



#### SURVIVAL IS A NATURAL INSTINCT. SO IS CURIOSITY.



Survival. Sure, it's a nice way to spend the day. But, it's also pretty

boring. The excitement is out on the edge. In the land of the



it helps to have a few answers for the really tough questions. This is where Nintendo Power\* magazine comes in quite handy. For a more eighteen bucks\* and a quick call to 1-800-2SS-3700. Nintendo Power can get you out of a

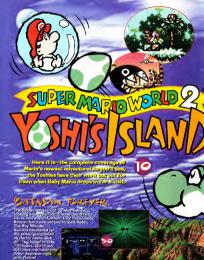
iam and way beyond the high score. It's full of info about stuff like new games, new strategies, and tricked-out fighting moves. Subscribe now and you'll get a free



moves like double-hits, ultra combos, and combo finishers. More

answers. More fun. More reasons than ever to send in this card. More. More. More.

<sup>\*\*</sup> Ki Player's Golde systable September I



NINTENDO LOWER

### MEGA MAN 7

Capcom's tiny but tenacious hero returns to the Super NES in yet another acclompacked, platform joint that indicates a full complet, means of mechanisms disasterily a full complet, means of mechanisms disasterily as full complete in the ful



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YOSHI'S ISLAMD YOSHI'S ISLAMD IQ BATHAN SOREVER

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MARIO RPG BREAKS
NEW GROUND
HE THE SPORTS SCENE.

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100 PAK WATCH

Warning Hyper experience signmens o

mindeligners, Exposure to this ACM at core may cause sportaneous ewe rast arrorresstible desire to storing koopes.





few days ago. I read the letter section of the June issue of Nintendo Power and saw Rick Innocent's letter about how eightyear-old kids shouldn't send in letters with nictures of Game-Boy bread I liked that loaf of bread (in Volume 69), and I'm sare many peoofe felt the same way. Nintendo is for all ages, and so is this magazine. So I want to tell all people with pictures of things to send Nintendo Posser: SEND THEM INVIolet don't care if someone is tired of hearing about pets who love Nintendo just as much as we do. I like reading lettors blood on

JAMES STEVENS

A bout the online service that you asked us Ninzendo Poser subscribers about. I think it's awesomed What better things to do when you're bored than to slide up to your cosy computer and get the latest information on all the popular game?

P.S. My parakeets just love your

magazine

HUDSON CARPENTER KENNASAW, GA Oh, wee is mel blooks like 1 vill have to keep my Virtuel Boy in my room all the time in order to keep is out of the hands of my game-crasy little brother. That's because I read that Virusal Boy should only be played by people seven years old or older. (Smiffsmiff) Still, I vant to knose: how come you doen want young children aboutse Virusal Boy?

#### KAREN O'BRIEN

OAKLAND, CA Your concern for your little brother is very touching. Karen-but tre taking more acting lessons, QK? Seriously, you ask a very good question. In order to give a full 3 D effect, it is important that a player have fully developed depth perception and binocular vision. Since the pitton in children under one senen mer still be developing, using a game rystem that relies on death perception and binocular vision could affect the waturation process. According to eye experts or doctors, most people have fully developed visson by the age of free, but we prefer to play it safe and recom wend that they unit until are seven Got that? Practice Maria Tennis while you have a head start Keren

A RRRRGH! I followed the warning on the scratch n' warning on the scratch n' stiff Earthbound packet exclosed in Nintendo Power (Volume 74) vokel Those scratch n' saiff things recked If you're going to put a scratch n' saiff packet in another issue of Nintendo Power, make it mael libe marshmallows or graptes.

GREG ANDERSSON

EAST ISLIP, NY





#### POWER LIN 1-206-885-75

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Your brother more swing a mean rac

quet when he's old enough to plan!

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GAME COUNSELOR!
0-288-0707

Sunday College under Strongs Sunday College under Strongs serverse parents are la coll



than being his honorary left tackle. It was virtually an all-Troy vacation, as Eric chowed down at Troy's restaurant and got a Troy Aikmar NFL Football game for his Super NES as well as an autographed jersey from Number 8 himself However, Eric did manage to squeeze in a trip to Six Flags Over Texas and a Texas Rangers game, Judging from all the time Troy spent huddling with Eric, NFL teams shouldn't be surprised if the Cowboys pull the "of Santa Ana High Statue of Liberty play" this fall! don't know about you guys, but I'm sick of video games always showing

girls in dresses with big pink bows in their hair. I mean, c'mon' la real life, we are far from being the delicate, prissy male-dependent bimbos that the big companies seem to think we are. We don't need a male to save us every five minutes, and we don't scream at every spider that passes by us, and most of us prefer not to waltz around in little string bikinis. And as far as video games on, the girls in my sixth grade class can take any challenge the boys can dish out. Our game of choice isn't Barbie, either

Earthworm lim, DKC, Killer Instinct and Star Fox are among our favorites SARAH LABRIE FGAN, MN

Amen, Sarah! Gail Telden

1. Young Chang - Goom 3. Noosi Chits - Circinsti Of 2, Sean Boley - Middleburg, VA 4, Matthew Liveri - Bantonia, MT

NINTENDO POWER CONSUMER SERVICE

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO REA When writing on Just farnet to not over some and address on year letter, as well as no the back of our shade or orbeack yes and us. Thesial MATERIO POWER PLAYER'S PULSE P.O. BOX 97033, REDMOND WA 98073-9733

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#### GAME BOY TOP 10 DONKEY KONG LAND THE LEGEND OF ZELDA 1993. METROUS II DETURN OF CAMUE MORTAL KOMBAT I TRANSCO SUPER MARIO LAND 2: 192375 DOMESTY YOUG

## TOP 10 ARCADE GAMES

WARD LAND SHE WAS

1	KILLER INSTINCT	SUPER NES	AUG 195
2	MORTAL KOMBAT 3	SUPER NES	OCT 95
3	FATAL PURY SPECIAL	SUPER NES	APR. '95
4	NBA JAM TOURNAMINT	SUPER NES	FEB '95
5	SAMURAI SHODOWN	SUPER NES	NOV '94
6	NBA LIVE '95	SUPER NES	OCT. '94
7	MORTAL KOMBAT II	SUPER NES	SEFT. '94
8	WWF ARCADE	SUPER NES	OCT '95
9	SUPER STREET FIGHTER I	SUPER NES	J.Nt '94
10	PRIMAL RAGE	SUMB NES	AUG 195

GAME

#### MOST WANTED

"More Virtual Boyl" cry Nintendo Power readers, as they push the 3-D game system and two titles onto the Most Wanted list. Make yourself heard. Send in the Player's Poll card at the back of this issue



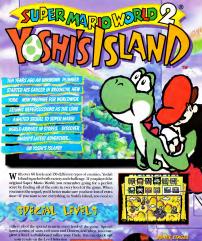
HONORS

## HALLOFFA

With eager game fans everywhere waiting eagerly far this month's debut of Super Maria Warld 2: Yashi's Island, we thought it would be a good time to look at the many adventures in Mario's epic career RELEASE DATE

This meets marks the tenth aredraycomy of the gaves that I conded Nietzeda-resole. OCT. '95 SUPER MARIO BROS. AUG. '89 Errore Marin result retire another princess in his first Gerne day Serry. SUPER MARIO LAND

Marie elef Yeshi's Gree Separ HES estam-ture saw them lessed out on a dise-way front first took them to seven assisti-AUG. '91 SUPER MARIO WORLD









oine sra<del>as</del>





misfortune for future King Bowser. Taking maters into his own hands. Kamek rammed the bird and snatched the bundles. Kamek did-

n't notice right away, that when one child had slipped off his broomstick and rumbled to island below. Now

their parents.







four years of develop Iter four years of developments.
Island, the sequel to Super Mario World, is sally here. Outstanding and unique graphics. oth play control and a wide varie d enemies make this buttery-backed game worth every minute of the wait. Game graphics are unique in texture and design-high octane eve candy for the most jaded video game enthusiasts Yoshi's Island employs the Super FX2 chip, but don't e chip's polygon effects are subtle and d in the program. X2 chip. And it's not just a visu to all players. Relatively easy early stages a beginners to progress through the game, while sp cial levels devour video game veterans.

> order of benchmen. Keep Mario in Yoshi's's saddle and ou won't hear any

infant complaints.



a world to sooner the special staces

באוגבד באטונוטו נישעוניניני There are two ways to end a level find and jump through the goal ring or lose Mario to Kamek's wandering





ant to freigh all of Yoshika

Gather all the flowers























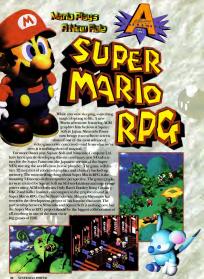














with obstacles and enemies and there's a definite puzzle ele-

a salvo of Bullet Bills or recreate a tune by hopping across a

Mario game, and Souare delivers. Throughout these action





role of Baby Mario-the mewling little tyke with the loose or in on Yoshi's reins. Next

#### A NEW STYLE FOR MARIO Mario's makeover continue









## THE CAST

Mario's interaction with game charactors-both goodles and baddiesdds even more fullness to Suner Mario RPG. Of course, Mario seldom stands alone in a video game. Where our fearless olumber trayels, there you'll find a loyal group of old and new friends. The difference in the Super Mario RPG is that the clog warrior now takes the time to stop for a chat with Princess Toackrool



cloud looms on the horizon. Buddies led by Bowser provd the forests and mines of the Kingdom. There you'll find wonderfully animated. 3-Dependes such as Goombas, Koopurroopas, Bullet Bills, Boos, Koopas, Bob-ombs, Shy Guys, Wigglers, Chain Chomps and Thwomps, Birdo also makes an appearance in the game and Fishin' Lakita drops some Mario bolt into the drink. Magikoonas cast spells in Bowser's castle and knights in suits of armor patrol the dangeon. Just like the good characters, the buddles were rendered using ACM techniques and the results as you can see.

are very cool. What you can usee in these still shots is the amazing animation, which is smooth, life-like, and on a par with the animation produced at Rare.







## fbners In Peril

Barman and Rohin have three standard gadgets each, plus room in their helts for two optional gadgets at a time. They'll need every one to fight the hordes of thugs terrorizing Gotham City, including Two-Face, the Riddler and Two-Face's evil escorts, Sugar and Spice!



BATMAN

#### BATMAN

The Dark Knight always carries the Grappling Hook, a high-ly versatile tool that allows him to climb and swing as well as d secret passageways in ceilings. The explosive Sonic eGlobe takes the hreath away from had guys and opens secret passageways in floors. Batman's third default gadis the Baturang. Optional gadgets lude the Bat Bola, good for tying

up had guys in knots!









## Rat Ortons



Robin can team up with Batman to rid Gotham City of its ghastly esters, or the two can fi guys-and each other! So who the part of Batman, R.

> Choose Batman of ed pick from their arser gadgets. If two players elector Batman against Rol v'll go mano a mano in the Batcave Gym!





## Get Tent, The Gent Dement

Harvey Dent, the crazed ex-DA of Gotham City, has breached the confines of Arkham Asylum, loosing an

army of addled antagonists. The Dynamic Duo must subduc the rampaging rogues of Cell Block 2 and squelch Dent's attempted escape!































## Rank On Trouble

Two-Face has escaped! He has led his thugs to the Second Bank of Gotham and seized hostages as part of a plot to make off with the safe contaloing the city pension fund. You'll have to free larvey's hostages and pulverize his penchant for pension purloining!





or masked maranders—Shamon, Geeth Blow, Jaguar and Assassin— It quanting the second Codget Stangers in the historiest, slong with the portial manay power-ups and a liver-face cash Yau'll have to always pick i mergy power ups as an ou como across them. I on usually return later.



# read And Arcuses

A cadre of criminal clowns under the tutelage of Two-Face has seized control of the Hippodrome, where the Gotham Charity Gircus is taking place They've planted a bomb timed to blow the hig top sky-high in five mioutes unless you can stop them! Get ready to be the during young man on the flylog eze as you hattle bas



















Your night is just beginning! After your Hippodrome heroics search Two-Face's lair at the Gotham City docks, where you'll have to co





Long ago, glent gods fought for tomination of the earth. But then a scheming wizerd cost their little supprised azimation. Now, millions of years latery a Egricia Netter has answell into sorth, destroping chillishten, receivinging the youthingte and awakening the significating glinnist faringed at their join time.

they resume their battles for world domination with a newfound vengeance, Get ready to regel



# THE BEASTS WITHIN





# AWE-INSPIRING

The game gurus at Time-Warner Interactive hard to convert the areade Primal Rage into a Stitle but flew into a rage when the money menseuting it below 24 megs. The result vivid seen by readered beauta and a bast it from of room



# SURRENDER URTHUNGS

The Great Meteor that freed the limprisoned gods also unless she itianic rectoric forces their prisoned gods are the con-plane has been changed so much that it has been given a new name. Urth, Each continents wheel by and god. On

TITHS CLIFF THE COVE

THE INFERNO

A.THE STRIP

r dinn will go into horrific death threes while hi art explodes into a crimson cascade, Meanychile sprshipers bow down before him! ...

CHOMP A HUMAN

You can certainly work up an appetite while conquering the world. That's way a hungry dino on the gn likes to take a healthy break and snack un a



THE HOLLO 6. THE RUINS



# SLAUGHTERH

Blizzard likes to snow his rivals with the Freeze Breath, while the fleet-footed Talon prefers to leap and slash. You'd better master all the moves or you'll be turned into You'll feel the Urth move under your feet when these raging rivals start to stomp. In a di eat-dino world, each has for unique set of fighting skills.

# Hailing from the Himalayas

imprisoned for ages in a infernal prison deep within the earth. He has developed a groly horrifying array of fiery attacks. Should be conquer Lith, he will burn and torture without remorse, sparing only the brasts and hu that are as blood thirsty as be.

BLIZZARD This wise and noble god, frozen for consin a glacier, is a methodi-cal fighter. He will bide his time, roaring and feinting, before sud-The essence of evil. Diablo was

denly striking from a distance with a devastating Moga Punch. The urge to conquer the Urth has, led him to abandon his tradition-al home high in the Himalayas:

# CHAOS

gance gut the better of a poor erful witch doctor called Chaos Hungering to control buman evolution, he cast a spell that back fired, turning him into a hideous beast condemned to ages of wal-lowing in his own ordure. He now seeks to resmite his old tribe and lead it to world domination!





# SAURON

An eternal craving for human flesh is the price of immortality for the god of Hunger He seeks to conquer his rivals so he can then feast on their followers. If you're fighting him you'll have to be quick on ur feet to avoid

his lightning-fast

# TALON

The chief of the Raptor Clan lived on an isolated South Pacific island for ages before the Great Meteor drove his island into the mainland. He now battles without remorse to protect his clan's welfare. When not fighting, he prefers a life of genteel luxury, keeping humans fogentule and sport

RIMAL RAGE

#### ARMADON For cons. Armadon lived in lone

ly rage in a cave deep within the Earth. Freed at last by the Gress Mcteor, his bloodlust proves unstoppable. Watch out for the slashing attacks from his club tail and spiked back!







Originally a crazed sorceress from another dimension. Vertigo was banished to the moon for millions of years. Freed by the Great Meteor crash, she seeks an army of human slaves of Urth to build a giant polace in moltiple dimensions. Her bewitching weapons include the Vondor Spell and Teleport





**AONSTERS** Ickis, Oblina and Krumm may

look like nerds, but, actually they're not even that cool. Except for a few scare tactics, these onster Academy rejects are pretty much lost on their own, but together they make a good

team. The onl

way to win this ame is to learn now to use each monster at the right time.

ICKIS Ickis, baby! You simply have to do something with

Okty, so she's really a black and white

those cars. The fastest member, lekis is the right monster to lead the way. He's short enough to bean rais with trash and quick enough to immo most enemies

Fortunately, lokely pels can do

something with those flog py ears. They stretch

How hard carrie be to fund a simple torn up speaker? You start

You may think you're a real

monster, but until the

Gromble agrees with you,

vou're fust a funny looking beast. He's

not easily

impressed

your quest in the city dump. This dump is full of more fish, halfeaten apples, and bug-infested trash. Thank goodness your morpters are hungry. Check every slune-filled nook and cockroach-crammed cranny, and you'll find the Gromble's speaker. But don't get cockythis is the easier bunt in the same

worm with legs and a mouth. Moderately fast and very tall, she has a fearsome roar and a certain feminine charm

Amponeid bed springs to PHYSICAL DEAD CLASS

# KRUMM

Nowhere's a car with a serious hand-eye coordination problem. Yes, those are his eveballs he's carrying in his hands. Krumm is the slowest monster and has the shortest jump. He's not meant to lead this pack, but you wouldn't want to venture into town without him



If you think the Monster Academy is scary, just wait until you see the Sent to find another red sneak er, your monsters must scare

their you through a gym class That wouldn't be hard for real monsters, but we're talking about Ickis, Obling and Krumm. Nerdy kids will assault them

with water balloons, paper airplanes and basketballs ing can scare off pesky students with a wellphodered





# MONSTER TIPS



few hidden sites worth seeing in the

#### TRASH STASH



never know when you'll see such valuables as this

# **BACK TO GHOUL**

As your terrible trio will find out, it's hard to get through school Dodging balloons and balls, you must guide your monsters from the gym to the library.



Your monaters' chances will en dearn the toilet if you don't finish their mission soon Fortunately, a shortcut is only a hop, skip, and





You need speed to beat the junkyard doe. so use Ickis. Jump across the screen as

Fido attacks was He'll run only until he reaches the end of the seven. Jump to safety. then turn and throw earborn A couple of hits will make him turn call and run.

AL DENTENNE DOWN



a flush away.

When safety looks out of reach, Obliga's your gal. Select her as your lead monster then press the X Buston to have herefimb up her buddles to form a tower. Remember to hit the immp to send her extra high.







# YES SEWER! NO SEWER!

You've passed the first part of the Gromble's midters exam-BIG DEAL! It's back to the source for more



# GROSSED OFFICE

Neither wind nor rain may stop the mail, but your postman has never run

up against Real Monsters. If your monsters don't watch out here, they may get stomped by a surprise package or two.



# DON'T BE A WASH OUT

and monsters caught daydling will be swept away. Don't stop to look-the water level is rising quickly and you must get to high ground before its too late.



fist-there's food and an unition everywhere. In the world of

Real Monsters one spoiled apple can make all the difference.

After dodging packages and scaring postal work ers, you may be ready for a break. Here's a secret

room where you can pest with no fear of being mailed er manled

# OTHER TROUBLES

Just beating a few nerdy school kids and some fired out postal workers doesn't get you through this exam. To pass this test you'll have more trips to a

shooters mall and eventually the house of the Monster Hunter The Gromble doesn't pass just any worm-ridden



#### TIRED TERROR You'll have to by some rubber

to flatten this terror with a hit and run strategy. Jump over him as Ickis and run to the far left side of the screen. Switch to Krumm and throw trash at the tire in the ceiling as he steps under it. Now switch back and jump over him to get to safety. It takes several hits to win.



# whatliesahead

worm-ridden

booby cats that popout of





# HEART OF ICE

Mega Man's coolest opponent barks deep in the frozen waste lands, where discounts he frozen deeping lacters and the ground is a sheet of ice. His name is Freeze Man, and

when he tells you to chill out, he'll you wer rold and freeze your assets.

with the letters R. U.S. and H. If you collect them all to soell RUSH, the world's

pelled pooch





# IN THE CLOUD

From the icy depths of Freeze Man's Iair, Mega Man now climbs to new heights. When you're looking for someone with a name like Cloud Man, you should expect his hideour to be sky high. He may have his head in the clouds, but Mega Man will make him fly right.



















If this guy decides to sell his stuff, he can have a big garboge, garage sale, He's lunk Man, and if you don't like his waste, taste just send him a litter, letter! He lives in a dumpy world but ask him to move and he'd refuge, refuse. POWER-UP? Use Cloud Man's Thunder Bolt to zap the AC adapters and bring Junk Man's machinery to life. reach the Rush Jerabove

































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games first see the light of day in Japan where the category continues to be the hottest seller among all types of video games. In a recent survey of Japanese game players, the top two games that players want are Dragonquest VI and Secret of Mana II. Currently, the hottest ticket in the RPG wars is Mystic Ark from Enix. American gamers will get their chance at Ark when it is released next year as The Seventh Saga II. Tsukuru: Super Dante from ASCIL

a design-it-PPC that Power conered in our July. Volume 74 issue continues to be one of the



year here in the United States. Its successor. which is still in development, is

looking nothing short of phenomenal. Recently looked at some players are willing to put in the of the preview materials on Tactics effort to make their own, custom Ogre. Overall, the look is very

1995

popular epic

games of the

games shows just how involved

they are with RPGs Moving up on

the sales list is SimCity 2000 for the

Super Famicom. We had a chance

to check out this version of the awe-

some PC simulation in Japan last

year. It looked terrific, but to our

everlasting regret there are no

plans for the game to be released in

the United States. This is a game

well get a crack at is Tactics Opre

from the Japanese developer,

Quest. The original Own Battle has

proven itself to be one of the most

Another title that players may

everyone should get a crack at.

more of an RPG feel than while preserving the strategy elements. The biggest difference, however, is in

The overworld mans have the appearance of

classical mans

from the age of

exploration Quest binted

that rulers and

other charac-

ters in the game will give

Tactics Own

original

and charts

the battle screens. The original game featured 3/4 perspective scenes with adversary parties facing each other. In Tactics Ogre, buttles occur on multiple 3-D levels. You actually place your characters in the battlefield to achieve an advantage. For instance, an archer on a ledge may be able to shoot more accurately. The computer places the foes and then the two sides have at it. The 3-D graphics of both towns and wilderness look terrific and characters in these settings are much larger than in the original game. Other features include the auctioning of new warriors and dialogues that occur between characters. Although Enix U. S.A. hasn't made final plans to pick up this game, the continued success of the original Own Battle

1996, which could be shaping up to be an even bigger Epic year than

makes it all the more likely. We're

looking forward to Tactics Ozre

and other great lananese RPGs for



At the dawn of human history, you lead your wandering tribe into a fertile land that will become the cradle of a new civilization, Darkness and ignorance surround the people, but your wisdom and strength will lead them into a shining future. Now you can build a civilization to withstand the winds of war and the sands of time with Koei's Super NES version of Sid Meier's award-winning strategy game, Civilization.

# UNDER YOU Civilization puts you in charge of an entire nation as it devel-

oos over time, from 4000 B.C. to the 21st Century Every decision, from locating cities to waging war, falls on your able shoulders. You will become responsible for the health and wealth of milions of citizens, It's the most realistic strategy simulation game since SimCity, and it's the most fun, too.



# GENESIS

gaming arers for PCs and Macs. The Super NES verhave changed slightly to accommodate the Super NES to computer monitors. In some ways, the changes make the game even better. New icons more clearly represent



# THE PRINCE

The duries of a ruler range across the spectrum of the quality of life. A major part of Civilization requires human activities. In addition to orderine your society, that you direct the research that takes place in your nation.

you must command individual units on the mans of the known world. You'll also meet with ambassadors from foreign powers and conduct talks with the leaders of those nations.

The strategy element of Civilization involves utilizing all of your resources and commanding your mobile units in competition with the other nations. Unlike many strategy games, your influence is not limited to moving armies or growing food History shows that civilizations tend to expand horizons in many fields. As knowledge grows, so

does technology and art and



and the new knowledge that you acquire will allow you to build new units and industries. You will also he given the opportunity to build Mondey of the World that may benefit your nation in many ways. Although you have total command, you must take into If the people aren't content, they won't produce the food and goods that you need. One option is to give them more say in their

ment into a monarchy, republic

One discovery leads to another,

# PARADISE SOUGHT

The goal of Civilization, at first, is to survive and grow in an untamed, primitive world. As the years pass and your nation evolves, your goals will change. You may decide to conquer the world and destroy competing civilizations, but world domination isn't the only goal and it can limit your ultimate achievement. The most advanced civilizations develop interstellar flight and move to new planets. Warmongers may never get that chance. Working and trading with your neigh

bors is often more rewarding than destroying them in the long run. Civilization also allows you to set your own ecols. With so many options and possible outcomes. Civilization provides more replay value than virtually any other





OZ Success





## MUCH ADO ABOUT EVERYTHING

To get started building your own glorious civilization, familiarize yourself with the many areas listed below in which you

must make decisions. Some elements can be controlled as you up the game while others come into play later.

# PARADISO TO INFERNO

you choose. What makes life difficult? Neighboring states many become bos-

Catizens revolt at the drop of a hat. Money may be scarce. Barbarians may sack your cities

ian, Russian, British, French, Egyptian,

### THE SPACE RACE

aren't neces sarily bad guys them nicely, they may be your, friends

streng or weak-make excellent trading partners. Send caravans from your cases and watch the

### BRIGHT LIGHTS, BIG CITIES

The success of your cities depends on three things; mines. Once you've settled in a location, develop it kiching improvements and placement of entirens. Locate cities in areas with lots . of natural resources. If you biblide in an area with high resources for production and a deer scon, would be able to build city facilities and mobile units quickly. Also locate cities on the sea or in river valleys. It's often nice to have coal deposits



using a Settler unit. Build irrigation, roads, mines, fortresses and other improvements. Finally, place your city zen units on the most productive squares to maximize food City Menu shows the map of your saty where you can move unusaround. The bottom box on production when you

move ottoen units

# LONG LIVE THE KING

Defense of the

realm is your first duty. Without mili

tary units, you can't defend your cines



barbarian raiders or foreign powers. Defensive units can be built in a city or sent from another one of your cities. By giving a city Home City enhance your

units, you increase the defenses by peace in that town. You building city can further enhance your

defenses by building city walls (at least until airplanes are developed) and barracks. As your knowledge increases, so will your ability to wage war and defend against attack. Be sure to place strong defensive units in towns while roving units along the roads should have high offensive canabilities

# EPIC

### NATIONAL GEOGRAPHY

To be exploited by your nation, resources must be located within a city's 21 squares of territory. Place a



citizen unit on the square with the resource scon to exploit the resource. If you have a fish icon in the city and place a unit on it, you'll notice that food production and city's income also increases from the extra trade

Citizen unitsappearing on the map as shields arrows wheat-increase as food supplies increases.

### THE ODYSSEY

the game, the known world consists of the map squares immedi



become visible. Suddenly you are aware of forests, rivers, plains, lakes, seas, deserts, oases and mountains, Enemy warriors and friendly tribes also appear from out of the masts. Your earliest explorations will be tentative, but soon you will control extra units with which to scour the continent and unlock its many secrets. In time, you will build ship

the seas land units on the ships, you can deliver expeditions to explore new continents. It Farth holds no surprises for you, customize the game with a randomly

### IN THE BEGINNING...

Epic Center is proud to present a guide to newly anomi ed rulers as they struggle to create their nations. The



following strategies should answer many of your questions and help you build strong civionly the beginning access at any time.

Epic Strategies will help you out with more advanced strategies later on. Civilization itself also helps with advice screens that pop up automatically and an advice feature that you can

### THE ORIGIN OF CITIES

Look for a rich site with extra resource scons for your first

turns, use the best map square available, Ideally, was should place your first city on the seashore (the better for exploration later) and subsequent cities far enough away so that they don't overlan.

### THE ARMS RACE

The first sten is to defend your cities. two Phalanx units after establishing a

build a barracks. The combined defensive might of this strategy can withstand attacks

from much more powerful units. Also, build roving units such as cavalry and charges that can move quickly to a trouble spot. Build roads between your

towns so that units in one city can help defend other cities.

Finally, the best defense is a good offense. It's usually best to destroy close neighbors sooner

## MANIFEST DESTINY

Nations must expand to com pete with the big boys in production of military units. After exploring your home continent select the best sites for new cities. If another, seraker civilization is present crush it mickly and take over





# MILITARY INTELLIGENCE?



ents. Some foreign baiders will take offense at anything. Be tough and don't give pick Tights unless you

## MARCO POLO II

Widen your knowledge and fattern your purse by building expeditions. A trade expedition should include one or more caravans. Each caravan should stop in a different foreign city-the farther from bome, the better. Colonial expeditions should include a Settler unit and a military unit. A second Settler unit can improve the surrounding land of the





### SAIL THE SEVEN SEAS

Transportation improves throughout the game. As first, you have foot units that move a single map square each turn. Later, you



learn to ride horses, you develop the wheel and, eventually, you learn to build ships. The first ships, Triremes, employ rowers They move three man sources each turn, but they can't end the turn away from land. Sailing ships, steam ships, battleships and aircraft





## TIME BANDITRY

One of the most crucial elements of Civilization is the increase of knowledge that leads to new inventions. The passage of time

the

the Wheel wise men be pursuint? Almost all

> "...vour scientists race against the clock...



earlier dis-

for the chariot unit, which is a powerful offen



Hollywood daydreams become a waking nightmare when a boy and his dog pass through the portals of Evermore. Explore the four make-

believe worlds made read by Prof. Ruffleberg and his friends in this Square Soft adventure. Although nor a septed to Secret of Mana, Secret of Evernore looks like it came from the same, classic mold. This is not a

game you can afford to miss. Although Epic Center begins its coverage this month, Evermore probably won't appear in the stores until

November.



# The Show's Over

EBIC PREVIEW

Thirty years ago, Professor Sidney, Ruff Beerg, pagked Evermore into existence in his hilling mansion above the sleepy town of Podmik. But just as the incredible experiment. began, sometimes of wear horribly wrong, and the four dreamers who had seen their imagined worlds become realitysuddenly became trapped in those worlds themselves. Their tunism dreams herame neightunism dreams herame neighma for decades. Then, a boy wandering home after watching a matriner at the Bijou stumbled upon the lab. When his dog chewed on a wire, a devke zappril them assay to Omantopia. There, but the many and the same and his builter, Garlaron, But momensa later he found hunself foring two attacking robots, and then the bor tom drupped out completely and

tom dropped out con he plunged in an escape poel toward the dinosaur infested jungles of Prehistoria, the first of the imagired worlds.







mares and the mansion and its

secret lab remained a dark enig-

# - Worlds of Imagination

nagination - w

Frehntoria, conceived by Elizabeth, who loved her 20th century image of Barney-like dimossaurs, became a savage land where people and beaus volcaso theseem the permittive world, where raptors thrive in the dense jungle and Elizabeth, lives with the control of t

where Camellia Bluegarden and









# \_\_Mana to Evermore \_\_\_

More than half a million players explored Secret of Mana last year, making it secand only to the Levend of Zelda: A Link To The Past in the adventure category. Now. Secret of Evermore adds to the mix of real-time

ma scene sequences. Evermore also lets players customize their own text windows and controller setups, enter their own character names and save sames with the batterybacked memory

action and character growth that characterized Mana with a touch of story-telling and humor that are uniquely American. The mechanics of the game, like the use of menu rings and power

# Dog Day Afternoon

Do you feel like a dog or a man? In Evermore, it doesn't matter You can play either role while the computer

directs your companion.
Your control over the secondary character goes a step further. In the Action Ring menu, you can set the characteristics of your two- or fourfooted nal on a seven-sten scale. For the boy, the scale runs from Defensive to Aggressive. The dog's scale, however, determines whether the dog will spend most of its time searching for nems by spiffing the ground or fighting. You can use the



the boy on a particular enemy while

# The Art of Alchemy

The fact that mankind has sought the secrets of alchemy discourage you. By combining vary



ing amounts of ingredients such as alchemist and possess the right



amounts of meredients first. Then, Alchemy Ring and pushing Down viduals or groups







experiment went berserk, trapping the people in their fantasy worlds, it still left the creators in partial control of their own destinies. During game play, you'll look for each of the leaders and do their bidding. which includes fighting nightmarish villains Fortunately for you they are willing to belp was out in

times of need. Each leader bas spe cial talents that can be called upon by using the Call Beads Elizabeth calls up strong attacks such as Flare and Heat Ways. Horace Highwater the historian, offers a super Heal skill and Confound to confuse enemies Camellia unleashes a Plaeue or Shock Wave, Prof. Ruffleberg can restore your HP or blast foes with the Electra-Bolt, Since Call Beads are limited, use them sparingly.



The enemies in Secret of Evermore range from pesky mosquitoes to throbbing metallic engines of destruction. Beyond the inhabited areas like

towns and villages, enemies may strike at any moment. Your weapons include swords, axes, spears and bazookas. You'll also use alchemy formulas, oh ves, and your fearless

dog pounces on enemies, baring its fangs As in Mana, every attack depletes your power meter and a attack at full power again. Most of attacks and movement par-

terns, but their damage can be severe. But the basic baddies are nothing in comparison to the masters of mayhem who rule the labyrinths. The first major foe is Thraxx, a giant bug that drops maggots then douses you with acid rain while clawing at you with long, spider-like legs. And it just keeps getting tougher. Next month





Unless you follow exactly the same steps twice, no Chrono Trigger game will be the same. This month's Epic Strategy highlights a few of the meaner enemies and unique features in the game. As you leap through time and space, review these tips to help pass the time and save the world.

HE GARGAN-UAN. THE BAD AND THE DGIV

Like other RPGs from Square Soft, Chrono Trigger is well stocked with baddies-in fact, there are nearly forty major mardians in the same This months column buth lights a few of the worst. If you need additional ladp

or information, be sale to check your the new Ningendo Power Chrone Dieger Piner Guide

Azala & Black Tyrano Amfa in a green tizard party level should be wed up with a brue, fire

breathing black tyran-DOSMINUS DEX encounter this dangerous dunity the Tyrana Lair in 68,000,000 B.C. Azalo has only 2,700 hit points and quickly succumbs to Volt Bite and Ice Sword 2. Concentrate on climinaring the green ligard and ignore the Black Terano. Until Azala is removed from the battle, any attacks

ue with two enormous against The Black Tyrano's sough hide are wasted time and energy. Use the Haster Each hand has 2,000 has spell to speed up combat points. After both of opportunities for your Giga's banch are destroyed.

party. After Azala is eliminated, the Black Tyrano lowers his defense and counts down from five When the Black Tyrano reaches zero he breathes fire. While the Hinosau

counts down, unload with Volt Bare and Ior Sword 9 spells. If you cant Hote early on, your should inflict more damage than normal. After beans the purity with the Aura Whirt and Cure Spells

Return to the offensive only after your party is near full strength. The around Level 25

### Giga Gala Giga Gain is a massive star-

hands. This monster is found in the Terra Cave in 12,000 B.C. after woudefeat the Mud Imp and Beasts. Equip the Red Vest and Black Vest prior to engage ing Gigs Gain. Heiner this armor will heal your party. Giga uses his right hand to cure himself, so make this hand's priority parter

attack his head with the Volt Bite and Cube Town The statuck head has 9,500 hit points. The average level of your party members should be arreast 32

Colem Twins The Gelem Turns reside

in the Ocean Palace in 12,000 RC. These yellow besets have pointed heads

and a mouthful of share Their defense is your best offense: they like to copy all of your attacks. Since they replicate the magic you cast against them, be-



remical of your attacks. their healt water wheat they hit with the spell you wish to cav. In other words, conjugathe White Western was attack with furfitning spells, the Rod Vests if you cast water or fee based speller When the Twins mimic sour attacks the armor you selected will hear you mstend of hurting soft. The Golem Wins have 10,000 hit points apiece. Keep your Jessels amound \$5 and trave use Crono, Marle and Avla with the message and combat speed on slow

#### Guardian

The Guardian is a large robotic mechanism found in 2300 A.D. at the Arris Dome Trensmall metallic pods are attached to the sides of the robot. You must destroy both pods before attacking the Guardian. The pods have 250 hir points apiece and can be quickly eliminated with regular weapons.



ettached to both sides of the Guarden rabot in the Arris Done The main body of the robot has 1,900 hit points After the pods are destroyed, the Guardia counts down for five sec-

onds before regenerating new rinds. Use tomes to keén your party near full strength throughout the battle. The average leve for party members should

#### beat or allowe ten • Heckran Hockran is a large lizare

with huge claws and soiles du his back. He lives in Heckran Cave (where else2 in 1000 A.D. Physical attacks cannot harm the lizard. Use magic (Fire, Ice. use fire seells, or except the and Lightning based Blue Vests if you decide to spells) and keep your party near full strength with Aura Whirland Mid Tonics The average level of your party should be around 12. Heckran has 2,100 hit noints

#### Magus

A master magician with long blue hair and a cape, Magus is found at his lair in 600 A.D. and at the North Cape in 12 000 B.C. While fighting, watch the screen for hints regarding which magic can damage Magas Since his vulnerability changes, be sure to watch i pick the wrong magic, the magician. For example, if his 3500 hit points. Kee Mague is weak against

Lightning 2. Sc sure to strength with Heal and Aira What spells, This is a long battle. Magus has a total of 8,000 hit points When 3000 his premes have seen eliminated, the magicum changes his strategy and you can east any spell

to cast usells like Kightnipe.

pagy at full

against him. Heal up your party again when Magus evokes the Dark Matter spell. Keep inflicting damage until the magician calls it quits. If you still have monble with Magus, make gave your levels are at or above 25 and that you're whiching the screen closely when Magas changes his magical barrier to see what



attacks, but you have to closely for any help.

#### Masa and Mune

Masa and Mune are two little elses was meet at the Denadoro Mountains in 600 A.D. These tiny guys transform into a nasty sellow mant after one of them is defeated. Cast Fire Sword and Napalm on Mune (the elf on the right) until he is climinate ed. Mass and Mune in ell

form have 1.000 hit point each. Keep, healed up with Aura Whirl and Mid 20 mes-ties shouldn't be casting Fire Sword and actioning, you would want a Napelin ontil the beest is Soper Tiple Vols Bite or

soust. The average level of spungarry should be at kast 15, best you might find it easier if the levels autieven bigber

### The Mud Imp The Mud Imporides on the

back of a Red or Blue Beast in the Terra cave in 12,000 B.C. Many players are fooled into targeting the Imp instead of the beasts-this strategy makes the battle considerably tougher. The Falcon Hit attack is the best method for destroying the beasts, but you can opt to take the monsters out one at a time. Dispose of the Blue Brood first with cronlar attacks and the Cube Toss spell. Each beast has 5000 hit points. After the Blue Beast is destroyed

use Volt Bite and regular attacks on the Red Beast. Once both beasts are eliminsted, the Mud Imp eventually retreats into the processes of the cave. If you insist on taking the imp out, he has 1,200 hit points.

Your party members

# THE PARCE STRATBOY

30, slightly higher if you're spell and use a few Mid determined to drop the Tonics. The average level Mud Imp first



### Ozzie

Ozzienk a green creature with a long, broad snout and an obese body. He lives in Magus's Lair in 600 A.D. If you're attempting to hit Ozzie, you're missing the mark. Ignore the ugly creature and target the him. Push left or right on the Control Pad to sarvet each switch. When all four switches are destroyed, Ozzie drops out of the picture. Your average party level should be around 20.



### Zombor

A large, two-part skeleton. Zombor inhabits the Zenan Bridge m 600 A D Each half of the skeleton has 1,000 hit points. Use the Antipode spell to destroy the top half of Zombor, then cast Firl Whirl or employ normal attacks to eliminate the bottom half. If the party

runs low on hit points.

should be at least at Level , evoke the Aura Whirl of your party should be

ALTERED If you're stock, curious or

simply looking for trouble. alter your game play destiny with the following tips. Grave News

Many players stumble over the grave of Thomas Levine (Toma) in 1000 A.D. and leave without exploring a new and important area. Go to 600 A.D. and talk to Toma in the Cafe on the esstern side of the world, He'll give you Toma's Pop and ask you to pour it over his grove if he dies Return to 1000 A.D and pour it on the grave this the A Button when you're over the grave). By pouring the liquid on the grave, an entrance to the Gant's Class is created in 600 A.D. You can find the Blue Stone here.

#### The Sunben Desert

Sometimes the smallest and seemingly most insignificant decision carries major consequences. In the Zeal Palace in 12 000 B.C. the party may bump into a girl with a plant. The oir lasks the group for advice should she burn the plant or keep it and plant it later. If you tell the girl to let the plant grow the Sunken Desert will emerge in 600 A.D. next to Figna's house. If you tell the girl to burn the plant, the Sunken Desert will not







### Stage Select

Everyone's favorue earthworm is back, and lim is hopping mad! If the cosmic junkyard dogs are getting you down, you can skip to the next stage with this simple procedure. At any point in the game, just press Seart to pouse the action. Next press A.B. X. A. A+X. B+X. B+X. A+X. After about five seconds, you'll automatically skip to the beginning of the next stage. You can even use thu trick to get to the end of the game.















## FROM AGENT #651

So you've managed to defeat Tanzra and all his demon hordes in both Actraiser and Actraiser 2? Well, here's your chance to prove your fighting prowess one more time with this special Actraiser 2 password. Go to the password screen and enter Xxxx Yyyy Zzzz. This password will zip you to a special stage to face Tangra in his final forms, and there is rumor of an even greater threat that follows

#### FROM AGENT #830 Unlimited Continues

This code will let you continue your trek, no matter how many times you fall into a bog of quicksand Press Start several times very quickly on the Continue screen. The number of continues will jump to 9. After that, the number of continues will never drup, even if you do!





#### FROM AGENT #340 Special Effects

Here are two cool tricks for fans of the now-classic Mortal Kombot. In the two-player Tournament mode. damage one fighter until he's one hit away from defeat. Let the timer run down to one second then throw the weakened fighter. If you do this correctly, both fighters will be able to move off the edge of the screen in the next round. The second trick works against any computer-controlled fighter. Jump over your opponent and kick without hitting him. Repeat this until your opponent blocks then jump over him and kick without bitting one more time. The other fighter will foreze





never have another like this. Sucker purchase



New Pilots, Powerful Planes Use this code to fly as Rabio and/or Lepus in the oneor two-player mode. On the player select screen, hold the R botton on Controller L Press Left, Down, Right, X, Y, A, B, Left, Down, Right, Down, X, Y, A, B. After the new pilots appear, press Start.









FROM AGENT #789

Big Help Surprise your opponent by pressing Up, Right, Down, Left and B on the Player Select screen. Now you'll be able to choose the powerful Supervisor robot! Would you rather skip the trouble of fighting and see the cool ending cinema scenes? Press Left, B. Right, B. Down, Left, Right and B on the Player Select screen.









Press Left, B, Right, B, Down, Left, Beht and B Which each of your apparents on





# RETURN

#### FROM AGENT #413 Unlimited Help

If the Force isn't with you as much as you'd like it to be, use these codes to put an end to the Empirel Wait for the "Start Game" screen to appear, enter a code and then press Start. The debug code lets you access a special menu any time during the game. You can then adjust the starting stage, number of lives, character or weapon being used and the level of health. To access the debug menu with Controller I, hold A and B and press Start. To access the menu with Controller 2, hold Land Randpress Start.

## 99 Lives

Press X, X, B, A, Y Unlimited Thermal

Detonators: Press B. X. B. X. BXBBBY

Debug Menu: Hold L and R on Controller 2, then press A, A, B, B, X, X, Y, Y, A, B, X, Y. A. B. X. Y on Controller 1.





### FROM AGENT #737

Dream Teams and Crazy Balls Soccer fans can now compete with the best teams in

the league or just have fur with these codes. Any of these codes can be entered on the Option screen before a same starts. The special effects (except for the Dream Team option) can be turned on or off during a game

























#### FROM AGENT #369

Get Ahead of Yourself

If you're one of those Tetris whizes who just becease through the first few stages, here's a code that will ket you bypass the borring surff and get to the tough stages in a burry. Hold Down and press Start to make the Option screen papers. Select the A or B game. The game will start normally, but there will be a bear unext to the level number, indicating that you're actually playing ten levels abead of the level shown.









## FROM AGENT #217 More Fun Passwords

Agent #217 comes through with two new passwords for Wario Bast. These passwords let you enter special battle stages, one with Wario and one with Bomberman. The game ends when you're defeated, and the password given to you serves no purpose. Harou's bombins to you.





Continue with All Items Here's a trick that allows you to continue your game from the beginning of the stage you are defeated in.

from the beginning of the stage you are defended in For the truck to work you must locate the I hadson Bee in the first stage, Fern Isle. It's in the left Cave (the third level of Fern Isle) bottom room, which you get to by jumping up and down after you pess the fourth skull. When your game is over, hold Left and peres Siter. The code also lets you retain all your stems.













## WANTED: SPECIAL AGENTS

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

P.O. Box 97033 Redmond, WA 98073-9733





members! Sou can manually control captured drones or you can let them maneuver and shoot according to their programmed capabilities. You can replenish a drone's energy by stashing it in reserve Later, you can recall the drone that is best for a parcicular situation. Surv you're an aree

helpyoneinger HIFOOOD I OCFD

Commission and or the form the Wesport Land.
This frame power fine of the form the third the first the form the form the first the form the first the

MULTI-SHOT

law governor us, Muto-Shaft firms two venopous forward and two to the new in astemato mode, createned dromes will show

REPAIR

neer its cher adventage, though, less interacting to the control Representation of the control R

## YOU HAVE TO FIGHT THE POWER IN 3-D

Diehard shoot-'em-up fans know they mint seath their becks in a fighting senaron With writeal Force, you have to watch above and below as well keep cool and collected or else



BOUNCING OFF
THE WALLS

[veg tighter accessions to accept their limits.]

You'l Lied berriers such as structs battlication that limit your movem Sometimes the Regnarok fighter will distippour from sort of for





BE QUICK OR BE GODE want to survive all the silicon slayers out to ones can appear at any time

gle, so don't stop th<u>inking</u>

#### WELCOME TO DODGE CITY



## herie towers in Stage Two III you hit them, you'll ergy. Wetch out for the drones lying in wait an SPACE BATTLESHIPS













drones sometimes surround power-ups, you have to be willing to take a hit to get some help! MULTI-SHOT



Morale the nucleot resum on far when would fire the participant of the production of the participant of the evenues Multi-Shots have a toucher time



SHIFLD This present this perfector's helpful silvery cure but time deadly because. When it has fficient energy, it self agen and fire like a



# PROGRAMMED

IN PULVERILEG
In each stage you'll encounter Bratt, a grant robot
who's definitely armed and ready. You'll also have to
battle a huge robo-warrior at the end of each stage if

## you want to make your final meeting with Mittgard!

The two helves of this boss reoprocess like tons. West until one half lands before you't seekly then death behind a tower. You're self-tone than there.



#### EVE THE JUBY

The lower of these gives speciately with eyes fires slow but deadly heart seeks mission, so take the other out first by staying high thron you've destroyed it, to



Bon't even bother trying to destroy the drones that crobe requed the absistron polacie. They're

that broke require this skeletion cyboro. They revirtually indestructible, instead, temp I amp innet the cyboro's eyes and mouth. Exeryone back earth topes your aim is true!

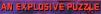


ENCLUSIVE PREDIEWI

imim.

It takes guts and smarts to fly an alien starfighter like the Ragnarok. Have you got what it takes? Jump in to the cockpit and find out?

VOLUME 27 21



What would happen if you combined Dr. Marlo with Bomberman? You might end up with Panic Bomber for Virtual Boy. This action puzzlengives you all the ammunition you'll need to blow away the computer-

ized competition. Can you conquer nine boss opponents, collect the three medals of power and bring back the Golden Statue? Just don't panie!



# THERE'S A FIRE

The name may be Panic Bomber, but the last thing you can afford to do is panic. Cool heads will prevail and nab the three prized metals from the head hombers who oppose you in this split serven, puzzle action game. Although Panic Bomber was the prized metals of the prized beautiful to the prin



Soft, Nintendo may ee up publishing it this fa Like many Tetris-lil games, Panic Bomb involves falling block You line them up the





EXCLUSIVE PREVIEW

## RUBBLE-IZE IT

When you clear a group of blocks, an equal number of unlit bombs

appears at the bottom of the screen. Using a

lit bomb, you can blow up blocks and bombs, which adds the

resulting rubble to the

screen of your computer opponent. The

creen is filled to the top.



range, but it finshes along several lateral blocks and sets off any unlit bombs. The goal is to create a mass of bombs then ignite them with a lit

of bombs then ignite them with a lit homb when it dippears. Decker Bombs (the biggest, haddest hombs) appear infrequently, but they tear out huge chunks of blocks of all types.

STACKING BOMBS

tracepitally, you went to create a stack of unional tracepital between all at once. The mable that pass of the your opportunity sorress will be difficult to mean the difficult to mean the second on tight.

DECKER BOMBS
The Sig Decker Been's citize out five lies blocks, but they don't above up nory also entitle your rests your motor by clearing bit. The large been decayable as your first.

e Fembs alter out the Leas of ey fan I alter up nory allan your meter by clearing Media: to descontes as soon at it bit, in it's tricky to more ever in BAD OMBERS

Hudson Soft hased the chargeters in Panic Bomber on their classic Bomberman game

characters. In fact, your goal is to find a golden statue of Bomherman himself. Every stage guardian challenges you to an action duel. (The guardians live in different

parts of the Island where you search for the statue.) As you progress from one stage to the next, the enemies become faster and smarter. Even on the lowest of the four levels of difficulty, they some becomes

outriculty, they soon become very tough. The action (takes place on screens with scrolling backgrounds feathering fanciful names such as Bow Wood Ruins, Zumimi Forest, and the Slippery Descrit After every three

Descrit After every three stages, you meet aboss. If you win, you'll earn a password,



## FIRST

lenge you to three relatively easy matches Balom, Kurin and Romberwolf each move

slowly and make lots of tactical mistakes in placing blocks. Watch the vertical Decker Bomb Meter to know when you're getting

close to earning the big bomb.

SKULL MODE the Skull Mode, some of the isems you

thers are belpful to you. The Bombs-to-Bricks item turos

## ompire

The Bompire is the final boss in Doom Castle and your ultimate challenge. The est two out of three matches should be enough to get even sie coolest customer in panic mode; especially when

Bompire keeps adding lines of blocks to his stack.



up your opponent's space as quickly as possible. When you blow up bombs on your screen, your opponent receives a line of blocks at the bottom of his screen. Some

items also help you fill up your opponent's space with extra blocks. Blow multiple lines blocks at one time to fill up multiple lines

**AVE YOURSELF** 



## Bricks are the bane of existence in Panic

Bomber, if you become bricked up, remember don't panic. Instead, look for the Bricks-to-Bombs item. Of course, it may not come at once and panicking may seem like a good option. A better use of your time is to keep

#### your blocks in rows or to clear them away. TACKING THE DECK

Strategically placing bombs and blocks is the key to your success. Move falling blocks quickly into patterns that clear regular blocks away and add ers of bombs. Leave access to your rows of unlit

bombs, You ver knov when a lit will sear. Cripple



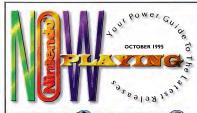
sight of a Decker Bomb. The Big D can blow away five layers at a time. The Decker Bomb Meter fills up only as you clear blocks, and you have to clear a lot to earn a Decker.



DECKER-LARATION calculate when and where to use it. Your Skull items by eliminating layers w









se Date ..... October 1995 ory Size ......16 Merabits

he comic creatures from Nickelodeon star n a Super NES adventure.



Vizcom New Media steps into the winners circle for the second time in the last few months with Aahhh!! Real Monston for the Super NES, Based on the Nickelodeon cartoon of the same name.

young monsters in training: Ickis, Oblina and Krumm. Fach of our hideous homes has a special shifting something like the skills of the three norsemen in The Lost Vikings, The mousters must combine their skills in order to pass puzzles and obstacles. The backgrounds paint scenes rich in goo and oose, but nothing overly disgusting, Instead, expect a comic touch. This month's Power review will help you plan your path through the graefing Monster Academy exams.

Excellent graphics and sound Good pame design with puzzles and action. Fair, Good for all skill levels, but not overly challenging.

## DISNEY'S ALADDIN

se Date ..... October 1995 mory Size.....2 Megabits Aladdin faces lafar one more time in the legendary deserts of Arabia as Disney's

classic comes to life on Game Boy. Virgin's design of Aladdin for Game Box is based on the Genesis version that received so many accolades two years aro. In fact, the translation doesn't lose that much except for some play control and speed. The same error Disney animations add a lot to this game. Virgin made excellent use of the Super Game Boy enhancements to create a colorful border.

good screen palettes and a solid musical score The platform game takes Aladdin through Agrabab, the Wonder and on to the palace. Cinema scenes. set the scene between

areas. Aladdin snaps his rue and throws apples at the guards and other foes while springing over

obstacles, scaling ropes and collecting nems, Good graphics and sound. Good use of Super Game Boy enhanced teatures Variety of action

Slow play control

#### BATMAN FOREVER



Gotham's greatest guys gang up on Two-Face and The Riddler in Acclaim's actionpacked title for the Super NES.

Acclaim and Probe have combined their talents in the creation of one of the more unique action games of the year. Batman



movie and, for the first time in a Batman video game, lets you choose between the Caped Crusader and the Boy Wonder. Two-Face and The Riddler provide the ultimate challenge, but you'll have to fight through eight levels of some of the toughest thurs in video gaming history. The action takes place horizontally and ver-

tically and makes use of a wide assortment of tools. Forever features truly sumping graphics, but they are so detailed that they seldom fill the entire screen and the graphics for each area must downloaded

separately video RAM, resulting in lengthy pauses in the action. The good and the bad doesn't stop there. The fighting design goes beyond most scrolling fighters by requiring players to mix moves and use combos. The AI of the bad guys is also very well done. On the down side, some of the actual play control is awkward. The bat grappling book requires the use of the Start Button, Weird, When all is said and done, however, action fans won't want to miss this game. Just a glance at the mouth-watering graphics in this month's Power review will make you hungry for more.

Expellent graphics, animation and sound. An interesting and salenging fighting system for a scrolling fighter

Poer use of the controller Long access times.

## BATMAN FOREVER



The Dynamic Duo cleans up Gotham City one more time in this Game Boy action romp from Acclaim.

The Game Boy version of Batman Forever takes a different course than its Super NES version counterpart. In place of intensely detailed graphics, this game utilizes simple graphics and animation. The stages once again follow roughly from the film, but they don't match the maps found in the Super NES. Fighting follows a similar pattern to that in the Super-

NES game, but the enemy AI has been simplified and the combat is much less difficult Some of the actions require absolute precision to score hits or when shooting the grap-



pling book, which can be frustrating since there are no clues telling you where the action should take place, Probe developed this game along with the Super NES version, but clearly had more success on the Hi-bit olatform.

Fairly good graphics and anniadion

ry poor game dissign. Confusing controls: Unclear goals: Let de hting challengo. No use of Sapor Game Boy enhanced feature it the Sapor NES version instead.)

## CIVILIZATION



The award-winning Civilization arrives this month for the Super NES, packing all the fun and strategy into a Super NES Game Pak that computer gamers have raved about for years on their PCs. The game's name says it all. Civilization asks you to create a global civilization from scratch. Beginning 6000 years in the past, you must guide your rustic tribe from the stone age to the space age. The game ends when you leave earth to begin colonizing the stars. In the intervening millen-



mysterious often hostile world around you, You'll learn the secrets of nature, estab-

sowns and cities, fight buttles, build mads, collect taxes. raise armies, erect temples and sail around the globe on journeys of discovery. The scope of Civilization seems daunting, but the interface of the same is easy to master. Play revolves around your many different types of units. During each turn, you can give each unit one command. Units are displayed as icons on a map and can be moved using your Controller or Super NES Mouse. Don't miss this month's Epic Center review, then start building your own civilization.

Excellent strategy Great replay value The graphics aren't as sharp as the PC version and the worlds are left smaller. The controls take some parties used to.

## FOREMAN FOR REAL

ase Date ......October 1995 mory Size.....2 Megabits Honey, I shrunk the Champ! The once and future champion of the heavyweights

slims down to Game Roy size George Foreman lends his name and face to this boxing game from Acclaim, but his talent for knocking out the competition never made the transition. Twenty boxers in all compete in exhibitions while 15 duke it out in the

tournament mode. but only Big George is the real thing. In the tournament mode. you don't get to fight as Foreman, but you'll meet him in the fifth and final round. include Options choosing the number



skill level of the appagent. For more on Foreman, check out this month's special Game Boy Sports Scene. Good graphics, although the graphics are slow.

Very slaw play control Mo Super Gome Boy enhanced features. Dodgy't had like real bosins.

## MADDEN 196 DMG

The EA Sports/T+HO connection combines

for another score with Madden '96. If you want to take pro football action on the road, nothing delivers better than T-HO's Madden '96. It also looks



pretty sharp at home on your Super Came Boy. Once again, the Game Boy version of an EA Sports title preserves the essence of play on the small screen-not an easy rask. Madden '96 contains the new

teams and cities of

the NFL but it doesn't have the NFL license or the players. What it does have are the same features that have made Madden games the number one football series in the video game world. One special new feature for this work Madden is the ability to customize your play book by giving players different assignments on selected plays. The programmine team at Halestorm did a terrific job. They sacrificed a bit on graphic detail to retain the speed and play control, which turns out to be a great choice. See what we mean in this month's Game Boy Sports Scene

Spod play action. You to the Madden series Custom play books. to player action on Super Game Boy Password. Ties confield characters

## MEGA MAN 7

mory Size....... L6 Merahits Capcom returns to its winning ways with another Mega Man marathon for the Super NES.

Just when you thought Dr. Wily was washed up and hung out to dry, Mega Man storms back into your life to tell you it just ain't so. Cancom switched it's tune about 16-bit. gamme, proof that the Super NES is still the platform of choice for the majority of gamers. And those gamers may well choose Mega Man 7 as their game of choice. Mega Man and Rush return to bastle Dr. Wilv's frendish. robots. As above you'll collect special weapons once you defeat the guardian robots. Those powerful weapons can be used against other robots in turn. Rush, the mechani-



functions. including Search, which he uses to sniff out power-up items. If tem, you can probably buy it at

Eddie's Cybernetic Support Shop. The Mega Man series has always combined excellent play control with a fast-paced stame and fun characters and Mera Man 7 is no excention. Blue Bomber fams should rurn to this month's Power review

Great graphics and play control. Few surprises

ate ......luly 1995



Memory Size..... Megabits NHL Hockey for Game Boy is back on the ice with a special review.

You may have noticed our Now Playing blooper in the July issue designating NHL Hockey 95 as a Super NES game. The Super Game Boy pro-

NHL HOCKEY '95



gramming good, but not quite that good. This month. Sports Scene takes another look at this EA Sports mini from T. HO/Malibu.

Good craphics but slow animation frame rate

Slow action and play control. No two-player option.



The first nuzzler for Virtual Roy males a blast. Compete against computer opponents who want nothing less than to blow you into little bits. The Tetris-like action of Panic Bomber involves liminating blocks by matching up three-in-a-row and bombing that can blast entire chanks of blocks. If you blow up a line, your computer opponent will suffer the consequences when

extra blocks are added to its screen. If the screen is filled un to the top, that player loses. It takes stratory and quick reflexes and most of all, you want to avoid panicking



Fun, fest puzzle action

Doesn't make good use of Virtual Boy's 3-D capability

PCA TOURNAMENT INVITATIONAL

the links without even linking up with T+HQ's Super Game Boy duffer duel. Whether you play a



as a two-obover

practice round, enter a tournament, or challenge the pros in a skins match, you'll find a challenge in PGA Tour Invitational The latest convert from EA Sports for

Super Game Boy features five top tournament courses. that include Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale. The game puts a premium on strategic shot-making rather than the mechanics of swinging the club. That's also true of the original game from EA Sports. You can also play PGA T.L.

game, or you can match your skills against those of too pros like Tom Kite. For the full tour, don't miss this month's Game Box

Bood play control. Variety Strategic challenge Two player option Good as of Super Girne Bay enhanced features. Simple shot-making



Zords fighting one-on-one! Stop the presses! Hide the dog! What will they think of next? Let's face it. Fighting is what the Power Rangers do best. and in this game, Bandai let's them duke it out using the giant Zord units and assorted enemies from the TV adventures. Thunder Megazord. Mega Tigerword. Ninja Megazord, Shogun Megazord, Silver Horns. Lipsyncher, Goldar, Lord Zedd and Ivan Ooze wait for your commands and fighting skills. The one-player

mode employs the traditional tournament sequence with Lord Zedd and Ivan Ooze as the final opponents. Players would be wise to master their special moves before taking on this exil



duo, Fortunately, that won't be too hard. Mighty Morphin Power Rangers: Fighting Edition puts a premium on easy stame play. The designers knew that a lot of fans might be pretty young and that they wouldn't have had much experience on the big arcade farhting games. If you're quarter a warrior. though, you mucht still find MMPR Fighting Edition is a kick if you play against another master

Fundstracters and some cool, easy-to-perform moves. A good two-player garse, aspacially for Power Ranger lane, More funds anyou might their.

The one-player mode of fors no challenge to experienced gamers.

## PRIMAL RAGE



If you have the stomach, Primal Rage has he happy meal, lust make sure it isn't you!

They're big. They're ugly, They're gods, and they're back for a blood sacrifice after millions of years of loafing about in the deep freeze. In Primal Rage, the gods flight for the right to rule the earth and its people. This tasteful concept was first introduced to the world in the arcade game that featured seven monstrous combatants, Sauron, Talon, Vertigo, Armagon and Diablo seem to be refugees from Jurassic Park while Blizzard and Chaos look like they just uprooted King Kone's family tree. The Super NES preserves the charthing about Prunal Rage for the Super NES, Be pre-



caten, then Rage probably isn't your cup of tea. Don't miss this month's review and remember to wash your hands after playing.

A great variety of special moves, but some are pretty gross iraphics nowhere near arcade quality Unevenchallenge

acters from the arcade game and their rude assortment of moves. The moves turn out to be the coolest

#### R MARIO WORLD 2 VOSHI'S ISLAND



he magic of Super Mario World returns in one of the biggest, most beautiful games



Shigeru Miyamoto, the master who created the Super Mario and Zelda games, introduces the world to a new technique called Morphmation in Super Mario World Yoshi's Island.

attention, it's the game play that gives you a reason to ignore the rest of the world until you finish the game. In Yoshi's Island, you control Yoshi, the little dinosaur from SMW. Baby Mario rides on your back, and if you lose him, you have to begin again. Yoshi swallows just about everything you find, but be can also turn items into easy. and throw the eggs at enemies. But the real magic comes from figuring out the complexities of each area and discovering all of the cumpingly concealed hidden areas. bonuses and items. Yoshi's Island covers 50% more area than SMW and you can cover some of that with Power's coverage this month.

Super graphics antigame glay Excellent play control Tons of Below Mario's crysing may be the most phropings sound in the

#### VERTICAL FORCE



Memory Size...... & Megabits

In your face in outer space.

On the surface, Vertical Force may seem like not anoth-

er space shooser, but there are really two surfaces or layers where the action takes place, and that maskes for an interesting new game play experience. As you fly along, blasting enemy spaceshaps and grabbing power-up items, you'll notice a second layer of activity in the tiles tenne below your ship. At the press of a Controller Batton, you can shift your lighter down to that level. Back and forth the active rages, from the top level to the bottom. Strategically, this design gives players new opportunities for ducking out of danger while in also presents new dangers for leaping small time the path of and toke a risk without or or is earn to like most by Pater.

Good sci-fi Precise play control

Standard shooter

## Standard shooter

	A	M			IE/	M	) 25
TITLE	Few	ER ME	EN HH	INGS	FRITOR	ulfins.	GRME TYP
AAHHHIII REAL MONSTERS	3.7	3.2	3.5	3.5		K-A	ACTION (
DISNEY'S ALADDIN	3.3	3.3	3.2	3.2	V	K-A	ACTION
BATMAN FOREVER	3.5	2.9	3.1	3.0		K-A	ACTION
BATMAN FOREVER	2.9	2.4	2.7	2.7		K-A	ACTION
CIVILIZATION	2.9	2.8	3.4	3.8	0,0,0	K-A	STRATEGY
FOREMAN FOR REAL	3.1	2.4	2.7	2.7		K-A	BOXING
MADDEN 96	2.9	3.0	3.2	3.0		K-A	FOOTBALL
MEGA MAN 7	3.5	3.5	3.2	3.5	<b>x</b> ,*	K-A	ACTION
NHL HOCKEY '95	3.0	3.1	2.8	2.8		K-A	HOCKEY
PANIC BOMBER	3.0	3.4	3.2	3.5		K-A	PUZZLE
PGA TOURNAMENT INVITATIONAL	3.1	3.3	3.3	3.2	0,0	K-A	GOLF
POWER RANGERS: FIGHTING EDITION	3.2	3.2	2.8	2.8	*	K-A	ACTION
PRIMAL RAGE	3.4	3.0	3.2	3,0	te	т	TORNAMONT .
SUPER MARIO WORLD 2: YOSHI'S ISLAND	4.4	3.8	. 4.2	4.2	*,*,*,0,*,*	K-A	ACTION
VERTICAL FORCE	3.0	3.4	3.1	3.3	_	K-A	SHOOTER

## Power editors, then check for his or her seal of approval above

\* Leslie

RPGs, Puzzles, Adventures

\* Jeff
Action, Sports, Fighting

Fighting, Simulations, RPGs

\* Dan
Action, Adventures, Puzzlas

Terrig
RPGs, Simulations, Sports

These lindependent Digital Software Associatings reflect appropriate sizes for players. The caster gones reclude EC-Elly Childhood, Kar-Kids to Addis, Till Sen (1941, Mr-Mattur III-), Ar-Addit (184) Melike Ration From Constant the IIISA Constants.

Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR+No Rating To contact the IDSA regarding the rating system, call 1+810-771-3772.





Go from Zero to Hero-put on a Power T!



NINTENDO POWER

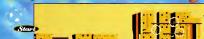
NINTENDD POWER
PLAYER'S POLL VOL. 77
RO. 80X 97052
Redmond, WA 98073-9762

886 New Live Presidence his Received. The Missis red characters are Topic



DIENE

In order to win this level, all you have to do is walk across sown. Of course, the paker guards are us or is top you. The key to winning the replies used a guidely always great the sound to the proper used to the first of laterest are circled on the maps.



# Life in the Desert

If you'liked the movie Aladdin, you'll love this game. Virgin Interactive Entertainment and Doney Software have

managed to capture the sights and sounds of the movie and crain them into a tiny Game Boy Game Pak. You wander the streets of Azrabah and visit the Cave of Wonders. Just Exent you can the SNES Abdelin lives by his speed, the former by the Speed Abdelin lives by his speed, the former by the Speed for and a to a fine by a deline of the former by the speed for and a to a fine by a deline of the fine by a deline of his wits, and his apples.



# ALADDIN

## Tools of the Trade

extended trip to the Sultan's dungeon. Remember, there are notime limits on this game. If you're having trouble getti

As a thref, Aladdin has learned a trick or two. Whether running from guards, flying on a magic carpet, or climbing a



APPLES The best way to keep the doc for away is to avoid sword hands by throwing applies at



VASES Wass work as place markers When you lose a life, the game



#### with Jasmine and an to a particular gem, try again. There's lots of time. WATCH OUT, THEY SPIT!



Camels may be uply but they can be use sump on their backs and they will spit.

©1993 The Walt Disney Company,©1994 The Virgin Interactive Ent.

#### WATCH FOR FALLING POTS

If the guards don't get you when you're running through the streets of Agrahah, the falling pots will. There are people throwing pottery out of some windows. Keep



that's no thing compared to what the guard has





ow Aladdin leaves the streets in search of the maric scarab that opens the Cave of Wonders. It's a good thing he's athletic. The scarab is highlen in some desert ruins. Watch our for snakes and sofkes and lots of groards. Both parts of the scarab along with other goods are circled on the map below.



#### HOP ON TOPS There are two good reasons to

jump on too of these palm trees. First you can collect apples and second, it's the only way out of the ruins. Jump from the ledge at the



## GETTING THROUGH

The ruins are filled with hidden treasures, including half of the marrie scarafe but the only you to find these gems is to search everywhere. Don't just scout around the tons of the buildings, jump to



es to lyt the snake before it can bite NINTENDO POWEA

## 3 FINDING THE SCARAB

You can't leave the desert without finding both halves of the scarab, which are hidden in the center of the ruins. If you get to the end of

the buildings, go back, cross the ground level ropes and you'll see the treasure dead shead







Peddler, pull down on the control pad and he'll open



ALADDIN















Stage Four

Now that Aladden has both halves of the search, all that is left to do is get to the Cave of Wonders. Too bad he's been locked up in the Sultan's Dungeon. Anyone can ret out of this hole-you just have to watch out for bots, traps, and exploding skeletons. No problem?

Bats and gigantic wrecking balls are just two of the obstacles that await you within the - Sultanix gloomy diagnor.



feature missing from the

Game Boy version of lam

is the multi-player headto-head mode. In this

respect. Acclaim throws

an air ball. While Game Boy does have a multi

# SPORTS SCENE

## SPORTS

Fall is a sempler ful time of year for

sports fanatics - a smorgasbord packed with spec-CYCEY venue. Think about a time honored tradition this time of war: The big wait.

You go to football games, you wait in line. You get up to get food, and you wait behind some guy ordering a dozen bot dozs and thirty-two soft pretzels. Why wait around with time on your hands? Grab your Game Boy and make the most of the moment. This month's edition of the Nintendo Power Examiner explores the portable possibilities of the latest games available for the Game Boy. We've pounded the boards, walked the links, grappled on the gridirons and hit the ace to bring you games from all corners of the sports world. There's a lot of ground to cover in this month's review-grab your Game Bow and get on the movel

MAKE THE CUT PG

GET REAL

NINTENDO POWER

## INBA TOURNEY JAM options The only major



player adapter, it is not used in Tournament Edition. Four players care alternate play against the computer, but without the umpredictable moves of a human opponent. Game Boy's narrow Start Button doubles as the Turbo button, mak

By Acclaim it as tough to The top sellhir as a half ima arcade the final Whether or portable! not you'll like NBA Jam Tournament Edition for NBA Jam Tournament Edition

Game Boy gets basketball fans in the "...includes killer slam dunks, lightning fast passing and a huge vari-

depends on what you're looking for game. If you're dving for a fun basketball game on Game Boy

ety of player options..." Tournament the same elements available in the Edition is what you've been waiting blockhuster Super NES hit, includfor, but if you're looking for a close ing killer slam dunks, lightning fast

passing and a huge variety of player

game with the

firel) superstars of

the NBA. This fast

moving, password-

employs some of

bottest (be's



## CATCH FIRE WITH WINNING COMBINATIONS

While NBA Jam Tournament Edition fans frequently agree to disagree on which team combination dominates the game, player selection is often = the key to a win-

can review all of the possible play-

**VOLUME 77** 

ers for each team. Choose your players based on their shillings and r game strategy. If you like to ot from the top of the key look for a player with

strong three-point skills, like Chicago's

record based on the

review all of the statistics for each Sacramento's Richmond. If you player. Every player in the game is prefer playing inside rated from zero to nine in eight caror using high flying egories, including speed, threedunks, select the pros point accuracy, dunks, passing, with speed and good wer, steals, blocks and clutch dunk ratings, like shots. Using the A or B Button, you Houston's Olajuwon or Scattle's Kemp.



**IAM COMBOS** 



eniov PGA Tour

Invitational. While was con't customize

the individual clubs

in your bag, you can select from four dif-

ferent combinations of clubs to suit your

style of play-experienced players and

beavy hitters quickly gravitate to the Power Club set. The

## PGA TOUR MAKES THE CUT

#### By Black Pearl Software

Black Pearl Software tees off this month with a winning golf game; PGA Tour Invitational, a password-

off-course design

and layout are

completely differ-

ent from their

European counte

lenging

parts, offering

land, Woodlands

in Houston, Texas,

the TPC at Scotts

gamo n format PGA

you've played PGA European Golf. you should have no problem adjusting to the play control features in this game, but don't be put PGA TOUR®

game lets you alter your stance and Summerlin, Las Vegas, Nevada, or aiming point on the ball, giving

the famous TPC at Sawyrass. Pointe Florida "...golf enthusiasts PGA Tour even should have no probhas a Skins game ontion allowing lem finding plenty to play against eight like about this game... tour professionals. including Brad

> Faxon. Janzen, Tom Kitc. Bruce Lietzke, Davis Love III leff Shuman, Craig Stadler and Fuzzy Zoeller, Two-player action is alternating, so golf

slender tree limbs. Use the pass-

across water hazards, bunkers and

you the ability to fade or draw

word option to save your score after every hole, a useful feature when you're engaged in a arduous thirty-six hole tournament against twenty-seven other tour pros. If you're a fan of golf course strategy this game is packed with deep fair

way bunkers. I long water hazards and random pin

Golf enthusiasts should have no problem finding plenty to like about PGA Tour Invitational.

#### Select a tee time at one of five different prestigious courses, includ-Potomac. Mary-

#### TEE BOX TIPS Hey duffer! Want some quick golf advice? This

ain't baseball! HA! Seriously, there are a few options you want to consider before you drive for the green. While selecting your club for your shot. trees the SELECT button to access your Fade. Draw, Top and Back Spin options. This feature helps compensate for gusty winds and fast greens.





fans need only one

## MADDEN BLITZ '96

By Black Pearl Software

he end zone. Madden '95 includes all the names of the cities with professional football teams

The signs of autumn once again oscewhelm our senses: the bright colors of falling leaves the chill in the evening

Madden Football senuel. Kick off the football sessor in winning fashion this year with Madden 96, the latest in the highly successful John Madden series. If you liked Madden '95 for Game Boy, you're going to love 96 version. This pass-

word-backed game is a far cry from the early days of video football Link up with another player and listen as the quarterback calls plays from the line of scrimmage. You can choose to call time out and review your options on an extensive by of defensive and offensive plays. If

you have Super Game Boy, you really MUST the vivid colors and NES View

all of the gridiron action from the overhead blimp mode, which is the perfect perspective for following those long bombs downfield into

(ses this is the first football come available with: "...Madden '96 is a far cry out a team

from Los from the early days of Appeles-we're football for Game Boy..." talking collecalthough the official seam logos are



missing. Football fans will note that player names are not used in the same, but the numbers and positions correspond to real life. Madden 96 has three modes of pkn; Exhibition, Playoff and full Season, Remember to write down your password if you're working your

way though going for a championship ring in the playoffs. During the

check out

and see how your team's strengths

and weaknesses stack up against the competition. Settle or create a new quarterback controversy by selecting the Substitutions menu during the game. An instant replay VCR mode allows you to bask in the glory of your law play. No morrey how you stack it up, Madden 96 is in for a championship season, and Gome Boy fans won't be

#### disappointed. THE PLAY THE DAY

MAKE If you're leading near the end of regulation time, keep a close eye on the clock. If you're forced to turn over the ball late in the game. don't give your opponent the time to make a comeback. Select plays slowly, using up every second before the ball is snapped. Keep

the ball on the ground and out



an eager zone defense. While this

quickly turn the game over to the other team.

seems like common sense. many players senore the clock. rush through their plays, and

## FOREMAN FOR REAL

By Acclaim

Foreman For Real a -

new title that serves

Select from two

modes of play. You

can out to practice

werr fighting finesse

in Exhibition mode or work your

way up to a match with George

Foreman in password-backed

Tournament play. Matches can last

from three to twelve rounds at

three different skill levels. The best

feature about the game is that you can choose from a large field of eighteen different boxers, each

up lots of variety

and Defense. These qualities are assigned a score from 1-100. Peruse the lineup and select the fighter



that best suits your boxing strategies. For all its variety, a few major drawbacks in Foreman For Real give the game a big plass jaw. While each hover has a different portrait at the start of a match, they all look the same in the ring except for George Foreman who looks nothing like himself.

The lack of play con-Lace up your gloves and get ready trol is the most frustrating aspect of this game. Your button commands to go a round or two in Acclaim's are delayed ...practice sparring or work and your your way up to a match with George Foreman in Tournament play..." half a second

after your command, making it next to impossible to exploit a momentary weakness in your opponent. The moves, when they do work, are outlined in a detailed quick reference chart that takes up an entire page of the





LOST your instruction You might as well lie let the ref-

you out. In the thin field of boxing games for Game Box Foreman For Real coulda been a contender, but because of poor play control, most players might find it down and out for the count.



in Tournament mode, the next best option is to review all of the statistics for each boxer. While browsing through the list, press Down to review the vital statistics of each contender. Each skill is rated from 0-100, and you should pay close attention to Speed. Offense and

Stamina. The boxer for beginners is Keith 'Hammerhead' Glascoe. Keith is ranked first and is a well balanced contender





## NHL HOCKEY HITS THE ICE

#### By Malibu Games

Sharpen your skates and grab your stick! Electronic Arts and Malibu-Games his the ice this fall with the best hockey game ever to debut on Game Boyl. This game is packed with many of the details and features of the best-selling NHL '94 and NHL 96 Super NES Game Paks. All the NHL teams and logos are

here, and the \_ teams play according to the

strengths and weaknesses they showed during

the 1994 hockey season. Follow every check and goal from the over-

head perspective of the peach. If you can't find your players (perhaps



by Zamboni fumes). press the B Button to writch to the teammate closest to the puck. The game has an option for player

substitutions. although some hockey enthusiasts might be disag pointed to find that the names of the actual NHL "...NHL Hockey checks its players have been

Game Boy predecessors changed to protect the innocent or through the glass" honelessly lame. No, you don't have an option to change the names of the players-out whining and ore over it. Players can select from a

variety of scoring and passing methods, including Wrist Shots, Ship Shors One Timers and Dron Passes While graphically rich in detail, the software suffers from moments of

notice after a few minutes of game

ton, the faster (and wilder) the

Slam Shot will be. Give the Slam

Shot some altitude by holding

Down or Up on the Control Pad as

you release the A Button





NHL Hockey checks its Game Boy hockey predecessors into the boards, through the glass, and three rows up into the bleachers.



#### HAT TRICK MATERIAL

NHL Hockey gives players a variety of methods for stuffing the puck between the posts. You can accom-



slower than a Slan Shot a close range Wrist Shot is more accurate and hard er to stop. Slap Shots are a favorite among beginners



You can execute a Slap Shot b pressing and holding down the A button before you release it. The longer you hold down the A but-



# COUNSELORS'





th the forthcoming release of the arrade his, reller Instinct for the Super NES, we asked our resident KI expert, Anton Lee, to assist us this month with a few questions regarding the game. Anton's name is familiar to most KI funs. He frequently answers KI questions in chat sessions at Nintendo's Power Source area on American

On-Line (keyword: NOA).





#### WHAT IS A JUMP-IN COMBO?

A jump-in combo is an opening combination attack that you must begin while your character is in mid-air. There are only three different ways to begin a jump-in combox Jump in



jump-in combo for Glacius is jump, Medium Punch, Fierce Kick, Down, Down/Toward and Fierce Kick. Check out other jump-in combos in the new Nintendo Power Killer Instinct Player's Guide, new available.







Jappines in with a Buck Knoe. Follow with a Guick Punch for a four let Super Combo! Cinder springs in with a Fierce Rick and completes his combo with a Medium Punch Duch

## KILLER INSTINCT OW DO I BEAT THE COMPUTER



he computer-controlled lago can quickly knock you out of the game unless you know a killer strategy. Typically the computer uses a lot of serak quick attacks and advances, that don't leave you the room you need for your favorite combination attacks. Play defensively. Push Jago away with a series of Medium





## HOW DO LEXECUTE THUNDER'S HUMILIATION?

hief Thunder's Humiliation execute (Down, Down, Toward and a Ouck Kick), but many players find themselves tripping up



projectile attacks. Fire away and war and a half body lengths away from your reeling foe and quickly tap out the burron sequence. Your defensed opponent should be a dancing fool







O Humilation moves are a kinder and gentler

projectile.

HOW DO LDO A COMBO BREAKER?

ombo breakers stop any special attack that has three or more hits, All KI characters possess a move that doubles as their combo breaker. You must time and select the appropriate strength attack (Ouick, Medium or



Fierce) to counter your opponent's combination. If your opponent executes a combination starting with a Ouick Punch or Ouick Kick. your combo breaker must include a Figure strength batten Medium strength attacks are broken with a



Sebrowalf rails in with a rampage but Riptor breaks him with a Pierce Kick breaker.

Ouick strength button, and a Fierce strength attack is smashed by Medium strength button. Beginners often use Fierce attacks in their favorite combinations, so be ready with Medium c-c-c-



orabo tambles in with a Medium Punch but VOLUME 27 95

## EARTHBOUND 'HY CAN'T I TELEPORT TO DALAAM?



ctually, you can releport to Dalaam, Many players forget to scroll down their growing list of teleportation destinations, omitting some choice places to visit. Once you obtain the feleportation spell, each town you visit is added to your destination list. If you've visited Dalaam and have the Teleportation Spell, scroll





#### HOW DO LDEFEAT THUNDER AND STORM?

hunder and Storm are a shocking surprise, but a wellconjuged party can short-circuit their attack. The Franklin Badge blocks and reflects lightning attacks. although most players dump this item at Escargo Express after they defeat Mr. Carpointer. Thunder and Storm dislike cold-give them the cold shoulder with a Freeze Spell or

neo. Finally, make sure your levels are high enough to survive the Cave of the Pmk Cloud. Your characters'







meer and Storm's high voltage south fines on their as few Earth Bound parties.

#### WHERE IS A GOOD AREA TO BUILD LEVELS?

hile the best areas to experience depend on where you are in the game, defeating certain creatures quickly boosts your levels. The two monsters to hunt for

Criminal Caterpillars and Fobbys. Criminal Caterpillars are green bugs wandering the desert west of Fourside. The insects are worth 10,000 experience points each. Look for Fobbys strolling around the Belch Base and deep within Lumine Hall. If you're callous enough to defeat these cute little guys, you'll pick up 4,500 experience points per Fobby. Replenish the Fobby herds by temporarily leaving their habitats.







Storm on a few Criminal Caterpillars in the





ou can build up additional lecting the stars found throughout the levels. For every one hundred stars you collect you receive one extra life. Keep a sharp eve out for bonus life items hidden throughout the game, Bonus life items are sometimes hard to reach. so remember the skills each character possesses and use them





## wisely.

#### od throughout each level in Arimaniocs HOW DO I GET PAST THE STUDIO TWO BRIDGES

movie camera blocks the walk left to the end of the bridge. In end of a bridge at Studio the upper left-hand corner of the Two. This problem perscreen is a Skull and Crossbones plexes more than a few aspiring icon. This is a common problem Animaniac stars. Select Wacko (the area-the beidge has a movie camera.



the character. As Wacko, jump and swing the hammer (at the same time) at the Skull and Crossbones picture in the upper left corner of the screen. This reveals a switch that automatically lowers the bridge.

Use Werko and his heavy harmer to jump and



#### Q & A FAST FACTS MADDEN NEL '9 RIMAL RAGE

- San Francisco Dallas Monesati Mary and Patteburgh
- Con you trade players between
- Can I arase the World Records
- Enter the Ophors Meru and change

Next time! Look up in the left-hand-corner and

- Now do Lormaigte the name in One-Piewer mode?
  - A: Enter the Options Menu and resist the Drifto, it v Level to "10" Double sheek your Game Sore setting and make sure it is on Y" Now you can complete the game and see the ending?
- NHL HOCKEY '95 Why can't I tip in Playoff Mode? Tool playoff pomes and only after sadden death overnore. You can be
- during reguler season garnis. (L) If my favorite town loses in the first round of plaugits, can I try with that
- No. but pelo d'accompany to the Dottons screen and select "N Playoffs" (Non Playoffs)

# The Power Players'





Stunt Race FX Speed Demon Brent, a game counselor in Nintendo's Call Center, raced through the Novice Mode of Speed Trax with a time of 7:07:10. This seems pretty fast, but we peeked over Brent's shoulder and STOLE a couple of his secrets! Make sure you choose the motorcycle and use the first-person perspective! The top ten players who beat Brent's time receive four Power Stamps!



PLAYER

It's time to take to the sky and dominate the airline industry! Sixty-one year old Dale Small of Alba, Missouri, worked his way to the top and finished the game with a revenue of \$74,279,740K! How high can your airline fly? The top ten scores ict away with four Nintendo Power Stamps.

Do you have what it takes to fly with the best?

## POWER

#### CHALLENGE Zombies, and other hideous fiends, have

invaded mild-mannered suburbia! Armed with a water gun, 3-D glasses and your good looks (okay, just a water gun and 3-D glasses). it's up to you to rescue all of your neighbors. Run up a high score as you fight to save the world. The top ten ridiculously high scores win four Power Stamps!



Want a super high sogre? Enter "SCOF" as your starting assurptional you'll find an outral bonus state?

ENTER THE ARENA!

Be sero to exclude your name, address and Momber Mumber on the back of your shorts. Soon Power Stamps for use towards the purphese of Super Power Supplies. when you send in your entry for one of our Chellenges. Alterance to the Chellenges. Microsola Power Stell determine the selection of printed scores. Address your printed in this case must be received no leter than November 15, 1995 to suchly for entires to POWER PLAYERS' ARENA P.O BOX 97833 REDMOND, WA 99073-9733 the Fower Stamp prices. The players who best complete a Challenge receive fo



#### NHL '95 Top Record Holders

Best Winning Percentages Most Goalse

Most Savesi

Specificher - treates, Nr. .... (29) 



Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES, first ove your system near your elevision so you can get a h score at the same time n the lights in the room a ttle bit, then take a few pho-

## SUPER STREET FIGHER II

Top Ten Outrageous Scores

Inced Soles-Person ID Robert Hayes - Long Bench, CA . 9,999,999 Christian Mosk - Son Amondo TX Patrick Ouer-Gurnee, IL 9,999,999 Nick Sendelbach - Tempe, AZ . . . . . . . . . . . . 0,000,000 Eddy Microsa - Bradford, CT ...... 9399-941 Boon Ravera - Bullimore, MD ................................. 9,730,389

SCORES

#### THIS MONTH'S

WHATIS

WINNERS FOR-

POWER MONSOO PARK CHALLENGES





RAMBI BONUS STAGE

TA ME BORTYCHOWSO

IRIAN MERCURIO SMI WHIEY CA. ADRIAN ZARENO CARSON CITY, NV \_\_\_\_\_\_792

Mary L. Hermann of Pine Hill, N.Y sect in this stellar short. Great photol tos without a flash. When you are taking a photo of a Game

ural light (NO FLASH!). If are using a game enhance ment device to get your entry score, get a life, guit cheating, and try again without one.

#### DONKEY KONG COUNTRY

MOST BONUS STATUES Wynky Bonus Stage

DIAMSTEVEN TARENO CARSON CITY, NV.....

TANAMICHAEL CLORGA PANCRAMA CITY CA 966 DAVENPORT, IA TARFO ILINN

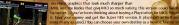
CIDARTOWN, GA..... THE POLICE AND 

**EXPRESSO BONUS STAGE** 

One of the best teals went fighters ever a warming up for its scheduled, release sometime, in October (8e sure togatch the November issue of Power torf ut coverage of MS including special Nombat Kades and a guest over Challet Now Touch to the Challet Normbat Kades and a guest over Challet Now Touch to the Challet Normbat Kades and a guest over Challet Normbat Norm

# MORYA KOMBA

nat. And the answer is, very well, indeed. With all the characters and moves, including animalities,



ii. Save your money and get the Super NES version. It plays just as well and looks nearly as good Jou can choose your own destiny as a sovice. Master was warring and the option set tings include difficulty levels and is handicap turction to gwen things up. In spite of the handicapping, even war for level players will find that to be a challenging again when facing the conjusters.

WINDS, 01 WINDS, 06
SHEEVIN, 9 JAX



WILLIAMS ENTERTAINMENT

# Carlowo Gm dim 2



The action includes jin jumping (with great accuracy that time around), shorting (with a large assertment of automatic according to the property of the proper







this Singr NES, As always, good animation and mart Afmake this FIFA experience about as real all having a screaming soccer heoligan in your face: Dr. Sports has refined the graphics for this year's disemational soccer sequel including animateriar theering tank and injured players writhing in agony. That may not add

much to the game, but the options being able to set your defensive and offenand neverage, which is useful sive strateon

Although the enimation seems a bit disjointed at first, the flow of the game and the speed of the players moving on the pitch seems realistic. The Al truly shares. Computer controlled players move realistically and strategically. This may be the best feature of TEA '96. Unfortunately the version we received at Pak Watch had some seriously exputerrestrial bugs, so we couldn't try all the options. The bugs will be cleaned up before release and Sports Scene will cover the final version next month. With any luck, we'll be able to show you Konami's International Superstar Spacer 2, as well. The early version we saw of that looked very promising.

#### EMMITT SMITH FOOTBALL

The all-star running back for the Dallas Cowboys placed his stamp of approval on IVC's upcoming Emmitt Smith Footboll for the Sude NES. Our sources in the NFL revealed that Emmitt was most impressed with the speci play-making option of the game This allows you to custom design and save ear to of plays, both offense and defense, then use then against real or

computer opponents. Very cool. Although the game doesn't contain any NFI includes Emmitt's

comments throughout the game. Don't mist the Sports Scene review next month where you'll get the final score

NRA-GIVE N GO You probably know this come by the arcade title. Run 'N Gun-the heir apparent to the NIM

joyn title of awe-

some arcade bas ketball /games MRA-GOVE IN GO version recreates the action from the arcades. The

name includes five-on-five action with real teams, stats and players from the NBA. It also features large characters unlike more tradition al b-ball games such as NRA Inv 26. The action was great in the pre-release version but we'll check in arrain once we have the final come in hand.



## TANT RONICLES OMTROOPERS



Hunter or Max Steiner -two Door Propers whose mission it is to clean up the solar vistem from the presence of Algeroth's evil of larger as the Dark Legion The missions drop on planets swarming with heavily armed commies. The game has a definite Control feel.

but without the variety or sh control. Plentiful power-ups along the way! Mitch or Max alive, armed and an



Chronicles again next month to

## land TRAX

cclaim continues to acquire a wide range of iper NES games, all of which should be leased by the holidays. Two of the latest buys re Spawn, purchased from Sony Imagesoft, and Art Trax EX purchased from Electro Brain, Power lready covered Dirt Trax FX in Volume 73. It's a wird, two-player dirt bike experience superpowered by the FX' chip. Spawn is based on the popular comic book series, but the game itself falls into a protty standard scrolling fighter pattern with smole Al and limited moves. Fans of







Rig Hurt\* Reseball

III Final Edition etzky & NHLPA All-stans

F: The Arcade Game





## COMING NEXT ISSUE





The talk of the arcades comes to the Super NES next month complete with a siew of new characters, including Striker, Nightwolf, Sindel and Smoke, and they have all the Fatalities, Babelities and Admedities that made the printed a fament flatter.





Electronic Arts'
Sports Lineup
Next month's Sports Scene features
Electronic Arts' powerful lineup for
the coming year. NBA Live '96,
Madden '98. NHL '96 and FIFA '96



Full coverage of Squ Soft's latest adventu begins in November You'll get as in deat

) <del>Lux</del>















THAT LEAGUE DA

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HOOKBILL THE





RED NOSE

	Section 1		
NAVAL PIRANHA	THE POTTED GHOST	BIGGER BOO	BASHFUL BURT
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