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# Volume 90 November 1996

# Wave Race 64



The wave starts here! Bight sages of maps fetaling all the regular crowns How-tos on all the spectacular stants! Big in!

# Strategy

Wave Race 64	10
Black Counce	15

DKC 3: Dixie Kong's Double Trouble 24 Super Star Wars 48 Maui Mallard in Cold Shadow 64

Aroade's Greatest Hits 20 84 **Battle Arena Toshinden** 

# Blast Corps



Take an EXCLUSIVE first look at over indezer

### Special Features Shadows of the Empire Comic Part 2 36

Critical Info: Super Mario 64 Charts 72 Killer Instinct: The Card Game

## Enic Center

Di Tara	_
Epic News	55
SimCity 2000	56
	00

# Super Mario 64



itely the best charts ever! If you're play ing Super Mario 64 (and who isn't?), they're indispensable. Take 'em out and tack 'em upl

# Every Issue

Power Charts
Arena
assified Information
Counselors' Corner
Now Playing
Pak Watch

Player's Pulse

Player's Poll Contest 104 Next Issue ING Game List 106

# PLAYER'S PULSE



### So, nice names guys.

Mario 64, Super Mario Kart 64. PilotWings 64. Wave Race 64.

Killer Instinct 64, and the list goes on. Yeeeeesh! I'm not really mad but I think you guys could at least put some effort into the names of the games. I mean, ya did this when the Super Nintendo came out, I can't start to list all the games that had the word "Super" in front of it. You took a game.

sequel and put Super in front of it and/or a 2 after. Am I the only one who doesn't like this? Don't get me wrong, your system is great and I'm sure the games are but I would like to see more imaginative titles. How 'bout Mario and the Mystic Portraits, Mario Kart Khaos? That's what I have to say, maybe because of this letter we'll get REAL

> Matthew McGillivray Surrey, B.C., Canada

titles!

made a

So you're saying you wouldn't be in favor of our nlan to re-name the maga-Power 647

L recently got

a chance to play the Nintendo 64 at the "World of Nintendo dome! at La Ronde amusement park in Montreal. As a recent graduate from a prestigious engineering school I can only say one thing, "Wow!" The Nintendo 64 is an engineeing feat. Intelligent design, smooth game control, a rich



The N is here and hopefully you've got it! We'd love to hear what you think of the world's first true 64-bit system, its games, and its one-of-akind controller. Well . . . what do va think?



stereo sound make the

Nintendo 64 show-off

engineering at its best

very proud.

system feet!

You've made this engineer

Christian Walzel

Billerica, Massachusetts

Just think how the engineers

who actually designed the

The End of an Eco? After the Super Nintendo came out the NES slowly and steadily became extinct. They stopped making games for it and concentrated on their new found prize the SNES. Do you think it is possible for the same thing to happen to the SNES now that the N64 will be coming out or not? The reason I ask this is because the main systems will be the NIN-TENDO 64 (Which is totally avvesome), the Sega Saturn. and the little Playstation. Which is similar to when the SNES and Sega were dominant over the NES. Please respond!

Derrick Zobell Orem, Utah

Naturally, when a new system is released that's where the excitement will on. Rest assured that we plan to sup port the Super NES with

software, and so will other companies as long as enough players want to buy their games.







Controversy I'm writing this letter just to say that Player's Pulse is the greatest section in the magazine. What I really enjoy about the section are letters like Girls in Video Games because we readers are discussing a topic that seems to be very important because many people must be writing in about it. When people write in about stuff similar to Girls in Video Games, It makes for a section where people can talk about other things than how cool a video LUIGR

game is or how good or bad your magazine is. Paul Gvildys Scarborough, Ontario, Canada

R69 Urden

When I came home from school. I saw a video laving on the table. It was the N64 video. I quickly papped the tane into my VCR and my breath was taken away by the incredible graphics!!! They looked so real, it was hard to believe. I also liked the Killer Instinct clips that were at the end of the video, it's just like the arcade.

> Joy Vajirapinyo via the Internet

mm222 It all started in Super Mario

World 2, yeah he was in the game, but to be saved. Then along came Super Mario RPG (biz deal, he's in the instructions). Now Super Mario 64's released, and I haven't seen nor heard anything of Luigi in the game. I'll admit it. I thought Luigi got in the way while he was there, but now that the green-hatted plumber is gone things just don't seem the same. So maybe you could let Shizeru Miyamoto and his team know there's one mistake: WHERE'S

> Marc Royster Corona, California

use Luigi in a bonus game stage In Mario 64. They didn't bave time to complete him m

they had planned to

dition, though, and they didn't want to settle for less than perfect. They planned to have the camera angle switch to show Mario and Luiei toeether in some fieht scenes, but they decided it would be too confusing. Have they forgotten



Tetrus Strikes Again HELP!!!!!! I hate you! Why did you have to go and make Tetris Attack such an addictive game? My brother. Avram, and my mom are completely addicted to it! I don't want my mom to spend any more money, because we have to save up for the Nintendo 64, and she keeps renting it week after week! Not only have the two beaten it on the hardest difficulty level, they play each other all day, and at night you can hear falling blocks! What should I do?

Iulie Vreman Beverly Hills, California Here's a solution: buy the

According to Mr. Miyamoto, gamel

Dan Owsen

Tom Wharton

Phil Rogers uana Thoodale Chris Comeron Todd Dyment Todd Gardiner iathan Lockard

Nancy Ramsey

Josep Weergale Street Load Klm Logan Tim Anderson

Karl Deckard Cristian Garcia Billy Noland Michael Ortlieb David Wherton ralge, Electer Strokergy &

V DESIGN

Katsuyuki Asanuma Sonja Morris Ritsuko Yamaji Hiroshi Nakae Marty Pappas Scott Douwes Brandon Balt<u>zell</u>



Super Mario RPG easily retains its place at the top of the Power Charts even with the strong entry of Donkey Kong Country 31 Tetris Attack also climbs the charts probably due to the strong exposure at Blockbuster Video, Stand up and be counted! Make sure to place your vote by mailing in your Player's Poll Response card at the back of this issue

773	SUPERI	<b>15</b> N		
-	GAME	COMPANT	ASS.	ACCTO
0	SUPER MARIO RPG	Nintendo	- 1	7
0	DONKEY KONG COUNTRY 3: DIXIES DOUBLE TROUBLE	Nintendo	NEW	ı
•	TETRIS ATTACK	Nintendo	5	4
4	CHRONO TRIGGER	Square Soft	4	16
5	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	2	57
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	3	13
7	FINAL FANTASY III	Squore Soft	8	23
8	KILLER INSTINCT	Nintendo	11	17
9	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	7	6
10	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	В	13
II	SUPER METROID	Nintendo	6	31
12	SUPER MARIO KART	Nintendo	12	43
13	DONKEY KONG COUNTRY	Nintendo	10	25
14	MORTAL KOMBAT 3	Willioms	17	12
15	MEGA MAN X3	Сорсот	13	6
16	LUFIA II	Hotsume	15	2
17	EARTHWORM JIM 2	Ploymotes	-	13
18	OGRE BATTLE	Enix	19	8
19	KIRBY SUPERSTAR	Nintendo	NEW	1

# 1. NINTENDO 64

2. SUPER MARIO 64 (N64) 3. LEGEND OF ZELDA 64 (N64) 4. SUPER MARIO KART R (N64) 5. MORTAL KOMBAT TRILOGY (N64) 6. CRUIS'N USA (N64)

7. DONKEY KONG COUNTRY 3 (SUPER NES) 8. KILLER INSINCT GOLD (N64) 9. GAME BOY POCKET 10. SUPER MARIO RPG

# (SUPER NES)

0	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	,	43
ø	DKL 2; SIDOY'S KONG OWST	Hintendo	2	3
ō	DONKEY KONG LAND	Nintendo	4	22
4	TETRIS ATTACK	Nintendo	5	3
5	SUPER MARIO LAND 2: 6 GOLDIN	Nintendo	6	48
6	METROID II: RETURN OF SAMUS	Nintendo	7	59
7	TETRIS	Hintendo	3	48
8	WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	27
9	KIRBY'S BLOCK BALL	Nintendo	-	3
10	KIRBY'S DREAM LAND 2	Nintendo	9	n

## TOP FIVE GAME BOY ARCADE CLASSICS

20 ARCADE'S GREATEST HITS Williams NEW 1

BATTLEZONE / SUPER BREAKOUT ASTEROIDS / MISSILE COMMAND DEFENDER / JOUST S. CENTIPEDE / MILLIPEDE

## POWER EDITORS'

0	SUPER MARIO 64	Nintendo	- 1	2
2	WAVE RACE 64	Nintendo	3	2
3	STAR WARS: SHADOWS OF THE EMPIRE	Nintendo	4	2
4	PILOTWINGS 64	Nintendo	2	2
5	WAYNE GRETZKY'S 3-D HOCKEY	Willioms	NEW	- 1

# LETTERS, CONTINUED...

### Compared To What?

Eve seen a lot of commerclass for the Playstation and Sega Saturn saving how great they are in comparison to the Super NES, but I haven't seen any regarding their superiority to the N64. I couldn't seem to figure this out, so if you have any insights, please write me back.

> Brandan Lennox via the Internet

The reason they don't make comparisons is because on paper the Playstation's and Saturn's specs just don't come close to those of the N64 The real test of a system doesn't come from hardware specs, though, It's the games that make the system. How do you feel 32 bit software compares to 64 bit games?

### Take out the Take 2s

There is only one thing. don't like about you maga zine. Take 2 reviews! They short. I think you should reviews and blazer maps. Peter Lubbs via the Internet



Volume 85 Grand Prize winner Aaron Martin of Durango, Colorado has some news for you: He beat Ken Griffey Ir. at his own game. It was only one of two Super NES Winning Run matches but the eight to nothing score was certainly reason to gloat. Griffey clearly had the homefield advantage as the games were played on the big screen in the Seattle Mariner's Kingdome, but Aaron hung tough and took his Colorado Rockies to victory over Griffey's Mariners.



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are uninformative and too replace them with longer

## WRITE AWAY RIGHT AWAY!

The January issue approaches which means it's time to the about changes in Nintendo Power, Suggestions anyone? NINTENDO POWER PLAYER'S PLILSE P.O. BOX 97033

REOMOND, WA 98073-9733 F-mail: NOAPulse@Nintendo.com



Kawasaki JETSKi

**GET SET FOR THE MOST** DYNAMIC, REALISTIC-RACING EXPERIENCE THIS SIDE OF WAIMEA BAY!

As we promised you last month, here is the inside scoop on Wave Race 64, the most amazing racing game ever seen on land or seal All the wet and wild details are

on performing the various stunts. Grab your gear and sol

Take on the world's best IET SKI watercraft jockeys in the surf-churning Championship mode. Navisate through high-speed staloms complete with marker buoys, mines, ramps, hairpin turns, sand bars and more. If you accumulate enough points in a race, depending on where you place, you get to move on; if you don't, it's back to the kiddy pool for you! Complete each circuit (Normal, Hard and Expert) to open up the next, tougher round of racing. The higher you go, the more courses there are per circult, the more hazardous the races are and the more aggressive your opponents become. When you get to the Expert Circuit, you may wish you could call fouls! To practice, you can run any open courses in the solo Time Trial mode

here, including the lowdown on the different riders and courses, and some choice tips







In the Stunt mode, you don't have to worry about standings or points, and you can just let the artist in you run free. Instead of stressing speed, this mode puts the accent on finesse. The race courses have been modified to include target rings

instead of slalom buoys, and they've also been equipped with extra ramps from which to launch your most spectacular stunts. The aim is to complete one lap within a time limit while performing as many stunts as possible. Each stunt is worth a certain number of points, and the toucher they are, the more points you'll earn, You don't have to qualify for the next course, but you'll probably want to gather a few points for bragging rights.



## TANO MUSE

Of course, no self-respecting racing game would be complete without a Two-Player mode, and Wave Race delivers big with real-time, no pop-up, 3-D action!

A split-screen format allows you and your best bud to go bead-to-bead on all of the regular race courses with no interference from those pesky, computer-controlled ski slugs. Whether you have just a friendly competition or an allout bayside brawl in mind, this mode will separate the sharks from the shark bait!





# Avumi Stewart has good Grin and

the best Acceleration of the bunch, Beginners will like her and can use the Custom option to bump up her top spéed as they gain experience.



With average ratings in all areas. Rvota Havami is a good, basic choice for riders of all skill levels. You can easily tweak his attributes to fit your individual style.



Miles leter can turn on a dime, but if you don't manage the throttle very carefully, he's also likely to spin out. If you like to cut the corners, though, he's your man,



but has the best too speed. With his high Collision Stability be's also the best choice if you like to run interference during a race.



# **ALIQUADATICS**

The key to the Sturit mode is, of course, mastering the various tricks. Performing starts reduces your speed, and you won't earn any boruses for them in the Championship or Two-Player modes. It's sometimes fain to just cut loose as you're zipping along, though, if only to "face" your opponents with your masterful handling of your ETS Stu watercash!

## LANDSTAND



With your thumb off the throttle, press Down and Up on the joystick to perform a handstand. Hold Up to maintain the pose. Once you start any move, you can then accelerate.



# \_JPIN



To spin around the handlebars, let off the throttle and whip the stick around clockwise, 360 degrees. To ride the nose of your Jet Ski, hold/Down after you notate the stick. Steering gets a little dicey in this pose!



### STAND



Here's a great stunt combo! Rotate the joystick one full turn counterclockwise to stand up on your handlebars. Now quickly press Up and Down to do a back\_flip\_lust\_don't try this move as you're going over a ramp!



# Off Ramp





# \_



This is the only stunt that may help you in a racing mode, Just as you go airborne, press Down to nosedive. You may be able to cut a big comer somewhere with this trick.



# 113116007





To perform this highly-rated stunt, you must take off from a ramp at an angle and twist sideways, so that you can see your profile. When you hit air, press Up and Down. One of these is worth a fat 1,500 points!



### ROLL-



The best way to finesse a barrel roll is to hold Left just as you're going up a ramp, then snapping the stick to the right once you're airborne. You can also do this in reverse.



Besides knowing your riders and their attributes, you'll also have to become intimately familiar with the various courses if you want to win, and that's where this next segment of the review comes in. We'll discuss the major features and hazards for each course, and we may even throw in a few insider-only tips for good-measure!



# DOLPHIN PARK

Dolphin Park is available as a practice area for the Championship mode and as the first course in the Stunt mode. The water is sen erally placid, but there are a few breakers here and there to keep you on your toes,

Ring Wrangle

ramps, but in Stunt mode, there's a short course circling the stand. The rings will look like a simple challenge, but that's before your bit the" incoming tide. Try to ride along thecrests of the waves rather than hop across them. This saves time and gives you better control.







## Ramp Rumble

The waves are mughest near the last two times. and ramp. Another tactic you can use to deal with rough seas is to press Down to cut through a wave. This slows you down a bit. but you lose a lot more momentum when you jump over waves. Always let off the stick quickly because you can't turn as easily while your nose is digging in.



# MINNA

The Championship mode begins on the Sunny Beach course, which is strewn throughout with sladom buoys. The buoys are equipped with arrows that tell you whether to pas on the left or the right. If you miss a buoy, your engline power will be reduced temporarily. If you miss too many, you'll be disqualified and end the race with no points.



# THE CUT

This simple oval is ideal for perfecting your cornering technique, which feels vastly different from rider to rider. Try to take the halippins right at the boundary line between the shallow water (where you can still see the sand) and the darker, deeper water beyond. If you take the turns too wide, the incoming waves will toos you around.





# TEUNUET

The surf at the Sunset Bay course is a bit rougher, and the bright colors can make it hard to pick out the slation booys. The booys are also closer together, so by to line thermup so you can secoop past them just by making small course corrections. If you lake the wrong angle or wait too long to turn, you'll waste three making you'de turns.



# LANE IN

As you progress through the various circuits, the courses become more complex and hazardous, in the Hard and Expert circuits, the waves around the buoys on this course become particularly treacheous, and it will be harder to hold a steady course. Practice cutting through waves rather than jumping them. If you're careful, you can actually ride a breaker between the buoys just past the second the



Arrange about to this course in the advanced circuits, You can't take the jump straight on, since you have to make a station as you land, but try to jump to the left at as shallow an angle as possible. Turn stightly to the right while in the air and our it just as you land to make the turn and awaith titling the well.

Drake Lake is often shrouded in a robe of thick, white fog, which will drastically cut visibility during the first two laps of the race. Before you start, the announcer tells you to, "Watch the signal," In fact, if you bit the throttle just as the signal light. turns areen, you'll get a two-second turbo boost! This trick works for any course.



# 21/LOALPIR

Drake Lake's glassy surface affords you a smooth ride, but it will exapperate all movements. This makes it especially difficult to negotiate the buovs among the pylons, Swing wide to the right to see the line between them. Opponents often get hung up here, too, especially in the tougher circuits. If you save your "misses" for the last lap, you can just bypass the slalom and maybe jump ahead.





The surf at Marine Fortress is so choopy, you'll be constantly hitting air if you're not careful. The water is especially rough just before the turns, and trying to take a tight corner as you land is sure to slow you down. Multiple jumps will also cut your speed way down, so, once again, concentrate on slicing through the waves.



There are several crates littering the course, and hitting one will topple you off your mount. Steer wide of the first pair. The water to the left is actually calmer, so you can get past the grates much faster, and you won't run the risk of being thrown into one. In the higher circuits, a shortcut will open up after the first lap, titse very shallow maneuvers in the channel or you'll hit a wall.







u can sometimes jump over the sea wall, but it's ruch more likely that you'll wipe out on it. trick to use on this course is, if you do go airbon to make a shallow dive on landing. You'll still lose. much mucker than if you just let yourself



The surf report for Port Blue reads much like the one for Marine Fortees. While there's not much in the way of slatoms, the course squeezes through short, sharp passages and right up against the side of a ship. A short cut opens up after the first lap in the Hard circuit, and in the Expert circuit, that's the only path available.

## TICHT PR

As you emerge from the tunnel and hit the slatom right next to be thy, the waves will by to slam you into the half. Out the throatle for just a second as you swing around the first booy. On the Normal circuit, skip the ramp if possible. You get too much air if you hit it, and your opponents almost always pass you on that fast turn.



# AVILLOHT,

Once you complete the Normal circuit, the Twillight City course becomes available in the Hard mode. This course loops through a system of canals and out onto open water. The water changes from glassy along the inland channels to choppy after you emerge from the tunnel beneath the house. The last few citystide slaloms are nortificially failer.



### BAR-AIR-

In the Hard circuit, you must use the first ramp to take a short cut. In the Expert circuit, the tunnel beyond has been blocked off, but you can dive under the wall. Most of the other ramps are either hazardous the section of one aims you right at a wall unless you limp towards the left, or the height of the high section of the minest around them if you can. The only owe, copie in a wall known as in the section of the minest around them if you can. The only owe, possible them and the minest around them if you can. The only owe, possible in the wall of the minest around them if you can. The only owe, possible in the wall of the minest around them if you can. The only owe, possible in the wall of the minest around the wall of the minest around the wall of the minest around the





After you emerge from under the house or come around the outside turn, you can cut this comer and go awar the sand her. You can keep up some of your speed evan or sand, and you'll set yoursalf up for a better angle on the next slaiom.

# THE GIFT

When the Expert circuit becomes available, so does the imposing Glacier Cost. The mini-loebergs will knock you off your JET SKM watercash if you hit them at full speed, but if you ease off the throttle before impact, you may be able to hang on. You'll still stop cold, but it won't take as long for you to recover and set buck up to seed.



# KE PACK

Turn one takes you through a channel between the two leckerss. Lust before turn two, there's a cut to the left and a wide patch of ice to the right. Take a wide turn to the left, aim your jet Ski to the right to cut the corner as close to the wall as possible, then punch it. Don't try to steen on the ice, and ease of the gas jedere you hit the watch can display the procless second off your lap.





Watch your line on the back stretch, especially on the ramp langle to the left to avoid the well and the statom.

# (0)111

Southern Island is the lest course on every circuit, and it offers a unique and fun challenge; the tide goes out during the racel This changes the layout of the course on every lay, forcing you to adapt your strategy to the changing conditions. This course is one of our all-time favorites for both the Two-Player and the Time Trial modes!



### FIDAL-ACTION

lust beyond the "signs" is a ramp that you can use on the first lap only. Aim straight for it at top speed and dive at the peak of your jump. You'll dip below the walkaway and emerge on, the other side, cutting several seconds off your lapt. On the second and third laps, use the other camp to jump over the shipweeck. If your nalee on the Cump is sood, you can ande on the Cump is sood, you can

ride the crest of a wave right through the next slalom.





The receding tide really changes the line you take past some of the buoys. This buoy is practically up on the beach by the last lap.





# HEAVY METAL THUNDER

In the not so distant future, a heavy carrier bearing powerful nuclear devices experiences a critical meltdown. Leaking radiation that killed the carrier's crew now makes it impossible for anyone to regain control of the carrier. The on-board auto-pilot has locked the carrier on a pre-set path, which happens to run through some of the most populated areas of the country. Unfortunately, the slightest jolt will result in the detonation of the devices, which are so powerful they may plunge the world into nuclear winter. It's up to Blast Corps, an elite team of high-tech demolition experts, to clear a smooth path for the carrier so it can safely transport its deadly cargo away from populated areas. The team will then have to find six elusive scientists who can prepare a safe detonation site for the devices.









# © DESTRUCTION FOR FUN AND PROFILE

Chris Stamper,

one of the

Blast Corps.

has been quoted in reference



If you make a game in which you kneek things down, It will be fun. "Apocryphal or not, the quote does surviyable curactivity in Blast Crops: Incaking inflige down. But it fun!" From the early prototype of the game we've been playing with, we can manne a qualitate of the prime we've been playing with, we can manne a qualitate of the Control of a ville survival of the control of the control of a ville smoothly animated, high-resolution vehicles and bandcapes Executally increasely are the fune evaluations that fill the entire screen. Musically, the game is up to Rare's usual high quality with a great variety of funes. And, you get to rubble entire city blocks of buildings with a fleet of different wrecking machines. What more could you want?

If term out that the number of vehicles in Bloot Gorps is maded blessing. Each vehicle has completely different control, which adds varies, but also makes; if difficult to master any one which. Some of the whelch, if the the flackhold to distingtured, are particular instanting to fears. Training course belog a little, but in contrients the last given the root life distinguent that the contrients of the particular instanting to fear, and of the particular compared to the simple by some of the particular compared to the simple by some of the particular compared to the simple by some of the particular compared to the simple by some of the particular compared to the simple by some of the particular compared to the simple by some of the particular compared to the simple by some of the particular compared to the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the particular contribution of the simple by some of the simple by some of the simple by some of the particular contribution of the simple by some of the simple by some

ties course. Of course, the game balance in hylically one of the last things the developer will lower, on, and we are confdent that a few tweats in this area will mike the game great. As we mentioned, the clause go view on the action allows for the detailed, crisp graphics, but the limited view sometimes feels constrictive and unconstrable. The progress which make this a tracked by use on get used to, and thus a mimor make this a tracked by use can get used to, and thus a mimor

# **S**.

# WHEN THE WALLS COME TUMBLEN DOWN!

So, you get to destroy lots of buildings in Blast Corps. Pretty simple, bub? Not with a runaway carrier, loaded with the nuclear equivalent of nitro-glycetine, breathing down your neck! In each course, your goal is to clear a path for the radioactive juggernaut, which means demolishing buildings, fences, oil fanhs and even windmills. The slightest bump in the



will trigger an explosion that ends the level. To help you out, a radar screen indicates the progress of the carrier.

carrier's path

time.

arrows will point out the next obstacle you need to clear. In the early courses, you can use a single vehicle to smash the necessary path, but in the later levels you'll have to be creative and switch to the proper vehicle for the job at hand.
VowII need to find everything in every level in order to succeed in your utilimate mission of defusing the nuclear carrier.
To this end, you can go back into levels you have already inside to completely clear the area, and find all the hidden items. Altogether, there are over 50 levels in the game, enough to keep Blast Crops in the blasting business for quite some



# TEL HAD A HAMMER...

Blast Corps offers a large selection of diggers, each possessing awesome destructive power and its own unique control scheme. You can use either the analog Control Stick or the digital Control Pad to steer the diggers (with the Control Pad, the B Button is the gas and the A Button is reverse). We've ranked the diggers on their destructive power, speed, and ease of use based on the preliminary version.



RAM DOZER
The Ram Dozer is the simplest vehicle in
the game. You can charge straight
through most buildings with it.

DESTRUCTIVE POWER: B SPEED: B EASE OF USE: A



BACKLASH

The Backlash dump truck is powerful but difficult to control. You have to make it power slide so it hits the target with the armored raar bed of the truck. Dnce you learn how to use it, it rocks!

DESTRUCTIVE POWER: A SPEED: C EASE DF USE: D



To affectively destroy things with the Skyfall dane buggy, you'll need to get airborne, which can be tricky in some missions.

DESTRUCTIVE POWER: B (D if not airhorne) SPEED: A EASE DF USE: B

J-BOMB



BALLISTA The missile bike requires ammuni best results. An

best results. Annua crates are usually scattened liberally throughout the mission, but sometimes you have to conserve your emmo.

DESTRUCTIVE POWER: B (D without missiles) SPEED: A EASE OF USE: C



DESTRUCTIVE POWER: A (O without jack hammer) SPEED: B EASE OF USE: B



J-Bonb is the nessest waltertype vahicle to use. To destroy buildings with it, you jet into the sir and stem down onto your torget.

DESTRUCTIVE POWER: A SPEED: B EASE DFUSE: B



THUNDERFIST PLUS
Even though this walker only has
one arm, it makes the most of it.
Getting a good running start
before berref-rolling into your
target will produce the best
results.

DESTRUCTIVE POWER: B SPEED: B EASE OF USE: C



CYCLONE SUIT
The smallest walker-type vehicle has good power for its size.
A running start will also help this walker-type vehicle to cart wheel through buildings.

DESTRUCTIVE POWER: B SPEED: B EASE OF USE: C



## A HEAVY BOUTPARENT

In addition to the heavy diggers, the Blast Corps has a variety of other construction and demolition equipment at their disposal. This miscellaneous gear will help you do things like quickly travel from place to place, or move things around to solve some of the puzzle-like missions.



Several levels will require you to ride it rails. You can use the train's fist can to he vehicles or to bridge of the control of the control



EIGHTEEN
WHEELER
After you have cleared
the path for the carrier,
you can enter the
Eighteen Wheeler to end
the level. This will save
ware records:



CRANE
The crate can lift even
the heaviest digger and
move it to the other sid
of obstructes.



THE MAN
Outside of your vehicle, you're just a man. The man is slow but he can go through openings that the hane disputes can't fi



BARGE
Use the slow moving barge, which only appears in a few of the missions, to bridge watery gaps.



TNT CRATE
You can push the TNT
Crates with the diggers
Slam these into building
for added destructive
punch.



STARS & STRIPES MUSCLE CAR
The automobiles are all basically the same in terms of performance with only slightly different heading characteristics.



DESTRUCTIVE POWER: E SPEED: A EASE OF USE: A



OS TOM VAI

# **DESTRUCTION CITY**

From cities to rural farms, Blast Corps will have to blaze a trail through all kinds of terrain. Some structures are tougher to break than others, so if at first you don't succeed, try, try again.









Certain vehicles are also more efficient at destroying certain



# TERRAIN EFFECTS

The key to success with most of the vehicles is to get up some speed before you slam into your target. Roads and cleared concrete slabs are good terrain for getting a running start. Grass and rough terrain will slow down your diggers and make it difficult to achieve wrecking velocity. The added traction of the soft ground will also make it difficult or impossible to slide. You'll want to keep an eye out for small ramps and jumps that will allow your wheeled and tracked vehicles to get airborne. This will give these normally earth bound vehicles extra

structures.

None of the Blast Corps vehicles will harm any of the trees that dot the landscape. This environmentally responsible credo can often complicate their



# HE SMASHES, HE SCORES!

den.

In order to grab the gold medal in each mission, you'll need to be perfect in several categories. First, you'll have to destroy every building. You probably won't be able to do this the first time you tackle a mission, since you'll be concentrating on the buildings that are actually in the carrier's path. You'll have to go through the level again once you've cleared the path to knock down all the structures. By leveling all the buildings, you'll find all the people hidden in the level, which is another requirement for getting the gold. Finally, you'll need to activate all the RDU!e Dispersal Units) in the

so you'll need to drive around and look for them. (Tedious work, but someone's gotta do itt)

Most of the missions also have Satellite Antennas that you must acti-

time, if you do anything, you'll want to make sure that you finish the mission by entering the Eighteen Wheeler. This will save your progress.



vate. If you find these, they will open bonus levels on the world map. Although you can restart or exit a level at any





# MISSION BRIDAIN

There are several different mission types in Blast Corps. These get more challenging as you go on, with more durable buildings, a faster carrier, and just plain more to destroy.



### CLEAR A PATH

Your goal in every mission is to clear a path for the carrier, but in the earlier missions this is all you need to do. Later missions mis if up a bit.





### PUBLIE

Some of the missions are more compilicated than others and expert beards in addition to brawing for example, you'll have to use the vehicles at your disposal to be brigge page and to transport other vehicles to where they're needed. Even in the standard missions, there may be sub-missions that you need to accomplain, such as finding the scientist or Satellite Antennas.



### BONUS, TRAINING AND RACE





Find the Satellite Antennas and you'll open bonus levels on the world map. Sometimes these just have fun things to do, other times they will provide valuable training in handling the many Blast Corps vehi-



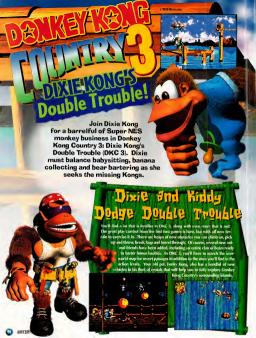
As you get the gold medal in each of the different missions, you'll be promoted up the ranks in the Blast Corps organization, from Rookie Wrecker, to Decorated Damager, to Expert Destroyer and beyond.



### RESCUE THE SCIENTISTS!!

Even allow you clear the path to the carrier, race all the haddings and actual at 1 the RULE, yeard all mode of the the as we Hadden schools in order to arrange for the safe deconation of the nuclear device. These brainly hadding are not point to be easy to locate, and foliant plant is not of the greatest children's order to a proper to the pass. Over the pass of the passes of





Compete against that champ of chimps, that crusty curmudgeon, Cranky Kong, in a contest of skill end chance. You will have benamed and Bear Coins if you can conquer Cranky and his curve ball in three different challenges.



You'll bump into the Brothers Bear throughout the many islands. These bears love to barter and will trade Bear Coins and other items for a variety of merchandise and services. Here's just a sam-

SHELL Bazear Bear sells seashells by the sea shore. Buy the Shall here and trade it to a collector later.

PATCH You'll win this after best ing Arich, the ciant spider A Patch Tie this would be useful for fixing Funky's

SKIS You'll get Skis from some of the bosses. Someone

into extreme sports will really spe-preciate them FLOWER Look for this rare bloom cutade Cotton Too Cave may interest someone

whose hobby is botany.

MIRROR For a mere 50 Bear Coins you can own this autique piece of island history. It will be valuable trade but

Vou'll have to trade an

# WRENCH

excensive item for the Wrench, Use the Wrench at Razor Ridge to retrieve a Banana Bird

# hovercraft. Can Cause Chaos **TEAM ROLL**

The titanic toddler, Kiddy Konz, can really throw his weight around. His power moves allow him to smash and bash his way through many island obstacles

ole of their wares.

The Kiddy and Dixie team can reach areas that neither could get to alone SMASH

ROLL y can roll like a howling knocking out lies that





# Doido Visto

# ROOFTOP

Use Kiddy to throw Dixie onto the roof of one of the buildings at the start of Lakeside Limbo. There are 1-up Balloons on each of the rooftops.

















To reach the Bornus Barrel below the planks, use Dixle to throw Klddy up in the air. Klddy will come crashing down on the hole in the plank and





MORE THAN JUST A "G" The letter "G" in K-O-N-G is hidden behind a Booty Bird. Knock out the bird with a barrel. If you make it to the "No Animal" sign with Ellie, you'll earn a Bear Coin.











force of his foul emissions will push him backwards. Keep doing this until he back into a pit and falls to his doom. If you don't keep pushing him back, he'll push yo

# Hi kids, it's time for a pop quiz! Do you have

TEAM THROW TO

Defeat the Squeals in the wheels, then use the team throw to make Kiddy toss Dixie up to the higher wheel. From there, throw her up to the platform that leads to the Bonus Barrel.

the items shown below! A good student will have at least this many roles. Give yourself extra credit if you have more! Don't lorget, you can repeat levels to score more Bear Coins, but I don't want you wasting them at Swanky Kong's Sideshow







The huge spider, Arich, is a tough customer on the outside, but penetrate his defenses and you'll squish him like a bug. The key to beating Arich is to hit him in the jaw with the barrel. This is easiest to do with Dixie holding the barrel above her head. Just watch out for his claws and for the small blobs of bouncing silk that he'll spit at you.



# Next issue

Find out more about the other islands in Donkey Kong Country 3! The toughest parts of the game are ahead (duh!), and we'll have the hints you need to eatch up to Donkey and Diddy. Can. you unmask the new Kremling leader, KAOS?!

## MEKANOS

are the by products of heavy



### COTTON TOP CAVE





### RAZOR RIDGE







# CHALLENGE #2

# GAME BOY

It's a portable Arena challenge! Grab your Tetris Attack for Game Boy and see how high you can score on Endless mode. You might find that you get your highest scores by starting on Speed Level 1 with the Game Level on Easy. That will give you time to set the really big comhos. Our resident pros were flipping their way past 20,000 points on their first try, so your score should crush that mark, right? The too twenty attackers win four Super Power Stamps,

# TETRIS ATTACK FOR

### MORE TWISTED CHALLENGES Keep sending irr your most twisted and

outrageous challenges. If we use your entry, you'll receive four Super Power Stamps. Here's the latest round of winners: \*In Super Metroid can you defeat Dragoon in Maridia without getting hit once? Mike Eartoff, Staten Island, NY · Can you complete Pilotwings without using the plane? Kyle Owens,

. In Super Mario Kart, can veg win all of the races in 100cc mode while elving your opponents a ten second head start? leff Hanson, Freeport, IL

McGraw NY

· In Final Fantasy III; can you make it to the World of Ruin without equipping any of your characters with new weapons or armors tohn Dalton, Wildwood FL

Answers for Volume 89 "Name That Game!" Quiz: 1: Megaman Soccer 2. Rampart 3. Shadowrun 4, Final Fantasy II 5, Donkey Kong Country 2: Diddy's Kong Quest 6. Chrono Trizzer 7, Ken Griffey It's Winning Run



### WINNING RUN

Baseball season might be over, but the Battle Zone is smokin' with a major league long hall contest. How far can you hit the hall in the Home Run Derby? A few heavy hitters thought the limit was 502 ft. but then a Nintendo Power staffer broke through to the 506 mark (see the Arena photo on page 94 of Volume 86 for proof). Now there's a rumor about someone knocking the ball beyond the S10' barrier. Are you up for the challenge? The top twenty long ball-slugpers will win four Stamps.



CHALLENGE #1

**PILOTWINGS 64** 

How far can you fly into the ice Cave

with the Hang Glider? Select the Chicken

Dive assignment and take a detour to the

Ice Cave. It's tough to make the first left

twist in the cavern and even tougher to

dodge the rocks, but if you're one of the

best, you might be able to cruise past an

underground waterfall and squeeze off a

few photos of your adventure. The best

shots of the Ice Cave's interior win four

Super Power Stamps. If you can't find the

Ice Cave, check out Counselors' Comer





on page 76.

SUPER MARIO KART Rost Times on Bowser Castle 3 (Volume 86)

Magalia, CA Paul & Jesse Carlson New Hope, MN Mike Volimer Great Bend, NY Steven Chu Columbia, MD srael Knieht Dove Creek, CO Daniel Casa Scottsdale, AZ Adam Pulles Peoria, IL Raymond Air Hayward, CA Rancho Cucamorga, CA 1:42:04 um Johnson

m Schumae Pierre, SD Calgary, AB Pottsville, PA Kevin MacCare wick Czerar Skillman, NJ West Covina, CA South Barrington, IL ter Braziel Honor, MI Central Islip, NY

man, OK



1:30:08

1:30:15 1:33:88

1:34:66

1:39:05

1149:23

1:42:65

1:46:22

1:46:77

Justin Frederick

Adam Price

Zach Stinner

Ricky Williams

Rowars Murray

Robert Borzyck

Brian Tse



It was a tight race in the zone this month as the average times in all four regions of North America firished almost within a second of each other. Bay Mangan mangled the pack by breaking the 128 ber risr by one one-hundred the of a second Paul and



aratoga, CA

Alta Loma, CA

Cherry Hill, NI

Califon, NI

Littleton, CO

Bridgeton, NI

THE LEGEND OF

ZELDA- A LINK TO

THE PAST

SUPER MARIO KART lason Yu Joey Salvo

Best Times on Mario Circuit 2 (Volume 84) Brad Klaus O Clair Shores MI 1:11:26 tames Ridener Hillsdale, IN 1:13:33 Ren Miller Honor MI 1:15:29 Mike Vollmer Great Bend, NY 1:17:33 1:18:00 Jeffy Arrosmever Oxford, AL Pintendre, PQ 1:19:63 Frederic Busque Alan Frenklach Orinda, CA 1:21:48 Brian Kenka

John Moran Lincoln, MA 12197 Gregory Bailey Livermore, CA 1:22:45 Brian Falasca 1:22:83 Larry Licht Ben Miller Honor, MI Decek Redfeam Vader, WA Ben Gruver Collinsville, OK 1/22/90 Ingram, TX Dan & Justin Coop 1:23:21 **Brinton Ward** Lemon Grove, CA 1:23:46

Brandon Redfea Vadec WA Racine, WI Loran Tripo Augusta, GA **David Strom** Matthew Pourick Augusta, GA Rene Richard

**KEN GRIFFEY JR.'S** WINNING RUN

Top Home Run Totals (Volume B6) son Imhoff Monsey, NY John Kemp Omehe, NE Keyin Rossler Midland, TX Rand Caballero San Jose, CA

Keith Ryker ns City, VA m. Ok Seth Thomas Charles Fargo Annandale, VA

San Gabriel, CA Bronx, NY Seaside, CA tacksonville, Ft Fairlawn, OH Willowdale, ON Georgetown, KY Lebanon, NI Nizgra on the Lake, ON Rochester, MN Fairfield, CT

Sewell NI

**MEGA MAN X3** Completed Rhino Stage first (Volume 84)

1-24-61 Chris Appoison Lake Orion, Mil Brightwood, VA 1:25:32 Joshua Bellon 1:25:37 Jason Booker Saratoga, CA 1-25-44 Danny Bourgue Morgan City, LA Jacksomitte, FL 1:26:00 Spencer Bryant Geri Jun Carino San Leandro, CA Santa Clara, CA Aaron Decoleau Charlottle, NC

Rickie Dennis Graytown, OH Mark Flavier Michael Frair Phoenix, AZ Arcata, CA Nicholas Frankl Morgan City, LA

Adam Hines Harvest, AL Lincoln, NE Nick Isazes

Windsor, ON

Mission Vielo, CA

Cindy Kilbourne nathan Lathrop stin Volk

Sam Canet

Ryan Kwolck

Derek Liston

cniamin B

Gary Sliker

Steven Tybur

Brandon Valer

Jerry Whitlow

Michael Webster

Newport, OR Oregon City, OR

Medford, OR Aranahoe, NC

Sturgis, Mi West Chester, OH

Mckilteo, WA

Shannon, MS

**ENTER THE ARENA** 

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

Include your Super NES in the photo of your high score. Oim the lights and then take a few photos without a flash. If you're taking a photo of a Game by, place it on a flat surface.

Address entries to: POWER PLAYERS' ARENA P.O. BOX 97033 REOMONO, WA 98073-9733

VOLUME 90 (5)



Natendo Power's excerpt from Dark Horse Comics' graphicnovel epic, Star Wars: Shadows of the Empire, continues this issue on the desert world of Tatopine. We've chosen to focus on the parts of the story that involve space mercenary Dash Rendar, since he is the main character in the upcoming Nintendo 64 game. In the following pages, Dash and Luke team up to battle Jabba the Hutt's villainous swoop gang, fur-

ther adding to the mystery of who is trying to have Luke Skywalker eliminated. Dark Horse Comics has been publishing Star Wars comic books and graphic novels since 1991, beginning with Star Wars: Dark Empire. Since that series, Dark Horse has continued to create illustrated tales of the Star Wars universe that add to the story

### continuity of the movies and novels.

Dark Horse Comics' stories span the entire history of the Star Wars universe. Their Tales of the Jedi series goes back 5000 years prior to the first Star Wars film. The latest chapter in that series is Golden Age of the Slth, a story about a pair of hyperspace explorers who run afoul of a family of Hutts. Written by Star Wars novelist Kevin I. Anderson, the series delves into the legend of the Jedi and how they were perceived by the regular folk of the galaxy. You can find this series, as well as the complete version of Star Wars: Shadows of the Empire, at your local comic book specialty store (phone 1-888-266-4226 to find a store near you) or you can order them directly from Dark Horse by phoning 1-800-862-0052.





















Pencilis by Killian Plankett Color supractions by Harrier Age Colors
Edithed by Poet James & Listering by Dav. Coopar
Special Thenke to Allian
Star Wars Shadows of the Engage " 8 to 1996 Local landed Davik Herse Games" and Davik Herse logs

# CLASSIFIED INFORMATION

DASS SETT 4542 6686



### Corrections and New Codes As we go to press, major league baseball is barreling towards

the playoffs and pro football is just getting under way, so we've got sports on the brain here at CI Central. Refore we get into the two new codes for Ken Griffey Ir.'s Winning Run. though, we must apologize for several errors in the codes we printed for this game back in Volume BB. We've decided to print them again, in their correct form, just to avoid confu-

The Hidden Team code can be used after you've completed a season. The hidden teams are the Tampa Bay Devil Rays, the Arizona Diamondbacks, the N64 Team and our very own Team Nintendo. One, two or all four teams will be available, depending on whether you've completed a 26game, 52-game or 162-game season. These teams will be available as opponents in any player vs. computer mode, except the Season mode. There's no way we know of, so far, to play as these teams.

The rest of the codes, including the new Super Pitches and Homerun codes, are available for use in two-player games. If you're having trouble entering them, complete the Challenge mode against the computer and try again. Enter the codes on the batting/pitching screen while the game is paused. If a code is entered corectly, you'll hear a tone. The Homerun code is good only for batters who appear in the Home Run Derby contest.

# Hidden Teams

Press A. B. X. Y. Up. Down and Select on the Title screen to access the hidden teams. The longer the season completed,



### Max Abilitu

Press A, Right, Down, Left, A, Down and Select while the game is poused to maximize your team's abilities in all areas. The effects last for the rest of the current half of

### Slow Down

Press Left, A. Right, Down, Y and Select to slow the oppos-ing team's base runners or fielders to a crawl. This code will be in effect for the rest of the current half of the inning.

### Bandom Pitches Press Left, Y. A. Right a

Press Lett, T. A. Right and Select to randomize the oppos-ing pitcher's throws. For exam-ple, if the pitcher tries to throw a fastball, it may come out a slider, a curve, etc. This code offects the current at bat.

### Super Pitches

Press B, A, Down, B, A, Left, Left and Select to supercharge your pitching; e.g., Fasthalis will become Super Fastbell: etc. This code affects the cu rent at bat

### Home Run

This code is for the batting team and affects the current at bat. Press 8, Y, B, Y and Select. If you get a hit and the ball is fair, it will be a home run! Going, going...gene!















Select Bivels and Extra Hard Game Tetris Attack has captured the hearts and thumbs of puzzle fans everywhere, and we have two codes that will enhance your enjoyment of it even further. To access the "Rivals" in the two-player Vs. modo, press the L and R Buttons simultaneously on both controllers on the character select screen. While holding these buttons, press A on Controller II, This will cause the Rivals to appear. This will also lock in Player Two's character selection, but he or she can press B to cancel. If you've already beaten the one-player Vs. game on the Hard difficulty level, then you're probably ready for an Extra

Hard challenge! Choose the one-player Vs. mode. On the Set Level screen, highlight the Hard level. While holding Up and the L Button, press A or Start.



When the Extra Hard code is entered, the lower potion of the screen will turn red.



If you'd like to take a look at the folks behind the scenes, enter S, P, N, N and R as your password. I wonder if they've seen every single episode of the show, too!







Touchdown Dances If football is more to your liking than baseball, then we have a dandy little code that allows you to choose which dance your player does when he scores a touchdown. As soon as you cross the goal line, simultaneously press one of the pairs of buttons shown below. There are eight dances to choose

from, Who says big guys have no grace? Dance #1: Y+Up Dance #5: B+Up Dance #2: Y+Down Dance #6: B+Down Dance #3: Y+Left Dance #7: B+Left Dance #4: Y+Right Dance #8: B+Right



ess you're in a partic





Unlimited Lives Trick In Zone 1-3, there are two Extra Life icons. One is at the top center, the other in the left corner of the stage. Once you collect them, let yourself be defeated. When you return, the icons will reset. Your Extra Life counter stops at nine, but the





# 11111

# DRAGENHEART 🗘

# Passwords

Help Sir Bowen uphold the knightly code of honor with these passwords. Can you turn King Einon from his path of evil, or is the kingdom doomed to suffer his wrath?

Level 2: BCDLST Level 6: TTSCDC Level 3: DCLTSB Level 7: SDCDTS

Level 4: LCTBSD Level 8: BVDVSC Level 5: CBLSBT





You can choose to start at any point in your quest. It's a go on your



# Alternate Bonus Team Code

If you're having trouble with the Bonus Team code we printed in Volume 86, try this alternate code. Whit for the deno game to start. Now hold Select and tap the L and R Buttons very quickly. While you're doing this, press Start. As you enter the code, the screen will switch from the demo game to the Team Select screen, and that's dean.





Don't touch any buttons until It you enter the code correctthe demo game begins. It you'll hear a voice say, "kay-reg."

# () SEPARATION AHXIETY

### Secret Rooms

If you've been searching for the secret rooms in this game, your quest is finishly over. From the Starf of Stage I, walk up to the top left corner of the screen. From the punch button (offenth set 10') to warp. In Stage I, make your way through the Mall until you get to the gold fountain. Stand towards the middle left of the screen and throw an enemy to the left and off the screen. You'll automatically warp to an area stocked with power-up, setza lines and other goodiles.





The first werp can be used Stand about here to make this only once per game. Stand about here to make this werp trick work.



# Full Power Password

8ack in Volume 79, we printed the "Street Fighter" code for this game, which included a special password. In fact, if you just enter the password and don't complete the code sequence, you'll start at Dr. Wily's Castle with a complete inventory of items and weapons (including the awesome Proto Shield), all fully charged and ready to go!





Punch in this password as nor-

The Prote Shield will block most enemy fire.

# CLASSIFIED

The Brainles are ready to twist your grey mater into knots,

so come prepared with these passwurds. The letters stand for

the color of each Brainie in the password: i.e., B=blue,

B, Y, R, G, Y, R

R. G. R. R. R. Y

Y. Y. B. Y. G. R

Y, Y, G, G, R, B

R, B, G, R, R, Y

G. B. Y. G. R. R

B. R. G. B. Y. B

B. R. R. Y. Y. R

G, B, R, Y, B, G

Y. G. R. B. G. G

Y. G. Y. B. R. B

B, Y, G, R, Y, R

R. Y. G. R. B. B

Y, G, G, Y, B, Y

G. B. B. R. B. B

R. B. R. Y. B. G

Y, Y, R, R, G, R

G, G, Y, G, Y, G

R. Y. Y. G. B. G

# Acquire Zero's Weapon

Last issue, we told you how to get the Chip Enhancer from Dr. Light. This month, we'll tell you how to acquire Zero's special weapon. Complete the first stage of Dr. Doppler's Lab, then make your way through the second stage using Mega Man only. When you reach the door to the mini-boss. switch to Zero, then enter the door. Defeat the robot inside the chamber, Zero will be damaged beyond repair in the battle, but he will give Mega Man his special weapon before his systems shut down. Charge up Mega Man to full power, then release the fire button. You'll see the usual salvo of cannon fire, plus an extra burst of energy from Zero's weapon. Keep in mind that the Chip Enhancer and Zero's weapon can't be

saved with a password and will disappear once you turn









Passwords

Level 05:

Level 10:

Level 15:

Level 20:

Level 25:

Level 30:

Level 35:

Level 40:

Level 45:

Level 50:

Level 55:

Level 60:

Level 65:

Level 70:

Level 75:

Level 80:

Level 85:

Level 90:

Level 95:

Y=yellow, R=red and G=green.



Zero makes the ult

your game off

but his sacrifice won't be in

Follow the directions to select each color

We didn't premise that the

Experts, shmexperts! ff you've got an awesome tip or a killer code, send it in! We'll print your stuff aloneside the pros' codes. So what are you waiting for Warm up your brain pans, crack your knuckles and press those buttons!

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





# Use the Force

Whether this game is an old favorite or a new treat for you, these choice tips will belo you rescue Princess Leia and turn the Death Star into a salactic marshmallow roast. Lock your s-foils in attack position-we're going in!



Stage 3 has you renning and leaping along the hul the great Sandcrawler in search of a way inside. talse jump and you'll have to start over! Once insi Stage 4, you'll have to contend with raving security droids, hidden flame jets and seething lave pits. Those greedy Jawas don't take kindly to thieves!

Stages 5 through 7 take you back out into the Wastes and even greater danger, including large Sandpeople and their elephantine Banthas. You'll one more chance to pilot your Landspooler and I





The scene shifts to Mos Etikey Spaceport, known throughout the galaxy as "wrotehed hire of some and wildnist." The action weekers along back allege, through the shidday Cantina and into the corridors of the spaceport itself, all crewling with sampglers and trougers. Clawbacca joins up in Stage 8, and Han comes along in Stage 8.



igs really start to heat up after the Millen Things really start to licel up after the American on is captured and brought aboard the Opath Star. o Ben sahotages the tractor beam, it's your jeb to o Princess and bring her back to the Falcon. More rity dreads, Stormtroopers and even a squarfen of TIE lighters will try to stop you





e is the only one who can use tha itsaber. Oo a spin jump while fing it to become inviscible.

Into dated between the Rebots and the Imporials comes to an explosive head as the Death Star leones above Varint W. Take to the sky in year X-Wing and blast away at TIE fighters and anti-spacecraft towers along the Oeath Star's surface before plunging and the Trench for a final attack ran. One way or arother you will meet your frection! another, you will meat your destiny!











# Dune Sea

The only real trouble soot in the Dune Sea is the Sarlace Pit at the end of the stage. If you get too close to the Sarlacc, the screen will lock in place; and you'll have no room to maneuver. Inch to the right very slowly until the Sarlacc comes into view. Keep going until the monster's life meter appears, then stop. You should be able to hurt the Sarlacc from here but still have room to dodge its tentades.



# Tatooine I The object here is to defeat 12 Jawas as they circle

around you on their speeder bikes. Once that's done. a message will appear telling you to head to the Sandcrawler. Save your booster fuel until the message appears, then aim straight for the crawler and ramp up the throttle to full power. You should be able to fly over the remaining Jawas without taking too much more damage along the way.



# Sandcrawler

It takes two Blaster power-ups to create the homing Proton gun. Try to have one by the time you reach the Sandcrawler. It can take care of enemies and gun emplacements just off the screen, so you can concentrate on your jumps. Use the L and R Buttons to see the path ahead.



# Crawler

Use short jumps whenever you can; high or long jumps may slam you into obstacles and knock you into pits or lava pools. There's a hidden room just past a pit filled with drills. Make a long jump to the left and into the wall. The chamber is filled with life-giving Heart icons and Blaster power-ups.







# Sandpeople & Banthas

When you come to the second group of floating rocks in the Land of the Sandpeople, drop off the cliff and hold Left to land on a ledge. Enter the cave and blast the ceiling to find up to nine 1-Ups. Now walk of the ledge to lose a life. You'll start again at the top of the cliff, and you can collect all the T-Ups again! Your Lightsaber will be your best bet through most of the Land of the Banthas, but your gun will make short work of the Mutant Womprat. It will take about 100 hits from the Plasma Wave gun.



# Tatooine II & Mos Eisley

You're back behind the controls of your Landspeeder, and this time you must defeat 20 Jawas before you'll be able to move on to Mos Eisley. Once you're



at the spaceport, shoot at the crates to release power-ups and Hearts. At one point, barrels will drop from above Hitch a ride on one to get past the strip of metal spikes on the path.





# Cantina

The biggest cautions for you here (besides a warning not to order the Pan Galactic Gargle-Blaster) are to watch the background for small aliens that leap out at you and to be careful of the many trap doors. You can actually fall a



# Escape



This stage plays much like the first Mos Eisley stage, but with a lot more climbing and jumping involved. There are lots of 1-Ups hidden along the upper floors of the buildings, but be wary of troopers and bounty hunters that pop out of the win-





# Hangar Bay

Pedestrians definitely do not have the right of way in the Hangar Bay! TIE fighters heading out on patrol won't stop for anything, least of all a "Rebel scum" like you The tiny maintenance droids will also try to push you into the open elevator shafts. The only way to avoid them all is to take to the platforms above. You can't get away from the fighters completely, but from that height, you'll be able to jump over them-There's an Imperial Defense Droid protecting the Falcon, but 20 hits or so from the Plasma Wave gun





when its top is open.

The Death Star resembles nothing so much as an enormous begive, and the Stormtroopers surely can sting! To find the Princess, go all the way right and wait for the platform to come down. Jump on and work your way to the top, then go right all the way and up all the way. Go left as far as you can and then up again. Go right to rescue Princess Leia. The Detention Guard blocking her cell is vulnerable when the bottom of his saucer opens up. It will take about 22 hits with the Plasma Wave gun to destroy both his forms. Han Solo is the best choice for this mission.



# The Core

Getting to the top of the Tractor Beam Core looks simple enough, but the trooper at the top of the shaft has a heavy Proton Gun with heat-seekers. At the Core, destroy the two droids along the bottom of the disamber then jump to either one of the center platforms. Stand against the edge of the screen and blast away, Jump only when you need to dodge energy streems.













you also lose your powerups. Track done so many Blaster Lon as you can before you lace a best. Carrie. Fieber has largely let acting behind to concentrate on another caren. Besides writingpoint fiction, she halso generad a reprint a report of a reprint a r

# Attack!

Time is running out for the Rebellion, and they're desporate enough to take a chance on an untried farm boy from a desert planel? You must destroy 20 IT flighters and 20 towers, and your best for coviding centre, fire is to swing all five way to the left or the right for while, then witch, You tend to get more list by angiling your Lusers this way. If you from straight shead or in stallout turns, it's also cosier for enemy guess to get a head on you. If you run into a tower, it will be all over!



# Trench

Red Leader is gone, and it's up to you to lead the final attack run on the exhaust shaft. The TIE fighters themselves can't hurt you, so just concentrate on deflecting their shots with your lasers. Use this same strategy with Darth Vader, but fire a couple of volleys at him whenever you get the chance. After Darth is out of the battle, you'll bear Obi-Wan say, "Use the Force, Luke," which means you're getting close to the target. When the range counter nears zero, fire several torpedoes by pressing the L and R Buttons. If you miss, you'll have to regroup for another battle above the Death Star before you can make another run down the Trench!





the Trench attack. Stay censered and fire four to six torps. Save the rest in case you need to try again. The re-mastered Star Wars: The Special Edition includes new, commocal footage and will be released in theatres













# CONTENTS · Enic News

- Page 55 SimCity 2000 Page 56
- Enic Strategies Page 62

# A MARVELOUS GAME

▼ intendo Company Ltd. isn't about to abandon the millions of Super Famicom owners who love adventure enics. In October, a new 16-bit game that mixes RPG depth and Zolda-like hattles appeared in Japan. Marvelous: Another Adventure Island follows three boys, on an adventurous trek across a dangerous Island. It seems that, during a camping trip, their teacher is kidnaped by pirates. This 24-megabit game features combat, puzzles, lots of plot and a special

search method.

The three characters can be used in conjunction or one at a time, each one having certain

strengths with which you can solve problems or defend the group. Some players have described Marvelous as being more like EarthBound than a standard RPG, by which they mean that the characters come from a modern setting. But the action involves sailing ships, mysterious keys, friendly monkeys and more. Marvelous has been compared to Onigashima, as

well, which was a very popular text adventure for the Famicom disk system. Nintendo's R&D 2 group out this epic together. No decision has been made to bring Marvelous to North America at this

# A WONDROUS GAME

Another game that is headed for release in Japan is Wonder Project 12 for the Nintendo 64 from Enix. The first 64-bit RPG features great comic-style art in an unusual RPG format. The first Wonder Project J was a huge hit for the Super NES. The theme of the new game involves helping a humanoid robot named losetto become more human. It seems that her creator passed away before completing the project. Josetto looks like a little girl, and



she's very smart, but she doesn't understand emotions. Your job is to teach her, communicating to her through a series of icons so that she thinks and feels like a real nerson. There's no word on when or if Wonder Project 12 will come to North America.

### OUESTIONS ABOUT OUESTS

Alberto Vera of Roseville, California recently wrote to Epic Center with several interesting questions that we'd like to cover. Alberto's first question asks whether Koei will produce games for the N64. The answer is yes. Our sources in Japan Indicate that Knel is already in the process of developing several N64 titles, but we don't have confirmation of the names or whether the games will appear in North America. We anticipate that they will appear here eventually. We also anticipate that at least one of the Koei games will be a horse-racing simulation. This category is buse in Japan and live racing could be very realistic on the N64. Alberto also asks what is happening with Tactics Ogre. which we reported on several months ago. Unfortunately, the answer is not much. We know of at least one publisher that considered translating Tactics Ogre for the North American market, but decided against it. The price of the Game Pak also counts against it since the game requires lots of memory and a battery. If anything changes. we'll let you know. Finally, Alberto asks why Square Soft is making games for the Sony PlayStation? Nintendo certainly enloyed its exclusive relationship with Square over the years, but like all companies. Square is in the business of earning as much profit as possible. Expanding to new platforms is one way of doing that. Recent statements out of Square suggest that the company will continue to produce titles for several video game formats.

### AN EPIC VACATION

Due to a chronic lack of new epic games in North America, and a relatively robust line up of action and sports games that need to be covered, Epic Center will not appear in the December issue of Nintendo Power. In future issues. Epic Center will annear whenever we have now materials that warrant a column. In the meantime, you should turn to Pak Watch to get the latest on any announcements concerning epic and other types of games. Keep on the lookout for our up coming coverage of Zelda 64 from Shoshinkai.

Welcame to City Hall SimCity 2000 from **Black Pearl recreates** the biggest simulatian ever for the Super NES. Fans of the original SimCity will find mare af everything that made the first game such a hit.



# TIMATE CITY SIMULATOR

# A SINCFOR THE NEW MILLERIUM

ing, transportation, polluand gifts. Dr. Wright was there to help you with suggestions, too. In SimCity 2000. Dr. Wright Isn't other features from the first earner remain, and all of them are enhanced. What's more, your cities are now built on 3-D terrain, which

Sound of Styrene Hilly Treesin choose, as well, but along with them come greater challenges. There's really only one step back from the classic SimCity-2000 it doesn't The six basic landforms include in support the Super NES Mouse for rivers, lakes, seashore and a mox of these.









sere's more to SmCity 2000 than or the eve. You can switch to an underground view to check on water nines and subviews



The five scenarios in SimCity 2000 include Megalopolis. Mayor Training, Global Warming, Entertainment City and Go To Space. As in the classic game, the idea of scenarios is to solve particular problems. It's a great way to experiment and learn about SimCity 2000's many features. There are three degrees of difficulty to choose from and varying goals. Below, you'll find some suggestions for

winning each scenario In SimCity Which Scorperio Do You Wish To Piny? 2000, there is never just one solution. however, so you may well discover your Mayor Trapping own strategies.

## MEGALOPOLIS

In Megalopolis, you have just eight years to save the city from a major fire and rebuild the population to at least 50,000. When the fire erupts, use the Lower Land option. You'll create a nice lake, put out the fire, and provide a new source of water for your city. Build new water pumps and vou'll be set.





then start the scenario over whole city and watch it grow

### **MAYOR TRAINING**

In this scenario, the previous mayor did a poor job of providing basic services. See to it that you have police and fire protection, then build schools and entertainment facilities. Also lower the tay rate and enact some positive ordinances. You must achieve a popularity rating of 66% in just ten years.





and a stadum.



### GLOBAL WARNING The Green House effect has resulted in horrendous floods.

Your job is to battle the climate and build a population of 40,000 at the end of a ten year period. Recovery from the flood will require a new power plant, fire station, and water facilities. Lower your taxes and build new zones on the plateau.





in the same place. THE STATE OF THE S

### ENTERTAINMENT CITY With \$60,000 in the bank, it shouldn't be very hard to

make this city livable. At the outset, the pollution and water are both problems. New industry should be placed away from the city. Build new neighborhoods and lots of fun facilities such as pools and a zoo. You have 15 years to attract 10,000 retirees



can also take out a loan.



### **60 TO SPACE** Go To Space is the toughest scenario of all. Your city is

committed to putting a colony in space, but it won't be easy. You must build up your industrial base and education facilities without bankrupting the city. Construction of the Rocket Launch Pad is the essential task. There are no time limits, but you need three million citizens!





of trees. Build schools, colleges, fibraries and museum

# FOUNDATIONS OF A METROPOLIS

SimCity 2000 requires planning on large and small scales. When you begin your city, you are faced with many choices: What type of landform do you use? What type of energy source do you build? Where do you locate different zones? Which facilities should you add early and which should be added later? If you have a soal of building a vast megalopolis, you'll have to make choices based on efficient land use, but you may want to model a real town or experiment with different urban models. No matter what type of city you want to build, however, there



## are some basic SimLaws that you should follow. RELIEVING SCENERY



river, flatlands and hills. It is a general mix of land types and is good for building large cities. Keep in mind that buildings cannot be placed on slones, so the

## SOUND OF STREAM



A river runs through this landform, and it will domi-nate your building decisions by of fectively solithing the city. Don't plan on cheap energy from dams. You can build hydro power only on waterfall tiles, and this rape is flat



# this much snace being lost to water, would find it harder to pack huge ponuta-

# HILLY TERRAIN



This landform makes for dramatic cities, but they are hombly inefficient. You'll heave to take extra care in planning routes for streets and nower fines One added bonus is that

# SCENT OF SEA

turn attracts new citizens.

Shorelines add to proporty values, which in

The coastal landform has lots of land and not very marry hills. It's realistic and a good choice for building a megalopoles

# tions onto the remaining land. LAND OF FREEDOM

This wide-open landform contains one small lake The rest is flat, perfect for creating a huge city. You can souldt this landform

### easily, as well if you carn enough money

# **POWER SOURCES**



industries of your growing city is essential, but which source do you choose? It depends, in part, on the time period you choose. Early in the century you are limited to coal, oil and hydro power. Later on, gas, wind, solar, microweve and nuclear plants are developed. You must also consider your cash position and pollution. Cheap power pollutes, but expensive power may not provide enough usine Finally most power plants self-destruct after 50 years. The best solution is to begin with a coal or oil plant and place it away from the city to reduce the effects of pollution.

### TRANSPORTATION

In the original SimCity, the transportation and traffic wasn't very realistic. The model produced tons of traffic Whenever you used roads and that in turn produced tons of pollution. The only way out of the vicious cycle was to reniate all the roads with rails, which was very efficient but not very realis tic. In SmCrty 2000, however, you can mix roads, rails, subways, high ways and bus service to make an integrated transportation

system in general, you should follow some basic layout rules Straight roads move traffic with the greatest efficiency Create grid patterns wherever possible. Keep your Transportation funding at 100% always. Place parks and trees along roads to reduce pollution.





In SimCity 2000, there are Light and Dense concentrations of Residential, Business and Industrial zones. Light zones don't pack in the population or value, but they produce less pollution and crime. In general, dense concentrations are best. Begin by building an industrial zone, preferably near a map border. Squares within the zone must be within three squares of a road or rail in order to develon Create long

blocks, six squares wide with roads on the long sides. Then build an even larger residential zone beyond the range of the pollution. Finally, build a small commercial zone between the

two previous zones. Half of all zones. should be residential.



Airports and seasonts bein your city grow. Airports bring in more commercial business. while seaports help stir up industrial activity. Airports also produce lots of pollution. so locate them at the edge of the man or on an island Keen the number of airport squares to a minimum since larger airparts don't give you more benefits-they just cost more.

# PUBLIC FACILITIES

Public facilities are buildings and see vices provided by the city for its citi zens. The whole point of providing these facilities is to keep citizens happy and to attract new citizens. You must have at least one online and fire station each. Schools serve up to 15.000 necole and colleges serve 50,000. Both are good choices. After that, give the people the facilities that they demand publicly. Prisons are a mixed bag, so avoid them. Build lots of

# Carlotte State







### 3-D TERRAIN

WATER SYSTEM

The Raise and nteresting ferrain or to make useful changes to your urban



hills can be flattened so that they don't interrupt your grid layout. You can create islands to add to your usable land area, or lower land to create lakes, which increases the surrounding property value. You can even use the Lower Land option to fight fires.

### **BONUS GIFTS** Gifts to the city take many forms, but

some gifts aren't

free you might

before building

went to went

irtually all of them are useful The Mayor's House doubles as a polling place for public coinion. Other gifts benefit particular zones or the entire city. A gift appears when a precondtion of population or some other critena has been met. You don't have to use gifts when they first appear. Since



# **ICONS**

The buildozer allows you to clear land, raise or lower land, or de-zone map squares. The Power icon activates power lines and gower



ROADS Road options include regular roads, highways, turnels, highway on-ramps and bus depots. PESIDENTIAL Residential zones can be light or dense. Zones can be





Theindustrial areas can be light or donse, as well. Dense indus-tries produce more poliution. PORTS Small airports and seaports large ones and are cheaper LANDSCAPE The cost of a tree is \$3











with parks, 2009, stadiums, and even a vachting marina. PEWAPO Gifts appear when you meet a preconditi

# STRATEGIES FOR MEGALOPOLOIDS

Everything that happens in SimCity 2000 is governed by formulas and rules. If you understand how those formulas are applied, you'll be able to maximize use of every seque on the landform. The information on these of the great things about this game in that you can do anything you want. In fact, it's often more fun to break the rules just to see what will happen. Sometimes, the sims who like in you card you'll supprete you.



### MONEY, MONEY, MONEY

Numeric part zies of cash to tudid a mejalopolis.
The first raise if that you'll sam may of your memory from properly tables. High raise if that you'll sam may not you have light propulations are the best means to enser be books. A first raise of 5% works best, perconarging new obtains to move in while basing existing critical parts and properly so that the best to go into long from their City you'll have been to go in long from their City you'll have been to go in long from their City you'll have been to go in long from their City you'll have been to go in the go in the properly with the properly so that the bears to go in long from their City you'll have been to go in the properly so the properly so that the properly so the properly s

Activate all feer of the Fisence options. Yeu can be different to rate for incustries, as well. Encourage clean industries such as franze, moles, and electronic over politicity of the district such as the second of the district such as the second of the district such as the distric







-636 ---693

302

### -

# GETTING AROUND

SimCity 2000 differs charactically from the original game in the area of transport. You won't have to turn your town into a glant rell system to get efficient transportation. In fact, the most afficient means of mass transit in Simility 2000 are buses. Place bus depots on company where are professional programmers where are profess.

But See Training to the Control of t



# HOME BASE Military bases sopear once your city

reaches a population of 52,002. Although your neighboring tibes worn it attack you, the military bears is still useful. The base that appears depend on the type of land-torm you are using. A secondard city will be seen to the period of the



# sources of road cost \$1 in maleterance per year. Hast adds up. You should whatey bold reades to you neighboring chief off the map, though. The exit a commerce and immigration is well worth the cost of the connecting road.

### ZONE OUT

Zenes are not created equal. Early in the gene, one water half of all cores to be residential of the other half of year zenes, the at all cores to be residential of the other half of year zenes, the state changed to be three industrial zones to one commercial zone. That state changes to two-to-markly use of year populations is between 7,200 and 60,000. Allower that, the ratio should be one-to-mark and 60,000. Allower that the ratio should be one-to-mark and state of the ratio of th

NINTENDO PONTE





### POWER TIPS

Several strategies come into play when building or planning a power system for your city. You must consider the power sources available at the time period when you begin the game and the long-term benefits of each type of system. The landform you choose may also first your choices initially, and cost is always important. Power sources are the most expensive items short of ercologies. The best value for your money early in the game is lost to power, it costs \$20 a mercayatt compared to \$30 per megawatt for oil and \$100 per measwatt for nuclear, Furthermore, hydropro





duces no pollution. The only problem is that you

There's a solution for not having waterfalls, Build some. At the edge of your map, raise a line of land squares one unit high. Put water on the tops and slopes, then build dams and connect a power line to one end. It's cheap, endless power. When you reach the 21st century, new power sources become available, including migrowave and fusion power. Fusion power is the most cost effective source at \$16 per megawatt, but the reactor will set you back \$40,000 and it might melt down The energy-saving ordinance can reduce your need for more power, but it will cost a certain amount every year. Although solar power looks attractive, it's not.





in the future, people may ive in clant, self-contained arcologies. There are four types of arcologies Phymouth Forest Darco and Launch Base, and the

ery expensive



\$200,000, As many as

65,000 SimCitizens can live in a sincle proology The Darco is the best unit for the money, popula tion and amount of poliution.



Prisons set criminals off the street but they aren't the answer to a crime-ridden city. A full prison holds 10,000 prisoners but releases one quarter of them every year. It can also become overcrowded. Prisons produce lots of pollution, too, A better solution to crime is to keep your police stations well-funded and to make sure that coverage is adequate. Use the may option to see your coverage. Finally

you can enact anti-crima ordinances

that help reduce crime.

# SUPER NES EXCLUSIVES

Several gift items appear only in this Super NES version of SimCity 2000. The three units are the TV Station, Rocket Base and New City Hall, The requirements are 200,000 citizens for the TV Station, 3,000,000 for the rocket base, and 1,000,000 for the new city

## NEW CITY HALL



POPULATION 1,000,000!



# **ICONS** CENTER VIEW

Click the gross heir own point of the map that you went centered. DISPLAY MOD Show all buildings, zones only, roads and the under

Click on a building or squire to soul INFORMATION View stats, set budgets

compare graphs and

EMERGENCY Sand police, firemen or soichers to a chasten

ZOOM Zoom in or out, or rotate the view clock wise or counter-clockwis MAPS

Miso your city's con-DISASTERS/

Send in fires, floors, tornadoes, quakes, mon sters and humicanes. UTILITY Save the current par

**OPTIONS** 

R.C.I. METER This meter shows the relative



cted perfectly because

there is a leg period between when you build a new zone and when it is reflected in the meter. Use it as a general indication of demands and to digated by bars extending above the middle of the metar, and negative demand droug below the line.

# STRATEGY



Set 100 years before Lufia and the Fortress of Doom, Lufia II: Rise of the Sinistrals is proving even more popular than its puzzle-laden predecessor, and with good reason. There are even more magical mysteries to solve than before, plus new characters and combat features. For once, the sequel (or prequel, in this case) is as good as or even better than the original!

### MONSTROUS GOOD FUN

Lufia II: Rise of the Sinistrals puts even more pressure on the ol! grey matter than its predecessor, and that's just fine with hard core RPG/puzzle fans. We'll start off with a quick review of some of the common, veneral oriestions we've received, there we'll pick apart some of the tougher puzzles in chrono-

## logical order Item Points

There seems to be some confusion surrounding Item Points, especially for those players who are still in the peginning stares of the game. Certain items, weapons and pieces of armor have special attack and/or defensive powers that are fueled by Item Points. You earn Item Points every time you are hit or damaged, and your current supply of points is displayed on a meter on the battle screen. To use an Item Point ability, select the Flame icon on the battle screen. This will bring up a list of everything the current character has equipped. If an item or a

Item Point ability, it will be listed to the right of that object. If you have enough Item Points to use that ability, it will be highlighted:



Capsule Monsters

The Capsule Monsters are some of the most popular characters in Lufia II. and many players have asked us to reveal which ones are the most powerful and give their locations. We'll do better than that. The chart to the right shows the name and clan of each monster, the type of magical power it wields and its general location. The two best creature companions are, in our humble opinion, Flash and Sully, Flash starts out as an unassuming little Shaggy, but she'll soon mature into the parry's hest healen Sully is to the weg-

etable-like Raddisher clan-

and with the proper nutrition,

he'll become the party's best overall fighter. Most players seem to have no problem finding Sully, probably because he's right

next to the main path through Flower Mountain, (Check out the Luffa II review in Volume 85 for clues Hint: Jook around after you solve the Teleporter Trek puzzle.) Flash, on the other hand, is just a bit off the beaten path in the North Dungeon

When you enter this grim pit, so all the way left and up through the upper left door. Then go left and down through the door there. Co up. and left through the next door.

You'll now be in a room with a staircase that moves when you approach it. The trick here is to literally back it into a corner. From the rfue sign, walk straight down to the staircase Get on as left

side and walk one space to the right. When it moves walk left one space, shown one space and right one space. The staircase should move downward. Now walk eft one space, down one space and right one space again. After the staircase moves, walk left one space. down one space and right



Finding Flash will be well worth the effort.

staircase should now be tranned. Go down to the next

level, then walk left and down through the door. In the next room, push the pillar one space to the right Walk around to the bottom side of it and shoot your

Hookshot straight up. Pick up the pot and put it on the switch to open the bottom door. Push the pillar left two spaces and go down through the door

Take the staircase down then go right and up through the door. You'll be in room full of moving platforms. Get on the first platform and step on the right arrow twice. Exit through the bottom door

Hook your way up, right down and right again. Wall straight up to find Flash. Once she has joined up, retrace your steps and exit this Coamber to continue with your existen

rations		
Monster	Magic	Location
Jelze (Foorny)	Neutral 1	Foomy Woods
Blaze (Deg)	Fig.	Ruby Cave
Flash (Shaggy)	Light	- North Dungeon
Gusto (Herd Hat)	Wind	Tower of Sacrifice
Sully (Raddisher)	Earth S	Hower Mountain
Zeppyc/Red Fish)	Water	Sea Cave
Darbi (Mycoredo)	Dark	Capsule Monster Shra

### Odds & Ends

The last few general FAOs we'll take care of all at once. Tia, Dekar and Lexis eventually leave the party when their own adventures pull them away. Despite desperate pleas from our readers, we're sorry to report that there's no way to get them back; that's just the way the plot unfolds.

If your characters sometimes start a battle in reverse or scrambled order, it's were because they "Surprised" by their opponents. You can change the party order in battle using the Arrow icon, but if they're doing fine, you eath leave them alone. They'll reorganize themselves automatical ly once the battle is over



fastly some players are wondering how to divest themselves of Cursed items they foolishly slipped on "just to see what would happen." The only way to Unequip them is to go to a church and the Lift option. Remember that curiosity killed the dragon-er, cat!

### Treasure Sword Shrine

Now it's time to take a look at some of the puzzles and perils that have many a hardy adventurer running scared, or at least scratching their heads in confusion. The first is located in the Treasure Sword Shrine You'll eventually come across a "platform room" with a single treasure chest in it. To get to the chest

from the staircase, walk down

and step on the left platform. Ride it to the left. Step onto the next platform to the left and ride it up. Step onto the



The Cold Rapier will come in handy very soon.

next platform and fide it to the right. When it stops, step off and walk all the way down. Take a couple of steps to the left and board the plat om above you. When it

stops swalk up and open the chest for the Cold Rapie In the man with the four switches, you'll need to flip. there in a particular order to make a platform move over to you Start by flipping the top felt switch, the bottom left switch and then the top left

switch again. Move to the right side of the platform. Flip the bottom right switch once. the ton right switch twice and then the bottom right switch one last time. Walk down across the platform and then right and up to the exit.

### Ancient Tower The Ancient Tower is the next

stop on our dungeon tour, and one of its biggest attractions (sure to please monsterlings of all ages) is the Monster Races. The clue sign gives you some good advice. but If you really want to juice the race, here's what you do. Go up and step on the right teleporter, Swing your sword to make the skeleton come over and hit the activator switch. This will send you to the upper door for the win.

As with many of the puzzles in this game, the solution to the room with the two statues (standing on red and blue rugs) is maddeningly elusive,



the red statue three times with your sword and hit the blue. statue five times. Now step on the switch between them to open the bottom door. Go down through the door to find a Save Spot

After you defeat Gades, he'll fry to sink the island. You'll be separated from the ost of the party and given a choice to go down one of there staircases. Walk down the right staircase and destroy the red statue with a homb. Go back upstairs. Go down

the upper staircase. Follow the nath to a blue statue and shoot it with an arrow. Return to the unner room. Go down the left staircase. Go up



to lower the blocks in other areas.

through the door and down the next staircase. Walk on all the tiles to light them up, then en down through the door. Light up all the tiles in the next room to open the bottom door. Go down through it and the next door to exit the tower Climb down the ladder and enter the door. Walk up and step on the tile. Iris will appear and transport you back to Parcelyte.

### North Lighthouse

The North Lighthouse has only one major puzzle left that wasn't envered in a nast review, and that's the Arrow Enigma. The clue sign in this and points beyond!

but embarassingly simple, room states, "The door the once you've figured it out 'Hit' arrow's pointing at opens." liferst of all, move the top block one space to the right. Now push the second and third Blocks from the top two spaces to the right, Lastly, push the bottom block one space to the right. The blocks should now form a crude arrow pointing to the right. If you make a mistake, use the Reset spell and try again.

### Phantom Tree Mountain

Your search for load sets you up for a most unusual task. In one area, you'll need to make some grass and bushes grow to open a door. Walk down to the left side of the left bush in the bottom row without stepping on any bushes. Once you're in position, take two steps right, one up, one right. two up, one left, one down, one left one up, one left and three down. Walk around to the right side of the bushes in the middle row and step on the right bush. Now go to the ton center bush and step on it to trigger the door. If you go up through the door and cut



down the bushes, you'll discover a treasure chest. Onen it

to claim the Fire Arrow That's all we have for this month, but later, we'll pick up right where we left off with tips on the Tower of Sacrifice



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# MAUI MALLARD IN

The name's Mallard-Maui Mallard, Quack posed to be on vacation, but that was before S A Shaman looking for a Mojo. A Mojo Idol, I didn't know a Mojo Maltese Falcon, but I knew I'd find whatever she wanted. Course she didn't exactly say she needed my help. But where else could

she find a dashing drake with my intelligence and Mazing ninia skills? Besides, I'd been meaning set out of this high-rise botel. and explore the island. Just a soon as I figured out which one of the elevator buttons took me down to

It's a good idea to know what stuff to look for in case you lose your luggage or just

# the lobby. THE LOOT

TREASURE

FIRE BEETLES

**GLASS OF PUNCH** How about a nice Mass Punch? Guzzle a Glass of Punch and w mstere 15 life points.

YIN-YANG

uckfuscious say: Ancient Vin-

Fire Beetles have a w

ZOMBIE POWDER BAG Zombie Powder Begs will your herith points by 50.

your luggage key. Take a gander at the gear every detective needs in the field. GOLD YIN-YANG

> in-Yana coins bestow e CONTINUE POINT

PITCHER OF PUNCH n entire Pitcher of Punch en our life points will be restored to ull strength.































# nojo mansion

I did some digging around town and found out that the Moio Idol shared the same name as a dilapidated shack on top of a

to watch my waddle or I'd end up at a dead end-and I'm not talking about back alleys. The door was open, so I waded into dusty colswebs that clung to everything like a 'Erisco for.

nearby hill. The house was zoned for creepiness. I knew I had This creepy joint is jammed with spiders the size of coconuts. You're the only ducky exter-TOTAL COLUMN minator for several hundred nautical miles, so grab your trusty Bug Gun and start cleaning





# REAL TOWN

I stopped to rest against a bookcase, not realizing that it was a trapdoor until my tail feathers slammed against the dank dungeon floor, If I wanted to see another tronical sunrise. I had to keep an eye peeled for traps.

# PRESSURE PLATES

Rand Thirt The room went dark. A shot rang of Dang! Missed again! Stay close to the slowing bug and keep an eye out for spiders scurrying out of the shadows. To hit the lowest arachnids, hold Down on the

# Control Pad while shooting. N THE DARK

this glowing bug, but you won't have much time to react to the squaries share much

# METAL SPIDER

Moto idol? Giant spiders? This was no ordinary case. I was confused and exhausted. Seeking guidance, I returned to my dolo.

# Part ONE

The local witch doctor was waiting inside the dolo. He must have thought I looked out of shape, 'cause he created an army of ninja clones to spar with me.

# TO THE PARTY OF

The rain beat against the jungle fronds as I hid in the shadows, my staff cradled against my chest. It was a bad day to be a ninja clone-a really bad day.

STATE THE PARTY AND ADDRESS OF THE PARTY AND A

### My training was nearly complete but the witch doctor had one last prescription

for me, All I knew was that I wasn't going to swallow this pill lying down.

### STRONG BOXES

# **SMASH TEST DUMMIES**



# MUDDRAKE MAYHEM

# 

I made my way to the Muddrake village as the playful natives shot tiny darts at

## TO THE THE PERSON OF THE PERSO

The village was in chaos. Apparently some of the natives didn't know about my lunch appointment and thought I was a feathered version of Godzillal

### In the heart of the jungle lived a hand of time natives called the Muddrakes. I heard that they wanted to have me over for lunch.

and of the

Peals of laughter echoed through the village, I finally found the party! The Muddrakes were organizing a strange

### my tail feathers. They didn't bother me half as much as the pesky insects. PAJAMA TIME



# Great disky duck: The local shamen down to size you're miniaturized



# contest and I was invited to participate. THE COLISE



# sacrifice of maul

I'd been in hot spots and made some long

# The mountain was erupting! I was out of

the volcanic frying pan and into the molten fire. I had to hurry to stay one swing ahead of the hot, liquid rock,

# ried to the top of the volcano by the ecstatic

Exhausted, I sat down on a piece of numice to await my fate. As the lava surged around me, the rock began to float, Eurekal I would float my way to the too!

# brimstone Olympics. Only my ninja skills TINY BUBBLES

leaps in my time, but this volcano was the

kept me from becoming roast duck.

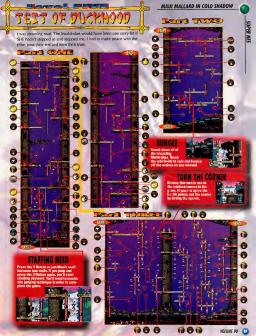
Maul can leap across the lave gas bubbles, but he'll sses. Aim for the 1 1

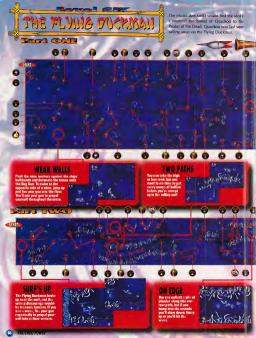
# **ERUPTION!**

## RISING TIDE

slaw your propress

natives and thrown into the fire.









# MOJO STRONGHOLD

With a wave of his bony finger, the grateful Quackoo teleported me to the Mojo Idol. It was a short trip. I materialized on a rocky cliff high above the island. Shabuhm Shahuhm, an evil Moio Shaman, danced between two pulsing orbs. Lightning bolts raked the purple sky on all sides of the altar. If I would wrest the idol from the electrified shaman, I knew the Island could be saved. But how would I do it? For brief moment I saw my fate in the glittering eyes of the idol. Now I was playing with Powerh.

# A HEALTHY HABIT

agus aftur you break hoth center orbs, se make it a habit to crush the crys-tals and grab the juice before you

# **MOJO SHAMAN**

# **ECTOPLASMIC ENCOUNTER**











Your fighter is primed and ready. You have all the moves. A bit of shrewd bidding won you the right to hold the Killer Instinct match in your favorite arena. Now it begins, Move against move, the fighters clash. throwing special attacks at each other and stringing combos together to inflict maximum pain and humiliation. You can sense the masters at the Ultratech Corp sweating bullets. Your opponent screams out his challenge. "Sammamish!" and rushes forward, but you have all the cards. Unexpectedly, you whip out a special combat effect and trip up the rash pretender. Oof! It's over. He doesn't get up. But maybe it's just the beginning.

moves to be used in combat. In addition to

lifer Instinct has a new face and a new battlefield thanks to Topps Games. KI, the Collectible Card Game takes the excitement and strate-

gy of the Nintendo video game and turns them into a multifaceted strategy game played with cards. Following the success of collectible card games such as Magic: The Gathering, Topps created a same that takes players behind the scenes of KL as well as into the arena. You sign up your favorite fighters: Tl Combo, Rintor, Cinder, Fulgore, Orchid and all the rest, then create stacks of moves and special

the fighter stacks, you'll have an active hand that includes special combat effects that can be played on top of your moves. In the Promotion Phase of the game, players hold bidding wars to control arenas and gain special advantages, if you're into collectible card games, you'll find KI to be refreshingly different-complex but filled with action, too, if you're into Killer Instinct, you'll experience a whole new side to the dark, 21st-century blood sport. Either way, KI the Collectible Card Game turns

out to be a winner.

## HERE'S THE DEAL

voically, you play KI with a 60-card deck, which is the size of the starter deck from Topos. Expansion sets are also available for players who want to customize their decks

and set them up with the best mix of cards possible. In the section below, you'll learn about the different types of cards. Play proceeds in four steps: the Draw Phase, Promotion Phase, Combat Phase and End Phase. In the Draw Phase, players fill up their hands, move cards and discard extra cards. In the Promotion Phase, players bid for arenas and make match-ups. The Combat Phase determines the outcome of battles. In the End Phase, you add up victory points in your trophy pile and determine if winning condi-

tions have been met. The heart of the game is the Combat Phase, and the heart

of the combat is the innovative bloodline on the tops of the cards. It works like this: opponents show their cards at the same time and place them head-to-head. If your bloodline covers the area where your enemy's damage number appears. then you get a hit. Each fighter begins with 28 hit points, which are counted down with markers or pencil and paper. The second innovation in KI the Collectible Card Game is the use of combos. Combo symbols appear on both sides of Move cards in three different colors. If you get two hits in a row and the combo symbols match on the two cards, then you score extra hit points for the combo. Once you grasp these two concepts, the game becomes a matter of strategy in which you outmaneuver your opponent. When you add the wide variety of Combat Effects that can be played on too of the Move cards, you get a very involving game.









PROMOTION EFFECT

COMBAT EFFECT

tage. Combat takes place in these exotic locales.



action or consequence.

Like Draw Effect cards Promotion Effect cards have a wide range of effects on the came, randing from victory points to matchins.



These effects are played during a fight and can change the course of the action. They can heap on the damage or block an opponent's mayo



End Effect cards can influence particular righters or one player's standing.

# LET'S FAKE A DEA

On this page, we'll show you how a few sample moves play out. It may seem complex at first, but once you understand the basics, KI the Collectible Card Game moves pretty fast.

#### FFECTS RULE





the game, you can play any Draw Effect card. For instance, you could play the Efficiency Expert card. which allows you to draw an extra card every turn during the Draw Phase. That gives you a one card advantage over your goodnents, who can draw only two cards. You might also play Corp. when bidding for an arena. Penetration-a Draw Effect card

that forces your oppopent to reveal his hand and discard all duplicates. In the Promotion Phase you might play a card

such as Even Lin This card forces your opponent to PLAYER ONE BLOGOLIN reduce his fighter stack to match the number of cards in your stack. If you really want an advantage, you could play the BLAYER TWO RAWLES Team Up card and add a second signed fighter to your match Promotion Effect cards can also be used to boost your Trooby Pile winnings or to give you an edge

### THE CARD





Both certis are placed so that their too. edoes match up. To determine the outcom of the moves, you compare damage points and bloodlines. If the damage number on one player's card falls within the range of the bloodline on the other player's pard then the first player takes damage

### THE FIGHT BEGINS...









PLAYER ONE DAMAG

BLAYER TWO BLOODING







cards, misses with his punch move while .I Combo (the lower line) lands a special punch for four points of damage.



another point of damage.

cwardine card Since the Knee KO beats Japp's Low Medium Kick, TJ gets the hit and a Combo for extra points. He also plays a Combo Effect card that adds



two combos in a row by matching the red foot icons and getting the hit while ndo misses again.



the Low Fierce Kick, then adds the Kick It Combat Effect for an extra point of damage. TJ Combo then card to negate Jago's special effect.



Combo plays a comb breaker card, in fact, Jaco ends up taking two damand points



# TOPP ART



Not only does KI the Collectible Card Game have excellent game play, it's also a showcase for computer rendered art. All of the new scenes are based on the characters and styles from the KI video games, but Toops Games went even further to bring to life the dark, cyber-future of Ultratech. Digital, 3-D. artists, such as Norm Paul Dwyer and Kurt Kanellos, rendered it almost real.















### CREATION OF

Topos Games sent us an early test deck of KI back when the game was still in development. If you've ever wondered how to make a collectible card game, take a look. The developers began with basic ideas of how the game would proceed. They wanted combat and an element behind-the-scenes

the combat engine didn't include bloodlines initially, but that innoeventually made the game a killer. Test decks were used to check playthey were sim white cards with moves, effects and a black

and white drawing.

intrigue. As you can see.



ORCHID'S FIGHTER STACK aton Crunch! ire Cat

Lasaken! w Quick Kick!

CHECK OUT THE WINNING DECK FROM THE KI NATIONAL CHAMPION ARENAS Air Box Sabotage! x3 Terminal Velocity!

> **EFFECTS** orate Raid! x2 h of Orchid! x3 y Exxpert! tation! x3 the World! x2

> > ow CEO! x3





ou can find the Ice Cave near the only series of waterfalls that cascade down the east shore of Ever-Frost Island Two rivers flow hereath Ever-Frost's frozen peaks. While you can swoop down into either the right or left cave, the cavern on the right is much longer and is filled with broken blocks of ice and turbulent waterfalls. If you want to explore the entire length of the Ice Cave, you'll need to use the Rocket Belt.







reach the warp star at the end of the casern.

### WHERE ARE THE WARP STARS?

nere are four warp stars in PilotWings 64. Whenever you touch one of them, you'll be teleported to the Bird Man Stage. You'll need to use the Rocket Belt to find most of

them. Look for Holiday Island's warp star along the southeast coastline. Crescent Island's warp star is inside a small cave at the base of the north shore cliffs, near the runway. You must rocket your way to the

District

Crescent Island's warp star is hidden inside a tiny cave below the island's northern bluff.

end of the Ice Cave to find Ever-Frost Island's warp star. Finally, if you soar across New York's miniature version of Central Park, you'll discover the warp star for Little States Island



You'll find the warp star on Little States Island in New York's miniature version of Central Park



ook for it along the island's southern coastline.





### SUPER MARIO RPG: THE EGEND OF THE SEVEN STARS

ou'll find Samus in the guest room of the Mushroom Kingdom Castle after you complete the Star Hill area and before you venture into Nimbus Land, Stay in the Mushroom Kingdom Inn. then so to the Mushroom Kingdom Castle. After you enter the castle, go through the door on the far right. Go through the door at the top of the room to reach the guest room, Inside you'll find the best bounty hunter in the solar system.





Inn before Semus signs the guest register.

### HOW DO LIGHT THE PRINCESS'S CROWN?

icking up the Princess's crown is one of the trickiest tasks in the game. The crown is sitting on top of Booster's head. To retrieve it, stand to

the side of Booster, face him, and press the A Button. Since the A Button is also used to talk to people, you cannot take the crown while Booster is facing you.





The Princess's grown will land on top of Booster's head after the wedding is broken off



the B Button before he turns toward you.



on it, Jump back down and try again, and later around the 22nd and 23rd.



### HOW DO LIGHT THE ATTACK SCARF?

ou can get the Attack Scarf from the K-9 in Monstro Town if you execute 30 consecutive Super lumps. Enter the second door down from the upper left corner of Monstro Town.

inside you'll find a K-9, a Thwomp and a Piranha Plant. You need to practice the timing of your Super Jumps to pull off 30 leaps. The timing of your jumps will change around the 16th and 17th jumps

Wait until Mario's feet hit the floor before you leap into the air again. You can win the Super lacket here if you accomplish 100 consecutive Super Jumps.



Go for the Super Jump record and win the Attack Scarf in this room in Monstro Town.



Time your leaps so you execute another Super Jump when Mario's feet touch down.



jumps. If you make it, you'll win the Super Jacket.

### FINAL FANTASY III-WHERE DO I FIND THE MOOGLE



he Moogle Charm is hard to find unless you know how to get it. You need to stand exactly where Mog was waiting when you found him in the mine behind Narshe in the World of Ruin, While standing on the spot, face up and press the A Button to receive the Moogle Charm. You won't encounter any random monsters when Mog is in your party equipped with the Moogle Charm.

CHARM?





You'll find the Mopple Charmif you stand in the spot where Mog was in the mine behind Narshe

encounters. Mag must have the item equipped

### HOW DO I DEFEAT WREXSOUL? Zone snell until the Soulcavers are

are two methods for defeating the wicked Wrexsoul who haunts Cyan's dream. The easiest technique is to defeat the two flaming Soulsavers hovering nearby. Cast the X-

destroyed. To win the battle, you must defeat both of the Soulsavers simultane. ously. If you don't have the X-Zone spell. you'll need to defeat and revive each of the characters in your party until Wrexsoul reveals himself. This is the only way to find Wressoul, who is hiding inside one of your characters. Your party members should be at least to level 55.







simultaneously X-Zone the flaming Soulsavers.

by defeating and reviving your companions. WHERE IS THE ANCIENT CASTLE?



he Ancient Castle is listed as Odin's Palace, #23 on the World of Ruin man nackaged with your Final Fantasy III game, If you don't have the man, on to Figure Castle and talk to the

Tell him that you want to go to Figaro and he'll pull some switches that cause the castle to submerge beneath the desert. During the journey, the castle will stop and the man will mention something about a "strange stratum" in the bedrock. He'll ask you if you want to continue your journey or investigate the rock. Tell him you want to stop and explore, Walk to Figaro Castle dungeon's far right cell. Inside you'll see a hole in the wall where you can enter the cave leading to the Ancient Castle.



During the journey, the old engineer will notice the strange stratum in the desert's bedrock.



Go to the Figero Castle Dungeon to find the cave leading to the Ancient Castle's old gates.

# THE LEGEND OF ZELDA: LINK'S AWAKENING HOW DO I DEFEAT THE ARMOS



f you're not using the correct weapon, defeating the Armos Knight inside the South Face Shrine can be a daunting task. You need to use your Bow and at least ten arrows. The first five

KNIGHT?

arrows will destroy the knight's shield and another five will crush his stone armor. Try to keep your distance by standing at the bottom of the screen while shooting upward at Armos. You can also use your feather to jump up in the air and avoid the earthquakes created by the knight's stomping feet. When you defeat the Armos Knight you'll find the Face Key for the North Face Shrine.







arrows to pierce the Armos Kright's armor

armor. using the feather to float above the floor. shooting

WHERE IS THE MAGIC POWDER?

shooting at him from the bottom of the screen.

To used to find the Sleepy Toadstool and deliver it to the witch in the Mysterious Woods before you can receive the Magic Powder. From the Raccoon, walk down a screen then right one screen to a cave will all the way through the cave to find the Sleepy Mushroom on the other side. The witch will make you 20 sacks of powder, if you run out, get another toad-stool and have her make more.



four ill receive 20 sacks of Magic Powder the first time you give the Steepy Touds tool to the witch in the Mysterious Woods, Magic Powder works on the Recoon and has other uses, too.



second toadstool until you use up all of your powder supply. Return to the forest to find another Sleepy Toadstool in the same spot.

### Q & A FAST FACTS Policy Projection of the Company o

### FINAL FIGHT 3 How can I find the different routes

- through the game levels?
  A Try destroying the doors you see in the bookground scenes of the stages. Some stages do not have doors or different routes, but it's important to try all of them.
- O: Can you get the guy out of jail in Round 2? A: No. You cannot break him out of jail. Besides, he's one of the bad guys.

#### FRANTIC FLEA

What does disgram do? The disgram displays the percentage of fleas you collected in the stage. Is there any way to continue?

How do I get credit for rescuing a miniflea from a Pain Poo?
Wait until a number starts counting down above the post, then rescue the MEGA MAN: DR. WILY'S REVENGE

O: How do I get the Power Pellet on the platform above my head in the Fire Man Stege?

A: Bo to the right and freeze the spurting fiame with the Le Slasher, Jumpuo on

the frozen flame then hop back to the left to the Power Pellet. How do I get the Power Pellet behind

 How do I get the Power Pellet behin the steel wall in the Sky Fortress?
 Use a powered-up Atomic Fire blast.



combining a guintuplet of the biggest arcade quarter munchers in history on one Super NES Game Pak, Get set for a five-star blast from

the past!

### AN ARCADE-IN-A-CARTRIDGE

In the early '80s, the first wave of

home video games was enjoying some success, but most of the fire

and fury of the video game business was still centered in arcades.

Robotron 2084 and Sinistar took

design concepts and game play to new heights. Fans still count these among their favorites and search high and low to find them. Luckily for us, we won't have to troll the local pizza parlors anymore to get our daily allowance of Robotron.

These classics are strutting their still-tasty stuff in a new collected

edition for the Super NES. All of the

white-knuckled excitement and seat-of-your-pants game play of the

originals are here, little dimmed by

the passage of time and technology!

blockbusters like Defender, Defender II, Joust,

Innovative



### Today's High Scores

SINISTAR

OFF ERDER 10000 OEFERDER II 10000

The high scores aren't saved, so you'll just have to set new records every time you play.

Defender 1980, 1996
 Defender II 1981, 1996
 Joust 1982, 1996

10000

Robotron 2084 1982, 1996
 Smistar 1982, 1996











All these games let you set the num ber of lives, ditticulty level, scores for winning extra lives, etc.



It all the colonists are kidnaped, the planet will be destroyed, and you'll continue the tight in space.







Then, as now, arcades needed variety to draw customers, but it wasn't unusual to find two, three or four Defender consoles in a single place. It was only natural to produce a sequel, and how sweet it turned out to be! The premise of Defender II (originally called Stargate) is the same as the original's, but the alien ships are smarter and faster, and they swarm in far greater numbers. There are also two Waros that allow you to slip to the opposite side of the planet in the blink of an eye.





Besides your nuclear bombs, you also have a new Inviso cleaking





Used with caution, the Warps can save you time and maybe your





If left alone, an egg will hatch a now, m warrior. In the early stages, let the egg once or twice, then collect them for bic

Joust brought a whole new perspective to the arcade game scene. Here was a 2-Player, simultaneous action game that didn't involve shooting something, and, to everyone's pleasant surprise, it turned out to be incredibly exciting to play! The idea is to knock a screenful of oppos aerial knights off their mounts and collect the eggs they leave behind. You must hit your enemies from above, and they'll try to do the same to you. Your opponents become more aggressive in the higher levels. and they'll be joined by seemingly indestructible pterodactyls.







h some stages, you must collect eggs before they hatch. Dos troy the "indes trectale" pteredactyl with a head-on hit to the beak.



Whether it was the heartbeat-like soundtrack or the oh-so-simple yet ohso-addictive game play, Robotron 2084 was one of the most absorbing es ever to inhabit an arcade. Now you can destroy robotic renegades and save the last human family with your Super NES. The A, B, X, and Y Buttons have replaced the arcade console's second joystick for fire control. Angled shots are achieved by pressing two buttons (e.g., press Y and B to fire down and left), and the system works well. You must clear each arena of a dizzying array of robots and collect as many humans as possible before they're crushed beneath metal

The trick in the





"I am Sinistar. I hunger!" With those digitized words, the artificially intelligent space station, Sinistar, struck terror and delight in the hearts of players everywhere. Taking a cue from Defender's success, Williams made sure this title wasn't just another shooter. Players must mine minerals to build bombs that will defeat Sinistar, In the meantime, Worker and Warrior robots mine the same minerals to build Sinistar itself. It's a race against time, and the odds are stacked against

you! "Run, coward!"







### ONCE AND FUTURE HITS

notorious for constantly focusing on finding the Next Big Thing. At the same time, gamers can be the most clinging lovingly to their long-time favorites, turning aside all criticism of them, and crying, "But these ames rock!" It was perhaps just this ind of widespread loyalty that ompted Williams Entertainment to release Williams Arcade's Greatest Hits. The company is not just banking on nostalgia. though. and

expects hordes

were and are so popular. He replied. These games gave us the first mix simple premise, but each had its own personality. It was the first time that camers really felt that it was man against machine."

Of the five titles. Mike cites Robotron as his favorite and calls it "the quintessential vidéo game, a designer's game, a player's game." He says that fans became completely absorbed in it because "you always knew you were going to die, it was just a matter of when. You had to see how long you could delay the inevitable. Man against machine, you couldn't let the machine win. All of

these sames were like that," Mike also cites the smooth learning curve as a big part of the games' appeal. 'The more you played; the better you got, the better you got, the more you could play. These days, you're dropping two bucks just to start a same. If you got good with Robotron, Defender, whatever, you could play for hours (on one quarter). It'll be the same feeling on

Mike firmly believes that these classics have more than a chance at new life with a new audience. "They'll always be great, no matter the platbut what makes them great hasn't, New players will be setting off on the same things that long-time fans did, and love-time fans will be getting hocked all over again. They'll be going, oh, this is just like I remember.





WEARING WHIZO OH A MONDROUL LOURNEY MIKOUGH TEN STRANGE AN WILMSKAL STAGES!

### Whizz is in it to Win!

Whitz is a well-dressed globy, who s's a well-dressed globy who s's a wind program of the some strange reason the keeps losing no to so one strange reason the keeps losing no to save any chance of trainbling, it not have any chance of trainbling, it not have any chance of trainbling, it not have any chance of trainbling that the bong ground fen goote fand-scape trying to closus the lost balloos that scape trying to closus the lost balloos will be startling through the amazing, alabyjuths, Whatz will have to go usual have one will have to go usual have to shall have to sha

and spatch up numerous bonus goodes to help him keep shead of the clock. As well as offering loads of fast-paced theilenge for gamers of all ages, the game provides players with plenty of chuckles while they help the funny. Ittle burny filled his pide and become a winner!



While Whitz's main amis to locate his missing not an balloon at the end of every level, there are plenty of smaller goals to accomplish in the game, such as launching Interockets, unlocking treasure troves, and discovering each stage's special secrets.

### Whizz's Wonderland

in Whizz, players will hop through four exotic lands in ten separate staxes, each with its own unique challenses, and unrisual look. For example, when the happy hare winds up in a wintry world, he'll go for a

slippery spin on a sled, but later, when the bunny finds himself hopping along sandy shores and sunken ships, he may end up becoming the captain of a submarine! While it's tempting to slowly explore every stage, it's

low, you'll be better off just finding

your balloon as fast as you can, rather than running out of time and bave to begin again at the start of the stage You'll find that there are plenty of

traps and perils placed throughout every level of Whizz, but, luckly, most

of these hezards can be easily avoided if you.

can burny hop both quickly and cautiously.

always important to keep an eve on the clock. If your timer is looking a little



Although getting to the balloon is a constant goal in the game, the unusual ways in which Whizz finally winds his way to it very greatly from stage to stage.

### A Rabbit's Rewards!

if the elever have searches lone and hard throughout every level, be'll earn-some fine rewards for his efforts! Whizz will have to find some items (fike blocks) just to get past certain obstacles but other items offer the rabbit better health; bonus points, or additional time. Make sure you sheck the maps for the locations of most of this loot!



#### HOURGLASS

Since Where will start each stage with only a limited amount of time on the clock, locating the Hourglesses is perhaps the most crucial part of the game! These tiny timepiaces will add 44 pregious seconds to your quickly tick ing timer, and because they're relatively rare. ou'il have to be extremely mindful that you make the most of themi

ed Potions are the most cowerful-andmost rare items that you will find in Whizz he magic elixir will completely refil the must mammeter hat keens track of the hare's beel th

#### KEY & TREASURE CHEST

If Whizz comes across a Key, he should keep a look out for either a treasure chest or a special door than reeds to be unlocked. Opening a chest will give the burny some big ones points which will ev lead to his earning an extra life.

The brightly-colored cubes give Whizz the power to break down the doors that stand in his path. The color of each block corre-

sponds to a perticular mater rial, and the power it gives you is just enouth to break down barriers that are made from the same or weaker, substances

If you say a bottle of dark liquid lying in your path, don't drink it, or Whizz will wind up with a bell vfull of bitter poison/ But if you

should accidentally down some of this dangerous stuff, Whizz would be wise to look for a nearby healing the poison starts

deina



PVOLUME 90











Why should Whize welk, when he can eatch a free ride to the right on this floating platform? Besides; there are some beddes; there are some beddes; just waiting to light with irm on the lower ledge, should he stip the stor (but).



If Whizz is clever enough to grab, the blue, cobbled cube that 8 located on the ladas just above and to the left of this area, he if be able to break up the big nock slab that's keeping this platform from rising









In this stage of the game, you're going to spend tons of time just figuring out which way to go. There are plenty of buttons to push, loads of bonus items to pick up, and lots of chances to get Whize totally lost.









### STAGE 2 A Snowbound Bunna

The bunny had better bundle upl-Whizz's next stop is a world of perpetual winter wh purple sea lions, spinning pyramids, and pestering penguins are all itching to our Whitz's pame on ice. While you're much more likely to get lost in this land of slipnery slopes and show-covered cliffs than you were in the last level, there are also more hid den rewards and secrets to uncover in this cool series of states.





Whizz can avoid this clord door if he bearly on the naths to the ight. But being a great explorer, of course, he'll went to see what's on the other side. Search to the left for the key that utlocks this barrier



Since Whigz doesn't have the strength to hop to the top of this ledge, he'll. have to look to the red and white roller for a lift Just climb aboard this tiny treadmil and press Up on the Control Pad.



weight will stand in Whizz's way unless he pushes the bright yellow utton that's tock to his left. He'll have to move fast though, or the heav-weight will fall right back on top of his little head.



Working your way up these moving platforms is a simple matter of patience, gractice and precision. The only trick is to start Whizz's jump for the next wooden platform just before it begins to emerge from the wall.



STAGE 2-3



zz will complete this next stage by sledding down an icy statom course where he can nick up some easy bodies points each time he passes through a pair of flags. But if he creates into a flag, he if fall off. his sled and have to finish the course on foot:

STAGE 2-2



By this steep of the game Whizz will need to launch every rocket he can find to gain some extra lives. This riendly killer whale will help him locate the stage's last rocket, but only if Whizz is nice enough to find the hungi







Sometimes Whizz will find anportantitem, such as a block that is locked behind bars. All you'll have to do is locate a near by Key in order to break those cs.wide.obanc

You can use this cannon to blast Whize-over-the water, but be very careful where you amit! Whizz would be wise to push the giant systick to the left for a quick tris to the red rocket.

When Whizz crosses the bay in the ittle motorboat he should tr his best to steer clear of the red bobbing hugy's, or also he's sure to drain his health meter before he even makes it to shore.

STAGE 3-2

estacks of Witzz can serely cross this wide stretch of etting his feet



He will cen tainly find this ubmarine hand Whitz shouldn't try to turnit. It seems to know

in this limit fail of sajases White will find binneth hopping across a start house of parts inspirited by sortie cultivit jokers, bud templeyed brights, and softwingsting chesiment. Here's plegity of fair and Sames to be bad, but religiouse you know that the control of the parts of the bad. but religiouse you was to be one of the parts of th

SMITCH

White his to stack its drips a furthe higher if the hopes to insight his inrext leages had a day every ways had a



If will take Whizz anywhere from one to chred tries to win at the stotmachines, so utiless you're feeling to this you find all the lag count you can before you start playing classis pice armed barries.

Whizz will reach a cross made just before jumping onto this gient checker board. Toget the great set number of Corus points, he il want for thoose the path to the left so that he hope over



### STAGE 42



### is the next stage. Writz will need to find a

variety of numbers (two, eight, and five) before he'll be sible to open this wait: insate he'll find a bunch of flegs, the but to laurch's redirecter, and an Heurylass: that's hidden behind a moveble block.









### VITATION

tournament in the world. Nintendo presents Toshinden Battle Arena, a oneor two-player Game Boy tournament fighting game packed with hidden characters, moves and codes. This portable Pak looks great on your Super Game Boy, even if the screen text occasionally reads like a bad fortune cookie. Forgiving com

puter Al and a cast

and experienced gamers can crank up the difficulty on the Options menu.









### THREE TIMES THE MAYNEM

### Story mode provides the inside scoop, describing

why your character is in the ring and what will hanpen if he or she goes all the way. Assume the role of your favorite fighter and battle your way to the top. You must defeat all of the contestants to win

the tournament.



Whether you're having a tough time against a particular opponent or you just want to fight one or two matches, VS. CPU mode is for you. Choose your favorite warrior and challenge any of the eight opponents. You cannot select hidden characters in this mode.

Toshinden has versatile options for two-player fun. You can link up with two Game Boy games or go at it with a Super Game Boy and two Super NES controllers. Twoplayer mode does not include a handicap option.

### WRUNG DUT

If you can't defeat your opponent with punch

and kicks, go for a win by knocking your foe out of the Ping. An arrow gauge at the bottom of the screen indicates how many times you can take Japosh or a shove before you fall out the sedge of the rang. The king Gust message flashes when you or your fow is hanging by a toe. It his feature



nessage flashes when you or your foe is hanging by a toe. This feature can be disabled on the Option screen.

### GET TOUGH

An Option mode lets you customize your default settings are fairly easy, experigame. Choose from one of four difficulcy levels or tweak your stamina, Ring. Option menu and crank up the challenge Out, or time gauges. Since the game's in their matches.

### LANGUAGE CODE

STE

BEAKER THAN THE

If you're good enough to finish the game on Expert Mode, you'll receive a code that displays all 210 text messages in the game. Players persistent enough to scroll through each one of the messages will find every secret code in the game. You can also peruse the text and learn every possible ending in Story mode.

### SECRET ATTACKS

Defeat all the fighters in Story mode to learn secret moves and other codes not found in the manual. These secret moves are devastating against hapless opponents.

If you need additional assistance for defeating your foes, there's a quick description of each fighter and his or her best attacks or the next case.

THE OWN

PUSH STRIT



SCORCHER

Play with fire and sweat it out in Scorcher mode. You can test all the moves you'll learn on the next page. To activate Scorcher mode, press Select three times on the TAKARA screen, then tap Up, Up, Select, A, Down, Doon, Select, B on the Tille screen. If you enter the code co



# FIGHTERS

Also known as Storm, Kayin Amoh is a Scottish Highlander who learned his sword skills from Eiji Shinjo's martial arts mentor. He has entered the tournament to seek fame and for tune with the hopes that he can build a better life for his tiny daughter.

> Hell's Gate + w + w + AB

### **RUNGO IRON**

While not particularly bright. Rungo has the strength of twelve of his fellow miners. He has entered the tournament to protect his secret mine and rescue his family. Rungo's strength and tough hide make him an ideal choice for beginning players and button mashers.



Etii Shinio is one of the heavily favored warriors in the tour nament. A seasoned adventurer, Eiji is an expert swordsman and is exceptionally deadly in close combat. He has entered the tournament in search of information resarding the whereabouts of his lost brother



### SOFIA

A former Russian secret agent toting a wicked whip, Sofia possesses the knowledge and skills to bring the toughest tournament fighters to their knees. Her blinding speed, agility and projectile attacks make her an excellent selection for inexperienced players.



Thunder Ring "air"





Ellis is a Hungarian gypsy search

ing for her family. Although barely an adolescent. Ellis combines her dancing and fighting skills to run circles around the older contestants. Recently she heard a rumo that her father, a renowned warrior, is in the tournament.





### DUKE B. RAMBART

sole purpose of finding and defeating his rival, Eiji Shinio, Long ago Eiji fought Duke and smashed Duke's sword during the exchange. Duke is back and obsessed with one goal; to fight Eiji and extract

slice by slice. Roses Coffin



BATTLE ARENA TOSHINDEN

**Grand Cross** TA TA TE



Fo Fal is a legendary warrior trapped inside an old man's body. Age can't slow this mystical master of maybem, and his ninety years of experience make him a deadly force in the ring. The secret moves listed below can be linked together to







fondo is a weapons master and the proud custodian of the legendary Seiryu Spear. Use Mondo's spear attacks to keep your oppo-

nents at bay, If you can corner your foes on either side of the ring, use a quick series of thrusts to knock them over the edge for a Ring Out





while hitting"



#### ARCADE'S GREATEST HITS



Midway Home Entertainment lease Date ......November 1996 Memory Size.....4 Megabits

#### A new name on some classic games.

Midway Home Entertainment, formerly Williams Entertainment, has collected some of the alltime favorite arcade games and slapped them into a Super NES game that promises to become a classic itself. The five



games in Arcade's Greatest Hits are: Defender, Defender II, loust, Robotron, and Sinistar. The games look, sound and play like the originals, but the development team at Digital Eclipse added some non-arcade options. On each of the games, you can set your bonus point levels, number of lives, and difficulby level. With action like this, who cares about video realistic







### BATTLE ARENA: TOSHINDEN



lease Date ......November 1996 Memory Size .....4 Megabits

#### A fighting classic goes on the road and home to Super Game Boy.

The original Toshinden featured 3-D graphics and lots of button-mashing. The Super Game Boy version may not have a ton of polygons, but it does have the hard-hitting action. Players have a choice of eight fighters, each with special moves. In the tournament mode, you play through all eight fighters, then you chal-

original game, this



Toshinden doesn't require the strategy of a KL or MK. What it requires is quickness and stamina. Finger exercises and all the moves are covered in this month's review.

Fun two-player game, Good Super Game Boy enhancements.

Not much challenge in tournament mode, Lauchable screen text.

















#### DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE





Release Date ...... November 1996 Memory Size ......32 Megabits

### The Donkey Kong dynasty continues.

What can we say? DKC 3 looks and plays better than 32-bit games, with one hundred times the memory. In the third Installment of our on-going simian saga. Dixie is joined by young Kiddle Kong for maybem

and Kremling krunching. Dixie's cool abilities. such as her patented ponytail spin, make her the most versatile Kong ever. Kiddie adds a powerful throwing arm and a big bottom, which is useful for smashing through



er, two-player cooperative, or two-player competitive. This month, Nintendo Power begins strategic coverage of the biggest Super NES game eyer. Stunning graphics. More variety than the first two DKC games.

regular stages, seven secret stages and dozens of bonus areas. Three game save files.

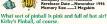
No Bonkey or Diddy.

### KIRBY'S PINBALL LAND











boards include creative pinball tasks, such as spelling out words to gain bonuses or hitting selected sets of bumpers. Familiar Kirby characters are here, as well. For the MSRP of \$19.95, you can't heat the fun

Lots of action and variety, Battery,

#### No Super Game Boy enhancements.

#### MAGIC BOY



lease Date .. November 1996 Memory Size.....4 Megabits

#### Magic comes in small packages.

Several years ago. IVC submitted Magic Boy for bug-testing at Nintendo. It nassed with fiving colors, as all games must before they are released. but the game never appeared in stores, IVC is finally bringing out this little platform game in



time for the holidays. Magic Boy puts you in charge of an apprentice wizard with the ability to capture critters. Each stage has a number of critters, traps and switch blocks. There's an action puzzle feel to the game that younger players may find more interesting and accessible than older gamers who want more of a challenge.

Nice graphics. Good play for a younger audience.

Vot much challenge.

### MAUL MALLARD IN COLD SHADOW



Company...... November 1996 Memory Size......24 Megabits

#### Disney and Nintendo present fowl play in the south seas.

Donald Duck takes on a new role as Maui Mallard, a web-footed gumshoe but on the trail of a missing moto idol. With his Hawaiian print shirt and bug gun loaded. Maui sets off through haunted mansions, a volcano and a



sunken ship, to save the island from certain disaster. The game includes seven stages of platform action, much of it quite challenging. Your main goal is to collect a certain percentage of luau loot so that you can reach the bonus area and earn a password. In addition to his guise as an island PL. Maui also takes on the role of a ninja. As a ninja, he brandishes a ninja staff, which he uses to bean haddles and climb up cliffs. Check out all of Maui's moves in this month's Power review.

#### reat graphics. Lots of chellenge

swords available only if you pass the bonus stage.

### SUPER STAR WARS



Rerelease Date ... November 1996 Memory Size...... 8 Megabites

#### Return to a galaxy, far, far away.

The original Super NES Star Wars adventure, which was released in Nov. 1992, features platform and shooting action. terrific graphics and sound and a world that everyone knows

and loves. Nintendo is bringing back this title as part of its Player's Choice series this fall, which means that you can nick up the game for a suggested manufacturer's retail price of \$34.95 That's not too bad for a



driving a speeder in the desert of Tatooine all the way to flying an X-Wing down the trench of the Death Star, In between, a young Luke Skywalker, a daring Han Solo and a hairy Chewbacca attack a lawa droid crawler, run amok in the cantina in Mos Eisley, battle to reach the Millenium Falcon and begin the rebel attack on the Death Star. It's great fun, but it's a very challenging play, as well.

Excellent graphics, variety of play, sound.

No passwords, ISee the October Classified Information for a stage select code.)

### SIMCITY 2000



Black Pearl Release Date .. November 1996 Memory Size...... 16 Megabits

### Build a 21st Century metropolis,

The sprawling sequel to SimCity from Maxis now comes to the Super NES thanks to Black Pearl, SimCity fans will find more of everything, including giant arcologies, subway systems, monstrous invaders and 3-D terrain. As mayor of a potential metropolis, you'll have to balance your budget, take care of problems such as pollution and crime, plus encourage new citizens to move to your growing city. You'll build industry, commercial districts and neighborhoods, and all the supporting infrastructure that you would find in a real city, including hospitals, schools, and roads. SimCity has never been about graphics or fast action, so the limited zoom feature and

awkward





making things work or grow, this game is for you. This month's Epic Center will get you started on the road to urban success.

A complex and realistic simulation. Lots of stuff to build. WAVE RACE 64

No Super NES Mouse option. No free terrain editing. Poor English translation.



Release Date ......November 1996 Memory Size......64 Megabits

The rayes are just beginning to roll in for Wave Race for the Nintendo 64.

Wave Race 64 may be the best racing video game to date. That's saying a lot if you consider how many car racing games there have been. It's saying even more if you consider how difficult it is to create realistic water and waves in a video game.

Wave Race does all that, combining great racing (and stunts) with an amazing sense of being on the water. One or two players can challenge each other or more than 20 stages in the racing modes and use one of





















four Kawasaki IET-SKI watercrafts and riders, but that's just the beginning. You can race the clock in the Time Trial mode or hotdog in the Stunt mode. No matter what mode you play, the graphics will knock you out and

the super fast action will



keep you sweating. Wave Race 64 also supports the use of Controller Paks. Players can save their best times and custom settings and take it on the road to a friend's N64. Only the Nintendo 64 can bring you this sort of realism and only Nintendo Power has all the strategies to win you a championship. This month's review will be followed by a strategy special in December. It's going to make a huge splash.

- Sturning graphics, Staggeringly realistic feel and control,
- The voice-over gets manotonous quickly.

#### WHIZZ







Time is running out for this rabbit. Whizz combines fast action, puzzles and enemies in a three-

quarter view romp that will challenge everyone. Once again, Titus has come up with an interesting but obscure game. Check out this month's review for more details.

Lots of action and challenge. Play control is awk-



TITLE	FOWER METER BRTINGS				PICKS	HISS RATING	GRME TYPE
ARCADE'S GREATEST HITS	1.5	3.5	3.3	2.5	***	K-A	ARCADE
BATTLE ARENA: TOSHINDEN	4.0	3.7	3.3	3.3		K-A	FIGHTING
DONKEY KONG COUNTRY 3	4.5	4.2	4.2	3.5	○★★米☆	K-A	ACTION
KIRBY'S PINBALL LAND	3.4	3.8	3.6	3.8	★*	K-A	PINBALL
MAGIC BOY	3.4	3.0	3.2	2.9		K-A	ACTION
MAUI MALLARD	4.8	3.8	4.0	3.5	米舍	K-A	ACTION
SIMCITY 2000	3.1	2.5	3.9	3.9	**O¢	K-A	SIMULATION
SUPER STAR WARS	4.4	3.7	4.0	4.3	0	N-A	ACTION
WAVE RACE 64 KAWASAKI JET SKI	3.8	4.2	3.9	3.8	○★☆★米☆	K-A	RACING
WHIZZ	3.3	3.3	3.8	3.5	2.0	K-A	ACTION

The Power Meter ratings are derived from evaluations on ble for a category. The categories are: G-Graphics & a five point scale with five being the highest score possi-Sound, P=Play Control, C=Challenge, T=Thome & Fun



Fighting, Sports, Simulations









pro players, then check for his or her seal of approval on the chart. O Scott

ports. Simulations, Adventures. Fighting, Action, Sports Lestie RPGs, Puzzles, Adventures Ban

Action, Adventures, Puzzles Terry RPGs Simulations Soorts

If you like the same types of games as our

These Independent Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC+Early Childhood, K-A-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.

# THE INSIDE SOURCEON EUTURE GAMES

### WAYNE GRETZKY'S 3D HOCK



be best action on the ice this year comes from Midway Home Entertainment and Wayne Gretzky's 3D Hockey, officially known as The HLPA & NHL Present Wayne Gretzky's 3D Hockey. The first

hockey game for

started with the premise of making this a fun, areade style

game with flaming nets, fighting and high scores. When they succeeded at that, they decided to throw in a realistic simulation mode, as well. The real winner turns out to be player, or players. Up to four fans can plug in a c troller (at any time during the match) and join in the furious action. The game contains the NHL and NHLPA license (as the name suggests) and the play ers even have recognizable jerseys and faces. Wayne Gretzky's 3D Hockey is a true 3-D sports game specifically for the N64. What that means is that yo get to move the camera around for the best viewi perspective. In Gretzky, the camera can be

ed from the side, at either end, at a distance, close up, or overhead. Of course, the best part is the action on the ice. It's fast, play control is sharp and the graphics are great. You have control of your line, the ability to switch between players, ive options that include tripping and stealing the puck, and nt passing and shooting. The animation is varied and intelit so that the on-ice action looks like the real thing. Whether

you're a hockey fan or at fun. We expect to Gretzky's 3D Hockey in stores by the















### GRIFFEY GETS FRAMED



### **NBA HANGTIME**

he N64 developers at Midway Home Entertainment have been losing sleep these last few months, trying to finish their extensive lineup of N64 titles. One of the most anticipated games is NBA Hangtime, based on the recent arcade hit of the same name. In September, your Pak Watch editors got a chance to look at the then still rough Hangtime. (By the time you read this, the game will be much closer to completion and we expect to see it released in December.) The game we played included just four special playable characters and a few special moves, but even so, the graphics were excellent. For instance, the reflections of players moving on the court were

virtually perfect. In fact, the same looked better on our office television than on an arcade monitor. Such is the power of the N64. Games don't have to include vast 3-D worlds to make use of the N64's incredi-

ble graphics. It's becoming very clear that it will be an awesome platform for arcade translations as well as original action and adventure games.







### MADDEN '97

t's really amazing what you can pack into 4 Megabits. In the case of Black Pearl's Madden 97, TierTex packed in all the essentials of the EA Sports original with the exception of NFL licenses. Madden fans will find the same basic game plan that they love on the Super NES-easy navigation of menus, realistic offensive

and defensive schemes, good play control and plenty of play options including exhibition, season, play-offs and sudden death. Throughout the game, you can check on stats, substitute players, and even preset two audibles that can be called at the line. What Madden-meisters won't find is a two-player option. so this game really isn't an alternative to the Super NES version This is a road



game, designed for the small screen and poorly lit wait







ing rooms. It looks good, in spite of the small characters, on the

Game Boy screen and it actually sounds better on the Game

Boy than in Super Game Boy enhanced mode. Black Pearl

should release it's brand of Madden madness sometime this

month. For fans, it's the Madden that you can take to the game.

Publisher - Black Pearl

Developer - TierTex

Memory Size - 4 Megabits

Licenses - John Madden (No NFL

or NFLPA)

● SOURCE Extra







f this is fall, it must mean that EA Sports is about to release the next NBA Live edition for the Super NES. In fact, that's exactly what is about to happen. EA Sports continues to update its signature series of sports titles with NBA Live '97. NUFX did the development on this 16 megabit title, adding a new front end, updated stats and some fun features like the 2-on-2 and 3-on-3 half court modes. As on last year's NBA Live '96, players can trade and edit players or use real NBA stars. You can even create all new players. The Live '90s series remains one of the best basketball simulations around. It provides all the modes and options you could want in an easy-to-learn interface. Although the animation seems a bit stiff, the action is quick and you have excellent control of the players and plays. The game is at least as good as previous editions, and with the addition of





the half court games, it's even more varied. The half court action has more of an arcade feel, like NBA Jam or NBA Hangtime. If you're looking for a hoops game that's more tic than the flam ing arcade variety, this is

the one.





Bros. Tesmanian devil of cartoon famewhirls back into our lives via Black Pearl and Game Boy. Taz-Mania 2 is a straight platform game from Beam Software, which is fitting since Beam is located in Australia. You'd figure that they'd know a thing or about marsu, lab. In the case of tex they line withal our

gas like a refinery. Younger fans, particularly, will get into this game when it is released in November or Decomber

### SOURCE Extra

Publisher - Black Pearl Developer - Beam Software Memory Size - 1 Megabit Players - 2 players alternating







### **N64 TAKES OFF**

The Nintendo 64 officially launched in North America on September 29th and sold out in three days. Demand for the system was so great in many locations that stores sold their entire stock within minutes of placing the N64 on sale One store reported selling 98 units in half an hour. Talk about busy. Nintendo shipped 350,000 units from its huge Washington ware-



house and other distribution points September 25th to meet the September 29th release One shinment was aboard the maiden flight

of UPS's newest cargo jet, a Boeing 757. As you can see in the photo, a special guest helped load the plane and, later, was politely escorted off the flight deck when he suggested that it was impossible to take off without first donning a Wing Cap.

### MORE N64 NEWS

Here's the latest on new N64 titles. Virgin Interactive plans an N64 version of Command & Conquer and GT Interactive plans to convert Quake and Hexen. Ubi Soft has an action adventure game currently entitled HED, but that name is likely to change. Crazy Cars from Titus has also been announced as a likely N64 title for 1997. Interplay is planning to make a golf game and a baseball game. Finally, Namco is working on an N64 sequel to the Tales of Phantasia RPG along with a baseball game.

### JEOPARDY! RETURNS

The popular television game show is back from GameTek in two new versions for Game Boy. The Jeopardy! Teen Tournament version has categories and questions intended for teenagers while the Jeopardy! Platinum Edition, apparently, is being targeted at the platypus-an egg-laying monotrome from Australia... Sorry, all the facts in this



game start haunting you after a few sessions. If you fancy yourself an egghead though, you have sixty secands to spell out the right questions and win b video cash. Two cerebel lums can clash simultane-

ously to make it a real contest, as well. As for the difficulty of the Teen and Platypus editions (sorry, Platinum) both are pretty challenging, Hey, if you don't have fun with it, at least you'll learn something

### **GEARHEADS**

Philips Media, a new Super NES publisher, transformed it

oddball toy-fight game, Gearheads, into a Super NES game the likes of which you've never seen. A lot of creativity went into the design of Gearheads. The idea is that you are having a battle of toys. You have certain types of toys in your toy box and your opponent has his or her (or its, if you're playing the computer) own toy box. Then comes the fun part. You launch your toys across a battlefield while your opponent launches a counterattack

If any of your toys make it

across the far line, you





with just the right toy from your box. It's weird and it's not very intuitive, but Gearheads has a certain manic charm. Once you learn what each toy does best, you'll have some incredible battles.

### STREET FIGHTER RETURNS

The Street Fighter license is enjoying a rebirth this fall. Street Fighter Alpha 2 from Nintendo is just the beginning. Fans of the world warriors will have to set aside half an hour at 11:00 AM on Saturdays so that they can tune into the USA Network's Street Fighter: The Animated Series. The first season introduced the Street Fighter team with Colonel Guile, Ken, Ryu, Chun Li, Honda Balrog and Cammy, as well as the evil Shadowloo empire beaded by the cadistic M. Bison and his hit men: Sagat, Vega, Zangief, and Akuma. The second season for the show will include 13 new episodes and introdu characters from the Street Fighter Alpha 2 game. We've also heard that one episode will focus on Final

promise that this year's episodes will be darker, fiercer and closer to the spirit of the games featuring signature moves and super moves from Street Fighter 2 and Street Fighter Alpha 2.

Fight. The producers of the show

### STREET RACER

Ubi Soft returns to the well for this Game Boy racer, reprising its Super NES game from 1994. Street Racer steers clear of the traditional racing genre by putting nutty characters in the driver's seat and giving the game a combat element As you whip around the tracks in head-to-head competi tion or tournament mode, you can punch and

crunch your opponents Ambitious racers can also try out the Rumble and Soccer modes, but the truth is that these modes are difficult to play and convey almost no sense of



racing. Street Racer should be out by November.

The friendliest ghost in Hollywood will begin his happy haunting of American televisions this fall when Natsume's Casper for the Super NES is released. If this seems a little behind the times, it is, Casper was developed by Absolute over a year ago, but it was never released. The game follows Casper and his friend as they work their way through a haunted mansion, collecting items, defeating spooks and avoiding all sorts of supernatural phenomena. The fun part is that Casper can transform himself into the diffi

objects that he collects. He can become a nillow, a key, a bug net, a jug, or any of a dozen other items. As an Item, Casper can open doors, save his companion, or defeat unfriendly ghosts. If you played a Boy and His Blob



for the NES (also an Absolute game) you'll have a sense of what the play is like. Good graphics and a big map will translate into a good time for Casper fans this December when the game materializes in a store near you.

By the time you read this article, the development team of FIFA 64 at Electronic Arts Canada will have completed the Japanese version of the game and will be hard at work nutting the final details into the North American version. This screen shot is from the Japanese game, which

language, so the graphics will be what we get here. With quality like this, it's pretty clear that N64 sports games are going to be a major attraction





RLAST CORPS CRUIS'N USA FIFA SOCCER 64 Killer instinct golo MLB FEATURING KEN GRIFFEY JR MORTAL KOMBAT TRILOGY **MRA HANCTIME** STAR FOX 64

STAR WARS: SHAOOWS OF THE EMPIRE SUPER MARIO KART R TETRISPHERE TUROK: OINOSAUR HUNTER WAVE RACE 64

WAYNE GRETZKY'S 30 HOCKEY



COLLEGE FOOTBALL USA '87 DONKEY KONG COUNTRY 3 REARHEARS INCANTATION MACOEN NFL '97 **NBA HANGTIME** NHL '97



BATTLE ARENA: TOSHINDEN FIFA SOCCER '97
JEOPARO Y! PLATINUM EDITION
JEOPARO Y! TEEN TOURNAMENT MADDEN '97 MOLE MANIA SPEED RACER TAZ-MANIA 2

INTER FALL '98 FALL '96 FALL WINTER '97 FALL WINTER FALL '9E

> FALL '96 FALL '96 FALL '96 FALL ' FALL FALL

FALL '9F FALL '9 FALL '96 FALL '96 FALL '96 WINTER '97 FALL '97 FALL '97





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### Coming Next Issue. Volume 91, December 1996

# Gold

Are Killer Instinct Gold and the N64 the ultimate combo? Don't trust your instincts-get the exclusive tips on combos, combo breakers and other fighting strategies straight from KI's designers.



### SHADOWS OF THE EMPIRE

Are you prepared for the danger and intrigue lurking in Shadows of the Empire for the N64? The Rebel reconnaissance reports in next month's issue are your blueprints for survival.



### WAYNE GRETZKY'S 3D HOCKEY

Get ready for the Great One! Next month we'll hit the ice with Wayne Gretzky's 3D Hockey, the premiere sports game for the N64.

### NBA HANG

Looking for nothing but net this holiday season? Check out our review of the arcade hoops hit. NBA Hangtime for the Super NES, It's on fire!



It's a double dose of simian strategies! We'll continue our in-depth review of Donkey Kong Country 3: Dixie Kong's Double Trouble next month.

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