forest. The samurai guardian has only a sword, but he's no pushover! Slide in and attack low.



STRIKE & DIVE

ENEMY ASP

This giant one is made of rock, but his scaly hide can't stand up to your superior skills and weapons.



The caves beneath the forest are full of winding passages—you'll get hopelessly lost if you're not careful.

Jyusa Dana

You finally come upon a vast complex. Study this boss's patterns and try different attacks.



Into the Darkness

The beginning of this level brings you above ground again. You'll encounter many obstacles and opponents, and you'll need every technique and tactic you've mastered in the game. You have mastered them, haven't you?



The floor is ruing beneath you, so don't waste time.

This enemy's shots will pass right through the wall. Get over there fast and take him out!

Jump from platform to platform to escape the spiral well. This is the last stage before the boss, so there's no margin for error.





B-BALL BUNNY

Before Wacka and Jocka, before Babs and Buster, there was the one, the only... Bugs Bunny! To many fans, ol' Bugs and the rest of the Looney Tunes gang will always be the best. Now they're back in the spotlight in Sunsoft's Looney Tunes B-Ball.

After a hard day on the movie set, Bugs and company head to the court for a friendly round of hoops. Don't let the fact that these guys are cartoon characters fool you into thinking they're pushovers, though. This one- or two-player title offers solid game control and challenging opponents—just don't expect NBA regulation play. After all, they don't call these 'toons looney far nothin'!

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OPTIONS

You'll find a lot of standard play options here, including difficulty level, quarter length and so on. The most interesting option is the Wacky Meter, which sets the level of craziness in the game. You can choose your opponents in most play modes, but in tournament play, the computer will determine which 'toons you'll face.



WACKY OFFENSE

Use the gems you find to buy wacky ACME plays. The higher the Wacky Meter setting, the more gems appear on the court. To play a regular game, just set the meter to 1. Each character has a special defensive play, but the offensive plays can be used by anyone with enough money to buy them.

CREAM PIE



Slam your opponent with a creamy pie. A classic play!

TIME BOMB



This is one time when you DON'T want possession of the ball.

BACK DOOR



Teleport your teammates to a spot near the basket. Sneaky!

VEGAS



You either gain or lose points with this move and it's expensive.

LONG RANGE



Make a wacky, full court shot—but there's no guarantee.

ECLIPSE



It's hard for everyone to see, even you. Hee-hee-hee!

FORCE FIELD



Keep those pesky critters at arm's length. The Force Field is one of the best plays.

WHEN YOU MAKE THE CALL

When you call or write Nintendo to get game play help or to inquire about anything else related to your Nintendo systems, these are the people you're talking to. As you know, the services they provide are invaluable. There are a few changes taking place within the Call Center, so we thought that you could use an update.

TALK ABOUT BEING BUSY!

That's the reason for running this article about the Call Center? Well, it's about change. The information that you can receive when you call Nintendo isn't going to change, but the way in which you get the info is. Almost ten years ago, Nintendo's Call Center consisted of about five people who answered several phone calls a day. Times have changed. Today, approximately 350 people man the phone lines taking calls and also responding to mail that game players like you send in. According to Rob Thompson, Director of Consumer Service, Nintendo's Call Center handles an average of 120,000 consumer contacts per week. That number represents phone calls coming in on the Game Play Counseling and Consumer Service lines as well as letters answered by the Correspondence Department. It's no small feat to handle that many contacts in seven days!

SINCE OCTOBER 1985...

**TOTAL CONSUMER
CONTACTS**
44,155,050

**GAME PLAY COUNSELING
& CONSUMER SERVICE**
42,673,210

CORRESPONDENCE
1,481,840

Nintendo's Call Center has posted some pretty impressive numbers over the past ten years. How many of these calls and letters belong to you?

It's always been a goal of the Call Center to handle as many consumer contacts as humanly possible while still providing a very high level of service. However, over the past few years, the number of calls has steadily been on the rise. That only makes sense. The more games there are to play, the more calls that are going to come in. One of the problems that can occur when so many people are calling is the number of phone representatives available at any given time doesn't adequately match the number of callers. The result? Busy signals. Lots of them. During a single week in December of last year, Nintendo's Call Center "busied out" approximately 1.2 million calls. Granted, a good percentage of those busy signals were given out to callers who would hit the redial button on their phones over and over. Nonetheless, a large number of questions went unanswered.

THE Big News

Beginning March 1, 1995, Nintendo Game Play Counseling (GPC) services can be accessed from two different phone numbers. The GPC number that you're familiar with, 1-206-885-7529, will become an automated Game Tip Line connected to Nintendo's new Voice Response Unit (VRU). The VRU features detailed, pre-recorded game play information for the games attracting the most attention on the GPC lines. It's simple to use. Using a touch-tone phone, a caller can select a game from a menu of games currently on the Game Tip Line and continue to touch-tone their way through the system, eventually narrowing down the choices to hear the information or up they needed. For example, if a caller has found all but one of the Bonus Areas in Donkey Kong Country and knows that the Bonus Area yet to be found is in Stop &

Go Station, he can select Donkey Kong Country from the menu of games and then select help with Bonus or secret Areas. From there, the caller would select Monkey Mines and then finally, Stop & Go Station. The information given is clear, precise and should direct you to your goal without much trouble at all. It's really fast and quite painless!

Go Station, he can select Donkey Kong Country from the menu of games and then select help with Bonus or secret Areas. From there, the caller would select Monkey Mines and then finally, Stop & Go Station. The information given is clear, precise and should direct you to your goal without much trouble at all. It's really fast and quite painless!

WHO IS ELMO?

...and why does everyone think that he's a Know-It-All?

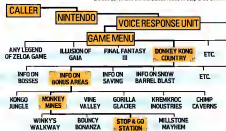
Because he is! Actually, he's not really a he. He's more of an it. And it is a computer network that every representative in Nintendo's Call Center uses religiously...especially the GPCs. While it's true that GPCs know many games inside and out, they can't possibly know them all. To date, over 1500 Super NES, NES and Game Boy games have been released. ELMO has critical game info on them all! The game info found in ELMO is compiled by a team of 12 GPCs, headed up by Ben Smith, Info Systems Supervisor. It's information created by GPCs for GPCs! If GPCs tell you that they're checking their notes, they're probably searching ELMO.

In its newest form, ELMO is actually a text-based information database constructed using a Windows application called Folio VIEWS. Any Call Center representative can access any tidbit of information through ELMO in a matter of seconds using a variety of menus and search options. One of the best methods of searching for information is through the QUERY command. Click on 'QUERY' and then enter any word or words that are germane to the subject. For example, if you wanted to find the location of the Hi-Jump Boots in Super Metroid, you could enter 'hi jump boots' and any segments of the infobase that those three words appear in will be called up. It's really simple.



HOW THE VRU WORKS

EXAMPLE: Where are the Bonus Areas in Stop & Go Station?



**THE
VRU CAN
HANDLE IT!**

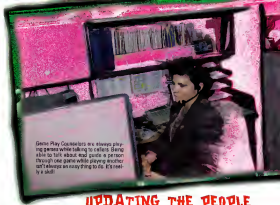
If you were to compile a list of the games that generate the biggest number of calls to the GPC lines, you'd see that the top 12 to 15 games on that list are the games you'll find on the Voice Response Unit. Currently, up to 70% of the questions coming in on the GPC lines deal with games that will be handled by the VRU beginning March 1. Just about any game play question that you have regarding games such as Donkey Kong Country, any Legend of Zelda game, Final Fantasy III, Illusion of Gaia, Breath of Fire and others can be answered by placing a call to the VRU. As more people become aware of the VRU and realize that they can get many of their game play questions answered easily this way, the live GPC service should be easier to get through to.

MORE BIG NEWS

On March 1, 1995, live Game Play Counseling services will be available by calling 1-800-288-0707 in the U.S. or 1-900-451-4400 in Canada. The decision to place the GPC service on 900 lines was not a snap decision. Extensive research was done on other existing 900 number services to gather consumer opinions and anticipate usage when the switch to 900 number service took place. The main reason for the switch is that it will make it possible to answer more phone calls and help more callers with their game play questions. The split between the Game Tip Line and live Game Play Counseling is meant to streamline help for everyone.

With a large portion of calls being handled by the VRU, those players who really need to speak to a GPC shouldn't have a problem getting through. The 95 cents per minute (\$1.25 per minute in Canada) that players pay will be used to offset some of the costs of the service.

All calls to the 1-800 GPC line and 1-800 Consumer Service line go through this high-tech ASPECT switching system.



UPDATING THE PEOPLE WHO GIVE YOU THE INFORMATION

he video game industry has been booming since the NES launched about ten years ago. The amount of game play information that Nintendo has compiled over the years is staggering, but there is also a ton of other Nintendo-specific information floating about. Each phone representative spends a considerable amount of time keeping up on what's happening in the World of Nintendo. Much of that information is collected and electronically distributed each week to all Call Center personnel through the Weekly Update. Ben Smith, Geoff Rainville, Info Systems Supervisor, and their teams of ELMO writers compile and write the stories that affect what the Call Center representatives talk to callers about. It's a big job and there's a lot of information, but ELMO makes it all easy to distribute. And YOU reap the benefits because you'll only get quality info—not speculation.

Call Center reps are required to keep up with what's going on in both the department and the video game industry. The Weekly Update keeps them posted.



BUT ARE THEY REALLY GOOD GAME PLAYERS?

The answer to that question is a resounding "Yes!" What do you think happens when you get paid to talk about games and play them all day? You get good, that's what! It's quite a challenge to stay on top of all the games that are released. Just as soon as you begin to get into one game...BOOM, here comes another one that you have to play. Some of the GPCs' favorite distractions are the gaming tournaments that take place in the Call Center. In the display area near the entrance to the Call Center, there are a couple of Super Nintendo Entertainment Systems set up. This is where the battles take place. Huge crowds from miles around (well, not miles...more like yards) gather to view the events and to cheer the winners as they emerge victorious from their video confrontations. Two-player games like *Uniracers*, *Tetris* & *Dr. Mario* and *Ken Griffey Jr. Presents Major League Baseball* are usually the games of choice for the Call Center tournaments.

THE GAME CHECK-OUT ROOM

Here is a magical room at one end of the Call Center that houses at least one copy of every single game ever created for each Nintendo system. It's the Game Check-Out Room. Rows of file cabinets line the walls, each containing cargo precious to any serious gamer. Think about this. If you were to own as many different games as there are in Game Check-Out, how long would it take you to play through them all? Remember, that's over 1500 games. What are you doing for the next several years? When a new game is



Uniracers is just one of the games that Game Play Counselors challenge one another on. Tournament are constantly going on in the Call Center.

The display area also provides a perfect place where Call Center reps can check out materials gathered at Consumer Electronics Shows and other industry events. The latest Super Power Supplies merchandise is always on display in the area. From time to time, other video game systems, like the Sony PlayStation are also on display for the Call Center reps to try out and compare.

released and is entered into the Game Check-Out inventory, a bar-code sticker is placed on each Game Pak. When someone wants to check out a game, the sticker is scanned by a bar-code reader, the person's badge number is entered into the computer system and the game is then recorded as being checked out by that person. It's just like checking out a book from a library!

WHAT DOES IT TAKE TO BE A GPC?

You have to love to play games. Lots of games! A good GPC also has to be able to easily communicate any aspect about a certain game to a caller, whether it be a tip, strategy or some other tidbit of information. Not many people get to say that they play video games for a living. Nintendo only has one Call Center, in Redmond, Washington, so if you plan on becoming a Game Play Counselor, you'll want to reside in the Greater Seattle area.



A COMMON MYTH

Here's one that we've heard many times. Now, when I call Game Play Counselors, do they have to go get the games and play them up to the points that I'm at before they can answer my questions? The answer, of course, is no. Many questions that callers ask are quite common, so the GPCs may know the answers right off the tops of their heads. However, if they don't know the answer, this is where ELMO comes in. That's right—it's the computer that knows all critical information on Nintendo games. While a caller is on the phone, the GPC can search through ELMO to locate the information. So, no matter what Nintendo game you're playing, ELMO can get you through the toughest spot!



Imagine having this many games of your own! Game Play Counselors have all the luck. Now, where's that copy of *Oyronis* hiding?



Using a bar-code scanner "gun" similar to the scanners you might see in retail stores, the Game Check-Out "librarians" enter each game into the computer system. Without this system, it would be impossible to track all of the games.



COUNSELORS' CORNER

SUPER ADVENTURE ISLAND II

HOW DO I REACH FUWA-FUWA ISLAND?



Sandra Ruesey

Before you can get to Fuwa-Fuwa Island, you must return to Waku-Waku Island for clues. Stay at the Inn and talk to the king to find out about the spells you'll need in the future, then

tour the first five islands to collect them. To pick up each spell, you must visit its monument. There is one monument on each of the five islands, and you can pick the spells up in any order you'd like. Before

you set sail for Fuwa-Fuwa, you should have the Moon, Aqua, Sun, Star and Light Spells. Once you have them, sail south to the black mountain island. Enter the whirlpool on its southern shore to reach the island.



First, return to Waku-Waku Island and spend a night at the Inn. Talk to the king there, too.



Find the five monuments and collect the five spells you'll need before setting sail for Fuwa-Fuwa Island.



Sail due south to the dark, mountainous island and enter through the whirlpool at its south shore.



HOW DO I GET PAST THE SECOND ROCK ON POKA-POKA ISLAND?



You can't move the rock in the center of Poka-Poka Island until you have the Shove ability, which you must purchase from the first Hermit. Go to Hiya-Hiya Island and head west along its southern shore until you reach the wall. Now walk up, all the way to the right, then down to reach the whirlpool. Enter the whirlpool to find the Hermit who teaches the Shove skill.



Travel to Hiya-Hiya Island and find the Hermit's whirlpool. Give him 100 Coins to learn Shove.



After learning the Shove skill, return to Poka-Poka Island to move the rock out of your way.

EARTHWORM JIM

HOW DO I REACH THE FAR LEDGE IN STAGE 2?



Jim Holdaway

It takes timing and practice to swing to the ledge to the left of the third gate in Stage 2. Use the Jim Whip to open the spiked gate, then swing over to the hooks on the left. Hold Left on the Control Pad and press A to fling the Jim Whip. As you swing from the first hook, immediately use the Jim Whip again to connect with the second hook. Swing from the second hook and hold Left to reach the ledge.



After you open the spiked gate, use the Jim Whip to swing over to the shiny, gold hooks on the left.



Keep holding Left on the Control Pad as you swing from the second hook to reach the distant ledge.



HOW CAN I SURVIVE UNDERWATER IN STAGE 3?



In Stage 3, you'll have to pick up Air Restorers in order to breathe inside the Mini-Sub. When you screw the tanks into the nozzle on the Mini-Sub, they refill

the craft with air. There are several Air Restorers in the earlier areas, but there is only one visible tank in the third area. To find an extra, hidden Air Restorer, fill up with the

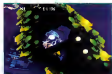
first restorer, then dive all the way down, all the way to the right, then all the way back to the left. Look for two lights that mark the passage that leads to the other restorer.



The Air Restorers are resting on the seabed in several places. Use them to replenish the Mini-Sub's air.



After you pick up the first Air Restorer in area 3, continue down to the right, quickly but carefully.



Look for the two lights that mark the entrance to the hidden passage. Go through the wall to find this tank.



HOW DO I DEFEAT MAJOR MUCUS?



Major Mucus is a large, slimy ball suspended on a bungee cord. He'll try to smash you into the rocks to break your cord.

Your goal is to snap his cord before he can snap yours. Stay away from the rocks at the sides of the screen and shove him into them whenever

the opportunity arises. When Mucus begins to spin rapidly, avoid him. Wait until he stops spinning, then shove him into the rocks again.



If Major Mucus manages to smash you into the rocks, your bungee cord could break.



When the mail major starts to spin, avoid him until he comes to a stop, then attack again.



Use the Ranger Shovel to force him into the rocks and break his cord. You'll have to defeat him three times.

ROBOTREK

HOW DO I FIX THE RUSTY DRILL?



Yvonne Rowan

After Dr. Einst botches his attempt to blast an opening in the cave, exit the room and find the hole that is the alternate entrance. Fall into the hole and find the Treasure Chest that holds the Rusty Drill. The drill isn't usable in its present condition, but if you take it back to an Invention Machine and combine it with Clean, you'll get a refurbished drill that can bore through walls.



Drag into the hole to enter the cave, then take the Rusty Drill from the Treasure Chest inside.



Take the Rusty Drill to an Invention Machine and combine it with Clean to get a useful drill.



HOW DO I GET INTO THE BIO LAB'S TREASURE ROOM?



After you are turned into a mouse, Kotetsu will offer to help you if you bring him the money from the Treasure Room. If you try to enter the Treasure Room through its front door, however, you'll find it blocked by three guards who won't budge. A

couple of mice block the only other entrance. Return to the Launchroom and chase the soldier out so the mice can eat. The mice will then tell you how to destroy the Earthquake Device. Now, when you return to the duct that was blocked by the mice, they'll leave. Enter the mouse hole

and follow the duct to the Treasure Room. When you take the treasure back to Kotetsu, he'll tell you to return to the Secret Lab. When you do, he'll turn you back into a human. Now you can go to the Earthquake Device and destroy it by flipping the switches in the correct order.



Three guards prevent you from entering the Treasure Room through its front door. Find another entrance.



The mice can't eat while the soldier is around. When you chase him off, the mice will give you a clue.



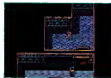
Destroy the Earthquake Device by flipping the right switch three times and the left one twice.



HOW DO I ESCAPE FROM JAIL IN ROCOCO?



You must have the ability to change from one form to another in order to escape from jail. First, use the Surprise Horn to get the guard's attention. Before he reaches the cell door, Change into a mouse. When he opens the door, you can run out while he searches for his prisoner. Don't change back into a human until you're out of the station.



When you blow the Surprise Horn, the guard will come into the cell area to investigate.



After blowing the horn, quickly Change into a mouse. When the guard opens the door, sneak out.

DONKEY KONG

HOW DO I COMPLETE LEVEL 8-14?



Scott Sullivan

LEVEL 8-14

- ④ Climb up to the new platform and cross over to Switch B. Pull it to the right to remove the platform from beneath the Walking Block above.

- ③ Go back to the left and pull Switch C to the right to create a platform above.

- ② Continue to the right, to Switch B. Pull it to the right to open the door beside Switch C.



- ⑤ Go back down to Switch C and pull it to remove the platform (so the Walking Block on the left will fall into the level below).

- ⑥ Cross over to Switch B. Pull it to the left to drop the other Walking Block, then switch it back to the right to put the platform back.

- ⑦ Go down the ladder on the left, walk across the lava on the Walking Block and pick up the Key.

- ① Climb the ladder, jump over to Switch A and pull it to the right to make lower platforms appear.

- ⑧ Take the Key up the elevator, cross over the upper platform, then open the door to the exit.

CALL THE PROS FOR POWER TIPS

POWER SURGE FAST FACTS

BRAINLORD

Q: How do I light up dark rooms?

A: Use the Light Jade.

Q: How do I destroy the ice blocks in the Ice Castle?

A: Use the FireSword.

Q: How do I open the door in the Floodgate room?

A: Press X.

ILLUSION OF GAIA

Q: Is there any way to get more than 12 Herbs?

A: No.

Q: How do I get Gems that are out of reach?

A: Use your telekinetic power.

Q: How many Red Jewels are there?

A: 50.

WRITE TO:

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Mon.-Sat., 4:00 a.m. to Midnight and Sun., 8:30 a.m. to 7:00 p.m. Pacific time. If you've reached only a busy signal when you've called before, now's the time to try calling again. To answer your questions more quickly, we've added a special voice response unit to handle frequently-asked questions. And look for on-line answers, coming soon to a computer subscriber service near you!

LEVEL ONE CITY & CONSTRUCTION SITE

In Level One, Hulk climbs the scaffolding of a local construction site to get through the Leader's robot army troops. Though Hulk can avoid much of the danger by transforming to Bruce Banner so he can climb through the underground piping, he'll miss out on an extra life and a few other valuable items found above ground.

FIRE SHELTER

Multi-portaling, but his weak dry, green skin is prone to hot from the robot. Thanks, Hulk could use a fire protection. Save a robot by his work and the his to defeat some of his friends' on a friendly fire.



THE INCREDIBLE HULK

ABOMINABLE!



He is almost as big as the Hulk, and just as mean, but not nearly as bright. Avoid Abomination's menacing appearance and flying claw-swords by moving to the right of the screen. Move your like down with quick jobs in his charge.

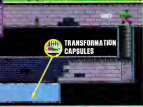
LOOK AGAIN

After using the telephoto lens to observe the scene, you'll take the pipe leading underground. Instead, jump up to a nearby beam and continue right. Then, go left after the second elevator to find another hole point and an extra life.



TIME FOR A CHARGE?

Nothing's better than finding a secret tunnel and not being able to explore it because you're out of Transformation Capsules. You'll find one down the hallway of the level and a secret area hidden under the secret.



TRANSFORMATION
CAPSULES

RHINO

Rhino leads with his horn for a clean and quick attack. These charges can be tough for the Hulk to handle. Study the rhythm of his attacks, and deliver a quick jab as soon as you see him. Don't be overconfident, though—Rhino can surprise you by bounding back and charging with unexpected speed.

THE OLD ONE-TWO PUNCH AND JUMP!



Move as close to land a few devastating uppercuts, then get ready for Rhino's second charge. He'll easily test your reflexes!

After seeing Rhino's second charge, jump quickly to avoid his charge.

LEVEL TWO TYRANNUS'S LABYRINTH

Hulk's big fall seems to have taken him back to the times of Roman columns—and so did this Tyrannus's labyrinth, is full of pitfalls and secret passages. Keep your eyes peeled for stone faces that come alive and shoot—they're also hidden switches that Hulk needs to punch to get through these mysterious catacombs. But be careful! Don't touch the wrong switch, it's lights out for Hulk! Also watch for the soldiers with the high-powered trifles. They're tough to defeat and can do heavy damage to Hulk.

STOCK UP



Don't touch Tyrannus's switches too quickly. Hulk can find out how long it takes to find a switch. Keep your eyes peeled for possible hidden areas that you can only get to by touching a switch. A hidden area can help you find a switch that you can't find otherwise.

FIRST THINGS FIRST



The secret floor is not a good place to go. You'll find a switch, but don't touch it. You're sure to find a few soldiers looking around each one. Take care of them first, then touch the switch to collect your reward.

AND BEHIND DOOR NUMBER TWO...



You'll find a room behind this wall, with a switch that Hulk can touch with two switches. Don't touch the two switches with the right. Behind it lies a vital passage that you must hit to make it through the labyrinth.

ONE FACE AT A TIME



Hulk can't let the face high above the level of the switch to make it through here. If not, he'll face a soldier who will kill him.



THROWBALL SHOOTER

GRIPS YOU IN TO SPIN

TYRANNUS THE OL' BAIT AND SWITCH!

Tyrannus is a magical, high-flying fiend that will disappear as soon as you see him. He shoots whizzing fireballs at Hulk, taunting him from above. Crouch down and wait until the arrogant Tyrannus flies close enough for you to deliver an uppercut, or rise to his level and nail him with a stiff jab.



The uppercut is the most effective attack against the evil Tyrannus, but before long he'll adjust his angle of attack. Mix up your moves, and test this arrogant warrior's luck to stand!

LEVEL THREE THE LEADER'S FORTRESS

The infuriated Hulk now heads to the fortress of his arch enemy, the Leader. But after a brief wait, as Hulk must first face the defenders of the outer lair. It's well-guarded by a hoard of jumpy-up robots and a series of tricky and hard-to-see switches. It will take Bruce Banner's genius to keep track of all the twists and turns (and ups and downs). But most of all, it will take patience to make it through successfully—and patience isn't one of Hulk's strong suits.



A SHORT DIVERSION



At the top of this rising staircase, is a Mega Gamma Capsule. Guard right, fly the lever, and find an extra life.



LOOK AGAIN

Though these small walls look like they're too much for the Hulk. Keep an eye out for this wall. Smash through it and head down to find a capsule no different from the others.



SWITCH WHICH SWITCH?



Switches here again. Success, all seems clear. But if you find yourself stuck in an area, observe your steps to see if you may find a switch that you missed earlier.



DOUBLE TEAMED!



The Leader's first move was to try to catch you in place. Now, in this pattern, move to the left of the platform to get out of the cannon's line of fire. Also take care of the pesky robot. You'll be rewarded with an important Time Coin.

A LITTLE HELP...

Avoid the frustration of hitting this switch instead, continue up and make short work of the robot, then head left to find a Time Capsule and a Gamma Capsule—just in case things don't work out this time around.



ABSORBING ABSORB THIS! MAN

Absorbing Man is a mutant who was fused with the ball and chain he wore in prison before becoming one of the Leader's henchmen. Stay clear of his swinging ball and wait until he makes a move. Follow him closely as he moves to the left and right, then hit him while he's winding up. He'll recharge three times by absorbing the energy from nearby walls, but the mighty Hulk can outlast him.



If the Hulk feels lucky, he can do further damage with an apparatus that will knock Absorbing Man off his feet.

LEVEL FOUR THE LEADER'S INTERIOR

It's a trap! Absorbing Man was only a decoy used by the clever Leader to lure Hulk to a strange and dangerous land. The cavern holds many traps and are patrolled by spiky lizards and leaping slugs. Hulk knows he's close—he can feel the Leader's evil presence pulsating throughout the caverns. The distractions only serve to boost Hulk's determination as he moves closer to his goal.

ALL OR NOTHING



The enemies the Leader has created are scarier than ever! Search out all the lizards, but hit them only when you come to an impasse—a bad choice can put Hulk in some painful situations!

HOT TUB!



The spiky red lizards are extremely tricky; this one finds its way into Time Capsule. Hit the lizards lower on the left, then drop down to the pool and slide to the right to collect your reward.



NO ESCAPE?

Charging quickly to the rescue to get you through this tight spot, but don't be lazy—destroy the waiting laser fire. If no hint you on the floor you'll be stuck!



A MUST SEE!

If you need to find all four rare Transformation Capsules to make it through Level Five, be happy your eyes peaked. You'll find one hidden down right to the right just after hitting a laser midway through.



THE BRAIN

No wonder Hulk's been feeling a bit "nervous"—his cavern is a complex network of living nerves, controlled by an oversized housing brain. The Hulk's genius can match even this level of intelligence, though. Keep away from the deadly pulses of neuro-electric energy, and hit The Brain where it's most vulnerable—squeezed back at the medulla!

ATTACK FROM THE REAR



Hulk better not just pounce the brain chest, then move on. Charge to the right and core in on the small lobe near the spine, the medulla! But be

cautious. What evil there's an opening between pillars, 500 stroke with all of Hulk's might!

LEVEL FIVE THE FINAL BATTLE

Once again, Hulk arrives the Leader—he can almost smell his evil presence. He's very, very close. But first, he must neutralize some of the toughest terrain yet. You'll need both the massive power of the Hulk as well as Dr. Banner's agility and intelligence to survive. Besides the Leader's nasty robots and cannons, Hulk will have to contend with metallic birds of prey and bone-crushing hydraulic barriers!



DIVIDE AND CONQUER



The Leader waves up to two of his robots (one from the wall). While one is in a field with chains, cannons, and flying war birds, take them out one at a time and recover energy for the diggers to come.



LOOK BEFORE YOU LEAP

Break through this wall to collect a much-wanted Transformation Capsule. Be sure to get it before you reach the platform above. Once you're up there, the cackling Hulk's back can fly back through the narrow gap.



QUICK CHANGE

When you come to the first set of hydraulic barriers, transform into Dr. Banner and crawl through. This will allow you to duck under the fire of the machine guns, and you won't have to worry about the electric floor dropping you down.



THE LEADER

You're finally face to face with the cackling madman himself. The Hulk's often been his enemy on his evil enemy. Don't let his size fool you. You'll have trouble putting his reign of terror to an end with a conventional attack. As Dr. Banner, you won't be able to hurt the Leader. Hulk must control his rage long enough to discover the Leader's weaknesses.



Although they're effective in other situations, Hulk's fists will only annoy the Leader.



The secret to victory is a slightly, but not apparent, that will send the evil Leader falling to his doom down the nearby elevator shaft.



ARDY LIGHT FOOT™



A SEARCH FOR POWER

The Seven Pieces of Power have been scattered around the world and the evil Visconti will do anything to get them back. It is up to Titus's unlikely hero, Ardy Lightfoot, to collect the pieces before the Visconti can get his greedy paws on them. Ardy Lightfoot is a

typical platform adventure that relies more heavily on your ability to avoid danger than your talent at attacking your enemies. The control takes some getting used to, but unlimited Continues and frequent passwords eliminate frustration. Players who enjoy games with a cartoon-like style will like Ardy.



ARDY'S SKILLS

Ardy Lightfoot is unusual in that you spend more time running away from enemies than defeating them, and Ardy has a bag full of tricks for eluding enemies. Mastering his moves is the key to completing the game.

RUNNING

The best way to avoid an enemy is to run away. You'll also need to get a running start to make it over some of the jumps you'll come across on your journey. If you press and hold the Control Pad in one direction, Ardy will start running.



BOUNCING

Bouncing is the only way Ardy can attack an enemy without the help of Pec. You'll also need to bounce in order to reach platforms that are above you. To bounce press B to jump, then press B again when you land.



HIDING

If all else fails, Ardy can avoid an enemy attack by hiding. When you hold Up on the Control Pad, Ardy will pull out his magic cloth and disappear behind it. The bad guys can't hit what they can't see.



PEC!

Ardy's little buddy Pec is the fighter of the duo. When Pec is traveling with Ardy, he can swoop ahead and swallow up the bad guys. Pec will also block enemy attacks with his body to save Ardy.



Use Pec to clear the enemies out of Ardy's path, but be careful— if Ardy gets hit, Pec will be lost.

When you find Pec a Power-Up along the way, he will be able to help you in ways you won't believe.



PRISM LAND

Ardy's quest for the Seven Pieces of Power drags him across a wide range of terrains and into all sorts of trouble.

Here are a just a few of the problems that Ardy will face along the way. Read up and get ready to travel!

TAKE 2

UNDERGROUND

As Ardy heads into the village, an evil giant mole steals the First Piece of Power and heads underground with it. Follow the mole's lead and search the subterranean caverns for the missing Piece. This area isn't very tough, but some of the enemies may be hiding where you can't see them. Throw Pec out in front of you to swallow your foes whole.



The Village is in shambles and the Piece of Power has been stolen. Follow that mole!



The caverns are dark, so keep an eye out for hidden enemies. Pec can clear the way if you still have him.

HIGH SEAS

Getting to Gibson's boat can be a very tricky endeavor. Your raft is only sturdy enough to make it about a quarter of the way through the level before it sinks. Making it the rest of the way requires that you jump from life raft to life raft while avoiding the enemies along the way. Use your bounce to make long jumps.



Jumping from boat to boat isn't the safest way to travel, but it sure beats swimming with the sharks.



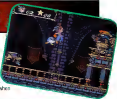
Be careful when you face the Captain. If you jump past the edge of the anchor, you're sunk!

VISCONTI'S FORTRESS

The end of Ardy's quest is near, but the worst of Visconti's traps are still ahead of you. Dangers are waiting in every corridor and hallway throughout this castle. Remember that some dangers can be used to your advantage. For instance, you can ride the deadly spears as long as their points don't hit you.



Evil legends in Visconti's fortress. Work your way through carefully so you'll still have Pec when you reach Visconti.



POWER-UP

BEECROFT'S STRONGHOLD

Usually you can bounce off your enemies' heads, but this time Beecroft is up out of your reach. As soon as you enter this area, use your bouncing ability to spring up onto the pillar on the right side of the screen, then grab the mirror that is sitting there. Hop back down to the ground and use the mirror to reflect Beecroft's shots and aim them to hit him.



This time around Ardy can't jump high enough to bounce off Beecroft's head. You'll need to think of some other attack.



Grab the mirror that is sitting on the pillar and use it to reflect Beecroft's shots at him.



Good job! Ardy managed to give the evil Beecroft a taste of his own medicine. Nothing beats power like power.



PHUR PHLYING PHUN (IN TWO PHORMS)

Holy hairballs! Accolade's main cat is back for another round of animated Super NES action. There are many new additions to the game play. This time you can choose which stage you'd like to play instead of just going through the game in a linear fashion. Bubsy's also making a show on Game Boy!



HOW THE PHUR MATCHES UP...

Both Bubsy and Bubsy II are scrolling action games with plenty of warps and secret passages. The animations are good, but it seems like the programmers didn't learn a whole lot about the "jerky-ness" of the scroll in the original game because it's present again in Bubsy II. It really hurts the play control and overall enjoyment of the game. One of the best things about Bubsy II, though, is the fact that the cat can use weapons and other goodies.

BUBSY



The first Bubsy game who quite honestly, it's hard to come with a creative, a digital talent video and a 3D-B theme.

BUBSY II



Bubsy II reminds the same flavor as the first, like Bubsy's departure screen, and also adds some new twists, like weapons!

MINI GAMES TO TEST YOUR SKILLS

The three Mini Games are probably more fun to play than the main game, and you can access them in two different ways. When playing through the game, certain doorways will take you to one of the three Mini Games. The benefit of these games is that you can earn bonus lives. It's very important to

build lives if you want to survive this testing ground. The other way that you can get into the Mini Games is through the option screen. Choose either a 1- or 2-Player Mini by pressing the Control Pad left or right while 1 Player is highlighted. Each game has several titles, but there are only three games.

FROGADULT

Try to make the frogs land on the targets in the water. This Mini Game could (and should) be a whole game to itself! It's fun!



More ladybugs, a few fish, and a few turtles at the beach. Just before jumping, you're in. It's better than frog baseball!

ARMADILLO DUMP

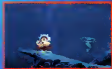
Your goal in this Mini Game is to guide the apprehensive armadillo through the car's "engine" and down to the ground.



Control that nervous little fellow. He can get away through the engine's cooling system. Avoid losing lives.

LIQUID LUNACY

In the regular game, put on the diver's suit and jump into the water to find the underwater Mini Game. This one's easy.



Try to get as many "fish" as you can before the submerged bubbles you and miss your game. Beware of the fish.

NO HAIRBALLS AVIATION

The bobcat gets to use an assortment of weapons in his second game! A Nerf-like pop-gun is Bubby's most versatile buffer against oncoming threats. Smart Bombs also come in handy in tricky situations. Using one eliminates all of the baddies on the screen at the time. You can exit a stage with the old hole-in-the-wall trick, too.



Press the X Button repeatedly to cycle through the weapons. When you get to the one you're looking for, press the A Button to use it.

Bubby gets to do some flying in his new game! Some stages require him to pilot a bi-plane and some stages will send him into outer space to do galactic battle with space scum. Collect marbles and shoot everything evil. You can turn around by pressing the L or R Button. You'll have to do a 180 in some of the stages.



Don't run into any object or enemy that looks as if it will hurt you because it probably will. Shoot rapidly at anything that moves.

FINE THEMES TO VENTURE OUT IN

Bubsey will have to use his powers of pounce in several different types of stages. If there is a plus to this game, it's the variety of stages. The difficulty level increases at a good rate, as well. In the first Bubsey game, there was just a lot of side-scrolling, race-as-fast-as-you-can mindless scampering.

That same game mentality is still present in Bubsey II, but it's broken up nicely by the variety of stages you can choose as you begin and continue during your quest for marbles. No matter what stage you choose to try, though, the hazards are hazardous and the enemies are plenty.

KING OF DE-NILE

You can enter and complete the stages in any order you choose. An Egyptian theme sets the tone for Bubsey's King of De-Nile trek. Speaking of denial, no matter how much he tries to cope with it, Bubsey can't deny that taking a bath does him in. That's probably why the underwater suit has been added. Make sure you don't land the cool cat in a deep vat or pool of liquid without the diver's suit. It can occur



in several places throughout this stage. Watch out for the dragon



Bubsey can't handle the water slides, just not pools of the stuff. Avoid the flames, too—unless you want to smooch the volcano's tail. (While exact, it's kind of fun to do.)

paintings on the walls. They come to life.

BACH IN TIME

Bach in Time is a wide-open array of gigantic musical notes and instruments. Bubsey doesn't get to play any of the instruments, but he gets to play on them. Jumping from note and note and from trumpet to trumpet, the cat has to locate the exit. It's actually not an easy task. Take as many clues from the arrows as you can. You'll have to do some warping through the open



doorways to clear this musical madhouse. Many enemies don't stand



Get the most out of your jumps by holding the Jump Button when leaping off of a trumpet or a drum. If you fall a long way, hold the Slide Button so you don't crash land.

out from the background here, so watch your tail.

HAMALOT



When hunting for loot, you should pay much attention to the arrows. If you paid to follow the arrows, you'd have a hard time finding secret passages and other cool stuff.

There is a peculiar proliferation of porkers in this stage. Look for hidden passages all over the place. They will lead to caches of marbles, I-Ups and warp doors. Hamalot is a good stage to start on. You can score firepower almost immediately. If the packs of



pigs (or whatever else ails you) get to be too much, just uncork on them with a Smart Bomb. That'll fix 'em! Overall, this may be the easiest stage to complete. It's more like the original Bubsey game than other stages.

STAR WRECK

There are lots of enemies in this stage, but it seems that it's not as important to do away with them here as it is in other stages. The important things to look for are switches that shut down electrical barriers. Stand near them and press Up on the Control Pad to throw them. Enter any door that you see and get the "lay of the land." This would be a good stage

to test your mapping skills. Fire constantly when you are piloting the spaceship.



Each time that Bubsy takes the controls of the space ship, he'll be assaulted by angry space bitts. Just blow them away while collecting marbles.

THE HIDDEN BURGER

Don't try to go through this stage on auto-pilot—you can't! The bi-plane doesn't respond very quickly, so you have to stay sharp. It's critical to know that you can turn the plane around and go the other way. Just press the L or R Button. To pick up some weapons and possibly 1-Ups, zig-zag through the stage. Some things that look like obstacles really aren't. For example, you can pass through the balloons, but you can't run into the baskets that hang from the balloons.



If you run into a slew of enemies, it's a good bet that they're guarding something valuable—like a 1-Up or a 2-Up. There are a couple double-Ups in this stage!



BUBSY II IT'S ON GAME BOY, TOO!

Bubsy II for Game Boy is much like its Super NES counterpart. There are the obvious differences in graphics and sound, but you can expect the same kind of game play from the Game Boy title. You begin by choosing from three stages instead of five. The Game Boy game plays slower than the Super NES, but it's like a blessing in disguise. Things happen so fast in the Super NES game that the play control can't keep up. While the play control of the Game Boy Bubsy II isn't fantastic in its own right, it's more manageable than the Super NES game. Some of the jumps that you have to make are tricky. One of the most difficult things to do is land on a small platform without falling off.



The clearest that make up the stages in the Game Boy version of Bubsy II are a lot like the ones you'll see in the Super NES game. The graphics are fun and the animation is good, but like the Super NES game, you have to be a bit tentative with your movements if you plan on staying alive.

NINTENDO AWARDS



AS THE ANNUAL AWARDS SEASON ROLLS AROUND ONCE AGAIN, IT'S TIME FOR YOU TO LET YOUR VOICE BE HEARD. PICK YOUR FAVORITE TITLES FROM THE NOMINEES LISTED IN EACH CATEGORY, THEN MARK YOUR RESPONSE CARD AND SEND IT IN. REMEMBER: YOU CAN'T WHINE IF YOU DON'T VOTE!

GRAPHICS & SOUND

It was a big, big year for the Graphics & Sound category, with ACM and cel animation breaking new ground.

—SUPER NES—A—

1. DONKEY KONG COUNTRY
2. EARTHWORM JIM
3. SUPER METROID
4. BLACKTHORNE
5. LION KING
6. SUPER PUNCH-OUT!!
7. THE ADVENTURES OF BATMAN & ROBIN
8. FINAL FANTASY III

—GAME BOY—B—

1. WARIO LAND: SML 3
2. DONKEY KONG LAND
3. DAFFY DUCK: THE NERVEY MESSAGES
4. CONTRA: THE ALIEN WARS
5. WARIO BLAST

CHALLENGE

Every gamer appreciates a good challenge. These games are nominated for their ability to keep players up all night.

—SUPER NES—E—

1. FINAL FANTASY III
2. SUPER PUNCH-OUT!!
3. SUPER METROID
4. EARTHWORM JIM
5. BLACKTHORNE
6. MORTAL KOMBAT II

THEME & FUN

New themes made 1994 a lively year, with a handful of innovative games that stand out in the crowded Super NES field.

—SUPER NES—C—

1. DONKEY KONG COUNTRY
2. HRA JAM
3. EARTHWORM JIM
4. MORTAL KOMBAT II
5. SUPER METROID
6. UNRACERS
7. PITFALL: THE MAYAN ADVENTURE

—GAME BOY—D—

1. WARIO LAND: SML 3
2. DONKEY KONG
3. WARIOBLAST
4. MORTAL KOMBAT II
5. MEGA MAN V
6. HRA JAM
7. SAMURAI SHODOWN

—GAME BOY—F—

1. WARIO LAND: SML 3
2. MEGA MAN V
3. DONKEY KONG
4. TETRIS 2
5. JUNGLE BOOK

GO POWER '94

BEST TOURNAMENT FIGHTER

Tournament fighting — ANY NINTENDO SYSTEM —

PLAY CONTROL

Play control can make the difference between a hit and a miss. These nominees are recognized for their precise control.

-SUPER NES-G-

1. DONKEY KONG COUNTRY
2. SUPER METROID
3. SUPER STREETFIGHTER II
4. NBA LIVE '95
5. UNIRACERS
6. SUPER PUNCH-OUT!!
7. MEGA MAN X2
8. EARTHWORM JIM

GAME BOY-H-

1. MORTAL KOMBAT II
2. DONKEY KONG
3. WILD SHARE
4. WARIO LAND: SML 3
5. MITGA MAN V
6. WARIO BLAST

BEST EPIC

Involving adventures and RPGs are finding a larger following all the time, and 1994 offered up some real treats for fans of the genre. Great story lines—and great challenges—made these epics winners.

— ANY NINTENDO SYSTEM —

1. FINAL FANTASY III
2. ILLUSION OF GAIA
3. BREATH OF FIRE
4. BRAINLOD
5. DRAGON VIEW
6. UNCHARTED WATERS: NEW HORIZONS
7. LORD OF THE RINGS

BEST TOURNAMENT FIGHTER

Tournament fighting games continued to be the hottest properties in 1994. The coming year will tell whether they can continue to dominate. Remember that Killer Instinct doesn't qualify until next year.

— ANY NINTENDO SYSTEM — J —

1. MORTAL KOMBAT II
2. SUPER STREETFIGHTER II
3. C2: JUDGMENT CLAY
4. FATAL FURY II
5. SAMURAI SHODOWN
6. BRUTAL: PAWS OF FURY

BEST SPORTS GAME

The Sports category had some of the hottest competition in the industry, with stars from every sport lining up to endorse new games. Only a couple nominees have star power attached, though.

— ANY NINTENDO SYSTEM — **K** —

1. KIM GRIFFEY JR. PRESENTS MLB
2. NRA 1AM
3. MADDEN '95
4. NRA LIVE '95
5. FIFA INTERNATIONAL SOCCER

BEST MULTI-PLAYER GAME

The nominees in this category kept players crowded around game screens here at NOA headquarters as lengthy tournaments separated the wannobes from the hotshots who claimed the bragging rights.

— ANY NINTENDO SYSTEM — L —

1. SUPER ROYALRMAN 2
2. NRA JAM
3. NRA LIVE '95
4. UNIRACERS
5. WWF RAW
6. WARIO BLAST



NINTENDO POWER AWARDS '94

BEST HERO

This category includes an interesting mix of long-time greats and names new to the small screen. Who would have thought that a worm would be in the running?

M

1. DONKEY KONG
2. EARTHWORM JIM
3. DIDDY KONG
4. SAMUS ARAM
5. MEGA MAN
6. LURE SKYWALKER
7. FIREFALL
8. SPIDER-MAN

WORST BADDIE

On the flip side, we're also recognizing characters in roles that support major villains. We have some bad actors nominated in this all-new category.

P

1. SILVER SPACE PIRATE (SUPER METROID)
2. DOGCROR (DRC)
3. ULTROS (FF III)
4. BERTON (SUPER METROID)
5. ZONE EATER (FF III)

WORST VILLAIN

Bad boys (and girls) from all over the video galaxy are up for the dubious honor of being the most reviled villain. Year in, year out, we love to hate'em!

N

1. CARNAGE
2. KING K. ROOL
3. ANTI-UM
4. SCAR
5. MOTHER BRAIN
6. SHAO KAN
7. MAJOR MUCUS
8. NEKA

BEST ORIGINAL CHARACTER

Developers go out on a limb when they create their own characters, but sometimes their creations are big hits destined to star in repeat performances.

Q

1. EARTHWORM JIM
2. BLACKTHORNE
3. ZERO
4. DIDDY KONG
5. SPIRE MCFANG
6. CRANRY KONG
7. LESTER THE UNLUREY

COOLEST WEAPON OR ITEM

This is the category that makes you wonder who comes up with these things—and why. Some of the most innovative ideas of 1994 have been nominated.

R

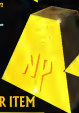
1. GRAPPLING BEAM (SUPER METROID)
2. EDGAR'S CHAINSAW (FF III)
3. LIGHT SABRE (SUPER JEDI)
4. SPIREY'S WEAPON (MAXIMUM CARNAGE)
5. JIM WHIP (EARTHWORM JIM)
6. X-RAY SCOPE (SUPER METROID)
7. MOOGIE CHARM (FF III)

BEST GOODIE

It's high time for hard-working side-kicks to get some recognition, so we've added this new category to do just that. These characters play supporting roles.

O

1. ENGUARDE (DRC)
2. RAMBI (DRC)
3. INTERCEPTOR (FFIII)
4. THE ETECOONS (SUPER METROID)
5. WICKET (SUPER JEDI)
6. CRANRY KONG (DRC)
7. DACHOLA (SUPER METROID)



BEST SETTING OR STORY

The stories behind the games can make or break the gaming experience. Some, such as the legend of Somus Aran, are rich enough to span several games.

S -

1. FINAL FANTASY III
2. EARTHWORM JIM
3. DONKEY KONG COUNTRY
4. ILLUSION OF GAIA
5. BLACKTHORNE
6. SUPER METROID
7. SUPER RETURN OF THE JEDI
8. DEMON'S CREST

BEST MOVE

This hotly-contested category includes the nominees for the slickest moves in the video game world. Only one of the maneuvers can reign supreme.

U -

1. THE CRYSTAL FLASH (SUPER METROID)
2. THE SPACE JUMP (SUPER METROID)
3. THE 360° REVERSE SLAM (NBA LIVE '95)
4. THE BARREL SHOT (D&C)
5. THE HELICOPTER JAM (NBA JAM)
6. THE HASSEL BURST (MK II)
7. THE EAR BOX (SUPER PUNCH-OUT)

BEST OVERALL

Last year was a great one for the video gamer, with outstanding titles in several categories. Which one will take top honors? Look for the results in May.

V -

1. DONKEY KONG COUNTRY
2. FINAL FANTASY III
3. EARTHWORM JIM
4. MORTAL KOMBAT II
5. SUPER METROID
6. NBA JAM

VOTE NOW

COOLEST TRANSPORTATION

This year's games featured modes of transportation that ran the gamut, ranging from airships to flying dinosaurs. The stand-outs appear in this category.

T -

1. SETZER'S AIRSHIP (FF III)
2. ALUMINUM (TIN STAR'S HORSE)
3. DARWIN (SEAQUEST DSV)
4. CHOCODOS (FF III)
5. JET BIKE (EARTHWORM JIM)
6. FOREST SPEEDER (SUPER JEDI)

—GRAND PRIZE— ONE WINNER

WIN 25 GAMES AND 25 SUPER POWER STAMPS

Take your pick! Choose your 25 most-wanted games, and get Super Power Stamps for use towards the purchase of Super Power Supplies!

—SECOND PRIZE— 10 WINNERS

A SUPER NES GAME AND 10 SUPER POWER STAMPS

Pick your most-wanted Super NES game and get 10 Super Power Stamps!

—THIRD PRIZE— 50 WINNERS

NINTENDO POWER T-SHIRTS

AND 5 SUPER POWER STAMPS

—OFFICIAL CONTEST RULES—

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 70, and the answer to the trivia question on a plain 5 1/2" x 8 1/2" card. Mail your entry to this address:

NINTENDO POWER AWARDS

PLAYER'S POLL VOL. 70

P.O. BOX 97062

REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1 1995. We are not responsible for lost or undelivered mail.

On or about April 23, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,000,000. All prizes will be awarded. Actual games awarded is subject to availability. To receive a list of winners which will be available after April 30, 1995, send your request to the address above. 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 immediate families. This contest is subject to all federal, state and local laws and regulations.

THE Power Players'

AREN

**PRO
VS
PLAYER**

FINAL FANTASY III

So you think you're the hottest game player around? Then check this challenge out. We want you to beat Kefka in the Final Battle using only Imps in your party. The Nintendo FFIII champ, Chuck, was able to do it, and he's got proof! If you want to repeat his feat, you'll need to have your camera ready when you head into the Final Battle. Wait until Kefka starts exploding before you take your shot, or no one will believe you did it.



Kefka versus the Imp warriors!

**POWER
CHALLENGE**

TETRIS & DR. MARIO



Which is your favorite? Pick your favorite of the two and rack-up as many points as you can. You can set your game at any level and at any speed, so choose your challenge and start playing! The top players for each game will receive the stamps and the recognition that go along with being champ!

Choose your favorite game and start dropping the blocks! The best scores from each game take the prize.



**POWER
CHALLENGE 2**

BASSIN'S BLACK BASS WITH HANK PARKER



It's time once again for the great Nintendo Power Bass Tournament. Last time we ran a Black Bass challenge, the response was so huge we had to print the top weights in several issues of the magazine! Grab your favorite lure and land a lunker.

Set your hooks and start fishing. You'll need to do better than this if you want to win.

ENTER THE ARENA!

Be sure to write your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our Challenges. Attention to the Challenge printed in this issue must be received no later than March 30, 1995 to qualify for the Power Stamp prizes. The players who best complete Challenges will

receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores and statistics determined by the Nintendo Power Staff.

POWERPLAYERS' ARENA P.O. BOX 57833 REDMOND, WA 98073-9733



Hey! Look at this awesome score. Too bad somebody had to use a game enhancement device to get it. Next time, play the game yourself.

WILD SNAKE

Highest Score

| | |
|------------------|--------|
| Jeff Daniels | 20,715 |
| Atlanta, GA | |
| Susan West | 19,812 |
| Washington, D.C. | |
| Jason Johnson | 19,277 |
| Seattle, WA | |
| Cliff Morris | 17,425 |
| San Jose, CA | |
| Mark Roberts | 14,952 |
| Montgomery, TX | |

POWER CHALLENGE

PANTS ON FIRE

THIS MONTH'S WINNERS FOR:

AND THE PHOTO PLEASE!

Jesse Burton
Amarillo, TX
Nice photo, Jesse!



Yikes! What happens to this photo?

Before you can enter one of the challenges, you must capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES game, first move your system near your television so you can get a photo of both the system and screen at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat



surface and take the shot using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

DONKEY KONG

Most Extra Guys

| | |
|------------------|----|
| Brer Stanko | 99 |
| Denver, CO | |
| Kori Becker | 99 |
| Bismark, ND | |
| Don Collins | 99 |
| Nashua, NH | |
| Jed Moody | 99 |
| Wilton, CT | |
| Kirk Graver | 99 |
| Beaverbrook, OR | |
| Phillip Christy | 99 |
| Oakland, CA | |
| Steven Wilson | 99 |
| McAllen, TX | |
| Daniel Young | 99 |
| Land O'Lakes, IL | |
| Chris Jenson | 99 |
| Bloomfield, ME | |
| Jacob Draper | 99 |
| Lake Jackson, TX | |
| Stephen Trueman | 99 |
| Grand Rapids, MI | |
| Dennis Sawinthal | 99 |
| Old Bridge, NJ | |
| Jer Commander | 99 |
| San Diego, CA | |

MORE POWER CHALLENGES

SUPER MARIO KART

Fastest time on the Rainbow Road.

| | |
|--------------------------|---------|
| Peter Rimbarts | 1:33.04 |
| Buffalo, IL | |
| Adrian Johnson | 1:33.47 |
| Rialta, CA | |
| Mike Sanfilippo | 1:34.65 |
| Califwood, ON | |
| Gerard Pisano | 1:35.23 |
| St-Alphonse-D'Howard, PQ | |
| Adam Lomen | 1:35.69 |
| Monterey, CA | |
| Kevin Carraro | 1:36.52 |
| Hartford, CT | |
| Luke Sparks | 1:36.69 |
| Champaign, IL | |

NOW PLAYING

Your power Guide To The Latest Releases

MARCH 1995

ARDY LIGHTFOOT



Company.....Titus
Release Date.....March-April 1995
Memory Size.....6 Megabits

Ardy Lightfoot out-foxes the competition.

Ardy Lightfoot and Pec, his Kirby-like helper, set off on an adventure that leads him into danger throughout seven worlds. He must gather the pieces of the shattered Rainbow of Power and end Viscon's evil reign. The pieces are scattered between land and sea. Ardy uses Pec as a weapon. He also must puzzle through certain areas. The variety of platform action includes jumping on moving objects among other things. Learn about all of Ardy's moves in this month's review.



A fun platform game with lots of variety.



The object oriented password is difficult to record.

BRANDISH



Company.....Koei
Release Date.....March 1995
Memory Size.....12 Megabits

Koei steps into the world of real-time action with this fantasy adventure.

You won't have to worry about rice and floods in this game from Koei, but you will have to worry about

keeping your head attached to your shoulders. In Brandish, you play the role of a hero who falls into the underworld. Your goal is to climb back to civilization, but that will take you through countless dangers. Puzzles and traps litter the path while monsters stalk you through the endless mazes. If that sounds about par for the course, remember that this game isn't an RPG. You're in control of your character and his weapons from the moment you land in the Ruins. The adventure takes you through five large maze areas of the fallen land of Berimya.



A great game for patient players who like puzzles and maps.



Simple graphics. The overhead view consists of pathways with few variations. Don't expect the open map found in Zelda games.

BREAKTHRU



Company.....Spectrum Holobyte
Release Date.....January 1995
Memory Size.....4 Megabits

Alexei "Tetris" Pajitnov puts his stamp of approval on another puzzler.

BreakThru for the Super NES is a sort of anti-Tetris. You begin with an area partially filled with blocks.



You must manipulate the blocks that appear at the top of the screen so as to match them to the existing blocks below and reduce the stack. There are variations of play and you can plug in your Super NES Mouse to use as a Controller.

- Single to learn, but challenging
- Not as addictive or captivating as Tetris. Unremarkable sound and graphics.

BUST A MOVE



Company.....Taito
Release Date.....March-April 1995
Memory Size.....4 Megabits

Combine your puzzle-solving skills and shooting skills with Bust A Move.

Taito's Bust A Move is another deceptively simple action puzzler that can capture players' hearts and imaginations. Patterns of colored bubbles slowly descend while you fire at them from below with a bubble cannon. When a bubble shot from the cannon connects with several bubbles of the same color, they fall. Eliminate all the bubbles and you can go on to the next, more challenging level. Power explores the intricacies of using Thunder Bubbles, Flame Bubbles and Wild Card Bubbles in this issue.



- It's fun, and not as addictive as it looks
- You can't always aim the cannon with precision

CARRIER ACES



Company.....Cybersoft
Release Date.....February 1995
Memory Size.....16 Megabits

Command and fly squadrons of carrier-based aircraft in WWII engagements, if you have the guts!

Carrier Aces puts you in command of Japanese or American forces in the Pacific campaign of World War II. You begin by choosing from one of seven real missions or six training missions. Next, you build a squadron from the planes available on your carrier. For the Americans, you have Hellfire and Wildcat fighters and Dauntless and Avenger bombers. The Japanese side has Zero fighters, D5A1 "Val"



dive bombers and BSN "Kate" Torpedo Bombers. Once in the air, your squadron moves toward the enemy squadron. You'll choose which planes to use in a dogfight, then switch to the dogfight view—either inside the cockpit or behind the plane. Carrier Aces lets two pilots dog it out, or one player can challenge the computer. The flying views, as with many flight sims, are fairly simple and you spend most of your time trying to find the enemies rather than engaging them. Players used to modern armaments including air-to-air missiles will find many limitations to the 1940s fighters. Make sure you switch to your cockpit view when engaging the enemy. Otherwise you won't be able to see your shoes.

- More strategic than most flight sims. Two-player combat. Historic missions. Good sound
- Dogfighting is tedious. Sprites don't always move appropriately

HAGANE



Company.....Hudson Soft
Release Date.....March-April 1995
Memory Size.....16 Megabits

Revenge, action and the ultimate challenge! Hagane!

The cyborg ninja of a Japanese clan is brought back from near death to exact revenge and save the world in Hudson Soft's new side-scroller. This action game looks and feels a lot like a Ninja Gaiden game, but it doesn't have as much variation as those classic NES titles. As Hagane, you use swords, whips and shuriken "throwing stars" to attack enemies. Defeat enemies to gain new weapon items and Power-Ups. You can earn 1-Ups to keep you going, but there is no save feature—and it's a bummer.



- Very challenging. Good play control. Fans of this type of non-stop action game will eat it up.
- It's pretty standard stuff and the graphics look like a good NES game.

THE IGNITION FACTOR



Company.....Taito
Release Date.....March 1995
Memory Size.....8 Megabits

Some like it hot, and some like it scorching. If you've ever wanted to fight fires and become a hero, The Ignition Factor gives you a hot opportunity.



The Ignition Factor puts you in the midst of a fire-fighting team faced with realistic catastrophes. The action really heats up when you plunge into the heart of the blaze armed only with an ax and a tank of chemicals. In each of

the scenarios, you'll have to race against the clock to save lives. Part of the challenge comes from choosing the right equipment and part comes from testing your quickness. The burning buildings are large, so you also have to remember where you've been and what you found in each location. Don't miss this month's back-draft primer.



Different. Fun. Good graphics, control, and game design.



Game doesn't last long enough. Not enough scenarios.

THE ITCHY & SCRATCHY GAME

Super NES



Company.....Acclaim
Release Date.....February 1995
Memory Size.....8 Megabits

Cat's and mice don't mix, but they do mix-it-up in this cartoon action game starring the two cameo stars from The Simpsons.

In this game, you control Itchy while the computer controls Scratchy. Each of you has a Life Meter. If Itchy depletes Scratchy's Life Meter—through the clever application of various attacks—then you get to move on to the next cartoon set. If Scratchy depletes Itchy's Meter, the game is over. Scratchy gets some help from an army of little Scratchlings, but Itchy can pick up items and weapons to help him tame the persistent puss.



The Simpsons' colorful style of graphics. An interesting mix of platform and fighting action.



Really awful play control. This should have been a two-player game.

JURASSIC PARK II: The Chaos Continues

Super NES



Company.....Ocean
Release Date.....January 1995
Memory Size.....16 Megabits

Humans return to Isla Nublar to retake control of the island from the dinosaurs and to determine its fate.



The chaos continues in Jurassic Park when a team of paramilitary troopers is dropped on the island to retake control. One thing going for you is an awesome arsenal of weapons, which are conveniently at your disposal at all times. You can choose from one of six missions that involve toasting dinosaurs or trashing a task force from the Biosyn company that opposes you. Neither target will be easy to take out.



Challenging (due to the difficulty of defeating enemies). Good music and sound effects. Two-player option.



Unbalanced play (Some basic enemies are virtually impossible to destroy while others are simple.) Weapons have little stopping power.

LOONEY TUNES B-BALL

Super NES



Company.....Sunsoft
Release Date.....March 1995
Memory Size.....16 Megabits

Some have called it the wackiest sport in the world. Where NBA Jam doesn't dare dribble! Where no rabbit has gone before!

Sunsoft's wild Looney Tunes B-Ball is a slap in the face with a wet tuna and a boot in the seat of the pants to serious sports games, and that's where the fun comes in. Bugs and company can set the Wacky Meter, then head onto the basketball court where they slam Bugs is joined by Daffy, Marvin the Martian, Sylvester, Yosemite Sam, Taz, Wile E. Coyote, and Elmer Fudd. Instead of getting On Fire, as in NBA Jam, the Tunes characters spend money to perform nutty stunts like throwing a cream pie at the opponent. Check out the review in this issue of Power.



A different sort of sports game with fun characters and wacky moves. Fair play control and graphics. A fun game for up to four players.



Amazing sound track. Don't expect NBA Jam with toons.

METAL WARRIORS

Super NES





Company.....Konami
Release Date.....March 1995
Memory Size.....16 Megabits

Futuristic combat never looked so cool, or so dangerous. Konami brings you the ultimate in battle-bots.

The Metal Warriors are huge battle robots with human pilots inside. You, of course, are one of the pilots. The game can be played in mission style or as a two-player duel of the century. The game was developed by Lucasarts and every aspect of play shows the quality that we've come to expect from both Lucasarts and Konami. In this month's review, you'll learn how to survive inside or outside your Metal Warrior.



-  Excellent action and two-player fun. Cool sci-fi graphics. Excellent play control.
-  Two-player split screen scrolling views can become confusing.

MICRO MACHINES

Super NES

22 22



Company.....Ocean
Release Date.....January 1995
Memory Size.....4 Megabits

The tiny racing machines make tracks wherever they can, including all over the house.



As popular as Micro Machines are as models, it is difficult to do a good job representing them on the screen. The idea is that you can race with the tiny vehicles, and you do, but the viewpoint is so removed that the cars become truly microscopic. The race

courses are laid out in household settings, but the level of detail isn't high. On the other hand, the racing is simple and you don't have to be Michael Andretti to figure out the strategy. There's also a multi-player option that adds to the fun.

-  Simple and fun if you have a crowd of drivers.
-  Tiny vehicles without much detail. Slow racing speeds. Awkward overhead view.

NBA JAM Tournament Edition

Super NES

22 22



Company.....Acclaim
Release Date.....January 1995
Memory Size.....4 Megabits

New options, sharper graphics and smoother control make this the Jam of the Century!

Williams' and Acclaim teamed up once again to deliver an NBA Jam experience that rivals the arcades. This year's Tournament Edition closes the gap between the quarter crunchers and Super NES even further. Even better, Tournament Jam has more players, new celebrities and secret players, plus tons of secret cheat codes that you'll find right here in Nintendo Power. This month, turn to the feature review to get the NBA codes.



-  Excellent graphics and improved play control over the original NBA Jam. A battery backed-up memory saves records for up to 16 players. Extra players on team rosters. Awesome action for up to four players at a time. Eight stat categories. Good sound and voice.
-  Secret Players have no injuries or stats. Extended rosters accessible only after completing one full round.

PINBALL FANTASIES

Super NES

22

Company.....GameTek
Release Date.....February 1995
Memory Size.....8 Megabits

Pinball Dreams was just the beginning. Now, GameTek brings the fantasy home with the most pinball action in one Pak.

Pinball Fantasies takes off where Pinball Dreams ended—with fast pinball action in a variety of machines. Fantasies includes four different games,



each with its own theme and special scoring opportunities and secrets. If you want a realistic pinball experience, look at Super Pinball from Nintendo. If you want variety, Pinball Fantasies may be your best bet. Up

to eight players can pass the controller in the alternating mode.

-  Four games with a variety of play possibilities.
-  Simple graphics that aren't realistic.

RISE OF THE ROBOTS

Super NES



Company.....Acclaim
Release Date.....January 1995
Memory Size.....32 Megabits

Awesome graphics shine in this futuristic fighting tournament from across the Atlantic.



Although it is a tournament fighting game, the story of *Rise of the Robots* is a bit different and animation scenes move the story along between the battles. You are on a mission that requires you to fight through a tower guarded by lethal robots. The idea is great, and the graphics are perhaps second only to Donkey Kong Country for sophistication, but the game play is simplistic for a fighting game and play control is noticeably slow. Acclaim picked up this future fighter from Mirage Technologies in the United Kingdom after Absolute decided to drop it.



Great graphics



Poor play control

SPEEDY GONZALEZ LOS GATOS BANDIDOS

**Super
NES**



Company.....Sunsoft
Release Date.....March-April 1995
Memory Size.....8 Megabits

Wherever there is cheese in danger of spoiling, Speedy Gonzalez will be there to defend and eat it!

Sunsoft's series of Looney Tunes games continues with Speedy G. in his debut Super NES appearance. This Mexican mouse charges at high speed through multi-layered levels similar to those in Roadrunner's Death Valley Rally. Play control is much better, though, and you'll be able to scorch the paths. The idea is simple enough—rescuing Speedy's mouse pals from cages—but the areas are big enough to make each level interesting. If you can keep up the pace, check out the review in this issue of *Power*.



Good graphics and play control. Fun



Once you've memorized the locations of captive mice, the challenge is gone. Little replay value, except for increasing Speedy's speed.

TETRIS & DR. MARIO

**Super
NES**



Company.....Nintendo
Release Date.....January 1995
Memory Size.....8 Megabits

What happens when you combine the two best action puzzlers of all time? Just what the doctor ordered.



Tetris & Dr. Mario combines the two popular puzzles and sets them side-by-side on a split screen for wild two-player action match-ups. Nintendo Power explores the strategies of mixing tetrads with vitamins on the Super NES

in this month's review.



Great challenge and fun, especially as a two-player match.



You probably already own this on another platform.

THE TICK

**Super
NES**



Company.....Fox Interactive
Release Date.....December 1994
Memory Size.....16 Megabits

Who is this man in blue, this enigma with antennae, this hero of the silly and blundering? He is...The TICK!

The Tick's instant celebrity this last year with a new Saturday morning cartoon show and a video game has left him scratching his head in wonder. Why, just the week before he had been just another comic book hero struggling to keep his weight down. In the video game from Fox, our hero meets many of his wonderfully weird enemies from the comic/cartoon world while gaining support from some of his even sillier friends. The puzzling part of this game is the number of ninjas. There are ninjas everywhere, and they aren't very good ninjas because you can see them and kick them once or twice to beat them. The best part of this game is the humor exhibited by some of the moves. The Tick's rooftop ballet is just one example. There's also a weird logic at play here. For instance, if the Tick stumbles and falls, he ends up in an alley below where he must fight some freakish guy with a chain saw or the like. Tick fans will enjoy parts of the game. Non-Tickies will yawn.



Humor, some interesting sub-stages. Spoon moves!



Not very challenging. Enemies don't become increasingly difficult.

TOP GEAR 3000

**Super
NES**



Company.....Kemco
Release Date.....February 1994
Memory Size.....8 Megabits

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

ROCK WITH IT

The Flintstones for Super NES is going to surprise a lot of players. It's come a long way since last summer's CES when it was a rough experiment.

John Goodman's face appears on the character of

Fred Flintstone and that's about as far as the movie connection goes. Thanks to some good judgment by the producers at Ocean, Fred's challenge here is like most video game hero challenges—he must work his way through multiple stages filled with baddies. The tools that Fred uses make this

game interesting. Don't try the Mario stomp. That'll send you back to the beginning. Instead, Fred's arsenal includes a stone bowling ball, rocks for throwing, and a big club. There are also weird machines powered by animals, just like in the cartoon. Expect a challenge, but also expect some surprises when The Flintstones appears this spring. One surprise will be that Ocean plans to package the game along with the movie video. The combo price of game and video is expected to be fairly low. Check it out.

TRUE LIES

Arnold Schwarzenegger returns to the Super NES in Acclaim's True Lies, a 16-megabit game based on the recent action film. What makes True Lies stand out in comparison to some other games based on Arnold's movies, like T2: Judgment Day, is that this one is pretty good. The first time we

saw the game, even the designers at Acclaim were concerned about how the final product would play, but they put in the time to make it a solid game. Breaking out of the side-scrolling overhead view was the first good choice. Including secret areas, tasks, civilians as well as terrorists in the shooting gallery and G16 to lend a hand were all good additional moves. The plot is the same as the movie's. Terrorists threaten the U.S. with nuclear destruction while the Big A. chases after them all over the world with an endless supply of assault weapons and ammo. It's fun, there are passwords, and it's coming soon—probably next month. Look for it.

acclaim



PAK WATCH EXCLUSIVE

BEHIND THE SCENE

One of the surprise hits at C.E.S. was a hack and slash fighter from Namco called *Weapon Lord*, scheduled for its Super NES release this June. Each of the seven characters in *Weapon Lord* is armed with a sword or some exotic weapon. As you might imagine, the damage that they wreak with their two-fisted swipes is bloody and violent. This isn't a game you'd want to play after a big meal. On the other hand, *Weapon Lord* contains tons of new moves (10 per character) with cool animations. Slight variations in combos, counters and finishing moves can lead to new animations so that even veteran *Weapon Lords* will find new ways to win.

To get inside the game, we talked to Producer and weapons sys-



WEAPON LORD

tem designer, James Goddard, at Namco. James told us that he set out wanting to create the best fighting game possible. "We wanted to see what was possible to do on the Super NES," recalled James. "We wanted to push it to the limit. Now, I'm proud to say that we've done even more." The development team achieved its goals with an amazingly small staff. Along with James and David Winstead at Namco, the team was co-headed by Steve Chiang (lead programmer) and Alvin Cardona (lead artist) at Visual Concepts. For the last year and a half they've been working to create a barbarian world complete with characters and stories that breathe life into the *Weapon Lord* tournament. But the most important job, according to James, was to focus on the game control and balance.

One of the elements that James really pumped in *Weapon Lord* was the counter-move. "Not only can you block any move that an opponent throws at you," James explained, "you can also counter it with an aggressive move that will strike a blow against the attacker. You have to be able to win with any fighter to be competitive and

since all of us who are working on the game are fight fans, no one wants the others to have an advantage." James also

told us about a special feature that will be accessible by a secret password.

"There's going to be an Expert Training password. You'll be able to practice combos with any character and the computer enemy will use block moves and counters." With a few weeks left to finish up development, the team isn't getting much sleep, but it's already looking to the future. James wants to create the best multi-player games possible. "You have to give players enough to leave them thinking about the game and planning what they'll do next time," said James. "Games like that last not for weeks, but for months. That's what I hope people get from my games." We hope so, too.



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PAK WATCH

EXCLUSIVE

BEHIND THE SCENE



The Super NES version of The Lion King had some of the

best animation ever to appear in a video game. Virgin's development group at Westwood Studios worked closely with Disney artists who created the frame-by-frame animation for the game. Now, that same animation has been used in the Game Boy version of The Lion King and it looks great, too. Although it isn't designed with Super Game Boy palettes or borders, we found that a little experimentation results in an excellent Super Game Boy match. In the game, as in the movie, Simba grows from cubhood to be the king of the beasts. He begins prancing about in the Pridelands, having to learn his lionly skills of roaring and pouncing. But as he grows older, Simba must fight increasingly difficult opponents. The stages are based on those in the Super NES version, but there are differences in the map layouts. Expect challenges and great animation from this game when it appears in several months.

THE LION KING

little big
roar

virgin interactive

PGA Euro Golf

Malibu/T*HQ has scored on another EA Sports license for Super Game Boy with PGA European Tour. Golfers will appreciate the completeness of this game. It includes four courses—two in Great Britain, one in Switzerland and one in Spain. One or two players can hit the links. You can play the European Tour or you can practice on a course or a given hole. The play mechanics also hold up well in comparison to other computer golf games. The swing meter is a simple bar meter. You can also set draw and fade power to control the ball. Putting is a bit tricky, but practice helps. There's also an Instant Replay feature. Malibu has packed a lot of game into this Pak and you can pack it away this spring when it is released, probably in May.



T*HQ

The first playable version of *Star Trek: Deep Space 9—Crossroads of Time* arrived at Pak Watch after a long trip from its home in Hungary. The development team at Novotrade may be out of the mainstream of the computer world, but DS9 holds surprising promise. The player controls Cmdr. Sisko aboard the space station. He wanders freely within DS9, speaking to Federation crew and other inhabitants and piecing

Star Trek: Deep Space 9

together puzzles. He also has the ability to use phasers and other tools. What is most impressive about the 70% version we plugged into our Super NES, though, was that it captured the spirit of the license very well. The video game *Trek* record is full of unkept promises and a few shining successes. We'll report back on the final about the time of its release in a few months.



nintendo

Kirby's Dream Land 2



Kirby's Dream Land 2 moves closer to completion every month. The latest version received at Pak Watch includes four worlds and many of the major elements of the game. This looks like one of the best Super Game Boy titles to date. The game is equally fun to play on Game Boy or in color on the Super NES with your Super Game Boy. As you can see from the screen shots, the variety is also impressive. One of the great features of previous Kirby games has been the excellent play control, and Kirby 2 is no exception.

In addition to that, there are so many bonus areas and branching paths that the game seems bigger than most Super NES games. Kirby's new animal friends—Rick, Kine and Coo—must be rescued from mini-boss

characters before you can use them. The pals make Kirby into a sort of Super Kirby. You can still power-up with special items, although the attack will be a bit different, and the three friends also give you double shots and more life. Best of all, it is fun. So the big question is, when can you play it? The answer is this summer.



MORE LIES

True Lies will also appear in a Game Boy version in April or May. The game play and maps are almost identical to the Super NES game. The biggest difference is that there aren't quite as many civilians to get in the way of your bullets. Each area is built around fulfilling a mission to help stop the nuclear terrorists. There are passwords, several types of guns to collect, and limited ammo and health power-ups. Acclaim also sent Pak Watch its Game Boy version of NFL Quarterback Club 2. This version features easy controls for a quick one- or two-player game. Don't expect the variety of the Super NES QB Club. Still, the game can keep you entertained while you're on the road. When JVC and Lucasarts team up, good things usually follow.

BIG SKIES

The latest news out of the JVC bullpen is that Lucasarts is heavily into development on Big Sky Trooper. No, this isn't about Montana rangers. The game is a comic book-based Zelda-like sci-fi game. Hal Barwood, one of the creative minds behind the Monkey Island games, heads up the design team for this 8-megabit, battery-backed game. The plot involves one Jack Spudtop, a future couch potato video jockey who is unwillingly drafted into service against the vile Slug Lord. With a star cruiser, atomic cannon, rocket boots and a computerized FIDO assistant, Jack explores 100 planets. Although JVC initially reported a June '95 release, a more likely release date will be early this fall.



DIDDY NEWS

Now that you've had a chance to get to know Donkey Kong's little buddy, Diddy, get ready for Diddy's starring role in next fall's sequel to Donkey Kong Country. Rare Ltd. is already hard at work creating the second in the series of the most phenomenal game in history. All that we can report at this time is that it will be more



fun than a barrel full of monkeys.

What's the biggest question on the minds of fight fans? Well, here's the answer. *Mortal Kombat III* is on the way from Williams Entertainment. In spite of all the rumors surrounding this future game, the final word is that MK III will appear in the late spring, early summer for the arcades. The Super NES and Nintendo Ultra 64 versions will follow on this fall, about six months after the arcade release.

Here's a real shocker. Sunsoft, the company that brought you some of the most innovative Super NES games like *Bugs Bunny Rabbit Rampage*, *Taz-Mania* and *Roadrunner's Death Valley Rally* has dramatically scaled back its American office. *Justice League* and *Porky Pig's Haunted Holiday* may be the final Super NES products from Sunsoft.

The folks at Acclaim can't conceal their excitement over *Batman Forever*. Although the game wasn't shown at WCES, we expect to see it in an early form at the E3 show this spring. The game will feature eight levels of digitized action, two-player interaction, and a training mode in which Batman can challenge Robin in the Batcave.

Ocean of America has also invested heavily in high-tech authoring systems and tools recently. Their earliest efforts are shown here in these rendered scenes from *Loba*. The game art will be created using SGI computers and Alias software, then reduced to fit the Super NES palette in much the same way that *Donkey Kong Country* was creat-



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ed. Ocean hasn't confirmed what their first NU 64 title will be, but they are hoping to make a game based on the upcoming movie *Waterworld* for both the new system and the Super NES.

The hits just keep on coming from Acclaim where Frank Thomas has signed on the line for Acclaim's upcoming hardball release, *Big Hurt Baseball with Frank Thomas*. The game also includes the MLBPA license, which may make it the most realistic game in town. Acclaim also plans to release *Judge Dredd* this summer. Another arcade hit, *Revolution X* starring Aerosmith, is scheduled for its Super NES debut this fall. Featuring a rock soundtrack and an almost constant stream of lead, *Revolution X* could be a great conversion.

SHORT AND SWEET

Although **Virgin Interactive** is waiting for the NU 64, it is planning one 16-bit title for the fall, *Cool Spot III*. For Game Boy, *Aladdin* will follow *The Lion King* by a month or two this summer.

Tecmo has a few more 16-bit titles up its sleeve, too. *Tecmo NHL Hockey* has been rescheduled for release next fall. There's also a second NBA Basketball title in the future. Closer at hand is a Super NES RPG that is due for release this spring. So far, that game doesn't have an official name. When asked about the possibility of a Super NES *Ninja Gaiden*, Tecmo said not to count it out. That's one we'd love to see.

Sony Imagesoft announced the development of *Spawn* for the Super NES, based on the comic book series from Todd McFarlane. **Playmates** has already got the guys down at **Shiny** working on *Earthworm Jim 2*. When the game ships next fall, you'll also be able to catch Jim on the tube in his own cartoon series.

To round things out, we've included a shot of **Activision's** upcoming *Battletech* game. Unlike *MechWarrior*, *Battletech* concentrates on the action side of fighting with mech units. There's also a two-player version in which you can team up to blast enemy mechs.



RELEASE FORECAST

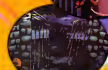


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| Air Cavalry | Spring '95 |
| Baseball Simulator 1000 2 | Spring '95 |
| Big Sky Trooper | Fall '95 |
| Boogerman | Spring '95 |
| Brandish | Winter '95 |
| Civilization | Summer '95 |
| Comanche | Summer '95 |
| Deep Space Nine | Spring '95 |
| EarthBound | Summer '95 |
| End 2 End | Spring '95 |
| FireTeam Rogue | Spring '95 |
| The Flintstones | Spring '95 |
| Future Zone | Summer '95 |
| The Ignition Factor | Winter '95 |
| Justice League | Spring '95 |
| Knights of Justice | Spring '95 |
| Metal Warriors | Spring '95 |
| NCAA Final Four Basketball | Winter '95 |
| OgreBattle | Winter '95 |
| Porky Pig: Haunted Holiday | Spring '95 |
| Power Instinct | Winter '95 |
| Rise of the Phoenix | Winter '95 |
| Spider-Man: The Animated Series | Spring '95 |
| Star Fox II | Summer '95 |
| StarGate | Spring '95 |
| True Lies | Spring '95 |
| Warlock | Spring '95 |
| Weapon Lord | Spring '95 |



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| Aladdin | Summer '95 |
| Donkey Kong Land | Summer '95 |
| FIFA Soccer | Winter '95 |
| Kirby's Dream Land 2 | Summer '95 |
| The Lion King | Summer '95 |
| Monster Truck Rally | Winter '95 |
| Pac Attack | Winter '95 |
| Pac In Time | Winter '95 |
| PGA European Tour | Spring '95 |

Spider-Man: The Animated Series



Addams Family Values

Acclaim brings the hit movie StarGate to the Super NES, and Nintendo Power has all the details next month. This strategy-packed review will get you safely past the most perilous situations that Ra and his army present. Don't worry. When you've got Nintendo Power on your side, you can't lose!

STARGATE

COMING NEXT ISSUE

APRIL 1995 VOLUME 71

RA'S PRISONER
HELD BELOW

NU 64 Update



Epic Center

April's Epic Center covers Enix's new strategy/role-playing game, Ogre Battle. You'll also get a behind-the-scenes look at Squora's newest adventure, Secret of Evermore. If you're an RPG fan, you won't want to miss this one!

Catch the latest info about the Nintendo Ultra 64. Who's working on software? How about hardware? Tune in next month for answers to these questions and more. Nintendo Power is the insider source for all the latest NU64 info!



The Sports Scene

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nintendo SECRET OF EVERMORE only for nintendo SUPER MARIO BROS. only for nintendo
THE LEGEND OF ZELDA: A LINK TO THE PAST only for nintendo KIRBY'S DREAM
COURSE only for nintendo MEGA MAN only for nintendo
NATURES OF BATMAN & ROBIN only for nintendo
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ROID only for nintendo
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TETRIS & DR. MARIO only for nintendo FINAL FANTASY III only for nintendo
STANLEY CUP only for nintendo SECRET OF EVERMORE only for nintendo SUPER
UT!! only for nintendo THE LEGEND OF ZELDA: A LINK TO THE PAST only for nintendo
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Only For
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Big with the Games

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