

N64 First Plays, Strategy Special and More!

# NINTENDO POWER

**MARIO  
KART  
64**

12-PAGE  
CRASH COURSE

## N64 Double Score

- Goldeneye 007
- Turok: Dinosaur Hunter

## Strategy Special

Shadows of the Empire—  
87 Challenge  
Points Revealed

## Game Boy Hits 'n Tips

•Mole Mania •King of Fighters

FEBRUARY VOLUME 93  
US \$4.95 / CANADA \$5.95



HOLD DATE  
U.S. POSTAGE  
PAID  
NINTENDO  
AMERICA, INC.





**NINTENDO**  
**POWER**

# FILL THIS CARD OUT RIGHT NOW!

YOUR TOUR GUIDE IS READY TO SHOW YOU THE WAY!

## SEND THIS IN NOW OR CALL 1-800-255-3700

To order your subscription now with Visa or MasterCard, call Mon - Sat, 8 a.m. to 8 p.m. Pacific Standard Time (PST) Sundays 9 a.m. to 1 p.m. (The Nintendo representative will need to speak to the person whose name appears on the card.)

- ☐ **YES! I WANT 3 MORE YEARS OF NINTENDO POWER PLUS MY FREE PLAYER'S GUIDE FOR \$49.95 U.S. FUNDS (\$69.95 Cdn.)!**
- ☐ **YES! I WANT 2 MORE YEARS OF NINTENDO POWER PLUS MY FREE PLAYER'S GUIDE FOR \$36.95 U.S. FUNDS (\$61.95 Cdn.)!**
- ☐ **YES! I WANT 12 ISSUES OF NINTENDO POWER PLUS MY FREE PLAYER'S GUIDE FOR \$19.95 U.S. FUNDS (\$27.95 Cdn.)!**

\*THESE LISTED INCLUDE ALL APPLICABLE TAXES. PLEASE ALLOW 4-6 WEEKS FOR DELIVERY.

**CIRCLE ONE**

SUPER MARIO 64  
PLAYER'S GUIDE  
#2536

SUPER MARIO 110  
PLAYER'S GUIDE  
#2537

DOHSEY KING  
COUNTRY'S  
PLAYER'S GUIDE  
#2538

INCLUDE THIS ORDER FORM WITH YOUR PAYMENT OR CREDIT CARD INFORMATION IN A STAMPED ENVELOPE AND MAIL TO:

NINTENDO POWER®  
P.O. BOX 87943  
REDMOND, WA 98073-9743

CANADIAN RESIDENTS: REMEMBER TO USE AN INTERNATIONAL POSTAGE STAMP

PLEASE PRINT LEGIBLY IN INK

MBR #

(IT IS THE MBR # NEXT TO YOUR NAME ON THE ASSIGNED LABEL ON YOUR MAGAZINE)

FIRST NAME										LAST NAME									
STREET NUMBER										STREET NAME									
CITY										STATE / PROVINCE					POSTAL CODE				
PHONE NO.										BIRTH DATE									

AM PAYING FOR THIS MEMBERSHIP BY (CHECK ONE)

☐ CHECK OR MONEY ORDER ☐ VISA ☐ MASTERCARD  
PAYABLE TO NINTENDO. PLEASE DON'T STAPLE YOUR PAYMENT TO THE ORDER FORM  
AND PLEASE DO NOT SEND CASH. SENDING CASH WILL HOLD UP PROCESSING OF ORDER.

CREDIT CARD NUMBER										EXPIRATION DATE									
CREDIT CARD FIRST NAME										CREDIT CARD LAST NAME									

CARDHOLDER'S SIGNATURE \_\_\_\_\_

# HERE'S HOW TO GET YOUR OWN SURVIVAL GUIDE.

SUBSCRIBE TO NINTENDO POWER NOW AND GET A FREE PLAYER'S GUIDE WORTH \$11\*.

YOU CAN CHOOSE ONE OF THESE PLAYER'S GUIDES:



- ☐ #2536 SUPER MARIO 64  
THIS IS THE FIRST NINTENDO 64 PLAYER'S GUIDE!  
IT'S SURE TO BECOME A COLLECTOR'S ITEM!
- ☐ #2537 SUPER MARIO RPG:  
LEGEND OF THE SEVEN STARS
- ☐ #2538 DONKEY KONG COUNTRY 3:  
DIXIE KONG'S DOUBLE TROUBLE

TURN THIS CARD OVER, FILL OUT ALL THE BLANKS, AND SEND IT IN! THEN YOU'LL  
GET A FULL YEAR OF NINTENDO POWER AND ALL THE GUIDANCE YOU'LL EVER NEED.  
\*\$5.50 COM.





## IF YOU MISS THIS TOUR, YOU'RE ROADKILL.

When you enter the exciting new world of Nintendo 64, you'll see video gaming at a whole new perspective—still, for only at **Nintendo 64** a quantum leap in action, adventure, and fun, a seriously fun place for your chances of becoming bread and jam.

That's why you need Nintendo Power! Every issue is packed full of secrets and strategies that can save your skin. It's like having your own tour guide to point out road hazards and escape routes. After reading monthly features like Classified Information and Counselors' Corner, you'll be playing with more power than ever before! Just look at all the special tips and tricks inside this issue. Not only will Nintendo Power give you maps and moves to improve your play, you'll get the latest reports on Nintendo 64. Find out how N64 lets you watch Mario from any angle. Just a tap of your finger on the controller and you're zooming in and out, or pulling a 360 to see if Bowser is sneaking up from behind! Discover how N64's responsive analog control stick lets you make Mario tip-toe, crawl, jump, swim, fly, or sprint out of harm's way. Plus you'll get reviews, previews, and rankings of games for all Nintendo systems. A full year is just \$19.95.\* (That's a savings of \$40 off the cover price!) Subscribe now and you'll get your choice of one of three Player's Guides—a \$11 value. Just call 1-800-255-3700 to subscribe. Or send in the card that's stuck in the middle of this ad. Don't wait, if you miss the bus, you'll have to hitch a ride. And there's no telling who, or what, may stop for you.

# MARIO KART 64

From the pedal to the metal and race the top drivers in the Mushroom Kingdom! Only Power has the tips and tactics for the roughest tracks in Mario Kart 64.



## Star Wars Shadows of the Empire

Need a special weapon in Shadows of the Empire? The March issue has exclusive, step-by-step tips for finding all the Challenge Points!



# contents

Volume 93 February 1997

## Strategy

Mario Kart	64	10
Shadows of the Empire	46	
Star Wars Strategies:	66	
Super NES Empire and Jedi,		
Game Boy Star Wars		
Top Gear 3000	74	
King of Fighters	78	
Mole Mania	84	

## Special Features

GoldenEye 007	22
N64 Controller Pak:	
Get 'Em to Go	28
Shadows of the Empire Comic	32
Turok: Dinosaur Hunter	40

## Epic Center

Epic Center News	51
Harvest Moon	52
Marvelous	54
Strategy	58

## Every Issue

Player's Pulse/Power Charts	6
Classified Information	62
Player's Poll Contest	82
Counselors' Corner	90
Arena	94
Now Playing	96
Pak Watch	100
Next Issue	106
Game List	106
Back Issue	107



### Turok Dinosaur Hunter

Smell the fear and feel the sweat as you delve into the darkest heart of Turok's jungle. Your adventure begins on page 40.



### GoldenEye 007

The name is Bond. The game is GoldenEye 007. Preview Nintendo Power's secret dossier on Rare's upcoming view to a thrill.



# PLAYER'S PULSE

We want Internet Help keep it interesting by writing. Is G-Kit tough question? Send it to us! Want to start a discussion on a hot topic? Bring it on. Player's Pulse is your section!

## Stop your snibbing

I am sick of all the whining about the coverage of the N64. Especially that letter in Volume 89, saying they are not going to get the N64 until Christmas. Two points. One, if they want it so bad, why don't they arm or save up the money for it. I have a paper route and already have two games and the N64. Two, once they get the N64, all they will be writing about is how they wished there were more N64 game coverage in their back issues.



From *Clife* • Cincinnati, Ohio



From *Clife* • Cincinnati, Ohio



David Ensey • Ray, Utah

What I am trying to say is, MORE N64 COVERAGE!

**Adrian Lacey**  
Jacksonville, TX

You go, Adrian!

## Japanese releases

Recently, I was surfing the net when I decided to go to the Nintendo Co. Ltd. site and look around. I somehow found a games list for Game Boy and I found 35 games on there, some that never came out in America. Some titles I couldn't read and others were written in Japanese. Here are some of the games that never came out in America that I am curious about: Radar Mission, Pocket Monsters: Trainers and Master's Phoenix 2. Now I'm not sure if I listed them all, but would you please show us the first party games that never came out in America for Super Nintendo and Game Boy!

**Andrew Bayless**  
Via the Internet

Andrew, there have indeed been many games released in Japan that never made it to North America. Radar Mission was, in fact, released in the U.S., but so far, Pocket Monsters and

Master's Phoenix 2 have not. The Japanese market is quite different from the U.S. market, and games that sell well there often will not do well

here in North America.

## The continuing saga of Epic Center

I have never written a letter to Nintendo before, but I thought under these dire circumstances I would. I just read issue 90 and saw that you are discontinuing the Epic Center. I say this is a bad move. Epic Center is my favorite section of NP, and if you are running out of games to cover for Epic Center, I think you should try and convince Nintendo of Japan to bring more of the Japanese RPGs to the U.S. I was reading issue 87 and saw your review of Fire Emblem. The game looks absolutely AMAZING! Please convince the makers of this game to bring it to the U.S. I would be willing to pay \$100 dollars to play this game. Tactics Ogre and Dragon Warrior 5 are just a few I eagerly await. Feels, Bahamut Lagoon, Tales of Phantasia, Secret of Mana 2, 7th Saga 2....I know many people who would love to see these games in the U.S. Please try to get these games brought to our shores, otherwise, my only alternative is to learn Japanese.

**Jeff Genovese**  
Via the Internet

Jeff (and everyone else who wrote to protest the "discontinuation" of Epic Center), you need to read a little more carefully. Epic Center has most certainly not

been discontinued! However, there may be issues where there is simply not enough epic news to print. For now it looks like there are only a few RPG prospects on the horizon. Rather than using a lot of pages covering Japanese RPGs that may or may not be released in North America, we have decided to give the column a break every once in a while. Actually, we are doing our best to try to get some of these games released in the US, but there are a lot of development issues to sort out, and quite frankly the chances look slim for most of the titles you mentioned. By the way, Jeff, learning Japanese could be useful for more than just playing games!

## Add NES games to your investment portfolio

Since I got my NES way back in 1988, I have had a steadily growing collection of video games. I now have over 60 games for my NES, Game Boy, Super NES and Virtual Boy, and I'm sure to get many more when I get a Nintendo 64. Since I take my hobby of collecting video games pretty seriously, I was wondering if there are any publications that rate the value of various video games and systems—or have none of the oldest NES gone up in value at all?

**James Jackson**  
Via the Internet

As with any collectible, video games are only worth as much as people will pay for them. There is a brisk market in selling old games



Michelle Jacques • Sherbrooke, Quebec, Canada



Agatha Kaurila • West Milton, Ohio

on the Internet, but as far as we know there is no publication that tells the values of classic games. Around here, R.C.L.B. the robot seems to be scarce, so if you have one of those, hang on to it!

## Chart miscalculation

I just got volume 90, and I turned to the poster in the middle of the magazine first. AWESOME CHARTS! But, you know that little part that says: "If you can find more, prove it?" Well, I found a grand total of 146 coins in Bob-omb Battlefield! Fine, go through the level collecting the 121 coins you originally found. Then, go to those four wooden posts surrounding the "Shadow Star" that marks the place where you get the star after getting all the red coins. Run three tight circles around a post in any direction and five coins will pop out. Repeat this with the other three posts. Then there's the hard part: do the something to Chain Chomp's post. (Don't let him hit you! Try running around the wooden posts in other levels too!)

Nick Walker  
Vancouver, WA

Nick was just one of many readers who found more coins than we showed on the Super Mario 64 chart in volume 90. We did indeed miss the trick of running around the posts. Thanks to everyone who pointed this out. It is also possible to get



Jessie Gossens • Calgary, Alberta, Canada

additional coins in Shifting Sand Land (136) and Snowman's Land (125).

## Player's Pulse in need of fibrillation?

As I have always loved reading your magazine, I am writing to express my concern about Player's Pulse. In the last issue, the Player's Pulse was boring. Not only that, it's too short. Moreover, the topics are boring. During the last few issues I have read complaints from people wanting the old manual folder in Classified Information. If I may make a suggestion, perhaps you should print a message about clubs on AOL. I think that Girls in Video Games was good, but kinda stupid because nobody won. Right now I could kick myself for sending this in, because I love NP and I don't like to complain, but some things have to be fixed.

Will Rose  
Littleton, CO

Let me get this straight, Will—you think the Pulse is boring, but you want it to be longer? Readers, Player's Pulse is YOUR section of Nintendo Power. Send us interesting letters on controversial subjects, and we'll print 'em. Send us weak let-



John Smith • Winnipeg, Manitoba, Canada

ters on boring topics and, well, I guess we'll print them but no one will like it!

## Give girls formal weapons training

Player's Pulse is in desperate need of a letter from a girl who has the opinion of many boys: that girls are not treated as veterans in video games. Your letter section makes it sound like this is a gender war, and it isn't. Let's face it, princesses only get in trouble because they generally have more coveted magic ability (and the fact that monsters would rather eat princesses than princes). So they get captured. Were



R.J. Schweighammer • Golden Lake, NY

Load Chikara • Orem, California



**NINTENDO  
POWER**

Editor  
**AL Strassman**  
Senior Editor  
**Scott Hudson**  
Managing  
**Jennifer Boudreau**

Book Editor  
**Leslie Nease**

Senior Writers/Editors  
**Dave Brown**  
**Scott Phillips**

Staff Writers  
**Berry Anderson**  
**Paul Sherman**

Contributing Writers  
**Alan MacLean**  
**Ray Whitley**

Special Columns  
**Jeff Butler**  
**Howard Lincoln**

Editorial Assistants  
**Scott Robinson**  
**Phil Rogers**  
**Angela Trischke**

Editorial Assistants  
**Chris Cameron**  
**David Dugan**  
**Bob Gardner**  
**Anthony Luchini**

Production/Design  
**Michelle Decker**  
**Nancy Rosenberg**

Production/Design  
**Jay Morgan**

Design Team  
**Kim Logan**

Illustrations/Photography  
**Tony Anderson**  
**Ben Catechi**  
**John Fawc**

Illustrations/Photography  
**Michael D'Amico**  
**David Wilson**  
**Vito Vito**

Illustrations/Photography  
**V. Jensen**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

Illustrations/Photography  
**Yoshirou Ueda**

# POWER CHARTS

Tons of player votes have flooded in on games for all systems, making this month's charts more representative of your gaming tastes than ever. Since votes from the pros, however, helped games like *Tetris Attack* hold their own. Vote for your favorites by sending in your Player's Poll Contest response card!

## NINTENDO 64 TOP 10



Super Mario 64 again reigns supreme on the N64 list, easily garnering more votes than any other title. The rest of the list is pretty quiet, although *Turk 182* Hunter snatched back on the list.



RANK	GAME	COMPANY	NEW	STYL
1	SUPER MARIO 64	NINTENDO	1	5
2	WAVE RACE 64	NINTENDO	2	5
3	SHADOWS OF THE EMPIRE	NINTENDO	3	5
4	MARIO KART 64	NINTENDO	5	2
5	KILLER INSTINCT GOLD	NINTENDO	4	3
6	PILOTWINGS 64	NINTENDO	6	5
7	CRUISIN' USA	NINTENDO	10	2
8	RYAN REITZEL'S 3D HOCKEY	NINOMAX	7	5
9	MORTAL KOMBAT TRILOGY	NINOMAX	NEW	1
10	TURK 182 Dinosaur Hunter	ACCLAIM	--	5

## SUPER NES TOP 10



The power of playing prices at Nintendo located pulled a powerhouse *Tetris Attack* into the top three, but it still wasn't enough to knock *Donkey Kong Country 3* out of the number one spot.



1	DONKEY KONG COUNTRY 3: DON KONG'S DUNGEON TRIESTE	NINTENDO	1	4
2	TETRIS ATTACK	NINTENDO	4	7
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	60
4	SUPER MARIO RPG	NINTENDO	3	30
5	SUPER MARIO WORLD 2: COASTAL ISLAND	NINTENDO	--	16
6	CRONO TRIGGER	SQUARE	5	19
7	FINAL FANTASY III	SQUARE	8	26
8	DONKEY KONG COUNTRY 2: DONK'S KING QUEST	NINTENDO	--	16
9	SUPER MARIO RAMP	NINTENDO	9	46
10	SUPER NINTEND	NINTENDO	6	34

## GAME BOY TOP 5



The top Game Boy titles switched position, and now *Link's Awakening* is able to crack the top five games. Link aims to rule all the charts, and his priority will when *Link's Zeld* is released.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	46
2	DONKEY KONG LAND 2	NINTENDO	2	6
3	TETRIS	NINTENDO	5	51
4	TETRIS ATTACK	NINTENDO	4	6
5	METROID II: RETURN OF SAMUS	NINTENDO	3	62

1. NINTENDO 64
2. THE LEGEND OF ZELDA 64 (N64)
3. MARIO KART 64 (N64)
4. SUPER MARIO 64 (N64)
5. STAR WARS: SHADOWS OF THE EMPIRE (N64)
6. GAME BOY POCKET
7. WAVE RACE 64 (N64)
8. CRUISIN' USA (N64)
9. X-BAND MOORE (SWES)
10. DRAGON QUEST VI (SUPER FAMI/COM)

# MOST WANTED

## LETTERS, CONTINUED...

they prepared! No. It's not as if needing any help proves you are weak. In Final Fantasy II, Terra and Celes didn't mind being helped by men. They knew that even though they were powerful, there were some things they could not do themselves. Had Princess Zelda had formal weapons training, she might not have gotten caught. But Hyrule didn't seem to be in danger so she didn't have any use for learning how to fight. I could point out at least eight or so more examples I know of, but I've made my point. Both men and women need help sometimes. And this is NOT a gender war!

Kathleen Kuhlman  
West Milford, OH

So, did one side win in this controversial subject? Should we lay this sorry discussion to rest, or go to round two?

### One hundred issues of pure Power

I have some ideas about what you could include in your 100th issue. I mean, it's less than a year away, and I've been thinking about it. First, you gotta bring back the 3-D pictures like the ones in the 50th issue. They were awesome. I was the only one in my family to see them night. Speaking of the third dimension, I also think you should include another pair of 3-D glasses like the ones that came with issue 475. I left 'em on my dresser one day. When I came home from school, they were gone. Haven't seen them since. By the way, remember the Super Game Boy magazine that came with an issue a long time ago? The one that showed pictures of Game Boy

### But he forgot to pack his wing cap



Nintendo Power this past summer. How about in the great pyramids of Ill-Giza, Cairo, Egypt? That's me in the photographs with my May issue, in front of Khufu, the largest of the three pyramids. But for some reason, I could not find any winged caps around...

Wally Abdallah  
Vernon Hills, IL

Wally, you should have looked for a big red block with a question mark on it to bang your head against. Then the wing cap would have been yours!

games when you use a SCR. Well, I think you should have a Nintendo 64 magazine come with the 100th issue, because I really want to see some more pictures of it.

Richard Pease  
Via the Internet

Thanks for your ideas for our 100th issue, Richard. We are also thinking about it, and we want to do something spe-

cial. If any of you other readers have ideas, be sure to send them into Nintendo Power Player's Pulse. Speaking of Nintendo 64 magazines, we hope you enjoyed the N64 Power Tips book that came with your January issue. Of course, that went to subscribers only; so if you didn't get it, you missed out!

## WRITE AWAY RIGHT AWAY!

Did you get a Nintendo 64 for the Holidays? Or were you stuck with Tickie Mc Elmo? If you're the proud new owner of a Nintendo 64, let us know what you think of the "Fun Machine." Write! Write! Write!

NINTENDO POWER PLAYER'S PULSE  
P.O. BOX 97033  
REOMOND, WA 98073-9733  
E-mail: [neapulse@nintendo.com](mailto:neapulse@nintendo.com)

## PHONE DIRECTORY

### NINTENDO POWER SUBSCRIPTIONS, SYSTEM SET-UP AND REPAIR

1-800-255-3700  
(1-800-722-4281 TDD)

3 a.m. - 7 p.m. Pacific Time

Monday-Saturday

1 a.m. - 7 a.m. Sunday

English and Spanish speaking representatives are available

### TALK TO A GAME COUNSELOR

1-900-288-0707

U.S. \$24 per minute

1-900-451-4400

Canada \$1.25 per minute

(1-208-683-9714 TDD)

6 a.m. - 9 p.m. Pacific Time

Monday-Saturday

8 a.m. - 11 p.m. Sunday

Callers under age 18 need be able

provide permission to call.

### POWERLINE

1-206-885-7529

Pre-recorded Game Tips and Future Product Information

We're about recent releases and upcoming games for all Nintendo systems. Call for help on: Super Mario 64, Killer Instinct, Gears, Star Wars, Star Wars: Shadows of the Empire, Pilot Wings 64 and Marvel Super Hero Wars for the Nintendo 64. There's also help for any Super Mario game for the Super NES, Super Mario Land for Game Boy, any Zelda game, Earthbound, Starfox 64, Super Mario Kart, Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3, Super Mario Bros. 4, Super Mario Bros. 5, Super Mario Bros. 6, Super Mario Bros. 7, Super Mario Bros. 8, Super Mario Bros. 9, Super Mario Bros. 10, Super Mario Bros. 11, Super Mario Bros. 12, Super Mario Bros. 13, Super Mario Bros. 14, Super Mario Bros. 15, Super Mario Bros. 16, Super Mario Bros. 17, Super Mario Bros. 18, Super Mario Bros. 19, Super Mario Bros. 20, Super Mario Bros. 21, Super Mario Bros. 22, Super Mario Bros. 23, Super Mario Bros. 24, Super Mario Bros. 25, Super Mario Bros. 26, Super Mario Bros. 27, Super Mario Bros. 28, Super Mario Bros. 29, Super Mario Bros. 30, Super Mario Bros. 31, Super Mario Bros. 32, Super Mario Bros. 33, Super Mario Bros. 34, Super Mario Bros. 35, Super Mario Bros. 36, Super Mario Bros. 37, Super Mario Bros. 38, Super Mario Bros. 39, Super Mario Bros. 40, Super Mario Bros. 41, Super Mario Bros. 42, Super Mario Bros. 43, Super Mario Bros. 44, Super Mario Bros. 45, Super Mario Bros. 46, Super Mario Bros. 47, Super Mario Bros. 48, Super Mario Bros. 49, Super Mario Bros. 50, Super Mario Bros. 51, Super Mario Bros. 52, Super Mario Bros. 53, Super Mario Bros. 54, Super Mario Bros. 55, Super Mario Bros. 56, Super Mario Bros. 57, Super Mario Bros. 58, Super Mario Bros. 59, Super Mario Bros. 60, Super Mario Bros. 61, Super Mario Bros. 62, Super Mario Bros. 63, Super Mario Bros. 64, Super Mario Bros. 65, Super Mario Bros. 66, Super Mario Bros. 67, Super Mario Bros. 68, Super Mario Bros. 69, Super Mario Bros. 70, Super Mario Bros. 71, Super Mario Bros. 72, Super Mario Bros. 73, Super Mario Bros. 74, Super Mario Bros. 75, Super Mario Bros. 76, Super Mario Bros. 77, Super Mario Bros. 78, Super Mario Bros. 79, Super Mario Bros. 80, Super Mario Bros. 81, Super Mario Bros. 82, Super Mario Bros. 83, Super Mario Bros. 84, Super Mario Bros. 85, Super Mario Bros. 86, Super Mario Bros. 87, Super Mario Bros. 88, Super Mario Bros. 89, Super Mario Bros. 90, Super Mario Bros. 91, Super Mario Bros. 92, Super Mario Bros. 93, Super Mario Bros. 94, Super Mario Bros. 95, Super Mario Bros. 96, Super Mario Bros. 97, Super Mario Bros. 98, Super Mario Bros. 99, Super Mario Bros. 100.

## MODEM INTO THE SOURCE

Nintendo Power Spreads on America Online

To sign up: 1-800-832-4364, Ext. 10138  
To access the Source: Keyword: NINTENDO

Nintendo Power on the Internet:

[WWW.NINTENDO.COM](http://WWW.NINTENDO.COM)

e-mail: [starline@nintendo.com](mailto:starline@nintendo.com)

# MARIO KART 64™



## Driven to Perfection

A clean driving record won't get you squeak in Mario Kart 64. Instead, Nintendo's incredible racing game for the N64 rewards drivers who teeter on the edge of control while ambushing their opponents. One, two, three or four Karts hurtle muds, bananas and Koopa Shells at each other as they career through wild and challenging 3-D road courses. Those Karters driven to total mayhem may prefer to battle each other in arenas. And punks may just want to set the fastest time on the planet. Only the Master himself, Shigeru Miyamoto, could be behind this sequel to the best-selling Super N64 Kart. From the green light to the checkered flag, the new Mario Kart 64 is perfection and without a doubt the best multi-player game ever.





# Behind the Wheel

## Mario



The great debate over which driver is the best in Mario Kart 64 will rage for years, but the truth is that every character can win it all. It's really a matter of control and personal preference. The lightweight characters (Yoshi, Toad, and Peach) have quick acceleration but may be harder to handle in the corners. Heavyweights such as Wario, DK, and Koopa may be slower off the

## Yoshi



## Toad



## Peach



## Luigi



## Koopa



## Donkey Kong



## Wario



line, but they lose less speed in the corners when they are in a power slide than the lightweight. Mario and Luigi have balanced abilities. Consider how you drive to make your choice. If you cut corners and go off the track a lot, use a heavyweight. If you have no trouble keeping the lightweight on the track when you power slide, then use one of them. Mario and Luigi provide the greatest challenge.

## Four Roads to Fun

But you can't beat just one way. In Mario Kart 64, drivers have four separate challenges. One or two racers can compete for the **Mario Grand Prix**—that's four prize cups on 16 courses. Two to four players can mix it up in the **Versus** mode on the same 16 courses. A single Karter can enter the **Time Trials** to set

the record on a course. And finally, two to four players can butt bumpers in the **Battle Mode** in four different arenas. If you want to play one of the multi-player modes, of course, you'll need extra N64 controllers. And if you have a Controller Pak, you can save a ghost of your best race.



## Items Mean War

### Boos

The best time to put Boos to use is when an opponent has a super item such as the Thunder Bolt. If you steal the Thunder Bolt, you ensure that you won't be hit, plus you'll slow down the pack.

**Boos**  
Boos steal items from another player when activated. They also can give you limited invincibility.

**Red Shells**  
Three Red Shells rotate around your Kart. You can fire them at opponents, forward or backward.

**Bananas**  
Bananas cause Karts to spin out. When placed on corners, the wheels may slip off the track.

### Super Mushrooms

The Super Mushrooms boost is ideal for places where your Kart loses speed, such as on slopes or when cutting across grass or dirt. They're also useful for making up for lost speed if you rub a wall.

### Spiral Shell

The Spiral Shell druses the leader, and it can take out others, too. Use it when you are fairly close to the front.

### Thunder Bolts

The Thunder Bolt strikes every opponent's Kart, shrinking them and lowering their speed dramatically.

### Green Shells

Green Shells travel in straight lines and bounce off walls. Fire them in narrow corridors where they'll race it.

### Mushrooms

Regular Mushrooms give your Kart fairly power boosts.

### Fake Items

These are actually bombs disguised as an Item Boxes. When Karts touch them, they blow into the sky.

### Super Mushrooms

Super Mushrooms give you prolonged boosts to push your Kart to maximum speed.

### Fake Items

The best place to drop Fake Item Bombs is in line with a bunch of other Item Boxes. We recommend placing them corners, hardly at the same place so you can remember to avoid them.





## Mushroom Cup

The first stop on the Grand Prix circuit is the Mushroom Cup. From the relatively simple Luigi Raceway to the hair-raising track in the Kallman Desert, this first challenge will have your skills for the tougher races ahead.

### Luigi Raceway

Length 717m

There are no shortcuts on this course but nice, wide turns that are great for power slides. Use

Mushrooms when coming up the hill after the tunnel.



#### POWER SLIDE ①

Learn to power-slide by pushing the R Button as you turn into a corner. You can control the slide using the Control Stick. Each time you move the stick back and forth, Kart's smoke changes color. Release the R Button for a mini-boost if you have orange smoke. Once you master the power slide, you'll be on your way to the checkered flag.



#### BALLOON ②

An extra Item Box is attached to the hot air balloon above the track on the front straightaway. Hop up and grab it and let it cycle through the items until it stops on the Spiny Shell.



### Hoo Hoo Farm

Length 527m

This mole-infested track through a dairy farm features lots of wide turns, perfect for power-sliding, and obstacles that include as overpass and moles. Since power-sliding is the most important skill in Mario Kart 64, this is another great place to practice.



#### MOLES ①

The mole colonies extend from the inside corner to the middle of the track, so by using your power slide to stay wide, you'll keep up your speed and miss the moles. If you hit a mole, though, you'll be launched skyward.



#### OVERPASS ②

After the last mole field, you'll pass under a bridge. In a close race, you can try to force an opponent against one of the support columns and cause a crash.



## Koopa Troopa Beach

Lengths 691m

### SPINY SHELL ①

If you're tired of playing Follow the Leader, there's one sure way to mix things up. Before the grove of palm trees, use a Mushroom to get a needed boost up the ramp. You'll get the Spiny Shell in the item box above the rock.



### TWO SHORTCUTS ③

After the first jump, head to the right, go around the rock and across the bay on a sandbar. The second shortcut is through the tunnel. Go under the arch, to the left of the three ramps, then use a Mushroom to boost

up the next ramp and shoot over to the tunnel!

### CRABS ②

These crawling crustaceans can be found on many stretches of the beach course. If you hit one, you'll spin out as you would when hitting a banana. You can steer around them or use the Invincibility Star.



### THE TRAIN ①

The train chugs along the track shown on the map, crossing the race course twice. If you approach a crossing at the same time as the train, and you can't race ahead of it, it's best to stop and wait for it to pass.



## Kalimari Desert

Lengths 527m

The desert loop is one of the most deceptively easy courses in the game. There's the train to contend with, and narrow roadways, but when the hardest part is just distinguishing the road from the desert.



### SLIDING ②

Right after the start, you climb a hill, then go into a left curve. Begin a power slide at the crest that carries you to the next straight. The second slide begins on the hill after the second crossing.



### TUNNEL TROUBLE ③

The train tunnel may look like a convenient shortcut, but once you exit the tunnel, you'll find a long fence that forces you to travel just as far as if you had stayed on the road.





## Flower Cup

This is where things start to get interesting. Big Rag trucks, falling boulders, exploding snowmen and harpin turns are just the frosting on the cake.



### Toad's Turnpike

Length: 1,036m

The squeeze is on when you bash bumpers on Toad's Turnpike. With all this traffic, it can be tough finding a clear area to power-slide.



#### ITEM FITS ①

The items sa alongside the road on this course, and you can use that to your advantage. Power-slide into the pit and take out all the items so that no one behind you can get them.



#### TRAFFIC

When the road ahead is crowded, hug the rail and squeeze ahead of the congestion. Usually, there's more room along the rail than between two lanes of traffic, but not always. Watch out for the bus!



### Frappe Snowland

Length: 734m

Snowmen blowing their tops and icy canyons make this course a winter blizzardland. One slip can bring you to a frozen stop. But it's not all bad news. The wide turns are great for power-sliding pros.

#### SNOWMEN ①

On many curves of the course, you'll find snowmen waiting along the edges. If you hit one, you'll blow up and lose precious seconds. Be careful as you power-slide in areas with these explosive snowballs.



#### ICY BRIDGE ②

If you swing too wide out of the final turn, you'll slide right off the bridge. But if you power-slide through the turn and get a mini boost, you should rocket across the bridge safely.



#### A FROSTY FIELD ③

This could be your worst nightmare: a field spotted with exploding snowmen. Head just to the left of the giant snowman's belly where there is a safe line.



**POWER CURVES ①**

Keep your speed high by using the power slide through the long curves on Choco Mountain. Power-slide through the first turn, then quickly switch to an opposite slide. You can slide all the way through the boulder curve with power.

**Choco Mountain**

Length: 687m

You'll have to control your power slide carefully in this course, keeping away from the walls, which can drain all your speed. By forcing your opponents against the walls to slow them down.

**OVER THE EDGE ③**

When using the more powerful Karts, you'll notice that the railing along the boulder curve is missing. Keep your power slide close to the wall.

**FALLOUT ②**

It's not hard to avoid the falling rocks, but doing so while power-sliding through this long corner is more of a challenge. Move the Control Stick back and forth quickly to get the mini-boost.

**S-CURVES ①**

This track has several all sharp S-curves to negotiate. In each case, the first curve is critical. Power-slide through them, then get ready for a short slide through the second curve.

**Mario Raceway**

Length: 567m

This course may not look so tough at first glance, but the tight turns and narrow road way will challenge any Karter. The sandy borders slow down players who stray, especially lightweights such as Toad and Peach. Use power slides on the pavement.

**SAND TRAPS ②**

Avoid the sand by starting power slides before the turns and releasing when you are lined up with the next straightaway. Drop bananas midway through corners.

**QUICKSAND ③**

The quickest way around the second curve of the third S-curve is to blast straight across the sand, using a Mushroom booster. Cut close to the brick wall and aim for the pipe tunnel. You should hit the pavement with the booster still firing.





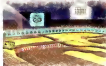
## Star Cup

There's a little of everything in the Star Cup. The Stadium is wide-open while the Castle is like a maze. In Sherbet Land, you need to stay on the ice, but on the Royal Raceway, you'll take to the air.



### Wario Stadium Length 1,591m

This incredibly long course is a test of stamina. If you fall behind, you'll have lots of time to catch up. Most corners are wide, so try to get mini-boosts.



#### THE HAIRPIN ①

Near the end of the course is the one deadly corner in the Stadium. Power-slide early into this right-angle renegade, and mini-boost into the next turn.



#### AIRBORNE ②

This dirt ramp sends you up and over another part of the course. If you activate a Thunder Belt when an opponent is in the air, he or she will fall onto the wrong track and have to repeat part of the course.



### Sherbet Land Length 756m

Giant penguins—something of a trademark in Miyamoto games—these days turn out to be the biggest obstacle on this treacherous track.



#### THE INSIDE LINE ①

The ice tunnel is a giant S-curve. Hug the inside apex of the turn to avoid most of the penguins and confusing alternate routes. While on the inside, you can also steer opponents into those columns of ice.



#### CUTTING CORNERS ②

Jagged corners along the edge of the ice sheet present a hazard and an opportunity. If you aim at the narrow tip of the opening, you can hop over it and save time, but if you misjudge the angle or loop, you could end up in the triple lake and lose lots of time.



#### KART AND FEATHERED ③

The penguins are everywhere, but each bird seems to have a small home territory. Your only defense is to watch for them. There is another benefit to these birds: You can push opponents into them so that they crash.



**BANANA SPLITS ①**

The narrow, sharp turns on the Royal Raceway are great for dropping bananas, especially on the final S-curve. Use the power slide to keep your speed high.

**THE FINAL S-CURVE ②**

Drain a little speed going into the lead-in curve, then powerslide through the S-curve, cutting across the grass if you're worried about hitting the water.

**Royal Raceway**  
Length 1,025m

The castle grounds make for a lush course with killer curves. The narrow roadways and tight corners make it a great track for dropping peels and bombs but a lousy track for green shells.

**FLY STRAIGHT ③**

Karts tend to drift sideways unless they're perfectly aligned. Normally, you can correct this, but there's nothing you can do if you're in the air. So, on the big jump, line up with the center of the booster arrow to ensure a good landing.

**BRIDGE OF TERROR ①**

In the third room with Thwomps, race down the far right side and powerslide through the doorway to line up with the bridge.

**Bowser's Castle**  
Length 777m

This is one seriously demented race track. Almost all the corners are right angles instead of curves, so you have to drive wide then cut across the corners. The crashing Thwomps make for an even greater challenge.

**TWIN THWOMPS ③**

In the second Thwomp room, head down the far left side. To exit, aim for the gap between the closest Thwomp and the wall. At worst, you'll bounce through.

**OUTSIDE BET ②**

On the curaway, take the outside lane for the fastest time, jump to the left of the black house. The inside lane is blocked by a brick wall.

**TOO-TIGHT TURN ④**

This curve curls around a stone wall. It's too tight to take at top speed, even with a power slide, but at least the power slide keeps your speed higher when you slide along the wall at the end of the curve.



## Special Cup

The most challenging foursome of courses remains if you win your way to the Special Cup by placing in each of the previous cups. Prepare for pain!



### JUNGLE BUNGLE

If you stay off the course for more than a second, the denizens of the jungle will bap you with spiked bats. Don't bungle it—stay on course!

### CUT IN THE DARK

In the tunnel, you can power-slide up the hill to the higher part of the track to cut it short. Start the slide when you see the torches on the wall above.

### D.K.'s Jungle Parkway

D.K.'s home track has a little of everything—meatbank curves, a boosted jump, a tunnel—you can even be attacked. In spite of the narrow road, Karts can power-slide through many of the turns to maintain their speed.



### PADDLE JUMPING

Jumping the river and the paddle-wheel steamer is easy, but landing right isn't. Stay on the left side of the booster, aim straight and jump. When you land, power-slide to the left. By staying left, you'll miss landing off the course.



### Yoshi Valley

Lengths 772m

Definitely one of the toughest courses in the game, Yoshi Valley is a maze of crossing paths and dangerous drops. Even worse, there's a giant egg to track you up.



### GRASS CUTTINGS

You can shave some time from your record or jump ahead of the competition by cutting across the grassy stretch just before the finish line. As you race up the hill, use a boost Mushroom when you see the sign. Invincibility also works.

### A SPINY SITUATION

The moide tracks are laced with Spyns, which make you spin out like banana peels do. The only thing you can do is find the straight line between them and go for it.



### WHERE TO GO?

This is the big question. Take the inside loop for the fastest, but most dangerous, trip. The outside path may be easier, but it is slower. On the inside path, you have tough turns and Spyns but fast times. Try them all to see which one suits you best.



### EGG-CITEMENT

The giant egg spins around, blocking the entrance to the rope bridge. The position changes slightly from left to right, giving one side an advantage. Take it.





**HOP THE STAR ①**

In the stone house near the end of the course, you'll see a black wooden post. By pressing the R button, you can hop over the top of the star-shaped hole in the floor and bypass the turn around the post.

**Banshee Boardwalk**

Length: 747m

The right-angle turns and lack of rails in many areas of Banshee Boardwalk can spell SPLASH for unsavory Karters. The top tip is to start your power slides early.

**JUMP SKIPPING ②**

Some of the sharp turns can be straightened out by hopping over the inside angle. Jump just as you reach the edge and don't try to clear more than a narrow span.

**BOO WHO?**

The Boos who haunt the boardwalk may get in your face, but don't let them ruin your day. They don't slow you down at all. Just focus through the Boo or to the side and you'll exorcise the ghost.

**Rainbow Road**

Length: 2,000m

It's long, but the Rainbow Road doesn't stop you with dangerous curves. Instead, it will wear you out. One mistake gives your opponents a big advantage. If you stay clear of the Chomps, you should blaze.

**BEWARE CHOMPS!**

One chomp from a Chomp will ruin your race. Your only defense is to evade them. Watch them move in a zigzag pattern so you can anticipate where they are going. If you find one moving up a hill, though, it will come straight at you, so move to the side to pass it.

**TITANIC TURNS ①**

The huge turns on the Rainbow Road are ideal for power slides with mini-tacots. If you make the complete loop and exit with a boost, you'll leave all of the computer opponents (and most human opponents) in your dust.

**MASTER THE MIRRORS**

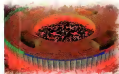
If you're so hot that you can win the Gold trophy in each of the four Cup Tournaments, then you'll get a chance to prove just how great you really are. You'll be given the chance to race the mirror version of each course. That's a nice reflection on you.





## Battle Arena

Now it's really time to earn your balloons. Battle Mode, for two, three or four Karters, takes place in one of four battle arenas. You each have three balloons, which can be knocked off or shot off with shells. The last driver with a balloon wins.



### Big Donut

The round Donut arena is the simplest course, but it has dangers, too. If you have trouble finding your opponents, try hiding behind a brick wall or reversing direction.

### COPE WITH THE SLOPE

The slope on the upper portion of the Donut arena is littered with ten boxes. This is a great place to drop bombs, but if you do, remember where you put them or else you might surprise yourself.



### DONUT HOLE ①

Although you probably won't drive into the hole intentionally, you can bump opponents into it or leave a trail of banana peels that leads to its edge.



### Block Fort

The Block Fort has more variety than the other battle arenas. You can drive around on three levels, ambush drivers from above, or even drop on them from the skyways. Watch out, though. You'll begin this battle face-to-face with your enemy.



### RAMP IT UP ①

Ramps can be used defensively when you're in trouble with a red "flaming" shell hot on your tailpipe. Zip up a ramp and take the first sharp corner to the apex.



### SHELL AMBUSH

For some lendish fun, try cruising up to the top of a block tower with a Red Shell. Watch your radar screen for a foe to appear below, then surprise them with a shot from out of the blue.

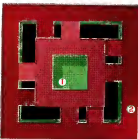


**DROPPING OUT** ①

Foes aren't the only ones you can leave behind by jumping over the edge of the top deck. If a Red Shell is closing in, go over the edge, then reverse direction to lose it.

**GREEN AND MEAN** ②

Since Green shells bounce off walls until they hit a Kart, fill the lower deck with bouncing greenies. Just make sure that you don't wander into your own trap.

**Double Deck**

Actually, there are three levels to the Double Deck arena. The coolest thing about the Decks is that you can hop over the edge of the upper levels to reach the lower levels, thus leaving your enemies bamboozled.

**SURPRISE ATTACK**

With so many right-angle corners around, you can make use of them by placing banana peels and bombs just beyond a corner. Karters who slip on a peel lose one balloon.

**Skyscraper**

The fourth arena is located high on the roof of a skyscraper. As you might expect, the biggest danger (besides your opponent) is falling off. Remember, speed kills.

**THE PITS** ②

Along the central pit and the holes between the inner and outer tracks, you'll notice slightly raised fences. At top speed, you can leap over these fences and jump your Kart over the pits to escape followers.

**DANGER BELOW** ①

Jumping over the side holes is tricky. Don't drive straight at them and jump because you'll speed right over the outer edge. To stay on track, approach and jump the hole at an angle.

**HOLD 'EM** ③

If you can hold your opponents on the outer track, you'll have more freedom to get items and attack from the inside. You can attempt this daring strategy by blocking the bridges with bananas and bombs.





# GOLDENEYE™



IT'S FOR YOUR EYES ONLY!  
NINTENDO POWER HAS THE  
EXCLUSIVE DOSSIER ON THE  
LATEST THRILLER FROM  
NINTENDO AND RARE, JAMES  
BOND MIGHT ONLY LIVE  
TWICE IN THE MOVIES, BUT  
YOU CONTROL HIS DESTINY IN  
GOLDENEYE 007, A 3-D ACTION  
GAME PROBABLY BEST SUITED FOR  
MATURE PLAYERS. HERE'S YOUR  
SNEAK PREVIEW AT THE N64 GAME  
WITH ALL THE ACTION AND DRAMA  
OF A MAJOR MOTION PICTURE!

©1997 Nintendo/Rare. Game by Rare. ®/TM, ESRB Rating, Inc. & UAC. All Rights Reserved. ©1997 Con  
Productions Ltd & Mui R. Inc.

# A VIEW TO A THRILL

Years ago the Soviet Union developed the GoldenEye satellites, devices designed to deliver an electromagnetic pulse over any battlefield. Now someone has stolen the satellite's computerized control cards, and the fate of the world rests on the shoulders of James Bond, British Secret Agent 007.

GoldenEye 007 is a 3-D action game with spectacular first-person graphics and sound, so real you'll be shaken and stirred. A dynamic range of background music and realistic graphics place you in

scenes of the world's most famous secret agent. The game's features mirror the action in the movie—even the fact that the actors have been testate trapped onto the characters. While we reviewed an early version of the game, the graphic details were stunning and realistic—right down to the smoking, bullet pockmarks in the walls. The game also features an extensive weapons arsenal and cool spy gadgets. Whether you're a Bond fan or a 3-D game aficionado, you'll want this thriller in your sights.



## WATCH THE CLOCK

A BRILLIANTLY TITLED BOND, A WRISTWATCH THAT DOES MORE THAN KEEP TIME. THIS VERSATILE TIMEPIECE HELDS TRACE OF YOUR MISSION INFORMATION. CONSULT YOUR WATCH FREQUENTLY TO KEEP AWARE OF NEW DEVELOPMENTS. CHECK OUT THE WRISTWATCH'S FUNCTIONS BELOW.



### AVAILABLE WEAPONS

The Available Weapons screen provides a comprehensive list of the weapons or mines that you are carrying.

### CURRENT WEAPON

The Current Weapon screen displays the weapon you've selected, your remaining ammo and your mission status.

### CONTROLLER FUNCTIONS

You can reconfigure your controller functions and adjust the volume of the sound effects and background music on the Controller Functions screen.

### MISSION STATUS

The Mission Status screen actually includes a complete dossier of all the information related to your mission. You can review your briefing with M, the latest gadgets from Q Branch, any late-breaking news from Moneypenny and your Mission Objectives summary.



### BACKGROUND

The Background information screen summarizes everything related to your current position and catches you up on the latest intelligence information.

### M BRIEF

M outlines the reasons for your mission and your objectives. She may also advise you of restrictions or hazards related to your assignment.

### Q BRANCH

Check the Information file for a quick summary on how to use Q's latest contraption—and do try to return it in one piece.

### MONEYPENNY

In addition to brightening your day with her biting sense of humor, Moneypenny updates your information files with late-breaking news. She can also do research on clues you come across during your missions.

### MISSION OBJECTIVES

Check the status of your work in the field on the Mission Objectives screen. You'll be notified of any unfinished business, like Neutralizing Security or Recovering Data. A flashing "INCOMPLETE" message appears next to any assignment that remains unfinished.

# TOOLS OF THE TRADE

HER MAJESTY'S SECRET SERVICE HAS THE TOOLS YOU NEED TO COMPLETE YOUR MISSION. BUT THERE'S A TIME AND PLACE FOR EVERYTHING. YOU MIGHT BE THE MAN WITH THE GOLDEN GUN, BUT YOUR BEST ALLIES IN THE FIELD ARE STEALTH AND SURPRISE. IF

THEY DON'T WORK, YOU CAN ALWAYS PULL OUT THE HEAVY ARTILLERY. GOLDENEYE 007'S HUGE ARSENAL OF WEAPONS PROVIDES ENDLESS METHODS FOR GETTING THE JOB DONE AND GETTING OUT ALIVE.

The Rocket Launcher is capable of dispatching armored targets from a medium range. This weapon does not have a magazine.



ROCKET LAUNCHER



A weapon still under development, the Military Laser Gun proved its value in Bond's Mission: Impossible adventures. The Laser Gun's range is comparable to other assault rifles.



KNIVES

While silent, knives are effective only if your intended target is caught by surprise at a very close range. Bond will find both hand-held Hunting Knives and Throwing Knives on his missions.



LASER GUN





The American-made Yamanashi Military assault rifle has a 6000 rate of fire and can effectively dispatch long range targets. The magazine has a 30 round magazine.



TASER

The Taser stun gun is the most humane weapon in the game. The gun temporarily incapacitates human targets. The Taser works only at close range.



Once placed and timed, the Timed Mines detonate within one minute. It's best to plan your escape route before you activate a Timed Mine.



TIMED MINE

# AREAS

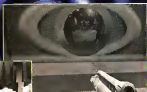
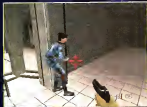
STOP WATCHING AND START WALKING. AS THE LEADING MAN IN GOLDENEYE AND YOU HAVE COMPLETE FREEDOM TO WANDER THROUGH THE SAME LOCATIONS YOU SEE IN THE MOVIE BUT YOU MIGHT FIND SIGHT-SEEING EXTREMELY HAZARDOUS TO YOUR HEALTH.

## THE ARKANGEL CHEMICAL WEAPONS FACTORY, U.S.S.R.

Nine years before the GoldenEye satellites were stolen, James Bond and British Agent 006, Bond's good friend, Alec Trevelyan, infiltrated and destroyed the Arkangel Chemical Weapons Factory. During the operation, 006 was captured and shot. Assuming that his companion was dead, Bond escaped from the burning factory. The game version of this facility is heavily fortified, and you'll need to find certain keys before you can reach the chemical weapons storage area.

## SPACE WEAPONS CONTROL CENTER, SEVERNAYA, SIBERIAN RUSSIA

The Space Weapons Control Center in Severnaya, Siberia is the electronic nerve center of the GoldenEye operations and all of the other top-secret projects in the Russian Space Defense network. Xenia Onatopp and General Osovnikov, the corrupt head of Russia's Space Division, use the Tiger Helicopter to break into the weapons control center and steal the control cards for the GoldenEye satellites. While the security cameras identify General Osovnikov as friendly, they won't recognize you. If any of the cameras in the facility spot you, an alarm will sound and alert the guards.





## THE FRENCH FRIGATE, LAFAYETTE

James stumbles on a plot to steal the Tiger Helicopter, a prototype stealth aircraft that is immune to all forms of electronic warfare, including electromagnetic pulses. Bond must board the Lafayette and stop the aircraft demonstration before Xenia Onatopp, an ex-Soviet agent, can steal the Tiger. The floor plans of the frigate is the game are detailed and complete with narrow corridors, realistic lighting, and steep, grated stairwells. Cover is scarce to non-existent.



## SPACE WEAPONS CONTROL CENTER, CUBA

Ozurmov may have destroyed the Space Weapons Control Center in Severnaya, but a secondary control center is hidden in Cuba. Bond must infiltrate the heavily defended facility and disable the computer system before the second GoldenEye satellite destroys London. This facility is the most heavily fortified structure in the game, complete with robotic gun turrets and M16-toting guards.

**NINTENDO 64**



## THE ST. PETERSBURG PRISON, RUSSIA

After escaping from Trevelyan's trap at the monument graveyard, James is apprehended by the Russian authorities. Bond tries to tell his interrogator about Ozurmov's crooked operation, but the general interrupts the interrogation, frames Bond for the murder of the interrogator and attempts to shoot 007. "For trying to escape," Bond has no choice but to flee the prison and seek refuge in the nearby archives. The layout of the archive rooms in the game replicates the floor plan used in the movie.

## STATUE PARK, ST. PETERSBURG, RUSSIA

Looking for clues, Bond arranges a meeting with the mysterious underworld weapons dealer named Janus. Janus agrees to meet with 007 in the dark shadows of the Soviet Union's forgotten monuments. During the meeting, Bond discovers that Janus is actually Alec Trevelyan, formerly Agent 006, the man he left for dead in the Arkangel Chemical Shipwreck Factory. Trevelyan intends to make sure Bond won't reveal his secret or his connections to General Ozurmov. The monument graveyard is a macabre and forbidding maze of statues, with unseen dangers lurking behind every chunk of broken marble.



# N64 CONTROLLER PAK: MOBILE MEMORY!



YOU CAN'T BRING TWO VIDEO GAMERS TOGETHER WITHOUT SOME—ONE PROPOSING A FRIENDLY COMPETITION—THAT'S JUST THE NATURE OF THE GAMING BEAST.



NOW YOU CAN GET A JUMP ON YOUR OPPONENTS EVEN BEFORE YOU STRUT IN THE DOOR. WITH AN N64 CONTROLLER PAK, YOU CAN CARRY YOUR BEST LAP TIMES, HOTTEST TEAM STATS, BADDEST CUSTOM PLAYERS AND MORE, RIGHT IN YOUR POCKET, READY TO TAKE ON ALL CHALLENGERS!



## TAKE IT ON THE ROAD

Since the dawn of video games, players have been on a never-ending quest to post the highest scores, the best performance stats and the most wins for every game they could get their thumbs on. Competitive

spirit was expected, and where gamers gathered, you knew there would be challenges aplenty, complete with tales of that "homic scoreless character on my Pak at home that would blow you away!" Now with the N64 Controller Pak, you can put your money where your mouth is!

What is the N64 Controller Pak, you ask? To put it simply, the NCP consists of a



TAKE YOUR PAKS ON THE ROAD AND BLOW THE COMPETITION AWAY!

## MEMORIES ARE MADE OF THIS

Game Paks use static RAM chips to store all sorts of temporary or rewritable information, including save files and the file, and the N64 Controller Pak uses the same kind of memory chips for its save functions. Super NES Games were generally equipped with 64k or 128k RAM chips, while the NCP uses a 256k chip. While this may not seem like much RAM in this day and age, it's more

than enough for this job. Even if future games demand more storage capacity, Nintendo engineers assure us that it would be quite simple to upgrade the NCP to one, two, three or even four megabits of RAM! So how much is 256k worth in practical gaming terms? The NCP actually measures and displays its storage space in "pages," and you can fit up to 123 pages of data on one cartridge. Most games will require no more than ten pages per save file, and you can have up to six save files on one NCP. You can't save data from the same game to more than one memory slot (for example, if you've copied your KI Gold data to the first save file, you can't copy KI Gold data to the second save file, even if it's from a different game Pak or a different point in your game), but you'll always have the option to update or erase the data that's already there.

memory chip and a battery in a small cartridge, which plugs into the bottom part of your N64 controller. If your game is NCP-compatible, you'll be able to save game data directly to this cartridge. This save function is separate from any normal save or password options your game may have. You can use the NCP as a back-up save file for your game, or you can take your data and load it onto another copy of the same game on another N64 system. Depending on the title, you may be able to save and transport everything from high scores to a sports team's winning season record to custom characters with multiple special options. In some cases, you'll be able to combine two or more sets of stats and rankings or even pit championship teams from different game Paks against each other! We should make it clear that not all N64 games will be NCP-compatible, and save options will vary from title to title. From what we've seen, of current and future NCP-compatible games, though, the competitive possibilities are definitely exciting!

then enough for this job. Even if future games demand more storage capacity, Nintendo engineers assure us that it would be quite simple to upgrade the NCP to one, two, three or even four megabits of RAM! So how much is 256k worth in practical gaming terms? The NCP actually measures and displays its storage space in "pages," and you can fit up to 123 pages of data on one cartridge. Most games will require no more than ten pages per save file, and you can have up to six save files on one NCP. You can't save data from the same game to more than one memory slot (for example, if you've copied your KI Gold data to the first save file, you can't copy KI Gold data to the second save file, even if it's from a different game Pak or a different point in your game), but you'll always have the option to update or erase the data that's already there.



## ALL-STAR LINE-UP

If you're probably wondering which current games are compatible with the N64 Controller Pak. As of this writing, Mario Kart 64, Wave Race 64, Crusin' USA, KI Gold, Wayne Gretzky's 3-D Hockey and NBA Hangman are all confirmed as NCP-compatible. Star Wars: Shadows of the Empire was originally planned as an NCP-compatible title, but this option was dropped just prior to the game's release. More NCP-compatible titles are currently in development, including Nintendo's space mission adventure StarFox 64, now scheduled for a spring release.



## MOVER AND SHAKER

If you read last month's Shocktober exclusive, then you know that another N64 accessory that's causing a stir is the so-called "tubin," or "jumping" Pak. Now referred to as the Force Pak, this accessory is a bit larger than the NCP, and it also plugs into the N64 controller port. Designed with action games in mind, it shakes when a character or vehicle gets hit by enemy fire or runs into obstacles. The jolting action is created by a small, spinning motor. Because the shockwaves of a laser blast, a bullet, or a pipe bomb are actually very similar to the type of vibrations that alert you when a message is coming through, the Force Pak has been found to be play-tested by Nintendo employees.



# PACKING YOUR PAKS

TO GIVE YOU A BETTER IDEA OF WHAT YOU CAN-DO WITH YOUR N64 CONTROLLER PAK, WE'VE OUTLINED THE SAVE OPTIONS FOR SIX NCP COMPATIBLE GAMES BELOW. WE'VE DRAINED OUR BRAINS TO FILL OUR PAKS WITH OUR BEST RECORDS. IF YOU'D LIKE TO WIN AN NCP LOADED WITH OUR HIGH PERFORMANCE STATS, JUST SEND US A POSTCARD. IF WE DRAW YOUR NAME, YOU WIN AN NCP PACKED WITH POINTS FOR THE GAME OF YOUR CHOICE!



## CRUISE 'N' USA

Pages per Save File: 7

**N64 Controller Pak Save Options** Save your track records, (including the cross-country run), controller button configurations and vehicle upgrades.

**Prize Pak:** This prize Pak will contain a completed cross-country race and the fastest versions for all the basic vehicles, including the '63 Muscle Car, the La Berrona, the Devastator VI and the Italia P69. Use our revved-up road warriors to set your own land speed records and make it to the Caerleon USA Hall of Fame!



## MARIO KART 64

Pages per Save File: 120

### NTA Controller Pak Save

**Options:** Save up to two "ghost mode" time trials. You can challenge a ghost racer to a display of the saved trail!

**Prize Pak:** This prize Pak will contain state-of-the-art three trials for two of the toughest tracks in Race bumper-to-bumper with Nintendo's best.



## NBA HANGTIME

Printed on 5/26/2014 11:51:23 AM

**NBA Controller Pak Save Options:** Save your personal win/loss record and stats. This save option works with default NBA players and custom players that you create. The Pak will also save custom players' accumulated skill points and special option settings.

**Price Pak:** This price Pak will contain one custom player with totally mixed-out attributes. You'll be able to tweak this player to your exact specifications. Three-parties like the classic Chevrolet Block show like create a brand new Chevrolet



**KI Gold**

Pages per Scan File: 3

**N64 Controller Pak Save Options:** Save the special options up to Level Three. The special options are normally available after completing the Training mode on different difficulty levels.

**Prize Pick:** This prize Pick will contain all special options through Level Three, including Throw Damage adjustment, Easy Breakers, Invisible Tag, Aerial Camera, Full Super Star, Full Breakers, Powered finishes, Missiles, Fast Fireballs, Auto-Double on/off and the too cool Gold, White and Shadow uniforms! You'll be able to put a big smack down on your opponents and look cool doing it!





## WAYNE GRETZKY'S 3-D HOCKEY

Pages per Save File: 7

**N64 Controller Pak Save Options:** Save your season's progress and career stats, including your records against all teams in all divisions.

**Prize Pak!** This prize Pak will contain a full, 62-game-winning season with Wayne Gretzky and the New York Rangers, right up to the NHL playoffs. All the in-your-face action of the playoffs will be yours to savor!



ORANGE COUNTY, FLA. 32801

Registration necessary. To enter print your name, address, telephone number, your choice of one of the two M4 Corvette Pin prices, and the amount in the trivia question. Please notify page of date you'll be the M4 Corvette Pin held" and \$1000 - M4 will be held to the winner of the contest.

[illegible]

GrandPrize: Ten GrandPrize winners will receive one M4C Controller Pak of their choice, chosen from the six featured titles on judges. Estimated total value of all prizes is \$500. Some restrictions apply. Valid only in the U.S. and Canada. Judging is controlled by ten Developer (sponsors) of M4C. All prizes agree prior their construction. Further, the control is subject to all local, state, and federal laws and regulations. All federal, state, and local taxes (including sales tax) are applied to the prize. The responsibility of the winner.

## WAVE RACE 64

Pages: 100 Save: 51

**N64 Controller Pak Save Options:** Save your race and stunt records, progress through the racing circuits, controller and custom rider configurations. Data from an NCP can be combined with data on a game Pak to produce a new, unified set of records and statistics!

**Prize Pak:** This prize Pak will contain a full set of open courses, including the Hard, Expert and Reverse level courses, plus a roster of custom riders set to our expert specifications!



THE GREAT N64  
CONTROLLER PAK  
BRAIN DRAIN  
GIVEAWAY

TEN lucky winners will receive one Prize Pak of their choice. Write down your pick of the Paks on a postcard and send it in. If we draw your name, you win! Choose from the Prize Paks below:

- **Crusin' USA Prize Pak:** The fastest versions of all our basic cars!
- **Wayne Race-64 Prize Pak:** A full set of open courses, plus all rides customized to our expert specifications!
- **Ki Gold Prize Pak:** All options through Level Three, including the special Gold, White and Shadow uniforms!
- **Marlo Kart 64 Prize Pak:** Reconstructing ghost ride time trials on two of the toughest courses!
- **Wayne Gretzky's 3-D Hockey Prize Pak:** A full, 62-game winning season with Wayne Gretzky and the New York Rangers!
- **NBA Hangtime Prize Pak:** One customer receives all associated attributes.

**SEND YOUR ENTRIES TO:**

**Nintendo Power**  
**Brain Drain Giveaway**  
**P.O. Box 957**  
**Redmond, WA 98073-0957**

# STAR WARS SHADOWS OF THE EMPIRE

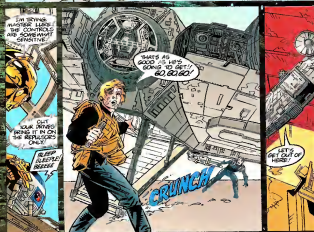


In this, the climactic sequence of Nintendo Power's presentation of Dark Horse Comics' *Shadows of the Empire* graphic novel, the treacherous Prince Xizor meets his destiny. Dark Horse Comics has created graphic-novel adaptations of all of the films in the *Star Wars* trilogy. An all-new graphic novel adaptation of *Star Wars: A New Hope* has recently been released with artwork by long-time *Star Wars* artist Al Williamson. This Special Edition includes scenes from the movie rerelease, including the encounter between Jabba the

Hutt and Han Solo. To celebrate the new theatrical releases of the other films in the *Star Wars* trilogy, Dark Horse will also release Special Edition graphic novels of *Star Wars: The Empire Strikes Back* and *Star Wars: Return of the Jedi*, both of which will contain bonus art work for *Star Wars* fans. You can find these Dark Horse Comics at your local comic book specialty store (phone 1-800-266-4225 to find a store near you) or you can order them directly from Dark Horse by phoning 1-800-661-0052.



LEIA SKYWALKER AND HIS FRIENDS HAVE LESS THAN FIVE MINUTES TO ESCAPE FROM KIZOR'S DOOMED PALACE...





THANKS FOR THE RIDE, LUKE.

HEY, HEY! YOU JUST TRACKED, GET THOSE GUNS FIRED UP!

YOU OUGHT TO SIGN ON WITH THE ALLIANCE. DASH, YOU'RE A GOOD MAN, WE COULD USE YOU.

THANKS, BUT I'M NOT MUCH OF A JOINER. RECKON I'VE DONE MY BIT. IF YOU'RE REALLY HURD, YOU CAN PROBABLY HANDLE THINGS ON YOUR OWN FROM HERE.

THANKS FOR THE NOTE OF CONFIDENCE.



WHOM LOOKS LIKE WE'VE GOT COMPANY!

LANDO THE GUNS!



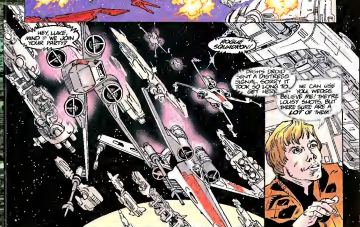
UNWARRANTED CONFLICTS AND YOUR FIGHTERS INCOMING!

THOSE AREN'T IMPERIAL SHIPS, WHO ARE THESE GUYS?



GOOD SHOOTING, DASH!



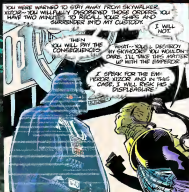


WE'VE  
GOT TO BE ABOARD'S  
CAPTAIN

WE GOT  
TWO REBELS  
DOWN

WERE SAID HENRY  
INTERNAL THE FIGHTERS  
BEHIND BOUND—A  
DOZEN AT LEAST

WONDERED  
WHEN THEY'D SHOW  
UP! LOOKS LIKE THIS  
IS THE END



"DESTROY THE  
SATURNUS!"





LOOK OUT,  
DINAH!



NURRR!

THOSE GUYS  
HE ALMOST  
MADE IT  
TOO!



SO IF ALZOE WAYS ON  
HE SURFACE I QUOTE THAT  
PUTS AN END TO BLACK  
SUN TRYING TO HAVE  
LUKE KILLED



AND I DOUBT THAT  
WATER WANTS ME DEAD  
YET. I'LL DEAL WITH  
YOU WHEN THE TIME  
COMES.

SO WHAT  
ARE WE GOING  
TO DO NOW?



GET AWAY.

THE DEAD...



#### CREDITS

Written by John Wagner  
Pencils by Edina Poddett  
Inks by P. Craig Russell

Colors by Gary Porter  
Color separations by Herbie Age Colors  
Lettering by Steve Cooper

Design by Scott Tice  
Edited by Peter Jones & Peter Wochman  
Special Thanks to Allan Knecht & Lou Black

Star Wars™, Shadow of the Empire™, and © 1996 Lucasfilm Ltd. Dark Horse Comics™ and Dark Horse logo are registered trademarks of Dark Horse Comics, Inc.™ & © 1996 Dark Horse Comics, Inc. All rights reserved.



# WANTED DINOSAUR HUNTER

Turok built from a long line of hunters whose heroic exploits, in keeping the badgies of the Lost Land locked up, have been chronicled by the Turok comic book series from Acclaim. Dinosaur hunting is one of those jobs that doesn't get many volunteers. What does it take? You'll explore the 3-D terrain, defend yourself from attacks, pick up weapons, health, keys and other items, and uncover the deep



routes and secrets. The Lost Land worlds contain an abundance of treasure, an alien army, a host of traps, puzzles, and bombs to use against the Lost Land overlords, and plenty of fun boss fights. In addition to making an intense, engrossing, and addictive 3-D fun-and-fangin' party, you can use a controller to experience your pet Turok in the wilderness.



Don't get it twisted: Turok's first-person perspective, like most first-person shooters, isn't as well suited to any single player game. Still, Forgive Us, Our Sins Are Numerous, and this game is even more fun to play by the fire than while jumping up and down by the radio. —Tina

It's a shame that Turok's first-person perspective isn't as well suited to any single player game. Still, Forgive Us, Our Sins Are Numerous, and this game is even more fun to play by the fire than while jumping up and down by the radio. —Tina

# LET THE CAMPAIGN

So, what's all the fuss about the Lost World? It seems that Turok's arch-enemy, the Campaigner, is collecting the scattered pieces of a fiendish device known as the Chrysopter. This powerful, ancient weapon will allow him to escape from

the Lost World into dimensions where real people live. You'll have to use all of your cunning (and the occasional nuclear grenade) to keep Campaigner's biologically enhanced theropods from doing as you wish. Here's a glimpse of what lies ahead.

## THE ARSENAL OF FREEDOM

What is this year's well-supplied, team-dimensional hero looking for in a good weapon? Rocks are in. Rocks are out. You'll begin your adventure with traditional weapons—namely, a knife and bow. Next, you'll find a semi-automatic pistol and a shotgun with standard and exploding shells. The assault rifle makes quick work of charging raptors, but the automatic shotgun is even better. If

you really want to leave a lasting impression, pick up the grenade launcher or the pulse rifle or the gun. And if your taste in destruction leans to the exotic, we recommend a captured alien weapon: the five-level particle accelerator. The quad-rocket launcher, or the fusion cannon, which takes complete care of your greivous wounds, you can collect pieces of a secret weapon for use at the end of the game.



## THE JUNGLES BACK HOME WEREN'T LIKE THIS

When you appear for the first time in the Lost Land, you are greeted by the howling of raptors, drums and the distant roar of unseen camouflaged, two-monkey scorpions for dinner in a palm tree hollow nest. Your first objective is to grab some decent weapons and upgrade your health before the raptor roaring catches track you down. Besides, you can find a pistol, a shotgun and an M16A3 (which has points). Then prepared, head out to explore the unknown, using the map to spot dangers long in advance.





## WELL AND TRULY WARPED

These shimmering portals usually appear for several seconds then fade away, only to return a few moments later. But unlike those in most games, the warp zones in Turok don't necessarily lead to the same destination each time. The new location may have useful items for you to collect, but you may also be greeted by enemies or other dangers.



## KEYS TO THE FUTURE



Ending your way in the past can be a painful reminder of collecting your man's hat or finding a new direction. The war zone is a reminder of the future, an important day, with things to do. It's a reminder you'll find the end of the world, and you can explore a new area far which you can see. It's a reminder of the past, a reminder of the future, and that you're not ready to go.

## UNDER WATER

It's a sweet, sweet, through a fish-infested jungle, what could be better than a refreshing dip? As Turok discovers, the lake and stream of the Lost Land are no escape from harsh reality. You may find land is not even under water, but you are limited to using your knife to break the fish.



## SWITCHES

Keys aren't the only way to open up new areas of Turok. Carefully designed levers and triggers must be activated to open gates and doors. In some cases, Turok must discover the trigger mechanism, while in other cases the challenge is in reaching it.



# I DREAM OF GOOMBAS

Time was when a video game hero just had to stomped slowly moving mushrooms to make it big. Jerk must really miss those days, the enemies he faces have frighteningly sophisticated tracking and ambushing abilities. They use peripheral

vision and they can hear you creaking through the brush. Not only are the baddies smart, they are tough. In the field stages, nothing short of a nuclear blast will take out these bad boys with one shot.

## DINOS

Reptilians take many forms, from the quick reptiles in the first area to the lumbering, a-minded dinosaurs in the final stages. In between, you'll find everything from mechanically enhanced theropods to giant insects. A steel-plated T-Rex, for instance, can climb through your Health Meter in no time flat.



## NATIVES



The Lost Land is home to many cultures, including the natives armed with pokey spears and other laughable weapons. Since you're a big guy with a big gun, they should present no problem, except that these (pokey) weapons appear suddenly and unexpectedly out of unexpected portals.

## COMMANDOS

It's hard to say just where these toothed troops are from, but the Commandos are corrupted thugs for his own people's. Some of them were just carry-along body guards that protect him in front of his die-hardst mercenaries.



## ALIENS

The Lost Land connects galaxies of time and space, so it should come as no surprise that extraterrestrials also wind up there. The alien enemies take several forms, from rock-crawling cave lizards to giants with pseudo-limbs. None of them are pretty, and all of them are vicious.



## MECHANONDS

Giant robotic enemies show up over and over out of the blue. These mechs carry high-energy weapons, and they are almost good as they are. The hardest of these appear in the later stages.



# THE ROAD AHEAD

Turok's journey goes on and on through eight huge stages, and each stage is an adventure in itself. Taken all as one, Turok may have more actual ground to cover than any other game. The gallery below will give you just a taste of it all.



Turok reaches the entrance of a city and is greeted by a secret ally.



While the suit ferries, Turok reaches the shore with the help of his secret ally, a display.



Increasingly difficult opponents in the game's later stages must be met with increasingly powerful armaments. And when Turok is in a boat, he can use a special gun with exploding shells and quad-bowling machines.



By the time you read this preview, your dedicated Power gamers will be wading deep into the completed version of Turok. That's when you'll be able to pick up a copy of Turok: Dinosaur Hunter for your N64. In the meantime, we recommend daily finger exercises and a diet of raw gravel. You'll need to be flexible and tough if you hope to come through the Turok experience in one piece. Otherwise, instead of dropping dinosaurs, you'll be dinosaur drop...well, let's just say it won't be a pretty picture.

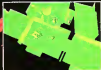


# STAR WARS SHADOWS OF THE EMPIRE™

Last month, we took you on a strategic tour of Star Wars: Shadows of the Empire and showed you our laser-hot tips for getting past all of the major obstacles in the game. Destroying Prince Xizor and Black Sun, however, is just one facet of this 64-bit jewel. Come back with us to that galaxy far, far away, as we reveal the secret locations of all the Challenge Points and show you how to access the best game cheats this side of using the Force!

## COME OUT, COME OUT, WHEREVER YOU ARE!

There are four codes we know of so far for *Shadows of the Empire*. To access them, you must complete the game and get all of the Challenge Points on each of the difficulty levels. If you beat the game on Easy, you'll gain access to a 3-D mapping device called the Loozo Scanner; beat it on Medium, you can pilot an X-Wing or a TIE fighter in the final stage; beat it on Hard, you'll get a weapons and invincibility code; beat it on Jedi, you'll be able to call a herd of friendly wompas to help you! Even if you know a particular code, you must complete the game and obtain all the points on the specified difficulty level for it to work. The chart at right shows how many points are in each stage. Get out your blasters and get cracking!



C.P. STAGE  
CHARTBATTLE OF  
HOTH

3

ESCAPE FROM  
ECHO BASE

10

THE ASTEROID  
FIELD

6

ORD MANTELL  
JUNKYARD

12

GALL SPACE-  
PORT

15

MOS EISLEY AND  
BEGGAR'S CANYON

12

IMPERIAL FREIGHTER  
SUPROSA

10

SEWERS OF  
IMPERIAL CITY

9

## XIZOR'S PALACE

10

## SKYHOOK BATTLE

0

## BATTLE OF HOTH

Gain three Challenge Points in the Battle of Hoth by downing the Imperial AT-ATs with your tow cable. It's possible to bring them down with your Blasters, but you won't earn points that way. Fly in close to a walker's legs and press the bottom C button to fire your harpoons. Loop around the walker's legs several times (stay very close) to tangle them up.



Loop around the battlefield and close on the speed walkers (AT-ATs) and yank thrusters before you go into the harpoon game.



You can fire the tow cable from the chase plane view, but once the harpoon connects, you'll switch to the remote-ctrl view.



You'll receive a message saying you've earned a Challenge Point, then the screen will switch back to the chase plane view.

## ESCAPE FROM ECHO BASE

In the "commando" stages, Challenge Points are represented by winged icons, usually the Rebel Alliance emblem that you must find. These icons are scattered throughout the stages, sometimes hidden, sometimes in plain view, and they're often very tough to collect. While some are just hidden in back corners, others require you to make dangerous leaps or perform other acrobatic feats. There are ten points all told in this mission.

1. Near the rear end of your rig, and open a lock to the right of three pods.
2. In the corridor beyond, blast through four cool-downs to reveal a secret room.
3. At the rear bridge, leap to a small ledge on your right.
4. Cross the bridge and go through the door on the left.
5. At the start of the second stage, jump up and reach behind the right generator.
6. From the generator, swing the cable and use a triple shot of Jango's blaster.
7. At the second point generator, face right and jump over the rail to a ledge.
8. From #7, go back the way you came and jump across the gap to the left generator.
9. When the ground cracks open, a point will appear on the left side of the gap.
10. In the corridor past the AT-AT, look for a hidden room behind some crates in

## 7th-8th

These generators are beside the main path beyond the generator control room. There are ledges on the left (past point #6) that lead back up to the corridor.



## 9th

Hang back over the entrance to this corridor and wait for the Challenge Point to emerge from the left wall. Collect it as soon as it appears and then run for the exit. Use the machine gun if you have it, to clear out the visiting Stormtroopers.



LANTANA

# THE ASTEROID FIELD

The Challenge Points in this second flying stage are represented by six red asteroids that appear at random during the battle. Destroy each one with your lasers or missiles to gain a point. Get rid of them as quickly as you can because they'll soon float out of range of your weapons and disappear into the asteroid field.



## ORD MANTELL JUNKYARD

Timing and coordination are everything in Ord Mantell Junkyard. Many of the Challenge Points are suspended in midair along your route, and you'll only get one shot at them. When you battle IG-88, we recommend gathering the Challenge Points in the order we've stated below, but this is not the only viable strategy plan. A lot will depend on how good you are at dodging IG-88's blaster fire!

1. The first point appears in midair, right at the start of the stage.
2. The second point is above the left side of the first barrier.
3. The third point is above the right side of the fifth barrier.
4. Lock inside the first train car with warts. It's a jump to the left track!
5. The point appears in midair, after the left track drops into the lower section.
6. When the train begins, jump to the next train. Lock in the last car in line.
7. From #6, jump to the next car, go up the stairs and around to the back.
8. From #7, jump on the next car. Lock above the low wall.
9. On the second-to-last train, look on the right side of the last car.
10. In the middle with IG-88, jump up on the pile of junk on the left.
11. From #10, jump onto the overwall and go to the right to the first support.
12. Go up the rail track and to the right. Run up the ramp and into the next section.

**7th** After you pick up point #6, you'll see point #7 above the rear of the next car. Climb onto the roof. Stand back from the edge when you jump, or you'll overshoot the target like you know how well.



## 10th, 11th, 12th

If you prefer a different route, you can collect points #10, #11 and #12 in any order. In this route, you see the "back" wall to your right and behind you at the start. Challenge Point #10 is just past the machine part, and the shield is on the ledge next to the exit hatch. You can use the shield to grab points #10 and #11 quickly and safely, or you can run it for your battle against IG-88.



# GALL SPACEPORT

SHADOWS OF THE EMPIRE



Your jet pack is the key to finding many of the Challenge Points at Gall Spaceport. In some cases, you'll have just enough fuel to reach your goal before your jets sputter and die. You may have to make some trips in two stages, just to be safe. "Pulse" your jets to maintain forward momentum without wasting fuel; continuous thrust will make you go higher but not necessarily faster. You should also fly in as straight a line as possible. Even small wobbles will waste fuel. Saving fuel is especially important when going after point 40.

1. Exit the door and go to the right. Jump up the rocks to get on top of the ship.
2. After the first jump, look down the rock tower at the end of a narrow path.
3. Inside the ship, look for a point in a hole. You'll need to get on jet pack first.
4. After you get the jet pack, fly up to the top of the tower you found it in.
5. From #4, fly out to the first rock tower. Leap diagonally up and to the right.
6. Before you take the last path, you'll fly jet down the cliff to a small room.
7. From #6, jump the cliff and then to the cave mouth. Fly up and jet to a ledge.
8. When the jet pack dies, fly across the chasm, fly forward and slightly to the left.
9. After you reach the AT-ST, look around the column, upside the rock face.
10. Enter the air shaft. Fly between the fan blades in the first vertical shaft.
11. When you reach the large, round chamber, look up and left from the entrance.
12. On the second ferry ride, a point will appear when the second probe dived.
13. Look high above the shuttle that's parked in the second landing bay.
14. When you reach Baba Fett, run to the gap in the left and jet down the tower.
15. From #14, go around to the other side of the tower, jet down the cliff to a platform.

## 6th, 7th

Just after the second stage begins, you'll find a large cave where you'll board an anti-grav ferry. Before you leave, jet to the ledge ahead of and below you, then turn and fire the cannons. (That done, you'll find a small room and pass #6. Jet back up to the ledge. Go to the cave mouth and jet forward, up and left to find point #7.



## 15th

From #14, jump down to the ground and run around to the other side of the tower. If you peek over the cliff, you'll be able to see the edge of the platform below. Flirt down to pick up point #15. Fly back up to the cliff edge. Let your jet pack recharge; then fly back up to the tower.



## 8th

Get on the dock platform and stand on the end of the beam on the left. Fly slightly to the left and take off. As you fly towards the ledge across the chasm, pulse your jets and try to maintain an effective path above it.



# IMPERIAL FREIGHTER SUPROSA

The freighter's cargo bay doors are controlled by the switches on the walls. We've labeled the switches and doors in the photos, at the bottom of the page to make finding points easier. The photo showing the cargo bay doors (numbered 1-16) is the view from the entrance to this area.



**3rd** Not far into the second stage, you'll find the first set of revolving doors. The point is behind them, between the back left door and the wall. Try to run along between the panels as they revolve. It's nearly impossible to do this without taking damage, so just keep your head down and run!

1. Go through the first door and turn left. Walk to the back corner of the platform.
2. Turn right after the first set of rooms and blast the tripod-mounted laser.
3. Search the back left corner behind the first set of revolving doors.
4. Jump on the line wall above the second set of revolving doors.
5. Go down the line wall, jump on the machinery behind the revolving platform.
6. From #5, jump or fly across the space to the next structure.
7. In the cargo bay, blast open a container in bay M two below.
8. In the cargo bay, shoot the machine over a high back balcony.
9. In the cargo bay, shoot a rocket in space in bay M two below.
10. When you're near the rocket dead, look behind the stack in bay M.

**4th** You'll see point #4 before you reach point #3, but you can't collect #4 until you go through all the revolving doors and get into the rooms on the other side of the wall. Stand at the top of the little slope next to the door and jump onto the wall.

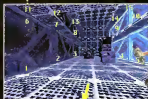


Switches J-M are near the elevator doors, while switches A-I are on the opposite side of the chamber.

**7th** Point #7 is hidden in a cargo container in bay W on the second level (the bay above and to your right as you exit the elevator). Press switch M to open the door.



**DOOR NUMBER** - from left hand side -



ENTRANCE

**8th** Point #8 is located in bay B. Pressing switch M will also open this chamber: From the elevator, go up to the second level on your left and walk all the way down to the end.



**9th** Point #9 is located in bay Y. From the elevator, go up to the third level on your right and open the middle door. This is a normal door, so you won't need to press a special switch.





# SEWERS OF IMPERIAL CITY

Finding the Challenge Points in the Imperial sewers is easy; staying alive long enough to collect them—that's hard! Your biggest worry will be navigating for long periods underwater. Not only do you have to watch your jet pack's fuel, you'll also have to worry about your air supply and the ion-tatted denegos that are looking for a tasty lunch!

**1st** This first point is easy to find, if you know where to look. Follow the path from the start until you reach the second long tunnel. You'll soon see this alcove on the left, just before the second "water wheel." Press the wall to reveal a secret chamber.



1. Look for a sign on the wall to the left, just before the second opening wheel.
2. From the entrance to the first large pool, look under the platform to the left.
3. Follow the pipe out of the pool room. Climb underwater in the next chamber.
4. Fly to the top of the next shaft (the one with many platforms) and follow the tunnel.
5. From the top, slide to the side and drop down one side for another tunnel. Follow it to the next shaft. Drop all the way down to the bottom, and follow the tunnel.
6. Go through the security door and dive down to the far left corner of the pool.
7. Swim through the long tunnel to the next chamber. Look near the corner post.
8. Follow the tunnel to the next room. Search under water for a hole in the corner post.
9. Just past the corner, you'll find an area with walls and a corner post made of brick. Look on the right side of the point (it's above your head) for a hole.

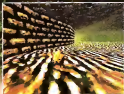
## 2nd

When you come to the first large pool, stand on the platform near the entrance. Stand back and destroy both denegos before you enter the water. Jump into the water and look under a platform to the left, near the corner of the pool.



## 6th

After you find the security key, follow the pipe out of the "pool" room and search the tunnel. backtrack to the pool and open the security door. Once into the pool beyond and look in the far left corner (watch for another hungry denegal). Come up for air, then go to the far right corner to find an underwater tunnel to the next area.



# XIZOR'S PALACE

Xizor's Palace is a deadly warren of twists, turns and traps. If you're not careful, you could become stuck while trying to obtain some of the points here (especially #3 and #6). In those cases, you'll have no choice but to reset your game and try again!

**1st** This point is easy to find but equally easy to overlook. In the room at the end of the curved hall, hit the switch on the upper level. This opens not only the exit door, but also a very well camouflaged door in the wall behind you.



**2nd** Hit the wall switch to open the first elevator, but don't hit the switch inside it. Fly up the elevator shaft and activate the switch on the level above. This will make the elevator go down to a hidden lower level.



- 1. In the chamber at the end of the curved hall, hit the switch to open a secret passage.
- 2. When the first elevator opens, fly up and hit the upper switch, then fly down.
- 3. Jump off the end of the bridge and go to the far right corner to trap a hidden room.
- 4. At the start of the hallway, hit the first switch, then fly up the elevator shaft.
- 5. In the first set of doors, go behind the middle door to a hidden room.
- 6. From the secret room, walk until you reach the other entrance and walk up.
- 7. In the next area, float down between the first and second doors.
- 8. At the space elevator, look for a hidden room on the first level in the hallway.
- 9. At the space elevator, there's a small hole in the central wall, near the bottom.
- 10. After you hit the wall switch, follow the exit tunnel to where there are no lights. Go up and left to find a hidden room.

**3rd** From point #2, fly back up the elevator shaft to the top level and follow the hallway around. Activate the first bridge and cross over to the next area. Follow the hall to the right and go up to the next level. Hit the switch to activate the second bridge. Come back down and walk onto the bridge. Jump off and go to the far right corner. Fly up to a hidden room to find point #3.

**5th** Jump below the gear and pivot to the left. There will be a small alcove a few steps ahead and to the left. Don't let the gear swing you to the other side of the hole or you'll be trapped!



**6th** At point #5, press the back wall to open a hidden panel. Follow the tunnel and fly up and right to collect point #6. This is the point you could see from the windows near the beginning of this stage.



# GOLDENEYE

The background of the entire advertisement is a fiery, orange and yellow explosion or fire. In the center, James Bond is depicted running towards the viewer, wearing his iconic black tuxedo and white shirt. Above him, the large, red, 3D letters "007" are shown, with two small fighter jets flying through the loops of the zeros. A red orbital ring is positioned around the letter "E" in the word "GOLDENEYE".

COMING SOON TO  
THE N64 FROM  
NINTENDO

NINTENDO





**NINTENDO**  
**POWER**

©1997 Nintendo/Rare. Game by Rare. ©1992, 1995 Danjae, Inc. &  
All Rights Reserved. ©1997 Eon Productions Ltd. & Mac B. Inc.

# MOS EISLEY AND BEGGAR'S CANYON

Taking out the swoop gang is your first priority. If you spend too much time huffing for points, they'll reach Luke first and do him in. Remember that the stage doesn't end until you go all the way to Ben Kenobi's old house. Once the would-be assassins and hitmen you'll have all the time you'll need for collecting points.



- 1 Jump diagonally right off the first ramp onto the roof of a low building.
- 2 In the place just past the first ramp, look to the left side of the second alley.
- 3 Jump diagonally right off the second ramp onto the roof of a low building.
- 4 From #3, jump across the street to the spring and then to the point.
- 5 From #4, follow the main path and turn right at the building with the black stripe.
- 6 Follow the black stripe back around the front of the building to another alley.
- 7 Go back to the street. Turn left into a small alley just before the second place.
- 8 Look for another building with a black stripe and follow the alley around it.
- 9 Keep going until you run into a wall. Follow this outside wall around to the left.
- 10 3. Make a high jump above the first surface the pit appears.
- 11 4. Make a high jump above the second surface.
- 12 5. Take a side path and jump over the second stone bridge to the desert.

**5th** After the second ramp, keep going straight. I don't take the left fork. Just a little way ahead is a building with a black stripe along its base. Turn right down an alley past point 11.



**6th** From #5, follow the alley back around the front of the building to another alley on the other side. A low wall will separate you from the main street. Pick up point #6, then make your way back out to the main street and turn right. Follow the path to the place where the shuttle takes off.



**8th** From point #7, follow the path until you find another building with a black stripe. Turn down the alley next to it and follow it around the front of the building. Pick up point #8 and return to the main street. This heading is as a dead end, so turn left and then right to find the main path.



**9th** Our sources tell us that the LucasArts programmers have hidden a robot icon in nearly every game they've produced. In this case, the robot head serves as a Challenge Point. Exit the town and follow the outside wall around to the left. You'll find the icon tucked into a small alcove around the corner.



# EPIC CENTER

## CONTENTS

- **Epic News**  
Page 51
- **Harvest Moon**  
Page 52
- **Marvelous**  
Page 54
- **Epic Strategies**  
Page 58

## N64 EPICS ON THE WAY

**A**t Shoshinka/Space World last November, the first launch of N64 epic games was unveiled. In fact, by the time you read this, the first N64 epic will have been released in Japan. Enix's *Wonder Project J2* went on sale a few days after the show. Project probably won't



Enix's *Wonder Project J2*

appear in North America (at least any time soon), because it would require a lot more than a simple translation and, frankly, the game is just very static. Most of the player's time is spent in a cartoon mode instructing a robot (the girl in the picture). Very little use was made of the N64's

graphic power. In one scene, there is a 3-D submarine and there are many areas in which you can move against cartoon illustrated backgrounds. But there is little of the sense of exploration that is commonly found in an RPG. In spite of these



Nintendo's *Zelda 64*

shortcomings, *Wonder Project* is selling well in Japan. Enix's next N64 project, *Go, Go, Troublemakers*, should be full of action.

Probably the greatest interest of epic gamers is on the progress of *Zelda 64*. Mr. Miyamoto reports that development is going well and the game should be done by the end of the year. Remarkable lighting effects highlight the short video sequences in which Link fights a Skelios and uncovers a glowing Triforce. Development on *Earthbound 64* is just getting underway, but the initial sample looks great. *Cygnus* may be gone, but it seems that *Pokémon* will carry on the evil tradition.

We also saw early video tape of Imaginer's *Ethnic* and Goemon from Konami. Both games look like very promising adventures, mixing RPG and action game-play elements. We haven't seen anything from the developers of *Command & Conquer* to date, but the PC game has become one of the most successful strategy titles ever. In C&C, players

command modern or post-modern military forces in real time, moving units, building bases, gathering supplies and money and sending troops out on missions. *Stilicon Valley* from BMG Entertainment is another game in fairly early development. The idea here is that you begin the game as some lonely farm of life and you slowly evolve to higher forms as you out think more advanced creatures in puzzle situations. Finally, Namco's *Tales of Phantasia II* may be the first traditional RPG for the N64, but there is no word yet on what sort of interface the game will have.

## DRAGON QUEST III

The latest Super Famicom RPG criss has deep roots. *Dragon Quest III*, originally an 8-bit Famicom game, recently appeared in a 16-bit format with enhanced graphics and sound (the



*Dragon Quest III* for the Super Famicom

game was originally released as *Dragon Warrior* for the NES in North America). Although the game remains essentially the same as the original, including the same story and maps, the experience turns out to be much richer. In addition to the upped walloob and battle scenes, Enix added sophisticated animations. We would like to report that the game will be translated into English, but it seems unlikely at this point.

# HARVEST MOON

© FOCUS IN-VIDEO

**Farm-Out!** Natsume's innovative Harvest Moon is more realistic than your typical, monster-bashing RPG. If you're bored with building levels and saving the world, take a chance on an original game that's down-to-earth fun!

## A REALISTIC RPG THAT'S DOWN-TO-EARTH FUN

While other role-playing games are fixated with saving the world or destroying the most evil characters in the universe, the goal in Natsume's Harvest Moon is more modest and realistic: you need to improve your run-down farm, seek out a wife, and find a way to live happily ever after. If you think this sounds more corny than watching the corn grow, you're standing in the wrong field. This addicting cross between a RPG and a simulation game might be the Telenovela of the RPG genre. We chuckled until we played it, and then we couldn't put the controller down. Look for the game in stores this spring!



All work and no play might make Jack a dull boy, but at least it puts food on your plate and earns you enough cash for the next hardware.

## THERE'S PLENTY OF CHORES EVERY DAY

Effective time management is the key to building a flourishing farm. Unfortunately, there is not enough time in a day to get everything done. You'll have to do your best. We've outlined below a handful of the typical tasks that you'll have to complete on an average day at the homestead.

### RISE AND SHINE!

So much to do and so little time. Rise and shine! Harvest your crops so they'll be ready to be picked up when the collection truck comes. If you're late, you won't get paid.

### MILK THE COWS

Fetch your goodies and buy one cow, or get several cows and start a dairy. Milk is a great source of revenue, but the responsibility can consume all your time.

### HARVEST CROPS

Pick your crops and get them to the food bin for pickup. You'll only have a few hours to harvest your food before the truck comes to pick up the goods.

### POWER SHOPPING

If you have time between feeding the animals and tending the crops, run into town and buy a few more bags of seeds or some of the latest gardening gadgets.





# BUILD YOUR FARM, NOT YOUR LEVELS

You won't have to worry about finding experience points in Harvest Moon. You start the game with a run-down farm and pocket change. Clear your land and plant your crops. If you plan carefully and pinch your pennies, you'll gradually be able to make improvements to your land and buy some animals. It's hard work all year round.

## SPRING

The frequent rain helps guarantee the seeds you've planted, but you'll still have to contend with a bumper crop of events and pesky pests. You're going to have work from early spring right through to harvest time. The only time you'll get a break is during the annual Flower Festival.



## SUMMER



The heavy rain in the summertime is for seeds, but not you. There's a tidal crop of water and hard as animals to lead. Since there are no festivals during the summer, make a social visit to town during a warm evening. The Pub is always open and your neighbors will be happy to see you.

### A SOCIAL CALL?

Attend the town festivals and charm the local women with gifts. If you're unsure whether someone likes you, try stealing a peek at the pages in her diary!



### CHICKEN FEED

Check on your animals when you're not tending to your crops. As a chicken keeper, you can't wait your dog chasing the hens around the henyard.



### EXPLORE NEARBY

The nearby mountains offer a beautiful food supply throughout the year. You can also rest your weary bones in the soothing, hot spring water at the public bath.



## WINTER

During the summer, you have to snow shovel enough to get your sled to feed your stock through the cold winter. Since your fields are fallow beneath a blanket of snow, this is the prime time of year to make social calls and get to know folks in the nearby town. Some of the best festivals of the year take place during the winter, ranging from Thanksgiving to the New Year's celebration. If you play your cards right and show a good expression, you might find yourself a steady date for all of the local social events.



## FALL

While you can't grow crops in the fall, there is still plenty of work to be done. Repair your fences and prepare your fields for next year. If you have spare time, set your luck at longing for mushrooms or fishing at the lake in the forest. Save some cat's food for the annual Harvest Festival. If you're lucky, you might find some charming young women to dance with there.



### BURN THE MIDNIGHT OIL

You won't earn cash if you pick your crops at night, but you can repair fences or clear your land. Work until you're exhausted and then climb into bed.



Sweet Dreams!

Zzzzz



# MARVELOUS™

Three clever boys, a band of monkeys, a hoard of treasure and pirates old and new—these are the main ingredients for the unique hybrid game that is, well, **Marvelous!** Forgoing the typical plot of evil wizards and world-ending events, this Japanese-market sensation injects a bit of innocent fun into the epic scene!



## ANOTHER TREASURE ISLAND

**T**he full title of Nintendo's latest Super Famicom hit is *Marvelous! Another Treasure Island*. Inspired in part by Robert Louis Stevenson's classic tale, the *Marvelous!* development team came up with a plot crammed with bold pirates, hidden treasure and high adventure. But where Stevenson's story was grim and gritty, this epic is light-hearted and whimsical. Chronicling the misadventures of three young boys, *Marvelous* combines *The Legend of Zelda*-style adventuring with detailed puzzle elements borrowed from text-based games. The result is a refreshing combination of fast-paced exploration through a huge world, liberally spiced with all manner of murky mysteries to solve.

For Japanese gamers, in a category that's usually given over to dark melodrama, *Marvelous* has been a sprightly change of epic pace.

Much time is spent gathering and piecing together clues. The challenges tend to be mental, rather than physical.



## A NEW BREED OF ADVENTURE GAMING

### Main Screen

Characters can move about the Marvelous lands on individually or in a group. There is combat, but players rely on items like bewitched and catfishes, mites, rather than swords and shields.

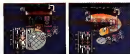
### Message Screen

Characters learn by talking. Even if a player knows what an item is for, a character won't be able to use it until he knows.



The Action Buttons (Search, Teamwork, and Item) give players a high degree of control over their actions. Players can question characters they meet, propose joint actions and perform complex tasks with specific items.

### Action Buttons



### SEARCH BUTTON

Pressing the Search Button activates a "scanner" that lets players examine their surroundings. The scanner is directed with the Control Pad, and if you come across an item that you can move, carry or otherwise affect, a question mark will appear. You may then look at the item and try to determine if it's useful or important. If allowed, you may also choose to pick it up and take it with you. The scanner's hand-shaped cursor is also used to direct questions at other characters. If a new bit of information or an idea comes up while you're looking or talking, a light bulb icon will appear.



Ideas come both from your characters and from other characters. These ideas will often give you new abilities or open up new courses of action not available previously.

### TALK ABOUT FUN

The "buzzy" interface used in Marvelous is directly descended from a text-based type of RPG currently popular in Japan. These games are similar to "make-your-own-adventure" books, where players are given a set of choices at critical points in the story. The choices made determine what will happen next and what the ultimate outcome of the adventure will be. Text games tend to be rather static, using

cinema screens to advance the plot but with little direct interaction between the player and the game environment. The beauty of Marvelous is that you get the freedom of movement of adventure games coupled with the greater detail and information of text games. It is very active and very involved, all at the same time.





## DINO



Dino is a rebel, but he's also a heart of gold. Jack and Max usually let him take them when they need exploring. With his baseball and glove in hand, he can throw baseballs and hit switches to open doors or activate machines. With the running shoes, he's been known to dash at super speed.

## TEAMWORK BUTTON

Each of the main characters, Dino, Jack and Max, have different abilities and specialties, and so do the other people they meet. There are times, however, when they'll need to pool their skills or combine their physical strength to complete a task. That's where the Teamwork Button comes in. This switch is used to propose a joint action with people inside or outside the main party. Even if one character isn't sure what needs to be done, another one might. In either case, the light bulb will go on, and so will the adventure!



Combining skills becomes more important as the game goes on. In one case, the boys must combine their strength with Dino's dash ability to turn a leg into a battering ram.

## ITEM BUTTON

The boys can carry lots of weapons and tools, but because of the different abilities, they can't swap items back and forth. Basic items can generally be used at any time or place, but many special items must be activated at a specific time or place with the Item Button. Once again, unless you learn everything there is to know about an item and the problem it's related to, either the item won't work or you just won't know what to do with it.



Each boy carries his own, unique set of weapons and items.



Special items often have just a single use at a specific time and place. If the light bulb goes on, players will know that they're in the right track.

## LEADER OF THE PACK



Players control only the current leader of the party, who wears a hat given to the trio by their camp counselor. The others will follow the leader through thick and thin, but since they all move at different speeds, you must be careful that someone doesn't get left behind. If the party gets separated, the leader can blow a whistle. If they're anywhere near, the other boys will come running.



At first, you're only allowed to switch to another boy on the same screen. With the transceiver, you can do it at long range.



## JACK

Jack is the cleverest of the trio, and he loves to think. If he finds thought obstacles, he can make complex items, like a remote to control the robot. He loves to fish, and if equipped with the boots, he can perform a super jump.



## WANT TO GO SHIPE HUNTING?

**A**t the beginning of the game, the boys will spend most of their time together. Players must switch between them, using their different skills and abilities, to solve problems. As time goes on, however, the boys must split up to accomplish certain tasks. Sometimes only one boy will have the ability to venture to a particular place. At other times, all three boys will have to be placed at separate locations. You must then switch between them several times to coordinate their efforts. Clues are often vague, so players just have to experiment as they go along.



EPIC: JAMES BENTON

Some solutions unfold automatically, but in other cases, players have to directly control events.



Coordinating two or three of the boys is the key to solving challenges like the soccer match.



In the mine shaft puzzles, it's up to Dino to go solo and get things rolling underground.



Max is not just stout, but also hearted as well. He loves sports, and his speed and swimming skills will come in handy. He's the strongest of the group, and with his boxing glove, he can deliver quite a knockout punch!

# M A X



## PIRATE PERIL

**D**ino, Jack and Max are your typical boys having a typical summer at a typical summer camp, until a string of unusual events suddenly catapults them into excitement and danger. It seems a band of modern-day pirates is searching for the lost treasure of the legendary buccanon, Captain Marvello, and they've begun to take prisoners. The boys must charge over rivers and venture through woods on a quest to thwart the pirates and free the hostages. If they're lucky, they'll end up with a shipload of treasure, too!



The day starts out innocently enough, with a soccer ball sending the boys out for five-

wood. Little do they know that their vacation about to get a lot more exciting!



The island is inhabited by a band of intelligent monkeys, charged with guarding the legendary hoard of treasure.



The pirates' captain takes a liking to our heroes, so they can face the boys into revealing what they know about the lost treasure.



# Lufia II

## Rise of the Sinistrals

We're picking up right where we left off in Volume 90, answering FAQs and sorting out some of the tougher puzzle rooms in *Lufia II: Rise of the Sinistrals*. This issue, we'll be concentrating on the mysteries of the Eastern Continent. Just keep in mind that the evil Sinistrals would love to bury these secrets for all eternity—and you right along with them!

### WE'RE BACK!

The response to our Lufia II coverage in Volume 90 was very positive, and we continued to receive a ton of queries on this game during our little vacation. As a result, we've decided to expand this second installment to four pages instead of the two pages we had originally planned. We'll start off with a few FAQs that caught our attention during our hiatus, then we'll delve into the puzzling secrets of the Eastern Continent.

### Dragon Eggs

A number of spiders have been seeing what to do at the Small Shrine to Dragon Egg that's located west of Pico Forest. The reptilian resident of the shrine will grant you one of four wishes if you bring him the first set of eight Dragon Eggs scattered throughout the land. The eggs are located in Alamo Castle, Cave to Sundeland, Darkirk North Cave, Divine Shrine, Flower Mountain, Merit Village, North Dungeon and North Lighthouse. Once you

give him the eggs, he'll give you a choice of a set of 10 potions, a collection of 10 fruits, the Ancient Shield or a set of Super Rings. Which



The Dragon will send you away if you don't have all the eggs.

property you choose is up to you, but the particularly excellent fruits may provide your monsters with more than their daily recommended allowance of vitamins and minerals, as you'll soon see.

### Jewel Sonar

Several hardy warriors have discovered that if you defeat the Dragon at the Small Shrine to Dragon Egg in battle, he'll reward you handsomely for your prowess with the Egg Sword and Egg Ring. The trouble is, you have to give him the second, third and fourth sets of Dragon Eggs first, and their locations are strictly haphazard. There is one item that can help point

you in the right direction, however, and that's the Jewel Sonar. It's available in the casino on Perfect Island for 20,000 coins. (A few other items of interest in the casino include the Boney Arms and Arrows, which range in price from 20,000 to 60,000 coins, and the Dragon Blade, which goes for a premium price of 500,000 coins!)

Once you have the Jewel Sonar, go to the Item screen and use it whenever you enter a new area. It will ring once, and if there are any unopened treasure chests in the area, a chime will sound. The number of chimes will equal the number of unopened chests.

### Feeding & Care of Capsule Monsters

If you've been wondering how to advance your Capsule Monsters to Class "M"

(later), they take the advice of your friendly Epic veterinarian and force feed them the special fruits that you received from the Dragon at the Small Shrine to Dragon Egg. The chart below shows each monster, the type of fruit

MONSTER	CLASS	LEVEL
Golden Dragon	Class 1	1
Dragon Egg	Class 1	1
Dragon Egg	Class 1	1
Dragon Egg	Class 1	1
Dragon Egg	Class 1	1

The proper diet of fruit will advance your monsters to Monster Class. Delicious and nutritious!

to feed it and the class it should be at for the transformation.

Be warned though, that in cases where the monster should be Class 2 or 3, you should build that monster to Class 4 first. The monster will then say that it's "not hungry." Use the Change command to transform the monster back to Class 2 or 3, then force feed it the appropriate fruit. This process may sound a little cruel, but it will benefit them all in the long run.

### Building Your Ship

Some of the areas in the game won't become available to you until after you build a particular mode of transportation. The first vehicle you'll need is the Ship.

After you rescue your son, Jorda, warp to Boreid Kingdom. From the cage of your recent adventures, then leave. Warp to the right, class

Monster	Fruit	Class
Jellin (Pearl)	Secret Fruit	Class 4
Black (Gold)	Opium Fruit	Class 3
Dark (Shrimp)	Dark Fruit	Class 2
Gusta (Bird)	Dark Fruit	Class 4
Bully (Bird)	Bones (Meat)	Class 4
Zeppy (Pig)	Italy Fruit	Class 2
Dark (Mycon)	Pine Fruit	Class 3

the bridge (on the Overworld screen) and enter the Small Shrine to Aleya.

Go up through the door and enter the teleporter. When you re-materialize, you'll find Gyr and Dekar waiting for you. Talk to them to get them to repair your party.

Head out from the shrine and back to the Overworld map screen. Go to the right to the Port Town of Aleya. You'll hear that the ship builder, Jyad, went to the mountains to gather wood to make a boat. Leave town and go all the way up, left, down and left to reach Phantom Tree Mountain.

Work your way through Phantom Tree Mountain and



Your ship will soon appear in places and events in the game.

Defeat the guardian Lions. You'll meet up with Jyad after the battle and help him gather wood for the ship.

Now return to the Port Town of Aleya. Gyr and Dekar will leave you for a couple of days, while the ship is being built. Bunk at the inn for two nights, then head for the port at the south part of town. Jyad will be waiting for you, and Gyr and Dekar will show up before too long. You'll be given a choice of destinations for your maiden voyage. Choose Narcycus.

## The Submarine

The next vehicle you'll want to park in your garage (or by your wharf) is the Submarine. Indeed, you'll need it if you want to get to the Small Shrine to Dragon Egg. You

may be surprised to learn, however, that this is more of a trade-in than a new purchase!



Even after he leaves the party, Lucca will provide you with valuable help and advice.

After Artes joins your party, leave Esplodo and walk down across the bridge on the Overworld Screen. Now walk down and to the left to reach the Divine Shrine.

Work your way through the Divine Shrine to reach Artes's mother, Karen, and Armos. Karen will banish Amphy, open up the locked door for you and then suddenly pass away. Go up through the door to increase your party's attributes.

Once you've been energized, go back to Portoria and visit the laboratory. Talk to Lucca to get your Ship back. It will now have the ability to submerge.

Lucca will now tell you about a ball of light that went streaking towards Baman. Board your new Submarine and set sail for Baman, which is actually just down and left from your present location.

Talk to the people in the town about the light. They'll tell you that it crashed into the water and that it might have something to do with the shrine. Hop back aboard the Sub and sail southward along the coast until you see a shrine on the southwestern tip of the island.

Board down the ladders and give the order to dive. As you enter the briny depths, you'll see a "hole" in the ocean floor. Enter the hole to reach the Baman Sh-



Submarine Cave. Once inside the cave, go all the way up and enter the swirling whirlpool. The current will whisk you to the entrance to the Shrine Of Vengeance.

## The Airship

After Chased is destroyed, return to Portoria. Go to the laboratory and talk to Lucca once again. He'll tell you that he can make the Exorcion (your Submarine) fly, but that he'll need a different type of engine for the job.

Lucca will then instruct you to go to Gratie Kingdom. Return to Dorkirk Kingdom to retrieve the Exorcion. Submerge, then follow the coast to the left, up and to the



Once you have the Airship, head for Narvick and Doom Island.

right, until you enter the shallows. Go down through the middle and enter the Gratie Sh. Submarine Cave.

Once inside, go straight up and all the way up to the right. Now go up and enter the vortex to pop back into the Dorkirk North Cave. Go to the right and land the Exorcion. Enter the Sub and go up through the door. Climb four stairways to reach Gratie Kingdom.

When you walk down through the door, you'll be captured by a squad of guards. After a while, you'll wake up in jail with Berty and Bart. They'll open the jail cell

for you. Walk down, then left to the jail cell. Go up to find an HP and MP Restore and a Save Spot.

Work your way through the Gratie Kingdom Dungeon until you get back to the top. Go to the left and you'll see Berty and Bart next to a tank they'll have been captured against. You'll then have to face a squad of Soldiers and their Tanks.

Even though you'll turn the Tank into scrap metal, its engine will survive intact. You'll then warp automatically back to Portoria. Take the engine to Lucca in the lab, where he and his crack team of scientists will fit it to the Exorcion's hull. Doom Island will then move into position over the town of Narvick. Hop into your new Airship and head for Narvick.

## Once More Unto the Breach

As far as you will have finished the game by now, but perhaps you're interested in going back and exploring new areas or recovering items that eluded you. If you choose the



You'll soon using the second time around. What's new?

Retry option, you'll start over from the beginning, but now you'll earn four times the normal amount of gold and experience points in battle. Game events won't change, but the game will go a lot faster!

## The Tower of Sacrifice

Now we'll turn our attention to some of the puzzles you'll encounter in the hallways and corridors in the second half of the game, beginning with the Tower of Sacrifice.

A search for the source of mysterious, hypnotic flute music will bring you to the gates of the tower. You'll soon



There is to maneuver the blocks to cover all the switches

come across a room with four switches and four blocks that move when you do. When you enter the room, walk up two steps, left five, up ten, right four, down ten, right four, up ten, right four, down ten, right four and up left. If you don't stay from the path, the four switches should be covered and the locked door will now be open.

## Karlloog North Shrine

In this forbidding structure, you'll encounter a teleporter surrounded by blocks. There is a path through the blocks, but you must open it up as you go, and you might not be able to visualize it readily.

From the entrance to this room, walk up two steps, left one step and push the left block one space to the left. Walk up one step and push the left block one space to the left. Now walk up one step and push the top block one space up. Go right two steps, up one step and right one step. Push the right block one space to the right, push the block below you one space

down and push the left block one space to the left. You should now be able to step into the teleporter.

## Dankirk North Cave

Your mission in the Dankirk North Cave is to recover the stolen Ruby Moon, but there are a number of natural obstacles to deal with along the way. At one point, you'll find an arrow puzzle consisting of blocks and twosies. Start by pushing the left most block up one space and then taking a step to the right. Push the top block up three spaces and right one space onto the floor switch. Now push the left most block back down one space onto the switch.

Go to the right most block and push it down one space. Take a step to the left and



If you make mistakes, use the Reset spell and step aside.

push the bottom block down one space and left one space onto the floor tile. Now go to the second block from the right. Push it down two spaces onto the floor tile, then push the right most block up one space onto the floor tile. This will create an "arrow" pointing down and a bridge you can use to cross the gap.

## The Shrine of Vengeance

This puzzle is simple to solve, yet it stumps a lot of dungeon crawlers, probably because the solution is almost too obvious. In this shrine, you'll see a treasure chest across a gap with no visible means of get-

ting across and nothing to grapple onto with your block. To reach the pillar across the way, start from the bottom of the stairs and walk through the wall to the right. You'll see a switch on the pillar side. Hit the switch to open the pillar. What's one of the first rules of RPG exploration? "Try everything."

## The Tower of Truth

The first major puzzle in the Tower of Truth involves two gravity orbs (the black spheres) that generate a force field that block your path. First of all, stand above the switch and use the Hook to change the color of the Crystal Switch from red to blue. Now walk to the right wall and Hook down to the pillar below. Face left and hit the Crystal Switch with the Hook to change it back to red. Go down and left to the wall, left up and hit the Crystal Switch with the Hook to change it to blue once again. Walk down through the doorway to get to the outer rim of the tower.

The next major puzzle involves playing musical tiles to raise several pillars in the proper sequence. In the chamber just below the tile room, step on the right switch and watch the pattern shown. Now walk up and enter the tile room. Step on the second



Use the Hook to pull yourself across the tile in the gap.

tile from the right, then the second tile from the left, then the fourth tile and finally the far left tile. Don't step off the

center tile during this process for the pillars will reset.

Now stand at the center of the four musical tiles and fire your Hook straight up to drag yourself across the last tile at the center of the gap. This will lower the spikes to the right. Walk to the bottom right corner and go down the staircase to exit.

The last great mystery in the tower is found in a room full of switches and half-built bridges. From the entrance, you'll see a pot and a crate to your right. Pick up the crate and place it on the top left switch, then pick up the pot and place it on the bottom left switch. Walk all the way to the left (across the bridge) to



The "bridge room" will try your patience and may be your last!

find two switches and a block. Push the block down one space to cover the bottom switch.

Go back across the bridge to the right. Pick up the pot and carry it to the right and down across the bridge. Place it on the switch you find below. Now go back and pick up the crate again. Take it to the right and down across the bridge, then left across another bridge and up across a third bridge. Set it on the switch you find there.

Once the crate is in place, go all the way left across the bridge and push the block up two spaces so that it covers the top switch. Go to the right across the long bridge and pick up the crate once last time. Carry it down across the bridge and left across the next bridge. Place the crate on the



switch and lay down a Bomb next to it. Now walk down across the bridge, right across the next bridge and down through the door. Open the chest in the next chamber to get the Truth Key.

## Dragon Mountain

Dragon Mountain is one of the last areas you'll visit before you pass through the Three Towers and battle onward to Doom Island for the final confrontation. The first puzzle you'll come across here is an elevator with a "required weight of one ton" to operate. From the clue sign, walk to the bottom left corner of the room and up the staircase. Go to the right and fire your Hook to get right across the gap. Once across, step on the crystals left through the floor. When you hit the floor, you'll notice that the impact from your landing causes the control platform to rise up. Go back up the staircase on the left side of the room. Go to the right and look across the gap. Use the monster over the cracked floor so that he falls through. This will raise the platform for you.

The key to solving the "plant room" puzzle is to hold the R Button while using the Control Pad to pivot in place without taking a step. When you first enter, walk down two steps, right one and

down three. Pivot to the left (hold the R Button and press Left) and shoot two Fire Arrows at the plant. Now



The pivot maneuver is the key to solving this intricate maze.

walk down one step and right one step. Face up and shoot a Fire Arrow at the plant above.

Walk four steps to the left, pivot downward and shoot a Fire Arrow at the plant below. Face up and shoot two Fire Arrows at the top plant. Walk eight one step and up one step. Face right and shoot a Fire Arrow at the plant. Go down two steps, turn right and shoot a Fire Arrow. Go up one step, right one step, face



Shooting at the wrong plant or shooting too many arrows can upset the sequence.

down and shoot a Fire Arrow. Go two steps right, face up and shoot a Fire Arrow.

Now walk left one step, up one step, face left and shoot a

Fire Arrow. Go up one step, left one step, face up and shoot a Fire Arrow. Pivot back down and shoot a Fire Arrow. Walk right one step, down one step, face right and shoot a Fire Arrow at the top-right plant. Now all of the plants will disappear.

Another tricky puzzle involves a wall that keeps closing in on you. Stand up against the wall and lay down a Bomb. Now go down one step and right two steps. Lay down another Bomb. Go back one step to the left and lay down another Bomb. Take one more step to the left.

Swing your Sword once to set off the top Bomb. Immediately lay down a Bomb where you are standing, walk up one step and lay down another Bomb. Swing your Sword twice to set off all of the Bombs in a chain reaction. The explosions will "unlock" the wall. Now switch to the Hammer and break through. This passage will lead you to the "World's Most Difficult Trick."

There's a good solution to the so-called "World's Most Difficult Trick," but we have some expert tips on getting the treasure chest you want. First of all, you should move the four rectangular pieces to the bottom. Second, get the four tall rectangles into the top row. Third, separate the four small blocks along the bottom. The chests contain the Holy Robe, the Legend Helm, the Lizard Bow and the Mega Shield. These aren't the "world's greatest" arms and armor, but they are pretty darn good and, better yet, free!



The goodies in the chests are worth the aggravation.

The last major puzzle of Dragon Mountain involves a set of eight bushes that keep growing back. Stand above the bottom left bush. Place a Bomb right on top of it and walk up one step. Go right one step and lay down another Bomb. Chop down the bush to the right of you, then go right one step and lay down a Bomb. Once that's done, chop down the next bush to the right, then go right one step and lay down a Bomb. Now walk up two spaces to set off all the Bombs. The resulting explosions will get rid of all the plants and open the door.

## Endgame

Before we sign off, we have just a few more tidbits of info. The Chart to the left shows the bonus you'll face in the final areas of the game. We've listed the number of Hit Points each creature possesses and the recommended minimum experience level for your party. Though some of their HP levels may seem low, these malevolent monsters are quite tough and can withstand even the strongest blows. As always, use as many HP attacks and defenses as you can, as well your Fry and Zap spells.

That wraps it up for this month. Happy adventuring!

Boss	HP	Rec. Level
Venge Chest	7,330	50+
White Dragon (X)	1,000 each	35+
Fire Dragon	7,330	35+
Ghost Ship	10,000	57+
Soldier (X)	750 each	57+
Tank	10,300	67+
Castles (Shannon Island)	8,000	68+
Amos (Strider Island)	10,300	68+
Sages (Doom Island)	8,300	68+
Amos (Doom Island)	10,600	68+
Eme	15,000	80+
Dies	20,000	80+

# CLASSIFIED INFORMATION

0426 6211 4342 0430

MEMBER IDENTIFICATION #



## Hidden and Duplicate Players

In last month's review of NBA Hangtime for the NES, we revealed a few of the game's secret players. As promised, we've compiled a complete list of them for your jamming pleasure! At the start of a game, input any of the names on the list and its corresponding Personal ID Number. You'll access either a wacky player or a duplicate of a pro player.

Name	PIN	Name	PIN
Kidd	0000	Miller	0000
Glenne	0000	Japle	6660
Hgrant	0000	JC	0000
Kemp	0000	Minite	6000
Smits	0000	MXV	1014
Pippen	0000	Dann	0000
Motumb	0000	Jason	0729
Webb	0000	Nobud	1010
Stackh	0000	Jigger	1010
Malone	0000	Divita	0201
Rodman	0000	Jter	0503
Ghill	0000	Marty	1010
Ewing	0000	Jamle	1000
Cliffir	0000	Patf	2000
Webber	0000	Quin	0330
Mursan	0000	Marius	1005
Davidr	0000	Turnel	0322
Starks	0000	Jonhay	8000
Dream	0000	Carlos	1010
Johnsn	0000	Nick	7000
Rice	0000	Mortal	0004
Mourng	0000	Kombat	0004
Ahrdwy	0000	Perry	3500
Elliott	0000	Munday	5432

Daniel  
Morris  
Shawn  
Root  
Nfunk  
Amrich  
North

0604  
6000  
0123  
6000  
0101  
2020  
5050

Eugene  
Bardo  
Eddie  
Mednik  
Sno  
Mdoc

6767  
6000  
6213  
6000  
0103  
2099



You can mix and match players from different teams...



...or pit the programmers against the pros!

## THE MASK

### Cheat Menu

If you're having a sss-makin' time with The Mask for the Super NES, then you'll love this super cheat code, too. On the Options screen, press A, B, X, Y, L, R, L, A and B to make a cheat menu appear (press the L and R buttons, not Left and Right). If the code fails, turn your Super NES off and on before you try again. Infinite Eves? Alrighty then!



You must input the code on the first try for it to work.



Press Select on the Level Select screen to skip ahead.

## MAUI MALLARD

### P. I. Passwords

Detective work isn't always what it's cracked up to be, so here are all the passwords to this thrilling tropical mystery!

Level 1 None  
Level 2 QVRBLS  
Level 3 CNFJTS  
Level 4 PHMBTT

Level 5 NFXDQH  
Level 6 SXGDLJ  
Level 7 MDVCBQ  
Level 8 HRTGDV



Most of the levels have multiple stages.



That missing Maipo boat better be worth all this trouble!

## TETRIS ATARI

### Extra Hard Mode Passwords

Back in Volume 90, we printed a code to access an Extra Hard difficulty level in the one-player Vs. mode. In case Extra Hard is too hard, here are some handy passwords.

Stage 1 None	Stage 7 SJDL7Y2!
Stage 2 STDJ7YJ!	Stage 8 S1RL7YN!
Stage 3 SNDG7Y9!	Stage 9 SC7L7BC!
Stage 4 SHD87Y7!	Stage 10 SB7L7BJ!
Stage 5 S2DF7Y!	Stage 11 SY7L7B9!
Stage 6 SQD57YD!	Stage 12 S67L7B7!



These passwords will work without the Extra Hard code.



Downer and company will be raising as your period!

## Knightmare

### Gargoes, Secret Options & More

Last issue's Members Only tip book insert (one of the benefits of subscribing, folks!) featured several killer codes for *Knightmare*, including the much-sought-after Gargoes code. We've discovered a few more exclusive codes in the meantime, so out of the goodness of our hearts, we're going to reprint the Gargoes code and reveal, for the first time anywhere, the New Uniform Colors, Enable All Options and View Credits codes. If you missed the Members Only special, don't worry; due to popular demand, we'll be reprinting some choice codes from it in future installments of Classified Information.

### Play as Gargoes

To enable Gargoes, press Z, A, B Buttons, Z, A and B during any character demo. If you input the code correctly, Gargoes will laugh and appear on the player select screen.



### New Colors

To expand your uniform color choices to include White, Gold and Shadow, press Z, B, A, Z, A and the B Button during any demo. You'll hear "Welcome!" if you enter the code correctly.



### Enable All Options

To enable all special options, press Z, B, A, I during any demo. And Z during any demo. You'll hear "Perfect!" if you enter the code correctly. Go to the Options screen to adjust the game parameters.



### View Credits

To take the easy way out, press Z, I, B, A, A, Z, A and the B Button. You'll see the credits without having to beat Gargoes.





### Rare Classic Teams

We'll wrap up our Madden NFL '97 coverage with the rest of these classic team codes. Highlight your chosen squad on the Team Select screen and enter the appropriate code (Se>Select, L and R for the L and R Buttons).



These teams are available in the Play Now mode.



1086 Chiefs:  
Press L, Y, R, R and A.



1081 Dragons:  
Press R, L, A, R and A.



1076 Rams:  
Press L, R, R, A and S.



1079 Buccaneers:  
Press R, R, L, L and S.



1090 Bears:  
Press R, Y, L, L and S.



1062 Oilers:  
Press R, S, R, S and Y.



1064 Chargers:  
Press S, A, L, L and Y.



1052 Lions:  
Press S, Y, L, L and Y.



1040 Eagles:  
Press R, A, L, S and Y.



1065 Rams:  
Press A, L, R and R.



1022 Redskins:  
Press R, L, R and R.



1075 Cowboys:  
Press Y, R, A, L and L.



1071 Vikings:  
Press R, R, R, R and R.



1046 Broncos:  
Press L, L, Y, A and Y.



1009 Giants:  
Press R, Y, R, L and S.

# CLASSIFIED INFORMATION

## SUPER MARIO RPG

### 8-bit Mario and Link

Some of the best things about Super Mario RPG are the fun surprises sprinkled throughout. To get a glimpse of Mario as he used to be, step behind the curtain area in Bowser's Tower. To compare adventuring notes with Link from the Zelda game series, spend a night at the Koopa Town Inn.



My, you've certainly come a long way, Mario!



What are you doing here? Get back to your own adventure!

## Might and Magic III

### Portal Passwords

A number of readers have requested where special teleporter passwords for this game. If we had them. We don't have any more trick passwords, but these will take you to several key areas of the game. Happy adventuring!

Fountain Head:	Home
Area E4 (X3, Y3):	Earth
Area F1 (X0, Y12):	Air
Area C2 (X12, Y0):	Fire
Area E3 (X7, Y10):	Water
Swamp Town:	Doomed
Town of Wildabar:	Freeman
Blistering Heights:	Redhot
Town of Baywatch:	Seadog

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

## FINAL FIGHTER TRIOLOGY

### Special Moves and More

Last issue's Members Only special issue also included codes for playing as Mataro and Shao Kahn. We follow up this month with Fatalities and special moves for both of these cruel combatants!

#### Fireball/Power Punch

Hold Low Kick and then release to send your opponent a flaming greeting. If you want to get up close and personal with your fists, press Forward three times and High Punch.



#### Decapitation

Mataro's single Fatality is particularly nasty: Press Forward four times and then High Kick. Once you're done, your opponent will be inescapable for his head!



#### Knee/Hammer

Kahn's Knee Uppercut is terrifying for defense. Press Down, Down, Forward and High Kick. To put a big ole ole knee down on your foe, press Forward, Back, Back and High Punch.

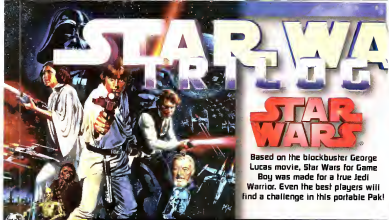


#### Hammer Time

Like Mataro, Kahn has only one Fatality, but one is all he needs. Stand at swamping distance and press Forward, Forward, Back and High Punch. Ouch!



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



# STAR WARS

Based on the blockbuster George Lucas movie, Star Wars for Game Boy was made for a true Jedi Warrior. Even the best players will find a challenge in this portable Pak!

## SUPER STAR WARS THE EMPIRE STRIKES BACK

Destroying the Death Star was only the beginning of the struggle against the Imperial Tyranny. Now it's time for the Empire to seek revenge on the tiny band of Rebel forces.



Super Star Wars: The Empire Strikes Back features rapid scrolling racing sequences, such as the landspeeder escape, and deadly blaster battles on high flying platforms.



## SUPER STAR WARS RETURN OF THE JEDI

Is Luke a full Jedi? Can Han Solo be rescued? Are you brave enough to confront Vader in the shadow of the evil emperor? All is revealed in Super Star Wars: Return of the Jedi!



Super Star Wars Return of the Jedi's valley of wide scrolling shootouts and Mode 7 flying saucers give gamers a huge variety of intergalactic action that's hard to resist.



NINTENDO POWER



Long ago, in a galaxy far, far, away, there were three Star Wars video games that were out of this world. Players bought and played the games until no more were available—no more until today:

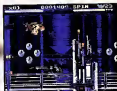
### A Game for True Jedi Warriors

Unlike the Super Star Wars series for the Super NES, Star Wars for Game Boy doesn't have any codes or cheats for getting through difficult stages. Your game playing skills will be taxed to the limit as you battle Darth Vader's Imperial forces all the way to the Death Star. The game follows the plot of the first Star Wars movie and features a variety of side-scrolling and head-on action screens. As Luke Skywalker explores Tatooine and other stages in the game, you'll find and add up to six party members, including R2-D2, C-3PO, Han Solo, Chewbacca and Princess Leia. Later in the game you'll blast into hyperspace in the Millennium Falcon, weave and dodge your way through an asteroid field, skirmish in the dark corridors of the Death Star, and finally fight for peace in the galaxy in your Rebel X-Wing fighter. Star Wars is packed with challenges and offers hours of galactic excitement.



### You Can't Resist the Dark Side

Luke, Han and Chewbacca return to continue their battle against Vader's Imperial forces in Super Star Wars: The Empire Strikes Back, a password-backed game for the Super NES. Blast your way through twenty levels, ranging from the frigid wastes of Hoth to the stratospheric heights of Cloud City. The game's stages comprise side-scrolling laser battles and fast-paced, Mode 7 levels where you fly a snowspeeder or the Millennium Falcon. Revitalize your strength and arsenal along the way by picking up hearts, powerups, grenades and thermal detonators. The Empire Strikes Back is not an easy game to complete, but the multiple difficulty settings and cheat-codes on page 71 will help you hold your own against the Imperial onslaught.



### The Final Confrontation for the Super NES

Super Star Wars: Return of the Jedi is the exciting conclusion of the intergalactic war between the Rebels and the Empire. This game follows in the bantha-prints of Super Star Wars: The Empire Strikes Back both in design and format. Gamers assume the pre-selected roles of Luke, Leia, Han Solo, Chewbacca and the Endorian Wicket as they blast, roll and slash their way through 19 breathtaking stages. Like its predecessor, The Empire Strikes Back, Return of the Jedi is an exceptionally challenging game, but this month's Nintendo Power has the information you need to complete your Jedi training. A summary of the game's toughest spots, plus a stash of the coolest Jedi codes is on page 73.



# Take the Epic Movie With You!

# STAR WARS

©1993 LUCASFILM LTD. LICENSED BY NINTENDO

## A Boy and His Blaster

The vast stretch of desert around Mos Eisley is filled with danger and abandoned equipment. Since Tatooine is a huge expanse of wasteland, the landspeeder automatically drops you off at the first and most important cave in the game. If you work your way to the right, you'll find your Blaster just before the exit. The Blaster has a faster rate of fire than your small gun and inflicts more damage on the foes you encounter. You'll be glad you have this weapon when you see the Banthas in your rearview mirror.



Work your way through the cave with the large opening to find your Blaster. You won't find it until you reach the end of the cavern. The Blaster has a faster rate of fire than your small side arm and does more damage to enemies. This will be Luke's weapon of choice until he finds his Lightsaber.

## Search the Sandcrawler

R2-D2 has been captured by the Jawa's and it's up to Luke to find and retrieve him. The Jawa's must have mistaken you for a safety inspector, because they're a little less than thrilled to see you poking around their workplace. You'll have to work your way through a series of tubes and conveyor belts to find your droid. The photos and captions below have tips and suggestions for making your way past the toughest series of traps inside the Sandcrawler.



You must master the Super Jump Technique to clear the toughest obstacles on Tatooine. Hold the B button and maintain your jump. This will add extra distance to your leap. One challenging series of jumps is on the conveyor belts in the Sandcrawler. Run left along the conveyor belt and jump off the end. Hold Left on the Control Pad as you jump so you'll land on a ledge at the far left.





## It's In Power

Obi-Wan Kenobi has been featured in three different Star Wars Nintendo Power. Whether you're looking for information or are merely curious, you can find the following features in these past issues:

### VOLUME 37



Obi-Wan Kenobi has been featured in three different Star Wars Nintendo Power. Whether you're looking for information or are merely curious, you can find the following features in these past issues:

### VOLUME 60



Want to give your character back to your party? Check out Obi-Wan Kenobi's return on page 44.

### VOLUME 88



Volume 88 is packed with Star Wars fun. Check out the Star Wars fun on page 44.

## May the Force Be With You

Obi-Wan Kenobi is one of the most important members of your six-person team, and it's vital that you find him before you leave Tatooine. Depending on your location in the game, Obi-Wan can use the Force up to five times during the game to revive fallen party members. You must bring R2-D2 to Old Ben before the veteran Jedi warrior will join you on your adventure.



Don't bother exploring the caves leading to Obi-Wan Kenobi until you've rescued R2-D2 from the Jawas. Obi-Wan won't join your party unless he sees R2's message from Princess Leia.



If one of your characters is defeated, Obi-Wan can use the Force to revive him or her. Keep in mind that this healing power works only in certain stages and can be used a total of only five times in the game.

## Collect the Eight Shields

While Luke and Han didn't have to go on a scavenger hunt for ship shields in the original movie, you'll have to take some extra steps before you see the ending credits. Explore the small cave to the left and up from Mos Eisley. This cave is packed with rats, and you'll have to fight your way through the darkness. Explore the cave eight times to collect all eight shields for the Millennium Falcon. Once you have all the shields, you'll be cleared for takeoff.



You'll have to fight your way past the rodents a total of eight times to find all eight shields for the Millennium Falcon. If you're using the Super Game Boy and a controller with a turbo button, you can blast away your foes from a distance.



## That's Not a Moon, It's...

Leaving hyperspace, the Millennium Falcon finds itself in the middle of an uncharted asteroid field near the center of the Alderaan System. You can avoid all the obstacles in this stage by holding Down and Right on the Control Pad. Keep flying until you reach that small nook in the distance.



The asteroid field in the Alderaan System will burn out a few shields unless you knew the trick for getting through the stage. Avoid all the obstacles by holding Down and Right on the Control Pad as you make your way past the planetoids to the Death Star.



# Surrender to the Dark Side of the Force.

## SUPER STAR EMPIRE STRIKES BACK

WAR!

THE NEW ADVENTURE  
IN THE STAR WARS  
UNIVERSE

### The Frozen Wastes of Hoth

You'll have to find your way to your trusty Tauntaun in the game's first stage. Along the way you'll be dive-bombed by leathery arctic owins, but your biggest problem will be dodging the giant snowballs rolling down the hill. Wait beneath the stone ledges until the snowball rolls by, then continue up the embankment. Your Tauntaun is waiting for you on the top of the mountain. Mount up and ride into the next stage.



To evade the runaway snowballs, seek cover beneath the stone ledges jutting out from the embankment. We'll find your Tauntaun waiting at the top.

### Defeating the ATST Walker

The ATST Walker is the last enemy Han Solo encounters in the Rebel Base. One method for disabling the Walker is to blast away its laser cannon and roll under it when it pumps toward you. Once the cannon is destroyed, you can hit the Walker anywhere and damage it. An alternate method for defeating the ATST is to pick up the shield in the top right corner of the room, then stay low and throw 50 Grenades. Avoid the Walker by rolling out of the way.



The ATST Walker is the last battle Han finds inside the Rebel Base. Destroy the Walker's laser cannon and dodge its counter-attacks by rolling under it when it pumps at you. After you defeat the ATST, you'll find Princess Leia.

### A Nintendo Power Surge

Nintendo Power has covered Super Empire Strikes Back with an enthusiasm that is only surpassed by our own. A look at the magazine's review of the game is a must for all Star Wars fans. See it on page 108.

#### VOLUME 52



Special guide to the new Star Wars game, Empire Strikes Back. Plus: Star Wars: The Force Awakens.

#### VOLUME 53



Special Preview: Inside the new Star Wars game, Empire Strikes Back. Plus: Star Wars: The Force Awakens.

#### VOLUME 56



When all else fails, get a piece of the Star Wars game. Empire Strikes Back. Plus: Star Wars: The Force Awakens.

#### VOLUME 58



Master the new Star Wars game, Empire Strikes Back. Plus: Star Wars: The Force Awakens.



# The Final Battle for Peace In The Galaxy



ITEM LOCATOR: INTERMEDIATE LOCATED BY INTERMOD

## RETURN OF THE JEDI

### The Best Character

LEIA is the most versatile character to use in Return of the Jedi. She appears in three different forms throughout the game, but her Rebel trooper equipment is the best. Leia's speed, leaping attacks and powerful blaster enable her to hold her own against any foe.

### Collect the Jedi Symbols

Hidden throughout each stage in the game are Jedi Symbols. Like coins in the Super Mario game, if you collect 100 Jedi Symbols in Return of the Jedi, you'll earn an extra life. Your Jedi Symbol number is cumulative, so you can carry over your total from stage to stage.



Watch your back whenever you encounter a cluster of Jedi Symbols. A hovering monstrosity or a heavily armed Imperial soldier might be waiting for you to take a nibble on its tempting bait.



Rebel Leia's first reflexes, powerful leaps and heavy firepower make her the most versatile and best character in Super Star Wars: Return of the Jedi.

### Slump Jumping on Endor

If you're not watching where you're flying, Endor tree bark can take a big bite out of your life line. Dodge the Imperial Stormtroopers and blast them as they fly in front of you. If you can't shoot your foes, try bouncing them into the trees. If you make an effort to collect all the large red hearts that

repair your bike's damage, you should clear this stage on your first try.



If you can't shoot the speeding Imperial Stormtroopers, try bouncing them into tree trunks. If you try to collect all the large red hearts in this stage, you'll have no problem reaching the Ewok village.

### Jedi Power

No like this, you have to find out how to use the Jedi Power. The Jedi Power is the most powerful of all the Jedi Powers. The most powerful of all the Jedi Powers is the Jedi Power. The most powerful of all the Jedi Powers is the Jedi Power.

#### VOLUME 65



The Decade's Best Pick: Watch how the Jedi Power is the most powerful of all the Jedi Powers.

#### VOLUME 67



The Decade's Best Pick: Watch how the Jedi Power is the most powerful of all the Jedi Powers.

#### VOLUME 75



The Decade's Best Pick: Watch how the Jedi Power is the most powerful of all the Jedi Powers.



Kemco's classic Super NES auto racing game is revving up for rerelease! Although it may not have the flashy graphics of more contemporary racing games, its unique features and long play value help it withstand the test of time.



©1994 Kemco  
©1994 Gametek  
Gametek Graphics  
Software USA

# TOP GEAR 3000

## A Galaxy of Courses

While there aren't quite as many courses as there are stars in the heavens, Top Gear 3000 does have a ton as variety. There are so many tracks, you'll easily spend hours not



number of hours of

Throw in the added challenge of needing to use special powers to get up onto the top of the mountain, and you'll find that the game offers some really large play value that other racing games can't match.



As you progress, the game's several dozen tracks have shortcuts and hidden bonus items.



## Futuristic Formula

Even though your car might look like some kind of generic, European-made, high-performance sports car, it is actually supposed to be a futuristic, high-powered vehicle. During your career as a Top Gear racer, you'll trek from planet to planet to go up against other interstellar racers. Along the way you'll earn credits to buy additional souped-up parts for your car, including better engines (a must) and other gadgets. These devices add to the dynamics of the race, and purchasing the correct upgrades adds a lot of strategy to the Championship season. You'll have to place first in most of the early races to earn enough credits to have any chance in the later races.



As you progress, the tracks become more challenging. But remember, your opponents are upgrading too!

### SISTERS LEAGUE TABLE

NAME	WEIGHT	POWER	VELOCITY
1. JENNY	100	100	100
2. JENNY	100	100	100
3. JENNY	100	100	100
4. JENNY	100	100	100
5. JENNY	100	100	100
6. JENNY	100	100	100
7. JENNY	100	100	100
8. JENNY	100	100	100
9. JENNY	100	100	100
10. JENNY	100	100	100



NINTENDO POWER

# Expensive Upgrades

In order to stay competitive on the intergalactic circuit, you've got to spend your winnings to improve your car. Some of these improvements are expensive, but you'll need the best to be the best! Upgrade your Engine, Gearbox and Boost first, and skip the Attractor, Armor and Jump items until you have loads of extra credits.



A better Engine will give you car's higher top speed. This is the most essential upgrade.



Improve your Gearbox for faster acceleration. Press the needle in for 100% when the word BGP appears for best results off the starting line.



The Boost item will give you a short speed boost. You get a limited number of boosts per race depending on your level of Boost upgrade. Nitro appears on the track also gives you a speed boost when you drive over it.



Use the Attractor item to "draw" behind the car in front of you. This doesn't seem to help you very much.



Better Tires will improve your car's grip, which is particularly helpful on the winding tracks later in the game.



Reinforce the body of your car so you won't take as much damage when you collide with other cars or obstacles. If you take too much damage, it will adversely affect your car's performance.



The Jump item will make it easier for you to collect the Bonus points that float above the track. You can also jump over cars or obstacles in your path. Look out for ramps on a track that will let you crash without the Jump item.



With the Warp item, you can usually get the high position, you'll drop your lap time and get ahead that will help you pass the pack. There are also Warp items on some tracks that will warp you ahead in the race.

# Top Passwords

Cheaters do prosper in Top Gear 3000. There are several password codes for this game that will start you out with extra items or credits. Having all the upgrades from the beginning will get your racing career off to a great start, but it won't guarantee you success!

## CREDIT JACKPOT!



Enter 0000 0000 0000 0000 0000 0 as your password and you'll start the game as Merik with \$3,000,000.

## ALL ITEMS



Enter MICKSMELAND as your password and you'll start with the Jump, Attravator and Warp Items.

## ALWAYS QUALIFIED



Use MACKCLAMMIA as your password and you'll automatically qualify for the next race, even if you do poorly.

# Championship Mode



In the Championship mode, you'll race against 19 computer controlled racers through leagues based on several different planetary systems. As you race, you'll earn credits to upgrade your car. Your goal is to make it to the galactic core and ultimate victory!

## UNDERSTAND THE NEED FOR SPEED



In a racing game, speed is good. Therefore, you'll want to upgrade your engine first, as this will give you a higher top speed.

## GRAB THE BONUS



As you race through the League, you'll find all the yellow gliders. These will give you valuable bonus credits or power-ups, such as an extra boost.

## RECHARGE AND REPAIR



The red strips of road recharge your batteries and the blue strips repair damage. Avoided collisions and excessive damage will severely hinder your car's performance. Use your Booster to recharge.



# VS. Mode

TOP GEAR 3000

SUPER NES



TOP GEAR 3000

1 PLAYER  
2 PLAYERS  
3 PLAYERS  
4 PLAYERS  
EXIT

One of the coolest features of Top Gear 3000 is that it has multi-player modes. You can play with two to four human players (you'll need a Multi-Tap to play with three or four players). The four-way split screen isn't as much of a handicap as you might think, since most of the action is focused in a small area.

## AGAINST HUMANS

You can play against up to three friends in the VS. Mode. There are four different cars to choose from, each with slightly different characteristics. Choose wisely since there are no upgrades in the VS. Mode. The four cars are The Cheviot, which has high acceleration but low max speed and only medium boost; The Demon, with high acceleration, medium max speed and low boost; The Phantom, with medium acceleration, low max speed and high boost; and The Pegasus, with low acceleration, high max speed and medium boost.



## AGAINST THE COMPUTER

You can also play in the four player mode against one to three computer-controlled racers. Again, you can choose from four different cars, and there are no upgrades. Without upgrades, the game becomes a pure test of racing skill. Probably because there are only four cars on the track, the computer opponent seems a little more skilled in this mode.

Still, if you want to race against the computer, the Championship mode is better because it has more depth.





# THE KING OF Fighters '95



The rematch of the decade is about to begin featuring the best martial arts experts from around the world. Join in the team battles or one-on-one elimination based on Takara's classic fighter. Long live the King!

## WELCOME COMBATANTS!

Step up and enter the tournament! Fifteen fighters from around the globe enter the arena to vie for ultimate victory in Nintendo's Game Boy version of King of Fighters '95. For true fist-to-fist fun, one or two players can battle it out on their Game Boys using a Game Link, or they can go head-to-head on the Super NES using a Super Game Boy. With 15 challengers, the game offers a good mix of characters and fighting styles. You can pick one combatant to take on all the other fighters, or you can opt for a group of three combatants to face your fearsome rivals in tag team fashion. Either way, to win this year's tournament, you'll have to defeat the villain's evil organizers, Omega-Rugal, and his brainwashed sidekick before you'll be able to call yourself the true King of Fighters!



NINTENDO POWER

© SNK 1995  
© TAKARA 1995

## Face Off

There are four different ways to play *King of Fighters '95*, two for single players and another two for those who want to fight it out with a friend.

### Single Fighter

In this mode a single combatant takes on all 15 fighters, including a double, one-by-one in a best of three bouts series before taking on King's henchman and the fiendish Rugal himself!



### Team Attack

This option lets you pick a three-fighter team to pit against the teams picked by the computer. You'll keep playing until all your teammates have fallen or until you've defeated all the other fighters.



### Player vs. Player

You can't determine the winner of the overall tournament in the two-player modes, but you can have terrific single matches between combatants or between two three-fighter teams.



## Battle Basics

Every character in *King of Fighters '95* comes complete with a unique set of special moves, but there are some common maneuvers that they all will use to do battle. You may not be able to take the tournament by using only this list of moves, but some of them can come in handy on your way to capturing the crown.



### Throw ○○ + B or A

A throw can do some damage, but it won't work unless your character is very close to the other combatant.

### Dash ○○ or ○○

Your character can quickly dash forward to take on a fighter and then dash back to avoid enemy attacks.

### Dodge AB Simultaneously

By dodging, your character can avoid most enemy attacks, with the major exception of throwing maneuvers.

### Provoke Select

Provoke allows you to lower your opponent's power meter for a moment, unless it's at maximum. It's a risky move, though, because it leaves you open for attack.

### Strike ○ + AB

You can simply strike your opponent in a standing position, or you can jump and strike for an aerial attack.

### Counterattack A or B (while dodging)

If your enemy has you pinned down with punches, just dodge and use a counterattack to get back in the game.

### Saving Power ○ + AB

This ability lets you store up energy so that your attacks do more damage and so you can perform Super Special Moves.

## Super Special Move (SSM)

All fighters can use Super Special Moves once their power meters reach maximum, but some characters' special moves are much easier to perform than others.

## Fighters!

While every one of the 15 contestants in King of Fighters '95 is different, some share a common style of martial arts and many even belong to the same clan. Family rivalry has never been this interesting!

### Joe Higashi

This unsurpassed master of Thai boxing is planning to win every bout with his unique blend of speed and versatile technique. He's a perfect pick for players who like a fighter who can brawl with finesse.

Hurricane Upper	+++++B
Stomp Kick	+++A
Tiger Kick	+++++B
TNT Punch	A Respectably
Golden Blast Hammer	+++++A
Scissor Upper	+++++B

**DON**

### Yuri Sakazaki

Not only is Yuri well-studied in a form of the Kyokugen School of Karate that's exclusively for women, she's also Ryo Sakazaki's little sister! Ready for a serious sibling squabble?

Tiger Flare Punch	+++++B
Sphinx	+++++B
Flash Kick	+++++A
Hundred Blows	+++++B
Van Super Uppercut	+++++B
Hush Shaka-Kun	+++++B
Flying Phoenix Kick	+++++A

**DON**

Moon Sl. shot	+ Charge + +B
Cross Cutter	+ Charge + +B
Neck Ruffier	+ Charge + +A
Stone Dringer	+++++B
Final Dringer	+ Charge + +A

**DON**

### Jeldern

Being the Supreme Commander of a band of mercenaries (he's actually Ralf's boss), Jeldern has been known to strike a pompous pose while in battle.

### Kim Kaphwan

A teacher of the beautiful art of Tae Kwon Do, Kim Kaphwan is determined to show the other participants in the tournament that his style is finer, faster, and more powerful than any other fighting method.

Crossed Moon Slash	+++++A
Flying Blows	+ Charge + +A
Flying Kick	Jump + + + +A
Gauntlet Granchur	+ Charge + +A
Phoenix Flattener	+++++A

**DON**

### Benimaru Nikaido

One of the toughest in the tournament, Nikaido is hoping to use his fierce kicking technique to knock all the other contestants (especially his close friend and rival, Kyo Kusanagi) out of the competition.



Lightning Fist	+++++B
Shaka's Katsupapaya	+++++A
Yello Kick	+++++A Lightening
Yippee Fencer Kick	+++++A Strong Kick
Seagor Lightning Kick	+++++A
House Blast Kick	+++++B

**DON**

### Billy Kane

One of the few fighters who wields a weapon, Billy Kane has brought his big stick to this battle for the sole purpose of punning his bitter enemy, Terry Bogard. Here's a great grudge match in the making!

Club Beat	B Respectably
Sparrow Bop	+++++B
Club Blow	+++++B
Sparrow Power Club	+++++A
Hummor Hurricane	+++++A + +B

**DON**

### Athena Asamiya

Athena Asamiya may be the youngest competitor in the battle, but because of her superhuman abilities, she's also one of the best. She has entered only to defeat the evil force that's behind this fight.

Peppin Ball Attack	+++++B
Peppin Reflector	+++++A
Peppin Law Force	Jump + + + +B
Peppin Swallow	+++++B
Glowing Crystal Ball	+++++A

**DON**



## Sie Kensou

Sie Kensou has studied psychic combat alongside the super-powered Athena Asanoya, but, unfortunately, he's under the mistaken impression that this gifted female fighter is his girlfriend!

Super Bullet Attack	+++++
Dragon Upgrasp	+++++
Dragon's Fling	+++++
Dragon Tides Tear	+++++
Dragon God Grubbing	+++++

DON

## Terry Bogard

Terry Bogard is a brash but finely-skilled fighter who, despite having mastered the martial arts, still enjoys a good barroom brawl. Rather than winning for glory, he really just wants to make mincemeat out of his enemies.

Jumping Kickout	+++++
Power Wave	+++++
Rising Tackle	+Charge++
Crank Start	+++++
Power Dunk	+++++
Power Slicer	+++++

DON

## Ralf

Ralf may have a simple name, but his power is anything but simple. If you want to ensure a win, set the game on the easy mode and use Ralf's Vulcan Punch to pummel your opponent!

Vulcan Punch	+Super++
Cutting Attack	+Charge++
Super Argentine	+++++
Crack Breaker	+++++
Blistering Punch	+Charge++
Super Vulcan Punch	+Charge++

DON



## Ryo Sakazaki

Ryo's big brother likes to go by the moniker "Immortal Dragon," and like his little sister, he's studied the Kyokugen style of karate. Let's see which one has been the better student!

Tiger Fists Punch	+++++
Lightning Legs	+++++
Knockout Kick	+Charge++
Roku	+++++
Waka Shokko-Ken	+++++
Concussive Ken	+++++
Jumping Tiger Fists Punch	Jump+++++
Kyokugen Kick Dance	+++++
Waka Fists	+++++

DON

## Mai Shiranui

Possibly the best female ninja in Japan, Mai Shiranui has a long list of unique and stylish moves that make her one of the most graceful fighters in the tournament. The Super Deadly Ninja Bees is especially dazzling!

Shiranui	+++++
Ryuukyu	+++++
Deadly Ninja Bees	+++++
Flying Squirrel Dance	+Charge++
Flying Squirrel Dance	Jump+++++
Flying Dragon Blast	+++++
Super Deadly Ninja Bees	+++++

DON

## Iori Yagami

Although the Yagami and Kusanagi clans were once close allies, for over 600 years they've been nothing but bitter enemies. Iori would like nothing more than to best Kyo Kusanagi in battle and prove that his family's fighting style is superior.



Dark Thrust	+++++
Fire Ball	+++++
Deadly Flower	+++++
Dark Crescent Slice	+++++
Madon Hunkor	+++++

DON

## Kyo Kusanagi

Kyo became the leader of his family's school of karate when his father was beaten by Rugal. By mixing martial arts and fire manipulation, Kyo wants to win the tournament so he can finally defeat this fiend. Unfortunately, he'll first have to fight his father!

Dark Thrust	+++++
Fire Ball	+++++
Gleaming Kick	+++++
Crescent Slash	+++++
New Wave Smash	+++++
Serpenal Blues	+++++

DON

## Eiji Kisaragi

Last, but definitely not least, Eiji Kisaragi would like to be known as the best ninja in the world. This masked and mighty marvel is just the fighter for players who like a lot of moves and aerial action.

Spout Blast	+++++
Shadow Slicer	+++++
Whirlwind Kick	+++++
Mist Slash	+++++
Burn Slicer	+++++
Zantetsuken	+++++
Shadow Attack	+++++
Mystic Punch	+++++

DON



## Player's Poll—Volume 93

Vote for your favorite games. Answer a few questions. Get a chance to win prizes in our Player's Poll Contest. What could be easier or more fun? Fill out the card and mail it in!

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

A. Super NES 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

B. Game Boy 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

C. Nintendo 64 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

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

1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_

E. How old are you?

1. Under 8 2. 9-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

G. Are you a subscriber to Nintendo Power?

1. Yes 2. No

H. How did you subscribe only N64 Power Tips booklet useful?

1. Yes 2. No  
3. I didn't receive the booklet.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State/Prov \_\_\_\_\_ Zip/Postal Code \_\_\_\_\_

Age \_\_\_\_\_  
Membership No. 

--	--	--	--	--	--	--	--	--	--

  
( ) \_\_\_\_\_  
Telephone No. \_\_\_\_\_

I. Which cover did your January issue of Nintendo Power have?

1. Dash Render 2. Stormracer 3. Doba Fort  
4. IG-88 5. I didn't get the January issue

J. Do you like the idea of having multiple covers, with some being rarer than others?

1. Yes 2. No 3. I don't care

K. Which cover did you like best?

1. Doba Fort 2. Stormracer 3. Dash Render  
4. IG-88 5. I didn't see all the covers

L. Which of the following re-designed columns do you like the most?

1. Power Charts 2. Countdown's Corner 3. Arcade  
4. Player's Poll Contest 5. Now Playing 6. Pick Watch

Trivia Question: In *Star Wars: Shadows of the Empire*, how many challenge points are in Escape from Echo Base?

Answer: \_\_\_\_\_

Mail in your card now, and keep your fingers crossed!

## BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics. Order Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State/Prov \_\_\_\_\_ Zip/Postal Code \_\_\_\_\_  
( ) \_\_\_\_\_  
Telephone No. \_\_\_\_\_ Membership No. \_\_\_\_\_

Please check method of payment:

☐ Check or Money Order ☐ MasterCard ☐ Visa  
(Apply to Nintendo)

Credit Card Number \_\_\_\_\_ Expiration Date \_\_\_\_\_  
( ) \_\_\_\_\_  
Cardholder's Signature \_\_\_\_\_ Telephone No. \_\_\_\_\_  
Cardholder's Name \_\_\_\_\_

# FIRE UP

## YOUR GAME PLAY SKILLS

Keep your game playin' fingers nice and toasty all through the winter with Nintendo Power's lineup of super fun. Get inside info straight from the pros at Nintendo. Find tips on your old favorites in Nintendo Power back issues. Learn things you didn't know from Nintendo Power tip books and Players' Guides, covering all the best Nintendo games, including the mega-hit Super Mario 64. And for your reading relaxation, check out our comic graphic novels. To get the goods shipped straight to your house, send your order form to:

Nintendo Power Magazine  
P.O. Box 97032  
Redmond, WA 98073-9732

Place  
First Class  
Stamp  
Here

# Nintendo Power

P.O. BOX 97062

Redmond, WA 98073-9762



Quantity	U/S	Coverline	Total
Unit/Total each issue	Price	Price	Amount
#33550 Volume 12/Jun '90	\$5.50	\$7.00	\$
#33545 Volume 11/Dec '89	\$5.50	\$7.00	\$
#33540 Volume 10/Nov '89	\$5.50	\$7.00	\$
#33547 Volume 09/Oct '89	\$5.50	\$7.00	\$
#33546 Volume 08/Sep '89	\$5.50	\$7.00	\$
#33545 Volume 07/Aug '89	\$5.50	\$7.00	\$
#33543 Volume 06/July '89	\$5.50	\$7.00	\$
#33543 Volume 05/June '89	\$5.50	\$7.00	\$
#33542 Volume 04/May '89	\$5.50	\$7.00	\$
#33541 Volume 03/Apr '89	\$5.50	\$7.00	\$
#33540 Volume 02/Mar '89	\$5.50	\$7.00	\$
#33539 Volume 01/Febr '89	\$5.50	\$7.00	\$
#33535 Volume 00/Jan '89	\$5.50	\$7.00	\$
#27856 Volume 07/Dec '84	\$5.50	\$7.00	\$
#27856 Volume 06/Nov '84	\$5.50	\$7.00	\$
#27855 Volume 05/Oct '84	\$5.50	\$7.00	\$
#27855 Volume 04/Sep '84	\$5.50	\$7.00	\$
#33547 Set Vol 74-93	\$24.00	\$28.00	\$
#33546 Set Vol 66-73	\$24.00	\$28.00	\$
#33533 Set Vol 66-89	\$24.00	\$28.00	\$
#33531 Set Vol 58-85	\$24.00	\$28.00	\$
#32853 Set Vol 44-53	\$24.00	\$28.00	\$
#28454 Set Vol 33-37	\$24.00	\$28.00	\$
#21217 Set Vol 28-33	\$24.00	\$28.00	\$
#28841 Set Vol 28-33	\$24.00	\$28.00	\$
#24515 Set Vol 0-15	\$24.00	\$28.00	\$
#28195 Set Vol 1-6	\$24.00	\$28.00	\$

Quantity	U/S	Coverline	Total
Unit/Total each issue	Price	Price	Amount
#31121 Final Fantasy Vol 1/2	\$5.50	\$7.00	\$
#19843 Super Mario Bros 3 Vol 1B	\$5.50	\$7.00	\$
<b>Players' Guides</b>			
DOZ 3D Rom Key Guide/Trade	\$12.00	\$12.50	\$
Super Mario 2	\$12.00	\$12.50	\$
Super Mario RPG	\$12.00	\$12.50	\$
DOZ 3D Rom Key Guide/Trade	\$12.00	\$12.50	\$
Super Mario World 2 Yoshi's Island	\$12.00	\$12.50	\$
Dragon Zapper	\$12.00	\$12.50	\$
Star Wars	\$12.00	\$12.50	\$
Darkwing Duck Country	\$12.00	\$12.50	\$
Final Fantasy II	\$12.00	\$12.50	\$
Super Mario 3	\$12.00	\$12.50	\$
Zelda - Link's Awakening	\$12.00	\$12.50	\$
Super Fighter II Turbo	\$12.00	\$12.50	\$
Mario Paint	\$12.00	\$12.50	\$
Top Secret Password Book	\$12.00	\$12.50	\$
Zelda - A Link to the Past	\$12.00	\$12.50	\$
Super NES	\$12.00	\$12.50	\$
MSX Game Adapter	\$12.00	\$12.50	\$
<b>Strategy Guides</b>			
Legend of Zelda/Conquest	\$12.00	\$12.50	\$
Super Mario Bros/Conquest	\$12.00	\$12.50	\$

Wholesale prices shown are 10% below the single volume price. All quantities shown are for the entire year. All quantities shown are for the entire year. All quantities shown are for the entire year.

Minimum Order: \$24.00  
No. of Issues: 12  
Estimated \$5.00 per issue

Subtotal \$  
Sales Tax \$  
Total \$

Note: Prices and quantities shown are subject to change without notice. Prices are subject to change without notice. Prices are subject to change without notice.

PLAYER'S

POLL

CONTEST



WAYNE  
GRETZKY'S  
3D HOCKEY



# Cool Game.

Hot, Four-Player Action!

FACE OFF WITH  
THE GREAT ONE!





# GRAND PRIZE

## The NHLPA & NHL Present WAYNE GRETZKY'S 3-D HOCKEY ARCADE GAME!

- Wayne Gretzky's 3-D Hockey, from Midway, for the N64!
- A Nintendo 64!
- 3 extra N64 Controllers, in the colors of your choice, plus 4 Controller Paks!



Pick three controllers!



# SECOND PRIZE

## 5 Winners POWER PLAY PACKAGE

*Don't play short-handed!*

- Wayne Gretzky's 3-D Hockey for the N64!
- 3 N64 Controllers!
- 4 Controller Paks!



# THIRD PRIZE

## 50 Winners! NINTENDO POWER T-SHIRTS

*Light the Lamp In a Power Ti!*

# NP PLAYER'S POLL

## YOUR VOTE COUNTS!

**YOU CAN'T WIN  
IF YOU DON'T  
SEND IT IN!**

### OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, fax #, and the answer to the trivia questions on a piece 2 1/2" x 3" card. Mail your entry to this address:

NINTENDO POWER  
PLAYER'S POLL, BOX 93  
PO BOX 50002  
REDMOND, WA 98073-5002

One entry per person, please. All entries must be postmarked no later than March 5, 1997. We are not responsible for lost or misdirected mail. On or about March 15, 1997, winners will be notified by direct mail among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other information for the purpose of advertisements as permitted on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The odds of prizes to entry cards distributed is 50/1,000,000. No substitution of prizes is permitted. All prizes will be awarded by a list of winners, and you request in the address above after March 21, 1997.

**GRAND PRIZE:** The Grand Prize Winner will receive The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey arcade game, a Wayne Gretzky's 3-D Hockey Cover Pak for the N64, an N64 and three additional N64 controllers on the side as of last or few choice, and four Controller Paks. Estimated retail value of all prizes is \$1,000. Taxes and shipping apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open in employment of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

# MOLE MANIA

Holey moley! Muddy Mole's entire family has been abducted by that malevolent ninko-napper, Jinbei! It's a terrible predicament for the mild-mannered marmosets, but the scene is set for the most challenging puzzle-action game since the Adventures of Lolo series for the NES. As Muddy Mole, you must use your sharp sense and expert mole-hole-digging ability to clear the many rooms that stand between you and your anxious family. Time's running out—dig in!



## QUEST MODE OR VS. MODE?

Choose Quest mode when playing solo or setting up the four-player and select Vs. mode for exciting two-player action. In Quest mode, the object is to make your way through the mazes in each of eight stages. There is an automatic Save feature and unlimited Continues. In Vs. mode, you and your opponent can choose the room and start level; you each take turns in the roles of Muddy Mole and the Farmer. The goal is to unlock the other player with Callbags and the Ace while avoiding your opponent's hits.

## GOING DOWN UNDER

The object of Mole Mania is to make your way through the mazes (avoiding the Ace). That's not as easy as it sounds, though, because obstacles and enemies will prevent you from reaching some areas. When blocked, you can dig to go underground then resurface in another place. Choose your digging spots carefully, though. A poorly placed hole can cause problems later when you're trying to move objects. The top lines on the photos show the path for digging the Black Ball; the lower show where to move other objects.



This is the Level Select screen in Quest mode. As you clear the mazes, the upper stages open up to play.



This is an example of the Vs. mode screen. It's the classic battle of the Farmer against the hole-digging mole!



# STAGE ONE TWO THREE

MOLE MANTA

GAME BOY

Stage One gives amateur puzzle players a taste of the challenges which lie ahead. Pay attention to all of the signs along the way—they contain helpful hints. The Signs on each map indicate a Bonus Room. You'll be a little more creative on this.

	1	2	3	4
1				
2				
3				
4				

A new obstacle debuts in Stage Two: the floor spikes. You can push objects onto the spikes, but Muddy Mole has to jump over them, so walking on the spikes is not possible. You'll have to find a route or stay around.

	1	2	3
1			
2			
3			
4			
5			

Stage three contains a new object, the heavy Weight. Push these weights thoughtfully, because Muddy Mole isn't quite strong enough to pull them the way he can pull the block. Note the floors.

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

## C-2



Push the Black Ball one space to the right. There is a space above that will be started by clearing the room.

## C-3



Eliminate all the enemies in the room with the Black Ball. If it falls into a hole, it will reappear in the upper left.

## B-2



From the upper right hole, set the Black Ball to eliminate the Spider. Then roll the ball near to the right wall.

Replace the Black Ball and push it into that space from below. Stand under the Black Ball and move it over your head.



Send your first line of destruction, push the Black Ball all the way to the right and down one space onto the spikes.



Dig a tunnel from the top center to the left edge. Push the pin up, lie through the upper right hole and push the pin left one space.



You now have a position to maneuver the Black Ball to the right and down to open the door. Remove it the fastest!



Push the ball down two spaces, then get on its left side and tap it, over your head. The ball will be in line with the door.



Push the bottom pin one space. The path to the door will now be clear.

## KANGAROO



Hangaroon the Gympy Dog Bone, hangaroon it, open it to the right, then hangaroon it to the right.

When Kangaroo gets away, the white line is the shadow. Push your pin Spike. Move on the shadow path.



## GOOD-BAY, SUNSHINE



When Shadow gets away, the shadow is the shadow. When the shadow is off, push the lower Shadow into the lower hole.

Use your light and to kill him. If you give another, it will hangaroon around. The idea is to knock him into the hole.



## IF YOU WANT BUNTON



Stay underground when Bunton is in the room. He will come back, so keep it in the room. Watch the shadow for him.

Dig holes in the shadow, the shadow appears, and if you're lucky, he'll fall right in and be covered over the hole.



Book. There is no way to get Kangaroo out of a hole, but you have to keep pushing him up to him.



Remove the pin from the hole. Push the Shadow into the hole. The shadow will be in the hole.



While you wait, sit on the shadow. The shadow will be in the hole. The shadow will be in the hole.

# FOUR

Start only. Pipe Laid, rolling barriers, new objects that will help, and sometimes traps, new programs. You can beat level 4 and move on. Once they all have a half, though, they are there for good. Start Bagna! block underground passages to find before you turn.

	1	2	3	4
1				
2				
3				
4				

1E



Go underground and open up the channel. Push the Wagon right and into the upper right corner.

Come around to the left and push the wagon to the right until the other side.



Push the Barrier into the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.

2E



Push the Barrier into the hole and move the wagon. Now push the Elbow Pipe into the right side.

Move the Elbow Pipe to the upper left corner and move the black pipe through the hole.



Then the light goes down and the wagon is at the end. Move the Barrier into the hole and take the block.



Push the block into the hole and push the Elbow Pipe into the hole. Open the door and move the wagon.

3E



Push the Elbow Pipe into the hole and move the wagon. Now push the Elbow Pipe into the right side.



Slide the Wagon down and to the right until the wagon is at the end. Use right hand. In the end, it checks the unit, great work.



Move the Wagon into the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.

4E



Push the Elbow Pipe into the hole and move the wagon. Now push the Elbow Pipe into the right side.



Slide the Wagon down and to the right until the wagon is at the end. Use right hand. In the end, it checks the unit, great work.



Move the Wagon into the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.



Push the block into the hole and push the Elbow Pipe into the hole. Open the door and move the wagon.

5E



First, connect the black pipe with the black pipe. Then the hole is at the end and open up the upper left.



Next, connect the left Elbow Pipe to the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.



Push the other Elbow Pipe in front of the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.

## THE NEW WRANCHING



Enter the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.



Move the black pipe to the hole and take the block. If it is the end. Use right hand. In the end, it checks the unit, great work.



Slide the Wagon down and to the right until the wagon is at the end. Use right hand. In the end, it checks the unit, great work.



Push the block into the hole and push the Elbow Pipe into the hole. Open the door and move the wagon.



# FIVE

Stage Five: The Last, is the frozen home of Big Mamma and her evil offspring. Be prepared for the new Arrow. Moody Mole can no longer slide without a partner, but any object that is placed on one of these panels will immediately shoot in the direction indicated.

MOLE MANIA

	1	2	3	4	5	6
A						
B						
C						
D						
E						
F						
G						
H						
I						
J						
K						
L						
M						
N						
O						
P						
Q						
R						
S						
T						
U						
V						
W						
X						
Y						
Z						

GAME-BOY



Roll the Barrel over your head to the left. Push the Weight down one space and then roll a hole above it.

Move the ball and then the barrel to the positions shown. Throw the ball down a hole so that it appears back at its original place.



Roller up right hole with the left right barrel. Fill the hole to the left of the space with the right barrel.



Fill in the lower left hole with the right barrel, and fill the hole in front of the door with the moving barrel.



Bring the ball around to the door. Be careful not to throw the barrel accidentally, it's a trap along the way.



Fill the right center hole with the barrel and move the ball to the door. Come up below the Weight to push the ball through.



Slide the Carriage one space to the right. Move the right Weight to the wall and roll the Black Ball to the space below it.



Let the ball be shown in the photo. Throw the Rock Ball up and then the barrel, to take out the door.



Move the other Weight into the square shown. Throw the Black Ball to it so that it comes to rest to the right of the Weight.



Push the Waller left. Go where the arrow is above the barrel and throw it upward. It will stop under the structure.



Move the left Weight up and right onto the door. Move the Ball and throw it up, then move the Weight one space left.



Throw the Black Ball up and then push the Weight right one space. Fill the hole close to the barrel with the barrel.



Throw the Ball up one space, then from its left, throw it left. Push it one space left and send it over the Arrow to the door.



Push the Weight left one space and move the Ball onto the door. Move the Waller right one space and drop the Ball by the door.



Push the Weight into the space below the Arrow. Slide the Barrel down and throw it right across the space.



Throw the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open the door.



Slide the Black Ball upward and then to the right to open

# STAGE 5: SIX

Mighty-Meals had beaten his ready for a tough fight in Stage Six, though he's crossed into the Sammy Brothers' world. Think of a thirty-second interval to do today's dirt-work and have just their heads together to try to outsmart one hungry hero. Don't give up yet—you're almost there!



Dig a hole up above the left of the Black Ball. Throw it in it over the spikes.



Move the Barrel above the lower right hole. Come up under the Black Ball and maneuver it to the right on the spikes.



Like the Black Ball to take out the Barrel. Place them in at the holes above to form a solid path up and down.



Come through the hole, throw the Black Ball up and push it right into the spikes. Come up through the top center space.



Put the Black Ball up, then move the Barrel down and it's a tip on the Down Arrow. Pick it off two spaces.



Above the bottom Barrel to the top, over to take a barrel. If you throw the Black Ball right, it will stop.



Maneuver the Black Ball down along the right side of the spikes and you have a clear shot at the door.



Move the Black Ball toward the left it comes to rest on the top Down Arrow. Stand in this hole if it does move left.



Move a Barrel left onto the bottom Barrel. It is the hole near the door with no bar and bring the Black Ball down.



First, move the upper right Barrel onto the spikes as shown in order to form a block for the Black Ball.



This space just in front will give you a concentration of taking out the top two enemies right away.



Maneuver the Black Ball toward the upper left and push it onto the spikes as shown.



Throw the Black Ball right. It will stop on the spikes.



No water and come up in the lower part of the screen. Pick the Ball off the spikes and push it on down.



When doing the Ball left over the Down Arrow. As shown in the Black Ball type the Arrow, it will go down from the door.



When the Barrel up, then right, then straight down across the spikes to hit the lower right hole.



When moving the Black Ball toward the door, be careful not to throw it or it will be one of the money balls.



The Sammy Brothers can make the game a little easier. They can make the game a little easier. They can make the game a little easier.



Move the Black Ball in the same way. Then you drive to take out the King.



When moving the Black Ball toward the door, be careful not to throw it or it will be one of the money balls.



Repeat your attack with the King to break the door and win the game.



## THE SAMMY BROTHERS

The key to stopping these brothers is to simply push them down. First, use the Black Ball and push it straight down.

When doing the Ball left over the Down Arrow. As shown in the Black Ball type the Arrow, it will go down from the door.

The Sammy Brothers can make the game a little easier. They can make the game a little easier. They can make the game a little easier.

Repeat your attack with the King to break the door and win the game.

# STAGE SEVEN



Some Mole Man stuff is sure to be in rooms that don't have Mole Man. Just because you've got this far, but don't expect him to let you off easy now that you are so close to unearthing his distasteful deeds. It's just a hold on to the Standard Bom from Stage Four, it might come in handy soon.



Push the Blue Pipe up into the upper left corner, then push the Barrel into the bottom left corner and to the Blue Pipe.

Push the Black Ball to the top of the screen, and then stand on the hole in between the Ball and the Barrel.



Throw the Black Ball left, then quickly throw the Barrel left to prevent the Ball from bouncing back. You're home free!



Push the Blue Pipe up onto the ceiling. Think, the top Barrel left and it will be stopped by the Blue Pipe.



Push the middle of the lower Blue Pipe up onto the ceiling. Throw the Barrel left and the Pipe to hit the hole by the floor.



Throw the Black Ball down from the upper right corner and it will make its way to the door.



This region is a tricky one, so the proper timing is essential. First, throw the Black Ball straight up.



As close as the Black Ball comes to the ceiling, and reaches the spot marked on the ceiling the red dot. Drop the Barrel left.



Desk will travel beyond the bottom, and if you time right, the Barrel will rise the Black Ball at the top of the door.

## THE SNOW MAN



Sometimes snow is downy good, but Black Balls are always bad. Snow Man's attack is fun, shows a hole to make.



When you get the Snow Man with a ball, he'll take two Snow Man. Moving it from the hole is a trap.



Now push the pipe into the Snow Man and they'll stay on the pipe.



Now push the pipe into the Snow Man and they'll stay on the pipe.

# STAGE EIGHT

It takes a mighty mole to reach Stage Eight.

The battle isn't over, but it's already. Stage Eight has the brain to challenge challenges. It's a real original, but now you know one whether he has the brain to go against each of the Bombs, another time. It's the biggest hole the world's ever had to dig himself out of.



# COUNSELORS'

## CORNER



### MORTAL KOMBAT TRILOGY



#### HOW DO I DEFEAT MOTARO?

**D**epending on which difficulty level you've selected, Motaro can be merely tough or nearly impossible to defeat. No matter which warrior you've chosen, there are some proven methods for defeating this beast. You have to keep moving. Motaro can't use his best attacks on a moving target. If he jumps toward you, hit him with an uppercut. You can use your combo attacks only when Motaro collapses to the floor.



Motaro can't use his best attacks on a moving target, so stay in motion throughout the battle.



When Motaro jumps toward you, hit him with an uppercut. Use a combo when you knock him down.

?

#### HOW DO I CREATE A COMBO?

?

**I**t takes patience to discover and create combos, but your hard work pays off when you add this lethal attack to your martial arts arsenal. Press a kick or punch button twice to start a combo. Depending on your

warrior, you'll have to experiment with each kick or punch until you discover a two-hit combo. After you've figured out a two-hit combo, try adding different punches or kicks until you have a three- or four-hit combo.

Once you have a four-hit combo, complete your attack with one of your character's special moves, or try moving the Control Stick in other directions while experimenting with various kick or punch buttons.



Experiment by pressing each kick or punch button twice until you discover a two-hit combo.



Try adding different punches or kicks until your two-hit combo becomes a four-hit combo.



Finally, add a special move to your four-hit combo or experiment with other kicks and punches.





## DKC3: DIXIE KONG'S TROUBLE TROUBLE



### HOW DO I REACH SKY HIGH SECRET ON MEKANOS?

You'll need to do some serious trading before you can reach the floating island in Mekanos. See Blizzard Bear in K3 and deliver his present to Blue Bear in Cotton-Top Cove. When you give Blue Bear the present, he'll give you a bowling ball. Take it to Bazooka Bear in his Barracks on Mekanos. Bazooka will load the bowling ball into his cannon, Big Boss, and blast the Kongs up into Sky High Secret.



Visit Blizzard Bear at K3 to get the present, then deliver it to Blue Bear in Cotton-Top Cove.



Blue Bear will give you the bowling ball. Take it to Bazooka Bear and blast up into Sky High Secret.

?

### HOW DO I READ THE FLAGS ON THE MAP?

?

The flags on the overworld map all tell a tale, but you need to know how to read them. A pink flag indicates that Dixie finished the level the

first time, while a blue flag lets you know that Kiddy yanked on the lanyard. A flag that barely flutters means that there are still Bonus Coins hidden in the level. An

unfurled flag indicates that you've found all the Bonus Coins. You'll see a yellow pennant attached to the flag if you have the DK Coin for the level.



A flag that barely flutters tells you that Bonus Coins are still hiding somewhere inside the level.



You've found all the Bonus Coins if the flag is unfurled and flapping in the strong breeze.



If you find the DK Coin in this level, you'll see a yellow pennant attached to the flag over the stage.

?

### HOW DO I DEFEAT BARBOO?

?

You must jolt Barboo in three under-water chambers before she'll cry uncle. Use Lingua's bill to bounce the small Lurchins back into Barboo's face.

After you eliminate Barboo's protective shells, you can jab her between the eyes. You'll do this again in the second chamber after you turn the homing shells back at

Barboo. Swim to the top of the third chamber to avoid Barboo's spiked attack. You'll have a few seconds to spot Barboo before she releases another Aqualade.



In the first chamber, jab at the Lurchins and bounce them back into Barboo's ugly mug.



Turn the homing shells back at Barboo's face in the second chamber, then bomb her between the eyes.



Codge Barboo's spikes at back, then finish her off with two quick jabs in the third chamber.



## ▶ SUPER MARIO 64



### HOW DO I REACH THE STAR ON THE HAUNT'S ROOF?

**A**fter you defeat Big Boo on his balcony, the star will spiral up to the top of the roof. To retrieve it, use your long jump to jump to the dormer roof near the balcony. After you reach the roof, run up to the top. You'll have to hold the Z Button to crawl up to the top of the main roof. Walk along the middle of the roof, then run down the platform and jump for your star.



After you defeat Big Boo, use your long jump and lag for the dormer roof next to the balcony.



Hold the Z Button to crawl up to the top of the main roof, then run down and jump for your star.

?

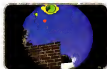
### HOW DO I BREAK THE WALLS IN WHOMP'S FORTRESS?

?

**Y**ou need blast away the sharp corners on the walls of Whomp's Fortress to find the sixth star. This is a tough challenge because it's hard to find

clues on what you need to do. Slide down the barrel of the cannon and aim at the corner of the brick wall near the scolding bridge. If you chip off the corners of the

two sharp walls near the cannon, you'll find the sixth star. Climb up to the bridge to retrieve the star or jump inside the cannon and blast to the top of the fortress.



This sharp corner on Whomp's Fortress hides the sixth-star Blast Mario until it breaks apart.



While you can chip both corners off the sharp edged walls, only one conceals the sixth star.



After you locate the star, climb up to the bridge or hop back in the cannon and shoot up to the ledge.

?

### WHERE IS THE METAL CAP?

?

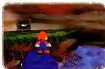
**Y**ou can find Mario's Metal Cap in any of the Green Blocks throughout the game, but first you'll need to hit the green Metal Cap

Switch. You'll find the entrance to the Metal Cap Cavern in Dome's Lake, in the Hazy Maze Cave inside the basement of the Castle. Guide Dome to

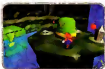
the double steel doors along the shores of the lake. Jump off Dome, enter the doors, and dive into the Metal Cap Cavern course.



The transparent Green Blocks will turn solid after you find the Metal Cap Switch in Hazy Maze Cave.



Guide Dome across the lake to the double steel doors leading to the Metal Cap Cavern.



After you enter the Metal Cap Cavern, jump across the water and up to the green level to



# CASTLEVANIA II: BELMONT'S REVENGE



## HOW DO I DEFEAT KUMULO AND NIMBLER?

**K**umulo and Nimbler are two intimidating foes that live in the Plant Castle. To defeat the beasts, you'll have to avoid the spray of three energy shots each monster shoots from his mouth. The tentacles won't hurt you unless you run into them. Stand on the elevator in the center of the room. Whenever a ram drops his trident, use your whip or special weapon on his head. You can also use your whip on the inbound energy balls.



Kumulo and Nimbler's tentacles won't jab you, but watch out for their lethal energy blasts.



Use your whip or special weapon on each monster's head whenever he drops his trident.



## HOW DO I DEFEAT DARK SIDE?



**D**ark Side is the cloaked figure floating around at the end of the Crystal Castle. He wields a magic staff that controls the thunder clouds overhead. Dark

Side often turns invisible and reappears as a gem where you are standing. You can hurt him only while he is in gem form. Hit the gem until Dark Side fully materializes as a

cloaked figure, then run to the other side of the chamber before Dark Side's lightning can strike you on the head. Repeat this technique until Dark Side is washed up.



Dark Side appears as a gem at first. This is the only time he'll feel the pain of your whip.



Hit the gem until Dark Side transforms into a cloaked figure, then run for cover.



Avoid the lightning controlled by Dark Side's staff and wait for him to fade into his gem form again.



In the USA Call:  
1-900-288-0707  
(\$9.95 per minute. Orders under \$5  
need postal payment.)

### Q&A FAST FACTS

Or write to: Consultants' Corner, P.O. Box 30603  
Redmond, WA 98073-0603

In Canada Call:  
1-903-451-4410  
(\$1.95 per minute. Orders under \$5  
need postal payment.)



### PER YOUR '96

- Q:** I can't get a medalist!
- A:** You can take medals only in Practice mode.
- Q:** Why is my one shot flying left or right when there is no wind?
- A:** It depends on where your shot meter stopped when you tapped the A Button. If the arrow is left of the 0% mark, the ball will go left. If it is right, the ball will fly right.

### COLLEGE SLAM

- Q:** Can I break the backboard?
- A:** Yes, but you can't control when it happens. A player with a high dunk ability will automatically shatter the backboard some time during the second half.
- Q:** How do I use an extra power ball?
- A:** Hold the turbo button and press forward on the Control Pad four times. The basketball bounces over any opponent in your way.

### YOGI BERR IN YOGI'S GOLDRUSH

- Q:** Is there more than one ending?
- A:** Yes. You must score 20,000 points. Perk by collecting all of the slots in the twelve action tables in the game to get the "best ending."
- Q:** How do I get extra continues?
- A:** You must collect 99 pirate loots in the same 16 and in the same stage.

# ARE YOU A NP'S



## BATTLE ZONE

### SUPER MARIO 64

Little, speedy, springy shoes! It's time to make Koopa the Quick to the top of the mountain in Baby's Brother Baffinfield. John Pabian of Livonia, Michigan made it to the flagpole in 37.9 seconds! Now how can you run the course? You might have to put on your Wing Cap-er, thinking cap and carefully plan your route to the summit. Take a photo of your time when you touch the flagpole and send it in to the Axiom. The top 25 fastest times will trot away with four Super Power Stamps, good for cash off gear in the Super Power Supply Catalog!

## CHALLENGE #1

### WAVE RACE 64

Cut the perfect wave as you flip, dip and bound through rings, picking up the most stunt points in North America! This month's Wave Race 64 challenge is for the highest score in stunt mode. Select Dolphin Park and catch all the rings as you pull off your most dizzying acrobatic moves. How many points can you score before time runs out? 20,000? 30,000? You can do better than that! The top 25 scores will ride away with four Super Power Stamps.



## CHALLENGE #2

### PILOTWINGS 64

How fast can you dash through Crockett Island's tunnel using the Jet Pack? Taking a photo of your finishing time can be tough, but there's an easy trick to getting the best results. Pause your game as soon as you fly through the goal ring, then set up your camera. When you're ready to treat a picture, release pause and take your best shot. You have about three seconds to snap your photo before your time fades away. The top 25 times will fly off with four Super Power Stamps.



## PUT ON YOUR BEST GAME FACE!

This fun challenge doesn't require much skill, but it will test your creativity! What's the best Mario expression you've ever created in Super Mario 64? You can learn more about making faces on page 7 of your Super Mario 64 instruction manual, or you can experiment for yourself using the A and R Buttons with the Control Stick. Take a photo of your best game face and send it in to the Axiom. If we use your Mario face in a future issue, you'll pick up four Super Power Stamps.



FEBRVA

NP

ARENA  
MCMXCVII**KILLER INSTINCT**Fished Killer Instinct without using a  
Continue (Volume 07)

Player	Address
Scott Aiken	Riverside, CA
Jason Bilgus	Pensacola, FL
Kevin Briggs	NE, Vienna, OH
Matt Burdette	Wadena, MN
David Chandler	Quincy, CA
Albert Baker Chen	Monterey, CA
Michael Clark	Pelzer, SC
Tom Corbano	Houston, TX
Justin Darnell	Jefferson, NC
Derrick DesRoches	Missoula, MT
Philp Egerton	Carrollton, GA
Karl Evans	Cottage Grove, OR
Adam Fry	St. Louis, MO
Freddie Gauthier	Chico, CA
Bobbi Goldberg	Durham, NC
Nolan Jacobs	Winfield, KS
Nathan Jenkins	Independence, KY
Eric Johnson	Palmdale, IL
John Krump	Oakdale, MI
Danny Li	El Monte, CA
Julio Magalhães	Calgary, AB
Tomas Muzala	Kanab, NJ
Jason McClain	Elgin, OR
Kenny McIntire	Cody, WY
Allen Pagan	Los Angeles, CA
Dean Palano	Greaser City, TX
Danny Richards	Cincinnati, OH
Zachary Silver	Newton, NJ
Robert Vignati, Jr.	Brown Mills, NJ
Matthew Vuigi	Clarks, IA
Mark Wino	Germantown, TN
John Woodring	Hudson, PA
Sean Yountan	Reston, VA

**YOSHIS ISLAND**

100% scores in all six worlds (Volume 07)

Player	Address
Eric Aiken	Fort Wayne, IN
Tom Banks	Redwood, CA
Jason Bauer	Tucson, AZ
Andrew Elyk	Aur, MD
Adam Bator	Madison, WI
Jeremiah Brewer	Delaware, IL
Jeremy Casalbano	Oceanside, CA
Felix Cicciotta	Frederick Hills, MA
Jim Curran	Williamsville, NY
Derek Denny	Bellville, MI
Audy Dietrich	Wilder, MI
Arnon Finkler	Germantown, IN
Joan Goodkin	Orlando, FL
Jeremy Hall	Reading, PA
Ed Hartzberg	McDon, OK
Ryan Hughes	Calico, VA

Richard Idol  
Troyce Johnson  
John Krump  
Andrew Lamb

Player	Address
Paul Larson	Palmdale, CA
Justin Lerner	San Jose, CA
Kenneth MacDonnell	San Jose, CA
Stephen Matkowsky	San Jose, CA
Alexander Nguyen	San Jose, CA
Derek Olson	San Jose, CA
Kurt Polakowski	San Jose, CA
Vincent Rabinow	San Jose, CA
Brian Rogers	San Jose, CA
Joshua Santos	San Jose, CA
Justin Schultz	San Jose, CA
Sean Shoop	San Jose, CA
Zachary Shivers	San Jose, CA
Kevin Sutter	San Jose, CA
David Taylor	San Jose, CA
Eric Yablos	San Jose, CA
Tyler Watson	San Jose, CA
Nick Wilson	San Jose, CA
Anthony Zander	San Jose, CA
David Zoland	San Jose, CA

Waco, TX  
Jackson, MS  
Orem, UT  
Burlington, VT

Player	Address
Arbom, VA	Arbom, VA
Orlando, FL	Orlando, FL
Unkempt, BC	Unkempt, BC
Snack, PA	Snack, PA
Sheri Hansen, PQ	Sheri Hansen, PQ
Duluth, MN	Duluth, MN
Germantown, WI	Germantown, WI
Bellevue, CA	Bellevue, CA
Moscow, IL	Moscow, IL
San Jose, CA	San Jose, CA
Office, IL	Office, IL
Corvallis, PA	Corvallis, PA
Norman, NJ	Norman, NJ
Bellevue, NY	Bellevue, NY
Pinney, CA	Pinney, CA
Waco, TX	Waco, TX
Woodbridge, ON	Woodbridge, ON
Oak Park, CA	Oak Park, CA
San Mateo, CA	San Mateo, CA
San Jose, CA	San Jose, CA

Michael Chabaz  
John Chapp  
Dimitri Cario  
Matthew Daniels

Player	Address
Christopher Davies	Spokane, WA
Travis Dendling	Spokane, WA
Erin Foley	Spokane, WA
Nick Gaudin	Spokane, WA
Adam Gifford	Spokane, WA
David Gifford	Spokane, WA
Reverly Harling	Spokane, WA
John Harrison	Spokane, WA
John Henshington	Spokane, WA
Steven Isaacson	Spokane, WA
Stephen King, Jr.	Spokane, WA
Erin Kishi	Spokane, WA
Joseph Lora	Spokane, WA
David Lissack	Spokane, WA
Jeffrey Link	Spokane, WA
Alan Long	Spokane, WA
El Miller	Spokane, WA
Anthony Northwest	Spokane, WA
Tim Pollard	Spokane, WA
Michael Sherry	Spokane, WA
Alan Sanchez	Spokane, WA
Barry Sandberg	Spokane, WA
Steven Schade	Spokane, WA
Mark Shaw	Spokane, WA
Mark Shaw	Spokane, WA
John Shugart	Spokane, WA
Colby Soltes	Spokane, WA
Charles Steinman	Spokane, WA
James Stevenson	Spokane, WA
Dean Stevens	Spokane, WA
David Tansman	Spokane, WA
Michael Tansman	Spokane, WA
Bryan Valente	Spokane, WA
Wade Walker	Spokane, WA
Tang Wu	Spokane, WA
Kelley White	Spokane, WA
Michael Wilson	Spokane, WA
Wesley Wong	Spokane, WA
Wong Zuo	Spokane, WA

Springfield, MO  
St. Louis, MO  
Tomball, TX  
Tomball, TX

Player	Address
Todd, OH	Todd, OH
Baltimore, MD	Baltimore, MD
Jackson, NJ	Jackson, NJ
Arctic, CA	Arctic, CA
Portland, OR	Portland, OR
Newark, NJ	Newark, NJ
Jefferson City, MO	Jefferson City, MO
Missoula, MT	Missoula, MT
Atlanta, GA	Atlanta, GA
Spokane, WA	Spokane, WA
Georgetown, IN	Georgetown, IN
Chad Telle, IA	Chad Telle, IA
Harsh, TX	Harsh, TX
San Diego, CA	San Diego, CA
Calgary, AB	Calgary, AB
Madison, WI	Madison, WI
Germantown, MO	Germantown, MO
Norman, NJ	Norman, NJ
Winchester, IL	Winchester, IL
Raleigh, NC	Raleigh, NC
Minneapolis, MN	Minneapolis, MN
Oak Harbor, WA	Oak Harbor, WA
Richfield, UT	Richfield, UT
San Jose, CA	San Jose, CA
Abertons, WA	Abertons, WA
St. Marys, WV	St. Marys, WV
St. Joseph, MO	St. Joseph, MO
Flagstaff, AZ	Flagstaff, AZ
Nashville, TN	Nashville, TN
Atlanta, TX	Atlanta, TX
Norfolk, VA	Norfolk, VA
Los Angeles, CA	Los Angeles, CA
Sarasota, FL	Sarasota, FL
Great Bend, NY	Great Bend, NY
Westminster, CA	Westminster, CA
Atlanta, GA	Atlanta, GA
El Paso, TX	El Paso, TX
San Francisco, CA	San Francisco, CA
Lubbock, TX	Lubbock, TX

**SUPER MARIO RPG**Best Times on the Naleville Mountain Mine  
Cart Ride (Volume 08)

Player	Address
Joe DeBenedis	Englewood, MA
Mike Haley	Marion, IL
Harry Brumer	Brookfield, WI
Michael Senter	Holbrook, TN
Dennis Klischew	Kansas City, MO
Danny Hill	Lakeport, CA
Kazuhiko Goto	Greenberg, PA
Robert Isaac Jr.	Leeds, PA
Ira Jay	Jameson, ND
Sean Arnold	Newport Beach, CA
Kristi Salazar	Croton, NY
Eric Yablos	Miami, FL
Gerry Hiltz	Lakeport, CA
Clinton Huchler	Irvington, TX
Diego Pardo	Waco, TX
Marc Carpenter	Salem, OR

**MEGA MAN X3**Completed the Final Harvest Stage First  
(Volume 08)

Player	Address
Franklin Alender	Honolulu, HI
Jonathan Although	Meriden, PA
Nick Anderson	Dearborn, MI
Ryan Barrett	Middleton, WI
Patrick Brady	Edison, NJ
Brian Carter	Portland, OR
Thomas Casale	Miami, FL
Legat Chelton	Fremington, WV

**PILOTWINGS 64**Fastest Times for Busting 20 Balloons and  
Landing (Volume 08)

Player	Address
Chris Andrew	Sunny, NJ
Scott Fowler	Elko, PA
John Rogers	Rochester, WI
Wayne Carlin	Sandford, FL
David Henderson	San Jose, CA
Tom Young	Lincoln, PA
Aaron Smith	San Antonio, TX

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than March 18, 1997. The top-qualifiers receive four SuperPower.

Stamps: Include your Super NES or 64 in the photo of your high score. Dim the lights and take a photo of your photo without a flash! If you're taking a photo of a Game Boy, place them in a clear case.

Address entries to:  
POWER PLAYERS' ARENA  
PO BOX 97333  
METROPA, WA 98007-0733

ENTER THE ARENA

# 



**Once you've korted this rocer home, you'll need to install seatbelts on your couch.**

Fantastic isn't a word, but it should be. Once you've started playing Nintendo's latest, Mario Kart 64, you'll see what we mean. This is another must play Pak. A lone Karter can race in Grand Prix mode, trying to prove his or her superiority to the quick-witted N64, or enter the Time Trial mode, hoping to set world records on different courses. With the use of the Controller Pak, you can save your best races in Ghost Mode and try to beat your own best times. With two players behind their Controller Sticks, you can



choose between the Grand Prix, VS, and Battle Modes. If three or four players compete, they can play VS or Battle Mode. Each of the eight characters have come from hit Nintendo games to join in the racing, and each has special attributes, such as quick acceleration or good cornering. As for the courses, there are four Cup Tournaments with four races in each Cup for a total of 16 courses. In addition to the roadrace tracks, there are four Battle Mode courses where the single motivation is to knock off the other players. You can fire a wide variety of Koopa shells, drop banana peels, power-up your kart with Mushrooms or make use of several other items found along the road. The lead tends to shift back and forth, but you almost always have a chance to catch up to the leader if you drive smart and get a little luck or the right power item. Be sure to stop by and take a look at this month's complete track and strategy review for Karter.



Great fun, four-player action. Excellent graphics and play control.



Individual screens in the four-player mode are too small to see details on small televisions.

## Game Boy MOLE MANIA

Nintendo/A Megawatt



For 2-Player Simultaneous Super Game Boy enhanced Rating: 8.5  
Battery-backed Memory Game Link

### Mole justice is served at long last. Rejoice!

That's no varmint. That's Digger D. Mole, showing you how to have fun digging up dirt on Nintendo's Mole Mania for Game Boy. It's a new role for the mole in video gaming. Up to now, mole's have been the cannon fodder of arcade



whack-a-mole games or have made only brief appearances, like the mole folk in Super Mario RPG. But now the day of the mole has arrived, and it's about time. In Mole Mania, you

must navigate through dangerous territory, sometimes moving above ground, sometimes digging tunnels beneath traps or obstacles in the two-layered action. The goal is to move a ball through the exit, but doing that isn't easy. You'll need solid planning, puzzle-solving skills and a lot of inspiration. Beginning with simple, tutorial stages, Mole Mania quickly becomes a brain-buster of the most engaging sort. While cursing the levels, you'll find it difficult to put down. That little voice in the back of your mind telling you to eat and sleep will be drowned out by the imperative to dig around

bombs and throw cabbagees at enemies. For those of you who remember H&N's old Lolo games, you'll appreciate the mix of action and puzzle elements. It's a perfect fit for Game Boy and it's even better on Super Game Boy with lots of color and a catchy tune. We strongly recommend that you dig into this month's Power review.



Excellent puzzle action. Lots of challenge. Two-player mode. Super Game Boy enhancements. Battery.

Uneven mix of easy puzzles and brainbusters with one single level.

Power's Picks SP DO TM LS

## Game Boy KING OF FIGHTERS '95

Nintendo/AI Wingwhirl



For 2-Player Simultaneous Super Game Boy enhanced Rating: 8.5  
Battery-backed Memory Game Link

### Tiny-fisted ferocity for Game Boy fighters.



King of Fighters, like so many classic fighting games, has now made its way to the Game Boy in a fun, fast form from Nintendo. This is not a serious fighting game, by any means. Street Fighter 2 and KI fans, or fans of the original SNK game, will be horrified at

the ease of thrashing opponents on the small screen. Instead,

think of it as good finger exercise with a high reward factor: If you pick it up and turn it on, chances are you'll win. On the other hand, winning can be fun. The special moves are easy to learn and more impressive than those in



Toshinden (and, unlike that game, the screen text won't make you question whether it was programmed on Mars.) Like all



fighting games, this one is made to be played in VS. Mode, so judging it by its AI is as misleading as judging a basketball player on his ability to dance the Macarena. As a two-player match, King of Fighters' weaknesses become its strengths—it is easy to

learn and fast—and its Super Game Boy features mean that you can duel with a single Game Pak rather than the two required for Game Linking.

Good for two-player action. Super Game Boy enhanced.

Too easy as a single-player game.

Power's Picks SP DO TM LS



## Sunsoft's classic WB teen romp for Game Boy returns.

Before there was Space Jam, there was Looney Tunes, and instead of appearing on the silver screen, it appeared on the black and white screen of Game Boy back in 1992. Now you can find the game again since Sunsoft is rereleasing it. What you'll find is a classic platform game with seven stages of hopping, flying, shooting and running. Each stage features a different Looney Tunes hero and most stages offer a different type of play, but all of them are easy to learn. The heroes include Daffy, Tweety, Porky, Taz, Speedy Gonzales, Road Runner and Bugs. Michael Jordan is nowhere to be found, but there's plenty of fun for one-player.

- Good graphics and play control
- Not overly challenging.



## Are blood-sucking vampires getting you down? Fight back with this classic pok.

The curse of the Belmonts is that they are forever hunting the same quarry—Dracula. It must get frustrating, but for fans of the Castlevania series from Konami, the thrill of the hunt never dies. Part of the fascination with these games is that they are so easy to grasp, yet require great skill to defeat. Castlevania II: Belmont's Revenge is no exception to that rule. Your job is to take back four castles from their ghoulish occupants. Cracking your whip, throwing your axe and hurling fireballs of Holy Water will clear out the evil beings. That's when a new castle appears and you realize that Drac's back! If you haven't played this or any of the Castlevania games, you owe yourself a deliciously evil treat.

- Good graphics. Good play control. Medium challenge.
- More of the same. Cartoonish action. No innovation.



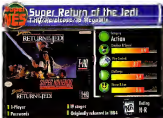
## Here's a little something for those days when you feel like a Wookiee.

Following the success of Super Star Wars, LucasArts and Sculptured Software teamed up again to produce Super Star Wars: The Empire Strikes Back. They didn't want simply to repeat their formula; they wanted to add to it. So in the new game, Luke was granted Force powers and the snow speeder stage raised Mode 7 flying to a new level. In many ways, Super Empire is the next best thing to Shadows of the Empire.

- Great graphics and sound. Invoking.
- Play control can be touchy. Uneven challenge.







So your mother was an Ewok and your father was a Bantha? Havo we got a game for you.



Super Star Wars: The Return of the Jedi closed the series of games from LucasArts and Sculptured. In some ways it was the strongest of the trilogy, but in other areas it fell a bit short. Two new characters join the team, but the Mode 7 flying stages are not as good

as in Empire and some areas are very easy. Making up for much of that is the challenge of the remaining stages in Super Jedi. Battling the Rancor and searching the desert of Tatooine will keep even the most rabid Jedi leeching for more.

- Beautiful graphics, great sound. A real Star Wars experience.
- Twisted play control and uneven difficulty.



Interplanetary racing comes down to earth.



If the idea of racing hot cars on alien planets appeals to you, then Kemco's release of Top Gear 3000 for the Super NES should be good news. Granted, your car looks a lot like a '70s muscle machine, but it can achieve top speeds of around 200 mph. Your tournament winnings can then be spent to spiff up your car with new stuff such as engines and boosters. Top Gear 3000 isn't Mario Kart 64, but it is a fun Super NES racer that's easy to pick up and play. Kemco's limited release may make it difficult to find, but you can call Kemco consumer service at the following toll free number: 1-888-287-7507.

- Fast and easy to drive. Lots of tracks.
- 32 letter password code is too much.

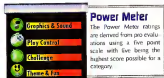


## Pro's Picks

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

- SP** Scott—Sports, Simulations, Adventure
- NS** Henry—Fighting, Action, Sports
- PS** Dan—Action, Adventure, Puzzles

- 1M** Terry—RPGs, Simulations, Puzzles
- PS** Paul—Fighting, Sports, Simulations
- LS** Leslie—RPGs, Simulations, Adventure



## Power Meter

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



# PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month's Pak Watch unveils an almost complete Doon 64 and the first shots of War Gods for the N64. You'll also find out what's happening in the Game Boy world and how some gamers are trying to become the world's fastest Kärter.



## WAR GODS

**M**any's stable of arcade games seems to have been hit hard. The latest tournament fighter, War Gods, will be the first to appear on the Nintendo 64 during the first half of 1996. It's the only action shot of the game done, and it's a pretty good one. If you've dropped your head into the game, you know that it features gods, goddesses, and a whole lot of throw lightning, both of which are a pretty good idea. Clearly, War Gods follows in the

footsteps of the other games in the series. The first game, War Gods: Midway, the previous year's game, was made up of 3-D models and 2-D sprites. It's a good idea to those that are looking for a good game.

**EXCLUSIVE  
FIRST  
LOOK**



the Mortal Kombat mold, looking for a good idea. It's a good idea to those that are looking for a good game.

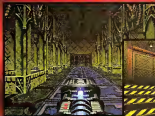
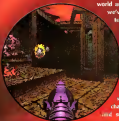


# DOOM 64

**L**ast summer Nintendo Power brought you the first look at an early version of Doom 64 from Midway. Now, the game is almost complete, so we thought you might like to see how it is turning out. (Prepare to salivate!) Wow! The graphics on this 3-D shooter were enough to blow us away without a single shot being fired. The realism of the textures used on the walls, floors, ceilings and other structures in the game world are simply the best we've ever encountered in a video game.

The artists at Midway's San Diego development house also excelled at creating sprites for enemies.

The combination of using high-res sprites, like the characters in DMC II, and super-detailed tex-



## NEWS Source Extra

PUBLISHER - Midway

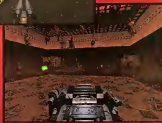
DEVELOPER - Midway

MEMORY SIZE - 64 Megabits

SAVE FEATURE - Controller Pak

ture maps on polygons turn out to be a winner. You get the best of both methods. Fans of the PC Doom, Doom II and Quake games will be stunned to see a video game that runs circles around what their beloved platforms can produce on the screen. As for the action, the stretch and destroy nature of previous Doom games has been preserved and the areas are all new. As a space marine trying to stop an invasion of aliens,

your mission is to destroy the invaders no matter what it takes. Midway has promised Nintendo Power the first finished Alpha version of the game, which we will preview in an upcoming issue. Until then, feast on these N64 hourlies and dream of just how far gaming has come, and how far it can go.



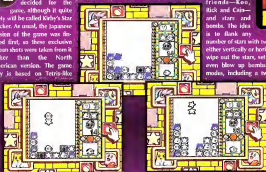
# KIRBY'S STAR STACKER

**K**irby is coming back to Game Boy this spring in a new puzzle game developed by HAL Laboratories for Nintendo. At this point, no final name has been decided for the game, although it quite likely will be called Kirby's Star Stacker. As usual, the Japanese version of the game was finished first, so these exclusive screen shots were taken from it rather than the North American version. The game plays on based on Tetris-like

action in which you have to arrange falling pieces. In this case, the pieces consist of Kirby's friends—Kee, Rick and Coo—and stars and bombs. The idea is to flank any

number of stars with two of the same characters either vertically or horizontally. If you do, you'll wipe out the stars, set off chain reactions, and even blow up bombs. You can play in four modes, including a two-player mode, a Time Attack, a Round Clear mode and the basic Challenge mode. The game seems simple at first, but the strategies for scoring big cascades can be very involving. Kirby's new puzzler should be ready for release sometime in early spring.

**EXCLUSIVE  
FIRST  
LOOK**



## GAME & WATCH GALLERY

**A**nother Nintendo Game Boy offering due out in March or April is a collection of classic arcade games from the world of Game & Watch. These handheld, stand alone, Game & Watch games from Nintendo used simple LCD graphics in a series of simple action games dating from 1980 to 1983. Although the action was often limited in these games, the difficulty could become great as the speed increased. Nintendo is now putting four of the most popular Game & Watch games into a single Game Boy pak with updated graphics and Super Game Boy enhancements. You can play with the original, or classic graphics, to relive past glories, or watch to the much prettier Modern mode featuring today's top Nintendo characters. The games include Fire, Manhole, Octopus and Oil Panic. In each, the task is something simple, like stealing the treasure that is guarded by the Octopus, saving people jumping out of windows in Fire, placing the manhole cover on the holes to prevent pedestrians from falling into the sewer, or catching the dripping oil in Oil Panic. Winners will be able to view the Game & Watch



### NEW Source Extra

**PUBLISHER** - Nintendo  
**DEVELOPER** - HAL Laboratories  
**MEMORY SIZE** - 4 Megabits  
**GAMES** - 4 Game & Watch titles  
**SAVE FEATURE** - Battery-backed memory

Gallery as a sort of prize, and learn more about those original four games and a dozen or so other titles. You will be able to save your game in the middle of the action, as well. Game & Watch games won't be for everybody since the action is so simple, but for players who want a quick diversion at a low price, this Pak will be hard to beat.



# HUNCHBACK OF NOTRE DAME

**S**everal months ago we took a look at an early version of this multi-game pack from THQ.

The finished game has shown up at Pak Watch now, and what seemed a promising game has become a very solid Disney-based collection for younger players. Games Studios included *Chisler*, *Shed a Shining*, *Watch a Fowl*, *Upsey Daisy*, *Florian's Fowlie*, and *Furlock*. The original *Disney's Hunchback of Notre-Dame*.

Building your player's game is a good idea. Catch a bird is very much like *Pin*. In the *Game & Watch Gallery*, you have to catch people who are dropped out of windows. Upsey Daisy was changed from the Hunchback Disney movie to a balloon. *Shed a Shining* is now in the game, and could be fun.

Picture: *Florian's Fowlie* challenges players with eight sliding tile puzzles. In *Furlock*, you can test your luck at *Florian's Fowlie*, where you have to find *Florian's Fowlie* in the first game. For instance, the right challenge you to bowl a particular score in *Upsey Daisy*. Hunchback film and Disney who want a little Disney will find the variety in this pack. Look for it to be released by the end of March.



# ROBOTECH-CRYSTAL DREAMS

**G**ametek's first Nintendo 64 title is moving back to completion every month.

As of January, Game-Tek reported having finished all the art. Development has now turned to the all-important game play mechanics of the *Robotech* fighter and the AI of enemy ships. When the software is out for new views of the game, Gametek is expected to have more of the game.

Follow a screenshot to the most interesting of the *Robotech* attacks. The original release date of *Robotech* was March, so we can expect to see the first release of the game by late spring or early summer.



## TUOK GETS COMPANY

It looks like Acclaim is jumping onto the N64 bandwagon in a huge way. Inside Park Watch sources have revealed that work will begin (or has begun already) on five new titles from Acclaim. Heading the list of new games is a racer from the in-house development group at Probe.

Ultimate Racer, a racing game using futuristic like vehicles rather than cars, will head the list of new games. Quarterback Club '96, under development at Acclaim's Iguana development house, will probably be the first football sim for the N64. This is particularly exciting news now that Turok has proven Iguana's talent for N64 development. Even better news is that work will begin on Turok 2, also at Iguana. But that's not all. Probe will also create an N64 title called Confession, which is said to be a 164 degree Deacon-like game with movement in every direction. Finally, Acclaim's third powerhouse developer, Sculptured Software, will work on a WWF wrestling game. It's been a while since we've heard from this Utah-based developer, but Sculptured's track record is as good as they come. Although the names of these games may change and we have no set release dates, it seems likely that we will see the first of these titles by the end of 1997.

## LINK'S REAWAKENING

The finest adventure ever made for Game Boy (or possibly any video game system) returns this spring when Nintendo re-releases The Legend of Zelda: Link's Awakening. Link's sprawling, whimsical adventure on the island of Koholint contains everything you could want from an adventure and more—dark dungeons, friends and allies, strange characters, exploration, lots of items and weapons, horrible enemies and a twisting storyline to tie it all together. Link's Awakening first appeared back in 1993 and became an instant hit. It has dominated the Power Charts every month since then, most often in first place, which is a record equaled by any other game. For players who missed Link's Awakening the first time around, you have a magical discovery waiting for you.

 **NINTENDO POWER**

## GRIFFEY BASEBALL FOR GAME BOY

To celebrate the beginning of the 1997 Major League Baseball season, Nintendo will unveil a new Game Boy baseball title featuring Ken Griffey Jr. In April, the game, currently in development at Software Creations in the U.K., is a direct translation of Ken Griffey Jr. Presents Major League Baseball, the first Super NES game endorsed by the Mariners' all-star



outfielder. The new game contains all the features of the original including major league teams, full and short seasons, two-player mode (with a Game Link or Super Game Boy) and the All-Star game. The battery-backed memory in this four megabit pak will store your season rankings and other information. There's even a four-player Home Run derby option. The play mechanics are very close to those in the original Super NES title; pitchers have good control, batters can hit up or down for extra power,

and fielding includes overhead radar to help you zero in on the ball. There's also an arcade mode to help speed play along, not to mention the fun, arcade-style animations in which angry batters break bats over their knees. The original Super NES Griffey was an all-star and this Game Boy version looks like a sure bet for the MVP (Most Valuable Pak.)



## MORE ADORE THE N64

Flights of Fantasy, a weekly, satellite TV syndicated review show covering movies and video games, nominated more Nintendo games for awards than games from any other company. For the FOX judges, Super Mario 64 turned out to be the best game of the year. Super Mario 64 also won the medals for Most Fun and Best Play Control while Shadow of the Empire won the award for Best Graphics. With that in mind, get ready for the



Shadow of the Empire: Incredible flying cool.

annual Power Awards in next month's issue. You'll have your chance to vote on the best games of the year.

In other N64 news, it seems that Midway will now be working on the N64 version of *Quake*, the best-selling sequel to the *Doom* series of shooters from id Software. Ocean sent us the first full-screen shot from its *Alien: Impossible* game, showing for the first time the semi-transparent image of the player-character. In this picture, you can also see a selected gadget, your weapon and a clock. Besides looking very cool, the shot indicates how close Ocean is getting to a playable version of *Ali*. We hope to report on a demo very soon.

Finally, we have unconfirmed (but highly reliable) information that Konami will release its acclaimed soccer game, *Perfect Striker*, in North America, perhaps as early as May or June. *Perfect Striker* was considered one of the top N64 games shown at Shoibiz'94 last November. It features ultra-realistic animation, great control and unbelievable sound.

## MARIO KART 64 CHALLENGES JAPAN

Mario Kart 64 players in Japan are locked in competition for the national title of fastest Karter. At over 5,000 Nintendo Entertainment Shops in Japan, Karters can get Mario Kart Time Trial cards and enter the competition by recording a time of one minute, 30 seconds or less on the Mario Raceway track. The time is checked on the Game Pak at one of the official shop locations



and entered in the official records. 10,000 registered participants will receive special Golden N64 Controllers while the people with the top 1,000 times will have their names published on the World Wide Web and in Japanese gaming magazines. The drivers with the top ten times will also appear on a weekly Nintendo video game show. If you think all of this sounds pretty cool, so did we at Nintendo Power. So we decided to hold our own Mario Kart 64 Time Trial. You'll find the details in the March issue of *Power* and on Nintendo Power Source on AOL and the World Wide Web.

## 1.6 MILLION AND GROWING

Nintendo of America sold over one and half million Nintendo 64s in the first three months following the video game system's release in North America, and even then the demand outstripped the supply. If you haven't managed to find an N64 to call your own, don't despair. More N64s are arriving every day! With so many new N64 owners, the same type of supply and demand problem may arise when you try to find the most popular games, such as *Super Mario 64*, *Star Wars: Shadows of the Empire* and *Mario Kart 64*. No one said it was going to be easy.

# RELEASE FORECAST



BLAST CORPS  
DARK RIFT  
DOOM 64  
FIFA SOCCER 64  
GOLDFEYE 007  
HEXEN  
LANDSCAPE 64  
MISSION IMPOSSIBLE  
ROBOTECH: CYCLOT DREAM  
STAR FOX 64  
TUNOK: DINOSAUR HUNTER  
WAR GODS  
WCW

SPRING '97  
SUMMER '97  
SPRING '97  
SPRING '97  
SPRING '97  
SUMMER '97  
SPRING '97  
SPRING '97  
SUMMER '97  
SPRING '97  
SUMMER '97  
FALL '97



BRUNSWICK'S WORLD TOURNAMENT  
OF CHAMPIONS  
HARVEST MOON  
TIMON & POOMRA

SUMMER '97  
SPRING '97  
SPRING '97



GAME & WATCH GALLERY\*\*  
HERCULES  
THE HUNCHBACK OF NOTRE DAME  
KIRBY'S STAR STACKER  
KEN GRIFFY JR. BAGERALL  
LEGEND OF ZELDA: LINK'S AWAKENING\*\*

SPRING '97  
SPRING '97  
SPRING '97  
SPRING '97  
SPRING '97  
WINTER '97

\*\*NAME UNDECIDED  
\*\*ARELEASED TITLE

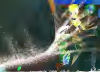






# EXTREME CONDITIONS AHEAD

Dangerous curves. Construction ahead. Report violators.  
Emergency gear required. They're coming. Goldeneye 007.  
Turok: Dinosaur Hunter. Blast Corps. Doom 64. Mission:  
Impossible. FIFA Soccer. MLB Featuring Ken Griffey Jr.  
Robotron X. WarGods. Hexen. Dark Rift.  
Zelda 64. And Yoshi's Island 64.  
Warning: high voltage.





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

*Thanks goes out to all the people who make this possible.  
From the original editors and writers,  
to everyone involved in acquiring and digitizing these magazines.*

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

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

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

*Thank You and ENJOY!*

