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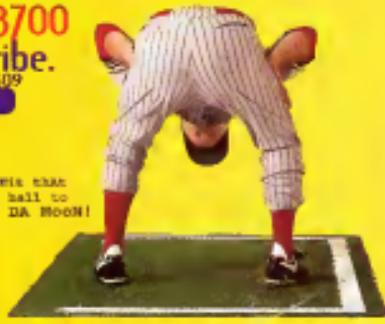
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Player's Poll—Volume 88

Prizes? Prizes! Sure, we got prizes! To get a chance to win, answer the following questions. Then, send in your card, pronto!

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

B. Game Boy 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

C. Virtual Boy 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

D. Which live products are you most interested in playing?

1. ___ 2. ___ 3. ___ 4. ___ 5. ___

E. How old are you?

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

F. Sex:

1. Male 2. Female

G. Do you expect to purchase a N64 or receive one as a present in the next three months?

1. Yes 2. No 3. Not sure

H. Have you played the N64 at an in-store display?

1. Yes 2. No

I. Have you heard about the N64 on TV or read about it in another magazine or newspaper?

1. Yes 2. No

Name _____

Address _____

City _____

State/Prov _____

Zip/Postal Code _____

Age _____

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Do you own any of these game systems?

J. Sega Saturn 1. Yes 2. No

K. Sony PlayStation 1. Yes 2. No

L. 3DO Multiplayer 1. Yes 2. No

M. Virtual Boy 1. Yes 2. No

N. Do you expect to purchase a Game Boy Pocket or receive one as a present in the next three months?

1. Yes 2. No 3. Not sure

O. Do you already own a Game Boy?

1. Yes 2. No

Trivia question: What did 3-Dice score Mario down on in Super Mario 64?

A. _____

Thank you! Now send in your card and keep your fingers crossed!

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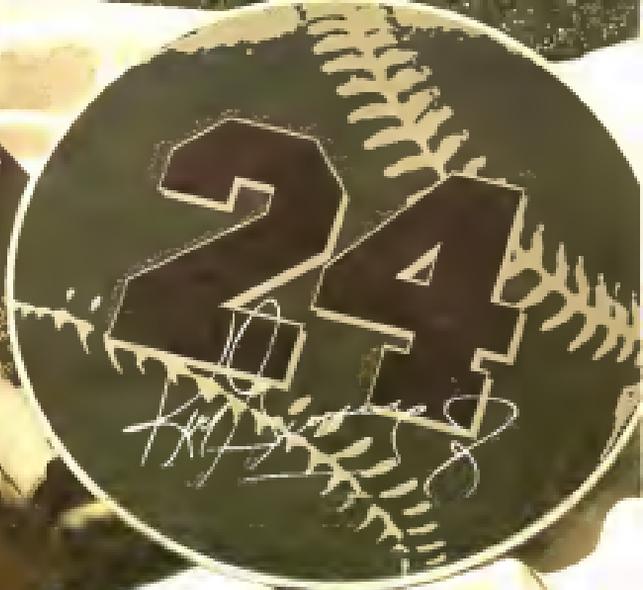
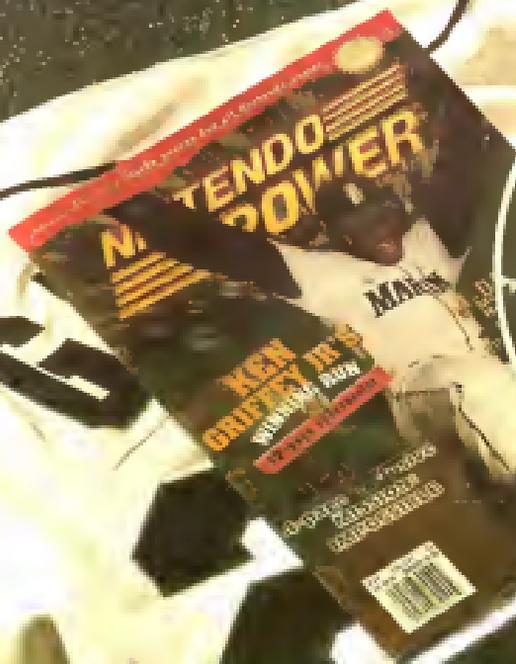
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Your perspective on games is about to change.



NINTE



FULL COVERAGE

<i>Super Mario 64</i>	14
<i>Pilotwings 64</i>	24
<i>Realm</i>	44
<i>Kirby Super Star Part 2</i>	50
<i>Donkey Kong Land 2</i>	80
<i>Diddy's Kong Quest</i>	
<i>Pinocchio</i>	88

SPECIAL FEATURES

<i>N64: The Launch</i>	10
<i>Cruis'n USA Update</i>	32
<i>Turok: Dinosaur Hunter</i>	36
<i>Player's Choice for Game Boy</i>	78

PREVIEWS

<i>Donkey Kong Country 3</i>	68
<i>Dixie Kong's Double Trouble</i>	
<i>Prince of Persia 2</i>	70
<i>Moul Mallard</i>	72

EPIC CENTER

<i>Epic News</i>	55
<i>SimCity</i>	56
<i>War 3000: The Revolution</i>	62
<i>Epic Strategies</i>	66

EVERY ISSUE

<i>Player's Pulse</i>	6
<i>Classified Information</i>	40
<i>Counselors' Corner</i>	74
<i>Arena</i>	92
<i>Now Playing</i>	94
<i>Pok Watch</i>	98
<i>Player's Poll Contest</i>	104
<i>Next Issue</i>	106
<i>Game List</i>	106

**Super Mario 64:
 The Adventure Begins!**



It's time to take the taste of Super Mario 64. Based on the early success of the game, this month, we begin in-depth coverage with a look at the layout of Princess Peach's castle and rings of the first few levels. Don't miss out on the details! It all starts on page 14.



NINENDO 64

**Take Flight With
 Pilotwings 64**



For aspiring N64 pilots, the wait is over. In 1995 issue, complete coverage of Pilotwings 64 got it all the ground with flight plans for earning certificates in A and B classes. See the Pilotwings 64 world—from the air, beginning on page 24.



**Ready for a
 Road Trip?**

Any racer's engine would rev at the prospect of a coast-to-coast rally, and that's just what Cruis'n USA has to offer riders their seekers. The great big drive on the racetrack starts this month with a four-page preview.



POWER CHARTS

It's big-time Tetris Attack, as both the Super NES and the brand-new Game Boy versions chart this month. Meanwhile, Mario's quest for the Smithy Gang puts him atop the Super NES Top 20. What are your fave games? Let the world know by sending in your Player's Poll Response Card at the back of this issue!



SUPER NES TOP 20

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	SUPER MARIO RPG	Nintendo	1	5
2	CROWD TRIGGER	Square Soft	3	14
3	DONKEY KONG COUNTRY 2: ODDY'S KONG QUEST	Nintendo	2	11
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	6
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	6	11
6	KEN GRIFFY JR.'S WINNING RUN	Nintendo	5	4
7	FINAL FANTASY III	Square Soft	9	21
8	SUPER METROID	Nintendo	8	29
9	TETRIS ATTACK	Nintendo	7	2
10	KILLER INSTINCT	Nintendo	11	15
11	DONKEY KONG COUNTRY	Nintendo	12	23
12	SUPER MARIO KART	Nintendo	10	41
13	SECRET OF EVERMORE	Square Soft	—	10
14	FINAL FANTASY II	Square Soft	—	10
15	MORTAL KOMBAT 2	Williams	19	10
16	BREATH OF FIRE II	Acclaim	—	4
17	SECRET OF MANA	Square Soft	—	19
18	UNRACERS	Nintendo	—	3
19	AIRDRIZ SUPERSONIC	Seal	—	4
20	EARTHWORM JIM 2	Playmates	18	11

TOP FIVE KIRBY GAMES

A cute puffball with one trick: Kirby. Kirby has won millions of hearts from his adventures. Kirby Star Breads into a new, juicy game in September. Check out our exclusive news by turning to page 50!

1. KIRBY SUPER STAR (SUPER NES)
2. KIRBY'S BLOCK BALL (GAME BOY)
3. KIRBY'S PINBALL LAND (GAME BOY)
4. KIRBY'S DREAM LAND 2 (GAME BOY)
5. KIRBY'S DREAM LAND (GAME BOY)

WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUISIN' USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. BOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO KONG
10. MISSION IMPOSSIBLE (N64)



GAME BOY TOP 10

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	41
2	TETRIS ATTACK	Nintendo	NEW	1
3	TETRIS	Nintendo	3	46
4	DWL 2: ODDY'S KONG QUEST	Nintendo	NEW	2
5	SUPER MARIO LAND 2: A SUCKER COMES	Nintendo	6	46
6	METROID II: RETURN OF SMITHY	Nintendo	4	57
7	DONKEY KONG LAND	Nintendo	2	20
8	MARIO LAND: SUPER MARIO LAND 2	Nintendo	5	25
9	KIRBY'S BLOCK BALL	Nintendo	NEW	2
10	DONKEY KONG	Nintendo	4	24



VIRTUAL BOY TOP 5

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	MARIO LAND	Nintendo	1	11
2	MARIO'S TENNIS	Nintendo	2	11
3	GOLF	Nintendo	4	5
4	3-O TETRIS	Nintendo	5	4
5	MARIO GLAN	Nintendo	—	4

PLAYER'S PULSE

This Issue Beats All

I just received my latest issue of Nintendo Power (Volume 86) and it was awesome. I really loved the Beat the Boss article. You should make this a permanent section in NP! Also you should offer strategies to beat bosses in old games, like Ninja Man X.

Mohammed Qaziar
via the Internet

Beat the Boss will make a comeback, but don't expect it every month.

Love Those Letters

You should expand Player's Pulse even more. Every month that is the first section I turn to. Please don't print short letters that mostly agree with your magazine. Please stop coverage of Virtual Boy due to the fact that it is very unpopular with me and my friends and every living thing on this planet. Return the Power Charts to two pages! It was much cooler before. Now I can barely find it. Good job with Epic Center. It has really gotten me interested in RPGs.

Michael Steep
via America Online

Case Up on the N64

I think you've been spending just a little too much time on the N64. Don't get me wrong. I'm thrilled with the graphics and everything, but it hasn't even been released! Also, in Volume 86 you only reviewed three games in Now Playing, and only one got a seal of approval. However, I still think Player's Pulse and Classified info are great. Keep up the good work in those departments.

Ian Wright
Newark, Virginia



Some months, tons of games come out, other months, only a handful. As for the solo seal of approval, what good would it be if we handed one out to every game that came out?

Amend? Haarr!

I already own a NES, Game Boy and Super NES. The only other system I want is Virtual Boy. I don't want an N64. I like better graphics, but I don't want to buy a system for them. I think that Epic Center should be greatly expanded, but I would get rid of

Amend. Besides reminding me of games I want but don't own, it's also a place for good gamers to brag. No offense.

Josh Lippert
via the Internet

Ho Ha Ho

I like your magazine and all, but you need more fun things, well I mean funnier things. Like making fun of games that are just fun to even be put on the market. You have a lot of information and everything, it's just that there isn't really anything that catches me and won't let me go. I'm sorry to insult your magazine, I like it and all but I just had to tell you that.

Joey Gibson
via the Internet

Web Site, Bummer

There is only one problem regarding your on-line resources: everything good is on America Online! All the chats with Mr. Miyamoto and Ken Griffey Jr., the on-line games like Blood of the Chozo, and all the other stuff that I never got to take part in are only on America Online. Anyway to get to the point, is there any way

Dear Sir:

Paul J. J. J. J. J.
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Power Packs

I was wondering if you could run an article about NHL '96. It is the best sports game I have ever played! Try to include some codes, such as for secret sports teams.

Ryan Leembak
Rochester Hills, Michigan

Fast your eyes on Classified Information in Volume 87 for some super-secret teams, Ryan. Those crafty code-jockeys at Electronic Arts sneaked a few surprises into their annual hit pack!

Contest Question

Can nonsubscribers still participate in the Player's Poll Contest every month?

Aaron K. Droller
via American Online
You bet!

Brown et al

I had the great opportunity to attend the recent E3 show in Los Angeles and played the Nintendo 64 system as well as the other notable systems currently on the market, such as the PlayStation and the Saturn. I was very impressed with the N64. There were long lines at each of the N64 stations where guests amiably waited their turn to play Super Mario 64, Phantasy 64 and other titles. No doubt about it, interest was very high at the Nintendo E3 booth. What a blast to have been part of the whole experience. I also

I'm So Disney. My Head's Spinnin'

Volume 81 Grand Prize Winner Dan Tempo of Des Moines, Illinois, went where no gamer had ever gone before when he won a rare peek behind the scenes at Disney Interactive! It turned out, though, that Dan was most impressed by a 64-bit plumber just off the plane from Japan. He spent two hours playing Super Mario 64 before heading out to Disneyland, where he and co-winner Chris Daliva caught the hot new Indiana Jones ride in Adventureland.



had a chance to meet and talk briefly with your online Game Counselors, who seemed to be great folks and very personable. Although I was a guest of Philips Media, I felt like a kid in a candy store and now understand why Nintendo

Power is always very excited about the E3 shows. It was the opportunity of a lifetime to attend.

Elaine Palmer
Los Angeles, California

WRITE AWAY RIGHT AWAY!

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Ask Super Mario Bros. tips for the Super NES or N64, including Vehicle Blast and Super Mario RPG. Also ask about game cheats, killer insects, Mewtwo, Gyarados, Mew, Secret Levels, Secret of Evermore, Death of Dino, Bonus of Park II, Dino's Tigris, Final Fantasy III, Diddy Kong Country, Diddy Kong Country 2, Diddy Kong Land and Super Tennis-Out! Also:

News about hot new games,
the Nintendo 64 & other cool stuff.
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BLAST OFF TO THE FUTURE

Nintendo makes history with North American Launch of the N64.

The N is near!

On September 29th, the most anticipated system in video game history—soon to be known as one of the United States and Canada—Mark your calendar and brace us down to your local Nintendo dealer if the N64's appearance in North America is anything like its

Japanese debut, you can expect one of the wildest days in retailing history. In Japan, eager gamers lined up the night before the N64 went on sale. Two shop owners, holding a half-million systems, sold out in a week. Many of those systems went to game players who placed their orders and plunked down 25,000 yen (about \$200) long before the N64 hit the shelves. It's not surprising that

Let the Games Begin

Nintendo's philosophy is simple: deliver the best games, period. That's why Nintendo and the Game Boy's third-party developers are busy putting the finishing touches on next-year lineup of games slated to be seen after the initial N64 launch.

Blast Corps	Nintendo
Crash n'USA	Nintendo
Killer Instinct Gold	Nintendo
Marvel Super Hero	Williams
NBA Hoop Time	Williams
Star Wars: Shadows of the Empire	Nintendo
Technic	Nintendo
Tekken	Nintendo
Tekken 2	Nintendo
Tekken 3	Nintendo
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Tekken 59	Nintendo
Tekken 60	Nintendo
Tekken 61	Nintendo
Tekken 62	Nintendo
Tekken 63	Nintendo
Tekken 64	Nintendo
Tekken 65	Nintendo
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Tekken 92	Nintendo
Tekken 93	Nintendo
Tekken 94	Nintendo
Tekken 95	Nintendo
Tekken 96	Nintendo
Tekken 97	Nintendo
Tekken 98	Nintendo
Tekken 99	Nintendo
Tekken 100	Nintendo

Nintendo officials are advising retailers to prepare for an onslaught of game players eager to get their hands on the future of fun.

Can't wait 'til September 29th to take the N64 for a spin? U.S. residents might want to head over to their local Toys 'R Us. Beginning the first week of September, every store-wide Toys 'R Us will have a special N64 section featuring at least three systems that you can test out. No Toys 'R Us nearby? Don't despair. Throughout September, other Nintendo retailers will be setting up displays as fast as they can get them. Every Target and most Wal-Mart stores are slated



This great-looking box set comes in a world of fun. Nintendo gives away up to \$1 million in U.S. and Canadian stores by March 30th, 1997.

ed to get playable N64 displays. At least 3,000 Blockbuster Video stores nationwide will be getting display systems that you can try out. By mid-October, more than 10,000 playable N64 displays will be up and running in the United States.

You can't find a store with an N64 you can try out? Many more will be arriving N64 demos. Across the United States, about 1,800 stores will have N64 games on their Power Previews displays. At the push of a button, you'll be able to preview Super Mario 64, Pilotwings 64 and other hot new titles.

If a brief tryout in a store leaves you wanting for more, you can rent a system at your local Blockbuster Video store. From the launch date until November 30th, Blockbuster Video will be the only official rental dealer in the U.S. For \$16.99, you'll get everything you need for instant fun, including the N64 control deck, all the necessary cables and cords, two controllers, instructions, and your choice of a Game Pak.

Console game players can also look forward to a big piece of the N64 action. In fact, they've already been enjoying the game this summer at special Nintendo



Scan Nintendo's Alan DeMatteis demos Super Mario 64 at the Nintendo Power Pop in Toronto.



To really appreciate the N64, you've got to play it. Fortunately, that won't be too hard. By launch date, high-tech displays like this one will be installed in stores from coast to coast. Head on down to your local Nintendo retailer to get your fingers on the future of fun!



NINTENDO⁶⁴



CPU:
64-bit RISC CPU (customized MIPS R4000 series)
Clock Speed: 93.75 MHz



MEMORY:
38-megabit DRAM. Maximum transfer speed:
4,500 bits per second



CO-PROCESSOR:
Integrated SP (sound and graphics processor) and DP
(pixel drawing processor), 64-bit, 62.5 MHz



RESOLUTION:
Maximum 640 / 480 dots
Flicker-free interlaced mode support



COLOR:
Red, green, blue, alpha (color and transparency)
32-bit RGBA on-screen color support
21-bit color video output



GRAPHICS PROCESSING:
Z-Buffer
Anti-aliasing
Realistic texture mapping:
• tri-linear MIP-map interpolation
• perspective correction
• reflection mapping



A stack team of artists and copywriters at Nintendo Company Ltd. collaborated on the sleek and chic N64 case. The controller's groundbreaking design allows characters to move freely in a 3-D environment. The sleek Control Stick gives you precision game control. No other system has anything like it!



positions in theme parks in Toronto, Montreal and Vancouver. By mid-September, every Toys 'R Us in the country will have a display with at least one playable N64. Other outlets will join the N64 brigade, so that by launch date, more than 600 different stores across the country will have playable displays. You'll take an N64 home for a few nights! Beginning September 30th, every Toys 'R Us (including in Quebec, about 250 outlets in all) will host an N64 and play choice of one game for three nights for \$14.99. Retailers also running a contest in which you'll have a chance to win an N64!

If we hear about additional places you can play the N64, we'll post them on Nintendo Power Source on America Online (Keyword: Nintendo) and the Nintendo Web site (www.nintendo.com).

Gearing Up

The North American version of the N64 will come with the Control Deck AC adapter and one controller. In order to keep the price down, Nintendo decided to leave out the AV cable that connects the console to a TV set. This shouldn't present a problem for Super NES owners, who are expected to be in the majority of N64 buyers. They can simply use their AV cables to hook up their N64s. In case you don't have a Super NES, Nintendo dealers will stock AV cables.

Mission Control

Separate controllers will also be available at the launch, even though the first multiplayer games won't ship until later. You'll have your choice of six Play It Loud colors, including red, yellow, blue, green, charcoal and light gray. The manufacturer's suggested retail price for these polychromatic beauties is \$29.95 apiece. The N64 Controller Pak™ should appear on store shelves later in the fall. Slotting into the bottom of the N64 Controller, this add-on device will store personal game-play info, such as your name and save point. Take it along to a

BLAST OFF TO THE FUTURE

friend's house and you'll be able to pick up a game where you left off!

Technical Stuff

The hardware wizards at Nintendo and Silicon Graphics really pushed the envelope with the N64. The result, a fast, powerful system that offers game developers plenty of room to grow: you get the world's greatest gaming experience now and you're assured of getting—ensuring new games for into the future. What a deal!

Here's a quick guide to some of the technical feats behind this ground-breaking system. Note that most of these capabilities are "hard-wired" into the N64, which means they're built right into the hardware! You can achieve some of these same effects in other video game systems, but often they've been slapped on with software that can slow down the system. Except: future generations of N64 games to fit superior details for other systems!

THE FUN MACHINE

What It's Called

Anti-aliasing

What It Does

Smooths out jagged edges

Alpha blending

Makes great transparency effects. For example, objects in space through other, then objects seen through air

CPU

Control processing and 64 bits means fast and powerful!

Level-of-detail (LOD) management

Powerful! Reality. Can't occur a pentagon's huge, richly detailed models, with many objects up close and far away

Microcode

Custom CPU control instructions optimized for audio, lighting, graphic details and other ultra-realistic effects

Rescue Co-processor

The heart and soul of the N64. A 64-bit custom chip from Silicon Graphics that performs all graphics and audio processing

Texture mapping

Put a bit more picture, or texture, onto a surface to make it look like a brick wall looks like a brick wall, not like a blank one

Texture MIP-map interpolation

Subtly blends colors and patterns of textures maps to make objects more realistic, even as they move closer to you

Unified Memory Architecture

The N64 has lots of fast memory. Not. The able to add to it, too

Wave table synthesis

Generate high fidelity sounds. Faster than any other console PC's

Z-Buffer

Keeps stuff in the right place even if you're moving quickly. Objects maintain their true spatial relationships



Silicon Graphics helped develop the heart and soul of the N64. SGX also provided the eye for N64's cool to design the SN-50-600-6000 Pop'n Game Pak, though you'll eventually forget all the technical stuff. You've never experienced anything like the thrill of playing with the world's greatest fun machine!

NINTENDO⁶⁴



SUPER MARIO 64™



Princess Toadstool has invited Mario to her castle for a bite to eat, but what follows is no piece of cake! Follow Mario as he leaps into 15 vast worlds, plus many more secret areas. He'll find lava lakes, murky mazes and sunken ships. He'll ride a condor, squash giant bugs and dodge a vicious piano. Welcome to the wild worlds of Super Mario 64!

A GALLERY OF WONDERS

Let us away all your preconceptions about fun. The first truly interactive 3-D video game is here! For the first time ever, you can change your view of the action. This unprecedented freedom is a vital part of the game-play experience. Throughout Super Mario 64, you'll find yourself pausing to check out the best way to proceed. To get the lay of the land, you'll use the yellow C Buttons to change the position of the camera held by the Lakitu Brothers. You can also press the R Button to zoom in from the Lakitu's to Mario's point of view. When you're ready, enter treacherous worlds where Bowser's fierce minions will stop at nothing to keep you from retrieving the castle's Power Stars. To get them, you'll have to leap through potholes in the castle. Talk about weird art!

SLIDE ATTACK



Grab Bob-ombs and fetch animal friends by pressing the B Button while dashing at them. Give astronauts and odd aliens by pressing the A Button to load by force pressing the B Button.

POUND THE GROUND

Search for coins and break boxes by jolting and throng causing the Z Button while airborne.



The wacky Control Stick gives such pinpoint control that you'll be happy just to experiment with Mario's super moves before venturing through a painting. Try pushing the A, B and Z buttons in different combinations as you zip about the castle grounds and interior. You'll also notice that you can make Mario creep, walk or run, simply by pressing the Control Stick at different angles. The castle moat offers a safe environment for taking swiss-cheese lessons. Here are just a few of Mario's many moves. You'll find many more as you play the game!

SWIM



Stare real long with the fish in the watery worlds of Super Mario 64, but make sure that landlubber Mario comes up for air before his Power Meter expires.



MARIO'S SUPER MOVES

BACK SOMERSAULT



Don Backward Somersault to gain more height than you can with a conventional jump. Press the Z Button before springing backwards with a tap of the A Button. It's one of the best tricks moves Mario can make.

WALL KICK

For maximum altitude, jump, then jump again just as you touch a wall. Timing is critical in this difficult move. The Wall Kick is the only way you'll reach high places and things.



THROW



A good way to say "hello" to enemies is to hurl one filled bomb at them. You can also throw some enemies, such as Bob-ombs, and other objects.

GIANT THROW

The only way to do Mario can load his, but it's easier to be grabbing the back by the tail and whipping him around and around before heer legs has into tangy bits.



PRINCESS TOADSTOOL'S CASTLE

Arriving at the Princess's castle, Mario finds the place mysteriously empty. Bowser has swiped the castle's Power Stars and hidden them in 15 ominous worlds he's created behind the castle's paintings and in other areas. Bowser has assigned belligerent henchmen to guard some of the Stars, offers, he has hidden in hard-to-reach locations. To recover the Stars, Mario must solve puzzles, navigate obstacle courses, and beat Bowser's bad guys.



BOB-OMB BATTLE FIELD

STAR
REQUIRED

0

Mario's first trip into through a painting leads him to an explosive situation. It seems that Bowser has installed a bunch of his hat-wearing pals in a cool green countryside. They object to unannounced visitors, even mellow Mario.



ENTRANCE



Mario senses that something is wrong as soon as he enters. Everyone's missing. Why?

? SECRET SWITCH

The translucent Red Blocks you'll see in early worlds contain Wing Caps, but they can't be activated until you win eight Stars and gaze up into the sunbeam shining down into the grand hall. When you do, Mario will suddenly find himself gliding high above the clouds. He should land on top of a tower and step on the Wing Cap Switch to activate all the Red Blocks. Mario can also win a Star by snagging eight Red Coins floating in the sky.



COOL, COOL MOUNTAIN

STAR
REQUIRED

3



Hit the slopes by keeping through a snow-caps, but don't expect easy sliding as you try to avoid sliding into an icy cliffside!

BOWSER IN THE THE DARK WORLD

STARS
REQUIRED
8



Mario would love to see the Princess perched up close and personal, but Bowser has a lit signpost waiting for him!

WHOMP'S FORTRESS

STARS
REQUIRED
7



A great stone floor and the fraggy crown rule a nobleman's kingdom. Tip-toe through the garden if you don't want to become knobby for a Piranha Plant. Take your time and you'll find plenty of riches scattered about the landscape!

THE PRINCESS'S SECRET SLIDE

STARS
REQUIRED
6



The corner of the maze now leads to the Princess's secret art gallery and even more secret slide. Return again and again for fun and profit. You can also win two Stars here if you're fast enough.

TO THE BASEMENT

Enter strange new worlds, including a pair of scolding pipe lines, a sticky maze and a desert where you'll have to slide to the middle of a green cylinder. Drain the moat and even enter Big Boo's haunted house if you dare!

JOLLY ROGER BAY

STARS
REQUIRED
3

A quest for treasure leads Mario onto the deep, dark waters of Jolly Roger Bay if the giant eel doesn't scare him off. The Titanic sea legs would love to have fun for lunch!



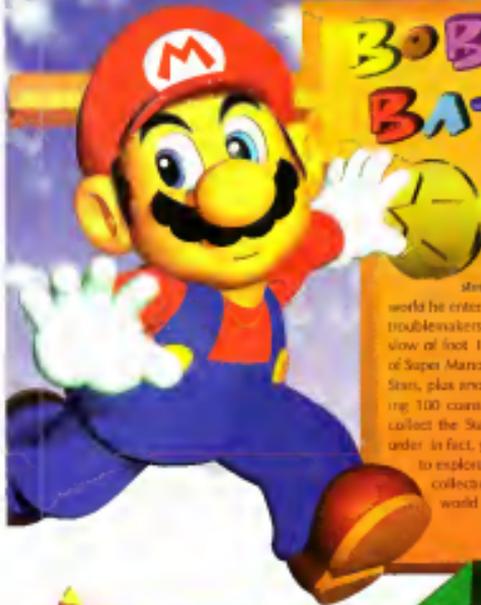
TO THE CASTLE TOWER



Mario gets very small and comically big as he swings island high up in the castle tower. He must also battle a flooded city and, in his shed, an aching adventure yet, make sure a head stud. When things start moving again, it's time for a showdown with Bowser!



BOB-OMB BATTLEFIELD



It's a trial by fire power as Mario dodges ballistic Bob-ombs and scuttles up the steep slopes of the first world he enters. Fortunately, all the troublemakers in this stage are out of sight. In each major world of Super Mario 64, you can win six Stars, plus another Star for collecting 100 coins. You don't have to collect the Stars in any particular order. In fact, you'll probably want to explore other worlds before collecting all the Stars in this world.



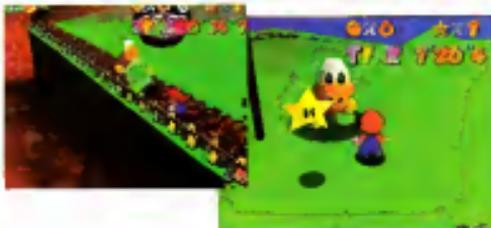
★ BLAST THE BIG BOB-OMB



Defeat this demerita despar by grabbing him from behind and throwing him three times. Watch out for his explosive rage, though! If he manages to throw you off the mountain, you'll have to start all over again.

★ RACE TO THE TOP OF THE MOUNTAIN

Re-enter the parking pad. Keep the Quack well clear, long as you race to the Big Bob-omb's old throne. Despite his nickname, the Koopa is a real glider. Once you reach the mountain, rush up the dirt track to the top. About halfway up, enter the cave the big balls pour from and swoop to the top.



START
THREE-QUARTER
VIEW

1-UP MUSHROOM

BLUE COIN

RED COIN

WIND CAP

STAR

HEART

TOP VIEW



FLY TO THE FLOATING ISLAND


Jump into the hole halfway up the mountain to activate a hidden cannon. Aim just above the hole on the island. Once there, jump to the yellow block that holds a Star.


COLLECT EIGHT RED COIN

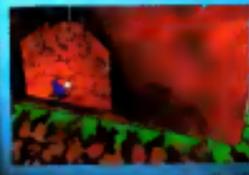

In every painting in Super Mario 64, you can win a Star by grabbing all eight Red Coins during one trip. Because all coins rise 1 when you enter a world, you'll have to return to the floating island to grab the Red Coin hovering over the tree.


READY, AIM, FIRE!

Once you've activated the Red Coins, return to the floating island in this world. Grab the Wing Cap, jump into the nearby cannon and shoot through the five rings in the sky. You'll have to aim slightly to make it through the last ring.


WARD ZONES

Avoid unnecessary damage on the mountain by warping from the look of the cave from which the big balls are passing to another cave farther up the mountain. Another way into the tower leads near two of the coins. Throughout Super Mario 64, warps only work if Mario enters slowly.



INSIDE CHAIN CHOMP'S HOUSE


Chained to a post, Chain Chomp takes out revenge by snapping at anyone peering close by. First, the earthquakes are by pounding the post into the ground. Hell, thank you by smashing the cage entrance using the Star.

WHOMP'S FORTRESS



The Whomp King has planted his gridon with Peach's Plan: It's a not-so-polite way of saying "Keep out!" Earth-shaking Thromps patrol the main staircase, while Whomp lieutenants try to pulverize anyone who gets near the top. No compound matters, this entire world floats high in the sky. One false step and Mario's in for a very big fall!

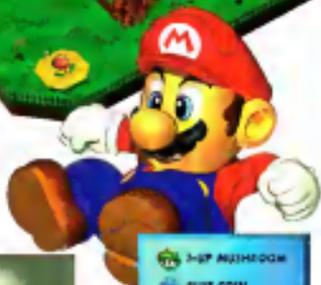
THREE- QUARTER VIEW



STOMP THE WHOMP KING



The wrathful Whomp King is just itching to flex his muscles. Unfortunately for his Majesty, a pair of absurdly long, see-throughy outstretched limbs. When the Whomp King goes face-down, Mario should pound on his royal back. Three such assaults should complete the coup. Mario's biggest risk is falling off the so-called platform while trying to reach the big blockhead.



TOP VIEW

STAIRWAY
TO THE STAR

A tower will sprout in place of the despoiled Whomp King. Bash the tower's base to find a hidden tip, then carefully climb the stone steps to the top. Some of the steps slide inward, so choose a good angle before making your jump.



START



SLIDE TO THE STAR

Dart with the Bahamut Biddy near the chalice pedestal to activate the cannon. Aim carefully just above the double pillars protruding from the left side of the fortress. You should be lined up with the pole sticking up from the platform.



If he missed the pole, Mario will start to a halt against the back column. The pole falls down to the Star.



RED COINS OF WHOMP'S FORTRESS



Go onto a handy bridge by jumping and holding the board. Go into the area with regular coins, then jump carefully to the Red Coin on the adjacent island.



One hard-to-find coin floats just over a Thwomp Jump on top of the blue beam and ride low to the top before jumping to snatch the coin. When you collect all the Red Coins, you'll find the Star in the garden.



OWL'S WELL THAT ENDS WELL



Tracking shadows is a key skill in Super Mario 64. After smashing the Whomp King, you'll find a handy cue in the tree. Jump and grab Hoot's tail with the A Button. Don't let go until you see your shadow beside the caged Star that's higher in the sky.

WARD ZONE



This corner name the Thwomps conceal a warp zone that teleports Mario up the fortress. Use it first to avoid standing on the floor of the Whomp's lair later. It's one place of fun a quick way to bypass a couple of enemies. Peach's Power.

IN THICK WITH THE BRICKS

Jump in the corner and aim for the corner of the wall looping over the shadow pool. Then, slide until you reach the Star you've just uncovered, climb to the top of the wall and slide down. You can also climb back into the corner and shoot for the Star.



THE PRINCESS'S SECRET SLIDE



After you've won a single Star, return to the castle's grand hall. Go up the stairs to the mezzanine and enter the door on the far right. Inside are portraits of Princess Toadstool. Hop through the painting on the right for the role of Mario's life! You can win two Stars on the slide, one for simply making it through in one piece and one for reaching the bottom in less than 23 seconds.



For a fast shortcut, hop over the first guardrail on the left and land on the track far below. Don't despair if you miss a few times. Once you're landed, get up and get moving as quickly as possible!



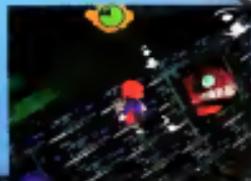
Survive the slide and you'll find a Star inside the Yellow Block. Sometimes a 1-up Mushroom will pop from behind the platform.



Could My baby!! Have you seen my baby??? She's the most precious baby to the whole wide world.

THE FUN HAS JUST BEGUN

Once you've won three Stars, you can enter a chilly world, where you'll have to rescue a penguin mother's lost chick and race another penguin down an icy slide. Three Stars is also the price of admission to a mysterious underwater world, where a giant red guards a sunken ship laden with treasure. All of the paintings open worlds of wonder that are just waiting for daring explorers!



PILOTWINGS 64™

Soar to
the top of
your class!

Test your flying skills to the limit in Pilotwings 64, Nintendo's first flight simulation game for the NES. Snap photos from your Hang Glider, slither skyward in your Rocket Bolt or skim the streets in your Gyroceptor as you pass a series of challenging tests and earn your license to thrill.

© 1995 Nintendo, Paradise Productions, Inc.



FLIGHT PLAN

Earning your Beginner Class certification might be a piece of cake, but there are three tough levels and twenty-four more tests to pass before you can become a full-fledged pilot. To ensure your success, we've written a flight plan for every test!

Licenses

You'll have to pass tests in each of four different regions in order to earn your wings. The number of points you score in each test determines whether you'll earn a gold, silver or bronze medal.



Islands

Pilotwings 64 features four detailed island environments to explore. Dive across an alpine village on Ever-Frost Island or chase the surf around Crescent Island. With so much to explore, you might have to skip a test or two to just have fun flying.



PART THREE

HOW TO USE CLASS 64



License Class

Flight Path

Recommended Flying Altitude and/or Flight Objectives

Flight Goals



PILOTS

Six would-be pilots are ready to take the skies to try to earn their wings. Each has strengths and weaknesses that give him or her a natural edge at flying certain types of aircraft. Study their attributes before making your selections.



LARK

Hazelnut is Lark, but everyone in class knows this guy as Master. Lark's flying skills combine Hawk's strength with Goose's light frame, making him an ideal pilot for any Hong Gagarin test.



IBIS

Ibis loves to handle Goose, especially in the skydiving tests, where he has fast reflexes. Ibis also excels in Rocket Belt challenges, especially after the wind starts to stir things up.



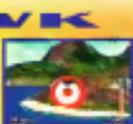
KIWI

Kiwi can match Lark's every twist and turn, but he's small and makes the game tougher to play because of his size. Jumble Hopper, though, is a breeze when Kiwi is behind an enemy under cake's skin.



HAWK

Hawk has the extra air power to hold a course in a crosswind, but he pays the price in altitude over his barely payed-for frequency. He's the best at all of the cannonball tests, even in the worst weather.



GOOSE

Goose thinks that he's the best skydiver ever to pull a ripcord, and he'll prove it to anyone willing to jump with him. He can whip around into various free-fall formations with amazing speed.



ROBIN

Robin is one of the best choices for the Rocket Belt and Jumble Hopper tests. She can easily match Hawk's precision in every cannonball shot, but she's a tough one to control after Hong Gagarin.



EXTRA GAMES

If you score a silver medal in all three areas of a class, you can play an Extra Game. Extra Games consist of Cannonball, Sky Diving, and Jumble Hopper challenges. If you're good enough, you can play as a Bad Man.



Birdman

Score a gold medal in every round of any of the three Extra Games and you'll be able to fly around as a Bad Man. When your wings fly you can fly around each of the islands and wherever you want. There's no fuel gauge to worry about, so the sky's the limit!



Cannonball

You're once again leader in this target-shooting game. Take three shots at each of the four targets in a cannonball stage. Each bullet eye to mark 25 points. Shoot for three gold medals so you can earn your Bird Man wings.



Sky Diving

Fancy yourself a flying ace the same old way as in Sky Diving. After you clear the class, look for your target and land in the middle of the half's eye.



Jumble Hopper

Jump around with a spring in your step as the Jumble Hopper. This is Beauty's best run through the woods, so bring together some timing and precision to get on top.





HANG GLIDER

The Hang Glider tests are very challenging. The trick to staying aloft is to fly through rising columns of air called thermals. Thermals vary in size and strength. They appear as orange dots on your radar display.



CLASS A

Your Class A certification for hang gliding takes place on a clear day over the ice floes of Ever-Frost Island. This is a two-part test, consisting of photography and cliff diving.

Photo Op

Catch the first thermal (Thermal A on the map) and take a picture of the flame at the top of the smokestack. You won't hit the smokestack if you keep your Hang Glider at least 75 meters above sea level.



Extreme Dive

It takes nerve, guts, courage and one great skill to pull off a perfect score in the Chicken Dive test. Fly through as many rings as possible, then weave and catch the thermal before landing.



HANG GLIDER CLASS A

PART ONE



- 1 Use Thermal A to reach the smokestack and Thermal B for your banking approach.
- 2 Take a picture of this towering smokestack.
- 3 Land here.

HANG GLIDER CLASS A

PART TWO



- 1 900m
30m
- 2 After clearing the canyon, hit this thermal and gain 60 meters of altitude.
- 3 Land here.

CLASS P

The Hang Glider tests over Ultra States Island are some of the toughest and most scored in the entire game. While soaring around, snap a few shots for your personal photo album.

Time to Soar

Fly over to nothing, at there's still time for one last glide in the skies. How high can you go before the fireworks start?



Canyon Chaos

Take a leap off Hoover Dam and grabby glides through the canyon. Soar through eight rings before reaching L.A.



Shuttle Shot

Capture Mount the Monster on film, then journey across the countryside in time to see the Shuttle launch into the dark skies.



CLASS B

The fire-flying thermals around Crescent Island make the going tough for all but the best Hang Glider pilots. Watch your altitude as you soar toward your Class B certification.

Summit Stairway

Four terraced thermals rise almost to the summit of Crescent Island's highest point. Sail through the rising winds until you reach an altitude of 400 meters, then touch down at the glider site adjacent to the south face of the mountain.



PART ONE

HANG GLIDER CLASS B



- 1 150m
- 2 150m
- 3 240m
- 4 340m
- 5 Land here

Whale Watching

Take a photograph of the whale breaching in the gulf, then swing by the hotel and snap a shot of the new fountain before landing on the target near the beach. The game includes sample photos for inspiration.



PART TWO

HANG GLIDER CLASS B



- 1 Thermal
- 2 Thermal
- 3 Thermal
- 4 Thermal
- 5 Whale breaching grounds
- 6 Land here

Three-Minute Glide

Leap off the top of the mountain and glide due north across the spine of the ridge to Crescent Island's secluded north beach. You have to touch down on the landing pad as close to the three-minute mark as possible. While gliding around, you might discover a cave behind the waterfall. You'll explore the tunnel later with your Rocket Belt.



PART THREE

HANG GLIDER CLASS B



- 1 Thermal
- 2 Thermal
- 3 Landing Point
- 4 Landing Point
- 5 Land here



ROCKETBELT

Step in and hang on, the Rocket Belt is going to blow you away. The jets on the Rocket Belt have two speeds and an automatic hover control. While the hover control is great for braking or moving around in close quarters, it rapidly drains your fuel supply.

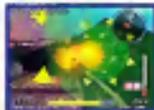


CLASS A

The two tests for your Class A Rocket Belt certification take place on the West Coast of Little States Island. Both tests are timed, so you need to hurry if you want a perfect score.

Metropolis Dance

Nine rotating rings are stopping traffic in L.A. End the gridlock by clearing all of the rings in under a minute and a half.



PART ONE

ROCKET BELT CLASS A



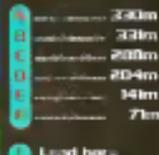
Stepping Stones

Blat off from the mountaintop observatory and touch down on each of the six target platforms before landing in the shadow of Seattle's Space Needle. Try using the overhead perspective to line your plot up with each target on your way down the mountain.



PART TWO

ROCKET BELT CLASS A



CLASS P

After all the cold weather on Ever Frost Island, the sunny skies above Crescent Island are a welcome sight. It's too bad you won't have any time to relax between your final exams.

Tunnel Terror

If you've been wondering about that cave behind the salt waterfall, this is your chance to explore to see how it's done.



Rocket Ball

It's a little variety for a game of Rocket Belt, but practice the practice. Bounce the ball down the mountain and into the goal.



Touch & Go

This quick test is a hop, skip and a jump between platforms, but don't let things get too hard or you'll lose valuable points.



CLASS B

Go ballistic with the Rocket Belt in the skies above Ever-Frost Island. At least you'll get your B License certification before the next winter storm strikes in.

Balloon Buster

Two blue balloons are bouncing around the nearby oil refinery. All you have to do is pop them and return to land within two and a half minutes. Unfortunately, someone had five smaller balloons inside both blue balloons.



P
A
R
T
O
N
E

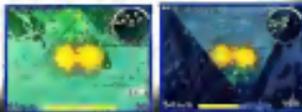
ROCKET BELT CLASS B



- 3:00
- 5:00
- Land here

Icy Rings

Fly through 15 rings before returning to the village for hot cocoa. When a ring turns red, fly through it next to rack up bonus points.



- 3:00
- 5:50
- 9:00
- 5:00
- 5:00
- 3:00
- 9:00
- 2:45m
- 2:00m
- 3:00m
- 0:50m
- 0:00m
- 9:00m
- Land here

ROCKET BELT CLASS B

P
A
R
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W
O



GOOOOAL! Could this be the next Olympic event? Use your head and your Rocket Belt to bounce an oversized medicine ball across the icy wastes to the goal on the northern island. The less time you take, the more points you'll earn.

ROCKET BELT CLASS B

P
A
R
T
T
H
R
E
E



- Pick up your ball here.
- Move the ball to the goal here.





GYROCOPTER

Next to being blasted out of a cannon, the Gyrocopter is the fastest means of transportation around Pillowings 64. Most tests involve flying through rings or blasting targets, but sometimes there are special missions.

CLASS A

Class A certification takes place above the sandy shores of tropical Crescent Island. Your Gyrocopter testing consists of flying through rings and shooting at stationary targets.

Full Circle Isle

Your first test is a high-speed race around Crescent Island. You have two minutes and 45 seconds to clear 15 rings. Max out the throttle so you'll be ready for the tortuous climb across the northern ridge.



1	25m
2	40m
3	100m
4	100m
5	140m
6	30m
7	40m
8	70m
9	20m
10	25m
11	65m
12	25m
13	60m
14	140m
15	50m

16 Land here

GYROCOPTER CLASS A

PART ONE



Target Practice

Take dead aim and demolish all three white and blue targets, then return to the airfield before two minutes elapse. Since crosswinds are nonexistent in this test, try taking out the targets from a distance so you can spend more time perfecting your landing approach.



GYROCOPTER CLASS A

PART TWO



1	20m
2	30m
3	30m

4 Land here

CLASS P

The tests for Class P Gyrocopter certification take place above Ives-Frost Island. The exams were nearly canceled because of poor weather conditions, but the weather report says the skies will clear. And the weatherman is never wrong, right?

Blizzard!

The weather outside is brutal, but that shouldn't stop you from clearing all twenty rings. To get a perfect score, you need to finish within two and a half minutes.



Hot Air Blast

Keep your speed low as you fly through or blast away twenty air bags. Load before the clock ticks off two and a half minutes.



Meca Rematch

Double frames on the Ives horizon. Meca Hawk is returning toward the south shore. Keep your speed low until you catch the rusty bucket of bolts with five shots.



CLASS B

Gyrocopter Class B certification takes place above Little States Island. Your tests will take place above the most scenic terrain in the game, although you have little time to seisure.

River Run

Blaze out of the Northeast and take a wild ride down to the Mississippi River Delta. You have two and a half minutes to fly through all of the rings and land in Florida. This might sound easy, but most of the rings slide the waves beneath the bridges.



GYROCOPTER CLASS B

PART ONE



Altitude	Height
140m	140m
130m	130m
120m	120m
110m	110m
100m	100m
90m	90m
80m	80m
70m	70m
60m	60m
50m	50m
40m	40m
30m	30m
20m	20m
10m	10m
0m	0m
Land level	Land level

Stay on Target

Scattered throughout the Grand Canyon are ten targets. Destroy them with your missiles, then fly north along the West Coast and land in San Francisco.



GYROCOPTER CLASS B

PART TWO



Altitude	Height
140m	140m
130m	130m
120m	120m
110m	110m
100m	100m
90m	90m
80m	80m
70m	70m
60m	60m
50m	50m
40m	40m
30m	30m
Land level	Land level

Meca Hawk is Running Amok!

Meca Hawk, a Gigante-size robot, is running amok in the heartland of Little States Island. Five missile hits will fry Meca Hawk's circuitry, but keep in mind that this rowdy robot has his own arsenal and is extremely dangerous.

GYROCOPTER CLASS B



PART THREE



General vicinity of Meca Hawk's reigning reign of terror.





NINTENDO 64



SHIFT UP TO N64

Rally drives will be putting the pedal to the floor on route 64 when Cruisin' USA from Nintendo debuts for the Nintendo 64.

As promised over a year ago, the classic arcade racer steps over to the home circuit in a high-revving, tire-squealing, engine-smoker joyride across the USA. Virtually all of the features found in the arcade can be spotted in the N64 version of Cruisin', including the hidden vehicles and other surprises. The development team at Williams Entertainment crafted a few graphics in order to keep under the 64-megabit limit, but what you don't see, you won't miss.

ROAD
WORK
AHEAD



© 1997 Williams

NO LIMITS

There's one rule in Cruise 'n USA: obey no posted speed limit! The big race takes you across the country, from California, through the desert southwest, up into the midwest farm states and out to the east coast. You'll race against other rally drivers, trying for first place and the right to move on to the next leg.



SHOWROOM



62 MUSCLE CAR

Top Speed: 145 MPH/233 KPH
 Skidpad: 0.89 G
 Aerodynamics: 0.39
 0-60 MPH: 2.98 SEC
 Power: 464 HP 454 CID V8



DEVASTATOR V1

Top Speed: 147 MPH/236 KPH
 Skidpad: 0.85 G
 Aerodynamics: 0.25
 0-60 MPH: 3.75 SEC
 Power: 395 HP TWIN TURBO V6



L.A. EDMURA

Top Speed: 142 MPH/228 KPH
 Skidpad: 0.98 G
 Aerodynamics: 0.45
 0-60 MPH: 4.51 SEC
 Power: 500 HP SUPERCHARGED V10



ITALIA PDS

Top Speed: 144 MPH/231 KPH
 Skidpad: 1.01 G
 Aerodynamics: 0.28
 0-60 MPH: 4.88 SEC
 Power: 472 HP V10 DOHC 40V

DRIVIN' YOU CRAZY

The power of the N64 doesn't stop with road speed and intense graphics; you can also race against a friend in the two-player mode, too. With a second N64 controller plugged into the Control Deck, you'll be able to dodge your pal, slam into him or leave her to eat your dust. The split screen gives each driver a clear view of the road ahead, not to mention on-coming traffic.



BEHIND THE WHEEL

You can sit behind the wheel or ride behind your car. In the driver's seat, you'll feel as if you're inside the car, looking out through the windshield. If you set the camera behind the car, you have a choice between a rear bumper position and a more distant, trailing position. During a race, you can switch between camera positions.



The driver's seat view is the most realistic and most challenging. The middle position gives you some of the benefits of both other views. The distant view is higher in the air and gives you a better picture of what's coming up the road ahead.

ON THE ROAD

Each leg of the race runs through distinct territory. In Crit's Mode, you'll race through several stages in each region. You can also race on ten of the road courses for practice or to set time records.



GOLDEN STATE

The rally begins in California, north of San Francisco. The first legs take you into the city, then through the Redwoods and down to Hollywood and L.A. From there, you head across the desert toward the Midwest. Most drivers will have the most trouble in the forest because of its cruel number of sharp turns.



ARIZONA TO SOUTH DAKOTA

Landmarks such as Mt. Rushmore rush by as you floor it on the relatively straight and wide highways on the long stretch between the desert southwest and the Great Plains. You'll have plenty of passing room on the shoulders except where the Grand Canyon keeps you wedged onto the roadway.



CHICAGO AND IOWA

The Windy City may have a nice, wide freeway, but once you get into the tunnel and beneath the tracks of the El, you'll find that this course is as tough as any across the country. Once you get into Iowas, the country roads become narrow and winding. One thing you won't have to worry about is cows wandering onto the roadway. This version eliminated the Hamburger Highway.



APPALACHIA TO D.C.

The final legs of the rally take you through the green hills of Appalachia and on through Maryland to Washington, D.C. The hill country has dips, twists and narrow

roads that can make passing a nightmare. The nation's capital boasts inspiring sights and heavy traffic. This is the end of the road, but a surprise awaits triumphant drivers.



MORE WHEELS

Cruise USA doesn't limit you to the four cars listed on the previous page. If you know the drill, you'll be able to slide behind the wheel of three other beauties: a jeep, a police car and a school bus. They may not seem like world-class sporty change-ons, but each of these cars has built-in advantages, like the jeep's tight grip. At the time of this preview, the development team at Williams was just finishing up, but they may have had time to include even more secrets. We'll cover that in an upcoming, complete review. Until then, keep your engines running.



ROCKING WITH TUROK

DINOSAUR HUNTERS KNOW HOW TO PARTY

The ultimate hunt begins this fall when Acclaim's first Nintendo 64 title, *Turok: Dinosaur Hunter*, is released in North America. Nintendo Power stepped into a world of stalking velociraptors and cold-hearted aliens, then we talked to the man behind the curtain.



BAD TIMES IN THE LOST WORLD

Turok: Dinosaur Hunter for the N64 steps out of the pages of the Valiant comic books like a conquering hero bigger than life, tougher than a squad of nail-chewing raptors...faster than a nuclear explosion. Acclaim's development team at Iguana Entertainment hasn't held back, and more is on the way. The unfinished version received at Nintendo Power includes about half of the game. When *Turok* is completed this year, expect intense action, animation that almost breathes with realism and an open, 3-D game world to explore. The arsenal of shooting devices could supply an armory division. You get to fry and fry buddies with everything from chargers to plasma blasters. The action arenas cover as much as a virtual square mile and include preweal forests, interiors and exteriors of ruins, and warp zones that transport you from one locale to another through random th-





action consists of blowing every dinosaur and alien, the game also lets you to hunt down keys and thoroughly explore each stage. In *Turok: DH*, you feel as if you're in control, at least as much as a person who is hiding from naps can feel in control. At some point, you'll have to find all of the gate keys. But, in the mean time, you'll be able to move around and explore new areas, even when you're not really ready for them, which should make for some interesting challenges.

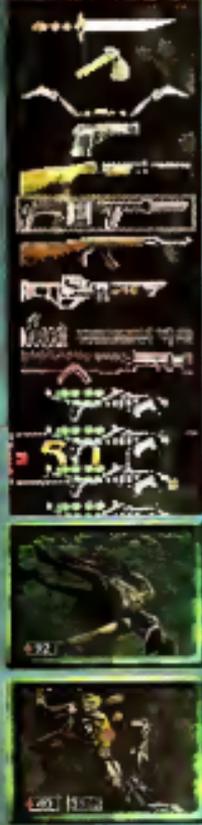
Turok's mission in this shoot-'em-up involves tracking down the pieces of the Chronoscepter, a device that can bridge the gap between the Lost World and the other dimensions of the universe. If the Computer finds the scattered pieces of the scepter first, he will be able to dominate all of time and space. This would be a very bad thing. Unfortunately, the Computer knows that *Turok* is out to stop him and he has sent his toughest troops out to thwart the cross-dimensional hero. During much of the game, *Turok* is the prey, just trying to stay alive while searching for the pieces of the Chronoscepter. Sound intense? *Turok: DH* definitely has all the moves of an action flick starring Arnold or Sly. The only caveats are that you get to put yourself in the picture.

WEAPONS TO DIE FOR

The first thing players will deal over in in this game is the awesome arsenal of weapons. In *Doom*, players survive by collecting over more powerful guns as they progressed in the game. *Turok* goes even further and survival is even tougher. Some of the weapons must be found while others will be your reward for destroying a boss character such as Longhunter. Fourteen weapons were included in the incomplete version of *Turok* that we played here at Power, but Dave Dreyfus, the *Turok* Product Manager at Nintendo, decided not to let the percentage of guns included in the game. Right now, the list includes a hand gun, a tomahawk, a pistol, a rifle, two rapid fire automatics, a rapid fire blaster, a flamethrower, a grenade launcher, a ring blower, a missile launcher, a plasma beam, and a nuclear grenade. The weapons and their shoot-look... look... the mechanics of using them is cool. *Turok* gives the player almost complete virtual control, allowing him to aim 360° horizontally and through more than 90° of vertical rotation.



WEAPONS



DINO- MOTION

Some of the loudest gasps of admiration (and fear) will result from the sight of the dinosaurs in *Turok: D3*. The animation is flawless. You would think that Iguana had sent a team of motion-capture experts back to the Jurassic era to share the motion data used in the game. According to Dave Chenabier, however, nothing as complicated as time-travel was necessary. "We just had very talented people working on the animation. One of the things that helped is that all of the characters are properly jointed at the wrists, knees, tail, etc., which helps to get rid of the stiffness you normally find when animating polygon characters." These critics are staggeringly realistic. Each of the 15 enemy types in *Turok: D3* is composed of between 500 and 600 polygons and is texture mapped with highly detailed surfaces. Even in death,



The Turok team at Iguana Entertainment.

MISTS OF TIME

Looking beyond the fire-power in *Turok*, players will notice the incredible environments in which the action takes place. The all-pervasive mists that surround you actually achieve two goals: first off, they give the world a steamy, jungle-like atmosphere. You never know what might appear in front of you, so there is a heightened sense of danger and anticipation, which is fulfilled when the shadowy shape of an enemy slips out of the fog. The second achievement of the misty interiors is that

the fog hides the edges of the world. One of the challenges of creating a realistic 3-D exterior environment is what to do with the edges of the world. By cloaking everything in mist, the Iguana team has disguised the limits of *Turok's* domain. That isn't to say that the game is limited. The true scope of *Turok: D3's* environments is

ground, some of it outside with ferns and palm trees providing cover, and some of it inside ancient temple mazes where you must duck your head to pass beneath stone arches or jump to reach high platforms. The level of detail in the sparsely placed trees is exceptional and the layout of the terrain keeps you on your toes. For instance, if you follow a river to the edge of the plateau, you will find yourself head-down, knowing of the edge of a cliff where a waterfall tumbles into the mist.



CLASSIFIED INFORMATION

0626 6211 4842 0680

MEMBER IDENTIFICATION #

0626

6211

4842

0680



Gargoa Rules!

As a follow-up to the Gargoa code that we printed last month for the Kl 2 arcade game, here are the control sequences for Gargoa's special moves and orders. Enjoy!

Slash: Down, Toward, Down/Toward + FP

Flame: Down, Down/Toward, Toward + QP

Shoulder Charge:

Down, Down/Back, Back + MK or FK

Jump Rake:

Down, Down/Toward, Toward + FK

Fly/Land: Up + FP and Down + FK

Fireball (While Flying):

Down, Down/Toward, Toward + P

Combo Breaker:

Toward, Down, Down/Toward

Laugh: Down, Down/Back, Back + FP

Ender: Down, Toward, Down/Toward + FP

Ender:

Back, Down/Back, Down, Down/Toward, Toward, Back, + FK



Hold Up and press 3, 2, 5, 6, 2, 1, 4 and 5 on the player select screen to access Gargoa.



The one that is just right for the best barbecue of the contest.



KENGRIFIN Winning Run

Extra Teams and Super Powers

All of these codes, with the exception of the Extra Team code, are activated on the batting screens while the game is paused. The effects last for the remainder of the inning.

Extra Teams

After you complete a full season, press A, S, X, Y, Up, Down and Select on the Title screen to access Hidden teams. The longer the season completed, the more teams you'll have to choose from.



Slow Ability

Press A, Right, Down, Left, A and Down to maximize your team's abilities in all areas. This works whether you're batting or fielding.



Slow Down

Press Left, A, Right, Down and Y to slow the opposing team to a crawl. This works whether your opponent is batting or fielding.



Random Pitches

Press L, Y, A and Right while batting to make the opposing team's pitches become random. For example, if the opposing pitcher throws a fastball, it may come out a slider, a curve, etc.



SPAWN

Stage Passwords

Todd MacFarlane's demonic avenger comes to video life on the Super NES, and we have the passwords up through stage eight. Get out there and show the Violator who's boss!

Stage 2: 09953D1D
Stage 3: 4H253DGF
Stage 4: 4CC138CF
Stage 5: 0C4F458H
Stage 6: D31551FG
Stage 7: 09BF996F
Stage 8: DB8D9B4H



Enter these passwords in order!



This is the superhero who doesn't pull his punches!



Where No One Has Gone Before

Well, there are probably a few "easter-egg" games who have made it through these stages before, but in case you haven't, here are all the passwords to Star Trek Generations: Beyond the Nexus for the Game Boy.

Stage 2: harriman
Stage 3: demora
Stage 4: soren
Stage 5: veridian
Stage 6: ogawa
Stage 7: farragut



Will you leap ahead to the 23rd or the 24th century?



Doesn't she say it? "Trek, come about to cross 23rd mark 236... maybe?"



Stage Select

We've been very remiss in our duties by not giving the stage select code for the Game Boy version of RI. As you might expect, it's very similar to the stage select code for the Super NES and arcade versions of the game: Press Up or Down and A, B, Select or Start on the Ys. screen.



By different combinations to see where you end up.

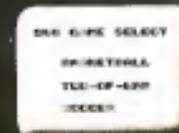


There are eight stages in all to choose from. Fight on!



Bonus Games

Montana Max finds himself some sort of movie mogul, and Buster Bunny is out to stop Max from ruining the movie business. If you'd like to practice the bonus games before you jump into the action, hold Down and B and press Start at the main menu.



You can choose from any of the special bonus games.



If this keeps up, you'll never make the Dream Team.



Passwords Galore

There are hundreds of password puzzles out there that have been hazelwing for Tetris Blast passwords. We have a motherload of them for you, so blast away!

- Stage 2: ZFFFJJJF
- Stage 3: B/MMLLKB
- Stage 4: XSDDGGDM
- Stage 5: KCWGLLHK
- Stage 6: VG.LJJDJ
- Stage 7: K.TDOGMF
- Stage 8: XZSCDDKK
- Stage 9: DFMYLDD
- Stage 10: YGCPDDHL
- Stage 11: GVMYLLCJ
- Stage 12: VJVDDGK
- Stage 13: CJXTBBCF
- Stage 14: IL.YLKKL
- Stage 15: LXWTBMMB
- Stage 16: VSRPDOCH
- Stage 17: KBCDTFDF
- Stage 18: XDFGYKJF
- Stage 19: FICDTFCM
- Stage 20: TTGHPMJB
- Stage 21: DBVGYKGD
- Stage 22: JRCRCXB
- Stage 23: CY/BPMHF



Enter these passwords as usual.



We've gotten you this far, but the rest is up to you.



Weapon Upgrade

This is the only trick we've discovered so far for Doom. Get the Chainsaw in the Nuclear Plant (Stage 2), then fire off all the ammo for your best weapon. If you hold the fire button as it empties, your gun will upgrade to the next weapon.



This trick is ungodlike, and you may scroll back to the Chainsaw instead.



Some weapons have limited ammo, and the new weapon may vanish if you scroll past it.

BASS Masters CLASSIC

Bass, Anyone?

For you bass aficionados, we've booked another juicy BASS Masters Classic: Pro Edition password. This one takes you to the final day of amateur competition on Lake Calabasas. Gentlemen, tie your hats!

Lake Calabasas, Day 3, Amateur Circuit:

0LP888LLB
 BBLK4TPW
 N8PGB888G



This will take you to the final day on the toughest lake.



You can have all the fun of bass fishing without the sand.

CLASSIFIED INFORMATION



Kombat Kodes

We printed a few Kombat Kodes in past issues, but we've decided to put together a complete list for your convenience. In case you're not familiar with these codes, here's how they work. Kombat Kodes produce varied special effects and are entered on the Vs. screen in a two-player game. The sequence of numbers represents the number of times each player must press the Y, B and A buttons before the Vs. Screen fades. The first three numbers are for Player One, and the second set of three are for Player Two. For example, the invisibility code is 449-449. This means that Player One should press Y four times, B four times and A nine times on the Vs. screen. Player Two should do the same. If you want to limit the damage you inflict on each other and disable the timer, press Y four times, B three times and A two times on Controller I, and press Y two times, B three times and A four times on Controller II. If there's a zero in the sequence, that button doesn't need to be pressed. Since the screen fades quickly, you'll have to press the buttons simultaneously. The code sequences correspond to the symbols at the bottom of the Vs. screen, but we've found that going by the numbers is less confusing for most players. There is no knowledge that is not power!



If you take several times to enter a code correctly.



We protest! Do you really expect us to fight under these conditions?

- Invisibility: 449-449
- Quick Uppercot Recovery: 688-688
- Auto Health Recovery: 012-012
- Minimum Damage, No Timer: 432-234
- Invisibla Power Bars: 967-123
- Uppercot To Next Level: 221-557
- Switcharoo: 460-460
- Unlimited Run: 466-466
- Auto Tourney: 989-898
- Player One At Half Energy: 033-000
- Player One At Quarter Energy: 707-000
- Player Two At Half Energy: 000-033
- Player Two At Quarter Energy: 000-707
- Winner Fights Smoke: 205-205
- Winner Fights Shao Kahn: 033-664
- Winner Fights Motaro: 969-141
- Winner Fights Noob Saibot: 769-342
- Hyper Fighting: 191-191
- Psycho Kombat: 965-125
- Dark Fighting: 688-422
- Disable Combos: 999-995
- Disable Blocks: 020-020
- Disable Throws: 100-100
- Disable Sweeps: 091-293
- Max Fatality Time: 955-955
- One-Button Fatalities: 944-844
- Play Slots: 967-655
- Play Mini-Game: 642-468
- No Fear Message: 282-282
- Flippers Message: 967-696
- Power Message: 123-926
- View Credits: 120-120

Experts, share with us! 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? Wipe up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
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In Titus's new one-player action game for the Super NES, you'll journey to a future earth where advanced technology, ancient myths, and extinct creatures all exist. But far from being a sight-seeing excursion, the trap into *Realms* gets you aggranted the mighty, cinematic, cinematic and folklore legends that roam the strange and labyrinthine land.



REALMS™

LEVEL 1 WOODS OF WONDER

In a deep and sunlit forest, a young cyborg named Bio-tech begins a mission to rid the world of menacing aliens. The forest's birds, prey, fiery sprites, and flying ferrets are only minor irritations to Bio-tech. Make sure you nab the AD350 (with its heat-seeking ammo) that sits at the start of the stage. It's bound to become Bio-tech's best buddy in *Realms*!



LEGEND

- 100% (with a blue icon)
- AD350 (with a blue icon)



Shoot at the crystal to cause a large pile of ammo and a few extra shots. Grab 'em fast or they'll fly away!

WHITTLE AWAY

Nature lovers may object to woodchipping the gnarled old tree, but it certainly does seem to have any qualms about taking down Bio-tech. Use the heat-seeking AD 350 to perform some precision tree surgery on the nearby oak.



Well, you don't need to use the AD350, just focus all your attention on avoiding the tree's treacherous attacks.

FOREST OF FEAR

After Black Cat has broken the tree, a storm rages over the forest and the level becomes a much harder and more exciting one. It's time your trusty DD300 to fight off foes and collect items and defeat you. Don't let your shield and items from falling into the supply.

When you see the lightning bolts, you should be ready to jump and use your shield to protect yourself.



When an DD300 or one of your allies is hit by lightning, you should be ready to jump and use your shield to protect yourself.

10



When you see the lightning bolts, you should be ready to jump and use your shield to protect yourself.

11



When you see the lightning bolts, you should be ready to jump and use your shield to protect yourself.



When you see the lightning bolts, you should be ready to jump and use your shield to protect yourself.

12



DEFEATING THE DEMON

The Demon that you can do some damage, but he's also hard to beat. When you first find him, he'll be standing to the right. Whip out your DD300 and fire off some rounds before he can get his offense. Keep firing as he moves over to the left. Then jump as just as he lands and launches a fireball. Now, run over his feet to avoid the burst of his lightning bolts. If you're kept up your feet, he'll be just about finished.



LEVEL 4 HIGHER REALM

Leaving the dragon's fire behind, Kamek's new scheme is to use his battle-decapitating, fire-shedding great dragon to lead under the constant barrage of fire, but because the chain has only a few big strong links around, controlling this big dragon-like creature is a challenge. Just remember to keep always out the crystal ball, because they're fun and far between.



Now it's time to use the dragon's fire-shedding great dragon to lead under the constant barrage of fire, but because the chain has only a few big strong links around, controlling this big dragon-like creature is a challenge.

Remember, the dragon's fire-shedding great dragon is a challenge. Just remember to keep always out the crystal ball, because they're fun and far between.



Be wary of those pink and purple enemies. You'll have to be a little bit of a time-honored hero, with your sword.



BATTLING THE BLAZE

The level's final fighter has a kind battle plan. He'll head to the deck to build up his forces and then fly skyward and release two fiery phoenixes. Since he's only well-protected by his dragons when he's flying, try to hit him when he's down.



The fiery dragons you've lost, so don't be afraid to fly up there when the attack is tight.



If you can't beat the dragon, you'll have to use your powerful laser weapon, which can't pull out an angle.



100%

A MECHANICAL MARAUDER

Kamek can beat this walking weapon only by attacking it on its own. Get in close to take out its top gun, then quickly head to higher ground. If you can eliminate its mid-level weapon, the level's mid-level will be your only worry.



100%



You can only destroy the walk's main body by using your attack on the main body's opening.

LEVEL 5 A MAZE OF MECHS

The last level of *Raiden* is nothing, less than an almost unparalleled, the earth's most advanced custom. In every way, this 300-year-old mecha. It was built to be made in any way through the dark and dangerous conditions of a high-rented world. It was built to be a hybrid of a small army of mechs. It was built to be a hybrid of a small army of mechs. It was built to be a hybrid of a small army of mechs. It was built to be a hybrid of a small army of mechs.

CRUSH THE BIG CRAWLER

To keep this madman from crawling away, you'll have to target his head repeatedly. You can get some good shots in with an AD150 while you're being shoved along the length of the base, and if you find that you're caught between the crawler's legs, you should fire liberally at it first before your shield gets worn away.



START



These little dride may not look like much of a threat, but they can easily deplete Bomarch's defenses with a single shot. Remember: He who fights and runs away lives to fight another day.

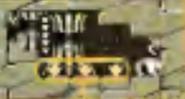


If Bomarch decides to fight his way down the passageway and well-lit corridor, he'll see fairly fast progress when he finds only an enemy command at its end.



The so laser-lighting makes this a lot of ammo to demand, so rather than lighting Bomarch a better off. Toeing with all the bullets and shells he can get from the crystal.

FILLER UP





It's an even, timing hit by the plasma balls passing close to either one of the boxer's legs. You'll have to jump over one all enough of times, but the other will occur implicitly.

FILL'ER UP



A FINAL FACE-OFF

Whether the robotic menace knows it or not, it's about to end its match in Blamech. Our hero will use a little, time-making misdirection of the mechanical fight, if he exploits the mega-mech's major flaw. Here's exactly how.



That's why you'll want to use your time well, jumping over the fireballs that the mega-mech is pelted by, while avoiding the floor. The arena is filled with massive machines, gas for lighting.

Nintendo Power continues its review of Kirby Super Star, a 32-Meg battery-backed Pak with nine different games sandwiched within its microchips. This month we cover The Great Cave Offensive and Revenge of the Meta-Knight, two of the largest, side-scrolling adventures found inside the cartridge.

KIRBY SUPER STAR

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THE FUN GOES ON

Each game in Kirby Super Star is ranked one to five stars, according to difficulty. The Great Cave Offensive and the Revenge of the Meta-Knight, two of the tougher games in the pak, are both ranked four stars. You must complete both of these games to go on to the hardest challenge in the game, the Milky Way Wishes adventure: If you get lost during your journey, consult the maps in this review and on the back of this month's poster.



THE GREAT CAVE OFFENSIVE

It's the biggest treasure hunt in Dream Land! Go for a high score as you try to find all 60 treasures hidden inside the Great Cave. This adventure may take several hours to complete, but you can save your progress throughout the maze.



Your adventure begins here. Don't worry about the gray stone blocks: You'll blow them apart when you return at the end of the game.



Push these leafy flowers down to see and break off the head of the stone statue to discover a secret cavern. Inside you'll find an answer for chest containing the Gold Coin.



Don't destroy the middle bomb block, or you'll never pick up the valuable Whip. After you open the treasure chest, continue right to the Great Cave's main entrance.



**WARD TO!**

If you're stuck, activate the sliding blocks, flip switches, and break the floor and try again.



TO B

DOWNED!

If you're stuck, activate switches, flip switches, and break the floor and try again. Avoid the trap by jumping on blocks.

**SAVE POINT**

Search the area for the character you're left can use. Speaking to the character blocks is a great way to get help.

Use your Cutter to slide the rope supporting the platform. At the bottom of the pit you'll find some food.

Break the statue blocking the underground passage so you can hop to the platform and open the treasure chest.



TO C

PICK A POWER**WARD TO!**

(PAGE 52)

KIRBY WINGS

Use Kirby's Super Star as a Block Kicker to get through the warp zone and reach the treasure.

MINE CART

Kirby is invincible while riding in the mine cart. If you jump out, you'll have to fight your way along the tracks.

KIRBY COUSTEAU

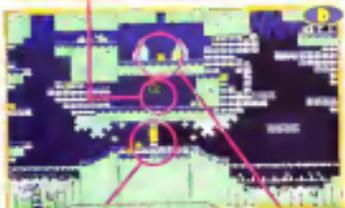
If you dive deep enough and use your Water Gun to blast a hole, you'll discover a 1-up and the Duck Stoppers.

**SAVE POINT**

TO D

TO E

TO A

PAGE 52

TO D



TO E



The barrier won't stop Kirby if he has the Yo-Yo skill. Hit the switch and collect the three Krackles.

**POPPY TOP**

Poppy Bros. are invincible if you are hit. Use the Yo-Yo skill to break down the shield over the top of the...



Strong water currents sweep the cavern floor. If you swim against the flow, you can drift left and pick up the 100 Dollar Coin.

FROM
PAGE 51



DOG BUNNY



The dog bunnies will follow you as you move through the maze. Use the matching box as your shield when it's your turn to attack.



Use the dog and bunny as your shield as you move through the maze. The dog will work best against the dog bunnies.



If you jump from the blue crystal cave, you'll end up in this secret room. Here you'll find the fossil treasures.



AMPHIBY!



A frog of friends will help you as you pass the bridge. Use the frog to jump over the water.



Jump down the hole to pick up the extra goodies, then leap on the platform for a quick ride above the spikes.



PAGE 53

Lunge right as soon as you enter this room so you'll have just enough time to find the Mammalian treasure.

SAVE POINT



Enemies might harass you, but if you reach the chest before the OWs, SWEEP UP the Automaton treasure and run.



PAGE 53



When you bounced the star in chains, you'll find the treasure chest in the upper right corner.



The treasury room is filled with Goopies. If you don't reach the chest without waking one, you'll feed Mr. Sabon.



Release the bouncing spikes by removing the left and right star blocks, then spring up and take the Star Tank.





The Hammer is one of the few items you can't use underwater. Don't go around and knock things too crooked with it.

WARP TO 6

You need a Floating Hammer and a Cannon to enter this tower. Don't let the legs and pins above the post.

With the system built in one piece, go to the top of the metal chamber. The King's Caps to waste the chest.

CHOOSE YOUR WEAPON

CRAMELEON

The Crameleon looks a lot like a mole, but if you make a choice, you will not be able to place any.

HAMMER TIME

You must have the Hammer to pound down the pole and demolish the wall, then you can enter the elevator room.

ELEVATOR

FALSE CEILING

Turn this block 90 degrees around until you're done. After he is done, he will be able to stand on the ceiling.

AQUAKIRBY

You need a Buzzy Leo helper to light this underwater fuse. Slide into the cannon barrel before it fires.

TO A
PAGE 54



REVENGE OF THE META-KNIGHT

Not every diabolical plot in Dream Land is hatched by King Dedede. The evil Meta-Knight is terrorizing the countryside with his mechanical floating fortress. Kirby must find a way to destroy the ship and end the reign of terror.



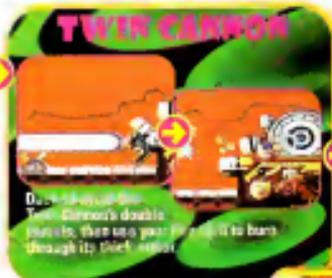
Avoid the road of spikes and lava by taking the shortcut above; your load just floats through the hole.



Dispatch the Bunker Brothers, then copy their Hammer skill. You'll need the Hammer to finish the stage.



Some cannons in the game are invisible. Use this magical fruit, then quickly jump out of the line of fire.



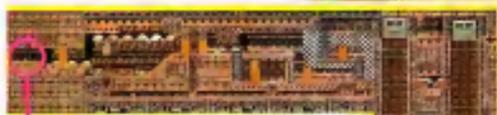
Double up on the Cannon's double barrels, then use your Hammer to break through its steel walls.



Detonate the bombs beneath the bridge to find the secret supply room. The room is filled with food.



Pick up all the food floating around in this section of the ship. You'll need the strength as you fight your way to the Meta-Monster.



If you have the Yo-Yo skill, you can rip the hinges of the door leading to the secret room in the ship.



NIGHT



ROUND ONE

This quickly warrior will ring Kirby around whenever he drops on the ground. If you lose the battle skill, shoot him from a distance.



Use the Fire Doll to shoot your enemies. It also creates the under-water explosions blocking your path.



Copy the Fire Doll to light the fuse on this cannon, then hop down the barrel and shoot into the next stage.



The ship is starting to fall apart! Pick up the treats left behind on the deck, but be sure to watch your step.



THE REACTOR



Break the reactor into three at the reactor. Stand in front of the reactor and shoot for the lower-left, then jump out of the way.



GUARDS



Watch out! Mirror-Knight. Similar guard! Use your Center skill and Star-Knight to dice the boss. Use the Star-Knight to block the boss's attacks.



TUROK

DINOSAUR HUNTER

TM







**COMING SOON TO THE
NINTENDO 64 FROM
ACCLAIM ENTERTAINMENT**

NINTENDO
POWER

FROM TRUCK 57



This section of the maze is staged by a selected boss. Use the Jet on it against the enemy bosses.



SAVE POINT



If it's not clear on the left place him on you won't be able to reach the 3 up. Cut the rope and he'll retreat.

Go all the way, and the water barrier will end, cut the fire left platform. Now you can reach the treasure chest.

After you open the treasure chest to enter the Pinkard Egg, release your outer and continue your journey.

SIG BUG

The enemies that I can over-whelm you with for this problem, so try to use the boss's abilities. When you see the boss, you can use the Jet.



TO D

STONE SLAP



This clearly is not your first measurement so that you can say back to the future. Good morning, you will be on the road you know.

AFTER THE FIGHT



Push the right switch to open the treasure chest. Pushing the left switch releases the enemies.



If you take your time on the jet there, you'll be rewarded with the Power Scale at the top of the chamber.



Catch your breath to slow your fall or you'll be a gasp against the spring and reach the treasure chest waiting at the bottom of the hole.



RIDE ON THE STAR

You're back at the beginning of the star and ride off as the rolling oval is.



Use your Jet skill to determine all but the lowest bomb in the attack to claim the Xross Key treasure.



You'll need a lot of Jet skill to light the fuse of the center cannon. Try the center cannon first.

THE END



You need the Crush skill to open the door. Smother the exploding enemy directly above Kirby's head.



Into the dunk tank! Hit the bomb to split the rocks, slant the ladders and claim the underwater treasure chest.



EPIC CENTER

CONTENTS

- **Epic News**
Page 55
- **Sim City**
Page 56
- **Epic Strategies**
Page 66

SIMS AND STRATEGY

This month, Epic Center covers two games that fall outside the realm of straight RPGs, but both games offer plenty of challenge and interest. It may come as a surprise to many



SimCity

players, but SimCity has been a great success for the Super NES. Quietly, over the years, this remake of the Maxis classic has sold well over a million copies around the world. This month, Nintendo will re-release SimCity as part of the Players' Choice series of games for an MSRP of \$34.95. That's an incredible deal. The reason for this is that the scope of the game is limited only by your own imagination.

War 3010: The Revolution from Advanced Productions bills firmly in the category of war strategy games. Like its board game predecessors, War 3010 concentrates on the manipulation of combat units, which you move and send into bat-

tle. Since each unit has unique capabilities, you must deploy them strategically, backing up some units and matching your attacking units with enemy units according to their weaknesses. Each scenario presents clearly defined goals—just the opposite of



Civilization

the play in SimCity—but within the scenario you have the freedom to move your ships and attack however you want.

If you find that you like both of these types of games, you might want to hunt up a copy of Koei's Civilization. This game has been released for a little less than a year, but already it can be considered a classic. The play includes the freedom to establish and build your own cities as in SimCity plus the strategy of moving combat units around the territory for defense or offense.

In these difficult days when new RPGs are so hard to find, a few good games such as these can keep you going for a long time. Open, creative play makes for an incredible deal. Instead of talking about the game taking 80 or 100 hours, the time is almost limitless.

LUFIA II ARRIVES (AT LAST)

You saw the reviews of Nintendo's Lufia II here several months ago, but Epic fans have had a long, hot wait over the summer with no sign of

the actual game. As you read this article, though, Lufia II should be arriving in the stores. Repeat! For anyone who may have missed the early reviews, Lufia II mixes RPG and Zelda-like adventure action into one of the strongest copies of the last few years for the Super NES. Players will find puzzles, live action battles, quests, RPG-style menus, a trove of weapons and items

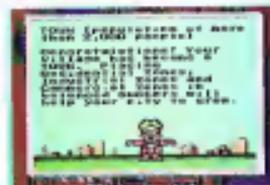


Lufia II

and at least 80 to 100 hours of adventure. There's even one dungeon with 100 randomly changing levels in it. For full, strategic coverage of Lufia II, look back to your May and June issues of Nintendo Power. We'll be including more information in future Epic Strategies columns, as well.

SIMCITY 2000: BREAKING NEWS

This just in from Calabasas, CA, Black Pearl informed Epic Center News editor that they have finalized a deal to bring SimCity 2000 to the Super NES in North America. In Japan, SimCity 2000 was released by Insignia for the Super Famicom. Players for city builders have far more flexibility in SimCity 2000 and more types of facilities to build, including subways, water systems, military bases and giant ecologies. You can even customize the landfills with hills, lakes and rivers. SimCity fans will be in heaven. Black Pearl hopes to release SimCity 2000 in late October or November. More later.



URBAN RENEWAL WITH SIMCITY

SimCity for the Super NES first appeared in 1991 and became an instant hit in Japan and North America. The popularity of the game came as no surprise to Nintendo, because the previous computer versions of SimCity from Maxis were widely heralded as some of the best games ever. This month, Nintendo relaunches SimCity as part of the classic Players' Choice series. What makes Sim-City so appealing is a combination of the realistic 3-D view of the city and the player's total control over everything in it. You can create and you can destroy. You can even try with the sim citizens who live in your town, setting up experiments to see how they react. In the years following the introduction of the first SimCity for the Macintosh back in 1989, many so-called god-games have tried to duplicate the magic of SimCity, but none have done it better.



SimCity

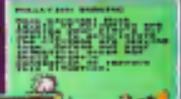
MILLION DOLLAR MAYOR

If you want to get off to a great start, how about putting \$999,999 in the bank? Here's how you do it. Begin by spending all of your money. Make sure you build at least one unit like a Police Station that requires funding and reduce your tax rate and funding levels to 0%. At the end of the year, when the tax screen pops up, hold the L Button and exit the screen. Still holding the L Button, press X twice so the calendar shifts to January. Now, bring your funding levels back up to 100%, but leave the tax at 0%. Exit the tax screen and release the L Button.

	Funding	Tax
Police	100%	0%
Fire	100%	0%
Education	100%	0%
Health	100%	0%
Welfare	100%	0%
Police	100%	0%
Fire	100%	0%
Education	100%	0%
Health	100%	0%
Welfare	100%	0%

THE GIFTS THAT KEEP ON GIVING

Dr. Wright pops up when things go wrong with your city. He also lets you know you can correct the situation.



When you're doing a good job, Dr. Wright also likes to let you know. You can check with the good doctor at any time by activating his icon in the monitor.

The most innovative change to the Super NES *SimCity* involves the giving of gifts. As you reach various population milestones in the life of your city, you will receive gifts that can help your city grow even faster. The gifts range from civic decorations like the Fountain to practical gifts like the Landfill. Each gift can be used almost anywhere in the city, but must be used strategically to maximize their benefits. If you choose the right location, the gift keeps on giving and giving.

WHEN THE CENSUS PAYS OFF

YOUR HOUSE

As the mayor of *SimCity*, you'll earn yourself a low tax rate once your village reaches a total of 2,500 people. Locate four Houses in other neighborhoods. People will flock to live in such a popular locale.

BANK

If you run like an ox, *SimCity* Savings and Loan will float you a line of credit to the tune of \$4,500. Of course, you'll have to pay it all back over the next 20 years, but in the meantime, your downtown continues to grow.

ZOO

The Zoo gift will enhance any residential neighborhood and provide \$100 in revenue to the city bank account. Plus, the Zoo boosts dense residential areas and watch the apartment buildings reach the highest level of development.

CASINO

Placing the Casino adjacent to commercial zones is a good bet. You'll earn \$100 every year from the Casino, but you'll also increase the amount of crime in that area of the city. The trade-off is worth it. Just build another police station.

AMUSEMENT PARK

San kids as well as the Farris wheels and rides as much as you like. If you place the Amusement Park near a residential neighborhood, the buildings will reach higher levels and you'll earn \$100 per year.

POLICE HQ

Once you build six regular police stations, you'll receive a Police Headquarters building. The facility can only sit on one adjacent area but costs you \$100 per year. Build this in a high crime, industrial area.

FIRE HQ

The Fire HQ provides wide fire coverage but costs the tax payer \$100 every year. Since one fire station is adequate for any city, you might think twice about spreading the extra money for this unit.

BIG PARK

The Big Park boosts the growth and property value of any adjacent zones and brings in \$300 every year. You'll receive several of these parks throughout the game if you build lots of little parks.

WINDMILL

The Windmill is a gift from your sister city in Holland. Place it next to commercial zones to encourage their growth. You'll earn more tax dollars and raise land values in the area.

TRAIN STATION

The central Train Station helps ease traffic problems by making your train service more efficient. Place it in the commercial district to help nearby zones reach the highest level of development possible.

EXPO

The Expo site should be placed between industrial zones. Your tax revenues will increase and nearby industrial zones will rise out. This is one of the few gifts that help industries.

SCALE MODEL

The Scale Model lets you take a quick look at your city. You can access the model on the information screen. Then scroll about the miniature version of your city, just for fun.

FOUNTAIN

The Fountain beautifies any location in your city and helps the adjoining zones reach their full potential. The Fountain increases your tax take by \$100 each year and costs you nothing in return.

LANDFILL

The Landfill allows you to fill areas of water to make new land. You can place any type of use on it or new property to help your city grow. As you fill up existing areas of the map, you'll receive new Landfill gifts.

POPULATION	TAX REVENUE	CRIME	UNEMPLOYMENT
1000	1000	1000	1000
2000	2000	2000	2000
3000	3000	3000	3000
4000	4000	4000	4000



MAKING THE MOST OF YOUR CITY

WRONG



Check with the Information Screen to see if you are having problems. This map pinpoint exactly where things have gone wrong.

In the following pages, you'll learn how to maximize every zone in your growing city. Although some of the strategies may seem like tricks, they are all based on the way the game reacts to different zones and effects. As the mayor of SimCity, you build zones for industrial, commercial and residential use. How these zones prosper depends on how attractive you make them. If you know how each type of zone responds to things such as crime rates, property value, traffic and pollution, you can create the ideal setting, ensuring high growth rates. The information

RIGHT



screen helps you track the effectiveness of your changes, so you can use it to see if your strategy is working.

Dr. Wright lets you know when you've reached a milestone in the growth of your city.

Like all cities, your SimCity needs power to prosper. Your first job as mayor is to choose a site and build a power source. The coal-burning plant may be cheap,

but in the long run it produces too much pollution. The best choice is the nuclear power plant. Locate

it on an island or isolated point of land to minimize the effects of a meltdown, should one occur. After that, you'll need an industrial zone for jobs and a residential zone where people can live. You also need to connect each zone using power lines and run a road or trolley track along one side. Remember, no zone is an island.

BREAKING GROUND

THE OUTSKIRTS

DOWNTOWN



It's usually best to concentrate the dense growth of residential and commercial zones at the center of your city and put polluting industrial zones on the fringe. You can also use a neighborhood approach, breaking your city into self-contained villages.



Since pollution makes out from a source such as a factory or coal power plant, it's best to locate these zones on the edges of growing areas. The pollution will be distributed outside the border of your city where it doesn't affect your city's growth.

PLANNING AHEAD

You need to make the most of every square inch in your city. For instance, place eight residential zones in a three-by-three square, leaving the center open, then drop a gift such as a Large Park into the hole to produce four top-level apartment complexes in the surrounding zones. The same strategy works with commercial zones. Try the other strategies listed below.

YOUR HOUSE



Do the downtown trick with four houses. Pop the center into the corner of a ring of residential zones to encourage those zones to top out. Zones that border on four houses have the best chance to max out.

PUBLIC ACCESS? NOT.



Most gifts work just as well with or without a road or railroad leading there, but they do require power. If you surround a gift with zones, all of those zones will benefit from the positive effects of the gift.

WHAT'S WORKING



Pop into the information screen to see if your strategy is working or use the magnifying glass. The Info Screen can show you high property values while the magnifying glass reveals which zones are flourishing.

WATERFRONT



Waterfront property is particularly valuable because you can build over it, gaining precious areas of land from the shore. You can place a zone or building with one edge being over the water.

INDUSTRIAL



Pollution and crime are the main, limiting factors to industrial growth. Build parks and schools to police stations in industrial areas. Large crime does require as high a percentage of industrial zones as smaller towns do.

COMMERCIAL



Commercial zones draw money when people have money to spend. Use it to place the commercial bar on the 900 meter bars behind the residential and industrial meter bars.



People traveling to or from work tend to stop and shop in commercial zones as present. The strategy is to place commercial zones on routes linking industrial and residential zones.

RESIDENTIAL



People like to live in nice, green neighborhoods with lots of amenities such as libraries, parks, and schools. Pollution, crime, low property values and traffic congestion will limit growth.



People don't like to live so far from work that they have to spend hours commuting. You have to balance good access to jobs in the industrial zones with good living conditions.

A NOSE FOR ZONES

It's a good idea to have a master plan in mind when you begin laying out your first zones. If you want to end up with a huge megacity, position industrial zones around the perimeter of the map. Inside that, create a ring of commercial zones and place your residential neighborhoods in the central area. You won't have enough money to build all the zones at once, unless you use the million dollar option, so build it a slice at a time. Build a few industrial zones near the edge of the map, then run a road toward the center of the map, placing commercial zones and residential zones as you move toward the center. The landmark you choose also comes into play. When placing zones in blocks, keep the same types of zones together. Different types of zones that touch will never reach the top status.

THE MIX

It's important to recognize that every zone, building, road or park affects every surrounding piece of land. For instance, you can reduce the effects of pollution by running parks along heavily congested roads and around factories. Since different types of zones may have a negative impact on each other, it's often a good idea to leave a narrow buffer zone between neighborhoods. Buildings such as the stadium, seaport, airport and police and fire stations all have a special impact on nearby areas and the city as a whole. One seaport services the entire city, providing a boost to industry, just as one airport services a city of any size. In addition, zones close to special buildings also benefit from their proximity. The Gift buildings listed on page 57 also have positive impacts on the entire city as well as their neighborhoods.

ZOO/ RESIDENTIAL



Place the Zoo in a residential neighborhood and watch the apartment buildings grow into towers.

STADIUM/ INDUSTRIAL



The Stadium also helps build up industrial zones, but it causes traffic problems. Run train tracks to industrial roads.

CASINO/ COMMERCIAL



This center attracts lots of industrial zones, but it causes commercial crime, but crime will increase. Just make sure you have the PD close by.

LARGE PARK/ ANY ZONE



Every zone benefits from having a park next door. The city also earns money from this and several other gift properties.

Industrial zones need high crime rates, so place more police stations in industrial zones and keep your funding high.



PAINS, TRAINS AND AUTOMOBILES

SimCity isn't reality. If it were, you wouldn't be able to destroy all of the roads, replace them with interurban railways and live to talk about it. In SimCity, however, after that periodic, whining message requesting more roads, there's no downside to this politically correct (and politically suicidal) solution. If you're bent on building a megapolis of one million sim citizens, just don't build any roads at all. You'll cut pollution and wipe out traffic problems. If you prefer the reality of cars, however, limit the roads to the commercial and industrial zones.

CLOSED AIRSPACE

The problem with airports is that you have these heavy planes constantly falling out of the sky as they attempt to land. If you place tall commercial towers around the airfield, the landing process becomes as brutal as an obstacle course. Eventually, some planes will wind up in your Simflint Tower, which isn't good. The commercial district regulates an airport, but build the airport at a safe distance or on an island.



Planes crash. It happens in SimCity just like in real life. Most planes crash close to the airport upon takeoff or landing.

SAFE LANDINGS



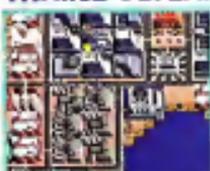
Place your airport near the water, an island, or several spaces away from tall buildings.

GRIDLOCK



Lots of roads lead to a mass gridlock. When the traffic becomes a nightmare, wipe up traffic on road transit.

TRAINS VS. LANES



Welcome to a world with no single or double turn. You've built out roads on every corner.

SIM RELIEF

Disasters in SimCity come in two forms. The most obvious disasters involve destructive forces such as tornadoes, floods, earthquakes and monsters. The other type of disaster stems from conditions such as traffic congestion or crime. In the case of natural disasters, most damage is caused by fire. You can minimize fire damage by building several fire stations. It's even more useful to contain fires by building surrounding units to make firebreaks. Man-made disasters can be controlled by good planning.

DISASTER STRIKES



Disaster may strike your city at any time, and you can actively roll up disasters in the menu. Tornadoes, floods, monsters, even UFOs have been known to attack.

FIRE



Most disasters cause fires, and the fires do most of the damage to your city. Keep your fire engines for fire protection.

EARTHQUAKES



Nearly earthquakes destroy buildings and cause fires across the city. Fire insurance is your only hope.

BOWSER



When Bowser comes to town, he tends to wipe his feet on your buildings. We can't stop him—just mop up after the towering traffic.

RESUME SAVED CITY
PRACTICE
START NEW CITY
▶ SELECT SCENARIO

The six scenarios in SimCity present crises in various degrees. You'll have a short period to prepare the city, then you must deal with the disaster.

SimCity includes six basic disaster scenarios and two bonus scenarios. In most cases, you must prepare your city by building up infrastructure before a natural disaster occurs. Your dollars will be limited and you'll have a limited time in which to get the city back on its feet. Build infrastructure that help your city survive, such as extra fire stations. After the disaster, your first task is to control fires, then to restore power throughout the city. Use the bulldozer to make firebreaks around fires. In man-made disaster scenarios, use the Info Screen maps to look for the worst areas of crime or traffic.

BOSTON



But as you about to experience the terror of a nuclear meltdown. A portion of town will become unusable when radiation and fires spread throughout the city.



You can manipulate the tax rate to bring an infusion of people back into the city. A low 5% tax rate will encourage newcomers.



Restoring power will be expensive since you just lost a major nuclear plant, but you need power to rebuild the city.



Reduce city expenditures by cutting funding rates after the disaster or eliminating excess roads or fire stations.

MAINTAINING ORDER

CRIME

Crime is one of the toughest problems of any city. It may seem as if you have to build a lot of police stations, but it's worth it in order to keep properly visited high end people moving.



A hands-on mayor will be able to deal with problems as they arise, but you can take care in pre-planning so that your city will run smoothly even if you're away from the game. That is the ultimate challenge.

Your city plan should include an efficient transportation system, which means more exits than roads. When you do use roads, keep them straight to avoid creating extra traffic jams. You also need to keep your funding levels high in case a fire starts when you are away. Make sure you build one airport, airport and stadium only if you need people, lower the tax rate to about 5%. For some quick cash, lower your fire coverage for one year. Chances are you won't have a fire in that area.

CRASH!!!



Airplanes can crash anywhere, but they should go down near the airport. To lessen the chance of major damage, and pollution from the airport, you should build it on an island or on the edge of a lake.

POLLUTION

Pollution is caused either by cars, coal power plants or industrial waste. Particles in the air reduce visibility. Eliminate some or all of your roads and replace them with bike tracks. Spread your industries out and plant parks between them.



HAPPY SIMS



Sim Citizens want to be entertained if you built a stadium, for instance, they will come. Like stadium causes traffic problems. So be sure next to your rail system rather than to the roads.

HEAD WORK



If you reduce the transportation funding on the Fiscal Budget screen, your roads and railroads will begin to decay. It's best to keep the funding rate at 100%.

The world welcomed the aliens with open arms, but the gesture of friendship was soon rewarded with slavery and suffering. Now, in Advanced Productions' one-player strategy game for the Super NES, you must defeat the planet's captors in a final bid for freedom.



WAR 2010

THE REVOLUTION

©1994 Advanced Productions Inc.

HOW WAR IS WAGED

You can give your trigger finger a real hectic WAR 2010, or all about tactics. Since you can only watch as the battle sequences are played out on the screen, your chances for success in each of the 15 stages are

only as good as your strategy. If you move your ships wisely and exploit your enemy's strengths and weaknesses, you might end up winning the war!



The three main modes of play involve employing maps to make your plans, moving your ships into strategic positions, and targeting enemies for punishment.



From Salvation to Slavery

In 2041, the Kyllens came to earth with a message of cooperation and peaceful coexistence. A technologically superior race, they set about solving many of the planet's most serious problems. But when people began realizing that the Kyllens' were plotting world domination, there was little that anyone could do. Now the year is 3010, and as a lone commander, you must lead a revolt against the planet's oppressors. Having captured an armada of Kyllen ships, and renaming them after mythological heroes, you are humanity's last chance against the alien menace.



KYLLEN CRAFT

Because your forces are flying stolen Kyllen warcraft, this guide will show you the strengths and weaknesses of your own fleet, as well as those of the enemy's steerable armada.

Achilles



This craft has average shields and weapons. It can move long distances in a single turn.

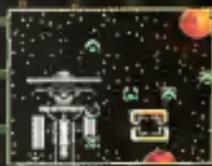
Aras



The Aras is very similar to the Achilles, but its movement range is just slightly smaller.



FIGHT FOR FREEDOM



Every stage of the war has a unique objective, however they all require elimination of any Kyllen forces that your ships encounter. While your limited fleet is almost always outnumbered, you can use powerful upgrades, unusual atmospheres, and ship-building space stations to your advantage. The real secret to success is exploiting the Kyllen's splintered strategies. If you can predict their attack plans, you're well on your way to winning!



Engaging the Enemy

You'll begin each stage with your guerrilla forces and Kyllen ships gathered in separate sections of space. After you've consulted maps and devised a clever strategy to meet your mission objectives, you and your foes will take turns moving ships and waging war. Remember: Careful planning beats hurling into battle every time!



Building and Bettering Your Fleet

You may begin each stage with a limited number of ships, but space stations can be used to build more. Unfortunately, you may often be too busy tending off foes to spend much time building ships.

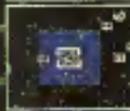


The Kyllen have upgrades for their ships, hidden on certain planets and lost in each stage. If you can find them, you'll be better equipped than your enemies.



Map

Scanning the map of your sector in space lets you locate Kyllen forces, find strategic objects, and get a good sense of mission objectives.



Movement

Moving your ships is a simple matter of charting a course with a cursor. The distance a ship can move is determined by its particular design.



Combat

Each type of war craft has a different attack range and does different amounts of damage depending on how near or far it is from its intended target.

Mind Your Matters

All kinds of space matter can affect your ship's defensive capabilities. While some objects may strengthen your shields, others are definitely detrimental. Make sure that you examine every asteroid belt, nebula, and planet before you start making your battle plans.



Your Stellar Map can provide all the pertinent statistics you'll need to determine whether those huge banks of matter will be beneficial or detrimental to your ships' defenses.



Artemis



This ship has moderate weapon strength, weak shields, and the maximum range of movement.

Athena



While the Athena's weapons and shields are fairly strong, this starling is a fast mover.

Atlas



With terrific firepower and its location capabilities, the Atlas is a fine addition to your fleet.

Cerberus



The Cerberus has moderate weapons, better than average movement, and less than stellar shields.

Hades



The Hades has very good shields and weapon strength but only a mediocre range of movement.

STARSHIP STRATEGY

There are 16 galaxy-spanning missions in War 3010, and every ship in your fleet will play a vital role in the conflict. We've mapped out strategic plans for five of the most grueling scenarios. Warp speed and good luck!



MISSION 3 Kyllens on the Attack Blockade the Planet

The Kyllens' objective is to secure the planet. If just one ship lands, they'll win, regardless of how many ships are left on either side. Form a defensive perimeter around the planet and wait for the enemy attack. You can stagger your ships to create a crossfire or leave some ships back to plug any holes in your line.



Keep the line close to the planet, and don't let any enemy ships slip around your flanks.

MISSION 6 Rebels Battle Back



Hide in the Asteroid Field

Your mission is to dock two ships at the space station. Send two fast ships to the left of the station as decoys and take the rest of your fleet into the asteroid field. As the Kyllens chase the decoys, you can move in and launch a surprise raid.



If the battle goes too long, you can dock with the rebel ship for some quick repairs.

MISSION 9 Rain Down Destruction



Death From Above

Once again, your target is a Kyllen space station. Move your fleet to the planets above the station. You'll have better defensive capabilities while in orbit, and you'll be able to attack before the Kyllens can get organized.



Let your smaller ships bear the brunt of the initial attack. Send your heavy fighters to win.

Here



The Here has steady average abilities except for its above average range of movement.

Hercules



This ship's long range weapon strength makes it one of the fleet's most formidable fighters.

Hermes



While its shields are hardly weak, the Hermes has a truly remarkable range of movement.

Kronos



The Kronos has excellent shields and short range weapons, but it can move only at a crawl.

Narcissus



The Narcissus has only average shields and average weapons, but it moves at a rapid rate.

MISSION 12

Launch an All-Out Assault



Teamwork is the Key

Organize your fleet into teams of three to four ships, mixing fighters, destroyers and scouts. Surround the Kyllen fleet and the station. Give each team a specific target and don't attack until all units are in position.



Each team should concentrate on their primary target. The Kyllens will let you fire first, so make it count!

MISSION 16

A Long and Furious Fight



Strength in Numbers

The Kyllen stronghold is protected by a large asteroid belt. Your only chance is to concentrate your forces. Group your entire fleet together and secure the right side of the asteroid belt, then head inside the perimeter.



Bonus Battles

If leading a galactic rebellion is wearing you down, take a break with these secret bonus games. The passwords to these games are hidden in two planetary information files. Do a background check on all the planets in Missions 9 and 16 and check their files closely.



Once you've destroyed the Kyllen defenses in the belt, use the refueler to repair your fleet before the final battle.

Chess



Although this space-age game of chess isn't played in the traditional way, it's still a real challenge to win.

Checkers



Since you and the Kyllens have exactly the same number and style of warships, strategy is key to winning.

Pandora



The Pandora's strong weapons and shield systems are complemented by its ability to lock.

Pegasus



A fine long- and short-range fighter, the Pegasus is hampered by its slow rate of speed.

Poseidon



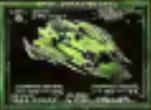
Although it can't fight at a distance, it has strong short-range weapons and decent shields.

Prometheus



It moves like a slug, but its Promethians have shields and weapons that are simply out of this world.

Theseus



The shields, weapons and sensors at range of the Theseus make it a weak choice.

SECRET of EVERMORE

Dark and deep are the many secrets of Evermore. After nearly a year on the charts, Secret of Evermore still ranks in the top 10 games that players ask us about. In response to the continuing flood of questions, we'll take another swing through this amazing imaginary landscape.

WHEELING & DEALING

We've talked a lot in past issues about the Nobility Marketplace, and some players have managed to drive some very hard bargains with the vendors. We offer a word of caution, though, about the man who sells Amethyst Amulets. Don't talk to him unless you're absolutely ready to make a deal. If you start talking to him but then change your mind about buying, you can't back out without paying him, and he won't deal with you ever again. If you only need a few amulets, you can talk him down to three in exchange for a single bag of rice. As in the previous situation, though, once the transaction is



You might want to deal yourself into a jam if you're careless.

complete, he won't deal with you ever again. If you want a ready supply of amulets, you'll have to pay full price

Keep in mind that you can use amulets as partial payment in the Ivor Tower Marketplace for the Gold-plated Vest, Dragon Helmet, and Magician's Ring.

What a Bargain!

The Nobility Marketplace is a treasure trove of expensive goodies, but the best bargain is just a few steps away. Gill Beads and the Gill Op allow you to access to the somewhat-magic spots of the four Towers of Evermore. Gill Beads are rare, and the Alchemist's recipe for the Gill Op formula is even rarer. So players have found it difficult to build their magic skill levels, and the spells never seemed particularly useful. There is, however, an endless



This is one treasure few have been lucky enough to find.

supply of beads at the creature's Nobility Castle. Six dragon strikes grant the "weakness" that converts

the tower square and the castle into "Walk up the pole and turn right, just past the last dragon statue." Walk right to the walkway stand in the little space between the corner of the building and the pond. Use the Search command to pick up a Gill Bead. You can pick-up as many as you like, and there will be more waiting for you if you return.

Rocket Parts

As it does in any adventure game or RPG, a good portion of Secret of Evermore revolves around retrieving all sorts of items, necessary or not. Many players have been asking about the lone treasure chest at the top of the Volcano. This chest holds the Gauge, one of the items Tinker needs to construct his Rocket. After he gives you the Windwalker, walk back up the Volcano path. When the geyser blows you up to the summit, you'll land on the same ledge as the chest.

Besides the Gauge and the Diamond Eyes (which you collect in Mungola), you'll also need the Wheel to complete Tinker's Rocket. To find it, go back to the first flag in the southern corner of

Bugback Swamp, the same place you went to look for Soggy's Heart. Defeat Colocotron, concentrating your attacks on his Heart rather than his Claws. He'll

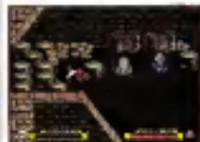


Once completed, the Rocket will blast off for Grimtopia.

leave behind a cocoon. Slice it open to reveal the Wheel.

Chocobo Egg

Moving on to some of the Charms, the Chocobo Egg, which increases your maximum hit points, can be bought in the Ivor Tower Marketplace for nine Perfume Bottles and nine Breads. You can also get one by buying an Amethyst Amulet from a man in Crustab. Once you defeat Mungola in Ivor Tower Castle, the egg trader will pick up his wares and leave for parts unknown. You can



If you're not careful, the egg trader will slip away.

trade the Chocobo Egg for the Magic Guard in the Nobility Marketplace, but despite the guard's reputation as an object of great power, it's actually worthless!

Caveat Emptor

Vest, egg, games offer a steady stream of bigger and better items, weapons and armor as you progress, but you really have to remember the saying, "buyer beware," when you're in Evermore.

Besides the Magic Guard, there are other much-hyped but alternately disappointing items, including the Insect Lacense, Ruby Heart and the Gloves of Ra. The insect is supposed to repel mosquitoes and spiders, while the Ruby Heart is supposed to decrease your enemies' hit percentage when your hit points are low. Neither works as well as advertised. You're better off keeping the Moosa Stick, which increases the effectiveness of your healing potions, rather than trading it for either of these things. As for the



The rubies of the Ruby Heart may be a bit pricey, but they're worth it.

Gloves, they have a delectable taste of gold and are just not worth the price.

Cautionary Tales

You have the freedom to go where you will in the land of Evermore, but there are dangers in wandering aimlessly. We've told you before about how you can become trapped in the Great Pyramid if you're not careful, and Ivar Lower Castle holds a similar fate for adventures that are perhaps a bit too clever.

A few enterprising players have found a way to sidestep the normal sequence of events and get into Ivar Lower Castle without battling the Verminator. While you may avoid one hazard, you'll end up in an even worse situation. Once you conclude your business in the castle and try to exit, you'll become trapped in a room filled with wooden crates, which is actually the Verminator's lair. Unfortunately, the only way

to get out of this mess is to reset the game and start over from your last save point. So even if you avoid the battle,



Don't become a victim of the Verminator's lair!

the Verminator will get his revenge.

There's another quirk in the game that may cause you to lose the Windwalker if you land the Windwalker in the upper-right corner of the map screen (a small area in the middle of the ocean), you may find yourself appearing back at Tinker's Workshop instead of your apartment. Once again, there's no way to set things right once this happens, and you'll have to start over from a previous save point. These situations serve as a reminder of the one thing we often forget to do after the heat of battle or in the thrill of exploration: save, save and save again!

The Final Conflict

Most of the last portion of the game involves solving puzzles and gathering various items and weapons throughout Omnitopia and Ebon Keep. You'll go along for quite a while without battling major



Stack up on ammo and ingredients before the final battles.

enemies, but you should keep up with your weapons training because, believe us, the final battle will be a biggie!



Once you retrieve the Energy Core from the second Chestboard Park, return to the junkyard and activate the computer. You'll walk up to the teleporter and be transported to the battle site automatically.

Your first boss will be the Speaker and Fan. The Blessings from the Fan will keep you from getting too close, so be sure to have a powerful spell with you. One that shells quickly are fired from your Gunboat and can be bought in the Merchant Sector) are



Bless and Firegrows will be your most useful formulas.

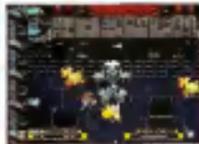
also very effective against these blowhards. The Speakers have 1,000 hit points each, while the Fans are rated at 2,500 hit points.

After you defeat the Speakers and Fans, walk up and flip the switches. A swarm of enemies, including Raptors and Eyes of Rinsala, will appear and attack you at random. Once they've been cleared out, Bad Boy and Dark Taster will make a grand entrance. There's no special strategy to terminating your evil clones, but now would be a good time to use all of those extra Call Beards you picked up in Nobilia. Bad Boy has only about 800 hit points, but Dark Taster has a whopping 10,000 hit points!

After Bad Boy and Dark Taster are history, you'll

encounter another wave of minor enemies, then Magmor will step in. His attacks will be more devastating than anything you'll have faced thus far, but the Barrier formula will protect you from the worst of it. In general, your attack formulas will work better than your magic spells, and you should use the Firegrows formula to increase your weapons' attack strength. Be sure to get this formula from Ruffenberg Professor after you get the Energy Core. Magmor has about 25,000 hit points.

You'll next be hit by a final wave of minor monsters, and then Carlson's Robot will come into view. This mechanical menace is impervious to most attack formulas and spells, so you'll have to rely on your trusty sadams to win the day. You should concentrate your fire on the robot's sides, since he'll shoot straight downward. Another key tactic is to move your dog to the upper left ledge. The



The Derapt formula may slow down the robot's response and help give you a fighting chance.

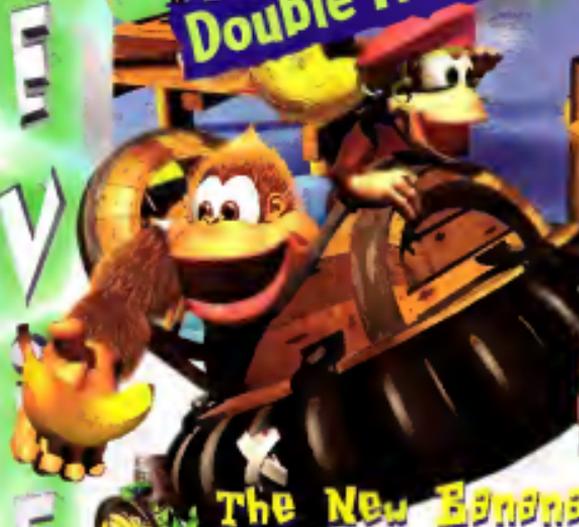
robot can't follow him, but your dog can shadow him with laser fire. Make sure the boy's hit points are high because you switch to the dog if your marriage to whittle down the robot's 10,000+ hit points, ultimate victory will be yours!

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DONKEY KONG COUNTRY 3

DIXIE KONG'S Double Trouble!

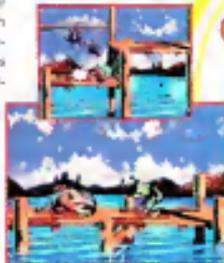
Dixie takes center stage in Donkey Kong Country 3. Dixie Kong, Donkey's Trouble and friend, is a little different. Not only is she prettier, but it's not how many bits you have, it's how well the game plays!



© 1998 Nintendo

The New Banana

Nintendo cranks the Kong series up another notch on the game post. Dixie teams with her full complement of smilin' super powers, while new second banana Kiddy Kong will be able to break through floors and roll a long the ground like a barrel. Together with several enhanced "team" abilities, these new features will open up all sorts of exciting and unpredictable game play possibilities!



Helpers and Hangouts

No DKC adventure would be complete without a large supporting cast, and this installment won't disappoint. Funky, Sanky and Cranky Kong will be on hand to help our hairy hero, as will a "royalty" Kong clan member. Returning animal buddies Orpardo,

Squawks and Squitter will be joined by an as yet unnamed elephant and bird, and new shops and stopovers will be manned by a troop of helpful bear brothers. Dixie and Kiddy won't wait for friends when they need them.



Crock Full of Krews

And what would the Kong clan do with-out crooked Krewlings to battle? Since a DKC game without enemies would be no game at all, the Krewlings will be helping a squad of seasoned veterans and formidable rookies in

their quest to be the best of the bad. New enemies include Krom robots, Krom bears, several new uncles/aunts and bird bad guys that you can use as platforms.



Bigger & Better

We've seen only an early prototype, so we can't confirm the exact plot, and some elements may change. We do know, however, that there will be new bonus games, new vehicles and more secret areas than in any previous DKC adventure. We'll bring you complete coverage in a future issue!



The DKC 3 design team has said that the major bad guys will be buffed up, mentally as well as physically. With better AI, some enemies will track you closely during battles and respond more directly to your actions.



Prince of Persia



This fall,
Titus
sends you
back to Persia's opulent
past for a royal reckoning
on the Super NES.

2

TM

©1995 Polygram
©1995 Titus

Play in Persia

Already a popular game for the PC, *Prince of Persia 2* is sure to please Super NES players. While the game sticks to a traditional side-scrolling format, the highly-detailed graphics and finely-tuned play control give it an edge over many of the games in this genre. Even if you're one of those choosy gamers who isn't easily impressed by pretty graphics, we think you'll be pleasantly surprised by this Pak's challenging play. This month, we're giving you a quick look at a one-player game that's tailor-made for ace players.



A Princely Plot

The adventure begins in Persia's distant past, when the Prince awakens one morning to find that an identical impostor has taken his place! Although the Prince can see that his doppelgänger is actually the dastardly jafar, the entire palace (including the Princess) is under a spell that makes the Prince appear to be a petty thief. Pursued by guards, the Prince flees the palace and sets off on foot through Persia's burning sands, dangerous dungeons, and trap-laden temples in an attempt to regain his status and exact retribution on the fiendish jafar.



Perils and Pitfalls

Armed only occasionally with a simple scimitar, the Prince will face numerous enemies on his long journey through ancient Persia. Palace and temple guards will try their best to cut his game short, while more ominous creatures like snakes, ghouls, and skeletons are even greater obstacles to the Prince's success. As if all that wasn't enough, the game is chock full of perils, pitfalls and booby traps, with almost every misstep resulting in pain and misery for the Prince.



Powerful Potions

Because it's hard to finish a stage without doing some major damage to the Prince's health, you have to rely on powerful potions to get you through the game. One of the potions gives the Prince a quick pick-me-up, and another potent elixir gives the Prince the power to glide down great distances without sustaining any damage. Unfortunately, some of the brews you find are far from beneficial. One's nothing more insulating than downing a potion that you hope will boost your health, only to end up with a mouthful of bitter poison.



Donald Duck is headed to Hawaii, but he's not on vacation—he's on the hottest case in the tropics.

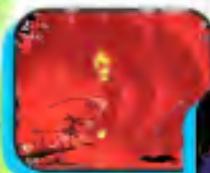
MAUI MALLARD™



ALOHA, AND WELCOME TO MAUI!!!

Disney's undeniably cool Donald Duck turns Private Investigator in a soon-to-debut Super NES platform game that takes him to the Hawaiian Islands. As a P.I. known as Maui, he's tracking down the tropical rick's missing sacred tiki. Using a blaster and some impressive naja skills, Maui makes his well-footed way through a haunted mansion, a village of native Muddtikes, and even a watery underworld to win back the island's idol. The action is fast-paced, the graphics are great, and the game play is entertaining. While we can

show only a few shots from Maui's upcoming case, they show that Maui is a player's paradise!





TWO BIRDS OF A FEATHER

After the game's first level, players can use two different versions of Donald Duck. The first is Maui the duck detective, who comes equipped with swimming and vine-climbing skills as well as a blaster for boating buddies. The second is Maui the ninja master, who uses a big bamboo rod for swinging, climbing narrow passages, and knocking enemies on the nose.

Maui PI can climb vines with ease, blast the buddies from a distance, and use his pistol for propulsion under water.



Ninja Maui can use his bamboo wushu to swing across obstacles, hop and jump up alleys, and brace himself when climbing.



MYSTERIOUS MAUI

More than just a simple search for a sacred silk, Maui Mallard is adventure through mysterious locations where dangers can quickly de-feather the duck detective. Starting in a creepy mansion, Maui takes off on a journey that will lead to training in ninj gymnastics, boogie swimming

through a thorny jungle, swimming through a sunken ship, and descending into a surreal underworld where the bad ducks go when their earthly existence ends.

With all the challenges that he'll face in every level, Maui may want to reconsider island living and move back to the mainland!



PERILS AND PITFALLS IN PARADISE

The look of each level is not the only thing that changes dramatically in Maui Mallard. In fact, all the obstacles and enemies are drastically different in almost every stage of the game. For example, in one stage Maui may have to fight the native Mudrakes, who use blow darts, boomerangs, and razor-sharp jaws, and in the next, he'll head underwater where spiny fish, umbrella-throwing peacocks, and even a ferocious current can dole out

damage to the fast-paddling duck. As you might've guessed, the island's tropical environment can be just as dangerous and hazardous as the enemies that Maui encounters. For Super NES owners who have been waiting for a quality platform game, the wait is over. Maui Mallard is on the way.



COUNSELORS' CORNER

Super NES

MEGA MAN X3

HOW DO I USE THE ROBOT RIDE PLATFORMS?



Jerry Hicks

Robot Ride Platforms are found in all the stages in the game except the Tunnel Rhino Stage. Marked with an "X," these platforms wrap a powerful suit of armor around Mega Man. You cannot use the Robot Ride Platforms until you find the Chinese Robot in the Blast Hornet Stage. After you find Chinova, jump up on the platform and activate the Robot Armor menu. Highlight the desired armor and lock in your selection.



You cannot activate a Robot Ride Platform and wear special armor until you locate the Chinese Robot. Look for him in the Blast Hornet Stage.



After you find the Chinova robot, stand on any Robot Ride Platform and pick your armor. Your menu options increase as you explore the game.



HOW DO I GET ZERO BACK?



Zero has only one life, so if you lose him, you cannot call for his assistance unless you use an old password. If you've never called Zero before, press the Start Button to pause

your game, then press the R Button to activate the Communication Panel. If you press the Start Button one more time, Zero will warp to your location. Although Zero won't fight any of the Maverick

Bosses, he can collect items at every stage in the game. You can switch back to Mega Man at any time, but once you do, you won't be able to call Zero again until you complete the stage.



Zero is happy (most of the time) for you, but he'll leave the big lights for the Blue Bomber.



To request Zero's assistance, select the Communication Panel and press Start.



Unlike Mega Man, Zero has one life to give to his country, so if you lose him, he's gone for good.



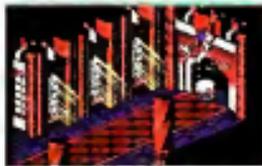
Kimberly Morley

HOW DO I GET THE MUSHROOM CASTLE TREASURE BOX?

Many players realize late in the game that they are missing the treasure box from the Mushroom Kingdom Castle. The only time you can reach the chest is at the beginning of the game, when Toad is walking through the room to talk to the Chancellor. Hop off Toad's springy hat to reach the chest. Toad is the only character in the castle that gives Mario enough altitude to grab the treasure.



You can reach the high treasure box while Toad is on his way to visit the Mushroom Chancellor.



Bouncing off Toad's hat with a spring to Mario's leap that you won't get any other way.



HOW DO I DEFEAT BELOME?



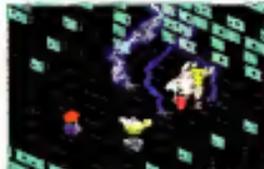
Four-eyed Belome needs in the Kero Sewer. Mario and Mallow should be at least to level 46 before they take on this spell-casting, Mallow-

manching baddie. Let Mario swing his Hammer while Mallow casts Thunderbolt. Use Defense or a Special Attack if you're turned into a scarecrow.

If Mallow is getting chewed up, keep Mario's hit points above 20. If you survive Belome's spills and swallows, the big lug will soon be swept away.



Raise your strength levels to at least 46 before making it up with big, bad Belome.



While Mallow unleashes a Thunderbolt spell, Mario should use his Hammer on Belome's head.



If Belome decides to chew on Mallow, concentrate on keeping Mario's hit points above 20.



HOW DO I BREAK DOWN A DOOR?



It takes teamwork to break down Marrymore's barricaded doors. A door collapses when you and your partner (either Swift 1 or Bowser) hit it at exactly the same moment. The trick is

timing and location. Try to start your charge at the exact moment your partner makes for the door. Your bashing buddy is always crashing into the left side of the padlocked portal, so make sure you're

hitting it on the right side. The fine art of door bashing requires practice, so don't be disappointed if it takes more than a few attempts before you jek up your degree from the school of hard knocks.



You can break down a door if you and your partner hit it at exactly the same moment.



Timing is key to a break through, so make your run coincide with your partner's charge.



You'll be left frustrated if you charge on the wrong side of your partner. Stay to the right.

UNCHARTED WATERS: NEW HORIZONS

WHERE IS THE BLACK MARKET?



Yvonne Azwan

A few unusual weapons and treasures are sold in port item shops around 2:00 a.m. Black market items are never cheap, and you won't find them in any shop during the daylight hours. Most black markets carry similar items, like the Crusader Armor, but some shops in remote regions run special deals for their evening customers. Look for the Crusader Sword in Timbuktu.



Every item shop has a secret, but if you want to stop around, you need to wait until 2:00 a.m.



For a limited time only, we are offering some incredible special items that you don't see any other place.

WHAT ARE THE BEST TRADE ROUTES IN EUROPE?

You can follow the strategy of buying low and selling high, but there are a few sure deals within the European markets. One triangular route is to sell Lisbon's rock salt in

Bordeaux and then buy wine. Sail to London and sell the wine to buy wool, then return to Lisbon to sell the wool to buy more rock salt. Other short routes include selling Istanbul's carpets in

Athens in exchange for art, then returning to Istanbul to sell the art for more carpet. You can also try selling Athens' art in Kaffa and use the money to buy Kaffa's iron ore to sell back to Athens.



When starting out, look for short trade routes that don't exhaust your expensive food stores.



By trading Istanbul's carpet for Athens art, the return to Istanbul and buy more rugs.



You can also sell Athens' art in Kaffa and use the proceeds to buy Kaffa's ore to sell in Athens.

HOW DO I DISCOVER NEW ITEMS?

New Horizons has 96 items to discover, but only 50 of the items are randomly selected for a scenario. Buy a telescope and assign a majority of your crew to Lookout duty. The extra eyes increase your chances of catching

every detail on the horizon. Scour isolated islands and explore the source of major rivers. All villages have secrets. When you happen upon a new village, land there and use the Search command. Depending on your hero's intuition and luck, you

might find an item as soon as you touch shore. If you don't find anything, try entertaining the villagers to increase their trust and cooperation, then Search again. When the villagers trust you enough, they'll show you a local secret.



When looking for new discoveries, assign a large contingent of men to the lookout posts.



While a few villages are scattered along the shoreline, most are faded inland enclaves.



Search the villages you find and, if you don't find anything, entertain the inhabitants with food.



WHERE IS THE TREASURE IN LEVEL 16?

You have to be a big Wario to open the Treasure Room in Level 16. Break open the Face Block just to the right of the stage start and take the Key. Carry the Key to the right until you



Discover the Key by smashing the Face Block just to the right of the beginning of Stage 16.

reach the second group of four cracked blocks. You can smash the blocks by executing Wario's Body Slam—press left or right on the Control Pad while tapping the B Button. After you smash the blocks,



Big Wario must shatter the second set of four cracked blocks to find the hidden door.

you'll see a door. Enter the door and carry the Key to the right, across the gaps and icy ledges, until you reach the Treasure Room Door. Use the Key on the Door and grab the treasure inside.



Enter the hidden door and walk right across the gaps until you reach the Treasure Room Door.



HOW DO I DEFEAT THE KNIGHT IN SYRUP CASTLE?



The key to defeating the Knight in Syrup Castle is to hit him from behind. Stand on the blocks in the room and wait for the Knight to pass, then jump down and throw a 10 Gold Coin or execute a Body Slam. When the Knight gets back on his feet, he'll charge across the screen. Wait until the Knight tires and slows back down, then sneak up on him and hit him again. Stun the Knight three times to defeat him.



You can find a clerk in Syrup Castle's Knight if you hit him from behind. You can toss a 10 Gold Coin at him or pound him with a Body Slam.



After the Knight is stunned, he'll get back up and charge directly around the room. Sneak onto one of the blocks high above the floor.

Q & A FAST FACTS

Wario T.
 Counselors' Corner
 P.O. Box 97633
 Redmond, WA 98073-5733

EYE OF THE BEHOLDER

- Q:** What is the best sword in the game?
A: The best sword is a +8 long sword named "Sevensix." You'll find it in the North Load of the maze.
- Q:** Why won't any mage's Vampiric Touch Spell damage me or my allies?
A: The spell won't work on the undead.
- Q:** How many times can I use a sword?
A: All swords except the Wind of Saviors have three charges.

BRANDISH

- Q:** Which mana lens gives me the most gold?
A: You don't get gold for defeating monsters in this game. Look for treasure chests or weapons or armor to sell back to shops.
- Q:** How many endings are in the game?
A: There are two endings. The ending of your game depends on whether you help or fight Alessa.
- Q:** What is the best weapon in the game?
A: The Planet Sector Sword.

THE BUGS BUNNY CRAZY CASTLE

- Q:** How do you make Bugs jump over enemies?
A: You don't. That idiotic rabbit won't jump in this game.
- Q:** Are there safe spots in the stages?
A: Yes. While traveling through a door or a pipe, Bugs is invincible.
- Q:** How many levels are in the game?
A: 60.



Pick of the Paks

They're Back

Nintendo is re-releasing some of the best Game Boy titles to ever grace a portable screen.

This is your second and possibly last chance to pick up these one-player games at a price too low to publish. Look for the Player's Choice symbol wherever you buy your Nintendo products.



The Bugs Bunny Crazy Castle 2

Wicked Witch Hazel has locked up Honey Bunny in Crazy Castle, and Bugs must scamper to the rescue. Bugs Bunny Crazy Castle 2 is a password-locked, 28-stage game. Help Bugs navigate the castle's mazes as he dodges traps and backs down keys to unlock doors leading to Honey Bunny's cell. A bevy of Looney Tunes characters ranging from Wilk E. Coyote to the Tasmanian Devil do their best to hinder Bugs' rescue attempts. Fool

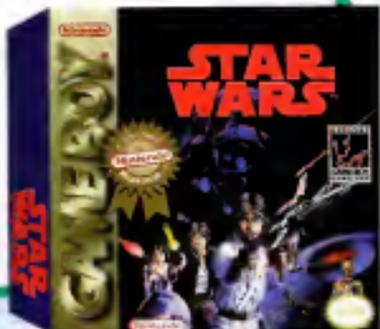
their plots and plans with a huge assortment of goodies from the ACME factory. This looney cartoon fans of all ages



Star Wars

Long ago, in a galaxy far, far away, the first portable Star Wars game came out of hyperspace and arrived in the Game Boy universe. Assume the role of Luke Skywalker, Han Solo or Princess Leia as you elude Imperial forces and deliver the Death Star plans to the Rebel leaders. Star Wars

presents challenges throughout six detailed stages, ranging from exploring the catacombs of the desert planet of Tatooine to dodging laser blasts as you dive through the Death Star's fortified trenches in your X-Wing fighter. The game does not include a save feature, which means you'll need to rely on the Force to make it to the ending credits. Star Wars is the perfect challenge for any true Jedi warrior.



Mega Man: Dr. Wily's Revenge

Journey back to yesteryear and relive every sweet moment of the first Game Boy battle between the blue bomber and the mad doctor Mega Man. Dr. Wily's Revenge features six, challenging, password-locked stages. After you beat Cut Man, Elec Man, Ice Man and Fire Man, blast through the doors of

Dr. Wily's lair—some lab and take on five more mechanized masters. Each time you crush a robot rival, you can add their weapon to your arsenal. This futuristic light-foot doesn't stop until you confront the bad doctor in his Sky Fortress. Can you stop Wily?

The fate of the future is in your hands.



Too Kool for K. Rool!

All of the game play goodness that made DKC 2 such a phenomenal hit for the Super NES is here in Donkey Kong Land 2 for the Game Boy. No effort was spared to make DKL 2 as challenging and fun as its 16-bit predecessor, and while it borrows its plot and characters from DKC 2, it sports all-new level maps and puzzles. This month, we're going to expose the locations of the secret Bonus Areas. You won't find them where you did in DKC 2!



Swing Into Action!

DONKEY KONG LAND 2



Hirsute Heroics

In DKL 2, Diddy and Dixie roll and spin with the same rhythm and feel that they did in DKC 2. You can't use their arms to throw, but you can switch between them by pressing Select.

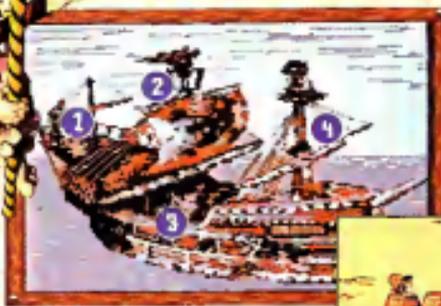


Pals to the End

Rusty, Engarde, Squitter and the rest of your animal buds are back, and they've also retained their signature moves and abilities. Pressing the Y Button will make them charge ahead or fire. In Squitter's case, the Select Button will transform his attack webs into platform webs.



Gangplank Galleon



1 Pirate Panic

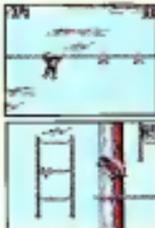
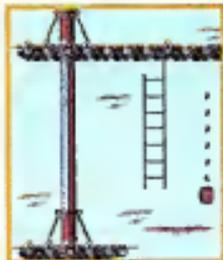
The bonus areas hold many of the Kremcoins and Hero Coins in the game. We'll show you how to reach one bonus area per stage, though there are certainly more. The first bonus area is located just before the midpoint in Pirate Panic.



Jump off the barrels or the higher deck to reach the Bonus Barrel. In the bonus area, just hop up the barrels to feed the Kremcoins.

2 Mainbrace Mayhem

This Bonus Barrel is on the far right side of the stage before you reach the halfway point. You can lower yourself down the rope ladder and then jump to the right. Use the line of barrels as a guide.



It's tricky against the clock to collect all the stars. A Kremcoins awaits you at the fish line.

3 Gangplank Galley

After you pass the halfway point, you'll come across two large gaps in the deck. This Bonus Barrel is located in the second one, just below the first hook. When you return to the regular stage, you'll be able to pick up the Hero Coin easily.



When you enter the bonus area, guide Oddy or Dixie to the Kremcoins, flanking Clappers as you go. You have to collect all enemies in the area before it will appear.

4 Topsail Trouble



Located on the far left, this bonus area is easy to miss if you're just intent on getting to the end of the stage. Use the hooks to jump up to the barrel or take a flying leap from the upper part of the mast.



Flip cannonballs at Kluggers as they slither up and down the rigging. Defeat all of them before the timer runs down for a Kremcoins prize.



Krow's Nest



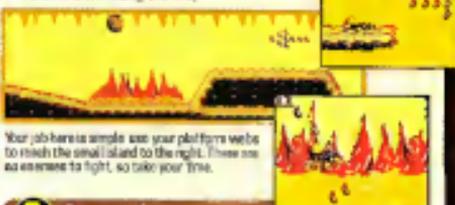
This stage is very similar to the DKC 2 counterpart. The left corner is often a bit just remember that the opponent Krowey's Nest drops can best you in this location around.

Krem Cauldron



1 Hothead Hop

Pick up Squither and stand on top of the hill. Use your platform webs to go back to the left to find the Bonus Barrel. You can pick up a DK Barrel and a Banana Coin along the way.



Your job here is simple: use your platform webs to reach the small island to the right. There are no enemies to fight, so take your time.

2 Kannon's Klaim



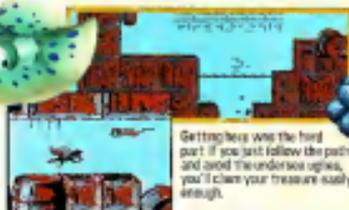
The invisible Bonus Barrel is located just above and to the left of the Star Barrel. Cartwheel jump or helicopter to the upper left platform. If you need a partner, you'll find a DK Barrel to the right.

Blot your way to the upper right platform. From the third Blot Barrel, maneuver yourself toward the right, not the left.



3 Lava Lagoon

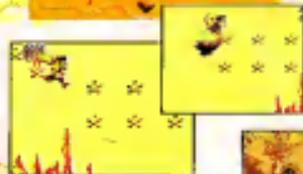
Keep an eye out for this area, which appears after the halfway point. The stage will flow naturally to the right, but for once, don't follow your instincts. Hop up and left to find this often-missed bonus area.



Getting here was the hard part. If you just follow the path and avoid the undersea ogres, you'll claim your treasure easily enough.

4 Red-Hot Ride

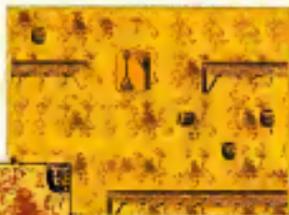
Just after the Star Barrel, you'll find a small hill with a DK Barrel above it. Jump or helicopter spin back to the left onto the balloon, then drift left to reach the Bonus Barrel.



Make two passes, using the left balloon first, to catch all of the stars. Run to the right for the Kremoon.

5 Squawks's Shaft

Once again, you'll have to buck your instincts to reach a Bonus Barrel. From the second Blot Barrel, head up and left instead of up and right. You'll also find the letter "K."



You'll be surprised to reach the Bonus Barrel to reach the end, but don't forget them to make the Kremoon appear.

6 Barrel Bayou

The Blast Barrel is hiding in plain sight! At the very beginning of the stage, take just a few steps to the left to find a Blast Barrel that will propel you to the Bonus Barrel. Ready, aim, fire!



Here's your chance to test your throwing arm, with a caveat! Instead of a klapnet shot, you'll receive a slow-moving Krumcon.

7 Glimmer's Galleon

Go straight to the right from the Start to find the Bonus Barrel. Hit the Lamp Barrels to shed some light on the proceedings.

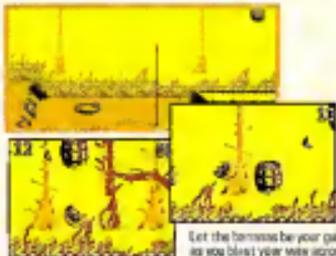


Follow the prisoner and in a circle and gather all of the stars. The Krumcon will appear back near the starting point.



8 Rattle Battle

Use the barrels and the Zinger to boost yourself up to the Bonus Barrel. If you stand on the barrels, you'll see just the Zinger's legs as it buzzes back and forth. If you clear the Zinger but miss the barrel, use Krazy's Super Jump (hold select and release) to get to the Bonus Barrel.



Let the fortress be your guide as you blast your way across the swamp. Reach the island to clean a Krumcon.

9 Slime Climb

After you pass the Star Barrel, go up and right then up and left. You'll see an Exclamation Point Barrel right in your path. Collect it then drop down to find the Bonus Barrel.



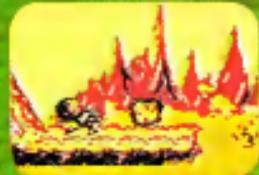
Jump up the next and follow the slope to the end. Leap to the right for the Krumcon.



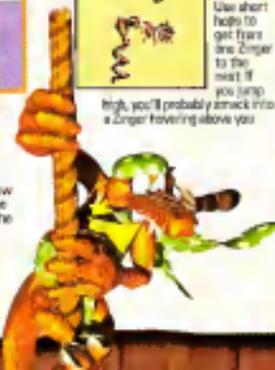
Use short hops to get from one Zinger to the next. If you jump high, you'll probably smack into a Zinger hovering above you.

high, you'll probably smack into a Zinger hovering above you.

Kleaver's Kiln



This barrel has a matchless new tilting trick that lets you get over a gap by leaning on Krumcon in the second round. You'll reach the Bonus Barrel when the effort is over.



Krazy Kremland



1 Hornet Hole

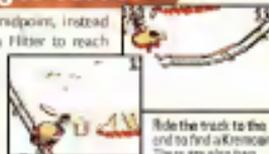
Collect the Exclamation Point Barrel near the start, then run back to the left. Bounce off the Zinger into the barrel and grab on to the left wall. Climb up to the ledge.



Wall jump up and right, then drop down to the next. Continue to the right, avoiding the Spiny, to reach a Kremcon.

2 Target Terror

Just before the midpoint, instead of jumping onto a Filter to reach the upper track, let your car fall off the edge to a hidden lower track.



Ride the track to the end to find a Kremcon. There are also two banana bunches on the upper track.

4 Bramble Scramble

After passing the "No Ants!" sign, jump to the next platform on the left and then to the vines above. Continue up, left and then right along the vines to the Bonus Barrel.



Jumping from vine to vine to get the stars may be faster than climbing hand-over-hand.

3 Bramble Blast

Clear the first set of barrels and walk to the edge of the lower platform. You'll see a Blast Barrel, a Filter and a vine. Grab the vine and follow it up and left. It's better to avoid the Filter than to bounce off it.



You can't see what's around you when you're on the last Blast Barrel. Shoot straight to the right, avoiding the Zinger.

5 Mudhole Marsh

Keep your eyes peeled for an arrow just before the Star Barrel. Bounce off the second (upper) Necky to reach the bonus area.



Collecting these stars won't be a problem for any practiced jumper.

6 Rambli Rumble

About a third of the way through, you'll find a Klompoo at the top of a tower. Spin to the left or drop down and climb up the opposite wall. Bounce off the Filter into the Blast Barrel.



Use the cannonball to defeat all the enemies. Gobby works best here.



King Zing



The super-rare King Zing is available only from behind. After you win, too bad, he'll buzz around forever and start to annoy little Zingers as he works.

Gloomy Gulch



2 Krazy Koaster

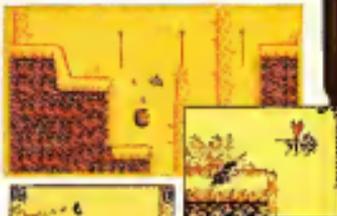
This area appears just past the second Zinger. To reach the high track, you must jump a little earlier than usual to land just behind the Zinger. Jump again immediately.



The train's arrangement encourages you to jump at the wrong time. Jump only from a low to a high track.

1 Ghostly Grove

This bonus area appears in the second half of the stage. Look for the telltale trail of bananas leading down. The Zinger is moving left to right, rather than up and down.



Try to jump as soon as you can. Any delay may result in the Zinger running out before you can reach the train room.

4 Parrot Chute Panic

You'll transform into Squawks for the first part of this stage. There's an invisible hook just to the left of the first "No Squawks" sign.



You'll just need to reach the end of the bonus area, but that's a lot tougher than it sounds.



3 Gusty Glade

After the first couple of gaps, you'll come to a long row of thin towers then a hook.

Follow the trail of bananas beneath the hook.



This bonus area will be a cakewalk compared to the regular stage.

5 Web Woods



Taking the low road through these haunted highlands will help you spot this Bonus Barrel. Look for it about three-quarters of the way through the stage.



Perfect your jumping and web-spraying technique to beat the time limit.

Kreepy Krow



Kreepy Krow has a hole to pick with ice, or instead, he'll take you back to the starting track and force you to redo the entire stage. He'll never jump at a red light.

Klubba's Kiosk



2 Black Ice Battle

This is the second area in the stage that has this layout. Jump up and left from the slope to an invisible hook. Spin left to reach the ledge—a jump won't be long enough.



As you slide downwind on the ice, collect all of the bananas so you'll earn the Kremean Stopping isn't important! Avoid the Zingers as you descend.

4 Klobber Karnage

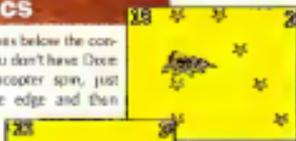
This line of Blast Barrels appears in the first half of the stage. Look for a lone banana beneath one of the barrels.



Collect all of the stars and receive a Kremean reward. You may have to repeat this stage to get the timing right.

5 Animal Antics

This cleverly hidden Bonus Barrel lies below the collision barrel in the stage. Even if you don't have Dixie and her helicopter spin, just step over the edge and then hold Right.



In some parts of this bonus area, it may be easier to move up high and jump down to collect strings of stars.

1 Jungle Jinx

Once again, the bananas tell the tale. Follow a trail of them that lead down from a pair of hooks early in the stage, then follow a long tunnel off to the right.



Use the Pitter as stepping stones to cross above the stakes. There's no way to defeat the Zingers, so I just have to avoid them.

3 Fiery Furnace

This is one of the few Bonus Barrels that is placed in plain sight along the main path. You can't miss it! By the time you get to this stage, you'll appreciate the break!



Hit the barrel to make the Kremean roll out of the line. Bonus along a string of Pitters to reach the Kremean.

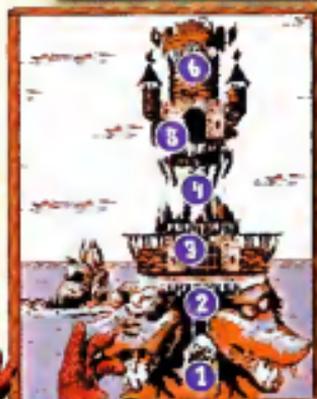


Krocodile Kore



This one is a little tricky, but it's a great reward. Watch the stars and pick up the Bonus Barrel in the Pitter, Knock stage. It's a bit of a long, but you'll love your Bonus reward!

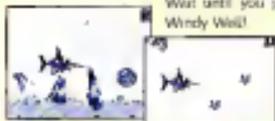
K. Rool's Keep



1 Arctic Abyss

Here's another case of a Bonus Barrel being placed out in the open, but this was probably done to lull you into a false sense of security.

Wait until you get to Windy Well!



In contrast to the twisting corridors and corridors of the level, the bonus area is a big empty room.

2 Windy Well

Since the raging winds will keep you from falling, you need only worry about swimming enemies. Just before the Star Barrel, jump out to the right instead of up.



With so little time, you can't afford any mistakes. Take the extra second to aim properly rather than risk a mistake.

3 Dungeon Danger

Look for a cannonball just after the halfway point. Drop down and left to find the matching Cannon. Lock and load!



Follow the stairs upward to grab your next Kannon. You can defeat the Klings by bopping them on the head.

4 Clapper's Cavern

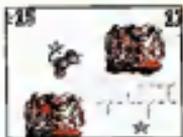
Finding this barrel won't be a problem, but just getting to it will be. Hightail it through any ice field after the first one, since Clapper appears rarely.



The icy ceiling on this ground will make bopping those Klings risky business.

5 Chain Link Chamber

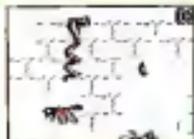
From the start, leap to the shafts on the right as much as possible, going left only when there is no alternative. You'll soon see two hook-handed Krooks, one on the right and another on the left. Defeat the left one (a bop on the head will do fine) and follow the tunnel left and up.



Navigate around the maze-covered rocks to collect a total of six treasures.

6 Toxic Tower

When you reach the Bonus Barrel, the sludge will be hot on your prehensile tail. The toxic mess won't rise while you're in the bonus area.



The bonus area will give you a much appreciated breather from the regular traps.

Flying Krook



There are just two more things to do, including the final showdown with Kaptain K. Load himself off into the wild blue yonder with Gully, Dooie and the remaining bandit.

Disney's Pinocchio

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Hello, Pinocchio



he story of Pinocchio was already a literary classic when Walt Disney turned it into a classic of another kind, and now THQ adapts the timeless tale to yet another medium.

Pinocchio for the Game Boy is a faithful retelling of Disney's Pinocchio, with detailed characters and backgrounds based on the movie's designs and a terrific soundtrack that will be instantly recognizable to anyone who has enjoyed the film. The game is geared toward young players, and parents looking for an alternative to standard action games will appreciate its charming nature and simple challenges.



Though short, this one-player adventure offers good game play variety and three difficulty levels.



Items

As Pinocchio embarks on his quest to become a real boy, the Blue Fairy thoughtfully leaves a trail of useful items and power-ups along his path that'll certainly need all the help he can get!



Hats



Collect Hats to gain extra lives, or, as they're called in this game, "ates!" Four Hats = one try.



Wands



The magic Wands are a special gift from the Blue Fairy. Each one will restore a large portion of Pinocchio's health meter.



Books



Collecting Books will net you extra continues. A good education will always take you far!



Pages



Pick up the Pages to acquire special powers, like the ability to spin around and knock down enemies.



An Actor's Life For Me

Answering Geppetto's plea, the Blue Fairy brings Pinocchio to life. A Pinocchio can earn the Badges of Truth, Bravery and Unselfishness, she'll grant his wish and turn him into a real boy! In the first step, you must guide Pinocchio through town to the schoolhouse. Seagulls and bullets will dog your steps, while sign posts and water pump handles (among other things) can catapult you through the air.

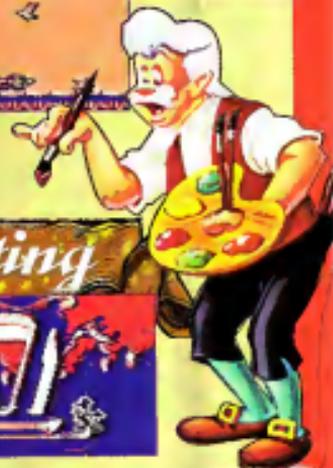


Duck to avoid the birds and jump to dodge the rocks thrown by the bullets. Press Up to go through the large doorways. If you get down Easy Street rather than head to the School, you'll have to repeat part of the stage.



Lampside Seating

The ever-faithful Jimmy Cricket watches as Stromboli forces Pinocchio to perform in a puppet show. Swat the moths and bugs with your umbrella to drive them away. Your burly bum-bumhoat can also block attacks and let you to float on the night breeze.



It's All Free, Boys

Balloons

Follow Lampwick as he strolls across Pleasure Island, but don't get too close to the firecrackers. Grab on to a balloon and soar above the midway. If you don't jump from balloon to balloon in time, you'll fall.



Rollercoaster

The balloons will eventually dump you onto a rickety roller coaster jump to collect items, cross gaps and ring the bells that open up new sections of track. Duck to avoid loose boards.



The loose boards are hard to see, so you should duck constantly just to be on the safe side.

Escape From Pleasure Island

B

inochio eventually realizes that Pleasure Island isn't all that it's cracked up to be and tries to escape. If you've collected enough Pages, you'll be able to spin by passing B. Knock out the evil coachman, then head to the left. As you climb up the rocks, watch for the monsters' beady eyes glowing in the shadows.



At the top of the cliff, defeat the coachman one more time to escape the island for good.

Search For Monstro

High Road

Binochio is made of wood, so, of course, he floats! You can complete the level running along the ceiling, just avoid enemies and collect items, and you'll be fine.



Low Road

Fif you prefer the low road, collect charms to weigh yourself down. Explore the lower caverns for extra Magic Words and other items. To reach higher ledges, you can jump on the Manta Rays without being hurt. The bubble streams will also help you maneuver around obstacles.



Inside Monstro

G

Geppetto came looking for Pinocchio only to be swallowed by Monstro the Whale. The only way to escape is to make the big guy sneeze. Use your spin attack on the crates to break them open. Find at least five pieces of wood to burn, then find the lamp.



L

Find Geppetto

Rock over the lamp in the lower right corner to start a fire. Drop down to the crates and barrels at the bottom and go left.



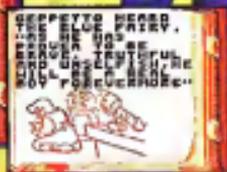
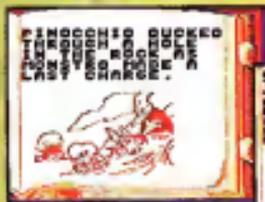
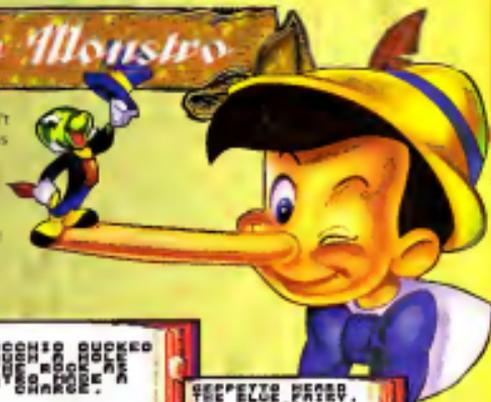
As you make your way through the wreck, watch out for crates and sharp, splintered wood.



Escape From Monstro

V

You've nearly escaped, but Monstro won't give up easily. Watch out for arrows falling from whether to duck or jump to avoid the rocks. You'll eventually outrun the slippery beast, but Geppetto will be thrown into the churning surf. If you act unselfishly, you may finally get your wish and fulfill your father's happiest dream!



Only the STRONG
SURVIVE in them...

ARENA



KIRBY SUPER STAR

How fast can you chow down and run through the three mazes in Grand Prix Mode of the Gourmet Race? Racing against King Dedede is a walk in the park when you're up against the top gamers in North America. Somebody out there is going to break the two minute barrier. Could it be you? Practice until you're satisfied with your time, then take a picture of the "Win!" screen at the end of the race. The fastest ten teams will dominate the Battle Zone and pick up four Super Power Stamps. Bon Appetit!



CHALLENGE #1

TECMO SUPER BOWL

Robert Colley of McDermott—OFG wrote in with a Player's Challenge for Super Tecmo Bowl. During the 1992-93 Season, Colley led the New Orleans Saints to victory while allowing only 26 points to be scored against the team during the entire season! That's just two touchdowns and four field goals in sixteen games! Can you do better? Could you play a whole season without a single point being scored against your team? The top twenty football heroes will earn four Super Power Stamps.



CHALLENGE #2

MEGA MAN X3

Ben Appano of Virginia Beach, Virginia liked our Volume 84 Mega Man X3 challenge so much, he thought we should do it again...but this time we should challenge readers to complete the Blast Hornet Stage first. Reo says that you are not allowed to collect any power-ups or complete any other stages. The first twenty-five Blue Bombers who barrel through the Blast Hornet's Stage and send in their passwords will pick up four Super Power Stamps.



TWISTED CHALLENGES

In Volume 84, we dared readers to send in their most twisted and toughest challenges. Twisted challenges are created by readers for readers. While you don't get a prize for meeting or beating a Twisted challenge, if you make one up and we print it in Nintendo Power, you'll get four Super Power Stamps. Here are the winners of our first twisted installment!

- Can you complete Final Fantasy III without using Core 2 or Core 3 throughout the game? Robbie Hale, Tempe, Arizona
- In Tetris Game A, can you make it to Level 70 without leaving a gap in any line? Shaye Peabody, Moreno Valley, California
- Can you run to the end of the first level in Earthworm Jim 2 without using any weapons or Jim's whip? Timothy Swain, Arlington, Texas
- In Super Mario RPG, while racing against Boshi on Yoshi's Isle, can you win without using any Yoshi Cookies? John Bodnarz, Shaverton, Pennsylvania and Brandon Powers, North Highlands, California


SUPER MARIO KART

Best Times on Mario Circuit 2

Greg Pritch	Aaron, OH	1:54.63
Michael Paul	Pelham, SC	1:21.07
Clark		
Matt Smith	Yukon, CA	1:22.01
Aaron Feldman	Lynchburg, OH	1:23.34
Andrew Beckitt	Sheboygan, WI	1:23.05
Ryan McBurnie	Frans, CA	1:25.45
Shane Brown	Calgary, AB	1:25.53
Ben Copley	Phoenix Hill, CA	1:25.96
Shawn Frank	Island, MT	1:26.13
Wesley Edmonson	Edinburg, CA	1:26.38



Greg Pritch and Michael Paul Clark were the drivers that gave the East their first victory in the Battle Zone. Pritch blew away the competition by using Donkey Kong Jr. with a GG to catch Mario Kart GP track. The trick was in keeping up a turbo boost off the starting line. You don't know what the turbo boost? At the start of a race, by holding down the R Button just before the second right-hand turn on the outer edge you and get ready to take off!


THE LEGEND OF ZELOS—A LINK TO THE PAST

Reaching Zenon with Only Fourteen Hearts (Volume 54)

Derek Allen	Dorham, PA
Andrew Beckitt	Sheboygan, WI
Chris Bilby	Muskegon, MI
Stephen Campos	Silver Spring, MD
Jack Callahan	Jewett, NY
Shawn Crocker	Victoria, BC
Joseph Copley	Bay City, MI
Romeo Danaher	Portage, IN
Andrew Edmonson	Wayne, NJ
Robert Elm	Wichouago, WA
Daniel Fitzgerald	Long Beach, NG
Ross Fitzgerald	Oreville, CA
Jeremy Franks	Wichita, KS
Seh Fredrickson	Leiter Prairie, MN
Daniel Freeman	St. Louis, MO
Lawrence Fulce	Brooklyn, NY
Brian & Justin Crigg	Meriden, CT
Tim & Tully Gustafson	Bay Shore, NY
Alta Hainauer	Calgary, AB
Chris Harris	Tigard, OR
Michael Hightower	Denville, NJ
Wally Hise	Jacksonville, FL
Alison Hynes	Rayville, PA
Joshua Knatz	Flushing, NY
Eric Lohb	Campbellville, IL
Jason Lorenz	Elkberg, NY
Daniel Macchi	Toronto, ON
Matthew MacCallister	St. Louis, MO
Georg Piller	Oakdale, IL
Daniel Pitarro	Montreal, PQ
Andrew Pock	Carle Place, MN
John Price	Shelbyville, MI
Zack Reed	Silver, MT
Jonathan Reno	Jackson, MO

Prize Submitter	Theresa Swanda
Jeff Ross	
Paul Sample	
Jeremy Smith	
Tim Stanley	
Stephens Strubiano	
Michael Sutherland	
Bobby Taylor	
Chris Terzo	
Chris Trzcen	
Geoff Turko	
Peter Va	
Thomson, CD	
Steven Island, NY	
Niklasone, NY	
Madison, SD	
El Paso, TX	
Brantton, VT	
Strawsville, WI	
Houston, NJ	
Basin, WA	
Sioux Falls, SD	
Marshall, MI	
Tulalip, WA	

MEGA MAN X3

Complete the Tantal Evozo Stage Best (Volume 54)

Lee Aaron	Aurora, NJ
Lincoln Abner	Swampville, NJ
Tom Baker	Burlington, NC
Frank Barley	Bay City, MI
Josh Byrne	Cherry Hill, NJ
Jason Byers	Cornville, OR
Enrica Cataldi	Concord, CA
Kelly Chase	Williamsport, CT
Ivan Chong	Frankfort, KY
Paul Chomacovs	Los Brinos, CA
Delbert Curin	Leicester, MA
Robbin Eggleta	DeSoto, TX
Whitney Genter	Dixonsville, PA
Stephen King III	Sewardville, WA
Scott Kaska	Concord Springs, FL
Robert Lewis	Calumet, MD
Mike Orlin	Des Moines, WA
Hector Ortega	Alto Loma, CA
Alvora Peralta	Calcasieu, CA
Kris Price	Bay City, MI
Paul Palumbo	Highpoint, NC

Kristopher Qualito	Norwell, CA
Andrew Quikley	Derry, NH
Joan Rank	Mountainair, PA
Laura Shand	Helena, MN
Brandon Sheffield	Oronho, NE
Mark Soltes	Los Angeles, CA
Shawn Wu	Reston, VA
Shawn Zander	Duval, MN

SUPER MARIO KART

Best Times on Cheep Island 2

Justin Babin	Edinburg, MD	1:29.99
Eric Fungfong	Camdenville, TX	1:29.50
Amek Jovet	Sausalito, NY	1:29.57
Michael Winkler	Wilmington, CA	1:29.59
Stephan King III	Sewardville, WA	1:29.99
Jason Lambert	Monticello, ME	1:29.38
Steve Boer	Hawthorn Woods, IL	1:29.44
Frank Deth	Tucson, AZ	1:29.65
David Wapack	Endicott, NY	1:29.29
Justin Hopkins	Whitehall, ME	1:29.29
Brian Hyman	Groesbeek, TX	1:29.29
Sobby Bellar	Esopus, NY	1:29.33
Leonard Stern	Houston, TX	1:29.75
Ryan Peterson	Tucson, AZ	1:29.75
Mark Conzani	Shelburne, MA	1:29.80
Lee Young	Monrovia, KS	1:29.86
Mark Truscott	Colorado, IA	1:29.91
Paul Taylor	Fairbairn, TX	1:29.94
Nate Stephens	Abilene, TX	1:29.94
Pat Buchanan	Idaho Falls, ID	1:29.54
Mark Candale	Bloomington, IN	1:29.54
Jeffery Collins	San Diego, CA	1:29.64
Scott	Anacostia, VA	1:29.67
Hanselsson	Creve Coeur, MO	1:29.69
Greg Zerkowak	Bozeman, MT	1:29.69

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than October 10, 1995. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Give the lights and flash this a few photos without a flash. If you're taking a photo of a Game Boy, please do it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
 P.O. BOX 91322
 REDMOND, WA 98073-9323

NINTENDO PLAYING

Your Power Guide To The Latest Releases
 SEPTEMBER 1996

THE BUGS BUNNY CRAZY CASTLE 2



PRESS WORD

Company.....Nintendo
 Release Date.....September 1996
 Memory Size.....\$12K bits

Warner Bros.' irreverent rodent walks all over the competition in a castle filled with surprises.

Bugs runs into Sylvester, Elmer, Wile E. Coyote and other cartoon crooks in this classic platform game, now being rereleased by Nintendo as part of the Players' Choice series. Pick up carrots to boost your score and boxing gloves, carrots, buckets and other items to knock off your enemies. In Video mode, players rerun the last stage to see how well they performed.



Originally released by Kemco-Setka, The Bugs Bunny Crazy Castle 2 was first seen in 1991 but, like the cartoons, the game play remains as less.

Lots of fun for fun for an MSRP of \$19.98. Pistachios

Slow play control response

DONKEY KONG LAND 2



SQUAD

Company.....Nintendo
 Release Date.....September 1996
 Memory Size.....4 Megabits

Awesome ape action returns to the small screen.

Last year's incredible Donkey Kong Country 2: Diddy's Kong Quest has been converted into the best ACM file for Game Boy to date. DKL 2, like its predecessor, covers most of the Kremling's island.



Diddy and Dixie Kong, along with friends such as Squawk and Rambi, must scamper to the pinnacle and beyond to face Captain K. Rool. Although the levels may look familiar, the animation for the Game Boy has been greatly improved by the developers at Rare over the first Donkey Kong Land game. DKL 2 also makes great use of the Super Game Boy enhancements. Power covers all the monkey-themes in this month's review.

DKL 2 also makes great use of the Super Game Boy enhancements. Power covers all the monkey-themes in this month's review.

Excellent action, play control and graphics

Stages are basically the same as those in DKC 2 for the Super NES

1-2-3-4-5-6-7-8-9-0
KEY



1-PLAYER MODE



MULTI-PLAYER ALTERNATING



MULTI-PLAYER SIMULTANEOUS



PRESS WORD



BATTERY-BACKED MEMORY



GAME LINK



SUPER GAME BOY ENHANCE



SUPER FAMILIAR



SUPER FAMILIAR

MEGA MAN

Same
Boy



CLASSIC
GAMES

Company.....Nintendo
Release Date.....September 1994
Memory Size.....1 Megabit

A robotic rampage from the past.

The Blue Bomber is back on the trail of his arch rival, Dr. Wily, in the re-release of the first Mega Man game for Game Boy. It's classic Mega Man action with enemies and traps in five worlds. Before facing Dr. Wily, Mega Man must jump, climb and shoot his way past Elecman, Iceman, Cutsman, and Fireman. Each time you beat the boss, you win his high-powered weapon. Mega Man never disappoints and at an MSRP of \$19.99, the price won't let you down, either.



- Excellent play control and graphics. Challenging.
- Award-winning puzzle world.

DISNEY'S PINOCCHIO

Same
Boy



Company.....Black Pearl
Release Date.....October 1994
Memory Size.....4 Megabits

Geppetto's wooden son heads out for an adventure on Game Boy.



Jenny Cricket narrates the tale of Disney's Pinocchio while players guide the marionette and the cricket on the stage through the temptations of youth. Classic Disney tunes, such as When You Wish Upon A Star, add to the familiarity of the game. The plat-

form-action stages include Geppetto's town, Pleasure Island and Monstro the Whale. Prove yourself to be brave, truthful and unselfish by collecting the letters B, T and U in the different stages of the game and you'll become a real boy forever. Disney fans and young gamers won't want to miss this month's Power review.

- Nice graphics and music.
- Very simple game play.

PILOTWINGS 64

N
64



SUP
ER

Company.....Nintendo
Release Date.....September 1994
Memory Size.....64 Megabits

Get off the ground and earn your wings.

Just as Super Mario 64 sets a new standard for action games, Pilotwings 64 will set a new standard for action simulations. Virtual pilots soar into the skies via Gyrocopter, Rocket Belt, Hangglider, Cannon or even under their own winged power. The 3-D world includes a not-to-minimize United States and several islands. You'll also find plenty of bonus games, like the cannon shot in which you are fired from the muzzle of a game cannon. Paradox Simulations provided the 3-D magic while Nintendo added the fun. The combination is unbelievable. This month, Power takes you to flight school.



- An amazing flight experience. Great graphics and play control. You don't even have to release a gas! to have fun in this game.
- Models don't leave any permanent damage.

REALM

Super
NES



Company.....Titus
Release Date.....September 1994
Memory Size.....8 Megabits

Enter the realm of total action.

If you love unforgiving platform or shooter action, then this European import from Titus may be just the ticket for you. Realm combines sharp Super NES graphics with constant action. Your futuristic hero grabs power-up weapons at every opportunity, which you'll need in order to blast through to the guardians at the end of each level. Along the way, you'll face implacable enemies at every step. Don't despair, though, because Power has all the right moves for Realm in this month's review.



- Very challenging. Good graphics.
- No save feature. Unbalanced levels of difficulty.

SIMCITY



Company.....Nintendo
Release Date.....September 1996
Memory Size.....4 Megabits



Congratulations, There's a new mayor in City Hall. And you're it!

Nintendo will release *SimCity* as the next title in the Players' Choice series for the Super NES. *SimCity* recreates the award-winning PC and Mac game from Maxis, then goes even further. Shigeru Miyamoto of Mario fame added fun touches to this version, such as friendly advice from Dr. Wright and extra gifts that you earn as your city grows. *SimCity* simulates the evolution of a city from village to metropolis, and you are in charge of making it grow.

Of course, you can also send in the monsters to wipe out your creation. With almost 1,000 landforms from which to choose, the variety of cities you can design and build is almost endless. You can even begin with a real city such as San Francisco and help it recover from a disaster. Don't miss this month's Epic Center review and the ultimate puzzling code.



- One of the most involving and creative Super NES titles. Excellent interface. Unbeatable price at an MSRP of \$34.95.
- Unstructured play may leave some people confused or bored.

SUPER MARIO 64



Company.....Nintendo
Release Date.....September 1996
Memory Size.....4 Megabits



A new age of video games begins with Super Mario 64.

Mario comes to life in the premier title for the new Nintendo 64, which will be released at the end of September in North America. *Super Mario 64* pulls players into a true 3-D world where they have virtually no limits to their movement. Mario's mission is to save Princess Toadstool—from a prison in a painting! Once again, Bowser is behind the shenanigans. The magic of Shigeru Miyamoto's game design can be felt everywhere, from the stunning graphics to the variety of worlds and events



Players may find fewer enemies to stomp and more mazes and puzzles to solve than in previous Mario games, but the action is just as demanding as ever. Mario leaps,

climbs, swims, flips, does handstands, and glides with one of three special caps. It's pure magic. Nintendo Power goes in-depth into *Super Mario 64* this month.



- A new standard for action games. Incredible graphics, sound and variety of play.
- Shifting camera angle take some getting used to.

TETRIS ATTACK



Company.....Nintendo
Release Date.....September 1996
Memory Size.....4 Megabits

A new Tetris for a new time.

The block-busting puzzle game that you discovered last month for the Super NES arrives this month for the Game Boy. *Tetris Attack* may be the most involving action puzzle game since the original Tetris, and like that classic game, it is perfectly suited to Game Boy. *Tetris Attack* contains single-player and two-player options plus a puzzle mode that limits the num-



ber of moves you have to clear the screen of blocks. With the Game Boy version, you can play on the go or plug it into the Super Game Boy at home. Turn to our Tetris Attack tips in this issue.



ber of moves you have to clear the screen of blocks. With the Game Boy version, you can play on the go or plug it into the Super Game Boy at home. Turn to our Tetris Attack tips in this issue.

ICON KEY



1 PLAYER MODE



MULTI-PLAYER ALTERNATING



MULTI-PLAYER SIMULTANEOUS



PUZZLE MODE



BATTERY-POWERED MEMORY



GAME LINK



SUPER GAME BOY ENHANCED



SUPERSFX CHIP

Totally captivating GameLink two-player option. Super GameBoy enhancements.

Not as appealing as the Super NES version.

WAR 3010: THE REVOLUTION



Company.....Nintendo
Release Date.....September 1994
Memory Size.....4 Megabits

Humankind fights back against alien oppression.

War strategy takes to the far reaches of the galaxy in Advanced Productions' War 3010: The Revolution for the Super NES. As the human rebel leader, you command a ragtag fleet of stolen starships that you must use to accomplish preset mission goals. For instance, you might have to free a planet or protect a convoy from alien raiders.



The game engine is based on traditional hex-based war games and is very similar to the engine in War 2040 for the Super NES. (The graphics of the battle units are considerably more sophisticated than those in War 2040.) First, you move your units, then

conflict is resolved by the computer. In addition, you can build new ships and equip fantastic new technologies on existing ships. Much of the strategy revolves around positioning your ships in areas where they gain a defensive advantage. In later scenarios, new ships are introduced and the challenge picks up considerably. This month, Nintendo Power's Epic Center wades into the deep end of space for a battle between the stars.

An easy-to-learn strategy game. Graphics are as improved over War 2040.

Not enough challenge for serious strategy fans.

TITLE	POWER METER	GRAPHICS & SOUND	PLAY CONTROLS	CHALLENGE	THEME & FUN	ESRB RATING	GAME TYPE
THE BUGS BUNNY CRAZY CASTLE 2	3.5	3.6	3.0	3.4			ACTION
DONKEY KONG LAND 2	3.3	3.3	3.8	3.3	◎★☆☆☆		ACTION
MEGA MAN	4.1	4.2	4.5	4.5	◎		ACTION
PILOTWINGS 64	4.0	3.5	3.8	4.0	◎★☆☆☆	K-A	SIMULATION
PINOCCHIO	3.5	3.1	2.7	3.3	◎	K-A	ACTION
REALM	3.5	3.3	3.5	3.0		K-A	ACTION
SIMCITY	3.8	3.6	4.2	4.6	◎☆☆☆		SIMULATION
SUPER MARIO 64	4.5	3.8	5.0	4.5	◎★☆☆☆	K-A	ACTION
TETRIS ATTACK	3.3	3.5	3.6	4.8	★☆☆	K-A	PUZZLE
WAR 3010: THE REVOLUTION	2.8	2.8	2.8	3.3		K-A	STRATEGY

POWER METER

The Power Meter ratings are derived from evaluations on a five-point scale with five being the highest score possible for a category.

The categories are: G=Graphics & Sound, P=Play Controls, C=Challenge, T=Theme & Fun

SYSTEM KEY

--NET --SUPER NES --GAME BOY --VIRTUAL BOY

PRO PLAYERS

If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

- ◎ Scott: Sports, Simulations, Adventures
- ★ Leslie: RPGs, Puzzles, Adventures
- ☆ Paul: Fighting, Sports, Simulations
- ★ Heung: Fighting, Action, Sports
- ★ Dan: Action, Adventures, Puzzles
- ☆ Terry: RPGs, Simulations, Sports

IDSR Ratings

These Independent Dept of Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1 800 771-3772.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

STAR WARS: SHADOWS OF THE EMPIRE

Some day soon, the name of Dash Rendar will stand beside that of Luke Skywalker, Princess Leia Organa and Han Solo. *Star Wars: Shadows of the Empire* for the N64 from Nintendo and LucasArts opens a new chapter in the ongoing *Star Wars* story. Nearly complete now, the version received at PAK Watch has everything a *Star Wars* fan could ask for: action, heroes, impossible odds, Imperial storm troopers, evil plots, and a great sound track. The action encompasses everything from blasting TIE fighters in space to dodging the gaping maw of a desert worm on Tatooine. Memory-themed hero Rendar leads it through much of the game, searching for generators to blow up and storm troopers to blast. When he's not jumping startled droids, Dash may take to the air with his jet pack or leap aboard a speeder to chase Jabba's henchmen through the twisting streets of Mos Eisley. And it all looks and sounds like a Hollywood production. *Shadows* is a true feast. And the play control is just as delicious

as the sound and graphics. You move Dash from a walk to a sprint using the Control Stick. If you hold the Z Trigger, you can use the Control Stick to aim your M-laser up or down. The three camera views include behind-the-shoulder, in-the-head, and out-in-front, each making for an entirely different experience.

INSIDE SOURCE Extra

DEVELOPER — LUCASARTS ENTERTAINMENT
PUBLISHER — NINTENDO
MEMORY SIZE — 64 MEGABITS
LEVELS — 10, WITH MULTIPLE STAGES
CAMERA PERSPECTIVES — MULTIPLE



NINTENDO'S N64

W

e thought you'd like a look at some of the incredible Nintendo 64 games currently in development at Nintendo Company Limited in Kyoto, Japan. The biggest changes have come about in Wave Race 64. Previous versions of the game

didn't include background features such as shorelines or special areas. As you can see now, Wave Race 64 looks fully rounded. The mouth-watering Star Fox 64 shots suggest a game with lots of variety and a very rich 3-D environment. Other games pictured are Kirby's Air Ride, Super Mario Kart R and Tetrisphere.



TETRISPHERE



KIRBY'S AIR RIDE



SUPER MARIO KART R



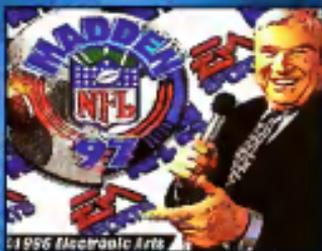
STAR FOX 64



WAVE RACE 64

MADDEN NFL '97

The latest in the greatest Super NES football series is back with more action on the gridiron. As a football simulation, Madden NFL '97 doesn't pull a trick. From real NFL players to actual teams, including the newly-relocated Baltimore Ravens, EA Sports has put it all in this game. The play on the field feels substantially as it always has and the graphics won't shake up the world any more than they did last year. What the folks at EA Sports have done, however, is to continue to refine an already proven football format. Play modes in this edition of Madden include head-to-head vs. players or the computer, season play and playoffs. The front-office and player tryout options from last year have returned, as well. EA Sports should have this package wrapped up and on the field by the end of September or early October.



©1996 Electronic Arts



SUPER STAR WARS

Super NES owners need not despair despite the flood of extraordinary N64 titles that will be appearing over the next few months. The best line-up for the 32-bit system will be available, as well. Nintendo will re-release the classic action title, Super Star Wars, (originally published by JVC). Super Star Wars joins the Player's Choice series of games that are making their second appearances this year. In John's first adventure for the Super NES, players drove a desert speedster, climbed the giant Jawa crawler to rescue R2D2, blasted Imperial AT-ATs from the Millennium Falcon and piloted an X-Wing down the trench of the Death Star to launch a missile down the vent. Players could also use Han Solo in many stages. This game was designed by LucasArts and programmed by Sculptured Software. The title of action player earned a new genre of action-adventure games, but nobody does it better than LucasArts. If you missed the original release, don't miss the second coming of Super Star Wars.

NEW SOURCE Extra

DEVELOPER — SCULPTURED SOFTWARE
PUBLISHERS — JVC AND NINTENDO
MEMORY SIZE — 8 MEGABITS
SPECIAL EFFECTS — MODE 7
LEVELS — 15



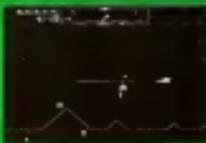
ARCADE'S GREATEST HITS

Williams Entertainment has combined five hit arcade games from the '80s into one Super NES Game Pak that is truly loaded. *Robotron, Joust, Defender, Defender II* and *Sinistar* all make their Super NES debut with graphics and sound tracks that are almost indistinguishable from the originals. Fans of these classics will relive the arcade experience and get a few nice options that weren't available back in the good-ol'-days, such as the Game Options menu that lets you choose your number of lives, level of difficulty, bonus scores and other options. Blasting invaders in

Defender or cloud-hopping an an ostrich in *Joust* have never been so rewarding. Even better, Williams will have an MSP that reflects the smaller memory configuration of the Pak. With one and two-player options, *Arcade's Greatest Hits* means fun for all. You don't need 3-D or hi-res graphics to make a great game. These five titles prove it.



Joust



DEFENDER



DEFENDER II



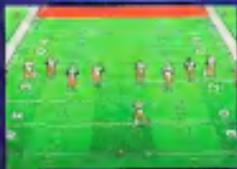
SINISTAR



ROBOTRON

COLLEGE FOOTBALL USA '97

Black Pearl set us the first shoe-lev of its new Super NES *College Football USA '97* along with a list of features as long as your arm. One of the highlights of this Super NES game is its 111 Division 1A teams from the seven top athletic conferences including ACC, WAC, SEC, Big 12, Pac 10, Big East and Conference USA. The four biggest bowl games are represented, also, and a national championship game has been added in case you can't live with uncertainty. The most intriguing feature has to be the 16-player tournament mode. At Pak Watch, we tried to imagine getting 16 rabid college football fans in one room then making them wait their turn to play. Better buy insurance before staging one of these parties. Black Pearl's parent company, T+HQ, promises to send Pak Watch a playable version of the game in several weeks, so stay tuned for more news from the *Elite Patrol* next month. In addition to *College Football USA '97*, Black Pearl has obtained the license from EA Sports to produce NFL '97.



NEED SOURCE Extra

PUBLISHER — BLACK PEARL
RELEASE DATE — NOVEMBER 1996
MULTI-PLAYER — 1 TO 16 TOURNAMENT MODE
TEAMS — 111 DIVISION 1A TEAMS
BOWLS — ROSE, SUGAR, ORANGE, FIESTA



STREET FIGHTER ALPHA 2

We had to stop the presses to bring you this news, but it was too big to let slip by. Street Fighter Alpha 2 for the Super NES is on its way this October. Yes, indeed, Super NES fighting fans can rejoice, Nintendo of America feels your pain and wants to do something about it by bringing you the hardest punching, the fiercest kicking, and the most amazing special moves ever. Street Fighter Alpha 2 is the first new Super NES Street Fighter title since Super Street Fighter II in 1994. Two years without a real dragon punch is almost too much to bear. The new game will feature several new characters, areas and tons of new moves including multiple supers and combos. Incidentally, in the photos shown here, M. Bison beam his Japanese name of Vega and Charlie from the arcade version is named Nash. Graphically, Street Fighter Alpha 2 recreates the cartoon look of the arcade game and includes special effects such as the shadow movement of characters. Pak Watch expects to receive the finished game in time for inclusion in the October issue.



TOY STORY

Dazz Lightyear and Woody the Cowboy will return to the store shelves this fall, thanks to a deal worked out between Nintendo of America and Disney Interactive. If you missed Toy Story last year, get ready for a smorgasbord of great graphics and varied game play. The themes of the stages come straight from the blockbuster Disney/Pixar movie, but the game play owes allegiance to classic action platform games. You'll solve simple puzzles, fight off bad toys, fly with Dazz, rope with Woody and even wind up inside the alien ozone game for a first-person, 3-D maze experience. To rule this Super NES game once could be considered an oversight. To miss it twice would be embarrassing.

STAR WARS

That famous galaxy far, far away seems to be getting closer to home this fall with a number of Star Wars titles set to be released or rereleased for Game Boy, Super NES and N64. The Game Boy Star Wars debuted back in 1992 from Capcom. The stages are different than those in the Super NES game, but the emphasis on challenging, platform action remains consistent in both versions. The MSRP for Game Boy Players' Choice games is \$19.99.

N64 IN JAPAN

Development of N64 titles in Japan continues, with announcements of new titles happening almost every week. You should keep in mind that announced titles don't always turn into finished games. Nonetheless, the latest from Japan includes some of the most exciting news to date. Hudson Soft announced that it is working on Bomberman 64 and Super Power League 64. We expect that Bomberman will be a multi-player game featuring the sort of frantic, free-for-all that Bomberman fans love, but there is no word yet on whether this game will take place in 3-D mazes or the more standard 2-D, overhead perspective. Pak Watch has also learned that a major North American publisher has already snapped up the rights to bring the new Bomberman across the Pacific, although no date has been set for this. Hudson's Super Power League 64 is a baseball game, which brings the total number of planned N64 baseball titles up to four.

Athens, a major publisher in Japan, is working on a mah-jongg game, which should be popular in Japan but probably won't ever make it to our shores. Sega plans to create three games: Golf, Rev Limit and Wild Choppers. Human Grand Prix from Human will be a racing game. Finally, Enix announced that it is working on a Nintendo 64 sequel to Wonder Project, an epic that appeared on the Super Famicom. In addition, Enix is creating a Super Famicom version of Dragon Quest III with graphics similar to Chrono Trigger featuring new battle sequences.

DISNEY'S PINOCCHIO

Nintendo's Disney connection will get even stronger this fall when Nintendo releases Disney's Pinocchio for the Super NES. Virgin Interactive and Disney Interactive collaborated on the creation of this graphically rich platform game starring the puppet who comes to life. Most of the areas are similar to the stages in the Game Boy version, although you'll find some added complexity and special bonus areas between stages. Pinocchio learns to be truthful and leave the hard way, but the game play is pretty easy, suitable for younger game players. The Disney music does a great job of setting the atmosphere. Pinocchio should show up in the stores this November.



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MARIO PAINT

The 1996 holiday season is shaping up to be one of the richest ever for Super NES fans thanks to a wide selection of Players' Choice games. The latest to make the list of all-time greats is the classic Mario Paint, which was first released in 1992. Mario Paint, as the name suggests, isn't a game at all, but rather a creativity program that allows users to create still or animated art. You can also compose single songs using the music editor. In one of the most popular programs in Nintendo Power history, thousands of Mario Paint artists sent us animated videos of their work. Mario Paint comes with the Super NES Mouse and a special Mouse Pad all for the MSRP of \$44.99.

MORTAL KOMBAT TRILOGY

It's all done except for the shooting. MKT from Williams Entertainment is finished and ready to rumble. The Fatalities, as you can see from these shots, looks pretty enough to frame, but you'll probably want to rip open the box and get down to the gritty action provided by the THIRTY or so fighters. In almost every way, MKT ranks as the biggest fighting phenomenon to date. Williams set out to create the definitive Mortal Kombat, and they did just that. Don't expect 3-D graphics, though. MKT recreates the familiar 2-D arcade experience, although the N64 version goes beyond the arcade games in special graphics effects.



RELEASE FORECAST



BLAST CORPS	FALL '96
CRISIS IN USA	FALL '96
KILLER INSTINCT GOLD	FALL '96
MORTAL KOMBAT TRILOGY	FALL '96
PILOTWINGS 64	FALL '96
STAR WARS: SHADOWS OF THE EMPIRE	FALL '96
TETRIS/PIREX	FALL '96
TURBO: DINOSAUR HUNTER	FALL '96
WAVE RACE 64	FALL '96
WAYNE GRETZKY'S 3-D HOCKEY	FALL '96



ARCADE'S GREATEST HITS	FALL '96
COLLEGE FOOTBALL USA '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3	FALL '96
MADSEN NFL '97	FALL '96
NBA HANO TIME	FALL '96
NHL '97	FALL '96
PRINCE OF PERSIA 2	FALL '96
STREET FIGHTER ALPHA 2	FALL '96
WHIZZ	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96



DONKEY KONG '94	FALL '96
FIFA SOCCER '97	FALL '96
MEGA MAN	FALL '96
MOLE MANIA	WINTER '97
SUPER MARIO LAND 2	FALL '96
VARIO LAND	FALL '96

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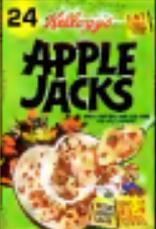
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