

and the property of the control of t

interespective warms do be written and interespective warms further facility. An improve further facility was a former further facility for the charles for th

methology and name of these ways of the control of

available for the new system. So, put down the clippers, put your ack back on, and fill out the card below, or just call for the latest issue of Nietendo Power. It's time to get a new hobby.



Scrape up your quarters and hot-foot it to your local arcade-but not before taking a long, hard look at this month's exclusive coverage of KI 2. We'll let you in on new moves that'll give you the winning edge!





mastered, KI returns in a killer arcade sequel that debuts in several cities this month. Most of the cast is back, but there are some new contenders on the horizon. See who's new and who's history in this

month's revealing eight-page extravaganza: Unly we can reveal the new characters. New backet New animation. And new, killer techniques. If you head for the arcade without reading up first, you'd

better take lots of quarters-you never know who else gets Nintendo Power!











contents Volume \$1 February 1336

Mego Mon X3,...18 Mech Warriar 3050...28

Toy Story...34 Syndicate...48 Nester's Funky Bowling...74

SPECIAL FEATURES

Killer Instinct 2: Exclusive Arcode Coverage...10 Dankey Kong Cauntry 2: Cronky's Greatest Tips...54 Whot's Up at Titus...78 The Sparts Scene...84

Epic News...55

Breath of Fire II...56 Drogan Quest VI...64 Epic Strotegies...68

Ployer's Pulse...6 Classified Information...44 Counselors' Corner...70 Areno...90 Now Playing...92 Pok Wotch 98 Ployer's Poll Contest, 104

Next Issue...106 Gome List .. 104











17 D

DETALEMIS DATE

Lidse You Just the

I would like to say I form your magazine! Your may us

awesome, and one of the misons I wanted a Super NES instead of a Sega pay arm was because Seen doesn't have a monthly The other mason is that the Super NES is way betterft.

next Nimendo Powert Christopher Bertanica Skannatoles, NY

Well, I can't wait to get my

Hant Block Burners! Since every year things Power, here are some gen-

eral suspentions to make the mag even better

1. More rumors. 2. No comics (Nintrodo) Power is a video game. mag, not a corner book) 3. A totally new Placer's

like two

Player's Pulse sections periore all the earhage about Hollowson costumes, does widere cakes that look like Game Boys and all the other mally lame south

Dave DiRienzi Baltimore, MD

Goo-Goo At You

I would have to question you on the quality of your magazine, it sounds like et's

written for preschoolers. Now it used to be good, but it has gotten way worse since when it was started, I mean it used to be cool, but now it sucks! You namele only post letters for your

magazine and never poor anything "assains" it or anything that says this or that sacks. You gays have your eight-year-old readers eating right out of your bands and

reason Ospe Battle rates so low in the Power Charts is for your eight-way-old readers. Eve played and passed

all the highly rated roleplaying games in your magazine and Oyre Battle beats them all, especially

Earth Bound Charles Summers Wisco, TX

lifece on the lilehas Biddulling?

Is the Nintendo Power Source site on the World Wide Web as good as the one on America Online? Edward LaRusic Clairmont, Alberta

NONGeoff our orline honcho, saw "We've moreting Diddy's Kong Ouest, as well as pot and news on the NU 64 and lots more cool stuff

YOUR OWN MINGS.







most video games as portracien soils as PEFFECH There's a caterofflar on my foot!" Lalso agree with her

However, not all video names are like that. Take Marle or Lucca from Chrono Triange They are perfect examples of how most girls are NOT terrified at the dishlest noise. But Christopher Cardid

No address river Girls in Uideo Games: 2

LaBrie's letter, Pu-leasel She's obviously never even potten a alimpse of Final Fantaw II or III! In FEIL Darka is definitely a force to send exemies scrambling to monsters with Nake, use Meteo to hury her exercises in a flaming meteor shower, or lambaste enemies with that, she pays no attention to Edge's hopeless distingt That does NOT sound like a girl who needs a guy to Celes, and even 10 year-old

Realm can use all the poweriul soe is that Eduar, Sabin

always portrayed as Sdeltbembos," play FFII and FFIII

Gree Louis

Herndon, VI Way to Go Sarahi

Volume 77 from Sarah Laffine Utotally agree with see Speak Cirls don't never prancing around in bildings. pink! I am getting sick of sex objects. At my school that I can look his burn at any same. Way to on Sarah for standing up and speakine the truth!

Andrew W Evota, MN



(DNUNH) (NWDNU)

of me at the Grand Canyon wearing the won in one of your contests a while back Mile Gordon

Lititz, PA

A True-Blue DES Em

Although I have empared Nimorato Preser for several years. I am disappointed to NES has, well, some offit! There are't nothing left! Some of us must rely on actionated machinery such or the NES for our entertainment. Therefore, I will not he renewing my substrintion to Nintendo Power and will save the money in hones of puretually history a Super NES. I hope you understand that, while I enjoyed reading and using the tips you offered before. I given.

Iordan Wissemann St. Louis, MO

t Holpes He



The long-avoited launch of Donkey Kong Country 2 nudges Killer Instruct from the top of the charts after four months of unchalenaed domination. Do you beg to differ! Then write down your numero uno game on the Planer's Poll response card at the back of this some and word and

SAME .	CORPLEY	44	-12
DOWNEY KONG COUNTRY 2 DIDDY'S KONG QUEST	Nistendo	3	4
O SMW2: YOSNI'S ISLAND	Nintendo :	5	5
OONNEY KONG COUNTRY	Mintendo	7	16
4 KILLER INSTINCT	Historio	1	8
5 CHRONO TRIGGER	Square Soft	2	7
6 THE LEGEND OF ZELOA: A LINK TO THE PAST	Nintendo	6	49
7 MORTAL KOMBAT 3	! Williams	4	5
8 FINAL FANTASY III	Square Saft	9	14
9 EARTHWORM JIM 2	Playmotes	11	4
IO SUPER METROID	Mistando	8	22
11 SECRET OF EVERMORE	Scoore Soft	10	5
12 EARTHWORM JIM	Ploymetes	-	15
13 NNL '96	EA Sports	15	3
14 SUPER MARIO KART	Mintendo	14	35
IS MEGA MAN X3	Cepcam	20	2
16 JUDGE OREDO	Accloim	-	2
17 KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	16	22
IS MORTAL KOMSAT II	Accioim	17	16
19 EARTHBOUND	Nintendo	19	8
20 SECRET OF MANA	Squore Soft	-	14

DET MAN FOX

1. Nuniendo Ultra 64 2. Killer Instiner (NU 64) duper Marie Hi 5. Suppression Red 1. Donkey Kong Country 2: Diddy's Kong Quest 5. Cruis'n USA (NU 64) 6. Mortal Kombat 3 (NU 64) 7. Doom (NU 64)

8. Virtual Boy 9. Robotech (NU 64) 10. Chrono Trigge

-	SAMI	COMPANY	25.	
0	OONKEY KONG LAND	Mistendo	2	12
0	THE LEGEND OF ZELOA: LINK'S AWAKENING	Nisteado	,	3.
0	TETRIS	Niatendo	-	44
4	KILLER INSTINCT	Niatendo	3	13
5	MORTAL KOMBAT 3	Williams	4	2
6	WARID LAND: 100H ANNO LIAD 2	Nintendo	5	15
7	DONKEY KONG	Nintendo	-	20
8	SUPER MARIO LAND 2: 1000W	Kintendo	7	13

METROLD III-money or tuest

GALAGA/GALAXIAN

SPAIN'S Top 5



64	M. AINIGHT.		w	3
_	GARE	COMPANY	-55-	-
- 1	WARIO LAND	Nistendo	1	4
2	GALACTIC PINBALL	Niateado	2	4
3	MARTO'S TENNIS	Nintendo	4	4
4	NESTER'S FUNKY ROWLING	Watendo	NEW	1
5	REG ALARM	Nintendo	- 5	4

CAPTITAL IQUITQUV

Recently, I went on a rather borine camping tron with the oil family Thank God I had my Virtual Box When things got really dull. I just found myself a comfy little place on the ground and took VB out of my backpack.

> Gene Sheschuk Matawan, NI

Jones (1)

Controller Duery t read your Sept. '95 issue Othlome 76) and you asked us readers how we like Metual Box. Ethick it has great image and all, but I has the controlled it had one directional oad only complaint. For the rest of it, it's great!



We talked to Mr Mantani who designed the Virtual masons for a second desc-

nonal pad on the right instead of a set of but ment, while the nahr pad

cought up in the heat of virtual play it's easier to recognize of buttons: 3) The second anoter control over very sweeing turnet. Carnes exploring this capability

fBade from the Best. Stuff on Earth

If the Seza Genesis and the WRITE AWAY RIGHTAWAYI

votems, why couldn't the Cenery handle a same like Donkey Konz. Course or Killer Instinct? Aren't games for both sys-

Evan Iscobs Wyndmoor, PA

Sure, games for both nystems are made of programties end there. Richly rendened comes wouldn't look guite as groovy on the Sega Genesis because that system only supports 64 different colors at once, while the colors Moking things even maker of DKC, DKC2 and KI. You'll coly see those Of course if you mally have a thing for heelsphags, you know which system to get.

PHONE DIRECTORY

1-800-255-3700

TALK TO A FAME COUNSELOR

1-900-288-0707 1-900-451-4400

1-206-885-7589

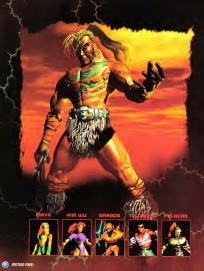
Lets of pre-recorded bulg key Super Micros game for the Super NE unity, Dealey Kong Country 2, Benkay Kong Lond, and Super Panels Out! lows about hat ever games, the NU 64 B

either cool staff.
This coll may be long distance, no before
you call, be uses to get permission from
whomer pays the bill.

To play par 1-000-827-6364, East, 52245. WWW NEUTENDO COM e-mot. Nettendo (Materado.

We've recently made some changes in the look of Arena. What do you think of them! MINTENDO POWER PLAYER'S PLUSE P.O. BOX 97033 REDMOND, WA 98077-9777 E-mail: MDAD: deo@ant.com

NOVUME ST





Arcade Exclusive!

You can't resist it. Die glance reveals that every graphic feature of KI 2 has been reworked, rerendered, and reanimated by the graphics curus at Rare. Nintendo Power worked with the developers at Rare to bring you the first look at the new combatants: Maya, Tusk, Kim Ulu, and Gargos. Ule also reveal the first official moves and exclusive strategies for this killer arcade fighter. This stuff is orbital, from the ultra-realistic lighting and shadow play to the multiple levels' scrolling parallox that give the fighting arenas depth. You'll find detailed anim tion playing throughout the more than a dozen new backgrounds and new animations for all the characters' moves. As for game play, crouching and blocking men't keep you in the fight in KI 2 like it did in the original Killer. The fighting engine new rewards direct attacks, the use of lots of combos, and players who team how to get the most out of a unde rather of super moves. As for sound, KI 2 rocks with new sengs and vocals.





















ant may not know much about the futuristic world of Ultratech in which he finds himself, but he knows how to distch tenemies from any ago. One of his coolest moves is the Back Stab.







K+N K ++1 FK

***** DP Destroyer + K + K + X + FP ++= P/K

Out of the northern weetse and times long forgotten comes the fierce berberien known only se Tusk-







KIM WU

Kim uses a scorching fireball attack to keep enemies at bay. Although the Fireflower won't do much damage, if you follow it with a shadow firece Kick doth, you can get inside and score mass damage. Uke Maya, Kim Wu can be effective in a close, aggressive attack and her Super Mores, one of which is shown here, make her a formi-













ing kicks and





Fireflower ++× QP Super Move:

Snap Bragon + # + # + # + Breaker: + # + P/















When fighting with this amazon as your alter ego, keep up the pressure and stay in close to rack up the most demage on your opponent. One strategy is struce a Flip Rick followed by a punching knife attack. The kick hits high and the





women lives in the ruins of Mayon temples

Her eleching twin dagger atteck takes a blood

secrifice from every opponent pecial Moves:

6+ MK o Kick ++ MP

++ FP ++ FK

←→ WP Cobra Bite Super Mor Tree Eutter +#+K++ EP

Breaker: ++ P/K Little is known at





creature that has teken Euedol'e place at the pinnecle of Ultratech's bloody tournament. but some say he is e living gargoule.









INNER

Not all the new features in 12 require ancessure graphics. This gas one standards in game play strategy and other areas.

cters have multiple linkers, three or more. What does that mean? The

CIPIERS UNLIMITED

Out of the limiting features of the original killer limiting was the lack of ligher variety. Each fighter had only one limits to extend combon. In \$12.2.

in a sum of combinations for Japa alone exceeds one million comb

In a mind-warping instant you just shapped your way through the wildest set of superir and an ultimate to put down your feeble fee. Now, it would be nice to know what you did. I hast's no problem, what with the complete post game stats supplied by KI 2.

no more panger?

Ki without Danger Moves? Well, nort of. You still have game ending move that reduce your opponent to an unspeakable men, but you have fewer lim its on haw to achieve this ultimate victors.





Nor his patient the graphous to a new lovel which the internal approach of Alasta Proversamenter 20 to 20 towers. The Proversamenter 20 to 20 towers. The Highwar come to the with such resolution amenation that you can see than breath and resolve that had been seen to the hearts. Concluding lets of authorities in the hearts. Concluding lets of such resolve in the hearts. Concluding lets of such resolve a place of the heart 20 to be to date.



remember and execute.

RUTO DOUBLES One of the control changes in the new Killer is the way that players launch an auto double. In the original game, you had to know which specific button to hit to get the auto double off your opener, but that system has been simplified in Kl 2. Now, if the opener uses a Fierce Punch, all you have to do to get the Auto Double is to follow up by pushing the next button down the line, in this case, the Medium Punch or Medium Kick. It's easy to



In the original Killer Instinct, you had to know the strength of your oppo-ment's punch or kick if you wanted to throw a combo breaker—quick breaks medium, medium breaks fierce and fierce breaks quick. You had to be able to recognize every move instantly. Now you have a much better chance of breaking a combo. In the new scheme, kicks break punches and punches break kicks. That means that if you notice your opponent throwing a punch-ing auto-double (you're getting pounded by the same punch over and over) you can break into the auto-double combo by breaking it with a kick. The strength doesn't matter and you'll raise your breaking potential from 33%

POWER BRRS

to 50%.

The bissest imposation in Killer Instinct 2 may be the inclusion of the super move power bars. The power bars fill in as players throw combos, take hits, or make particular special moves. Once the power bar is filled, you can throw one of several igcredibly powerful Super Moves for your character. We've included one Super Move for every beawler, but that doesn't mean that creative players won't find more Supers in the game, Each character bas at least five Supers, which we'll reveal later,















MEGA MAN X3

THE KEY TO DOPPLER-TOWN

il doc, a particularly

MORE MAYHEM





- NEON TIGER
 - GRAVITY BEETLE
- BLAST HORNET BLIZZARD BUFFALO
- 5 TUNNEL RHINO
- **6** TOXIC SEAHORSE
- VOLT CATFISH B CRUSH CRAWFISH

GET THE GEAR

A big reason for the enduring popularity of Mega Man games is their high figure-out factor The object isn't simply to stay alive. You'll want one piving up a life! Passagnels o v available from Dr. Litht, Mosa Ma ator. This brilliant and kindly scientist lives on as a









HIS ZERO

time that he is unevailable

नित्र हिंदी है?

Provided you're good at timing your leaps onto the dragonflies, this

should be a fairly easy stage to get through. Defeat this big bad tiger to get its Ray Splasher, a helpful weapon when battling enemies that attack you from above or

I TANKS FOR THE LIFT

them just right. You'll need to not one if



SOUISH THE

MAUL THE WALL

Make a return top to this stage after you've won the Tomado Fane by defeating Tannel Rhino. Use the weapon to drill through this fractured wall and find a Dr. Light capsule. which contains the Double Charge Shot





CENTIPEDE This oversized annellid pelts Alexa Man with spiked eggs, then disappears into the floor or ceiting, only and mandibles. The rest of its body

This mean Heverick is hoted up in the Doppler Town airport/Industri al complex. You can blow through this stage fairly easily, but getting all the special Rems will be tough. Plan on a return trip after you've getten the Triad Thunder and Spinning Blade. When riding the ele-stor, don't Greyet to grab all the power-ups, especially the Lup.



To get to this Heart Tank, dish-same from the platform below and to the nate. Expect to take some hits from the one-



2 ROBOT ROUTE

Getting to this special item that allows you to take a robot rule is touch You'll need the Ast-Dash capability Climb to the top ledge on the right, Jean off and Aut Doch to













If you can, select Chinera, the



LA STELLO RIVIETE STAR LIGHT.

e nesting in a high-tech factory on the outskirts of DopplerTown. Buzz straight through this stage and defeat Blast Homet to get his Parasitic Bomb. You won't be able to get all the power though, without the Air-Dash ch Dr. Light

has secreted near Blizzard

STAR FIGHT to best this gyrating cases of asome-

no need to power up

wall when the star

START

FEETS DON'T FAIL ME NOW

Getting past the deadly spikes protruding from the wall above this conveyer belt is tough. Wait until you've obtained the Air-Dash ability from Dr. Licht in the Dr. Light capsule, where the good inventor has a life. sustainent Frenzy Chin for you.





DXXX CIE/AVHORCIE

u'll have to climb through a beginning of this stage. Many layers have a tough time ell lling into the disgusting of the you've beaten some of t Mavericks, try using some of their weapons. Volt Catfish's Triad Thunder zaps just about anything that gets close, while Crush Crawfish's Somming Blade amakes rawlish's Spinning Blade smokes nemics a short distance away,

TENTACLE TROUBLE

senthil Compared to other profords crafted by De Doppler, this submann-

impulse will be to head for the first elevplatform and clean the top of the goo-fall, you'll have the chance to grab this Heart Tank

after jolting its quardon. Save your special weaponry for later and blast this bruser with your Mega Buster



DR. LIGHT

BODY SHOP Light capsule without first this state. None of the

Reploids have overrun a sub factory! Starting on top of a giant crane, you'll gradually descend into the turbine room

of a submarine before clawing r way back up to the crawish. Dr. Light puts in an appearance here.

A MOST VILE VILLAIN









VOLT CATHERN

The air is crackling with ctricity in the cruel catfish's power plant. All sorts of over-amped gear are throwing out sparks and arcs. Shocking! You'll probably have to take some damage. Just be careful not to stick your rs in any sockets.

2 MEGA MAN'S CHIP SHOT

The sorkes liming the shaft leading to this Dr. Lethi capsule will prevent you from climbing to it Instead, you'll have to use the An-Dash Boots Once you arrive, the dear elector wall





TAKE A DIVE

After grabbing the Energy Subtanto head to Volt Cathsh's domain to erab this Heart Tank Because the tank rests on spikes, you'll have to surrender a life to get it. That's all right. Immediately after grabbing it. you'll want to head for Toxic



upzrade











BUT AVIO BUT FAVLO

Mega Man will need to show some fancy footwork if he doesn't want to fall for Blizzard Buffalo's snow jol Treacherous ice slicks and snowmobile-riding reploids are just some of the hazards awaiting the Blue

Bomber in this tricky stage. Expect to take some nasty falls before you learn how to walk on ice.

2 A CHIP OFF THE OLD DOC

Make your way to a Dr. Light capsule by climbing



THE MEGA-ICE MAN COMETH

dads turns over the soiles and the ice slick to much





TUMNAL RAHINO

This is the first Maverick r fighting throu Maverick Hunter head arters. That's because it's easiest to get an Energy Subtank here. After traversing the

series of conveyer belts hop to the upper righthand corner of the roo to find the Subtank. If you've passed the wall-crawling reploid bugs, you've gone too far.

MEET THE ROPERS Iriad Thunder you got for zapping Volt Catfish and the special Arm Chip from a Dr. Little capsule. Use the Arm Chin to





2 A TANKFUL OF TROUBLE

He'll also try to impale you with his willwork. Mannabile the driver will winch himself out of the tank. While hand top from the critice with one are, he'll use the other to





MEG IWAH KUM 3U5U

the balance of power in your favor. Clon Walf is now poised to take control of the warring hauses and unite the galaxy under o single banner—if you're



BATTLE OF THE STARS



Activision's familiate adverture/simulation. This game learn more towards battlefield action than the original Mechinamor did and is, in the

ACTION SOF

News, so you can now scan the entire area around your mechall at once. Add to this a new full-screen radar display, sprawling bothlefelds and on intiguing pids, and you've got a game than's light years beyond the average shooter. You can even walk in one direction and fire in another, which is especiable effective fauld lets of fine's in the two-polayer mode.

easily effective (and lets of fun) in the two-player in where one player acts as pilot and the other as guiner







IF IT MOVES. WAXITI

When going up against big mechs, use one Arrow VI mosele to soften it up, then finish it off with the laser. Both the laser and the Informo Massie are great for taking out buildings or groups of minor enemies.

DESTROY THE DCMS BAYS These factories produce enemy mechs and aircraft at an

alarmine rate. Take out the centre much how face to has two "H" symbols on its roofs, then blast the smaller bays around it. Colonel Ward orders you to the radar sites first the current mission site is circled in red on your radar screen), but the base are even to find even without

















LINE, SOLDIER
There's no deviating from the Colonel's

have a major ecological disaster on your hands











Several of the radar samming sites are locat-

speed on the icy patches or you'll find yourself spinning out of control or slamming into a wall of huse speciatrices





WATCH YOUR STEP the snowy surface of Ricklerkerk is littered with

that pop up out of nowhere as you approach. If you're lucky, you can shoot or outrun the mines before they latch on to you and detunate, but don't count on it. Listen for the sound of them popping out of the know as your que to take evasive action.



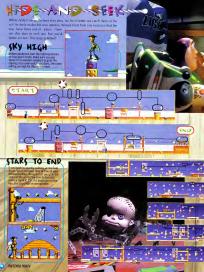


mysion. Woody must lift the lid off the platosys. a safe landing

thatic pail and provide their with a beby short not for messages Avoid flying planes, charging trains, and the mostery bulloons at ail sous!









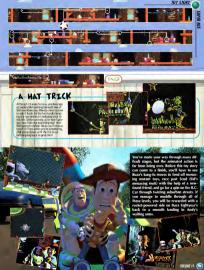














of September 1 of sension of sens

switch, do a Flacco Sulferond by the If the model doesn't start over, You can select from say you generall and on sell comp a project to did not seed the comp a project to did not spell.







This is our month for great basketball codes! Like its Super NES sibling, NBA Jam Tournament Edition for the Game Boy is a rollicking good time . Fortunately for Jam fans, most of the codes for the Super NES version of the game also work for the Game Boy version! Enter any code on the screen that says, "Tonight's Match-Up," then press Start to begin your game, If you enter a code correctly, you'll often receive a

ck message at the top of the screen just before the referee performs the opening tip-off. Shot Percentege

Super Dunks

Alweye Dn Pire

Experts, shrusparts! If you've got an awesome tip or a killer code, send it in!

We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pass, crack your knuckles and press those buttorol.

More Interceptions less Left, Left, Left, Left, A

More 3-Pointers

Slippery Court



Nintendo Power Classified Information P.O. Box 97033 Redmond, WA 98073-9733



That's the straightforward goal of

Ocean's new game, which blends element strategy games with plenty of pure firepower, As many as four players can a squads of cyborgs and send them but or more than 50 deadly missions on the streets of the future.

Conquer the world for your crime syndicatel



TRONG ARM OF THE LAW

se of the New World Order plunged civilization chaos. Finally, ruthless crime syndicates asserted a somsee of control. Now, they're in a fight to the finish for total its, instead, the syndicates have

narauding machines with superhuman capa-or syndicate exec, you'll modify your cyberg's n, arm them with gowerful weapons and send them out cify the citizenry. Unintuitive game control and so-so ics keep Syndicate off the A List, but the game's poyel sp. dark humor and creezy music should a









THE COGS OF WAR

the game commences with eight identical agents resting in the Cryst Chamber. Additional chamber await captured enemy agents. It's up to you to suit and send out your reboost thus control a cybory six the CHIF

to cutift and send out your robots tou control a cyborg via the CHI implented in its neck. The CHIP as injects drugs that boost AF (Adrenaline, Perception, Intelligence levels in the agent's bloodstream Ethone was from anothers with

Ethonce your team members with different capabilities and you til have snoogasbord of cyborgs to choos from. On particularly treachers missions, you might want to take o RESERBLH



Durk bright to and reliefs near a promise the first production of the first pr

SYNDICATE

BRAIN & EYES

Enhance your cybargh CPU by investing in cerebral research. Eyes Wesson 1 anhances might vision, while Version 2 makes it cealed

HPMS AND ARMORY

Your orbeing carry man frequency

V1 TY

CHEST
This havry metal cage will protect your minior from direct tire. Pleas cash late research as you

HEART

ter combility maintains the cytory's honer rate, while the continenter maximizes the impact of CHIP do

spinding up fried circulation. The tay-ofcybensatic heart will send hip of racing a normal speed.

LEG

Decign bullets and get cut of harm's way mee
guickly with Version theyfredic legs, leves i
BRD to get Version 2 planted and Version 2
opharment hege. They goe me feller intension
will leastly move like they're made out of quickless.







RY, TRY AGAIN

BIOGER?

the Mission Zere, but it's heat to hit finest as the begin again. Otherwise, you'll lose all the maney you've spent to equip and morify your comm when you seconsolarly complete your resision, you'll get a languisty password and the option to move on to your east releases in an

WORLD WIDE WEB

The fit seads and control all the section from an ability becoming to a confident belongs as the relation to the control of th

WESTERN EUROPE

Sere your meager beginner's hudget by hitting the etreets with cely to cybergs. Load up se china; Shoigeas and male zame the con with the Personder allo has e Version to the st. As yee ucous Moseich for malture bleskip cybergs, den't larget to paneade a few innocent civilizes.

SCANOINAVIA

Fire-market astronicist have bideapped a judgit son. Recear the ledend pleasant from bin cighter it stips up with your avgit-case, but ledto straid to optil a title entrepreneurial blood on reats. Bide year tenthere a sarly elicitorius and your renemberta back or the lab with bear publications and your renemberta back or the lab with series spliffy save goal when you return. Don't not far too loog is any case placticepts, or that legents will attend, also leave proper.

CENTRAL FURDER

CENTIFIE EUROPE
With some case and glanning, you should be able to begin tilling your empty Gyo
Chambers with personaled remoy agents in
this utage. Both cut all members of your
equal from head to the with Version is mod-

in to the comevoid the urge to waste the energ agents to y o to pursande them later co.

ERSTERN EUROPE

The barry bouncers won't want to let you in lapproo then with your good will by unbelstaring a Persundention. Once you've secured the place, watch out for regun copy lying in amboth behind a well.

UHHLS

Year, Ingoust mission yet calls for you to grab the brilliant Dr. Urquiert, which leads becomplioned as unstatt learn that could obsert to the crops of cival 5 and contex. Get to the declar's top-score tab by an along confinements in concess of two gards. To get to dit this guest's by the jake at the code, you'll have to a fact an add-besize and drive by.

BERIA

and enveloper class cash few would like to was your side. But led frozer will need a bit of pay 2000s, tie do good for mole stream enough gallar who was I has people in time.



URBAN SURFING-

The state of the s



COVER STORY

Senh protefrees buildie wells and o objects. En de this too, watch eat t ambushes.



denum't gut etuch on the other e



Both green guord droids and of police antioron droids help per streets. Neither will fire artis! which makes then but for the

MONGOLIA

TAKE THE LONG VIEW

ALL FOR ONE AND ONE FOR ALL



A V-8 IS



KAZAKHSTAN

FAR EAST



PACIFIC RIM



an an San an

VOLUME ST 📵

IRAN

IRAC

with Your species to place wipe the terms of All Rithels We would be supported by the terms in a too the true intermentant predictors to their brokes, who place to the Teccor the properties beed to bother better the tild predict, if not down tight despress, it can describe predict, if not down tight despress, it can describe costs into the service, training building where the head costs into the service, training building where the head to the presence of the service of the



BRABIA

ESTERN AUSTRALIA

tion eron't willing to trade in their old refereer depids to redeped by year symborte's weeppons lab. Det seem oup teld of rescheling by perminently decommending the o W year seller seems correlaty, by seem or bidden in hij

EW SOUTH WALES

ownded by a group of editioner, would-famous exchinect Flyd har way to give a lecture in Ceeberra. You'll find har et the is a Missien Zorn. Decenvision the manthy palice droids red le her to join you. Don't be so gonife with her busband, a face



The color-coded status bar at the bottom of your screen tells you the heelth of each cyborg, which weapon he or she is using and how much emmo is left. The three small bas to the right of the weepon register API levels in the egint's bloodstreen. Increase the dosage when your its ore entering a dangerous ores, but ratchet them n when they're in reletive safety. Otherwise, you'll

ed dependency in your egents.

































CLEAN UP



LOAD AND LOCK



RLGERIR

MRURITRNIR



SOUTH RERICA





"!" Marks The Spot

Here's a good tip for you, little monkeys, so on up. When you fully complete a s





Donkey Kong Country 2 Cranky's Top 10 Tips

Donkey Kong not himself captured, b

was smart enough to leave a few clues belhe was being hauled away. (I guess be d

ible hooks, barrels or secret passages t intly solid wal

o Coins Don't C

most of them don't, anyway. Ever stage has a Hero Coin in it, but finding then usually doesn't count towards your percent age score. The only Hero Coins that are cial, extra touch stages, the folks at Nin decided to give you some credit for fi everything in them, including my wor coins. Heck, my coins should be the whole

focus of the earnet





count towards your percentage at





Animal Tricks Practice and perfect all of your animal friend

special skills. These skills are often the keys to uncovering borus items, finding hidden areas or upleting stages. When I was your age, I didn't need any animal friends to help me through my adventures, but I guess video game heroes have gone downhill since then?







Dinkey King Country 2 Endinky's TOP 10 Tips



Repeat Easy Stages If you're rusning low on Banana Coins and extra lives, repeat earlier, easier stages to gather more. You can get out of any stage vou've completed before by pressing Start to pouse, then Select to exit. Use Funky's Flights to go back to Pirate Panic, Barrel









ave Wisely

This tip applies especially to the higher tougher areas like Gloomy Gulch and K. Roof's Keep. Try to end your play sessions and save your game after the Funky's Hights II branch has opened in the current area. When you resume your game, you can then go im ately to earlier stages to gather lives before you try to move on. If you resume a game at the beginning of a particularly tough area, you may have a hard time progressing without lots of

extra lives. I'll bet my lost heneue that you've stapped on your own sell before by saving at the wrong fined Sametimes it's better to start a new session further









COMING SOON TO YOUR SUPER NES FROM WINTENMA

"NLS trademarks and copyrights used with permission of MLRP Inc." C 1995 MNTENDO





CONTENTS · Epic Center News Page 55

- · Breath of Fire II Page 56
- · Dragon Quest VI Page 64 Epic Strategies
- Page 68

A NEW ON-LINE ADVENTURE

n December, a new interactive adventure began in Nintendo Power Source's Fox Center on America Online. The new advectors is called Metroid: Blood of the Chozo, and it's a sci fit thriller taking place on a planet for far away.

a character in the irres-

experience. the plot bas pothine to do with Zebes or the Mother Brain. In the beginning of the adventure, characters explore the mystery of the violent Choros that have appeared from deep space. As in the case of Wizard's Realm, the

DRAGON CHOW you ever wanted to rake a stones of characters are created by our ondragon? RPG players in larger will line audience. Characters' adventures can set that charge when they plurge he written rules by one or more authors. Into Bahamut Lasgon from Square Soft. Guild Masters monitor the story lines to One of the unique agnets of the Final make sure they don't violate preset stancharacters and raise them to new levels. In the case of disease, one of the ways to



through diet. If you feed will prow stronger and be more effective in buttle There is no word yet on just what constitutes a preferred has it that gold, sewels and meddine wizards are high A WHALE

ncrease experience is

ome thines are just too wood to be

true. In the case of Yoshs, that exercisby cute and friendly dang from Super Mann World and Yoshr's Island, there is a dark rade, unknown before now, in Super Mario RPG, a new character is introduced who is the anothern of Yorkii he's a had Yoshi-like disonar called Weshi. Washi is blue, wears surelasses, sports a red crest on his broad and a policed colleg around his neck



rated same as scored by the evaluators at Nimmto Co. Ltd. was you might sophy that it was Super Mario World, Yoshi's kland, Donkey Kone Country 2 or The Legend of Zelda: A Link To The Past Good guesses, but all wrong. Number one on the in-house charts is an RPG from Namco that was released in Lanca on December 19th of last year. Tales of Phantasia falls fromby jeto the Final Fartagy cares of RPGs when it comes to battle engines, but the quality of the prophics and sound stands out even at a casual plance. This game is even prettier than Chrono Trisses Instead of using the traditional overworld man and close-ups for towers. Pharmain lowers all of the action at the same scale in an analist, merhood viewnorst. The same rappes watery over the world, from a mountain hamlet to the coastal city, from castles and ships to a tropscal village, from deep forests to rocky deserts. With a party of up to four characters in tow, you battle enemies using magar and weapors, which is pretty standard stull, but apparently the story is also very myolyma. Namero hasn't made a decision on the fate of

Tales of Phantasa for the U.S. market, but

according to our sources at Namco, it is

looking at gruppal alternatives.



There to great new for fins of the original Breath of fire. Opposite 12mg-globil, rote-playing sequel I in it is way to storce Breath of fire II packs more detail, more monsters, more masses and a detailed plot line with more twists and mrant than its predecessor. If you're a player who measures rote-playing value by the amount of time you pend on a game, this sequel is a bargain that won't leave you disappointed. Just make sure you have plenty of free time to great with this togel of an element with you have plenty of free time to great with this cape do internate.

The world of Burath of Fee II takes works to evolve cattered across the islands and continents are forebod the castles, expansive cities and vast laboraths concreding getting around can be tough, especially if you don't know where to an next. Use the map below to locate ones and other sequipant landmarks. If you're looking for specific

information, check out the details in the Story Line column on the followine pages

1. Hometown 2. The Ruins/Niro

- 3. Colosia
 - 4. Tagwoods
 - 5. Windia 6. Capitan
 - 7. Nimufu's Tower 8. Sima Fort
 - 9. Wildcat Restaurant 10. W. Cape
 - 11. Tunlan
 - 12. Highland 13. Thieves' Cave
 - 14. Mt. Maori 15. The Wisdom Tree 16. Myst Valley
 - 17. Sky Tower 18. Farm Town

19. Eburai 20. The Church 21. Garie

With identification entirturing of the Villages and

tion the twood realtoners of time II are willing to share information on the samounding countryside. the best way to learn about your new world is to explore the area firsthand. But be warned: Hideous monstells and wild attimals boarn all four corners of

the planet «Little you defeat moreters for the first time, you'll never know how many full points/shey have left on their ener ay meters. Survival in the writis also depends on planning. Prepare yourself for danger, by stocking your party with pleasy of herbs and actidities in desperate situations, you might be required to live off the land. Keep a sturdy fishing rod and large supply of bait ready in case your food supply



PROLOGU

From what you can remember, you had a happy childhood. You grew up in the town of Gate with your father and sister, and you spent many hours playing in the tall grass growing behind the village. A huge

dragon had slept in the grass, but you weren't afraid because all the grown-ups told you that long ago the dragon had saved all the neo-

nle in the town.

What was there to fear from a good dragon? Your sister liked to make un strange stories. including one

about the sleening dragon being your mother. She said she dreamed the story one afternoon while nap-

ping in the whispering blades of grass. Then one day you

took a nap beneath the dragon, and when you awoke, your world was changed forever.

Breath of Fire II wo't a same you're some to finish in a weekend. And you're going to

waste time some around in circles if you don't on next or who should be in your

party. Get your facts straight in the Story Line, a comprehensive, step-by-step guide that keeps you

ahead of the game

A Finer the followin in Falsa's piace. and on the path to

II. Defeat lineus. 11. Visit the Magic School in Hometown. 12. Infiltrate the Joker Guie's secret hideout. 13. Rescrie Mina and assist Naza 14. Return Mino to Windia

L. Visit the Ranger Cuild 2 Dealor: Moont Febi and

field the Harny Sisters.

L Sport protected require the roles

Day Kilsan hire Row

1. He with few to the repre-

Stands for the real third

Rear Rand and Jeans about Ratio

of the reward Colorie.

15. Have Sten join your party. ti. Biscover Capitan village 1. Inter the well and consider Capitan villagers

IX follow Same in Capitan M. Return Sant and France to

When you awoke from your nap beneath the nostrile of the dearns, on one in Cate had beard of your your father, or your sister. Like many children in Gate, you became an orghan. The Church of St. Eva took you in that you didn't remember there being any church before and didn't tout the

than running the orphunage. One evening a child named Bow decided to run away to a new town. Left with sew alternatives, you joined

year new freed and fled into the rates decires. You were worns and no onel warned you about the clarefers to the real sanetal

beginnings. While looking for rk, you and Bow stumble across at

hertis and amildotes, then explore the outskirts of your hometown. Your airl looking for her pet, Suzy, Beggars rejed to scale the cliffs of Moure Futs in't be choosers, especially if the job efore you'll first Safva

cuts food on the table. Stock up on

You would like a ticket to the Colliseum in Colosia.

but the fights are sold out and the event promoters aren't haring. The only way to get in it to best one of the way. nors outside the ring. After using the Time Warp soell, visit the pub at night and talk to Rand about Rabo. Babo curs wood in a forest northwest of Colosia. If you explore Tagwoods and





susus, the sroody fight promoter, has a special request. He wants the airl to take the full in the Colliseum, but she's unconnective. This isn't a neithern he

coplains, because he's hired an assassin to hit her with a porson dat during the fight. Life arm smart been you listen to Augus explain his evil plans, pover revealing your true intermore. Perhaps Rand can assist you in foiling Augus's plot.



the crafty loker Ganz is stiming up trouble in Hometown They recently nabbed Mina, the little girl who hired you to find her nez. and they're holding her ransom in their hideout. Talk to Mina's sisby. Nina, at the Maric School before you emback on the rescue mission. After infiltrating the loker





REVIEW

beneath their homes. Climb down the well and specie to Ray. who remembers you from your visits to the church in Colosia. Ray needs your help to stop the dreadful insect invasion beneath Capeton. Explore all the tunnels and causers and defeat all the insects. Before leaving, make sure you save all the villagers and speak to Ray one more time. There are a few

important people in Capitan you need to sonak to several firmes. Make size you revisit this coastal city throughout your adventure







and saving the town of Capitan, much unless the of your party Let Sana

Grants/s house Grants/ is experim ng with a new form. of masse, and Sana' and Coaries insus that you stay form be a little reluc



chilchood? You exmember what your laster said about your acther helps the deapon. What skel she must i

Granny and Sana move into your bideout in the

ruits, but they need more space to continue their many experiments. Bow can't do all the work on the expansion alone and demands that you have a carpenter for construction work. Cranny knows of a carpenter looking for work in Capitan. He's the same one you rescued in the well. Speak to

the job. After he accepts the work, the channel form to Sima Fort will clock at the



After crossing the channel, the party encounters a

grant froe named lean lean hasn't always been a cold-blooded reptile. He's actually a prince under a spell cast by the witch Nimuru. Nimuru will divulse the secret for break-





from con prove he's a gence if he has his Royal Ring, Unfortunately, he gave the ring to Namuria as a gelt

When you return to the Tower you leave, Nimuta lek for a party at the Wildow Restaurant Evidently she's not howns a mod time, stronyou find her in the bathroom Distance the rips. down the soilet, jump in after 81





21. Hire the extremer in Expiran. 22. Fide the Expitus Ferry to 28. Meet Jean the Proc. 24 Explore Minufo's Tower

35. Beleat Nimufu and learn of Jean's curse.

36 Return Jean to Sins Fact Visit the Wild for Restaurant and win

M. farrage a worm a cockroach and the Gold Ity in the Simi Fort basement At Refer the coll knowledge

A) Remove Party the third from the Sima Fort chef If Take the real third back to Troot in Hometown 3). Ecutify Sow with Kilgore and celebrate. 3). Langer Treat's vile secret.

M. Fake a new job at the Ranger's Guild 33. Visit the Whale Cape and wake the whale It. Pay admission for the show in Turlan. 37. Visit the bane of the Tuorupa Routers.

18: Befeat Owlgerman and win the Owl Fruit 39. Capture a Uparupa in its lair. 16. Defeat the Sideshow Chief in Turken It find the Wisdom Tree on the West Continent







The imposter prince has a ring, tool just when you think your goose is cooked, Princess Petape recommends a pooking contest to ferret out the fake, less knows he can want if he whose up a Gold Fly Pudding. Thankfully, you're assigned the task of embecting myrechents, not task test



lean's award-winning Gold Fly pudding is too much for you and the imposter prince, but the royal take has stacked the deck against you. Princess Petage knows

about a lethal secret benrath Sima Fort Use the secret passageway on the right side of the restroom and confront the pretender to the



Kuwadora, the King of Sima Fort says you can have any thing you want in the castle. Revisit the royal chefs in the kitchen and ruck up Patty, the thief Returning Patty to Tious clears Bow's name, but everything seems a little too perfect. Patty accuses Trout of numerica a stacket, but he save he has nothing to hide Without proof. Patty cloren's have a case, and who's going to believe a thief anyway? Still, you have to admit that there's something fishy about Trout, Perhaps the menorseral Kilgore can give Bow infor-

mation on Trout's racket







down any barners obstructing

your path. Why do the walls





Something hideous has been used in the town of Gate, something so awful that the most courserous gozers in the world are too torrified to investigate. Bowreminds you that this is the town where the two of you met as children. Rumars persist that some sort of eval force destroyed nearly all the trees in the forest where you used to play. If someone could communicate with the trees, you must learn the rause of the destruction and discover a means of stonoing it. Of course, the only beings who can talk with trees are the sare and elusive Grass Men. The only time you've seen a Grass Man was in a circus side show a long time ago. Where is the circus now?









the currus side show is tweel of his Geass Man exhibit and is looking he won't take a business loss by numine his show loose You need, no find a

nelber Greek Man

give read the signs, you know the timele, you we it to yourself to taste a few Whole Cakes at the Whale Cape. Use Jean the Froz to hoo downstream past the ing, pink cavern and put Katt at the front of your party to break

small like fish?



is doomed to monster hunter's

the town of Gate. Someone there might tell you where to find one and how to catch it. If you can't find any hunters home, chark to see if there is an one cut in the backward.

It Soar had the Therapy Pillow, he could enter the mind of the Wise Tree and determine the nature of

the exil lafting Gate's forest. The Therapy Pillow is in a yould in Tunion. If you completed the first Buroth of Fire some, you already know that the inhabitants of Tunlan speak the lanstates of music. You must

communicate with the locals. Talk to a man ourside the Tunian Inn for more informotion on the Highland Castle. Make sure Sten roess







you can cure the Queen of Tuntan, you can have the Therapy Pillow, Retrieve Gold the Magazian from Mount Maon, and take here to the Ocupario chamber The Queen

requires a special potion that mushroom. You can find this Anustroom in a meadow at Summit of Mount Majori.



STORY LINE 41. Return to Tunian and learn about the Therapy Pillow

Journey to Bishland Castle with Ster in your party.

Return to Tuelon with the flute and lesen of the Aureu's illues

Senture to Mount Maori and find the Magician

in Seture to Turken wish the Marieira

Vi. Pick thinktoger to Nepay Moork.

41. Person by mountain level to limite the Oreen.

61. Internate original and mod the Wintern Tree

or determine to the Valley No. Big and the second of the Most Yalley fog inside the

see thoughty the fee and return to Myst Valley.

5. Loub or Farm Town with Rand in your party We that the Great Bird in the lower reaches of Windia Soor on the Great Ried to Florei.

Tisir Fort Cott with Katt in the north Find Parry in the Thieses' Cave outside Highland.

57 Reviels Fort Park 58. Explore Rando and find Father Manson.

Us all power the secret of the St. Fox Cult in Fami W Tooling Haboroke

Some war father deep within the boson of the Sary installs. Garner to Cate

W. Evuluee the Cate Woods sa Find Parry the thief.

65. Befest Rabaruku and enter the underworld beneath Cate's dragon

66. Prepare for the final conferentation with Descrid.





thanks you for savene his memory and tells you to explore the Myst Valley south of his forest. Upon arriving at the entrance of the valley, you find lowlands saturated in a sound for. You can't see a thing. A proutes periodons

shouts to you the directions to the Sky Tower, the device that controls the weather. The Sky beneath the ocean, and











Located on the flat, fertile plain south of the Mist Valley, Farm Town is the village where Rand grew

up. Rand's mother orders everyone to work disarrne the land behind her homestead. Employ your low knyl characters and build up their experience







St. Eva. The only access to the church is by air. Place Nina at the food of your perty and speak to the guard at the cases of Windia. If you can your party can rescue Rand's mother. The Church might have some answers to your questions.



The exil Dragoil, the final enemy in Breath of Fire IL awarts your party somewhere on the planes of Infinity. Destroying this vile creature is no easy task. Raise your character levels to an average of 45 and learn a supply of WFruits handy in case your magic power runs low. When you first confront Disperial, cast the Antina spell to revive your party for battle. Dissent often drains your marie and life points, and there's were little you can do to counter this attack except cost Cure spells. The beast is runnered to possess over 10,000 his points, so expect a pitched battle to the end. You are the last hope for peace in the world. The fate of humanity tectors on







So what's all the fuss about?

About two morths ago, a phenomenon of monumental proportions swept over Jopan, affecting learly struggame player in the rustion. It was a soom that had not touched the land of the rising sun for these years, but the long hustus only served to make the effect sproggy than

served to make the effect storage than more The phenomenon had the force of a treatmi and the drams of a syphone, but it round be conmothed, oddly smoogh, even by dildern The force of which we seek is Deggin Quest VI from tone—perhaps the single most autrepand valor game of all time. The road to the national release of 20 M seemingth was most which more control of the control of the con-

the size of houses. Almost from the time of

the Super FamicromSuper NSS release back in 1991 Eins has basided about the spinn. More furn a year ago, the game was set to be released, but at their development was required and the name of he suith coming of IDC deds. Eins words the spinn to take the IDC words of the spin to take the IDC words of the spin to take the IDC words of the IDC wor

with crowds numbering more than a million strong snaking through the great cities of Japan. These days went treated as holidost by Ireates of Japanese



Although DQ fors will retice similarities to the NES sames that proceeded DO VI, the latest DO uses bell-cupitly M-bit craphes

samers who camped out at states with the hope of purchase ing their own copy of the latest

DO. The games agen't chean, either, In Japan, the 32 messibit DO VI costs about 11,400 Yes, or over \$100 U.S. Nictendo Power managed to snag one of the first coces and fly it back to America where k is estimated that Enix will sell between three and four million DO VI Game Paks in the first few months of release, which will make it one of the hottest selling sames ever.





THE CREATORS

Pror to writing the Doscon Danet series

of comer. Mr. Hors wrote a multiple path murder prystery game from Erix called Portions Murder Case Manerecently, he sained the celebrated development team that created Divisio Trasar for Square. AKIRA TORIYAMA The art of Akra Tonyana may be best

series of comics and TV car to ans and video carries. He also created the characters in Chrone Trisper.

KOICHI SIIGIVAMA

world in addition to the music in the DO employ for a performance by the

comers? In the U.S., the **Dragon Warrior series (which** is just DQ translated into English) has sold in the hundreds of thousands as opposed to the millions in Japan, Our

out on December 3th, 1555 to parchete

languese collegeues mention several reasons for the unswerving support for DO the story is a hir part of it... a sweeping epic involving kingdoms, magic and dragons. In addition to the olot, the Dragon Quest series is familiar to its audience because many aspects of the world never seem to change, including many of the turie and play coetrol conventions. It's kind of like coming home. Other players ate the musical score as an important Sicfor and the challenge in raising your charactors to powerful benefits of strength, in

DO M. fans expert more of all those elements, and it seems that they are potone it.



THE BATTLE REMAINS THE SAME

The battle screens of Dragon Quest VI look supposed by the battles in the fest Decem-Quest. In all of the games, you find yourself facing a party of enemies head-on, forced to make decisions by selecting hards commands from a series of menus. You can fiable with your weapon, use a tool or item, cast a spell (if your character has magic and MP), or by to run away; in DO VI, you can set your command to auto in which you don't have to target a porticular enemy. Alternately, you can change to fight individuals or groups of enemies that you select Graphically, the backgrounds in the battle screens show a marked engrovement over rost DO adventures. More animation was used for the oremy's attacks and spells than in previous comes. For anyone who have't played any of the Dragon Warnor games, the basic idea of the series is to fight enemies in order to sain experience and build up levels. Since such a large amount of play time is spent in battlemode, it's important that DQ games have a fast command structure. Even so, one of the nomplaints that some American gamers voice is that you spend too much of your time aghting and not enough adventuring.

None of that has channel with DO VI





tie against your character or party Port of the strategy is in figuring out which





Energies recent from corporal thesite fears now heads in a perfection common their benefits by of compatible str

WHAT'S IN A JOB

by margal dances

Not all before are created rough at least no In the world of Dragge Carest, Every charge ter has a profession that limits or increases his or her power in different skills. Most chara actors also powers special skills or attacks. Fighters use weapons or martial arts moves to throsh apparents, while maker users cost spells. Limitations meths include the fact that some characters cannot be enumeratewith portain weapons or armor. Those and basics, but the 18 professions in DO What a great deal more variety than inchessed games. Players will find themselves target wild beasts, transforming and dragons, call ing in the troops, healing the sick, steeling

tterns from foes and even confusing enemies.

Generally, you'll find characters in

regions where their special attributes make

「生きかたを変えたして おのぞうか? Characters on to the shrine in errier Dayse VI With a chora of 18 differ ent professions, it may not be an ensy chaice.

he dets foes to reminour of Pe has many skills. including a monster cell and sleep spell He can ramic energies, as well

MAGIC FIGHTER CONTROL the ability to use we aports and entrop CHARISMATIC No consummen manufact or increase member's attack

points twice or increase MP or HP STEPER STAR Combine a Dancor with a Froelancer Very cool Fands of I meesters just by being cook MERCHANT He knows the hidden value of items. Can get more money.

from defeated fees He calls on army by paying there RATTLE MASTER Werrorphs Ighter Bood at lighting dragons or metal

DADAGE Trest plus merchant plus Beast Master Avoids enemies' fire HISCO Very high state mail categories. Define battle, his HP is automatically

chek of a menua A SADWY Fighter plus mork Tikes

them useful as party members, but at times you may have to make a difficult choice in bringing one or another character Some characters gain new skills over time, so it is important to raise their levels. Of the 18 professions, two still remain closked in secrecy by Errx, perhaps one of the hidden professions is a same programmen who can delete dragons with the





Parties in Bragon Quest VI contamin to fee distractors, but those distractors will charge



play interthy lost category falls a upons from the command in QC/VI. Your siy have to search the Search command at a well, you'll find wourself ampliffed bribing shown the more You can also we a Search spell to find hidde nors. Climbing into wells may be skwfooling, but traveline from place to place in the DQ universe has never the form of sarling ships, wagon trains, and more exotic forms such as a finating island. With all

these wonders, we can only hope that a U.S.

way over the Pacific





Heroes ride in style in resical, ficeting stand

in the Battle Atens core test, you face individual monsters in combat For special flora



The beauty contest accres Cool Points, a



Bonus carres in DO VI include slot machines, a

TRATEGY

Secret of Evermore is one of the hottest rule-playing titles of the past year, and with good reason. Combining the best elements of adventure and role-playing games, if provides a terrific balance of player-controlled combat, mind-bending puzzles and intriguing plot twists. This month, we delve ever deeper into the mysteries of this amazing imaginary realm!

FAOs

While some role-playing games are known for their terrifle moneteer and tough opponents. Secret Evermore's appeal lies more in its areas mages, puzzles must find and figure out bow to use. A lot of players have bern asking us about sen ?" same places and thrute, so & we'll knower those frequently

ern hard secret in a marrie

The first puzzle that seems to

the left. When you emerge

and we've hore to please

Volcano Path

stro on the cover to show up. to the crater. The fellow up there will teach you the Levitate formula and save your same for youse Volcano Core Onuc inside the Voice

Core you'll find you'y suck breause there's auto ar your way and no Peopers left to powier with Asystate located At power, follow the paths up th asked diversions (LACS) in this rames to the ledges above the month's tapic Strainty, Some main doce fou should be of the thurs we'll be talking about or find a boulder that Shourage consessment to his

thour are not escential to lar. I wou can full down the slope shing the sound lost marry by positing your attack butto Blayer the to find every & ton it will crash into a lavo

vicious Mper Commander to

to get up to the top of the Volcano. At the end of the Militario Path, look for a new oval on the ground. This is a pool and create a new path. steam geyser that, when After more exploring, you'll enter a system of tunnels. Go stepped on, will propel you to a histoir ledge. Cut the bushup one screen, left one down one, down two blong the left and geyser. Step on the left sides of the moons, right two senset then enter the cave to and up fore Dyleat t

NOON A Mad Pepper, if you leave and come beet he'll appear again. You can keep on defention from to get as

many persons as you need. Volcano Bipes With their comlecting our

ets, the Volcano Proes tar be a corriging rider Go up the left rone take the second left, so up all the way, left all the work down all the work and right into the pit. Climb out and step on the switch to

onen a gate Jump back imp the water to ride back to the starting point. Take the dighthand pipe and go straight up. This will put you on the path to Magmar the quardian

Annihilation Amulets

Annihilation Assuless care be traded for a number of populs and services, including a trip across the Great Prisert, the Ticket to the Exhibition in Ivo Tower and weep impressed povies of armite Donaldwasse

your hard-named it well billying them in Crustica though You can pick them and as the Nability market place for a certain basic goods, however, What of are out h You can the ack up two for fee in ; easier. The best deal on non

two Tower On the third band of the terrin, there's an amules upstage in they find building from the sen. To get a second enulet go-around the les Side of the same building to a second door in the mor Co.



Soun this alley and then welk to the notif and fown

place who will trade you armor for amulets. His pieces one much better fond a los cheaper's then what you'll



There are better deals in these

The Nobilia Marketplace

As in real life, finding bergains in the Nobilia market place can be frustrating and ome consuming. Obtained single item is usefully the result of maint different trades. Hone in secure sty hard to tell how much money you're mally spendig

along the wify. For exemple you carried a leaviled Second and southerness Spice and gwa bottley Personal Deviceding on you took with the Sold can run seu anywhere 84 to 210 sewest Once you Anow which vendors are offering the best prices on

the process becomes much

can be found in a stall near the top left corner of the marlet. The woman there will offer it to you at three impals per bag. If you're looking for Spice that's priced right with him up on his offer of four bags of rice per jar of space. (It

or below the man entrance

so the market. The solid ma

of the market wouthawards or

rext plaza. On to the lower

left comer and enter the ulding. Go left through the

building and you'll come out

in that closerioff corner One

bother trading for new armor

one screen to the right to the

the briny deep, you'll climb up out of a well near the town of Ivor Tower If you stand

Save the Oglin

After you send Assigneth to

turn the crank, you can raise the bucket. If you bring it all the way up, you'll discover that an Oelin has hitched a ride. Before you can do any thing, he'll sump out and house away into thechoes Some players have been collcomed that this Oalin is some

no sood, but shot's not beest at all to fact, through lucky enough to stumble seross this Ordin to the Dash

which improves creation por

contage, or the Wizard's

Luckily for you, these two see located note next to each other. will cost you twice as much if Forestater in year adverture. you trade with caramic porsit If heads are on hour diconing herll monkaru heritimayo list, look for them at the stall either the Thirt's Chart

there was fet them so for the Con, which improves many has of need and those levels to defende percer YOU WANT DO NOT TO SHO IN I The Dark Forest stalls in the lower with come

Speaking of the Dark Forest is lot of players have been wandering around in there for map is always a good idea. there's an even eatier and faster way to determine

whether or not you're on the right track. Look up into the

Your best bet is to look for a pair of

branches of the trees along the path if you see what looks like a hat or an owl. BIPIC STRATEGY

Ebon Keep Sewer Like the Dark Entest, there e

a simple weight set through the Ebon Keep Sewer When you walk down throws the ntrince, just fallow the welf

on the right on your character's left all the way tort ere that there in it chaparter were placing ber left hand on the wall and nee printed to the following the

wme wall around twists and ms. This will take you on a roundation route around the when of the maze, but you'll eventually reach the door that leads into the Ebon Keep Dunaron The chests in the sewers don't have anothers significant in them, but If you'd like to see for yourself. switch to the clost and recovdown on some of the walls You'll find hidden paths (the

take you to the chests. A Rat, a Bazooka and Level Building

The Verminator is the king of the rats that infest Ebon Keep You don't need any special strategy to defeat him, but you do need to build up your experience and weapon attack levels. Most players act to floor Keep at Jewil 24 or least to level 26 to face the Verminator. To build yourself up, go back through the dungron to the sewer. Swech to the dog, set the boy's aggression level and attack strength as high as they will go, and let him defeat all the rate. Go out.

and come back to make more

appear. Your weapon attack

level will go up one notch

after every 99 enemies. If you

want something extra-special

for the battle, buy one piece of armor from Cool fromerober him from Final Fantasy (P) in the Ebon Keep armor shop. He'll throw in the secretible Thunder Ball Bazooka free of charce!

Killer Plants

S you explore Omnicou. you'll come across a

Greenhouse with rows of deadly plants that will tear you apart! If you manage to turn off the lights, thoughthere'll so doesnot I men the entrance to the Main District. on right one hallway and down two more to Area C2.

So to the computer in the control sector to turn off the lights

Enter the trap door to set to the Fan Room, Press B to flip the switch, then exit. Go left to Aera C1 and enter the trap door to get to the Heating Coil Room Enter the white beam to so to Arra D1. Go right two hallways to Area D3 and enter the trap door to get the central computer and

press B to turn the Greenhouse Julius off. Enter the Ancess Code you received earlier in the same into the right computer, then exit. Go up one hallway and right one hallway to Area C4. Force the Room. Walk into the white beam to so so Asia B4. Go left one hallway and fall through the trap door to entire

arwalk through the building. If find another vendor

when you first onter Nobilio fight Weer, but you'll find waiting room just before the match (look for a hidden nassage on the right side of the room) lust be sure to raise your expensace levels in the desert before you come here and you'll do just fine.

YOSHI'S ISLAND

WHERE ARE THE FOUR RED COINS N WORLD 1-7?



ven the best reg-tossing dinosaurs firrsh World 1-7 without the last four red coins. There's a hidden area next the end of the stace. Stand on the last log at the end of the stage and toss a few eyes or soit watermelon weeks straight up into the air. If your aim is on the money, a small Sonny Ball will drop out of the trees. Bounce off the ball into World 1-7's secret area and collect the







HOW DO I DEFEAT RAPHAEL THE RAVENS slicks all the way through the orb, and pool out on the other side. The trick to

on't let the big bird in Stage 5-8 the two posts sticking out of the rotating stumo you. Raphael the Rayen is globe. Each time you pound a post, it

the exact moment he's on the opposite side of the sohere. If your firming is perhe'll take damage. It takes three hits to nermanently ground Ranhael



ng Raphael. Some west until he stoos before

ey pound, others round rests on the run

fairly page to riplest if you know







MWITEMOO POWER

RISE OF THE PHOENIX What are the best battle strategies?



winning battles is to know your watch the computer play assent itself. Use the Spy command to check the enerry's strength before riding into hattle. Make sure your army has enough wearings. Attacking forces abouted beautan Arms rating of 75 or better Finally.





HOW DO LELOOD A CITY?

odine a delender's city seventy and lowers enemy morate. You can

ning army lives on its stomach.



squares. Your reneral will tell you at the flood a city, but this command wor't come until later during the field. Wait for



is case you target, your generals will tell your it is possible to flood a city prior to but it.

your orneral to tell you the ortion is turn, then choose the Attack command



The warting is the hardest part. You can't select the Flood command antil properations are made

HOW DO LCREATE A NEW DIVISION?

aking divisions allows was to protect your holdings in several places at once. Keep in

days always demon pnemy spirits



Breaking us is here to do, but some circum

stances require that you divide your forces

same source on the map. Dunny the Plan Phase, choose the division you intend to break down, then select the Military and



occupy the seese square on the map screen

sary food, sold, soldlers and generals to an emoty dryings at the lection of the screen. if you want to stop recreamants. Select she

command to end the oraces

Donne the Plan Plane change the way to be

THE SECRET OF EVERMORE

WHY WON'T THE GATE OPEN IN THE PYRAMID?



he center gate in the Pyramid Eutension can be opened only once. If you open the center sate before speaking to Tiny you can't speak this area. One possible solution is to take the Wheel and the Gauss to the Tinker in Ebon Keep repeatedly. While this won't work in every game, sometimes the Tinker will blast you off in the rocket and into the next phase of the game.





HOW DO LEXPLORE OMNITOPIA'S HALLWAYS? walk into the small circular doors. When the doc entrey the air lock, he'll floot up.

etting around the hallways in right corner by switching to the dog luse Bote and usuall be able to defeat them. Omnitoosa's Main District your Select Rutton) and using him to As the Bots are defeated, you'll be able

defeat the Sohere Box blocking the hallways. You can enter the air locks in the

shouldn't be a problem if you





to open the passage through the center of

the hallways. The Sobere Bots reagness if

Switch to the Don to enter the ar larks and

Air looks are located in the corners of each chamber Balant the Sabara Bote to recrease

HOW DO I REACH TINY IN THE PYRAMID EXTENSION?

eaching Timy the Barbanan isn't stand on the left switch, then make your very tough if you know the roudoz sit on the middle switch. When all three switches are covered, the rates in of the Pyramid Extension, walk up to the the center will open. Enter the two middle rock and use the Levitate spell to move it extes and sten on a teleporter. You can find Tiny if you reenter the teleporter you



switch. Make the docs to not be middle switch



come from but the number of times you must error the teleporter before reaching Time is random. When you do find Time Eves. Take the Diamond Eves back to the Tinker in the Tinker's Tower



on you do find line he will neward you with





or can note up the letter "Ye and a bunch of banance on the high feetige of the start of stage," Ad. As soon as you enter the stage, run left and jump into the barrell moving up at the sole of the screen. The barrell is on a one-way this and in "Y coming book. You must make the barrell on the list by "W you're quick enough, you'll note the barrell up to the hish ledders and collect the more!"

STAGE 3-4?





the solition institute on a state of grant.

HOW DO I DEFEAT K, ROOL? Ing oil be chitagas. Koop following fam anound be corder the deck until you've fin fam six times below to pamp Persodically the King chenges has attacks with a series of helds these and anticks with a series of helds these.

eeling, crushed by the King of Kremhings? Don't give up in order to defeat K. Root, you need to jump onto his bald head. Wart until he thraves his crown and stomp on he head before

King K. Rasilis determined to dump you over



This is where the game ends for most

around again, but there's a safe spot on the edge of the grating opposite K. Rool Just remember to duck.

Nuclei du Lona Tiop pred sale agot or the

board before th

The only way you can hart King K. Rool is to jump on his head as he tosses his crown around

Q & A FAST FACTS Descript Corner

MECHWARRIOR 3050*

Ot Hew conlite! what my next meson offective of A: Select your Rador Computer to find out
Of How do Imale of to the door before the

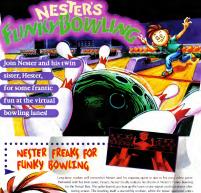
How do limely in to the door before the bond brows up in Mispon 4?
 Collect the carrister closest to the metal other last This gives you 30 seconds to occape.

URBAN STRIKE
Where do Hand the co-plea, Leng Heal?

Where do lind the corplet, Leep Mus?
The break him out of jul in Campaign Six.
Call defeat the enemias in the "Danger Zone"?
Area Reshing "Danger Zone" indicate that you can't write them you can't write them you can show you can't write here you will not some of the seames, you re assumity write some of the seames, you re assumity write you can.

PGA TOUR '96
How do I add back-and top spin?
Adjust your Art Meter on the
Brown Fade menu before swyrene

Why does my bell fly left enright, over when there is no wno?
 We make prese the A but ton when the swing cursor is in the make box. Anything left of the maker peshweyers shall left, and any there not a sloce.



keen you extertained between frames.

The level of challenge is very high, and the name has that same "rustone-more-time" quality that

made Tetris and Dr. Mario those players who just has to best the high score then this Polcis





0-90 90-200 200-270 270-300 Beginner (Gutter Putter) Intermediate (Pin Head) Advanced (Alley Cat) Pro II age Brain!

Bowling is mally physics burned into a guine. Players must judge how/a moving object will affect a grouppil susceasy ones. Mass, speed and angle if artack all holps determine which priss will all have the ball hits them, and the jamet speed overant which have determined by the property of the property

The Real Thin

MODES OF PLAY

o o PRACTICE

Clooso free 28 different pin ferendices, rieging freen a sorred setup to difficult problems. See splits. You can keep working et a preblem unity (you got it right)

(Butter Single S

CHALLENGE

In this most, the first bell et occi frame in
through by the comparter, leaving you with a
problem to solve. But at many operate as you
can be made to be buy asset.

. BOWL

This is year at added game of bowling. Scening is dose by congeter, on you don't even have to know the rules; just throw on many strikes and spaces as you can't

上明林

throw to make the pers bounce, reochet and roll around, knocking down other pers in turn. BIG OR SMALL,

Beades having three play modes, the game lets you choose your chinacter, ball size and whether you've lettron met with these factors, just to see which ones will help you bow! that perfect, 1000-point same!



Practice

There are four aspects of play confrol choosing where you stand, setting the spin and speed of the ball during two different meters), and moving left or right as you after. The process of the set of



Experiment with the play control to see what you con make the past do.



Challenge

This is the most challenging and possibly the most rewarding play mode. The computer will throw the first ball for each frame of a ten-frame same. The computer never gets a strike, leaving you to pick up the spare. The fun here is not in getting a perfect 300 score, but in solving all of the sticky problems the computer throws at you. Precise play control is crucial in this model

. . HEY! NO PROBLEM! The our formations are generated at random, and there are more variations here than what you'll find in the Practice mode. You'll









Some problems may look, simple, but a slip of the som or power meter can send your ball in the wrong direction or barreline down

PHYSTICS Solits are difficult, but not impossible, to turn into spares. The trick is judging where and how to hit



MAYTENDO PONTE







This is your standard same of bowline otherwise known as ten pin or turkey wling. The object is to knock down all of the pin with one throw (a strike) or two throws (a smare) of the ball. You get ten chances (frames), and a series of ten strikes equals a "perfect" game of 300 points.





NESTER'S FUNKY BOWLIN

WHERE TO BEGIN

The most common beginner's mistake is to but the orns drowbt unthe middle. Chances are you'll cut a pully straight through the ons, leaving some pins on the sides still standing. The best basic strategy is to stand slightly off to one orde and curve the half toward the other. As we



INCOMING!

Aim at the space right between the first and second pin. Try to make the pins fan outward from the ball, rather than fall back along the ball's path.

BUDDY CAN YOU SPARE A SPLET? Inless you're a real lane brain, stokes may be few and far between at first. A good number of soares, though, can mean the difference between the thrill of victory



and buyens your buddles the next round of hot dogs. Keep working on any problem arrest. It snow take a while to perfect your technique ("that our receds to up just a her more to the left, but with a few minor adjustments to

your game, you'll learn to tell which direction you should be going in



... Titus all but disappeared from the scene last year wid three Super NES sames waiting in the wangs. This gentrandernew management, and after seeing the busic holiday hales of the Super NES, gas finally releasing Presistor's Atan, Ardy Lightfoot and Sink & Strim Everythough We powered both Prohistons Man and Activ Lightfoot last year, as the Titus tides a

WITH



in stores, we think they're worth a second look, This games as well as a brief look at Sink or Swim, a same we passed over earlier. For pomplete coverage of Prehistorik Man, take a look back at the six-daige review that rain in lune, for additional cover-





THE RESERVE THE PERSON NAMED IN



23 PREHYSTERICAL LEVELS

enough dinosaur bones to buy sup

plies for the chilly months ahead.



est adventures. The hero. Saru, must collect bones so buy his tribe food for the winter. He has several lineads along for advice. The Chief explains the object of every level, the Metalsmith improves his a forms of prehistorik transportation, including a stone are unknycle, a feograph skin banelater and the collects enough bases, he can cash some of them in

formatra continues at the formation.



sel critiques your progress

he old domont volcano in Level 2 hands assessed for years, but rumors pensist that a single misstep on a hot strom yers much build enough messure to cause affel fast and keep an eye out for the shadows of hot make falling from the sky. Stoke your club repeatedly against the boulders to break them down and remove them from your path. You can avoid from your feet by climbing into free high tree tops at the first sign of rising lava.

FIERY FOREST

As soon as the volcano blows, but rocks showed down from the sky and ignite the surrounding forest In order to survive. Sam must flee though the high tree tops. Collect spears and throw them at the trunks of trees, then use the spear shafts as temporany ladders or spring boards to climb or lean abown your smoldenny problems









grardian in the Dino Gravevard is the only thing this stands between Sam and the bandest ending in prefertory. The dinosaur has a tough time trying to hit a moving target, so spring between the three platforms until you see an opening. Each club hit in the head takes a red norch off the disosaur's life bar. Keep repeating the pattern until the undeed dino is finally extinct.





CYCLE RUMPING After collecting the four tattered pages

escape from the unruly villagers in Simoville. The Probatonic Sciential bas developed a Sports Wheel for a guick artisway, but Sant needigto learn about stamp jumping and propertioning press the R Button as Sam approaches the end of a ramp) or he'll be all wet



HIDDEN PASSAGES

Your trusty club is your best friend and primary means of locating hidden.et food hoards. Swing your club in the air and pound it around on the protoid-

your club when you're remarking the amount. Stan indicate a weak flower Keep pounding until





THE DING GRAVEYARD







belical fors or bevies of bad sans moli Ardy's loans especially his jump stack sechnique, are exceptionally difficult to master. Despite this rough edge, the game has an entertaining story Time propelled by Irvely arraysed sequences throughout Arthand Poc's adventure. Andy fives in Prignland, a colorful world inhabited by enchanting characters and entrancing scenery

its tough may just a would of the

layers who cayoy games with capapoidle symplets will be of enthralled by Aldy's quest for the fragments of









ad is full of lost and hidden treasures. Some of the most valuable items in the same are the stars scattered lects 100 stars, he earns an extra life, Explore every nook and cranny in each level for chests continuing treasure. Depending on the chest, you might be rewarded with extra lives, stars, or nowedure that great your

characters/spocial abilities

TURBULENT TUBS

to the coverns beneath the town and in several other stages in the game, Ardy and Pro encountry a series of rotating tubs. Jump into a tub, make a dircuit or twist. dizzy ride. In tougher areas, Andy must jump from one sub to another while keeping an eye out for fowl onemies. Use Ardy's tail or Pec's insutable appetre to sernove the feathered fiends hiding in tabs. Arely early jump on a rotating ride that's already occupied, so be sure to look before you lead

ALL TAIL KIMPIN The Tall Jump is the loughest move to make in Ardy Lightfood Players must perfect this technique immediately or they won't list long. To properly execute Ardy's Tail 92mp, press the tume

he lands. Before Andy has a chance .. to stand, referent the ferms flu make him bug higher.



ARDY LIGHTFOO









Ardy Lightfoot is one of those action games that separate the best players from the button-mashing pack. With the exception of the tough sumps, most players can cruise through the same's terrain until they meet a major enemy. The more jump attacks required to best the guardian, the tougher the enemy is to

enough to learn to copedy execute Anti/s summ attack, as well as gamers with extremely good hand-over coordination have the best chance of viewing the Aend credits in this touch but entertaining game





control short comines make these con-

VOLUME 81



the concustion poste:

White the Central performs in Serkor Sermin coay removes the factor morning locks can quantify flatters among the profession they only on a furnish any common among a temper, metals the pinner and serve the Zamer mode. The Paring mode follows a few typical locks with public department of the Paring server to the line to a great a pure groups of posts in deal and public department of the profession and the profession and the profession and profession as cold for united. Cellular your mode of offs when you need to press them as prefirm a seccific function. Cellular your mode offset when you media place in the profession and cells function. Cellular your mode offset when you make all the profession and cellular public places.





a degramed a per NES corr alter at the top the screen flash showphyses half they result to next

Trainer mode





The Sports Scene shifts into high gear in the New Year, touting a new look and the same straight talk. This month we span the globe to check out the latest releases, jetting to Europe for the PCA European Tour.

out the latest releases, jetting to Europe for the PGA European Tour, North America for NBA Live '96, and then just about anywhere they kick a round ball for FIFA Soccer '96.

PGA EUROPEAN

DV Black Pearl

inter is the time of year when golfers decem of warmer days and lush preen farways. But way not depart her the Pearl Striwore lets you fulfill your fatwore fantasies in PGA European Tour. The game features five prestigious European courses: the Crans-sur-Sierre in Switzerland, Westworth in Entland. Le Golf National in France, Spain's Valdenama and the Forest of Arden, home or the English Open. Players can take on the new circuit, includes July's Constantino Rocco. Scotland's Colin Montgomene, Germany's Bernhard Langer or seven other professional aplifers. Each Europesin pro possesses a unique golf swing and approach to the game. Select from four modes of golf corepetings: Match Play, Shoot Out, Slans Game or the 22-hole memory saves each player's vital statistics, from Par Soves to total polf winnings (all worning amounts are in British pounds), and a customize cotion lets namers pick clubs to our in their bar. PGA European Tour is computible with the You V Golf accessors the only licensed golf club

simulator available for the Super NES

the statistics, NBA teams, and real players. If you're a backetball flend looking for a fix, this game is what you need Get ready to creat the boards in NBA Live VS.

out on some of the most prestigious links in Europe, but you might wonder if it's all days wa. Tee it high and lot is fly in PhA.

Dapopean Tour.



II Super NE

If Super RES FIFA Scorer '96 resked your socks, you're in for a thrill when you play the Game Soy counterpart Check out the istest and greatest roout fallers over to be kicked

SWIFMO FOWER

Players of PGA Tour '96 will find strilong similarities in PGA European Tour's programment es and featured professional polfers, the patters are identical, presenting some obvious pros and skills in one game will easily adapt and quickly climb the leader board in the other. Aude from getting used to new golf courses, the learning curve for Tour slavy players is non-existent

select the Putting Green mode and practice your ply select the Mullipan option and take your butt üpplem... The parrie does a creat job of samulating the avor and drama of life as a professional golfer ad solf fars can measure their total winnings alest the real tour money leaders (Celin

those elements haven't been changed for PGA European Tour. If the outpres really bothers you. Options are the key incre

European Rour has plonty SWEIG, parfect your short records of other players



of JR35.051.40i and play courses they might

otherwise see only on television If you're looking for a golf video game that showcases some of the best courses on the European tour or if you want to play against the top players on the European professional critist. PGA furnment Tour is your name of choice. But if you already own PGA Tour '96 and you're looking for a new and innovative format for a golf pame, you might want to consider other poll files available for the Super NES





links with a pro and



or, if you par't make up

Crans-sur-Sierre Hole #14 556 vards par 5

tans-sur-Surre's 14th is the longest bole on the 6.719-yeard course. A stiver of south introdes on the tre shot landing zone, and require bitters are pershood of

they push too far. The key to conquering this hole is the lie of your second shot. If your ball finds a pood lies you can use a fairnesy wood to cut down the distance on your approach shot. Three bunkers and a small lake guard the green. Having the wind to your back is to your advantage on this hole. Cram-sur-Sierre is the Home of the







The 14th at Crans



Forest of Arden Hole #9 460 yards par 4

he love, nor four 9th at Entest of Anken is the wettest hole on the 7,102-yard course. To safely much the farway.

vards. Sliced tre shots that cross the water are swallowed in the tail grass bordering the right sick

of the fairway. If you find yourself in the rough, pitch your ball back onto the farway instead of risking an approach shot through the trees. A pair of deep burkers serve as final hazards, spagging weak approaches to the groom. Power letters can usually find their balls in the deep rough behind the hole.



Le Golf National

he tocky Lith at Paris's Le Golf National is unlucky only for appressive or foolish players. The 394-yard hole is guarded by four enormous lakes-water is the most common bezard on the 6.966-yard, par 71 course Greedy players attempting to shortcut the doping usually end up with ripoles on the lake and a penalty stroky. The front ederof the preen is surrounded by water, and a barrier of trees atraight approach to the blocks approach shots that yeer left or right. To land salely, select an pon with a both left and aim for the back of the error If you play the hole conservatively, your best shots will give you an occasional birdle putt on the green-

Stay on the fairway and star put of trouble. Water and tail



shot just right of the trees on the left edge of the fairway. You'll shorten the of play. Play it straight down the middie if the wind is perpendicular to the

> If there's on word, left is eight on the 13th's too shot. Anything shoed is sucked up by the seeringly mines cute traway burker is the corner of

the dooleg

by Black Pearl

rish the boards and stomp your feet, this basketball game is hard to heat Black Pearl introduces NBA Live '96, a game loaded with action and options. All the NBA teams and players are bese. These are those randos of play: Exhibition, Season, and Playoffs: A password save option saves modes. And because all basketball fans have their own pointons of how the sport should be played, NBA tive lets you choose between Arcade mode. where olivers power foul out or set fired or injured, and Simulation mode, where you get every NBA reality except salary resoliations. If you can't make up your mind about the rules, or if you're a replacement referoe fooking for inspira-



tion, a custom mode lets you select the

competition? The matrix or remurares was ors according to scoring, rebounds, built con-

rules and regulations to suit your own style of play The team selection menu is informa-

tive and easy to use. Every NBA train is ranked by scoring, rebounds, ball control, and defense. Since NBA Live '96 is a one-player name, many players out for the thrill of playing an entire season. Fans can select from a regular 82-, a 56or a shortrand 26-same season. When playing in Season mode, you can trade starting players with other NBA teams temporaler that the trading deadline is February 24th) Make sure that you take checkie reess that lets you provides your co and takes control of the games you want You play who you want and when you w own a password before you turn off the game, or the trade is off, If the notion of an B2-game season A Live '96 into your Super Game

sperms too settoner, select the "simulate" option and catch your breath The game's play control leaturns sturb, firke shots, alleyoop passes, and blocking the ball, you'll see a vanety of no shots and slame at the husbet. you want some added flash, plus

nd check out the colors. Team unand recrus are highlithed for clarity. NBA Live '96 definitely. ck in short, this portable same is a turnaround iumn shor that hits nothing but net

> NBA Live '96's great for those away carres with your gotion lets you save your sea

FIFA SOCCER 96



FIFAOCCER '96

refine out. Freedy mode does not imply er apponents will be

y Black Pearl

If A Soccer '9ti, une of the hottest soccer games for the Super NES, is now available for Game Boy. Unlike some portable sports translations, this same has features identical to its Super NES counterpart. including a ton of menus, statestics and options. You get the real teams in real leagues with





lets you pick new tectics at any point ma match If you don't think a parte plan is importent, try winning in league play with no strat-

their individual strengths and weaknesses, and you get a big game out of tive is big, and with the exception of

see all the action on

third of the field at a time. The players are clearly defined (you can make out tube socks) and have realistic motion, but the characters are not so love that the hall discensors

off the screen with every kick or pass. A white circle appn appears beneath the place with the ball, so it's exector keep track of the action when the game is fast and the play is fungus

FIFA Specer '96 not only includes e ontions but lets you action the game to suit your preferences Change the same language, adjust weather conditions or penalties, or make injuries a multiry on the game that is). The Injuries option in League fournament and Playoff names a

erry realistic. Depending on the severity of the Injury the player may roll secund on the field for a few minutes or sit out an entire series of

SPORTS SCENE

is the ref in your face? You can adjust the official calls to full deck of red cards Pause the same and change your game strateey, coverage, formations or even make a player

substitution EIEA Socree has pleaty to please and little to disannoint. If you've been waiting for one of the best Game Boy soccer games of the new year, be happy. You didn't have to wait very long



Arena players will specified the Power Players with the best seems, times and the attime-Power more seconds on Online: feraddigne to seeing your name to the place of Nictordo Profes Meridian Your epistanding aprom physician will inpear on America Clearly values thousands of comercian the very best America Online subscribers conceitable rue Nutropelo Prause Source by emering the keyword "NOA."

CHALLENGE #1

YOSHI'S ISLAND WORLD 6

minutes with World & Can you see 100% in all the levels of this final world? You can't take a fut when you confront Bowser in his castle. The first sweety entries with perfect scores in World 6 receive two Super Power Stamps. Crybabas need not apply



It's no secret that the Literature's cohere

netic soldier that be controlled Now we want you to get out of control and cyberdash your way to the top of the Fulgore scoring list Select Fulgore and blast away in two player mode. The tonten Fulzore scores control the Battle Zone and strut away with two

CHALLENGE #2

DEFENDER

Time to get retto in a classic conference. tion. Plus Defender into your Game Boy or Super Game Boy on your Super NES and blast your way to fame. Remember to save your Smart Bombs for the final wayes of mutants. The moren scores but hyperspace with two Super Power Stamps and the eternal matriade of











Nothan Luk carento (Nicheare, Oh. Denek Vintas Concord, CA. Auron Smith Sen Antonio, To Al Talman Peccs, TX. Scott Isolane Honolalu, H. Charles Lots Chespeake, W. Knooler Couta Mellothory.

John Darley Busbeth, WV Jeff Stoval Highland, IN



SUPER PUNCH-OUT!!

 DOOM

Best Times for 100% in the								
Nate Grant	Seymour, MO							
Asron/Vince Barredo	Eden Prane, MN	246						
Drow Barnister								
Torry Bower	London, ON							

ENTER THE ARENA

Be our to include your name, editinguismed Manther Number on this back of your pitter them in your sending user fairly for man of your Unitinges, \$11 or this is to the Challenguism fill not in the including the pitter for many the received in other from Manch 15, 1956, pages fill in fair the Your Stamps price. The pitters in this pitter of the pitters of the pitte

Before your can write more of the challingout, capture your spore on first Sesure to reclaim sporture of your MS or the prince of your first Setember of the prince of the prince MS or the prince of your first Marie Strong petrot of a Gene Boy, frees on only a strong or the prince and some parties of an offer some of your enter Hight MD FLASH Using a pame enhancement device industry and could be presented to the prince of the pri

OWER PLAYERS' ARENA





Release DateJanuary 1996 Memory Size8 Megabits

Vhat do you do when you find a piece of the rainbow?



If you're Ardy Lightfoot you make a wish come Kirbyish pal. Pec. travel through 17 stages of the scrolling Super NES adventure from Titus searching for seven

pieces of power. Their quest takes them through a visit range of array including a mine, a ghost town, a monster's stomach, a paramed, a picate ship. and a series of matte areas Ardy's moves include throwing Pec and making super



tail as a noon stick. He also stretches himself into an invisible urhittable form to throw off enemies. The same doesn't do much of arrithms new, but it does many things well. Originally, the same was scheduled to come out last year, but it never made it. This month, Nintendo Power puts you on the path to end of the trinbow.

Non proglyce and condipley control Not much knowsten Late of repetition

IACK BROS

Memory Size 8 Membits Race against time and terror in Atlus's first Virtual Boy adventure.

Frost, lack Lantern or lack Skehon-three facric creatures who can't be caught away from the underworld after midnight or they vanish in a flash of red LED vapor. Led by a Pixe through maze areas filled with enemies, the lack of your choice has a chance to get home only if he bests the clock in each level. or more keys lack must collect and several enemies that must be dispatched. The final stage in each level contains a power-

rumps by using his own



well memalik due to the overhead graphic perspective that is reminiscent of a Zelda game.

ood graphics. The clock keeps things moving. More challenging than you might rupect. Passwoods

per text Fairies milital owners?



MechWarrior returns for an in-depth look into the future. No, this isn't a rerun. MechWarrior may have been out for a

few months, but we're stepping back into the future world of EASA to bring players a more strategic look at the name. When

For one thing, it's tough Each mission consists of planet with one beavily armored combat much unit. You choose your weapons then storm off to meet the energy Besides controlling the



tion. The missions play out in much the same way as the Strike games from Electronic Arts. On each world, you have multiple mission objectives. It's up to you to determine which targets should be your priority and which can wait. The twoplayer option allows two pilots to control the mech. While one of you steers, the other names the turnet and fires the weapons. This month's

strategic review should help pilots penetrate enemy lines webout overheating their mechs.

col thems Good control Passward for saving progress Very tough at first. Sharp learning curve

MEGA MAN X3

lemory Size 16 Megabits

X marks the snot for mega maniacs Capcoon stars the pot one more time in order to dish out the third Super NES game in the Mega Man X series. The X games feature excellent graphics powered by Capcom's C1 chin in the Came Pak, Similar to Nintendo's FX obso, the C1 makes of



nality Proper plumens

easier to produce special oranhers efforts such as large enemies and tons of sprites on the screen. In this game, Mega Man X finds himself battline the In this side-scrolling adventure, he has the assistance of Zero, who

can be called upon at almost any time. The layout of the name follows the tried-and-true Mega Man formula. You fight through any of the eight levels in order to win the special weapon from the stage end guardian robot, then use that weapon in other areas Meea Man X3 presses all the right buttons, but it won't surprise any Mesa Man fan with imposition or origi-

into the mesa fray this month cod-graphics, play control and lots of action Fun. If you've played one Mega-Managame





Play with the best in the NBA on the road, but maybe not in your house.

This EA Soorts title appears on Game Boy and Super Game Boy thanks to Black Pearl. Virtually all of the options found in the excellent Super NES original can be found in the micro version. Those options include session or exhibition play,



trades, offensive and defensive plays that you of challenge, substitutions, auto-switching, custom rules and more. You can even simulate games instantly in the season mode so you can

play a season from any point on the schedule. Although all the hoops and whistles will be found in NBA Live '96, same play itself doesn't live up to the standard set on the 16-bit system. The same animation tends to be slow. It's so slow on Super Game Boy (How slow is 100 that you could not down your controller, an downtown to a real NBA game, watch the same, set stack in traffic comme home and have a good mate's siego all before you could complete one pass on this turtle. The speed and graphics improve if you play on an actual Game Boy making this one of the rare games that is easier to play on the hand held system than on Super Came Boy. NBA Live '96 is definitely one for the

road. This month, Nintendo Power soes on a road top to test

this mini had boy of b-ball. Lots of petions NRA loops and allowers The Super Game Boy option performs poorly

VEL OLIARTERBACI

elease Date.....December 1995 Memory Size 2 Megabits Zounds! Where did the Quarterback Club go?

This year's Came Boy version of NFL OB Club. like its Super NES beath. er, has the regular foothall options but no soe. cial OB skill events. The Super NFS same made up for that lack with a

coal severario mode and improved courtly same play and graphics. Unfortunately, the scenario mode and other enhancements didn't find their way to this Game Boy version. Players may play preseason, season, or playoff games with any of the 30 NFL teams using realistic play books for selecting plays. The Madden-like interface will be familiar to most sports fans, mak-

ing the same easy to pick up and play. Fasy to learn New teams

No QB club skill events. No Super Game Boy enhancements.

NESTER'S FUNKY BOWLING .February 1996 Memory Size 16 Megabits

Nester finally speaks into a real video game. One of America's favoree games has surprisingly few video same counterparts, but that may change now that Nester's Funday Bourling for Virtual Boy is here. The executions restricted

from the pages of Nintendo Power has found his dream world. a world in which he is the focus of everyone's attention Nester bowls in three modes: a regular bowling game, a prac-

tice session, and a challenge mode. Two-players can take alternating turns in any of the modes. The physics of the movement of the hall and nins is very realistic. Some great animations rub it in If you're seeing sed, then it must be working. Don't may this

mneth's nations Very solid bowling action Fun shallenge and practice modes.

Alternating play on Virtual Boxis awkword.

PCA FUROPEAN TOUR

Challenge Europe's finest golf courses and Five of the best golf courses in the world make up the Super

NES tour for the latest of the EA Sports PGA golf senes. Black Pearl used the SA-1 chip in the Came Pak for added graphic realism, just as in PGA Tour '96. Duffers who sink this game into their Super. NES will find themselves on the links with professional golfers, challenging them stroke for stroke in

BATTER® BACKED





ertire game into 8 messabits of memory PGA Tour '96 was a fat 16 mess) and that efficiency could end up saying you a few dollars at the store. Power rooms the confinent in this month's Sovers Score.







mory Size...... Megabits

Caveman Sam must save the world. The prohistory of Prehistorik Man included a false start last year when Taus thought the game would be released Unfortunately. Trus didn't manage to get this action name out the door. Now it seems as if PM will finally sten out of the one of myth and irro the

twentieth century for the Super NES, Players will unthaw twentythree levels of the age bedlem, funky enemies and cool stages that include hane-glidene and unecycling action.



Although most of the action in Probustonk Man amounts to side-scrolling sturts and hop and hop, you'll also find adventure elements such as the need to talk to other cave people, to upgrade ocupenent and carry out missions for



the tribe. This month's Titus projew will cover some of the best feetures in PM, but if you want more roler back to Nittendo Power Volume 23, June 1995

Band creeking play opetral, lots of winery Great fun expeciativin particular atopes where you have special abilities. The challence isn't always yory bion Can be redoug at times.



stelanuary 1996 Memory Size.....4 Megabits y to keep your head above water in this perplexing puzzler from Titus



You're in a ship at sea that's taking on the only one who can lead the crew cut of the complex maze of engine sages. It's literally a

matter of sink or swim in this Super NES action-nuzzle same from Yous. In each of one hundred rooms, you must flip switches, hand out life vests, blow-up obstacles and receipttrains flood of water in order to save your conv. Rosenwise heavily from the Lemmings school of puzzle games. Sink or Swim provides a challenge and some fun along with a few

headaches. The theme may seem desperate, and sailors tend to get squished if you're not quick enough has the graphics and music are light-hearted Originally,



Prehistorik Man and Ardy Lightfoot. In January, all three games finally made it to stores in the U.S. This month, Power reviews all three titles in a special Tour respective

Challenging Fun Infrequent passwords Lots of repetition



revisits the action and intrigue of the world-wide Syndicate from Ocean

The Syndicate first appeared for the Super NES last summer when Nimendo Power ran a Take 2 in the July issue. Since then we've taken a longer look and we believe other olivers may



gamine elements interesting. Both the strategy and the shooting action and the four-player mode is one of a kind. The background story concerns cyborgs and international intravie Your band of four

we found the mix of

agents tracks down the offending psychotic borgs, then retire them with extreme prejudice. In the four player same, each player controls one of

four Syndicate agents. Some of the difficulties include learning the command functions and moving around interiors when your view remains on the outside of the huld-



be hot for action. If you liked Shadownin, you may also find The Syndicate pushes your button. Don't miss our full review this month

Both action and strategy required Great music

Small character greeking, Slow learning ourse At times you con't one your character Officult control.

replaced in Andy's affections? Such are the concerns of tows

TOV STORY





It's Andres Nethelan party and the toys What new tows will



everywhere. In Disney interactive's Super NES action game based on the hit movie. Woody the cowboy must deal with the arrival of Bury Liebtugar the space ranger who can't believe he's a

toy. The game actually uses the same 3-D computer models used in the movie by Pixar. The game graphics of Toy Story look phenomenal, although not as detailed as in the movie-Game play varies widely in the different stages, moving from fairly standard platform jumping and side-scrolling to overhead driving sequences and even a 3-D Doom-like area that recreates the alien crane same in the pizza parlor. Other favorite cinematic scenes that are represented in the game include Sid's mutant more full of mutant toys and the race down the sweet. Nintendo Power goes to the movies this month with Disney's Toy Story

Beautiful graphics Variety of play Play control feels a bit loose Hit detection is open in places. No voices from the movie.

XBAND MODEM

Link up for the ultimate in two-player gaming on the Super NES? It may be a departure





alone is enough reason to remind players about this great same playing option. Another good mason to include the XBAND in Now Playing is to dispel myths about the cost. A lot of people don't understand how the cost structure works. After





























nexts as you want. After that, there are two monthly plans: all you can stomach for \$9.95, and the limited connect for \$4.95. which includes 50 connects with anything over that costing an extra 15 cents each. You can also restrict your connections to local numbers so that you don't run up long distance charges. It's totally up to you. Even if you do play lone distance, you can sign up with XBAND Nationwide, which lets you connect for \$3.95 per hour any time of day thanks to a deal XBAND struck with MCL More confusion exists about



how the system works but it's mally very simple. The following games are sunported on the Super NES XBAND at this time: MK 2 NHL 95 NBA Jam T.E., Super Street Fighter II. Madden 195, Madden 196, Weaponland, Ken Griffey & Presents Major League Raschall, Killer Instinct and Doom, MK 3 and NHL '96 may be ready by the time you read this and Super Mario Kart is just around the corner. All you need to play is the game, the modern and a phone, You plug the modern into your Super NES and the game into the modern. The modern line is objected into the object line. After that, you just fire up the Super NES and the modern automatically connects you to the XRAND network. You play against friends or unknown samers, write messages, receive e-mail, join in contests and leagues and play at any time. There are enough XBANDers already that you seldom have to wait for a partner

Two player competition at any time with some of the best Easy to get hooked, but local play option halps

TITLE	Pou G	ER ME	TER RI	RTINGS	PICKS	CETTING	GRME TYPE
ARDY LIGHTFOOT	3.4	3.4	3.5	3.5	200	K-A	ACTION
JACK BROS.	3.3	3.3	3.3	3.3		K-A	ACTION
MECH WARRIOR 3050	3.5	3.2	3.4	3.4		K-A	ACTION
MEGA MAN X3	3.4	3.6	3.5	3.2	***	K-A	ACTION
NBA LIVE '96	2.4	2.4	2.4	2.8		K-A	BASKETBALL
NESTER'S FUNKY BOWLING	3.3	3.3	3.3	3.5	0 + ×	K-A	BOWLING
NFL QUARTERBACK CLUB '96"	2.2	3.0	2.6	2.7		K-A	FOOTBALL
PGA EUROPEAN TOUR	2.8	3.0	2.9	3.1	Ŕ	K-A	GOLF
PREHISTORIK MAN	3.8	3.5	3.8	3.6	0 n * *	K-A	ACTION
SINK OR SWIM	3.3	3.1	3.0	3.1	-	K-A	PUZZLE
THE SYNDICATE	2.9	2.5	3.4	3.5		K-A	ACTION
TOY STORY	4.1	3.1	3.6	3.5	ri i	K-A	ACTION

STIPER NES

The Power Meter ratings are derived from evaluations on a free point scale with five being the highest score possi-



ble for a cetegory. The categories are: G-Graphics & Sound, P-Pley Control, C+Challenge, T=Theme & Ful VIRTUAL BOY

ditors If you like the same types of games as one of our Power aditors, then check for his or her seel of approval above.

- O Scott Action Sports Dan
- Action, Adventures, Puzzles impletions, Sports

IDSA Retings These Independent Digital Software Assec ratings

reflect appropriate ages for players. The categories include: EC+Early Chilchood, K-A+Kids to Arkits, T-Tean (13+), M-Mature (17+), A-Adult (18+), MR-No Rating To contact the IDSA regarding the rating system, call 1-800-771-3772.

THE NUMBER OF SOURCE ON THERE G

hen F+HO went shopping recently, they ware called Mohawk & Headphone lack. This Super NES game combines Unitacers and Sonic the Hedgehog, wraps it in a funky soundtrack, soms you around with an innov-

lent options. But what's it all about? Mohawk and

mohawks, respectively, live in enclosed, cavern worlds you are on the inside surface of a ball that rolls over when you bit worlds your char-

DEVELOPER - Solid Software SYSTEM - Super NES MEMORY - 16 Megabits COMMENT - Funky and fast RELEASE DATE - Spring '96

and powerup thems such as the acter faces one-

Mohawk into a unicycle ruy. Since the worlds are so large, a man function has been included, When you zoom out Into mag

mode, you can scroll around the entire

been set at this time. but it will be in the spring or symmer, paswhile as early as April









e played Bound High in Japan at the last

the United States later this year. Virtual Boy play-

playfields also presents a challenge, Sometimes, you'll find

■ SOURCE Extra

System - Virtual Boy MEMORY - 8 Megabits PLAY - Three modes and password

DEVELOPER - Japan System Supply

precision Adding

modes of play-

enough challenge to keep players face-in for a long word fees you start



Team exclusive title for the Nintendo Ultra 64. Winner Gretzley Hockey for the NU 64 will feature the Great One himself. Time Warner Interactive

intendo of America and Time Warner tremactive

include NHI PA linerse and all the stars, with their will work statistics and include an

malies.



design specs call for a four-on-four format that includes ■ SOURCE Extra

DEVELOPER - Time Warner Interactive SYSTEM - NU 64 PLAY - 4-on 4- arcade hockey COMMENT - Coin-op version releases in summer



offere ball usually precedes the programs, but in the case of College Stam, it follows in the footsteps of NBA lam. The Super NES collegiste hoopster from Acclaim features graphics smillar to the lam games, but players taken from 44 col-

fraterrity teams into the fray. The two-on-two hordes feature alley-oops, corchine tips, announcers, hot spots, power-ups and a bottery backed-up memory for savine words campaigns. Our best guess for the beginning of slamming season is this March.

SOURCE Extra

DEVELOPER - Acclaim System - Super NES. Game Boy STYLE - Arcade Basketball PLAYERS - 1-4 simultaneous Comment - 44 teams



even their fight sones. The three play modes include a headan head option for up to four players, a tournament with 16 scarrel and a season mode. Acclaim has included player and fearn editing features and special on-court symmicks such as net melt-





to meetion the school



unison

actual treasure hunt contest being held by



The two-player oction ands in a ride at Disney World, they were a brish works connectionship breed of adventurers and desperados who plind with Morean and Show the waters of the West Indies back in the sevenhacking and slashing the covernor's thurs in swashbuckling Super NES game, due for release any day now, one nee Geens Days, the plot pits the lady picate, Morcan Adams, assinst Daws Brown in a race to find the three missing pieces to

the treasure map. Dunns the same, Moruan and her companion. Shaw, use their fencing skills to cut their way out of prison and through countless dancers on their way back to the Morning Star.

Cutthman Island also contains two fighting gotions: sword fighting and brawling. The brawline oction lets players mor it up with their fists, but be pents will still be ■ SOURCE Extra In addition to the swordnlay, the arlyon-

DEVELOPER - Software Creations Memory - 16 Megabits Style — Side-scrolling sword fighting PLAYERS - 1-2 simultaneous







er the world's focus turns

action on Game Boy with 1996 Olympic Sports, which is a treatative title at this time The track & field events include high jump, burdles.

pole yoult, triple jump, javelin, shot out and 100-yard dash, Players

to Atlanta and the XXV Olympix Games THIO will bring you the and butterfly. or in other competitions archery Although

the earnes in Atlanta won't start until the torch arrives from Athers you will have a head start



■ SOURCE Extra

LICENSE - Olympics MEMORY - 8 Megabits COMMENT - 200 countries ystems - Super NES, Game Box

cean warms up for its recently announced Mission Impossible same for the NU 64 by creating this rendered fighter using Stirron Graphics productions and Alexa coftware. Lobo stars the comic book hero and five other tough characters including Kringle, Dox, Shada, Loo and D-Nitro. The share modes of play include Solo, Vs. and Practice In practice, you can choose to match up any of the sex fighters and test their moves. Solo is the one-player tournament

three levels of difficulty, time limits, round limits, and music had bugs, both large and small, so it was difficult to evaluate

■ SOURCE Extra

DEVELOPER - Ocean of America RELEASE - Winter '96 Memory - 24 Megabits FIGHTERS - SIN

long range attacks and auto combos. Ocean hopes to have the lighter on the market this winter. We should have a completed



MORE TOY STORY

Toy Story looked great on the Super NES and the Came Boy version from T+HO also makes Pixar characters from the Disney movie, in fact the Came Boy version looks a lot like the 16-bit game with Woody stumbline into adventures in Anti/s worm the nexts place. Sid's chamber of toy homors and elsewhere. The finished same will include at

Super NES game and

the movie, such as Buzz

Lightweir, Mr. Potsto

Head, Hamm, Rex

















Who's on the move in the video game world? Hudson Soft. for one. The American marketing branch of the Japanese company is moving its operations from the Bay Area to Kirkland is located next to Redmond, home of Nintendo of America, GameTek, based in Moomi, Florida, is mount its check with Hudson's old landlord) It's also been rumored that Scottish developed DMA will open an American slovel. coment office in Colorado-apparently it likes the

THE SMURFS

The Smurfs head out on Game Boy from L Motion a new third-party publisher Although the Smuri madness has declined in the U.S.,

highlands.









Mistando and Ocean just amounced another exclusive



such as weight lifting. Pak Watch will bring you the first

ference in Kyoto in December. At that conference, too lagenese video same publishers, including free and

ed the number of titles in development and the steps that third party publishers would have to take in order to make



on the number of third party games, but honeful publishers must demonstrate how their sames will take advantage of the Namendo 64's advanced graphics and play control sys-

terms. NCL homes to assure an extremely high standard for the games that appear on the new systern. In addition, names that appear first on arcade systems will have to include unique elements for the Nintendo 64.



BASS MARTER II COLLEGE SLAM GARGOYLER KEN GRIFFEY JR.'G WIRNING RUI

THE LOOT VIKINGS II MARI MALLARD MOHAWK & READPRONE JACK

IRRE OLYMPIC OPORTO PINOCCHIO **POCARONTAR** ROAD RASN

RUPER MARIO REC



3.D TETRIS



WIRTER '66



STORY GRANI PRIZ GO BEHIND THE SCENES AT DISNEY INTERACTIVE, WHERE THE TOY STORY VIDEO GAME WAS CREATED!

TEST UNRELEASED GAMES NOW IN
DEVELOPMENT!

EXPERIENCE DISNEY INTERACTIVE'S
VIRTUAL REALITY STUDIO!

TAKE HOME A PILE OF TOYS! GO ON
A \$250 SHOPPING SPREE AT A DISNEYLAND
GIET SHOP!

SCORE TOY STORY FROM
DISNEY INTERACTIVE FOR
YOUR SUPER NES!

Disneyland



BUZZ
CAN'T
REALLY TAKE
YOU BEYOND
INFINITY...BUT
NINTENDO
POWER CAN TAKE
YOU TO DISNEY
INTERACTIVE!



INTENDO POWER LAYER'S POLL VOL. 81 O. BOX 97062

Bases Was Dis-After the To Val Debry Consulty of the San Consulty of the San Consulty of the San Consulty of the Consulty of the San Consulty of

D BEYOND!

SECOND PRIZE

育 TOYS,
TOYS, TOYS! WIN \$100 WORTH OF DISNEY

WILL HE BE YOUR FAVORITE?

WIN A 13" TALKING
BUZZ LIGHTYEAR
ACTION FIGURE—

AND WIN TOY STORY OR YOUR SUPER NES!

Winners

Winners

MINTALE MINTENDO POWER

T-SHIRTS

BE THE TALK OF THE TOY CHEST IN YOUR POWER T!



Coming Next Issue

OTHE UST Monthly published Supur-of East Indian-June Genderl Advertism July Seniol Junes House

Grant Control of the Control of the

ology (1) ology (1) ology (1) (2) ology (1) (2) ology (1) ology (1

TTHROAT

crew as they escape from lamaica and search for the mysterious treasure of Cutthroat Island

ollege Slam



Get ready to bane the with more than 40 coast in College Slam

Abov. Materal Set

Tetris What happens when

Tetris meets Virtual Boy? Tetrads go face a whole new

dimension of challenge, that's what

on Mental Vision

30 Repeated by McKs

30 Repeated

30 McC

30

BACK ISSUES

ere Niceuroli Power coules are worstle individually. Add to to your collection! They compare these excision reviews. Volume 65 (Oct. 'PH). Super Panch-Graft, Faul Fainter III, Motors and Jam ay. Mighey Morph in Power Ranger, Desper NGB Per Man 2: House of Case, Brant Lond, Myga Man V Kalaur Boy) Nattal kinah bi III, Gane Thoy, Bay Schold Kanh, Wilawa 66 (New. 94). Donley keng Country Soudvier, East busing Jos. Frank Franco III. Bething Jones Gorganic Advantages Super Advance (Bland III Mild Stude, Cours, The Wileye 47 (Dec '94) Depent Cont. Earthway Sin. Zon th

Witness 44 (Jan. 195). The Lann Kang Disper NES, Robowsk, The Adversaries of Brazzon & Robe Pallet The Majora Adversare Servic Hore: See: Text Star Floor & Roberts American Steper NES, NEA Jan (Come Box), Dally Dank, The Marries Missiones, Middle of Mell Same Rob.

Volume 69 (Feb. '95) Mign.Man XV Kalleri Bernen Course, The Line Kangdinger NEW Sports Socie Malterson-Sew Land UN, Doct the Sci. Return to the Gold Kinger Boyl, Neper Parels Volume Fit (Plan: Fit) NNA Jan Thomaspers Edicine, Mend Variory Speech Consoles, Entrole D. Mario Higgory, The Incredible Halk Bulse E. Kong Andres & The Kingles of Justice

Volume Ti (Apr. '93) StarGote SpederMan(The Attenued be an Addan if midy taken. The Loss Arm; Super NTS) Specialization Marké France, NSA Jose Code Special Lauce News Volume 72 (Hey '95): Kisto's Decus Lond Z. Bros Lac, Junice League Inti Forn, The Philipponers Washork, Parke Pigis Hammer Habitat From Forn Special Plot, European San Game Son, Morral Basiday, 81 (Super NEX), Gentle Process N. Basid Webstern FS (Barne FS): Veloperd Look, Eurobilious de feat Tirele Deep bysee Notes Dett Eine FX Super Terracia U Preferencials Man J. regie bercheitlan of the Photoma, Super NES Köller bestern Einem Personer Versaud Base Leif Einem NI de Forcealed

Welcome 34 (July 193); Ocean's Rong Land, Judge Devild Neukrone Jungle Brite Geoper NISE, American and Sound Beet, Fower Institut, A.W.A.T.Kate, Peter Ausgers, The Myor, Night Bioson J.J., Ellispon, A.M.Propitation in photoderon BPGs Welcow 23 (Aug. 193) Vernal Bey Spread, March Terum, Calartic Perkali Teleodrosa Marco Llob, Noby Head Super Marco Norld Jones Faglier III Planton (1942, Noga Confer

thorne M. (News, 1973, Killer Street, Drawn, Street, Albara Friend Soc Gell Conference Depot S. The Mass, Depos The Brown Lee Surv Enlage, Uniforms (Core Boy) Donkey Song Lord), The Strategic Colonian (Core Boy) Donkey Song Lord), The Strategic Colonian (Core Boy) Donkey Song Surphysio (W.H. Lawdon & M. Leebon (1997)

Volume 77 (Oct., 193) Super Misras Feleck 2 Voda Vidand, Barrenn Festern, Prantal Ruge, AAA/SSE Book Monter of Mega Maria, Merical Force, Paris, Bomber, Aladdon Stanto Book, On Phateau, Secret of Laterson, Super Maria, Mg Volume PE (Nov. '95). Montal Rosebus Schaper NESS, Sunformer and Masons Sciences Arraines Santhly Sungary

Volume 77 (Dec. '93) Dester being Country 2 Delch Kong Queet, Maria Land, Volumb Beil, Woorworld Super NESS, Sports Score W NY Marsheldami The Americ Count Vota Makes Course Series Source 5000 Showbarks Proceedings Series 5000.

Librar Series Source 5000 Showbarks Proceed Server 5000. Volume III (Inn. "Nijofarshwa za jun 2, Stochauka Trade Skon-ferend Hewitsten K. Doostrooper: Manazefanoasko, Brands el veril Recented Economy, Scody Boo, PEA Bast St. Grupe NEW Fred Phys. Just Boo; Wessel Koy, Tea Blass, The Convert Fresh. Thomas Bassind Game Box.

he the finck insue/Top Book Order Form in this issue to refer past Nincondo Foreer popes and basels, or call our Commer Service department at 1:890-155-3700 to order by phone with You or HasterCard.

HISTE SYSTEM?

Get back into the game immediately

with Power Swan".

Power Swap gives VOU a permanent

replacement unit NOW. You'll be

back into the game

with no wait and little expense!!

1.800.255.370

Get back

in the

game

for \$35

or less!

Call for the nearest repair centers





Our goal is to try and preserve classic videogame magazines from years gone by before they are lost forever.

Thanks goes out to all the people who make this possible.

From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.

People interested in helping us out, in whatever way possible. Either by donating classic magazines, scanning, editing or distributing them, visit us at http://www.retromags.com

> We are only interested in preserving classic magazines that are at least 5 years out of print.

We have no desire or intention to profit from these in any way. to please, if you come across people trying to sell these releases, don't support them!

Thank You and ENJOY

