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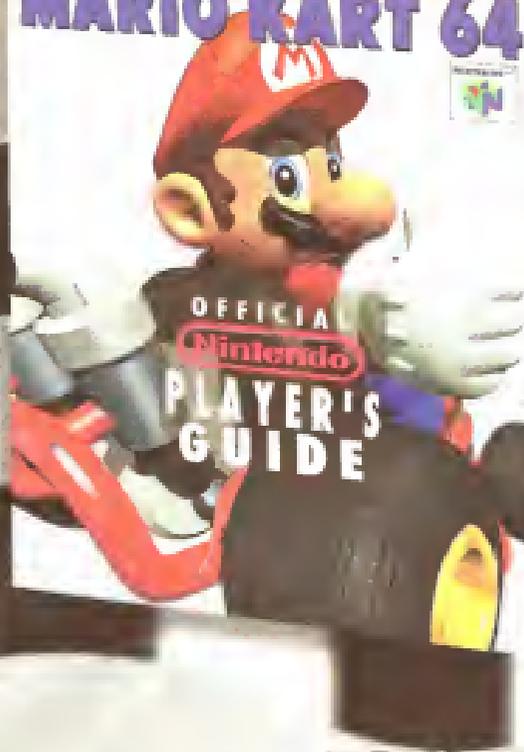
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TUROK

DINOSAUR HUNTER

Clawing out an existence in the shadow of vicious Bionosaurs is nearly impossible in Turok's Lost Land, but this month we've got the coverage you'll need to ensure that you're the hunter, not the hunted.



The 1996 PowerAward Nominations

Who were your favorite games of 1995? Check out the Annual Nintendo Power Award nominees, then cast your ballot! With your entry, you might score some cool prizes!

p.76



Doom 64

Lack and load, space rat! This month's preview is armed with secret spots and screen photos of all your scenes in the feature, but do it and bust looking Doomers in the arena, a warning!

p.40



Mario Kart 64

Push the performance envelope in Time Trial mode! Bring the latest tips and strategies for getting the best times in Mario Kart 64, the race for an exclusive, GoldMKA Controller!

p.26



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PLAYER'S PULSE

What? No "Worst Dressed Game Character" category?!! This month we announce the nominees for the 1996 Nintendo Power Awards. Send us your winning suggestions on new categories you'd like to see for next year's awards.



Brian Barth • Swamp, Oklahoma

Old Games Never Die

What do you think you're doing?! What's with the limited edition covers? I'll tell you this, you won't see me running to the closest store and buying three more issues that I already own, just to have the covers piece together! And about the concern you have of selling games after a certain amount of time, I have a great idea: after 12 months, the games could be placed in a "hall of fame". Then you could have a section just for "oldie, but goodie" video games.

Matthew Collins, Jr.
Via the Internet

Actually, in 1995, beginning with issue 68, we added the Hall of Fame to the Power Charts to recognize the classic characters. We didn't retire the Hall of Fame, so this could be the fair solution to keeping the Charts fresh.

Small Creature Features

I recently saw a commercial for a Sony Play Station game called "Bandicoot Boy" or something of that nature. Why does Sony and the hedgehog company (there's no need to state the name of the company

that the hedgehog belongs to) insist on having small mammals as video game heroes and heroines? Do they just appeal to their type of gamers? This is a topic that would take a special agent from the FBI months to figure out. I also noticed that the second hedgehog game stars a two-tailed fox who can hover above the ground, similar to Dixie Kong's helicopter spin move. That gets me thinking—did the hedgehog company send a bull, elite team of commandos to steal an early demo of DMC2 to use its ingenious ideas in its evil games?

Samuel Konitzer
Little Rock, AR

Very suspicious. We're working in Scully and Mulder to investigate your commandos and small mammals' conspiracy theories.

Perfect Ten

- Top ten signs you've been playing Super Mario RPG too long:
- 1) You eat maple syrup on mushrooms for lunch.
 - 2) You call your dog Bowser and your fish Jonathan Jones.
 - 3) You try to grow a

beanstalk tall enough to climb into the clouds.

- 4) A guy in a purple outfit throwing bombs at you hurls your dreams.

- 5) You expect to get cookies when you win at a track meet.
- 6) You named

your doll Cerro.

- 7) You search under your bed for a Dry Bones Bag.
- 8) You demand the removal of all the factories in the U.S.
- 9) When you find a male hole, you expect to see a mine cart nearby.
- 10) You keep all the shiny stones you find in case you run into a sealed door.

Eric Haxson
New Bern, NC

You Can't Beat This

I'm writing to comment on the dumbity of the Super NES. My brother (eight years of age) has been trying to destroy my system every time he gets mad. One day he got mad at me and took my Super NES to the back porch and hurled it down 20 feet to its doom. It hit the ground and didn't have a scratch on it. I then plugged it back in, and it still had a good picture and control. Since then, my friend came over and accidentally dropped a 12-inch screen TV on it. The TV broke a hole in the system, but the system still works (the reset button just got stuck a little bit). I have had my Super NES for



three wonderful years and am now a proud owner of an N64. Did Nintendo make this system to withstand brutal punishment, or did I get lucky?

Chris Endrey
Via the Internet

You certainly weren't lucky to have your Super NES so brutally punished, but, yes, this durable system was built to withstand your aggressive game playing. And while the Super NES was designed to be tough inside and out, we wouldn't recommend using the system as a doorknob or doorstop.



Andy Green • Charleston, Tennessee



Marzo Aze • Atlantic, Texas



Kevin Tardiff • Folsville, Utah

Spread the Word

Killer Instinct Gold is the best arcade translation ever created! I mean, the graphics are the same as the arcade, and the sound is amazing! It's amazing what a little time will do to a game (and the one took time to finish-but it was worth it). Spread the word of the N64's capabilities and try to make the commercials depict the realistic power of the system. Keep up the great work in leading the computer industry into the 21st century!

Ben Davis
Griffin, GA

King of the Kong Games

I recently had an idea that any Donkey Kong fan will appreciate. There are now four main characters (Donkey, Diddy, Dixie, and Kiddie) in the three Donkey Kong Country games, right? And there is a four-paddle control deck on the N64, right? Well, if you put four and four together, do you not get what could be the greatest Donkey Kong Country game for years to come? Think about it. You put the DMC characters in a game for the N64, add the other Kongs and the bears and the Kameo and the animal friends, and you've got yourself one great game. I mean, I'm no game designer, but that is a pretty good layout if I do say so myself!

Mike Klein
North Naples, FL

Mr. Caimaster

I have to admit that I had my doubts about the N64. I had a wad of cash burning a hole in my pocket and have always been a Nintendo faithful. To be fair, I came, I played, and was blown away. OK, and the controller fits like a glove! Keep up the nice work and

keep it coming. And check out my scores from Super Mario 64. I beat out your fiddly game pros for coin totals on six levels by as much as 10 coins they can call me Mr. Caimaster.

Danica Hess
Meadowcreek, British
Columbia

Our game pros are impressed with your playing skills, (though they're not too excited about your assumption that they're lousy). "By this, Mr. Caimaster?" our sweet game pros challenged, as they completed their 200th job crunch. "See if you can get on top of the castle roof in Super Mario 64 without using the cannon."

I Remember When...

In volume 88, reader Nick Pagano wrote about how things had changed between the original NES and the N64. He said the NES games had rigid graphics and ugly sound effects. These are the games that shaped the Nintendo of today. Saying these games are "rigid" is saying you don't understand what Nintendo used to be about. Nintendo Power can show the changes, if you take a look at issues like volumes 1 through 20. They all had bright pages with colorful drawings that made Nintendo fun without just showing bland information down your throat. But now, there are no more artists to draw great pictures of the game heroes, just computer-generated pictures that have no life. It seems that Nintendo Power has lost the originality that was alive in the late '80s and now has taken on



Link and Zelda • Nintendo Game Boy

the image of boring game magazines that you find lined up in stores. In a way, I think Nick Pagano was right saying things have changed, but for now I will keep my subscription in hope that Nintendo Power will remember why it became so popular.

Chris Rugleski
Flushing, NY



Super Hero

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POWER CHARTS

Will Super Mario 64 ever be dethroned? Mighty Mario had better keep an eye out, because it looks like Link fans are set to stage a coup. Zelda 64 is still #1 on the horizon, but it's racking up piles of votes, making it this month's Most Wanted. Keep on voting, and we'll keep you up-to-date on the revolution!

NINTENDO 64 TOP 10



Super Mario refuses to let go of the Top spot, while Mario Kart 64 speeds into third, clearing in on Dash Racer. Sure, the Star Wars hero's tough, but he'll have to be the baddest in this Mario sandwich.



RANK	TITLE	COMPANY	LAST	MOVES
1	SUPER MARIO 64 STAR WARS	NINTENDO	1	6
2	SHADOWS OF THE EMPIRE	NINTENDO	3	6
3	MARIO KART 64	NINTENDO	4	3
4	WAVE RACE 64	NINTENDO	2	6
5	CRUISIN' USA	NINTENDO	7	3
6	KILLER INSTINCT GOLD	NINTENDO	5	4
7	FLYDYNAMICS 64	NINTENDO	6	6
8	WAYNE GRETZKY'S 2-0 MIDGET	NINTENDO	8	6
9	MORTAL KOMBAT TRILOGY	WADSWORTH	9	2
10	TURBO: DINOSAUR HUNTER	ACCLAIM	10	6

SUPER NES TOP 10



Donkey, Diddy, Dixie, and Kiddy are this month's top banana. Thanks to the entire Kong clan and their third Donkey Kong Country romp as they managed to dethrone this month's Super NES top ten.



1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	1	5
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	3	49
3	SUPER MARIO RPG	NINTENDO	4	11
4	TETRIS ATTACK	NINTENDO	2	8
5	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	8	17
6	CARDWIG TRIGGER	SQUARE	6	20
7	SUPER MARIO KART	NINTENDO	9	47
8	FINAL FANTASY IV	SQUARE	7	27
9	DONKEY KONG COUNTRY	NINTENDO	-	29
10	KILLER INSTINCT	NINTENDO	-	22

GAME BOY TOP 5



The Game Boy Charts have been ruled by Link, for almost three years, and the much anticipated release of Link's Awakening will surely extend his reign for years to come. Long live the king!



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	47
2	DONKEY KONG LAND	NINTENDO	-	26
3	DONKEY KONG LAND 2	NINTENDO	2	7
4	TETRIS ATTACK	NINTENDO	4	7
5	TETRIS	NINTENDO	3	52

1. THE LEGEND OF ZELDA 64 (N64)
2. 64 DD (N64)
3. NINTENDO 64
4. MARIO KART 64 (N64)
5. GAME BOY POCKET
6. SUPER MARIO 64 (N64)

7. STAR WARS: SHADOWS OF THE EMPIRE (N64)
8. YDSN'S ISLAND 64 (N64)
9. X-RAY MEDIUM (SUPER NES)
10. STAR FOX 64 (N64)

MOST WANTED

LETTERS, CONTINUED...

We think the computer-generated images are as exciting as those used in our games. Computer animation has come a long way, and our illustrators try to reflect and support that trend. However, we love hand-drawn pictures, too, and we proudly display our readers' art in *Player's Pulse*. But what do other readers think? How do you feel about our use of computer-generated illustrations? Do we need more illustrations that aren't made by computers?

Polygons Be Gone

The Nintendo 64 is truly a great machine and will outperform anything out there. I have a few gripes, though. I am getting tired of Super Mario 64 and the way you keep talking about it. These polygon characters aren't very lifelike, and I can see they need improving. You could round the polygons in some way, because they've turned Mario into a blocky, polygon-looking figure. Don't think I dislike your games—I just think you could do better.

Roy Davis
Via the Internet

The advantage polygons have over the game characters you're used to seeing, Roy, is memory. A big part of a 3-D game like *Super Mario 64* is the movement in and around objects. Polygon objects take up considerably less memory, so you can create truly vast worlds. And they're very lifelike, too. Roy. Just like in real life, a polygonal environment allows you 360-degree movement in a 3-D world. And just like you, a polygon has a fixed mass and takes up space (albeit in the computer world). These lifelike parameters

On a Lark at NOA

Volume 87 *Player's Pulse* Contest Winner, Kevin Gager took to the skies with his choice of destinations featured in *Pilcrowings 64*. Migrating from his home in Florida, Arizona, Kevin specifically set his sights on landing in Seattle so he could visit Nintendo of America in real life.

Nintendo OF AMERICA INC.



whirlwind VIP tour. Here, Kevin mingled with the creative flock at Nintendo Power to learn more about our magazine. Kevin also got a behind-the-scenes look at Nintendo, played infinite games, and swooped up a very early sneak preview of *Mario Kart 64*.



Redmond. After getting a bird's-eye view of Seattle from the Space Needle, Kevin studied to NOA for a

always keeps a polygon's movement within realistic standards. 3-D Sprites, on the other hand, are more like cartoons, because they're animated frame-by-frame and can be exaggerated. In the end, it's up to the game designer which animation method we'll

be used, but chances are we'll see games that mix both styles. As for making a polygon character, take a look at the Mario face greeting you in the opening of the game. It takes more memory, but it can be done!

WRITE AWAY RIGHT AWAY!

And the nominees are... Or what should they have been? We had a hard time narrowing down the contenders for our Power Awards. Did we overlook any of your faves?

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ENTER THE LOST LAND



TUROK

DINOSAUR HUNTER

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MY, WHAT BIG TEETH YOU HAVE

Do you hunger for adventure? Do you have a taste for the hunt? If so, then sink your chops into Turok: Dinosaur Hunter from Acclaim. Turok turns your N64 into an explosive, 3-D quest for the powerful Chromoscepter, which has been scattered in eight pieces in and around the Lost Land. Only complete Turok has the skill, courage and devastating arsenal to beat the evil Campaigner to the

punch, while searching through eight stages, Turok battles some of the coolest dinosaurs to be found in any video game. And talking about cool, the game even has a built-in Cheat Menu with codes you can find during play. So, if you like big guns and big adventure, and don't mind the dramatic death gurgles for which the game earned its rating, then get ready for a hunt.



THROUGH THE WOODS

Warps and switches and transports, oh my. Turok gets around the Lost Land any way he can. Look for the ground switches to open up doors and gates. Stepping on the switch activates it. Two-way trans-

ports look like glowing pools and take you immediately to a linked area in a flash. Warps look like wispy blue clouds and move you to one of several locations, but you never know where you'll end up.

WARP TO THE UNKNOWN

The shimmering warp portals promise to whisk you away from danger, but that isn't always how it works. Along with useful items, you'll often find challenges, as well. And warps don't always take you to the same area. It's a step into the unknown.

The warps react to conditions in the game. If you have a particular need at some point in the game, such as more ammo, you may find it in the warp area.



DOORS TO ADVENTURE

Transports zap you from one place to another, but unlike the whimsical warps, you always end up in the same place. Transports never close up shop and vanish like warps, either. Doors, gates and wall switches are most often flat squares on the ground, but some switches are disguised or can be activated by defeating enemies.



LIFE & HEALTH

Get a life or two. The triangles you come build up extra lives for Turok. But only the first seven 100 LP points you accumulate. Health points can be collected as well. Many defeated enemies have HP!

Life Force (LF)



-1



+10

Health Points (HP)



+2



+25



Full Munitions



+100

THE TUROK TANGO

Turok, like all superheroes, has signature moves that make him cooler than mere mortals. In addition to walking, running, swimming and jumping, you have total control of Turok's head. The Control Stick moves his line of vision up, down, and all around. This is particularly useful for checking out what insidious peril lies below you in canyons or above you on ledges.

Swimming



Turok takes to the water like a trout, except he can't stay under forever. He can't breathe, so you start running out of air. You are limited to using your knife when fighting underwater or aik.

Climbing



This is one of the coolest features in Turok. You can climb up otherwise unreachable walls with ropes and rock faces. Turok climbs like Spider-Man, but it can be tough identifying just where he can climb.

Banning & Walking



If you're in a hurry, you might want to switch from walking mode to Banning mode using the cross pad on the Controller. You can stroll around revealed maps using the cross pad, as well.



WHAT BIG CLAWS, TOO

The beaver for ripping off Turk's head, it seems that everywhere there is either a cuban, naturally enhanced bonoboo, a psychopomp soldier or a pulse-gun toting barbarian from another dimension. You'll be introduced to four big bad bosses, too. On the kinder and gentler side, Turk can blast innocent forest animals who gladly yield up their hearts points for the greater good. Make a note of our [web page](http://www.ign.com/articles) for more.

Pur-In



Level 1-6
Bow 2 Ice Arrows

The Pur-In's huge fist can send chunks of ice through the ground and some can blast the hole or you. They move slowly, but they are very powerful.

Leaper



Level 1-8
Shotgun 1 Shell

These subterranean creatures move by jumping deep, early. Shoot them at a distance if you can, because they are hard to hit if they get close to you.

Dimetridon



Level 4-7
Grenade Launcher 3 Grenades

These creatures are the first to hit in this level, but a grenade won't wounding. It won't even hurt, so you'll be safe at a distance.

Battle



Level 1-7
Knife

These great oak-tooth beasts usually stand and flail about in slow, unrelenting masses. Any shot will take them as a distance, but use the knife for close-in combat.

Raptor



Level 1-8
Assault Rifle 3 Bullets

The raptor raptors charge straight at their prey, then circle around you, attacking. Don't give them the chance. Shoot them while backing away.

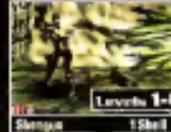
Iguana



Level 4-7
Grenade Launcher 3 Grenades

These little green lizards are the first to hit in this level, but a grenade won't wounding. It won't even hurt, so you'll be safe at a distance.

Commandos



Level 1-6
Shotgun 1 Shell

These little critters don't even fire from their pants, but many carry weapons and will shoot at a distance. Look for these near structures.

Deer



Level 1-8
Bow 5 Arrows

The deer you encounter in the forest are 7 horns you, but it can provide useful health points. Each time you hit it, the deer gives up a 2 HP icon.

Ancient Warriors



Level 1-7
Assault Rifle 3 Bullets

The ancient warriors aren't really skeletons. They're just people of a look like it. They don't shoot their blow guns until they get fairly close, so you have some breathing room.

Masquito



Level 4-7
Knife

These little critters are the first to hit in this level, but a knife won't wounding. It won't even hurt, so you'll be safe at a distance.

Natives



Level 1-6
Shotgun 1 Shell

Although their weapons look primitive, these are quickly on you down. Take them out with the shotgun if possible. In a pinch, use your knife or close range rather than the bow.

Wild Boar



Level 1-8
Bow 5 Arrows

The boar, like the deer, is just a weapon for health points. We need to shoot several times to get all the health points from each animal.

Demons



Level 1-7
Shotgun 8 Explosive Shells

They only look human, but these beings are much tougher. They attack at an erratic rate, with one special weapon, called Grim with glowing blue eyes.

Alien Infantry



Level 5-8
Alien Gun 3 Energy Cells

These alien creatures are the first to hit in this level, but a power shot. If you can't hit one of the big ones, you might think twice about bringing them.

Cyborgs



Level 2-21

How 3 Ink Arrows

The half-mechanical scrotes of the Campaigner want heavy armor. They may not be very mobile, but they don't seem to be. The Ink Arrow explosions will rock them, though.

Subterraneans



Level 7

Shotgun 5 Explosive Shells

These creatures dig tunnels and suddenly jump out of the earth at your feet. They shoot a poisonous saliva and are a threat to close-range play. Run away and attack at a distance.

Killer Plants



Level 7

Shotgun 3 Explosive Shells

This vile vine shoots spiked spores, but if you keep moving from left to right and back again, you can avoid the spore trails.

Triceratops



Level 7-18

Rocket Launcher 20 Rockets

Wides rider being riding members from the back, the Triceratops is a walking fortress. Stay at a distance as you fire rockets at it. Use the Alan White gun.

Long Hunter

The first boss character in the game is none of a boss event. The Long Hunter is a creature you meet in the fourth level. His arena includes a stone rank surrounded by a moat. Jump into the moat to collect items before your battle. In the arena, use Ink Arrows to blow up the Hammer. With your back to the wall, continue to fire the vehicle and keep moving toward the edge to defeat Ink Arrows. Use the shotgun or the Gun against the Hammer.



How Multiple Ink Arrows



How Gun Multiple Grenades

Mantis



Level 5

Shotgun Multiple Explosive Shells

The second boss, the mantis, is more of a traditional challenge. The gigantic insect-like herb greets you while something will work for mantises. Duck into the hill where the mantis first appears. Then you'll find Ink Arrows. Keep running backwards while keeping your focus on the mantis, so you'll be ready, the creature.

T-Rex



Level 18

Grenade Launcher Multiple Grenades

The large arena where you meet the T-Rex boss gives you plenty of space to maneuver. When the creature faces forward and shows its eye-lens, you can skip around to the side using the left and right C buttons and get in several shots. The rays along the outer wall contain items to help you out.

Heavy Cyborg



Level 7-18

Rocket Launcher 8 Rockets

A head-on attack using three heavy Triceratops will be extremely painful. By moving in from the side or back and waiting your attack when they turn.

Staff Cyborg



Level 8

Assault Rifle 3 Bullets

Another of the Campaigner's mechanical minions, these cyborgs appear close to you. Luckily, it doesn't seem suck to drop them in their tracks.

Sledge Boss



Level 8

Grenade Launcher 3 Grenades

When you encounter these heavy units, keep your distance and use the grenade launcher to crack the boss shell. Sometimes it's best to stay out of the water.



Level 18

Cannon 6 Laser Cells

Campaigner

The Campaigner is Turok's final challenge. Use the Cannon; keep moving around the large arena, or pick up the Ink Arrows that you can find here. The Campaigner roches into the sky then regains visibility by hooking away rapidly and shooting when the Campaigner loads. When he fires, sidestep to escape.

LEVEL 1



It's time to get messy in the first stage. Tank wades through water levels and mounds of dirt and meat. The rise of enemies should keep you on the move, but none of them are particularly tough and you don't have to contend with a boss character. The auto shotgun is the best weapon aside from Tek Arrows, which pack a wallop.

Weapons



Ways

3



Health



Items



My kingdom for a pistol

So, you're out here in the jungle with only a bow and a little when you notice a pistol in this cave above the lake. You had you can't see that high. There must be another way to get it. Try diving into the drink and swimming along the left side until you find an underwater cave. Then take a barrel up to the cave where the pistol is waiting.



Swim along the left wall until you reach the mouth of the underwater cave. Follow the tunnel and it will lead out of the water. At the end of the passage is the pistol. It's loaded now, but you'll have to find more ammo along the way.



The first Big Gun

This level is nice, but what you really want is a weapon that can damage heavy machines. You want the Auto Shotgun, and here's how you get it. Enter the narrow canyon, beyond the bridge. Climb the rock to get the second key; then continue down the canyon, looking for a rock stack and on the left. Blast the commando there, climb the wall, light another commando, and take the Auto Shotgun.



The commando is the second area on top of the cliff is well armed. First shoot when you're still hidden by the bank, then move and always aimed the right arm, firing. If you move fast, you can catch the Auto Shotgun and use that.

The maze and beyond

A cave-dwelling keeper cheating on your wife is the second great enemy you'll find in the last level. The most annoying thing is a whole bunch of leeches, cheating on both your sides while you try to decide which way to go. You can avoid most of this problem by moving just fast, using the map here to navigate the paths and turns. When you emerge into daylight, look for a creek with a ladder leading to the top. You'll make a series of jumps to reach a transport that takes you into a maze. In the middle of this maze, you'll find the first piece of the Chronoscepter.

The final maze is populated with leeches and mosquitoes. They near the walls and move forward slowly. The can't attack through the trees along, so spend a lot of time along. Walk toward the corner of the maze and sets leeches to see what the map shows. You're on here.



THE JUNGLE

In the jungle, the mighty Turok roams tonight. You'll soon be slogging tales of stone ruins, lakes, canyons, a village, and even a rope bridge. It's a good place to resupply yourself and level up. There are several buried mazes to explore and lots of enemies, but you don't have to fight them all.

Warps

3



Health



11

2

3

Items

Superstasis
Resilience Ability

2

Health Patch

1

Red Armor

3

Tips in a nutshell

Here's a quick run down of upcoming jungle events. Explore the caves as you come to them. As before, use your map for navigation. In the canyon area, look for sharpshooters on the cliffs above. In the temple on the plateau, push the lettered panel and run to the opening, wall using the map. Inside, you'll find an Auto Shotgun and Tek Armor. Beyond that, you'll find another cave, where you should remain when you have the grenade launcher.



Behind the stalagmites and stalactites you'll find some great items including an Auto Health, but you must blast your way inside. Pictures below you have the grenade launcher.

The hidden stair

The first ruins you come to has become the home of raptors and something of a mystery. There doesn't seem to be any place to go beyond the drop off. Search out every corner of the ruins, collecting ammo and Life Force icons. You can go up onto the ruined walls, as well, by jumping onto ledges. When you've cleaned it out, follow the cliff to the eastern edge to look for the hidden stair to below.



Although the stairway doesn't show up on the map, you can see it below you in the mist. Drop down and follow the stairs, collecting the long line of Life Force icons.

Turok takes a dip

When you reach the village, you'll probably be thinking, oh, good, civilization. But this collection of wattle huts isn't New York. It's guarded by cannibals and hunted by raptors. The huts contain ammo and health, so search them all before heading for the lake. Don't forget to collect the trail of Life Force icons in the water. You'll also find a tunnel underwater that leads to a key. On the far side of the lake, you'll find even more items.



Move along the shore and you see the trail of Life Force icons. Use as few boats, and move quickly out into the lake to pick them up. Look for more items underwater.

Key out of reach

As you're strolling along a pathway beside a gorge thinking about what you'll have for lunch, say, raptor steak or Leaper burger, you may notice a cave on the opposite cliff wall conspicuously showing off a key just inside. Also, you can't cross over. But you want the key. You need it. Further along the path you'll notice a palm tree top below you. That tree indicates the presence of a hidden ledge below. Jump down to the ledge and explore the caves. You'll find the key waiting for you at the end of the tunnel.



ANCIENT CITY

Put on your gish helmet and grab your excavation trowel because you're about to enter the archeological wonder of the century. Unlike most ruins of lost civilizations, this city is filled with people, and all of them want Turbik's holo-Flat suit for a search and destroy mission as you poke into living corners from the streets to the rooftops.

Map

3



Health



Items

Spiritual
Invulnerability

Back Pack

Talk Armour

Uruwu

Take the high ground

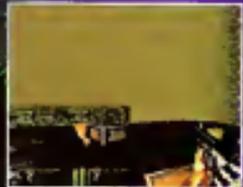
Are you up for the Ancient City? Well, you should be up on top of the town where you can gather lots of great stuff. The city's stores of ammo, Life Force, and health are substantial, but they're not all within easy reach. At times, you may feel like a high-wire walker while at other times you'll have to become more like a mountain goat leaping over chasms. You can't neglect your problems, either. Defeating particular buddies opens up some areas like a door switch. Ancient Warriors, commandos, Pur-fins, raptors and others will eat up your ammo, so Giggly is essential. Make use of the corners of buildings to stay out of the aim of the enemy.



Reach the first rooftop, you'll come to a set of stairs. Follow them up to a higher level. From there, you can reach the roof tops of the buildings below. Some of the jumps will be to small pillars. Use the map to line up your jumps.

Supply central

About half way through the city, you'll find yourself in a neighborhood of many stone buildings. Ancient Warriors and commandos are on guard everywhere, and more keep appearing from transport beams. You'll have to listen carefully because the enemies are all around you. You'll find another set of stairs here that can lead you up to these rooftops, as well. That's where you'll find the best concentration of items.



You can jump from one roof to the next by making careful jumps. You'll find plenty of ammo, life and health items, Life Force icons, and health.

End it all with a jump

When you reach the end of the city area, use the save device to record your data before taking the final plunge. To reach the Hub arch, you'll have to defeat a Pur-fin and make a series of jumps across these pillars. Once again, use the map function to help you make the jumps.



As you're setting out on the pillar maze, keep to the left, and look for a wire on the left. Use the wire to reach the area where you'll find a piece of the Chronosphere.

Open the transport

In several parts of the Ancient City, you'll find pillars blocking an area where you want to go. To reach the transport behind these pillars, you must get to a pillar that activates the switch that lowers the path. First, look for the switch that opens up the underground tunnel. Then follow the path to the transport that takes you to the top of the pillar.



Using the map, identify the switch, which looks like a red square. If you jump on the switch, it opens up an underground passage. Take the passage to the transport pad. Once you're on the pillar, the wall lowers, and you arrive at the next transport.

THE RUINS

Here's another area that is so long it is bound to run your day. The Ruins is filled with ancient secrets such as hidden passages. You'll also find the grenade launcher here, which increases your firepower. One courtyard in the Ruins contains statues of enemies that come to life. As always, you'll find caves, waterways and plenty of enemies lying in ambush.

Weapons



Warps

3

Health

+ + +
10 5 4

Items

Spirit Stones 1
Bow, Arrow 1
Back Pack 1
Tobacco Arrow 3

Behind the Hub Arch

Sometimes it isn't best to take the most direct route. In the case of the Ruins, instead of pushing straight ahead, circle around behind the Hub Arch and follow the narrow canyon. You'll have to swim through Leaper-infested caverns, but that's always fun, and once you reach the area of ledges and platforms, you'll find a 25-point health icon and a backpack, which makes a worthwhile. You'll end up deep in the heart of the Ruins.

Follow the winding trail behind the Hub Arch. You won't find a major resistance here. At the end of the path, a cliff drops down into an area of the Ruins where you can begin your exploration.

Grabbing the grenade launcher

The grenade launcher is one of the most useful weapons you'll find, so don't pass it by. Inside the Ruins, look for a maze of pillars. Once you've found it, work your way through the maze, heading toward the southwest. (The compass on the map screen finally comes in handy.) Here, in

the southwest, you won't find armadillos or cacti, but if you walk along the wall you'll discover a hidden passage that leads to the grenade launcher, and that's much more useful than an armadillo.



Once you've found the secret passage, the battle has just begun. Inside, you'll find a plethora of armadillos waiting for you with loaded armadillos, sorry, weapons.

The high warp

When you reach this odd wall of water, it isn't the end of the road. Turok can step right into it, then swim up to the top and emerge above the maze of pillars. Using your map while you're inside the water columns, look for a ledge to which you can jump. From there, you'll have to head across the tops of the pillars toward the northeast corner of the area. As you've discovered by now, pillar jumping is a matter of careful planning and execution.



When you're inside the watery wall, use your map to look for the ledge. You'll be able to jump out of the water to the ledge to continue your journey.



Climbing the pillar isn't the best way to get up. Some jumps are impossible. To avoid taking costly falls, look at each jump before you leap. If it looks too high, it's not the right path.



THE CATACOMBS

This vast, underground network of rooms and tunnels is one of the most confusing in the game. Explore it in sections, possibly using several save positions on your Controller Pak, just to get an idea of where everything is located. But for all the difficulty, it is also a treasure trove since you can pick up two of the best weapons in the game.

Weapons



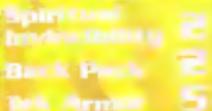
Wreps



Health



Items



Mini Gun squeeze

The powerful Mini Gun and its ability to spray lead all over the place is about to become yours. Stop floating, and land on. When you reach the bottom of the long stairway leading into the Catacombs, take the left path and continue down until you find a switch on the floor. Follow the left passage, then turn right on the stairs. The hallway turns into a short waterway, and on the far side of the water, you'll find a room filled with leopards. Keep your eye on the right wall where you'll see a low arch. Tusk can crawl through this passage into a room with the Mini Gun and lots of health packs.



Go up to the hole in the wall and Tusk can automatically get down on hands and knees to crawl through. The rocky tunnel has no enemies and the Mini Gun is just ahead.

On to the Chronosceptor

Now that you've got a really big gun, you might think that life will become easy. Forget it, pilgrim. The bigger the gun, the bigger the enemy. Once you step out of the Mini Gun chamber on your way to snag the piece of the Chronosceptor, you'll be met with fierce resistance. Mow them down and head to the left down the hall, looking for a tunnel nearby on the



right. Inside, pick up the health and arms. You'll make a right turn, then a left, and arrive in a water-soaked room with a tough warrior.

Pick up the health along the way, crawling straight down the main tunnel unless there's no choice. At the dead end, go right, then left down the slope to the lower chamber where you'll find the piece of Chronosceptor. Use the Back Arrow against the gothic warrior.



Ledges, maps and more

It's time for a greater challenge than mere bad men can provide. It's time to look at the wall! Another tunnel will lead you into a room where you'll find bricks or jugs protruding from the wall. Although you might think they are decorative-like pieces of the texture mapping, these jugs are useful. Tusk can climb up them, and from the top, jump off into a transport. Since there's so much to find in the Catacombs, grab the Backpack near the waterway on the way to the Mini Gun so you can stock up.



When you're in any of the low tunnels, the map function doesn't show the route. But if you leave the airway on, you'll be able to see nearby corridors and rooms—please you may be heading towards. Seeing the outline of the room Catacombs really is a good savings plan too!



TREE TOP VILLAGE

Turok's quest takes to the trees in the sixth stage. Some of the toughest jumps in the game are made even more difficult due to the army of sharpshooters who take aim at you from all around. Here, you get the powerful Alien Gun and, if you're lucky, you might pick up the Pulse Rifle in a sweep area.

Weapons



Warp

3

Health



Items

Stake
Arrow
Pulse Rifle
Alien Gun

Block
PistolTusk
Arrow

Turok the goat

Goat-like balandar is a much unforgiving quality for sharpshooters. Since you have to make multiple jumps to distant lower ledges, line up your jumps using the map. As you're flying, enemy commandos take the odd potshot of Turok. Use the Mini Gun or Assault Rifle to quiet them down. Even though you can see items in the caves, you can't jump to them from the lower ledges. At the end of this area, jump into a run, hole-in-the-ground transport.

The rulers of the map balandar at the distance you must cover. Righties have an easier than did have. Brown legs indicate a ambush or pitfall. Once you jump to a ledge, see the cliff sides close you for enemies and neutralize them before making your next jump.

Going up?



At the end of the water area, look for the large tree. Slide into the opening in the trunk and take the elevator to the top, where you'll find your arsenal items of the second major area of this level.

How do you get into the Tree Top Village? Simple: you take an elevator, of course. At the end of the shallow lake, look for a large tree with a hole in the base of the trunk. If you crawl into the hole, you'll find an elevator that takes you into the branches and branches of the Village. Before you reach the hole, however, you'll face a handful of enemies. By staying in the water, you can avoid being seen and make it safely to the tree ahead.

The last key

At the end of this stage, you'll need to get a key in a cave—a key which seems to be out of reach. If Turok had a nickel for every key that seemed out of reach he'd have enough money to hire someone else to wrestle these pesky dinosaurs. Like the bridge, into a cave where you can save your progress, then battle the Pur-lis that is around the corner guarding the rope bridge that leads out of the tunnel. If you make it past the guardian, you'll be able to jump to a ledge and from there go into the cave with the key.

Use Tusk Arrows to blow away the Pur-lis that stand in front of the bridge. You'll have to jump forward and to the left to reach the ledge. From there, you can reach the cave that leads to the final key.

THE LOST LAND

The Lost Land has been tortured by war for eons and the scorched earth and twisted plants show every trace. From cliffs and tunnels to lava pools and ever-existing plants, you must watch every step. Watch out for Boobie-traps, as well if you didn't get the Alien Weapon earlier, you'll find it near the starting area.

Weapons



Warp

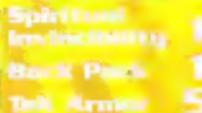
3



Health



Items



Escape from the heat

When you first arrive in the Lost Land, you'll find a greeting party of boogies, costumes, alien infantry and lionsairs, some of which have enhanced attacks. Since the enemy comes at you from every side, spend some time clearing up the place before moving on. (It's always nice to leave a place cleaner than how you found it.) Look behind rocks and inside caves for items. The next area is just as hot. The lava pools and mosquitos seem without end. The area isn't a dead-end, though, look for the Life Force icons to lead the way out.



At the cliff where you see the Life Force icons, you can jump off to a ledge. A cave opens off the ledge and leads to a bridge and a new area for exploration.



Temperature's Rising



Things don't cool down once you make it past the initial parts of stage 7. You'll take two transports to reach another area filled with lava where piling and falling pillars of stone offer the only means of continuing forward. In this area, you'll have to jump from one pillar to the next. If you fall, well, some like it hot, but not Turok.

Use the map while jump ing between the pillars. Give yourself more to run a step or two before the jump and easy when the next pillar is lower than you.



Fortress of fun

The Campaigner's fortress lies just ahead since you cross the pillars, but before you get inside, you'll have to destroy an army of demons and the guardians of the outer walls of the fortress itself. The grenade launcher comes in handy for the hot effort, so don't waste grenades before you get there. Explosive shotgun shells should do the trick on the demons and, fortunately, you can find them all along the trails of the Lost Land leading to this point.

Before stepping onto that transport pad, prepare for a hostile welcome. You won't have time to collect extra health or ammo since you appear on the other side.



The walls of the fortress are protected by elite warriors who don't use the tools of you at all. It's time to use your hoards of grenades or rocket launchers to open the way to the next area.

FINAL CONFRONTATION

With all the blasting and screaming going on, it's a wonder that the Campaigner has the patience to wait for you at all. But as it turns out, you're going to have to cut through a patrol of triceratops, cyborgs, robots and other enemies before you have the privilege of meeting Mr. Fun and ending his warped plans for universal domination.

Weapons

Chromed Shotgun

Warps

2



Health



Items

Spirit Stones	1
More Basic Health	2
Weak Point	3
Teeth Armor	3



Many of the puzzles in the Campaigner's lab now have solutions that switch on when the enemy is downed. That means you can't just run through the maze using the more and hope to get rewarded.



Triceratops of terror

Having come this far with the same body, you might be surprised if you think you're pretty tough. The programmers at Eidos want you to prove it, though, so they put a pair of homogenous triceratops in front of you and they armed them with rocket-launching beckets. That grenade launcher you picked up at the beginning of the stage (if you didn't have one before) and the case of grenades is just the dynamic duo you need to toast the triceratops.

The big homogenous pick a huge punch, but you can easily create them or play junk-a-bun from the canyon where you enter the desert area in front of the factory.



Pick up the pieces



When the triceratopsian have fallen to your brutal barrage, it's time to go bench conking along the cliffs for goodness' sake. You'll run into a few fire-breathing captors along the way, but think of it as an opportunity to keep you sharp; the rigors still lying ahead in the fort. Follow the map lines along the trail and, at the end, you'll be rewarded for your curiosity.



Fool fortress

All the puzzles at last. You've got everything here but flying monkeys! Stack them in approximately one second-long hole for every bullet in your back-patch, go easy on the ammo so get used to fighting cyborgs with your knife. Although it's not overly difficult finding your way around, playing alive is a major headache. Then come the puzzle, play-through of Turok, and finally, Power will spend some page-powering you up with in-depth, life-saving, Turok strategy and maps.



By following the trail to its end, you'll come across an Ultra Health scan that'll boost you by 50 Health Points. It's also taking a billion copies of all of you.



So how do you actually get inside the fortress? Keep moving to the west along the north wall. You'll run into a robotic device in need with a health-breather. That's the way in.



© 1997 Electronic Arts

This month Electronic Arts introduces FIFA Soccer 64, a Nintendo 64 Pak for from one to four players. It's guaranteed to score big points with game fans—and kick some pixilated grass.

FIFA Soccer 64 isn't a typical sports sequel. The game's ground-breaking graphics, sound samples and computer AI enhancements take this Pak where no sports title has gone before. You'll see the difference the moment you kick off at midfield. All 22 players on the field are fully-rendered with a new technology Electronic Arts calls motion blending. Motion blending combines real-time rendering with motion capture data, so you see realistically drawn, smooth moving players sprinting toward the goal, not the jerky, synchronized clones you'll encounter on inferior console systems. Other graphic details include the actual jersey numbers on the back of all players and mail in high traffic areas of the field. Graphics and speed are only a couple of the innovations in this exceptional sports game. FIFA Soccer 64's development team assembled a massive sound palette, packing in the digitized chants of the crowd and trappings of running commentary from a trio of the top European sports announcers: Andy Gray, Des Lynam and John Motson. And if that's not enough, the game's AI has been reprogrammed and packed with enhanced programming algorithms, including a "learning" subroutine that identifies your favorite strategies and adjusts to counter your best moves. Go on the days when you could always score a goal from a certain spot on the field. You'd better start planning your new soccer strategies now, and check out the game's array of user-friendly options on page 26.



FOUR WAYS TO SCORE

Like its 32-bit predecessors, FIFA Soccer 94 has a variety of modes to satisfy your soccer cravings. Select from four styles of play ranging from a quick, one-time friendly game to an extended, season-long League campaign.



Tournament

Play in a World Cup format with twenty-four teams divided into six regions or create your own domestic tournament with one of the other five leagues. If you have a Controller Pak, you can spice up your roster by customizing your team with the game's trading option.



Friendly

Friendly mode is a one-time game between two teams in any international league. This mode is great for figuring out matchups you'd never see in the real world. For example, you can pit Brazil's national team against English F.A.'s Liverpool Club.

Playoff

Playoff mode is the elimination stage of tournament play. If you lose a game, your team will be knocked out of contention. You can save your progress along the playoff tree if you have a Controller Pak plugged into your N64 Controller.



League

Pick a team and fight your way up the rankings in one of six international leagues. You'll have to play every team in your league twice as you fight for your share of league points. Wins count as two points and ties count as one. No points are awarded for losses. The team with the most points at the end of the season wins the championship.

TEAMS

NEARLY 3,000 AUTHENTIC PLAYERS FROM EVERY CORNER OF THE WORLD

Soccer is the most played and watched sport in the world. FIFA Soccer 94 is packed with over 2,940 authentic players from every corner of the world, each with accurate statistics rated from 0 to 99 in 14 different attributes. All these athletes are divided among 140 teams in six international leagues. If you're up for extreme number-crunching, you can make your own dream team by trading players, and you can save your roster on a Controller Pak.



Number crunching stat freaks will love all the details in FIFA Soccer 94. The game features almost 3,000 players from over 140 international teams.



If you don't like the members, go ahead and change them. You can trade players between leagues and save your roster on your Controller Pak.



Each player in the game is individually rated from 0 to 99 in 14 different attributes.

OPTIONS

Bend the rules or break the laws of gravity with **Real Soccer 64's** versatile Options menu. If you insist on playing by the rules, you can select a new difficulty level, simplify your controller configuration or turn the tables on the computer player by switching teams. Check out the game modes listed below.

Simulation

Simulation mode replicates the action you'd see on an actual field or on television.

When you select Simulation mode, all the teams in the game reflect the performance of their real-life counterparts.



If you're looking for true-to-life soccer action, Simulation mode is for you. All teams and players are rated according to their real-life counterparts. Anything more realistic leaves you worrying grass stains.

Action

Why play in the zone when you can win it, all in the **Biggest Zone?** Action mode exaggerates your team's abilities. A player with a good speed rating can outrun a semi or chase gravity-defying goal kicks that clear the halfway line.



Fly Newton's laws of gravity and bend the soccer rulebook in Action mode. This style of play is strictly for fun. You can toss out the red's disk of yellow and red cards by turning off the Penalties option.

Arcade

All teams are balanced in Arcade mode, so they take to the field at equal strength. This mode is ideal for gamers who have favorite teams that don't fare well in their real-life soccer leagues.



If you're tired of seeing your favorite team lose, balance the odds by playing in Arcade mode. All teams are at equal strength when this mode is selected.

CATCH ALL THE ACTION

A key feature in 3-D sports games is multiple camera angles. FIFA Soccer 64 has no less than eight different camera angles, so you never lose sight of the ball. And, an innovative Picture-In-Picture option lets you catch the action from two places at once.

Tele-Cam

The wide-angle tele-cam captures all the action on the field just the way it would appear on television.

Stadium Cam

The stadium-cam gives gamers a perspective similar to the cable cam, but without the cinematic close-ups or wide-angle shots.

Cable Cam

The cable cam offers a low overhead perspective, as if the camera were suspended by a wire over the field.

Shoulder Cam

The shoulder cam takes to the field, giving you all the action from the perspective of a player.

N64 Cam

The N64 cam is an intelligent hybrid between a sideline cam and a cable cam. You see the action in a mixture of close-up and wide angle shots.

Picture-In-Picture

FIFA Soccer 64's PIP feature works just like the state-of-the-art technology on today's high-end televisions. Select your second camera choice and follow the action on the big screen or in the small, PIP box. You'll never lose sight of the ball—especially when it slams into your opponent's net.

Ball Cam

The ball-cam is at knee level and nearly on top of the ball, so you see the game close-up from the center of the field to the back of the net.

Subzone Cam

The wide-angle end zone cam catches the end-for-end action from a lofty perch above the goal.

Sideline Cam

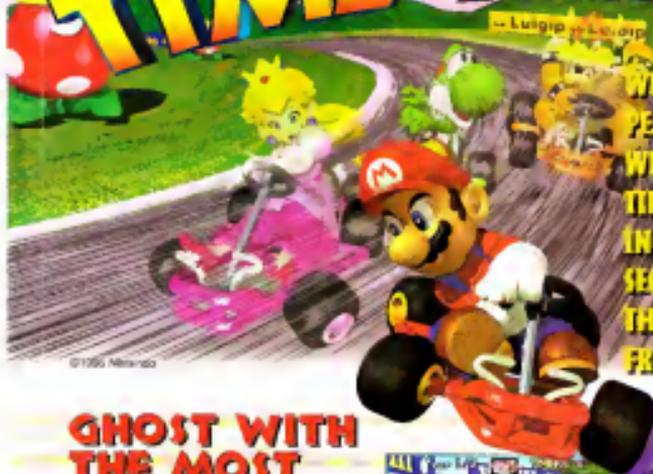
The sideline cam shows the action at ground level from one side of the field, automatically switching from close-ups to wide-angle views.

Get the complete story on the best strategies for FIFA Soccer 64. We'll cover the best tactics against the computer and human opponents, and also you the inside scoop on which teams are the best in the world. Look for the complete review from **Wired** Power!



MARIO KART 64

TIME TRIALS



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WE'LL HELP YOU PUSH THE PERFORMANCE ENVELOPE WITH THE TOP TIME TRIAL TIPS FOR EVERY COURSE, INCLUDING EXCLUSIVE SECRETS AND HIDDEN TRICKS THAT COULD COME ONLY FROM NINTENDO!

GHOST WITH THE MOST

You've bumped Bowser off the GP circuit and shown Mario that he shouldn't give up his day job, so what's the next challenge, you ask? If you've merely sampled the bumper-bashing thrills of the Mario GP, then you've only just begun to drive. In the Time Trials, not only do you race against the clock, you race against the toughest, most tenacious driver you'll ever face—youself! The object of the trials is, of course, to record the best time possible on each course. After the first few runs on a given course, you'll be joined by a 'Ghost' of your own driver. Your Ghost will run the course with you and replay your best time trial exactly as you performed it. Faced with your own brilliant driving, you'll be inspired to greater heights and frustrated to no end!



ROCKET BOOST

Stick together will it be, you go the jump on things right from the starting line. When Lakai starts into position, keep your fingers off the accelerator. Push and hold the accelerator just before the green light comes on. If you time it correctly,

you'll get a Rocket Boost that will take you from 0-70 kph in no time flat!



THE POWER SLIDE

The key to a record-setting run is the power slide. As you steer into a turn, press and hold the R Button to start sliding, then quickly press the joystick in the opposite direction to hold the slide. As smoke comes off your tires, quickly flip the joystick back into and then away from the turn, pause and repeat. When the smoke turns red, let go of the R Button to stop sliding and recover a "mini-turbo" boost!



GHOST OF A CHANCE

After any of our on-circuit tips, you will be going for yet another top position. Some tracks have their own "Come Alive" hidden, hidden with software perfect race every time. A Course Ghost can be beat, it's just not easy!

PIT PREPARATIONS

Our Nintendo Power Pit Crew has mapped out all the major danger zones, shortcuts and pro strategies for each track. One last bit of advice, though, before you hit the road: switch your main view from the map display to the speedometer display. You'll be able to better monitor your speed and adjust your tactics accordingly!

TRACK INFO

Track info includes the length of the course, which circuit the course is in and any major hazards to watch out for.

MARKERS

The numbered markers indicate the specific section of track in tip referring to. See what's coming up in a glance.

TRACK TIMES

These times are set at what we consider an "expert" skill level. Use them as a rough gauge of your own performance.

LUIGI RACEWAY

Top Time: 01:43.35

START
At the start, take the inside line to get a better start. The first turn is a right turn, so take the outside line to get a better start.

SLIP & SLIDE
This is a tricky turn, so take the outside line to get a better start. The first turn is a right turn, so take the outside line to get a better start.

FLANK SPEED
This is a tricky turn, so take the outside line to get a better start. The first turn is a right turn, so take the outside line to get a better start.

LUIGI RACEWAY

Distance: 717m

Cup: Mushroom

Hazards: Soft shoulders on turns 1 & 4

Top Time: 01:43.35

1 EASY STREET

The wide lanes and long, gentle curve of turn one allow you to do four or maybe even five power slides.

The only real danger, especially for novices, is to start your slide too early and end up on the sandy, inside shoulder or to take the turn wide and smack into the wall.



SLIP & SLIDE

You can do three power slides here, but start from the middle or outside of the track and pivot sharply left as you hop; as you'll find, if you power-slide from the inside of a lane, you'll slip farther out. If you miss the turning on one slide, do not attempt to do all three!



2 TUNNEL TURBO

Power-slide down the slope as you enter the tunnel, then power-slide again to get a mini-turbo up the next slope. If you time it right, you won't lose much speed on the steep incline.

3 FLANK SPEED

There are no Item Boxes in the Time Trials, but you do get Triple Mushrooms. Save your boosts for this straightaway and blast over the small hump.

MOO MOO FARM

Distance: 527m

Cups: Mushroom

Hazards: Moles, hills, overpass

BUMPY WAY

With the bumps and hills along turn one, you may get fewer mini-turbos here (two to three at best) than you might expect. Take an outside line to avoid the moles. There is a line through them, but you have little steering control when sliding, so it's risky.



FINE LINE

Use a mini-turbo or one of your Triple Mushrooms to cut the corner between the main post and the fence.

TRIPLE POWER

Power-slide out near the 'Nimrod's' sign to zip over the steep hill on the left. You may not have enough room around the overpass to power-slide, but short slides will help you maneuver and maintain speed in the quick turns.

MOLE MANIA

Take a center line to avoid the moles, power-sliding as much as you can. If you're daring, line up your last slide to power down the straightaway between the inside post and the fence.

KOOPA TROOPA BEACH

Distance: 691m

Cups: Mushroom

Hazards: Crabs, water

ROCK SLIDE

The first turns after the start are pretty quick, but you can power-slide twice around the outside of this large 'u-turn' in the sand. Taking the S-curve along the inside path would involve too many short, sharp turns and would slow you down too much.



TREE TRAP

If you're on the main path, go right to avoid the trees. If you take the tunnel, you'll pop out in the middle of them.

TOUGH TUNNEL

Go around the rocks (not under the arch) for a shortcut across the bay. The ultimate shortcut is up the ramp and into the tunnel. For a big jump, hop at the end of the ramp or use a Mushroom.

MORE SLIDING

Power-slide around these turns if you can. Stay on the outside and skip the long ramp that takes you over the rock, as it will only slow you down.

KALIMARI DESERT

Distance: 753m

Cups: Mushroom

Hazards: Soft shoulders, train

RACE THE TRAIN

Despite the length of this turn, you'll probably be able to get only two mini-turbos out of it. There's a small hump partway through it that will interrupt a power-slide, so try to get a mini-turbo before you reach it. If you get a Rocket Boost and two mini-turbos, you should get past the train before it crosses and blocks the track.



ON TIME

The train always crosses at the same time. Watch the time and gauge your speed so you don't have to stop completely.

SLIDE SPREE

Most of these turns will yield only one mini-turbo each. You can power-slide twice around markers four and five, but keep your slides short to stay centered in the lane. The straightaways past markers four and five will sneak up on you very quickly. If you start a slide on the outside of the lane just before the straightaway, you'll slide around to the left and into the fence.



CHOCO MOUNTAIN

Distance: 587m

Cup: Flower

Hazards: Falling rocks, tight turns

Top Time: 01:48.84

1 S-CURVE SWERVE

If you get a Rocket Boost off the starting line, it will still be going well into the S-curve at marker one. If you plan to powerslide through the turn at marker two, you must be very quick on the Control Stick. Start your power slide a little late and fairly high in the turn to avoid hitting the cliff walls on both sides.



2 SET UP EARLY

The track is wider here, with more room to power-slide. Line up your last mini-turbo to punch a straight line through, rather than steer around, the next S-curve.



4 CENTER LINE

Keeping steering control on the bumps is nearly impossible, so line up your kart before you get here. Use a Mushroom

to power ahead only if you're lined up perfectly. If you hit one of the walls during a jump, you'll probably stop dead.



MARIO RACEWAY

Distance: 567m

Cup: Flower

Hazards: Tight turns

Top Time: 01:17.57

1 ROCKET BOOST

If you're able to get a Rocket Boost, you probably won't need a mini-turbo at the first curve. (It will also be easier to control your kart and set up for the next turn.) You'll want to power-slide around the second turn, however, to boost yourself up the hill.



2 HIRY HAIRPIN

Most drivers start their slides too far to the left and end up in the grass on the right. Start on the outside as you come up the hill and make a quick. If you're successful, you'll rocket down the hill but have little time to set up for marker three. Try to get the next mini-turbo quickly, and punch it as soon as you see the S-curve ahead.

4 SANDY SHORTCUT

Powerslide through the long turn at the bottom of the course map—you'll probably get only one mini-turbo out of it. As you hit the middle of the S-curve, aim yourself diagonally left and use one of your Triple Mushrooms to cross the sandy area towards the tunnel.



5 SLOPE UP SLOPE

If you start a power slide at the bottom of the slope, your momentum will carry you up the short hill. You won't lose too much speed, even if you cut the corner near the top, across the grass. Unless the mini-turbo to propel yourself towards the Finish line.



TOAD'S TURNPIKE

Top Time: **01:46.84**

Distance: 1,036m
Cup: Flower
Hazard: Traffic

1 SUDDEN DRIFT

A truck appears and drifts from right to left just past the start. If you get a Rocket Boost, you may not be able to steer well enough to pass it on the left, so pass it on the right.



2 SPEED SQUEEZE

Different vehicles will usually travel at different speeds, giving you a chance to weave in and out of traffic. If you encounter big trucks running parallel on a turn, however, you might want to wait for a straightaway before you make your move.



3 TRAFFIC SNARL

The only thing that will keep you from having an all-out power-slide spree on this long turn is the unpredictable traffic. If you're quick on the stick, though, you may be able to get two or more good mini-turbo hits.

4 LONG HILL

While you have the freedom on some tracks to use your Triple Mushrooms whenever you think is best, this long hill begs for a boost! Activate a Mushroom at the bottom of the dip.

FRAPPE SNOWLAND

Top Time: **01:17.57**

Distance: 734m
Cup: Flower
Hazard: Ice, snowmen

1 ABOMINABLE

Snowmen have been placed at strategic points at markers one and two, right along the line where most drivers would attempt a power slide. Scout the track once before you make a "real" run.



2 TAKE OFF

This is another "must boost" spot. Use one of your Triple Mushrooms just before the crest of the first hill to skip over the dip and land near the top of the second hill.

4 SAFE LINE

As you enter the open plaza, you'll see a small snowman pop into view just to the left of the giant snowman. If you line up just right, you can make a beeline between the two.

5 SAFE CROSSING

Power-slide just once around the turn at marker five and start your power slide around marker six very early. Line up with the bridge as soon as it comes into view and activate your mini-turbo.



WARIO STADIUM

Top Time: **04:01.24**

Distance: 1,591m
Cup: Star
Hazard: Moguls

1 MANY MINIS

You'll have lots of room for sliding on this track, but watch out for the many bumps and dips. Try to time your slides to hit a mini-turbo just as you're cresting the larger hills.

2 WIDE TRACK

Try to get a mini-turbo no further along than marker two. Your instincts will tell you to cut in on the next turn, but if you're powersliding, start wide, or you'll hit the right wall.



3 TRICKY TURNS

At marker three, hit your mini-turbo just up and left of the marker to cut the S-curve. Use your Triple Mushrooms on the slope just before the jump at marker four. At marker five, if you start power-sliding early, you can get one mini-turbo just before and one just after the peak of the hairpin. If you're late, start on the outside and slide inward.



ROYAL RACEWAY

Distance: 1,025m

Cup: Star

Hazard: Tight turns

Top Time: 02:36.59

1 BE CONSERVATIVE

You should be able to get several mini-turbos around the first two turns if you start early, but don't go for too many around the second turn. You'll have to set up early for the hairpin around marker two, so give yourself some extra time.

2 CUT GRASS

Start your power slide early and do it quickly. Begin at the outer (left) edge of the track and angle in. Try to nick the grass at the peak of the turn; if you're any further out at that point, you might sail left into the grass or the water. You'll have to fight hard to get a mini-turbo here!



3 NEED BOOST

Though wider than the hairpin at marker two, this turn is also quick. Power slide to get a mini-turbo push up the hill. That way, you won't lose much speed before you reach the booster arrows.

4 SNEAKY S

Take the long jump then powerslide around the first turn after you land. Because the next few turns are so short and sharp, we recommend that you slide (not powerslide) around them. If you get stuck in the grass at the bottom right corner of the map, use one of your Triple Mushrooms to head towards the turn at marker five. Powerslide around marker five and/or use your Triple Mushrooms on the long straightaway.



BOWSER'S CASTLE

Distance: 777m

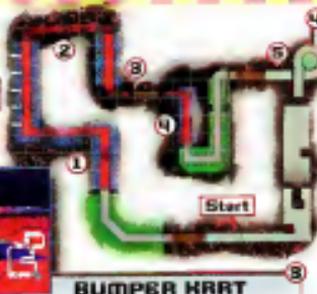
Cup: Star

Hazard: Tight turns

Top Time: 01:50.75

1 SHORT TIMER

As with the train on the Kalbarri Desert course, if you get a Rocket Boost and enough mini-turbos, you'll speed through the first room before the Thwomps can slam down and block your way.



2 RED CARPET

The key here is to line up early and go down the center of the stairway towards the door. If you approach the door at an angle, chances are you'll throw off your turn and end up in the grass or the bushes.



2 THWART THWOMP



Your timing here must be perfect. Stay on the left through this room. Start your power slide early and blast below the left Thwomp.

3 BUMPER KART

As you exit the room with the Bowser statues, angle your power slide so you actually bump the right wall of the hallway. This will bounce you into the center of the turn and put you right in line with the bridge.



5 END RUN

The loop at marker five limits you to just one power slide. Some drivers swear they can get a mini-turbo on the platform just before the jump at marker six, but it would make for a hairy landing. A power slide on the last turn before the finish is safe and easy.

SHERBET LAND

Distance: 756m

Cup: Star

Hazards: Penguins, ice

1

TOO TIGHT

The icy walls on this track will stop your power slides dead cold. You should get a Rocket Boost off the Starting line, since it will be difficult to get mini-turbos early on.

2

HOT GAP

You can hop and even power-slide over small gaps in the ice, but the gaps must be narrower than your Kart!



3

SLIDES GALORE

Even with the large iceberg at its center, the wide plaza just before the cave will allow you to power-slide to your heart's (and Kart's) content!

Top Time: 02:04.02

4

SHORT SLIDES

You may not have any opportunities to power-slide in the ice cave, but short slides will help you keep your speed up without sacrificing too much steering control. Try to slide to the left of the second and the last pillar.

5

MORE TURBOS

The wide turns at markers five and six will make getting mini-turbos easy, but the ice will also make it easy to spin out. It's easy to uncork two mini-turbos as you exit the tunnel.

RAINBOW ROAD

Distance: 2,000m

Cup: Special

Hazards: Chomps

1

AIR MARIO

From the Starting line, the track will immediately drop off. Get a Rocket Boost, then line up straight down the middle of the lane and jump. The sooner you hit air, the more speed you'll gain. When you land, use one of your Triple Mushrooms to boost yourself up the long slope.



4

NEON NUISANCE

It's hard to distinguish the track from the background here, but the angle of the turn remains pretty constant.

Top Time: 04:05.88

2

LONG LOOP

Long turns like this will make you think you're in power-slide heaven! Just be careful of the roaming Chomps and you should do just fine.

3

CHOMP CHUMP

Here's a likely spot for a Chomp. If you see one in the distance, you might try aiming for the spot he's in at that moment; chances are he'll have moved away by the time you get there!

YOSHI VALLEY

Distance: 772m

Cup: Special

Hazards: Narrow track, cliffs

1

LONG SLIDE

Start a power slide a bit late around marker one and hold it until you enter the gravel-strewn mazel area. Power down the left-hand path and keep to the left to avoid the Spiny. Try to time your mini-turbo so that you regain at least some steering control by the time you hit the "land bridge."



2

LEFT FORK

Cross the bridge and take the left fork in the path. It's probably best not to slide at all in this short stretch.

Top Time: 01:38.44

3

4

5

6

CUT ACROSS

Take marker three wide and power-slide inward. Power-slide again around markers four and five. If you angle your pivot nicely, you can slide down the long stretch before the giant egg and cut loose with a mini-turbo to cross the bridge. When you see the Finish Line appear over the top of the hill, aim straight towards it and use your Triple Mushrooms to cut across the grass.



D.K.'S JUNGLE PARKWAY Top Time: 01:58.34

Distance: 893m

Cup: Special

Hazards: Tight turns

LAGOON

If you Rocket Boost off the Starting Line, you probably won't regain enough steering control to power-slide around marker one. If you do power-slide, start out wide and angle to the right to steer clear of the lagoon.

AIM LEFT

Aim a bit to the left as you fly off the ramp. The booster arrows can send you across the river at an angle, further down the track than you'd expect. Power-slide before the ramp for even more boost!



BRIDGE BOOST

If you set it up early, you can get one mini-turbo around marker four. At marker five, power-slide all the way down the hill and unleash a mini-turbo to get across the bridge and into the cave.



SLIDE UP

There are several options for tackling this hill. If you have the momentum, you can power-slide up the slope and get a mini-turbo at the top. If you've saved your Triple Mushrooms for this hill, take the turn a bit wider. If you blast straight up, you'll smack into the cave wall!



BANSHEE BOARDWALK Top Time: 01:52.49

Distance: 747m

Cup: Special

Hazards: No guard rails

NIGHTMARE

Banshee Boardwalk is a nightmare of a course, with lots of drop-offs and few chances for mini-turbos. As usual, try to get a Rocket Boost off the Starting Line, but skip the power-slide on the first turn. Give yourself plenty of time to set up a power-slide around the next turn, keeping as near to the center of the lane as possible.



SHORT & SHARP

There are few guard rails along this stretch, but you can use regular slides to help keep up your speed. Sometimes it's almost easier to slide rather than steer through short, sharp curves like this.

HORRID HAUNT

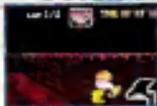
Once you enter the haunted house, there's little you can do to avoid the obstacles made. Power-slide if you can, but regular slides will be safer and give you better control through the tight slides. You can get in one long power slide through the turn at marker five.

But if you're very skilled—or lucky! The straightaway beyond is perfect for making up lost time with Triple Mushrooms.



OUTSIDE SLIDE

Start your power-slide on the outside of the lane and angle your Kart toward the left to avoid the outer rail. If you don't get the mini-turbo, you can use your Triple Mushrooms down this stretch, though it can be pretty risky.





MARIO KART 64

NINTENDO POWER CUP
OFFICIAL ENTRY FORM

PLEASE PRINT LEGIBLY IN INK

ARE YOU A SUBSCRIBER? YES NO

IF YES, MBR #

SUBMITTING THIS FORM GIVES YOU YOUR NINTENDO POWER CUP

FIRST NAME										LAST NAME									
ADDRESS																			
CITY										STATE					ZIP				
PHONE NO.										BIRTH DATE									

TRICK QUESTION:
HOW MANY DRAGSTARS ARE
THERE IN MARIO KART 64?

FOLD HERE



FOLD HERE

HOW TO ENTER



1. FILL OUT ALL NECESSARY INFORMATION AND ANSWER THE TRICK QUESTION. TAPE OR GLUE THE PHOTO OF YOUR BEST TIME TO THE ENTRY FORM.
2. FOLD YOUR ENTRY IN HALF AND PUT IT IN AN ENVELOPE. SEAL AND ADDRESS TO NINTENDO POWER.
3. DROP IT IN THE MAILBOX AND WATCH FOR NUMBER TO BE ANNOUNCED IN A FUTURE ISSUE OF NINTENDO POWER MAGAZINE.

PLACE PHOTO OF
MARIO RACEWAY
HERE

TIME MUST BE UNDER 1:30.00 TO QUALIFY.
SEE PAGES 34 AND 35 FOR DETAILS.

YOUR NAME AND ADDRESS: PLEASE PRINT YOUR NAME, ADDRESS TO WHOM YOU SHOULD MAIL YOUR ENTRY TO: NINTENDO POWER, P.O. BOX 97085, SEASIDE, WA 98132

	
NINTENDO POWER P.O. BOX 97085 SEASIDE, WA 98132	

ENTRY MUST BE POST-
MARKED BY 5/15/1997

MARIO KART 64™ NINTENDO POWER CUP



Send in a photo of your record-breaking run, and you could win one of thousands of prizes and have your time published in *Nintendo Power* and on the *Nintendo Power Source* web site.

RACE FOR THE GOLD AN EXCLUSIVE GOLD TONE N64 CONTROLLER, THAT IS!

Here's your chance to prove that you've got what it takes to go bumper-to-bumper with the pros at Nintendo! All eligible entrants who beat our goal of 1:30.00 (one minute and 30 seconds) on the Mario Raceway will be entered into a drawing for an exclusive gold tone N64 Controller! We'll be giving away up to 1,000 of these cool collectibles. They're not available any where else, so get on the stick now and get your entry in by the May 15th deadline!

1,000 GOLD
CONTROLLERS





5,000 PHONE CARDS GO THE DISTANCE TO GET SOME LONG-DISTANCE!

In addition, up to 5,000 eligible entrants will each be awarded a limited-edition "Nintendo Power Cup Calling Card" with five minutes of long-distance service. A list of the best times will also be published on our web site and at Nintendo Power! To enter, just fill out the official entry form (photocopies accepted), attach it to a photo showing a Time Trials Mode time of less than 1:30.00 on Mario Raceway, and send them both to us. You can enter as often as you like, but only one entry per photo (no duplicate photos) and one entry per envelope, please.

ENTER BY MAY 15 TH



You'll have some time to practice your power slide, but don't let this golden opportunity slide away!

Good Photo, Bad Photo

Try to set up your camera in a fixed position on a tripod or stable and focus on your television screen before you attempt your Good shot. Dim the lights in the room, but do not use a flash. If you have an automatic flash, angle it so that it does not reflect directly off the television screen.

glare on the television screen could come from your flash, a lamp or sunlight. If you don't have a tripod or a table that's the right height to set the camera on, even a pile of large books will do. If you'd rather hold the camera, kneel or stand at the same level as the screen and hold your breath as you snap the shutter.



Official Rules

No photos necessary. To enter, fill out the official entry form and attach it to a photo showing a Mario Kart 64 Time Trials Mode time of less than 1:30.00 (six minutes and 30 seconds) on the Mario Raceway. Photocopies are acceptable. Entrants of the official entry form will also be accepted. Mail your entry to the address:

Nintendo Power
Nintendo Power Cup Contest
P.O. Box 357
Lombard, IL 60143-0357

One entry per photo (no entries with duplicate photos will be accepted) and one entry per magazine, please. All entries must be postmarked no later than May 15, 1997. We do not guarantee, but might, accept incomplete, or late or undelivered mail. On or about June 1, 1997, winners will be randomly drawn by Nintendo Power from among all eligible entries. All of Nintendo's decisions regarding this drawing are final, by accepting this prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power, Inc. and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per entrant. Chance of winning are distributed by the total number of entries received. No substitution of prizes is permitted except if prize is unavailable. Nintendo may substitute cash or another prize of equal or greater value. All prizes will be awarded. To receive a list of winners, send your request to the address above after June 30, 1997.

First Prize: 1,000 First Prize Winners will each receive a prize worth \$150.000. Second Prize: 500 Second Prize Winners will receive a "Nintendo Power Cup Calling Card" with five minutes of long-distance service. Estimated total retail value of all prizes is \$150,000. Some restrictions apply. Void only in the U.S. and Canada excluding Quebec province. Void where prohibited by law. Winners will be required to notify address. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations. All federal, state and local taxes shall be the sole responsibility of the winner.

CLASSIFIED INFORMATION

0426 6211 4342 0680

MEMBER IDENTIFICATION #



Customize Teams

We'll start off this month's code-fest with a frosty one for Wayne Gretzky's 3-D Hockey. With this code, you'll be able to create up to two custom teams by copying players from one squad to another. Once the entire code has been entered once, and if the N64 Control Deck has not been turned off, you can access the Modify screen again by repeating Step 2. Keep in mind, though, that only two custom teams can exist at one time. Every time you access the Modify screen, any existing custom teams will be erased.

Step 1

On the Options screen, hold the L Button and press the bottom C Button twice, top C Button twice, bottom C Button twice, right C Button twice, and bottom C Button once. A message will appear.



Step 2

Go to the Team Stats screen and press the top C Button ten times. Two team names will appear. Use the Control Pad to scroll through the team lists.



Step 3

Select up to two teams to modify, with your first choice at the top. Note: You'll be able to copy players only to those teams from other rosters; you won't be able to copy from or between them. Now press A.



Step 4

Your first choice team will appear on the left, a random team on the right. Press Z to scroll through the roster on the right until you see a player or players you'd like to copy.



Step 5

Use the Control Pad to highlight a player or coach from the player on the left who will be deleted and replaced by the player on the right. When you've made your selections, press A.



Step 6

Repeat Steps 4 and 5 to replace as many players as you'd like and even create multiple duplicates. Once your first team is modified to your satisfaction, press Start.



Step 7

Your second choice team will appear on the left. You may now modify this team. When you're done, press Start to return to the Team Stats screen.



Face Off!

Your custom teams will now be available in One-Player, Multi-Player and even Scenario mode. You'll have Gretzky's entire net of your own!



DOBBY HOLE COUNTRY 3 NIGHTMARE Double Trouble!

Multiple Cheats

DK fans, rejoice! We've latched onto a slew of lovely DKC 3 codes. On the Game Select screen, press the following sequence on the L and R Buttons: L, R, R, L, R, R, L, R, L and R. If you enter it correctly, you'll hear Dixie giggle. Now use the Control Pad to enter any or all of the codes below.

LIVES = start game with 50 lives

MUSIC = access sound test

COLOR = change character colors

HARDR = activate extra hard mode

TUFST = delete Star Barrels

ASAVE = automatic save after each stage

WATER = 85 Bonus Coins in first waterfall

MERRY = change Item Icons



Code works on several in the game save space.



Enter as many codes as you like. Have fun, little monkey!

STAR WARS

Skip Ahead 10 Stages

If you're as crazy for this portable classic as we are, then you'll want to check out the quick warp trick below. Once the game starts, you'll see a heart icon next to the level number, indicating you've warped ahead 10 stages!



On the title screen, hold Down and Start until the Option screen appears.



Select Game A or B. Pressed. You've warped ahead!

USA

Pofter Car Cheat

Our thanks to pals on the 'net for this clever trick! Normally when two players compete in the cross-country race, only one racer receives a car upgrade. No longer! When you start, be sure that both players choose a save file and different cars. Now proceed across the country. After you start the Washington, D.C., race, pause and exit the game. Reset the N64. Using Controller 1, start a one-player game. Select Player One's previous save file and finish the D.C. race for an upgrade. Reset the N64 again. Select Player Two's previous save file and finish the race for another upgrade!



Be sure to reset the N64. Do not turn it off and on again!



Now you'll have faster versions of two cars!

STAR WARS SHADOWS OF THE EMPIRE

Camera Trick & Credits

For a new view of the battle of Hoth, press and hold the right C Button for several seconds. The camera will stop in place while your snowspeeder flies into the distance! To peek at the game's credits, enter "Credits" (the dash is actually a space) as your name and start the game as usual.



At this distance, it's hard to control your speeder!



What does a "Hopping Wuzzie" do, anyway?

WAVE RACE

Kenneth J. Daley

Wave Race Wildlife

If you missed these codes from our Volume 52 Members Only Special, shame on you for not being a subscriber!

Dolphin, Step 1

In *Start mode*, pass through all the rings and complete all the basic checks once, including a full barrel roll and a right barrel roll. If done correctly, you'll hear dolphins chatter as you cross the finish line.



Dolphin, Step 2

Now choose *Championship mode*, *Normal difficulty* and *Warm Up: Hold Down* on the *Control Pad* and choose a watercraft. Continue to hold *Down* until you reach *Dolphin Park*.



More Dolphins

To make the baby dolphins appear, follow the regular dolphin very closely for 3-7 laps. He'll jump the ramp before the gate if you're doing well! Play *Warm Up 20 times* in a row to see the giant dolphin.



Southern Whales

To see killer whales in *Championship mode*, score over 25 points below pressure Southern Island. If you score over 45 points, baby killer whales will love into view.



Cool Penguin

To see the penguin on the *Cool Wave* course, play the *Championship mode* on the *Expert level*. Take first place in every race prior to *Cool Wave* to enter the program again.



NBA HANG TIME

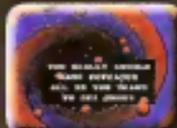
Team Photo & Championship Screen

If you've ever wondered what kind of folks developed *NBA Hangtime* for the Super NES, enter "Funcoarc" as your name and "1993" as your PIN. Press *E*, not *Start*, to lock in your choices. A photo of the Hangtime team will appear!

To see a "cheat" version of the *Championship screen*, go to the *Matchup screen*. Press *Start*, *Y*, *Right*, *A*, *B*, *Up*, *Start*, *Up*, *Down*, *Down*, *Start*, *L Button*, *A*, *Down* and *Down* before the screen fades. You'll be treated to a less spectacular version of the *Championship screen*. To see the "full" version, you'll have to defeat all 29 NBA teams!



The programmers' names will slowly appear on screen, one after the other.



Boy, they sure know how to make a player feel good!

SUPER STAR WARS RETURN OF THE JEDI

Passwords

Here's another Game Boy classic enjoying new life as a *Player's Choice* rerelease. Use the *Force Grid* (these passwords) to defeat the Emperor, destroy the new *Death Star* and bring victory to the *Kefel Alliance*!

Endor: TFGBMN
 Ewok Village: HJMKPL
 Power Generator: QGTHGD
 Death Star: PSVZKL
 Death Star Tower: SFPYSW
 Death Star Tunnel: CGGYQM
 Death Star Escape: KFGZXQ

CLASSIFIED INFORMATION

TETRIS ATTACK

More Puzzle Passwords

Here are the passwords for the secret, second set of puzzles in Tetris Attack for the Super NES. Knock yourself out!

1-1	FP5D29J!	4-1	F35JH!DY
1-2	FPBJ2SJK	4-2	F37DHPD0
1-3	FP1J2773	4-3	F38DHRX!
1-4	FPGD2Y7P	4-4	FP2DL9XK
1-5	FP4D2CJD	4-5	FP3DL5R3
1-6	FPNJ21DR	4-6	FPDJLYRP
1-7	FP?J2JNZ	4-7	F3JLLO6D
1-8	F3SD2QN?	4-8	FPPDLHGR
1-9	FP1J2HD2	4-9	FPRDLNXZ
1-10	FPJJ2X74	4-10	F3YJL16?
2-1	FPTD2&NH	5-1	F38DLP62
2-2	FPKD23JL	5-2	F3LJLR64
2-3	FPDJ2DDN	5-3	FPPDN%RH
2-4	FP7J49JX	5-4	FPRDN76L
2-5	FPGD45JT	5-5	F3YJNBXX
2-6	FP&D46N&	5-6	F3MJN1GX
2-7	F3YJ407C	5-7	F3JDNJGT
2-8	FPGJ4H7M	5-8	F3&DN06&
2-9	FPXD4XN1	5-9	FP?DN4XC
2-10	FP?J4!NF	5-10	F3SJNN6M
3-1	F35J4PJJ	6-1	F37DNTX1
3-2	F37D4RDG	6-2	F3QJNKXF
3-3	FPQDH%JQ	6-3	F3XJNZGJ
3-4	FP2JH7J8	6-4	FPRDX%6G
3-5	FPPJHY79	6-5	F3BDX7GQ
3-6	FPRDHCN%	6-6	F31DXY68
3-7	F3BDHFDS	6-7	F3GJXCX9
3-8	FPJLH2N5	6-8	F3NJJXG0%
3-9	FP&JHLJ7	6-9	F35JX4RS
3-10	FP3JHX76	6-10	F3QDX&G5

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

FINAL FIGHT TRILOGY

New Special Moves & Fatalities

Not only do we have Human Snake's Fatalities on tap, we're also dishing up new moves for Baraka and Ralfen. Just beat and serve!

Decapitation

To execute this messy Fatality, stand outside, sweep range and press Back, Back, Fw, Fw and High Kick. Better get a helmet!



No Smoking

To demonstrate why Snake is bad for you, stand far away from your opponent and press Forward, Forward, Back and Fw.



Blade Fury

This move started out as a glitch in the earlier MK game, but it's now an official part of Baraka's repertoire. Press Forward, Down, Down Forward and Back to become a deadly dervish.



Reverse Lightning

This move is also making its debut in MK2. Press Forward, Down, Back and Low Punch to blast your opponents from behind. They'll never see in the back of their heads if you do this coming!



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

DOOM

ONE MARINE FIGHTS AGAINST IMPOSSIBLE ODDS IN MIDWAY'S DOOM 64. IT'S A TRIUMPH OF ART AND BLOOD, AND IT'S AN ALL-NEW DOOM ADVENTURE.

We are receiving sporadic transmissions from Phobos, where it seems that a military base has been invaded. All of our current information is coming from a lone space marine who is fighting the invasion. The M-rated images we've received here on Earth are almost too frightening to believe. We have seen alien beings which seem to have stepped straight out of a nightmare. We've seen dispatches we have seen human zombies who are being controlled by the invaders. Should the marine fail to destroy this threat, it may soon spell the doom of our very planet.



NINTENDO POWER



you don't join the space marines to go on a picnic...



I can't believe this is happening again. I guess it's my fate to repeat history. But this time the invasion seems more real, more terrifying. I can't explain it. None of the routes in the base are the same as before, and everything is in sharper focus. I even seem to move faster. I hear more clearly. Every sense is heightened. It must have something to do with the new N64 technology they've equipped me with.

The technicians and mission planners at Midway have done a great job of prepping me for this new fight. They've equipped me with the best weapons and incredible visual sensor systems, but the fight itself is even tougher than my previous missions. Fortunately, I can make use of some cool options, including four difficulty settings, controller preferences and a useful screen brightness control that allows me to see in the dark.



DOOM VITAL STATS

- publisher/developer Midway
- memory size 64 megabits
- controller not compatible (each save requires one save file)
- 1 space marine (you)
- 32 stages
- 15 enemy types
- 10 weapons
- 4 levels of difficulty
- 5 developers
- developed using id software's software
- 1 year of intensive development time
- rated Mature

description: The fastest, the hottest, the best-looking action in existence for any platform



All of this doom has sound out during my first mission I can't explain how they have come back to life. My first mission was that was "fore" has been applied here, though something will never encounter before. As I move through the installation, the ranking grew stronger. somewhere ahead lies a secret, perhaps a vital looking back to the how world of these blue invaders



these monsters from planet ugly never stop attacking...

They come at me from every doorway, from behind every corner and out of every shadow. Many of them I have met before, but they seem stronger than last time, and smarter. The enemies know no rest. When they sense that I'm close, they come searching. And when they find me, they unleash horrific power in the form of lasers and fireballs. Others just try to rip into me with their claws. As for the zombies, they are armed to the teeth from the arsenal here on the base.



These Lost Souls seem to warp into existence from another dimension. In some areas, there seems to be no end to them and their fiery attacks.



Shadow Warriors appear in many areas, slipping from the shadows, not quite invisible, but quick as mesquite. In spite of their ferocity, none of these guys is going to win an award for brains.

Some enemies fly at you and shoot flaming shots while others stalk you in the corridors.



WEAPONS

I find weapons scattered throughout the base: standard issue pistols and shotguns, plus heavy-duty chainguns, rocket-launchers and plasma blasters that can take out even the biggest aliens with one shot. At times, I've even had to make use of my fist or chainaws left behind by maintenance crews.





It's bad enough that the enemy is everywhere, but some of them are invisible until I blast them. I've learned to listen carefully, especially in the darkest pits where these wretches hide.

The zombies may look like my old, marine pals, but they don't hesitate to open fire when they see me. Their duty seems to be to patrol certain areas of the base. I don't ask questions. When I see one, I pull the trigger.



The traps seem to be everywhere—the shock traps of the invasion. After I've cleared some rooms, I walk knee deep in their remains. Most of these demons just charge at me, but some breeds hurl fire balls like missiles.



I barely made it through that last area. It was pitch black, but I found a switch on the wall when the lights flared, then they were the enemies. I fired round after round from my shotgun as I backed away, sidestepping and dodging to escape them. I ran out of shells. I could hear the demons all around, bellowing and shrieking. Sometimes I really hate the corps.





Getting around didn't
used to be so tough...

The blueprints of the base indicate that there are more than two doors separating zones, but I suspect the mission won't end there. If I find the voices in the demons' world, I expect to find even more mazes. As it is, I want to go on record as saying that the architects who built this place were deranged. Not only are there barring passages that make me lose my way, but there are hidden rooms and panels everywhere. I spend half my time pounding on walls to activate secret switches. And that's the easy part. Many of the doors and bridges must be activated in sequences, forcing me to solve puzzles at almost every step and backtrack through the convoluted maze.



you have to unlock the mysteries,
not to mention the doors...



It was tough and go there for a minute but I'm still alive. I stumbled across a stash of shotgun shells, just as three narrows roared around the corner. I loaded and fired. They sort of lost interest when their heads fell off. If anyone back on earth is recovering me, I could really use some backup. Like you?



You can't get anywhere in this place without keys, and every one of them seems to have been hidden by a mad man. I've had to risk my life countless times to find the red, yellow and blue keys that match the color-coded doors. In



many areas, the search for the key is more difficult than surviving the onslaught of enemies. And yet there are always demons beyond the locked doors. Security in this place really sucks.

ITEMS

The stashes of weapons, armor, med kits and body armor are a real godsend. Without these items, I wouldn't stand a chance. Sometimes I have to retrace my steps through the maze to recover supplies I passed earlier. Every once in awhile I find alien relics that turn me into a berserker or give me invincible power. Too bad they don't last long. I could make a fortune with this stuff back home.





sometimes you just have to get warped...

I've had it with these transporters. Most of them can be activated *only* by a switch across the room. You hit the switch then sprint for the transporter. Maybe you make it, maybe you don't. If you do, you flash into existence somewhere far away where a new, welcoming committee of demons is waiting to rip you to pieces.



The auto mapping function on my transmitter has saved me once again. After switching from the area scan to the blueprint layout, I discovered the only possible path was behind what looked like a solid wall. After several minutes of searching, I discovered the switch that opened the secret panel. In some areas, I find that it is easier to navigate by the map alone.



this new area i've reached is like nothing i've seen before. i'm standing on a platform high above what seems like a bottomless pit. i hear something moving down there in front of me, there are platforms, but wide gaps separate them. i'm going to run across. i don't know if it's courage or stupidity. you can give me a medal if i get back here guys.



TAKE THE NINTENDO POWER CHALLENGE!

DESIGN THE GAME OF THE FUTURE

What will be hot in 2064?

Super Mario debuted in 1985, and he became Metal Mario in 1996. What will he be doing in 2064? Or what new character might be the star of video games in the twenty-first century? What will the video game system of the future be like? Here's your chance to design the hit game product of 2064!

Electronic entertainment also came a long way since Thomas Edison invented the phonograph in 1878. After that came motion pictures (1895), the radio (1894), and television (1928). Adolph Rickenbacker made the first electric guitar to amplify sound in 1931, and the CD player came along in 1972.

Pong captivated the world when it was introduced in 1972, and 13 years later, in 1985, Nintendo became a household name with the introduction of the original Nintendo Entertainment System. Then there was Game Boy (1989) and the Super NES (1991). And now, the Nintendo 64 has revolutionized the world of video games.

But what's next? Not next month or next year—what's going to be the music-have source of entertainment 67 years down the road, in 2064? And who's going to invent it? It could be you! This month, Nintendo Power heads to school to challenge students in grades 5-12 to dream up a game, a game character, or a game system that future generations might be playing in the years to come.

Grand Prize

A COMPUTER FOR YOUR SCHOOL!

A complete media center!

A TRIP TO NINTENDO!

A staff artist will make a real Nintendo Power cover using your ideal

A Nintendo 64!

What are
battling Bowser
with Power
Guns? Are
you a
master of villain?

What are
controllers like?

Do controllers
exist???

How are
graphics displayed?



The Grand Prize winner will win a complete media center for his or her school and a trip to Nintendo headquarters, where he or she will work with NP staffers. The winning entry will actually be featured in a future issue. Run runners up will each win a Nintendo 64.

Posters including all the details will be arriving in schools across the country, so look for the poster in your school! But even if your school isn't participating in the contest, you can still enter to win, just read the Official Contest Rules and follow the instructions.



Look for the Nintendo Power Challenging poster in your school, or visit our Official Entry form.

Official Contest Rules

No purchase necessary. To enter, fill out the Official Entry Form and submit it to your Nintendo Power news dealer. You may enter without an Official Entry Form by sending a 10" x 14" or 11" x 17" card to a person where you buy your video games, unless you are a member of our club, in which case you must use the Official Entry Form. All entries received between September 15 and April 15, 1997. We will accept entries in hand and cannot be responsible for mailed entries. All entries must be received by 11:59 p.m. on the date of the contest. All entries must be 10" x 14" or 11" x 17" paper.

We'll post your name together with your award design in the Official Entry Form.

All entries and their designs become the sole property of Nintendo. Nintendo is authorized to use any and all designs. We will not be responsible for the Official Contest. It is your responsibility to ensure that your design is original and does not infringe on any copyright. All designs must be submitted to us in black and white. We will not be responsible for any designs that are not submitted to us in black and white. We will not be responsible for any designs that are not submitted to us in black and white.

Entries will be judged by the end of March. Prizes will be awarded by the end of April. All prizes will be awarded by the end of April. All prizes will be awarded by the end of April. All prizes will be awarded by the end of April.

The Grand Prize winner will receive a Nintendo 64 computer system, including the Nintendo 64 console and a set of 10 games. The runner-up will receive a Nintendo 64 console and a set of 5 games. The runner-up will receive a Nintendo 64 console and a set of 5 games. The runner-up will receive a Nintendo 64 console and a set of 5 games.

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HERE'S WHAT YOU DO:

1. Think of a product.

A new Mario game. Or a game starring a character that you create. Or a new game system, or accessory, such as a controller. Whatever you think will be the thing to play in 2064.

2. Design a cover for Nintendo Power that features your product.

You don't have to be an artist to win. The cover doesn't have to be fancy, but it should include our logo and a headline describing your amazing product. Get a copy of a fresh Nintendo Power cover from your local store or create your own from scratch.

3. Get an Official Entry Form from your teacher or read the Official Contest Rules to see how to enter without the form.

4. Send your entry in by April 15, 1997. Mail it to the address shown below.

Nintendo Power
Game of the Future Contest
PO Box 97085
Redmond, WA
98073-9785



What abilities does Mario have in 2064?

Today: 64 bits
2064: 6400 bits?

What do game graphics look like in 2064?

KILLER INSTINCT

GOLD

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EA GAMES™ EA GAMES™ EA GAMES™

THINK
YOU PACK MORE
HITS THAN A MACHINE
GUN FIGHT PLAYED IN
FAST-FORWARD? GET SET
FOR ADVANCED FIGHTIN'
THAT'LL MAKE YOUR BEST
MOVES LOOK LIKE WALTZIN'
WITH GRANDMA.

For Experts Only

So, your fingers of fury want to get a hold of a bigger challenge? Then just try to master our advanced Killer Instinct Gold modes that are so hyper-active, they'd make even Jackie "Chop" Bradshaw's head spin. We're high-fiving the top KI Gold competitors and more of their greatest and

S O U G H T
Combos... The challenge begins

with the five different levels of Options screens you gain access to by winning fights. Any KI Gold master knows that the assorted Options intricately game play by enhancing or handicapping your fighter. To earn Level 1 Options, win at the Easy setting in Practice mode, for Level 2 options, win at Friction on the Medium setting. Beat the Hard Practice mode, and Level 3 Options opens up. Level 4 Options becomes available after you win in the Arcade mode set to Extra Hard. If you're victorious in the Arcade mode set to Master difficulty then all 5 levels of Options will be at your disposal.



Spinal's 23-Hit Combo
Skateshoe +OP+ Manual FP +Super
Flame Blade +FP Pressure Move
+Super Flame Blade = Instant 23
Hit Combo = 50% Damage.



Options

Experiment with the five levels of Options to custom-tailor KJ Gold. The first level's Options let you vary Three Damage, so if you're using a fighter who throws a lot, like Cluckin, you can exploit his ability. Level 2 Options enable you to activate Poisoned Finishers to perform your 5th Finisher without having to do the other four Finishers first. Open up Level 3 Options to switch off Auto Doubles to

change the game into a manual button-mashing contest. Level 4 gives access to Chomp Juggles as you can legally reappear in the air as many times as you want. In Level 5, increase the challenge by shutting off the Blocking Option.

The Options Code

During the demo-stage character list, press Z, B, A, R, L, and Z. If you hear a voice say "Perfect!" then you've successfully entered the code enabling you to instantly access all five levels of Option screens.

To access all options, press:
Z, B, A, R, L, R, Z

Buffering

Timing is everything in KJ Gold, and to achieve certain Combos, you must "buffer" or finger your next move into the Controller while another move is being executed on-screen. If your timing's off, the game won't recognize the new move as part of the Combo, and it will be executed as a separate, less damaging blow. Bracketed moves indicate buffering, and you must enter them at a specific moment while the move you're linking them to is being performed

on-screen. So if you're trying Spinal's 21-hit Combo, you must buffer in his Air Finisher with PK while you're seeing his Super Flame Blade on-screen.

Key

listed above each picture sequence are the buttons you must press to execute the move. Regardless of the pictures, the synchronizations are written assuming that you're to the left of your opponent.

- QP=Quick Punch (B Button)
- MP=Medium Punch (Left C Button)
- FP=Pierce Punch (Top C Button)
- QH=Quick Kick (A Button)
- MH=Medium Kick (Bottom C Button)
- PH=Pierce Kick (Right C Button)

[move]
Buffer the move inside the brackets

○○○○○○○○

Arrows indicate direction for Control Stick or Control Pad movement.



○○○○P



Spinal's Air Ender

Follow the **Sk 3** above with a **QP** **Auto Double** and use those two moves once. Then link a **Super Flame** to the **Combo** and buffer in the **Medium Shield**. When used as a **Finisher**, the **Skleport** of **Spinal** to morph into his opponent.

○○○○+MP



Jago's Unbreakable Combo

Unlike **Gladius's 100% Damage Combo**, **Jago's Combo** contains no **Auto Doubles**, **Manuals**, or **Parries** to give the move a weak spot to be interfered with. Begin with the **FK Pressure Move**, followed by three **Super Ninja Slides**, and finish with a **Super Tiger Fury Finisher**.

○○○○P



○○○+FP



○○○○+FK



○○○○+FK



○○○○+FP



Sky Stage Knock Out

With just a minimum of moves, well-timed, consistently knock opponents off the **Sky Stage** to give **Gladius** the ride of his life by plowing **Combo's Roller Coaster**. Hit **QP** to activate **Double**, then initiate the **5th Finisher** to plummet **Gladius** (or any other opponent) and send him plummeting thousands of stories below.

+FP



○○○+FK



○○○+MK



Fulgore's Air Ultra

To pull off **Fulgore's 37-hit Combo**, fire his **MP Eye Laser** + **QP** + **MP Eye Laser** + **QP**. If you're quick enough, buffer another **MP Eye Laser** during the final **QP**. Then, if you can keep up, buffer in a **QK Plasma Slice** during the last **MP Eye Laser**.

TKH



○○○○+QP

○○○○+MP



repost
il de
port.
nables

000+MP

QP

000+MP

QP



[000+MH]

0FH

0000+FH



0000000+FP

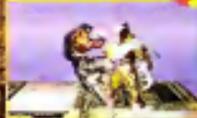


ff

Des tourelles
leur dooms.
hiss with TJ
le the Auto

0 CHARGE 0+MP

QP



0 CHARGE 0+FH



000+MP

QP

000+MP

QP



[000+MP]

[000+QH]





COMING
SOON TO
THE N64
FROM
EA SPORTS







NINTENDO
POWER

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Maya's Cheap Moves

Nobody said B. was fair, and that goes for fighting, too. Maya's cheap moves inflict quick damage on any poor opponent. Luckily, anyone can retaliate just as cheaply. The list move shows (Jump in FK + MK or MP Auto Double), works for any character.



OMH



OO+MH



OFF



OO+MP



OPH



MH or MP

TJ Combo's Pop-up to Stun



OO+FH



OOOO+MH

When TJ Combo is knocked to the ground, make him bounce back with a FK Pop-up followed by his Super Tornado. The pile-driving punch hardly leaves your opponent dazed and unable to fight, buying you enough time to continue your counterattack.



Kim Wu's Multi-Super



Deal 15 blows to your unlucky foes by chaining Kim's Tornado Kick with FK + MK Auto Double + two Super Tornado. Timing's important here, so start keying in the second Super Tornado just as the first hit of the first Super Tornado makes contact. If you time it wrong, you'll cause less damage.



OOO+FH



MH+OOOO+FH



OOOO+FH

B. Orchid's Parry Openers

If you're on the defensive, initiate B. Orchid's Parry (Back + QP) and follow up with her Ichi Ni San as a Parry Opener. Her two fistfuls of lightning rack up three hits, putting you on the offensive with the upper hand.



O QP



OOO+MP



EPIC CENTER

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AT THE EPIC CENTER

Thanks for all the continuing support and letters from epic game fans. We enjoy hearing from you, and we pass on your concerns and wishes to policy makers here at Nintendo and at other game publishers. In this month's issue, we take a long look at Harvest



Lufia II

Moon, one of the most unusual epic games we've ever seen. Thanks to Natsume, you'll have a chance to play a game that's been one of the most popular games in Japan over the past nine months. Natsume, reportedly, is retooling more copies of Lufia II for release in the near future. If you missed this game, don't miss it again. It's

one of the best epics to be released in the last few years. Your Epic Center staff has been in contact with several other companies that are considering releasing epic games that have already been translated into English. Let's hope they have Natsume's wisdom and bring out the games. As for future NBA epics, you need look no further than this issue. Our gallery



Lufia II

of EarthBound 64 screen shots is the first detailed look at this upcoming RPG from Nintendo. And in this month's Pak Watch, you'll also want to check out the latest, shies from Zelda 64, which is looking more and more like the ultimate adventure game.

ZELDA FROM SPACE?

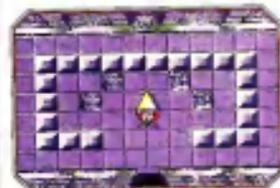
The original Legend of Zelda for the NES took on a new form last year when a Super



Foreword version was sent to players via satellite on the Satellaview system in Japan. Although the game play was essentially unchanged from the classic 8-bit version, the upgraded Zelda featured new 16-bit



graphics and sound. It might surprise you to learn that the original Zelda continues to be one of the games generating many calls to



Nintendo's Game Counselors. As for the satellite version of Zelda, it may take an even longer trip in the future. It is one of several epic games currently being evaluated for release in North America in a Game Pak form. Keep your fingers crossed.



They may look like the Runaway Five, but the pop-groups known as Despanado, Crash Martini, Corvus, or D.C.M.C. They're working on a new song, which they'll perform at the Doshboboan.

EARTHBOUND 64

Fasten your eyes on the first collection of EarthBound 64 screen shots and characters from Nintendo. As you can see in this expanded Epic News gallery, the variety in the new EarthBound is tremendous, even at this early stage of development. In Japan, this game is known as Mother 3. There was a Famicom game that never came out on the NES and Mother 2, which appeared in North America as EarthBound for the Super NES.) We don't know

much about the game's plot at this point, but it does involve many of the characters from the original Super NES game, including Dr. Andonuts and the race of nose people known as Mr. Saturns. We expect the new EarthBound to have even more of an adventure feel because of its rich, 3-D world. Currently scheduled for release on the 64DD following the release of Zelda 64, EarthBound 64 most likely won't arrive in North America until sometime

keep players on the

edges of their seats.

If you're wonder-

ing where all

the wonderful

images come

from, it is the

EAD group at

Nintendo Co.

Ltd. in Kyoto. Art

Director of Mother 3,

Ashura Ito, even provided

Epic Center with his rough sketches

of possible characters and

scenes for the game. One thing

we've learned from studying these

pictures is that EarthBound 64 is

bound to be a marvel of the imagi-

nation.



Some of the characters in this report look like characters from the original game, but they are really newswomen. The development team at EAD assures us that this sort of character found packing every state.



real year. It may seem like a long time to wait, but the promise of a game of such truly epic proportions should

In this pic, several kids are approaching the wagon to buy something in the background a Great Rock, which looks like a crate. The area used to be a quarry, but we don't know if this is where the characters fell in the previous game.



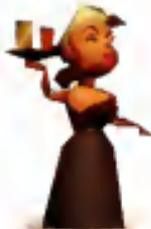
Duster always get out works at night. His average height is the Doshboboan.



The village Godfather may make you an offer you can't refuse. Beware of his motives.



Ryudo is one of the central characters. The boy of ten resides in the woods near Burny village and will be found every wild animal and dangerous adventures.



A waitress at the Doshboboan may give you special information if you tip her well!



Noboko is a sturdy builder who enjoys a scan run through the woods.



This pecker and his monkey, Saruwa, will be sailing some secret flum.



Although this village woman is called Lisa, she insists that she is not Lisa. She packs the store in Isurly and tells shoppers that she doesn't land the store. So what does she mean when she says that she's free for a dave!



Dr. Anderson is kept in the prison of some things, such as the ice-cold, round-shaped tank in the desert. At this point, the good doctor is only a tentative addition to the game.



Various characters and beasts that will inhabit the Earth Board 64 will follow, including a large gargoyle. You'll find every thing from a standing crocodile to an almost human orangutan.

Here in the jungle, the EAD team has identified several of the common items including the Shaggoon in the pond and the snake, Fishy Heli, which climbs in the Bamboo Tree and shakes its tail like a metronome.



This desert scene is from a hidden valley that you can't see. We can't know if it's also a hidden valley, but it's a hidden valley.

Isurly Village is picturesque. The store in the foreground features a somewhat comic. In the background you can see the local hotel.



HARVEST MOON

MOO

You just bought the farm and now you have two and a half years to live off the fat of the land. Harvest Moon is Natsume's farm fresh hybrid between a simulation and a role-playing game. The object of this password-backed Pak is to turn around a run-down farm and find happiness before your parents return. Depending on how you go about living your life, you'll see one of a bushel of endings, but let's not count our chickens before they're hatched. Read on and learn the top tips for playing Harvest MOOO!

MOOVING TO THE COUNTRY

You've been given the opportunity of a lifetime: Your mother and father have gone away and it's up to you to turn around your family's decrepit ranch. You have just two and a half years to accomplish your task, and the years in Harvest Moon are much shorter than you might expect. Each season lasts 30 days, so a year is only 120 days. That means you'll hear your father's boots clanking on the porch in less than 300 days. You'd better get to work! You'll have to clear the land, raise crops and buy livestock. All the decisions are up to you, and there are countless methods for finding your way to several happy endings. This might sound easy



You have two and a half years to make a life for yourself before your parents return.

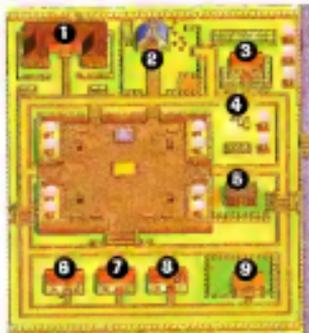
so far, but there are a few complications in reaching your goal. Your stamina limits the amount of work you can do in a day, so you'll have to plan your work week. And a huge cash crop can't buy you happiness. There's more to life than money, and you'll start feeling lonely when you're out standing in your fields. If you could just find a companion—that might make you happiest of all.



If things aren't hectic enough out in the fields, you'll also find drama at home. Sweeten life with a boyfriend, but loving

LIFE IN THE HEARTLAND

Unlike role-playing games, Harvest Moon doesn't have an expansive region to explore. Your travels are limited to your backyard, the neighboring mountain and the only town for miles around. While these destinations might not seem too exciting, you need to remember that you're a farmer, not an vagabond adventurer. Your extensive list of chores, hungry livestock and social obligations keep you tied to your land. What matters is that you spend some time getting to know the folks that live around you, so they can help you and, one day, you can be of service to them.



THE MOUNTAIN

A handful of rugged individuals scratch out a living on the mountain's steep slopes. If you know where to look, you can find food here year 'round.

- 1. CAVE**
If you can head the hillsides, there are always herbs growing inside the dark cave.
- 2. CARPENTER'S HOUSE**
Consult the carpenter when you're ready to remodel and repair your house.
- 3. FISHERMAN'S TENT**
Drop a line in the water and talk to the fisherman. You never know what you'll catch.

- 4. HOT SPRINGS**
Rejuvenate your weary bones in the hot springs. I've soaked in these soothing waters every Sunday.
- 5. GOLDEN POND**
It's rumored that if you skip on it with this pond, you'll receive something big (or in return).
- 6. THE SUMMIT**
Every year, farmers on the summit go to watch the year's first sunrise on New Year's Day.

YOUR FARM

- 1. HOUSE**
This is where your day begins and ends. You'll need to remodel it twice before you get married.
- 2. WOOD SHED**
All the wood that you chop in the field and forest is automatically stacked in your wood shed.
- 3. HORSE STABLE**
You'll find a pony during the winter. Your horse is smart enough to find food and shelter.
- 4. CATTLE SHED**
Keep your herd of cattle inside the cattle shed on rainy days and throughout the winter.
- 5. SILO**
The silo is where your cut hay is stored. The silo's maximum capacity is 999 hay bales.
- 6. CHICKEN COOP**
The chicken coop can hold up to twelve chickens. Keep your feathered friends out of the rain.
- 7. PRODUCE BIN**
Deposit all of your freshly picked vegetables inside this box for pick-up before 5:00 pm.
- 8. TOOL SHED**
All of your tools, seeds and animal care products are stored in the tool shed.

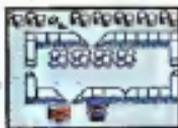
TOWN

There's always something going on in the town. This is where most of the characters in the game live. Nearly all of the festivals are celebrated here. In fact, you might even meet your future wife here. And even if you never find a girlfriend, you can always console yourself by gorging on freshly baked cakes at the restaurant.

- 1. MAYOR'S HOUSE**
The Mayor and his family live in the town's upper left corner. Introduce yourself to his daughter.
- 2. CHURCH**
A place of worship, the church is also gathering point for most events in the community.
- 3. FLOWER SHOP**
Buy seeds for your fields or a fragrant corsage for someone special at the flower shop.
- 4. PUBLIC MARKET**
Fiddle your fresh produce or other wares in the public market twice every week.
- 5. FORTUNE TELLER**
Learn your destiny or seek advice on love and marriage inside the Fortune Teller's shop.



- 11. SECRET WELL**
It takes a while a lot of shoveling to dig the big bucket off the top of the secret well.



- 9. PONDS**
Replenish your empty watering can at any of the six ponds on your property.
- 10. SECRET GARDEN**
How does your garden grow? The secret flower's growing in the Secret Garden. Seeds from many Power Acres you've so found in the game. There are ten Power Acres inside throughout the country.

- 6. INN**
The turn-of-mill inn stays open long after the rest of the town has closed for the night.
- 7. RESTAURANT**
Buy a sweet tasting cake from the restaurant. You can eat it or give it away as a gift.
- 8. GENERAL STORE**
The general store has all the farming tools you'll need to get the job done right.
- 9. LIVESTOCK STORE**
Buy or sell your chickens or cows at the livestock store. You'll also find animal supplies here.



MAKE THE MOST OF YOUR DAY

The key to running a prosperous farm is optimizing your time. Every fifteen seconds that you play counts as an hour in the game. This means that you have roughly two minutes and 45 seconds before the sun sinks beneath the horizon. The trick is to plan your day before you step out to the door. The clock stops anytime you enter a building, so don't feel pressed for time while tending animals or buying items in a store. When your horse matures, you can save time by riding him around the ranch or by loading your produce into his saddle bags. And make the most of your back-to-back nobody is there to complain when you work late into the night.



The clock keeps ticking while you're OUTSIDE. A pig's horn passes every fifteen seconds.

CLEAR YOUR LAND

You'll start out with a small plot of land suitable for a garden, but you'll need to make more room if you intend to make in the big bucks. Use your axe to bust up the stumps and slam your hammer onto the big rocks. If you're trying to conserve your stamina, drop the smaller rocks into a pond next to what pulverizing them will do. Whenever you do work, the axe has to go to the quarries for sharpening. You can work hard and clear your entire property on your first night! That will only leave you with plucking peas, weeds, a task that requires time, not valuable energy.



It takes an average with a normal axe to bust up a stump. The wood is automatically placed in your wood chest.



Use the wood from the wood shed to build fences around your garden. This keeps wild animals out of your crops.

WORK UNTIL YOU DROP



You start your day with 100 energy points of stamina. Each task you undertake consumes these points. Sometimes a task will use more energy points than you have available. Different tasks drain energy at varying rates, so it helps to plan your daily routine. The game doesn't have a stamina gauge, but your character's behavior lets you know how much energy is remaining. Your character starts to sweat when half your energy is gone, and he'll let out a sigh when your strength is

down to 25 percent. He'll fall down just before your energy level is depleted, and complete tasks collapse if you try to work after his energy is gone. Luckily, you can recover your stamina by eating the foods on the chest on the night, or by repeatedly soaking in the mountain hot springs.



HEALING ITEMS	
10 PTS	WILD GRAPES
10 PTS	SOUTHERN FRUITS
10 PTS	MUSHROOM
-10 PTS	POISON MUSHROOM
30 PTS	MOON FLOWER
10 PTS	HERB
30 PTS	CAKE
10 PTS	FISH

You have 100 points of energy to spend every day. To increase your energy, bed and eat anything you cut, the poison mushrooms. You should also try soaking in the mountain hot springs.

PLOW YOUR FIELDS

Use your hoe to till the soil and create your gardens and fields. Seeds sown on unplowed earth will not grow and crops won't flourish. Water isn't really there. Design your garden according to which plants you want to grow and how you will irrigate them. Don't forget to leave a trail to your produce bin. Taking time to plan your garden can make the difference between thin pickings and a bumper crop.



Plant your seeds in a pattern that allows you to reach all water runoff systems that flow a plant.



Careful, insects feast on your crops. You can't burn out during the season if you're wearing those heavy dung

PLANT YOUR CROPS

After you've cleared your land and plowed the fields, you'll need to plant your crops. Vegetables and grass seeds will only grow in tilled soil. Radishes and potatoes are best in the spring while tomatoes and corn sprout in the summer. The flowers also just seed the seeds that are in season, but you can keep an extra supply in your tool shed. The trick to maximizing your profits is to plant on the first day of the season and water your crops on the sunny days. You're only good for the crops you place on the produce bin before the ships arrive, so don't harvest anything after 5:00 pm.



RADISHES

Radishes grow faster than any other vegetable in your garden. This plant will be the first up in the early spring.



POTATOES

Potatoes grow slower than radishes, but customers pay more money for them. Plant your potatoes in early spring.



TOMATOES

Tomatoes yield more vegetables than any other crop in your garden, but you'll need to water them every sunny day.



CORN

Corn takes the longest time to grow but is your best cash crop. Plant as many rows of corn as you can afford.

THE BARNYARD BASICS

Growing crops can earn you money two seasons out of the year, but livestock will provide you with a regular source of revenue. The trade-off is that you must tend your livestock every day or they'll stop laying eggs and producing milk. While animals are more labor-intensive than growing produce, the profit is worth the hard work.



If you plan to raise livestock, you'll have to grow plenty of hay. Getting the grass to regrow after your cow's final supply.



Buy your eggs and chickens at the livestock store. The merchant won't sell you an animal until you grow enough food to feed it.



You'll need to feed, brush and milk your new cow each morning for 21 consecutive days before she starts to produce milk.

HAY, HAY, HAY!

Cut grass can be used as feed for your chickens and cattle. Grass seed is the most expensive item sold at the flower shop, but once you plant it, the grass will grow until the game ends. Grass can be harvested in any season except winter, and you never have to water it. Use either people in town, the merchant at the livestock store, or a signpost to know how much hay you have growing on your spread and how long you must wait to harvest it.

Just like when chop wood, all hay that you reap automatically stays in your storage bin. Your crop can hold 5000 units of hay, and it's important to have this size near capacity before winter arrives.



THE PECKING ORDER



You just got a solitary chicken to begin building your poultry empire. Your chickens will lay eggs every day so long as you feed and protect them from rain and dogs. You can raise chicks by leaving an egg in the nest near the door. Up to twelve chickens can roost in the coop at one time, but the birds will rapidly drain your food supply by eating a few back to the livestock store.



CATTLE CARE

There's nothing quite as productive as profitable as a cow, but it's also a costly one. The amount of milk your cows produce depends on how well you treat them. You should be brushing and talking to every cow each day if you do this for an extended period of time, your milk production soars. The volume of milk your cow produces increases as she gets used to you. Talking to your cow not only makes her feel happy, but it also helps her with stress and keeps her healthy. If she sounds like she's consuming, don't worry. Time stops whenever you're inside the cattle shed or the chicken coop. So spend time with your bovines. A cattle shed packed with a dozen contented cows will produce more money than any other part of your farm. And if you keep at it, you'll maintain that high-profit level until you're 100 years old.



PICK OF THE DAY

Deliver your crops to the shipping bin as soon as the vegetables are ready to pick. Your finicky customers will only buy fresh produce. Anything that looks a day old will be ignored. You can't sell a vegetable that is picked after the shipper arrives, so plan your work according to the shipper's schedule. You should try to pick as many crops as you can during the daylight hours, if you still have other chores to do, chop your wood and water your fields under the evening skies.



If you're hard-pressed for cash, you can pick herbs in the mountain area during the winter. Get to work early, too, first and you'll make three trips to the cave in a day.

PRICE LIST FOR SELLING ITEMS

800	RADISH
800	POTATO
1000	TOMATO
1200	CORN
2000	FISH
1500	WILD GRAPES
1500	SOUTHERN FRUITS
1500	MUSHROOM
2000	POISON MUSHROOM
3000	CHICKEN
3,000/8,000/10,000	COW
500	EGG
1000(1)/2500(N)/3500(L)	MILK
6000	MOON FLOWER
2000	HERB



THE DATING GAME



Do you want to be a bachelor during your two and a half years of farming life, or would you like to find your soul mate? Balancing a social life while working on the farm isn't easy, but it can add an interesting, if not rewarding, twist to the end of your game. There are five eligible women in town, and it's highly recommended that you meet and talk to all of them before dumping your hard-earned coin on cobs, flowers and perfume. Each woman has different tastes, so carefully listen before you start buying her gifts or making casual conversation. If you want to find out how you're doing, you could sneak a peek at her diary, but you'll lose a portion of your stamina.

SOCIAL CALLS

Once you figure out where your girlfriends spend their day, it's a good idea to visit her often and bring her gifts. Casual conversation is nice, but presents are better. Depending on where you meet your sweet heart, you'll need to balance your farm work to obtain your social calls. As you continue working, you'll notice a change in her demeanor. Your development level will improve.



When you're ready to pop the big question, give your fiancée a Blue Feather. When you're ready to pop the question, give her a Blue Feather.



When you're ready to pop the big question, give your fiancée a Blue Feather. When you're ready to pop the big question, give your fiancée a Blue Feather. It's sold in the Public Market.

LOVE AND MARRIAGE



Depending on your agenda, getting married is only the beginning of your quest for finding a happy ending. You can try to raise a family if you plan on raising kids, you'll have to be very nice to your wife and treat her with decency and respect. Always arrive home before she falls asleep, spend time talking with her and try to bring her a present or two every day. Exercise common sense in social situations around town. Stop giving other women gifts and time since you're together for your life's love. Your wife is smart enough to figure out what you're doing with your dog, and you don't want her to embarrass you in front of all the townspeople. Besides, if you insist on being a jerk, she'll dump you.



YOUR PROSPECTS

Each eligible female has different skills and aspirations. Consider this as you seek a potential bride-to-be. Once you tie the knot, you'll work as a team.



MAURA Maura is the Mayor's daughter. She prefers spending her time either painting or sewing or playing the organ inside the church.



MIRA Mira loves flowers and works at the flower shop. If you do give her a flower, buy it from the store. She doesn't like people picking flowers.



JANNE Janne is an exceptionally skilled and likes tinkering with the business down at the general store. She would love to invest something steady.



ERIN Erin's father owns the livestock store. Erin has a strong affinity for all animals. She'll give you a strong thing every year.



EVE Eve works every evening except Sundays at the inn. Her energy reeking heavy price is considered to be the best animal for these contacts.

REMODEL YOUR HOUSE



Before you get married, you'll have the freedom to remodel and expand your house. This is a two-step process. The first model, the Super Log House, requires 250 wood and 5000 gold. The largest model, the Super Deluxe Log House, costs a whopping 900 wood and 10,000 gold. As an added bonus, if you purchase your Super Log Home before the end of the first summer, your friendly local carpenter will throw in a handy extra twelfth free of charge.

SEEK YOUR FORTUNE

The Fortune teller might tell everyone that she's in the business of predicting your future, but her real forte is giving advice on relationships and romance. An interesting look about love and companionship is played across her dark table. You can browse the pages of the visible tome every day the shop is open, and it won't cost you a penny. The book includes a step-by-step suggestions on how to transform a relationship from a friendship to a successful marriage.



DON'T WORK LATE

You won't be working any more evenings hours after you've married. If you arrive home late too many times, you'll cut off the too long and end up on the domestic couch. The game music always stops exactly at 8:30 pm. Make a point of getting back inside the house before the melody ends. If you do arrive late, make it up to your wife the next day with several surprises gifts.



You can't miss little farmers in an alleyway have ideas. If you plan on having kids, make sure you keep giving your wife plenty of presents and always remain in a good mood.



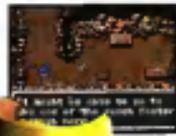
LEGENDS AND OTHER TALL TALES



Farm and town folk are busy people, but they're always willing to take time out for a good yarn. Listed below are some of the best tall tales ever told around the Harvest Moon crocker barrel. Of course, you might try to argue that one of these strange happenings actually happened to you, but you know everyone will figure that you've spent one too many hours working in the hot sun.

THE LITTLE PEOPLE

It's rumored that one still night, you can hear tiny voices in the ground. Even your father once said he heard noises beneath the tool shed. Nobody's seen 'em, but they're really real, but if you encounter one, be very polite. Doves have magical powers and can give tiny wonder-tail gifts. If a dove visits you for a favor, avoid it unless unusual, go out of your way to help her. Anyone who ever helped a dove will be grandly compensated for their troubles.



MAKE A WISH



If a meteorite ever struck, it might clear the big boulders blocking the path to the Golden Pond. There's an old local folk tale about this magical pool. Supposedly if you throw something into the water, a fairy will appear and ask you a question. According to the legend, if you tell the truth, the fairy will reward you for your honesty.

THE BEANSTALK

Here's a wild one for you. There's the old guy wandering around trying to trade those magical beans for a cow. Who would ever trade a cow for a handful of beans? What would that be to him if they did such a thing? It doesn't seem very realistic to be honest, but it's a really tall tale.



SOMETHING FISHY



The local fishermen always have a whopper of a fish tale about the one that got away, but supposedly there's a magical and mysterious spirit living beneath the Mountain Lake's murky surface. Nobody really knows what makes the spirit appear, but some folks think it's the spirit of the garden of all fish and sea life. Perhaps it's explains why hardly anyone ever catches anything there.

ANNUAL FESTIVALS

The inhabitants of Harvest Moon have different holidays than the rest of us in the real world, but the purpose behind all of the celebrations—on opportunity for fellowship and social interaction—remains the same. Outlined below is a description of all the holidays held throughout the year.

FLOWER FESTIVAL



The Flower Festival is the only holiday that takes place while crops are growing in the field. This is a dance celebration. Talk to each of the women in the town square before you exit one of them to dance.

SPRING
23RD

HARVEST FESTIVAL



The Harvest Festival is a celebration of the progress you've made. Everyone is required to bring a food item to the festival. If you can't find anything, pack a trash-room in the forest and take it with you to the town square.

FALL
12TH

THE EGG HUNT



The annual Egg Hunt is a rivalry contest. The object of the festival is to search the town and find a hidden egg identical to the one held up by the Master of Ceremonies. If you find enough eggs, you'll win a Power Axe.

FALL
20TH

THANKSGIVING



The hardest working farmers are rewarded for their efforts with turkey on Thanksgiving. If you've maintained a steady friendship with the women in the town, it's likely that a few of them will bake a cake for you.

WINTER
10TH

STAR FESTIVAL



The Star Festival is a somewhat opportunity to share a moment with someone special. Talk to the person you want to be with the day before the holiday, then meet them at the prearranged place in the designated hour.

WINTER
24TH

NEW YEAR



Everyone from towns starts on the summit of the mountain to watch the first sunrise of the New Year. Talk to all of the participants and have about their plans and resolutions for the coming year.

SPRING
1ST

EARTH BOUND

EarthBound has been called everything from offbeat to quirky to just plain strange, but a growing number of epic adventurers are beginning to take a second look at this fun and funny game, and therefore, so are we. If you'd like to sink your thumbs into a different kind of epic, you'd do very well to give EarthBound a try!

MODERN MARVEL

While EarthBound may seem like a typical RPG at first, it soon surprises and delights with its modern setting and whimsical humor. The game was sold with a Nintendo Power Player's Guide, but it has still generated a steady stream of questions. We'll answer a few of those FAQs this night and introduce a few more of the popular questions that EarthBound folks ask.

Monkey Love

Some of you have wondered what to do once you've obtained the Bad Key Machine from Maxwell. First, grab all the items you can in the Snow Wood Boarding School locker room, then exit the school and walk to the gate. Talk to Tony to make him lower down, then use him as a step to get over the gate. Go to the right and enter the shop. Pay the girl a dollar for the Pak of Bubble Gum. Now talk to the small monkey to get him to join you.

Leave the shop and work your way south until you find

some tents along the lake. Spend the night in the far left tent. When dawn breaks, walk down to the small patch of dirt by the water. When you talk to the monkey, and he'll call the legendary lake beast, Fossil, to give you a ride to the southern shore. Since there, walk south until you reach a pencil-shaped statue. Enter the nearby cave (the Alick Road Maze) and work your way to the exit.

When you arrive, talk to the wailing Dungeon Man, then go south and enter the Pond Cave. When you reach the rope, stand below it and use the Bubble Gum. The monkey will float up and show the rope down to you.



Come back later with Ness to enter the 4th Sanctuary Location.

Now climb up and exit the cave. (Note: The 4th Sanctuary Location, seen as a flashing star, lies near the Pond Cave exit. You won't be

able to enter it until you return with Ness later.)

Once outside, the Bubble Monkey will meet up with a female of the species, and unless he's on a leash, he'll leave you to pursue the monkey master of headlines. To help you, head south (beyond Stonehenge) and jump into the hole to enter Dr. Andonius' laboratory. Talk to the good doc (who turns out to be Jeff's father), then walk over to the Sky Runner vehicle. This human-made flying saucer will take you to Ness and Paula in Theed. The three of you will now unite into a single group.

The Gold Mine

After you find the 3rd Sanctuary location, the next thing you'll need to do is go to the City of Fountain, by way of the Dusty Dunes Desert.

First, go off the way back to Theed. Talk to everyone, then look at the bus stop sign in front of the hotel (past the sign and past the 3-Button). When the bus arrives, talk to the driver and climb aboard. You'll be kept to get out and walk when the bus gets stuck in a traffic jam. Explain the

driver to the best as best you can. When you find the Gold Mine, talk to Gerardo, the driver, if you give him something to eat, he'll let you stay



at the bus stop sign to make a bus leave along.

the night at his house. In the morning, continue walking east to find the road again. Take the next bus to Fountain.

While you're in the big city, you should take in some of the local sights and entertainment, including the show at the Topolia Theater. It seems the Runaway Five, the group you bailed out of debt back in Twoson, is now in even worse straits. Talk to the theater owner to learn about the Fab Five's debt, then hop the next bus back toward Twoson, but get off in the desert again. If you're lucky, you might be able to obtain something at the Gold Mine to help out the Fab Five.

Talk to Gerardo to find out about the monstrous moles (called the Guardian Diggers) that are terrorizing the miners. The Guardian Diggers can be fought in any order, but here's our recommended course: From the entrance, go all the way up to a ladder. Climb down, the ladder and go left. Go up through the first opening and fight the first Guardian Digger.

After you defeat him, PSI Flash is particularly effective, climb up the ladder on the left. Follow the path down and to the right to an intersection. Take the path going down and follow it down, left and up to an intersection. Keep going up until you find

a ladder. Climb down the ladder and go to the left, up and to the right to the next Guardian Digger.

After you defeat it, get back onto the path and go up and to the left until you find a ladder. Climb up the ladder and follow the path all the way down and to the left to the next Guardian Digger. Defeat him, then go back to the right and up. Take the first path on the right and then the first path going down. Follow it to its end and the next Guardian Digger.

After you defeat him, follow the path all the way right and all the way up to the last Guardian Digger. Once he's



He can't take the Diamond from you at first. Visit the Gold Mine Office later.

out of commission, exit the mine and talk to Genardo to receive the Diamond. If your pack is full, you won't be able to accept it. Rest assured, though, that the mines won't forget what you've done. If you come back later, just visit the Gold Mine Office to the left of the mine entrance to collect your reward. Now head back to Fourside and give the Diamond to the thespian owner to pay off the Runaway Five's debt.

Moonside Mambo

Once you're back in Fourside, you may want to stop by Jackie's Cafe for a snack and another adventure! If you explore the back wall of the cafe, you'll be transported to the other-dimensional city of Moonside, a dark and deadly

mirror-image of Fourside. Your mission is to find and destroy Carpenter's Mini Mink Statue. You'll need to speak to Moonside's citizens to warp around the city.

After you pop in, leave the cafe and head to the northeast part of town to the Hotel and the Hospital. Talk to the man in yellow in front of the Hospital to be warped to the Monolith Building. Talk to the fellow who looks like a pirate to learn about the man with one eyebrow (and a gold tooth). Now go northeast and talk to the man in front of the Hospital again to be warped to another spot in the city.

When you appear, talk to the man standing next to you to be warped to a new location. Now talk to the man below you, so he'll be warped again. Talk to the man in black above you to be warped yet again. You'll appear in a small room.

Talk to the man you can see clearly, then talk to the shadowy person that is walking around. Talk to the other man again to warp out.

You'll appear in another room. If you leave, the invis-



MiniMink has about 550 HP. You should be at Level 36, and PS3 Special will be helpful in battle.

ble man will follow you (You'll just have to trust me). Walk out of the Hotel and get south to the man who looks like a pirate. Talk to him to make him move out of the way. Now walk south and talk to the man in front of the Monolith Building. Now it's time to battle the malevolent Mini Mink Statue!



T. Rama's Cave

After your battle with the Mini Mink Statue, you should take some time to relax and meditate, and who better to learn from than the guru, Talah Rama. Before you visit his cave in the Dewy Desert, stop by a Dispenser. The guru is guarded by a troop of monkeys, and you'll need to trade with them so they'll allow you to pass through the maze. Buy a Slip Sandwich, a Picnic Lunch, and a Pencil Eraser. The rest of the items can be found in Talah Rama's cave.

Enter the cave and go through the door on the left. Give the Slip Sandwich to the monkey on the right. When he moves aside, go up through his door.

Open the chest to get a Wet Towel. Go back through the door on the right and give the Picnic Lunch to the monkey on the left. Go through his door and open the chest to get a Pizza.

Go through the left door. Give the Wet Towel to the monkey on the right. Go through his door and open the chest to get a Hamburger and a Ruler.

Go back through the door on the right. Give the Pizza to the monkey on the left and go through his door. Open the chest for a Pizza. Go back through the door on the right in the next room, go through the door on the far right.

Now go through the next door on the right. Go up through the door on the right the one guarded by a monkey, not the cave exit. In the next room, go through the left

door. Give a Pizza to the monkey on the left.

Go up through his door and open the chest to get a Protein Drink. Go back through the door on the right and use the Protein Drink on the monkey on the right. Go up through his door and open the chest to get a Hamburger.

Go through the door on the left and use the Ruler on the monkey on the left. Go through his door and get the King Banana. Go back to the



Our step-by-step guide will save you a lot of trial and error.

previous room and go through the far right door.

Go through the next doorway on the right and flip up through the door on the left. Go past the empty chest and through the door on the left. Give the King Banana to the monkey on the right and go up through his door.

Open the chests for a Hamburger and a Picnic Lunch. Go left through the door. Now get rid of the Pencil Shaped Statue and go through the door.

Talk to Talah Rama and open the chests to get the Yogurt Dispenser. Talk to the monkey and then leave the cave to learn PS4 Releport.

Now take the Yogurt Dispenser to the maid (Electra) in Fourside. In return, she'll direct you to the Monolith Building, where Paula is being held captive.

SUPER GAME BOY REAWAKENS A LEGEND IN A NEW, EYE-OPENING WAY.



THE LEGEND OF

ZELDA

LINK'S AWAKENING™

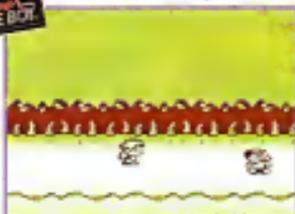
An Epic Dream Team

Since its debut in 1993, *The Legend of Zelda: Link's Awakening* has consistently been voted favorite Game Boy game by readers and pros alike. It still sits atop the Power Charts, holding its throne for an unprecedented three years. Now, Nintendo's rereleasing *Link's Awakening*, the fourth epic in the *Zelda* series. In this adventure,

Link must wake the Wind Fish, a sleeping beast that has imprisoned him in its dream. The premise continues to captivate gamers, and *Link's* enduring popularity is reason

alone to try the game. When teamed with Super Game Boy, *Link* takes on new life. Now, the quest can be undertaken in living color and on a TV screen large enough to do its epic proportions justice. If you haven't invested in a Super Game Boy yet, you may have just found your reason. The *Player's Choice* MSRP of \$19.95 for this pak makes the decision even easier. Reawaken *Link* on Super Game Boy, and you'll find miles of epic play ahead.

™ & © 1993 Nintendo



Adventure Items

Link becomes quite a pack rat during his quest, amassing a monkey inventory. Each item, though, has unique importance, and seemingly useless items may be necessary for the long chain of trading needed to acquire the powerful Boomerang.

Bomb

Use your explosives to bring down walls, rocks, or enemies.



Bow

Bombs, as well as Arrows, may be used as projectiles for your archery attack.



Magic Rod

Igites enemies and melt ice with this supernatural flame thrower.



Hook Shot

This traversing tool can also be used to retrieve treasury objects.



Magic Powder

A sprinkle will light lamps, or harm certain enemies.



Ocarina

Learn to play its three songs. Each has its own unique power.



Wind Instruments

Cello

The first instrument you'll find. Do a pushover, then take the red oil-saver and return to Frowning, guided by Midna's Trance.



Drum

A timeless rhythm of raw power will guide you to the forest garden of the Thunder Gears that link, and you'll bring your first instrument.



Organ

When you visit the seventh instrument, the Great of Evening Colors, you'll find two steps away from the ring of wind.



Triangle

Hidden in the Face Shrine in the Forest of Winds, you'll find it. Well, here, in the old of the Windmill that spins.



Conch

The Bottle Grotto in Ocarina's Swamp houses the Conch. Take the watchful thinking of the evil Gears, to enter the musical secret.

Link's arrival at Koholint Island seems to be no mistake. Nightmare monsters threaten the dreamlike paradise, and Link is seen as Koholint's savior. He discovers he is trapped inside the dreams of the sleeping Wind Fish, and he sets out on freeing himself in to wake the mystical creature. Music, Link believes, will be the Wind Fish's only link.



Bell

The Stone Eyes in Key Caverns defend the Sea Lily Bell, so look to your Sword and Peepas Boots to look at the watchful Nightmare.

Harp

It's hidden in the musician's house of the Wind Fish, but the Nightmare will also be a danger. It's a gift from a very different world.



Marimba

It's in the Bottle's Muscivore's house. It's a gift from a very different world, but it's a gift from a very different world.



Boots

Slip these on to charge enemies with the speed of Mercury.



Feather

With this, Link will leap over danger and feel as light as a feather.



Shovel

Buy this at the Stone Merchant's the many buried treasures hidden on Koholint.



Sword

Of noblest. Even enemies when used in the Swirling Blade Attack.



Power Bracelet

When worn, it gives Link the power to lift heavy objects.



Shield

The Shield may help to soften the blows dealt by some enemies.



Mushroom

Take the Mushroom to the Witch so she can give you a batch of Magic Powder.



Yoshi Doll

Trading is important on this island, and the Trandy Gamestore is quite priced.



Koholint Island

The adventure begins when Link is shipwrecked on the beaches of Koholint Island. Link is found by a woman named Marin, who takes the castaway home to her father, Talo. Unaware of his awake or dreaming, Link soon learns his destiny. He must wake the sleeping Wind Fish, whose dream of Koholint may be taking on a life of its own. Embarking on a treacherous pilgrimage, Link must search for reality in the confusing dreamworld of Koholint.



Area Summary

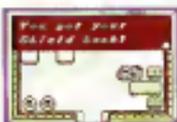
Get your Shield, visit with the townspeople, and study the books in the Library. Then visit your friend Talo. Solve the puzzles and find the hidden treasures to earn money. Spend money at the Trendy Game for a Youth Suit. Clear a path to the well in the west. Discover the well to get 17 pieces of Heart. Then go west of Talo's house and clear the square patch of bushes to find a Secret Shop.

Mabe Village

This town is the home of many of Link's essentials. Some you'll find at the Store and others you'll find from the townspeople. It's been said that knowledge is power, and the Library will reveal one of Link's most powerful moves—the Whirling Blade Attack. Study this and the other wise advice found in the Library before exploring further.

Hero's Shield

When you awake, Talo will give you your trusty Shield. For now, it's your only defense, so use it to push any opponents out of your way.



Trendy Game

The trading process begins. Win a Youth Suit for the Quadrilaterals' room and get a Ribbon for Madam Mowklow's dog in room. Then trade the Ribbon for a coin at Day Food.



2 Toronbo Shores

This is where Link was washed ashore, and his Sword wasn't far behind! Retrieve it, and you'll meet your guide, the Owl. You'll also want to meet the Alligator in the beach house, for he has an important item to trade you.



Area Summary

Retrieve your Sword in Toronbo Shores. Meet the Owl. Find you the tale of the Wind Fish and by your occasional guide. Get this, you'll meet some key items, an owl in the Alligator's house and bring your Dog Food for Gossamer.

3 Mysterious Forest

Once you encounter the Raccoon, you'll experience a bit of a journey as you head north to where you started. To cure your looniness, sprinkle Magic Powder on the Raccoon.

Magic Powder

Find the Tadpole and deliver it to the Witch in the forest. You'll find the Mushroom growing near the exit. Have the Witch concoct the Magic Powder, then sprinkle a pinch on the Raccoon to break the confusion spell.



Area Summary

Find the Tadpole and deliver it to the Witch in the forest. When you meet Powder on the Raccoon, you'll discover it was actually a spell-based Trick. With the spell broken, head north to speak the chest and obtain the Tail Ring. Later, when you have earned the Power Bracelet, return to fill up the status wheel of the Forest Spirit. Use the mouth in the cave of the Mud Gutter, which will increase your capacity to hold Magic Powder, Bombs, or Arrows. To summon him, sprinkle the Powder into his well.

4 The Tail Cave

Welcome to Level One, located between Maibe Village and Toronbo Shores. Before entering, a wise traveler should have a supply of Bombs. However, the Shopkeeper will not stock Bombs until you have purchased his Showet. Then, confidently enter the Tail Cave and battle for Roc's Feather and the Cello.



Cave Summary

Use the Sword to cut the Rednet. Escapes into the cave to save a Small King. Walk the cracked wall to gain entry into the adjoining room. Inside, you'll find a Secret Shell. In the room with the Spire, walk the left wall to ask to the right to conclude the jaded block arrangement. The door will open, and if you press on, you'll find Roc's Feather. Now you can jump the pits. If it were prevented you from finding the Nightmare King and if for the Nightmare King by cracking the wall with your tail. With your tail, you'll receive the Cello.

Watch your step

The dark areas on the floor indicate weak spots. If you step on them, you'll crash through. Walk carefully or run swiftly to keep a step ahead from losing ground.



Three-of-a-Kind

These foes boast an ever-shuffling display showing a heart, diamond, spade, or club on their chests. Take a gamble and swing your Sword at one to break it. I mean break, the others on remaining suits to deliver the one. If you stop at three while they're displaying hearts, Link will be rewarded with a three-heart jackpot to restore his health. But timing's every thing



in dealing with these cards, so if you're having trouble, the player's way out is to use the Start Button to pause the cards until you see the tail you need.



5 Koholint Prairie, Tabahl Wasteland, Cemetery



Although this vast region seems barren, it's actually an area of great resources. Here you'll find Crazy Tracy and the Witch, who both supply Link with helpful magic. Zombies also inhabit this land, and it will pay off for you if you fight them. With every Zombie that meets its demise, a Rupee will appear.

Secret Passage

By pushing back the tombstones beneath one is a secret passage that eventually leads to another Secret Shield. When you emerge from the passage, go west and chop down the bush. Dig up a spot, and you'll have another Shield.



Area Summary

Get more power from the Witch, then find the Place of Interest on Secret Shield. Repeat this step until you are where you have the shield to find the secret. Lacking the entrance to Crazy Tracy's Farm, you can't progress past the Horn of Gales, making this area your best stopover point. The 11 also need to visit the grave north of where you found the Secret Shield. A ghost will be haunting you here, and this is where he will finally be laid to rest.

6 Goponga Swamp

Back in Mabe Village you'll hear that Madeline Newwizawa's witchdog, BowWow, has been stolen by the Moblins. Infiltrate the cave just east of the Swamp to confront the doggrappers. If you rescue BowWow, you'll have a loyal companion with an appetite for your toes.

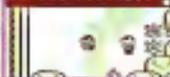
Area Summary

Enter the Moblin cave to the east of the Swamp and work if Crazy Tracy's. Defeat the Moblins, then take BowWow for a walk—he'll find another and walk out the location of Secret Shields. Start out 28 of one at the Baseball Machine to upgrade your Sword to Level Two. Until then, take BowWow to the south of the cave in Goponga Swamp. BowWow, who also eats swamp flowers, will eat your way into Level Two, like the other.

Save Bow Wow

The head Moblin will charge at you, but equipping a shield will dash his plans and have him crashing into the wall. Take advantage of his subsequent dizzy spell and strike at him. Like a good dog, BowWow waits in the next room.

The Moblin came to the village!



Only dogs, but a cat still bit!



7 The Bottle Grotto

Level Two pits you against a trickier pack of obstacles and villains, including the Genie, Cyclops, and Mimics. But with heroic skills, you'll earn the Power Bracelet and the Corni Horn.

Grotto Summary

Find three of the five Secret Keys, locked away in chests. The fourth Key is earned by defeating two Statues. For the fifth, use your Bowling Balls. Attack to beat the Mimics and their traps are, then. Earn the Power Bracelet by defeating the Genie. Defeat when you speak them with light of lamps. For the Mimics, use the Genie's Key, defeat the Mimics, and the Statues last. Throw a pot at the red Vase to beat it. When you defeat the Genie, you'll find the Corni to your apartment.

Going Down?

In this side-scrolling passage, you must swing down the four parallel platforms to drop down to reach the ladder. Using the Power Bracelet, lag the great pot onto the platform, and down you go.



The Genie

When the Genie retreats to his protective bottle, destroy the safe haven by bumping it into the wall with your Power Bracelet. With bottle broken, the Genie will be no match for your sword.



13 Yarna Desert

With the Walrus back in the water, your pathway to Yarna Desert is now clear. The almighty Lamnola poses the greatest threat here, but swift swordplay directed at its head will win you the heated battle. When you drop into the sand vortex, you'll fall into the cave housing the Angler's Key.



Area Summary

Destroy the Lamnola, then drop into the center of the desert where you'll find the northern wall to reveal a secret as in Area 10. You'll find a Piece of Heart and the Angler's Key. Search the south-eastern ledge of Yarna, too, to find a Secret Shell and enter a lock.

14 Tal Tal Heights & Mount Tamaranch

Atop Mount Tamaranch sits the big, mysterious Egg. This will be Link's final step in his quest. In the meantime, continue the long trading cycle by locating tired

Papah in Tal Tal Heights. He'll offer you his Hibiscus for your Pineapple, setting in motion a long trading journey ultimately earning Link a Fish Hook.

Keyhole

Unlock the keyhole to reveal the entry to Angler's Cave. Link's not much of a swimmer yet, so he must reach the entrance by walking west to the cave near Mt. Tamaranch. When you find your way across the entrance, jump-down to enter.



Area Summary

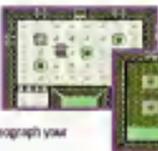
Trade your Pineapples for Papah's Hibiscus. Give the flower to the Great Fisherman in the Great Fisherman's House, and she'll give you a letter for Mr. White in the Mystical Forest. He'll give you a Piece of Heart for Grandma Ulrira in Mabe Village, who will give you a Fish Hook. Use the Angler's Cave and venture about its entrance. Jump down to get your Egg.

15 Angler's Cave

Immersed in the deep troubles of Angler's Cave, you'll think you're getting in over your head. Stay alert with the Flippen that are just a few battles away. Get through swimmingly, and the Surf Flipper is yours.

The Tiles

Stars appear in the flooded room if you step on the floating tiles in the right order in the room's other counterpart, you'll find guidance for five tiles well consecutively glimmer once. Use that order to choreograph your steps for the other room.



Cave Summary

After collecting the two Secret Keys stored throughout Angler's Cave, defeat the Gas Ball by attacking its backside. See rooms later you'll find Flippen. Now that you've earned your first, enter to the room of the missing tiles, whose stars lead to the Nightmare Key. Your new Nightmare is the Angler Fish. Its weak spot is its entrance, so exploit it by getting it with your Sword. When the fish is dead, climb as near to the land as close as the Surf.



16 Martha's Bay

As you emerge from the depths of Angler's Cave, a Ghost will take to haunting you. Take him to his old house in Martha's Bay, just south of Richard's Villa, then lay him to rest in his lone grave west of the Comedy. Return to the Bay and test the waters by diving under the wooden bridge. Before you'll find the Fisherman.

Area Summary

Take the Ghost to his childhood home, then trace the Fisherman's new path for his Merchant. Give the Merchant to the Merchant to get a Scale for the Merchant's Shop. At the Shop, find the Merchant's Ghost. Hire to the cave via the Secret Key and reach your way in. Use the Ghost to see Gorty, who'll trade a Secret Shell for a Shell.

The Mad Batter

Test your Bowstring at the patch of bushes to reveal a path to the vice. With your Feathered Boots, hop the bushes and descend the stairs. When you emerge, you'll spy a set of stairs leading to a second Mad Batter.



17 Catfish Maw

If you're waiting for the barrier surrounding Catfish's Maw to open, don't hold your breath. Actually, do hold your breath and dive under the reef. A deep-sea tunnel will lead you inside the barrier.

18 The Rapids

Travel to the Rat Shop for a white water bonus reward. As you ride the rapids on a rented Raft, Roc's Feather will give you a boost. Jump up to grab passing supplies of Bombs, Hearts, Arrows, and Powder.



19 Master Stalfos



This Stalfos skeleton doesn't have much backbone. The pile of bones will collapse with every hit at Link's Sword, and when he's almost broken, he'll flee to fight you another time. So be quick! Drop a bomb onto his collapsed remains before he recovers.

20 Face Key

Due north of Animal Village is the South Shrine. With Feather and Row, let the Knight for the Key. Be sure to stop when the Knight stops on the ground, or else Link will absorb the damaging spikes.



Getting In

A Shrine blocks the way to the Shrine, but it opens from Link's left. One use leads it to the water. If it makes a splash, and you can sneak your entrance.

21 Face Shrine

The prize here is the Coral Triangle, but Link must cleverly coordinate each move to get to it. The Face Shrine features numerous Crystal Switches, each raising or lowering various blockades.

22 East Tal Tal

The end of Squirrel Maze leads to Mamma the frog. Play his song to the remains hidden under the Mabe Village weather vane. The song will resurrect the Rooster, and he'll fly you over the mountains.



Trea Summary

Travel to the Hollows at the foot of Elder Tal Tal. Swim in and breathe. Muddle through your last song. Defeat English Tower with the Bird Key and win the Orb to use to toggle the four pillars. Avoid walls. Avoid and Hook Shot. Avoid the Eggs and take the Orbs.

Bird Key

Before you head your wings, your justice is your responsibility. The Bird Key is searched in a cave behind each height. You'll take the Rooster to rise to the occasion. Grab him with your Snarenet, and pilot him to your destination.



23 Turtle Rock

To enter the mountain, play the Frog Song to awaken the Turtle. Inside, you'll discover many of the floors have holes. Fill in all the gaps with the flashing tile maker as with a Key.



Rock Summary

Collect the Keys, and by firing an Arrow into the Cyclone Start-Up ring. Knock out the hole. Strike with your Snarenet. Hide. Attack and use the Music. Use it against Her Head and leave the Central little with the Orbs.

Maw Summary

Enter with Row and Arrow to attack the Soldiers' eyes. Fight Master Stalfos. Four times in four different rooms. A fourth room will open when you use the Trick Shot, making you the first subject to go in to traverse past adversity. The Hook Shot is the perfect tool against the Maw, though bombs are your attacks work. Use Hook the Cat who has the magic ring and get him from his hole. During this fight with your Sword to win the Mountain.

So Shrine Summary

Maneuver past the Shrine by making them with your Shield. Then use Arrows at the Knight for the Face Key in the next room. Light the lamp to reveal a message.

Face Shrine Summary

Hit the Smasher with his left and use Bombs against the Wizzrobes. Pick up the Stone Statue and throw them to both the statues. Then use the Face. In the end, you'll have a new, more powerful sword. Discover and the Temple.

Waking the Fish

In the Mabe Library, read the books for the directions through the Egg's maze, then play Mamma's song to enter the Egg. Jump into the dark pit at the end of the maze, and upon landing you'll confront, one-by-one, the Shadow of Link's past. Use Powder to stop the Gel Deflect Shadow. Against the fireballs with your Sword. Stop your next corridor, the Molders, in its tail. Sporting your Boots, charge Ganon's Shadow, then fire your Magic Rod to take out the Lennols. Your final threat, the Shadow Death, will end with a Boomerang to his eye. Then play Mamma's lullaby as a wake-up call for the Wind Fish. It's with his awakening that your dreams may be answered.

Disney's THE HUNCHBACK OF NOTRE DAME™

Get set for a trip to France's glorious past in Disney's Hunchback of Notre Dame, a Pak that gives Super Game Boy fans five new games to play. From bowling goats to popping balloons, beginning players are in for a festival of fun!

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Disney
Company
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FIVE TIMES THE FUN!

Step right up and take a ticket to the Hunchback of Notre Dame Topsy Turvy Games, a one-player Super Game Boy Pak that not only features all of your favorite friends from the Disney film, but also provides great new twists on some classic games from the past! While all five of the games are clever and fun, they're also easy enough to give younger kids a great playing experience. And as a real boon to all players, the Hunchback of Notre Dame's developers have added a series of challenges called *Funfor* for players who have achieved certain scores in any of the other games. The extra challenges give an added dimension of fun to your play and a lot of life to the game!

Disney's
THE HUNCHBACK
OF NOTRE DAME
Topsy Turvy
GAMES

Goats
Bowling
Popping
Balloons
Bowling



OPTIONS & FUNFAIR

AGE 7-10

Before you pick one of the five games to play, head to the options screen to tailor the games to your liking. When it comes to picking a game, remember that you can go to the Funfair only if you get lucky at Chiseler or you've earned a password in one of the other games. At the Funfair, you'll be given a challenge to achieve a score/feature or objective in one of the five games. If you complete the goal, you can truly call yourself a champ.



Funfair's Wheel of Fortune will select one of the five games and give you a tough challenge to attempt, like achieving a certain score.



The differences between the skill levels are more subtle than some games, so don't be afraid to switch to a more difficult setting.

CHISELER

The object of Chiseler is to bash out a series of bricks using a paddle and a little bouncing ball. Sound familiar? It may be, but it's still a lot of fun, and a few new twists keep the game feeling fresh. For example, if you hit a pie buried under the stones, it will either turn into two birds that help break bricks, or it will turn into the Funfair wheel! If you hit the wheel, you'll get the choice of playing a Funfair challenge or continuing with Chiseler.



When you hit a pie, a label of "Pie" will appear on the screen. And the other angles so that you can release the ball in any level. Once you've crushed all the bricks, you'll be awarded with the Funfair wheel from the Funfair game.



DJALI BOWLING

This is a game of six-pin bowling with a really silly twist: Your ball is a billy goat! In the bowling, you'll control where the ball is thrown from, the amount of spin you want the ball to have, and the strength of your shot. Don't worry if you throw a few gutter balls at first—you have ten frames to play in every game, plus a couple more. If you make a strike on the last frame!



Want to score a strike every time? The first thing you'll need to do is line up your goat in the center arrow. If you roll the goat dead center, you'll end up with a tough split.



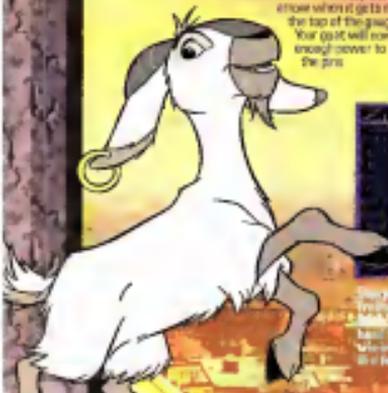
Now you need to decide how much spin you want your goat to have. Take a peek on the left and right spin options and choose the middle option unless you're sure your goat will roll straight.



Turn your attention to the power meter to the left of the lane and set the little arrow where it gets to near the top of the gauge. Your goat will now have enough power to topple the pins.



Let us help—you're sure to score a strike! For a higher degree of difficulty, set the skill level to hard on the option screen to make the power meter's arrow move faster.



Don't worry about gutter balls, since it is so easy to score a strike in DJALI Bowling. Make a few gutter balls at first so you can learn the basic game a good goat needs, or a who's off-center? There are dozens of options in the help page for a lot of fun.



UPSY DAISY

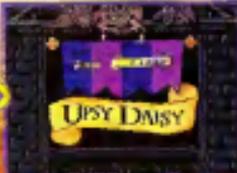
The point of this game is to pop all of your opponent's balloons while hovering over the rooftops of Paris. In this best-of-three tournament, you'll have a special attack move to puncture balloons, and a whirling defense move to push your opponent away. To stay high in the sky, simply strafe the wind-blown channels to give yourself some lift—just watch out for the wind-blown birds!



Upsy Daisy gives you four choices to be chosen from, with each a particular style for popping balloons. While their attacks may be simple, no character is really better than another.



You'll find that popping your opponent's balloons is easier if you keep your character somewhat over his head, while making sure that his balloons are only an arm's length away.



Upsy Daisy is a fun and easy game to play. You'll be popping balloons and making sure that your character is always in the right position to pop them.



PICTURE PUZZLE

Like the name implies, this game is about pushing eight pieces of a puzzle around the screen until you complete a picture. You have eight challenging puzzles to choose from, each featuring a character from the film. The thing that makes this game especially tricky is that you'll be racing against the clock to complete the puzzles. While no one strategy is key to putting these pictures together, it's best to arrange the pieces one row at a time. If you can get the top or bottom row completed, the rest of the pieces may begin to fall into place.



When you start this game, it's best to scroll through the eight puzzle picture choices, so you can pick one to play.



While all the puzzles have the same number of pieces, some of the pictures are a bit more difficult to complete.



If you're a beginner at this game, try picking a simple, less-detailed picture like the one that's shown above.



When the puzzle you've chosen appears, press and hold the A button to carefully examine the completed picture.



While turning a close eye on the tiles, you may find that it helps to complete the top row of the puzzle first.



If time runs out before you've completed the entire puzzle, the computer will automatically finish it for you.



Some of the more challenging puzzles have pieces that are placed in their proper position, the top of the puzzle, or the bottom of the puzzle. This is a good strategy to use when you're stuck on a puzzle. If you're stuck on a puzzle, you can also try to complete the top row of the puzzle first.



CATCH THE FOOL

AGE 7-10

The aim of this game is to bounce falling fools back into the windows that they fell from within the allotted time. A meter on the bottom of the screen lets you know how many fools you've saved and the how many more you still need to bounce, before you've finished the stage. As the game progresses, the number of fools you need to save increases, and they start falling faster and farther!



The falling fools will bounce anywhere from one to three times before they'll bounce back through the windows.

Fools can drop out of any of the three windows, so you'll have to move fast! Make sure you're using your boots!

If you're greedy enough to grab the fishing bags of fool's gold, you'll be stuck in place for a few seconds.



Catching the clocks will add precious seconds to the timer. It's much better to let a fool drop than miss a falling clock.

These falling crosses will help represent your booster. They're useful, but they're not easier to hit! Forget the risky high score in the game.



At the end of each mission, there will be a score and bonus. If you miss a fool, you will lose your boots and miss the bonus.



**BEAT YOUR
HIGH SCORES**

Score: 1000000
Time: 00:00:00
Boots: 1000

CATCH THE FOOL

1996

NINTENDO POWER AWARD NOMINATIONS

Rock the video game vote! It's that time of year again, when you, the player, pick the games of 1996. Browse the lists of the best and the worst, then mark your favorite choices on your Player's Poll Card and send it in. We'll tabulate all the votes and announce the winners in a future issue. Your ballot automatically enters you in the contest and makes you eligible to win games and Super Power Stamps!

A. BEST SOUNDTRACK

Nothing beats a game that has great music to put you in the groove and accentuate your playing mood. From funky sampling to synthesized orchestras, this year's nominees represent the cutting edge of development in game soundtrack composition.

1. DKC 3: Dixie Kong's Double Trouble
2. Kl Gold
3. PilotWings 64
4. Star Wars: Shadows of the Empire
5. Super Mario RPG
6. Wave Race 64

B. BEST STORY

A pounding action game is exciting but fairly meh unless it has a story line driven by a compelling plot. Outlined below are games featuring some of the most intriguing stories of 1996.

1. DKC 3: Dixie Kong's Double Trouble
2. Lufia II: Rise of the Sinistrals
3. Maui Mallard
4. Star Wars: Shadows of the Empire
5. Super Mario RPG

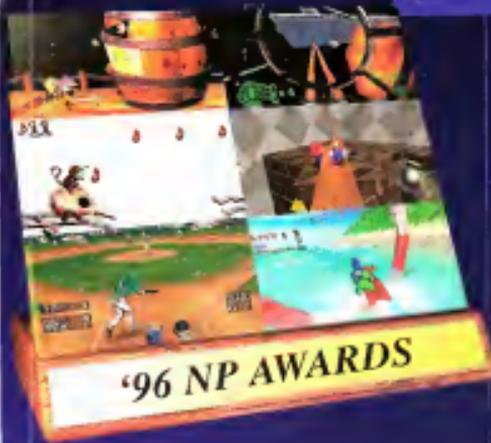
C. BEST GRAPHICS

Graphics are the first and most lasting impression a game makes on a player. Despite the technical innovations of the N64, two of the six nominees this year are outstanding 16-bit titles.

1. DKC 3: Dixie Kong's Double Trouble
2. Kl Gold
3. Star Wars: Shadows of the Empire
4. Super Mario 64
5. Super Mario RPG
6. Wave Race 64



'96 NP AWARDS



D. BEST CHALLENGE

There's a fine line between games that offer a solid physical or mental challenge and games that infuriate players with poor design or shoddy play control. The following nominees are outstanding examples of challenge balanced with gamer-friendly features.

1. DKC 2: Dixie Kong's Double Trouble
2. DK1 2: Diddy's Kong Quest
3. Ken Griffey Jr.'s Winning Run
4. Star Wars: Shadows of the Empire
5. Super Mario 64
6. Wave Race 64

E. MOST INNOVATIVE GAME

Video game fans are constantly searching for new angles on their favorite pastime. Which of the following nominees made the biggest leap in imagination and design?

1. PilotWings 64
2. Sim City 2000
3. Star Wars: Shadows of the Empire
4. Super Mario 64
5. Wave Race 64



F. BEST ENDING

Do you like to live happily ever after or do you yearn for a tropical taster? Do you prefer to ride off into the sunset or stay and remain a crowd pleaser? Cast your vote for the best game ending of the year.

1. DKC 2: Dixie Kong's Double Trouble
2. Lufia 2: Rise of the Sinistrols
3. Super Mario 64
4. Super Mario RPG
5. Star Wars: Shadows of the Empire

G. MOST GAME PLAY VARIETY

If you were locked away in a windowless room for a year and could take only one game with you, which title would give you the most variety?

1. Kirby's Super Star Deluxe
2. PilotWings 64
3. Star Wars: Shadows of the Empire
4. Super Mario 64
5. Super Mario RPG
6. Williams Arcade's Greatest Hits



H. BEST SPORTS GAME

Which sports title made your play of the day in 1996? This year's list of nominees is well-rounded with a sports title to represent every season.

1. Ken Griffey Jr.'s Winning Run
2. Madden '97
3. NBA Hangtime
4. Wave Race 64
5. Wayne Gretzky's 3-D Hockey

I. BEST PLAY CONTROL

When you play a game, you don't think about "A Button, B Button, Up" unless you're entering a code. Games with great play control make controller manipulation second nature, so you're thinking about the fun, not the buttons.

1. DKC 3: Dixie Kong's Double Trouble
2. KI Gold
3. PilotWings 64
4. Super Mario 64
5. Wave Race 64
6. Wayne Gretzky's 3-D Hockey

J. BEST MULTI-PLAYER GAME

Many players agree that the best video game opponent is a human opponent, but multi-player games are only as good as the game interface. Listed below are the nominees for the best multi-player game of the year.

1. KI Gold
2. NBA Hangtime
3. Tetris Attack
4. Wave Race 64
5. Wayne Gretzky's 3-D Hockey

K. BEST CODE

Codes can either make a great game better or vaporize everything that makes a title challenging. This year's list of nominees features many codes that enhance game play and extend the titles' replay value.

1. Alter Abilities (Ken Griffey Jr.'s Winning Run)
2. Change Body Proportions (Wayne Gretzky's 3-D Hockey)
3. Cheap Juggles Code (KI Gold)
4. Gargas Code (KI Gold)
5. Classic Teams Code (Madden '97)
6. The Merry Code (DKC 3: Dixie Kong's Double Trouble)



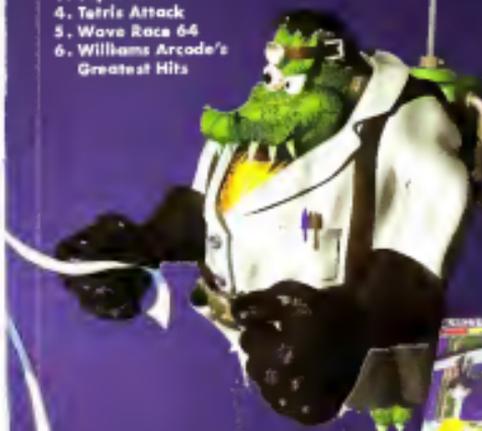
'96 NP AWARDS



L. THE EASIEST TO LEARN, TOUGHEST TO MASTER AWARD

Does anyone read the instruction manual before plugging in a new game? Gamers consistently demand great games that are easy to learn but difficult to master. Listed below are some favorite nominees.

1. Mr. Do!
2. Star Wars: Shadows of the Empire
3. Super Mario 64
4. Tetris Attack
5. Wave Race 64
6. Williams Arcade's Greatest Hits



N. BEST TOURNAMENT FIGHTING GAME

Which fighting game had the best moves of the year? Consider features like play options, control, and innovation before you make your selection.

1. KI Gold
2. MK Trilogy
3. Street Fighter 2 Alpha
4. Ultimate Mortal Kombat 3



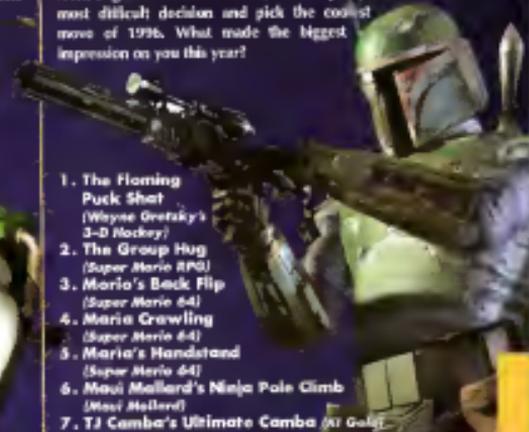
'96 NP AWARDS

1996 NINTENDO POWER AWARD NOMINATIONS

M. COOLEST MOVE OF 1996

A ton of games have cool moves, but it's up to you to make this most difficult decision and pick the coolest move of 1996. What made the biggest impression on you this year?

1. The Flaming Puck Shot (Wayne Gretzky's 3-D Hockey)
2. The Group Hug (Super Mario RPG)
3. Mario's Back Flip (Super Mario 64)
4. Maria Crawling (Super Mario 64)
5. Maria's Handstand (Super Mario 64)
6. Maui Mallard's Ninja Pole Climb (Maui Mallard)
7. TJ Combo's Ultimate Combo (TJ Combo)



O. COOLEST ITEM OF 1996

What's the coolest tool of the year? Do the Seeker Missiles make your day, or are you solidly in favor of the Metal Cap? You'll never know if Frying Pan fanatics are cooking up a landslide until all the votes are counted.

1. The Frying Pan (*Super Mario RPG*)
2. The Leeba Scanner (*Star Wars: Shadows of the Empire*)
3. Mario's Vanish Cap (*Super Mario 64*)
4. Mario's Metal Cap (*Super Mario 64*)
5. Mario's Wing Cap (*Super Mario 64*)
6. Seeker Missiles (*Star Wars: Shadows of the Empire*)

Q. BEST MODE OF TRANSPORTATION

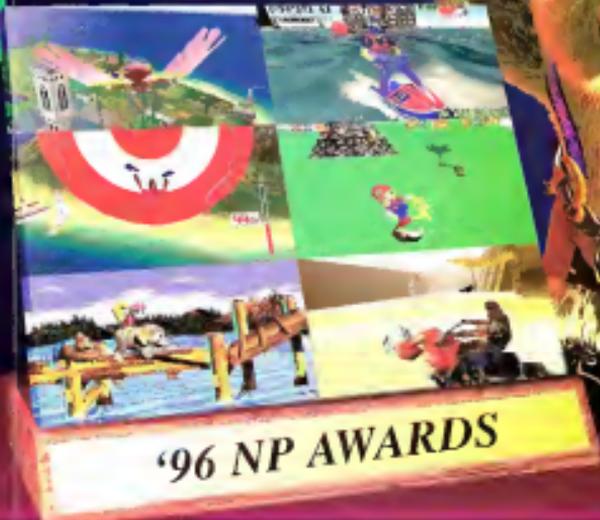
If you could have one ride to get into town, what would it be? The fact that none of this year's nominees has a set of wheels is proof that today's video gamers are anything but conventional.

1. Bird Man (*PilotWings 64*)
2. Cannon (*PilotWings 64*)
3. Ellie the Elephant (*DWC 3: Dixie Kong's Double Trouble!*)
4. Personal Watercraft (*Wave Race 64*)
5. Shiny Shell (*Super Mario 64*)
6. Speeder Bike (*Star Wars: Shadows of the Empire*)

P. THE "THAT'S GOTTA HURT" AWARD

It might be just for fun, but occasionally you are something in a game that just makes you wince and suck in your gut. Pense this listup and make your pick of the most painful predicaments in 1996.

1. Baraka's Lift-em-up Fatality (*Mortal Kombat Trilogy*)
2. Checking Opponents into the Boards (*Wayne Gretzky's 3-D Hockey*)
3. Falling Off the Cliffs (*Star Wars: Shadows of the Empire*)
4. Moya's Elephant Drop (*XZ Gold*)
5. Missing with the Cannon (*PilotWings 64*)



R. BEST HERO/HEROINE

Who is your favorite hero or heroine of the year? For the first time in the history of the Nintendo Power Awards, Bowser, from Super Mario RPG, was nominated for Best Hero. But how will the Koopa King fare against Mario?

1. Bowser
(Super Mario RPG)
2. Dash Rendar
(Star Wars: Shadows of the Empire)
3. Dixie Kong
(DKC 3: Dixie Kong's Double Trouble)
4. Kiddy Kong
(DKC 3: Dixie Kong's Double Trouble)
5. Kirby
(Kirby's Super Star)
6. Maria
(Super Mario 64)



S. WORST VILLAIN

Lots of villains are big and tall, but who's the very worst of all? Pick the bad boy you love to hate the most.

1. Bobo Fett
(Star Wars: Shadows of the Empire)
2. Bowser
(Super Mario 64)
3. Gargos (KI 64)
4. K. Roolenstein
(DKC 3: Dixie Kong's Double Trouble)
5. Smithy (Super Mario RPG)

T. BEST GOODIE

Squitter the Spider won this category last year for his supporting role in DKC 2, but now he's up against a large line up of heavy competition. Look over the list of goodie picks and cast your vote for best sidekick.

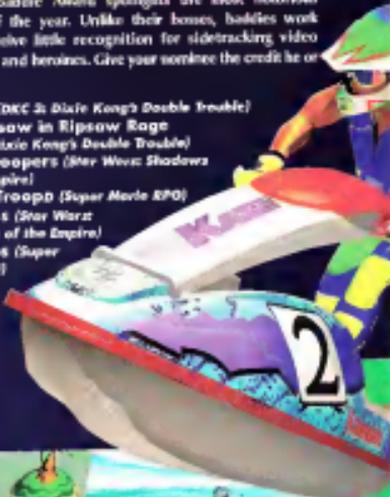
1. Dolphin (Wave Race 64)
2. Dorrie (Super Mario 64)
3. Ellie the Elephant
(DKC 3: Dixie Kong's Double Trouble)
4. Frogfucious (Super Mario RPG)
5. Squitter the Spider (DKC 3: Dixie Kong's Double Trouble)
6. Ukiki the Monkey
(Super Mario 64)

1996 NINTENDO POWER AWARD NOMINATIONS

U. WORST BADDIE

The Worst Baddie Award spotlights the most notorious henchmen of the year. Unlike their bosses, baddies work hard and receive little recognition for sidetracking video game heroes and heroines. Give your nominee the credit he or she deserves.

1. Nibblio (DKC 3: Dixie Kong's Double Trouble)
2. The Ripsaw in Ripsaw Rage
(DKC 3: Dixie Kong's Double Trouble)
3. Sternstroopers (Star Wars: Shadows of the Empire)
4. Tub-O-Troopp (Super Mario RPG)
5. Wompas (Star Wars: Shadows of the Empire)
6. Whomps (Super Mario 64)



'96 NP AWARDS



V. FUNNIEST GAME OF 1996

Did a game make you chuckle or burst out laughing last year? If it didn't, you probably need to check out one of the following nominees.

1. *Mouli Mollard*
2. *Power Piggis of the Dark Age*
3. *Prehistorik Man*
4. *Sinister from Williams Arcade's Greatest Hits*
5. *Super Mario RPG*

W. THE "MORE ANNOYING THAN THE MACARENA" AWARD

Like chanting to a batter in a softball game, some annoying features are there just to bug or distract you. Listed below are the nominees most likely to get under your skin.

1. The Beekseot Driver in *Cruis'n USA*
2. "Butter Fingers" shout in *Ken Griffey Jr.'s Winning Run*
3. Crying Baby Penguin (*Super Mario 64*)
4. Accidentally Falling off the Cliffs (*Star Wars: Shadows of the Empire*)
5. *Tetris Attack* voices
6. *Wave Race 64* Announcer



'96 BEST OVERALL GAME NOMINEES!!!

X. BEST GAME

Super NES developers blew away skeptics and produced outstanding 16-bit games in 1996. Make your pick of the six top nominees for Best Super NES Game of the Year.

1. *DKC 3: Dixie Kong's Double Trouble*
2. *Ken Griffey Jr.'s Winning Run*
3. *Lufia 2: Rise of the Sinistrals*
4. *Mega Man X3*
5. *Super Mario RPG*
6. *Tetris Attack*



Y. BEST GAME

Seven years after its release, the Game Boy continues to sell well and dominate the portable video game market. This year's eclectic list of nominees for Best Game Boy Game are a medley of puzzle, action and RPG games.

1. *DKL 2: Diddy's Kong Quest*
2. *Kirby's Blockball*
3. *Sword of Hope II*
4. *Tetris Attack*
5. *Tetris Blast*
6. *Urban Strike*



GRAND PRIZE:

1 Winner

A NINTENDO 64 SYSTEM
FOUR NINTENDO 64 CONTROLLERS
A SAMSUNG GXE1395
PERSONAL VIDEO GAME TV
WITH HYPER AMPLIFIED SOUND
AND GRAPHICS
TEN N64 GAMES

SECOND PRIZE:

25 Winners

THE BEST GAME OF 1996 IN THE
CATEGORY OF YOUR CHOICE

THIRD PRIZE:

50 Winners

A NINTENDO POWER
T-SHIRT AND 5 SUPER
POWER STAMPS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card in your own name, address, telephone number, Vol. 14, year picks for each category and the name to the Player's Poll area on page 96 or a plain 2 1/2" x 3" card. Mail your entry to this address:

One entry per person, please. All entries must be postmarked on or before April 15, 1997. We are not responsible for E-mail or acceptable entries, or lost or undelivered mail. On or about April 15, 1997, winners will be drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on the behalf of Nintendo Power magazine or 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 title of prize to entry cards distributed to THE WINNERS. No substitution of prize is permitted. All prizes will be awarded. Actual games awarded is subject to availability. To receive a list of winners, which will be available after April 28, 1997, send your request to the address above. GRAND PRIZE: The Grand Prize Winner will receive a Nintendo 64 system, four N64 game controllers, a Samsung GXE1395 Personal Video Game TV and ten N64 games. The winner must provide a written release to NOA, indicated total value of all prizes is \$3,000. Taxes and duties apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies, or their immediate families. This contest is subject to all federal, state and local laws and regulations.

NINTENDO POWER
PLAYER'S POLL VOLLING IN
POB BOX 52662
SEASIDE, WA 99575-0262

'96 NP AWARDS: THE CONTEST



'96 NP AWARDS

Z. BEST GAME

Take part in history by casting your vote for the first Nintendo Power Award for the Nintendo 64 category. All of the nominees listed below are worthy of the title, but only one will win the award for best of 1996.

1. KI Gold
2. PilotWings 64
3. Star Wars Shadows of the Empire
4. Super Mario 64
5. Wave Race 64
6. Wayne Gretzky's 3-D Hockey

By voting you are eligible to win a Nintendo 64 and games!

BEAT THE BOSS

SPECIAL

SUPER MARIO RPG

© 1998 NINTENDO / SQUARE SOFT

Having trouble with the weirdest crew of villains Mario has ever met? Well, sweat no more. In this Beat The Boss special, we cover every major boss in Super Mario RPG with all the moves you need to defeat the bad guys in one final fight.



KOOPA BROTHERS

MUSHROOM WAY
 HP: 50 / ATTACK: 4 / DEFENSE: 13
 MAGIC ATTACK: 1
 MAGIC DEFENSE: 1

Mario's allies, who are on the Hammer Bros. on Mushroom Way and he should be at Level 7 before attacks. Use the 1st Attacks (1st) and 2nd (2nd) and Mushroom to best yourself. You cannot find Blocks, as well, by pushing the A button just before the enemy strikes you. Use this to defend against the Hammer Bros. A Tied Jump attack will raise you, the most damage, as much as 20 HP per jump.



HAMMER BROS.
 #1-3



MUSHROOM KINGDOM
 HP: 48 / ATTACK: 22 / DEFENSE: 25
 MAGIC ATTACK: 10
 MAGIC DEFENSE: 20

MACC

Mallow has joined your party by now and both characters should be at Level 5 before entering the Gray Mario should use the Hammer in Tied Attacks against Mack while Mallow Pur's Thunder bolt is the way to bring up the party when necessary. Mack will appear three times before he is defeated and you win the first Star Piece.

T H Z
 S P



KORO SERIES
 HP: 500 / ATTACK: 30 / DEFENSE: 25
 MAGIC ATTACK: 10
 MAGIC DEFENSE: 20

T Z

LAND'S END
 HP: 1000 / ATTACK: 100 / DEFENSE: 40
 MAGIC ATTACK: 20
 MAGIC DEFENSE: 40

T Z

Belone is first found in the sewers. You should be at Level 6, at least, and have the Transform pin equipped to protect against being turned into a Screwworm. Use Special Attacks and Tied



Attacks. Mario's Hammer and Mallow's Thunderbolt are effective. Belone's Temple in Land's End is the site of your second meeting. Your party of Mario, Mallow and Land's End should be at Level 10 or above. Mario should use the Hammer or any Pin attack. Mallow's Thunderbolt still works and Land's End can beat the party. In addition to that, the evil clones of the Princess

and Mallow have the lowest HPs and are easy to defeat.



BEAT THE BOSS

SPECIAL SUPER MARIO RPG



BOSS MARIO

S H Z P

POWERS MAZE
 HP: 700 / ATTACK: 50
 DEFENSE: 40
 MAGIC ATTACK: 30
 MAGIC DEFENSE: 35

You'll discover Gene battling Bowser in the Forest Maze. Mallow and Mario should at least be at Level 7 by now. Equip the Wake Up pin before heading off to protect against Bowser's Sleep spell. Although the enemy has no real weaknesses, you can cause damage with most special and regular attacks. Be prepared to use both since your choice will be learned when Bowser turns off certain control buttons with his arrow shots. The Nokken Shell and Pugga Stack are the best regular weapons and the Geno Bowser is also effective. A supply of M-Air items should be available for healing when the size of the item button is your only move.



PUNCH GLOVE

S H P

MOLE MTN MINE
 HP: 1000 / ATTACK: 60 / DEFENSE: 42
 MAGIC ATTACK: 22
 MAGIC DEFENSE: 40

WINDY COURSE

MOLE MTN MINE
 HP: 150 / ATTACK: 70 / DEFENSE: 40
 MAGIC ATTACK: 0
 MAGIC DEFENSE: 10

J F Z

At this point, your party consists of Mario, Mallow and Geno. All three characters should be at Level 6 or higher. Paragon-style fights with Bob-ombos can be zapped with Mallow's Thunderbolt that freezes up Mario and Geno to hit Punchalot with Jump and Fire specials. Geno's Finger Shot and Mario's Punch Glove will cause damage, as well. As the larger Minto Boombos appear, Mario and Geno should end a hardy onslaught. Then out Mallow's Carbide as a good regular weapon to use against the Bob-ombos. The final giant King Bomb blows up Punchalot and you get the third Star Piece.



KRIF GUY

F T Z

BOOSTER TOWER
 HP: 700 / ATTACK: 70 / DEFENSE: 45
 MAGIC ATTACK: 20
 MAGIC DEFENSE: 10

BOOSTER TOWER
 HP: 985 / ATTACK: 60 / DEFENSE: 40
 MAGIC ATTACK: 25
 MAGIC DEFENSE: 40

T F Z

Mario, Geno and Bowser make up the best assault group for taking on the cowardly trio of Krif Guy and Gordo Guy in Booster Tower. Your tactic should be to attack one of the pair first, sneak her off, then concentrate on the remaining Guy. Aim Mario with the Medusa Geno with the Finger Shot and Bowser with Leap, which you find in the lower Krif Guy. Krif Guy is also susceptible to Gen's attacks and Krif Guy does poorly against Geno's Acha. The battle will last a long time, so carry plenty of M-Air items and Syrup. Maximize your effectiveness with Timed Attacks and Tamed Blocks. Mallow's Thunderbolt is also very effective and has long special cancel you can't a pinch.



signs of weakness

Some of the most useful information you can take into a battle is about the weakness an enemy has to your attacks. For each of the Super Mario RPG bosses, we've listed the special attacks to which they are susceptible, and the attacks against which they can defend. The attacks indicated by blue circles are attacks you should use against the boss. Red circles call out attacks that you shouldn't use. For instance, using any of Mario's fire Special Attacks against Bowser is a good idea, but sleep specials won't work.

WEAKNESSES

DEFENSES

J	JUMP	J
F	FIRE	F
T	THUNDER-BOLT	T
I	ICE	I
H	FEAR	H
Z	SLEEP	Z
S	SILENCE	S
P	POISON	P



S H Z P

MARRYMORE

HP: 100 / ATTACK: 50 / DEFENSE: 50
MAGIC ATTACK: 5
DEFENSE ATTACK: 27

I F T I H Z P

MARRYMORE

HP: 900 / ATTACK: 60 / DEFENSE: 10
MAGIC ATTACK: 35
MAGIC DEFENSE: 50

I F T I H Z P

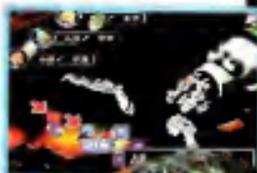
HP: 600 / ATTACK: 70 / DEFENSE: 30
MAGIC ATTACK: 30
DEFENSE ATTACK: 30



Perhaps the strongest of all, the actual boss of the Wedding Cake. Mario, Bowser, and Geno should be in this fight. Since Chef Torté and his assistant will be away, ignore them and concentrate your attacks on the cake. Fireballs will just cut the candles. Regular Tossed Attacks and Mario's special jumps are the most effective of weapons. The real problem comes from the Special Attacks used by the cake itself. You just have to survive until Bowser gobbles the cake. Bowser should use a Champ and Geno should use the Field Gun.

WEDDING CAKE

Mario and Princess Toadstool are the essential members of your party on the sunset ship, and the third member can be either Geno or Bowser. Geno's Gene Beam attacks do the most damage, but Bowser is useful in the areas leading up to the boss, but his Mambo fire attacks that are the critical ingredient. Your party should at least be at Level 12 to deal with this acrophobic. Before you encounter the King, however, you must fight the Tortolices. Again, fire is the most effective way to toast the enemy if you bring Bowser to the cockpit. Use Champ as a weapon.



BEASIDE
HP: 600 / ATTACK: 30 / DEFENSE: 60
MAGIC ATTACK: 30
DEFENSE ATTACK: 46

F H Z S P

LIFE TENTACLE

HP: 260 / ATTACK: 62 / DEFENSE: 50
MAGIC ATTACK: 36
DEFENSE ATTACK: 40

F S Z

RIGHT TENTACLE

HP: 280 / ATTACK: 67 / DEFENSE: 70
MAGIC ATTACK: 35
DEFENSE ATTACK: 23

F S Z

Mario lights
the fire and
opens it.

Jonathan Jones, Jeff Bowser and Mallow into a good pickup to see the ship will be 15 and 13 for the battle. In the first stage, Jonathan is joined by four of our strikes with 200HP each. Mallow's Thunderbolt will do well as long as you do not Bowser's Holly Dave. When Mallow's Spring alone, he should try a Sleepy Bomb. You should also have plenty of Miss Mushrooms. Mallow and all attacks with the Mallow will wear Jonathan down.



SUNSHINE SHIP

HP: 250 / ATTACK: 50 / DEFENSE: 50
MAGIC ATTACK: 35
DEFENSE ATTACK: 46

Z



SEASIDE TOWN

HP: 1000 / ATTACK: 25 / DEFENSE: 60
MAGIC ATTACK: 70
DEFENSE ATTACK: 75

T H Z S P



To win back the Star Piece you get from Jonathan Jones, you'll have to face Bowser's Mallow, Bowser, and either Mallow or Bowser into this battle. Mallow's Thunderbolt attack works well and Bowser's armor with the Holly Glove is very strong. When Bowser's armor into two characters during the Mallow attack, open the map and capture the real Bowser. You'll know the real one because he takes less damage than the fake.

BEAT THE BOSS SPECIAL

SUPER MARIO RPG

BEAN VALLEY

L R Z S P

BEAN VALLEY
 HP: 1000 / ATTACK: 140 / DEFENSE: 80
 MAGIC ATTACK: 70
 DEFENSE ATTACK: 80

The Sky Away's virgin pet in Bean Valley needs cranking. Mena, Toadstool and Bowser are just the gardeners for the job once they reach Level 30. Bowser should be equipped with the Spiked Link. Kowalek should use the Pinard and heal the party. Take out the small Snakes first using Mena's Fire Amp. When the Mega-Max grows, have Toadstool use the Grouping immediately. Concentrate on destroying the smaller flowers first, then attack the big Mega-Max.



If you have Tractor Pins, equip them so that Mega-Max doesn't turn your party into mushrooms.



NIBBUS LAND

NIBBUS LAND
 HP: 777 / ATTACK: 160 / DEFENSE: 130
 MAGIC ATTACK: 5
 DEFENSE ATTACK: 130



First you must crack the egg. Shortly, then Dodo pops out and begins firing more eggs if you watch her too closely. Enter the fray with Mena, Toadstool (who is now armed with the War Ford and Bowser using the Spiked Link. Use Trined Attacks since Bido has no real weaknesses. Sometimes you can deflect her eggs if you're in Defense Mode. The eggs bounce back and hit Bido.



NIBBUS LAND

NIBBUS LAND
 HP: 1000 / ATTACK: 140 / DEFENSE: 100
 MAGIC ATTACK: 9
 DEFENSE ATTACK: 60

NIBBUS LAND

NIBBUS LAND
 HP: 2,000 / ATTACK: 120 / DEFENSE: 80
 MAGIC ATTACK: 80
 DEFENSE ATTACK: 60



I Z P
H S



You'll have to deal with Dodo twice and Waterino once if you hope to liberate Nibbus Land for Mellow. The numbers listed above for Dodo are taken from the first fight. The second time around, Dodo will have only 800 HP (all the other numbers are the same.) Since Dodo first fights whomever character is in the second position of your party, make sure that it is Bowser and that he is equipped with the Spiked Link. He should also be healed up, too. All characters should be at Level 20; they now hold off Waterino with the other two characters, who should be Mena and Toadstool. When Dodo returns, use fire attacks and multiple enemy attacks such as Crystal Bombs.

F Z S

CEAR DRAGON

L F Z

SARREL VOLCANO
 HP: 1,000 / ATTACK: 140 / DEFENSE: 100
 MAGIC ATTACK: 100
 DEFENSE ATTACK: 70

As you might suspect of a creature that lives in a fiery volcano, the Cear Dragon's Mellow's Snowy special attack sends a cold wave through the spine. Mena and Toadstool should accompany Mellow, and all three should be at Level 24. You should also open for the birds by purchasing the Fire Pinna, Fire Skirt and Fire Dress from the magic store. You should also equip at least two members with the Wake Up gun. After you defeat the Cear Dragon, it transforms into the Zombone, so be prepared for a long fight and carry extra Mushrooms.



SARREL VOLCANO

SARREL VOLCANO
 HP: 1,800 / ATTACK: 170 / DEFENSE: 80
 MAGIC ATTACK: 60
 DEFENSE ATTACK: 100

The Zombone is more powerful than the Cear Dragon that precedes it, but it also has a weakness: it can't fly. If you have plenty of Red Mushrooms in your supply before you meet the Cear Dragon, consider making up a party of Mena, Mellow and Geno. Geno is Geno's own weapon as well against the Zombone as Mellow's Thunder Bolt and Snowy Special Attacks. Mena should use Trined Attacks with the Lazy Shell and keep the other two characters healed by with Mushrooms. Without the healing supply, substitute Toadstool for Geno.



BARREL VOLCANO
AXEM RED
 HP: 600 / ATTACK: 150
 DEFENSE: 100
 MAGIC ATTACK: 20
 DEFENSE ATTACK: 80

L F H Z

AXEM PINK
 HP: 400 / ATTACK: 120
 DEFENSE: 80
 MAGIC ATTACK: 80
 DEFENSE ATTACK: 100

F I Z S

AXEM BLACK
 HP: 550 / ATTACK: 140
 DEFENSE: 120
 MAGIC ATTACK: 4
 DEFENSE ATTACK: 40

T H Z

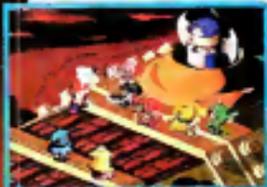
AXEM YELLOW
 HP: 600 / ATTACK: 170
 DEFENSE: 130
 MAGIC ATTACK: 6
 DEFENSE ATTACK: 40

J T Z P

AXEM GREEN
 HP: 450 / ATTACK: 90
 DEFENSE: 60
 MAGIC ATTACK: 90
 DEFENSE ATTACK: 100

I Z S

At Level 25, Mario, Toadstool and either Goomba or Mallow, should meet up with the five Axem beings on the top of the volcano. Attack them in the following order: Pink, Green, Yellow, Red and Black. Goombas/Mallows wear down their resistance. When the airship appears, which is called Axem Rangers, it is worth 500 HP and its weakness is to Thunderbolt. If Mallow is on your team, those Thunderbolts (otherwise, use Timed Attacks and/or up frequently to it), you must go through 3,750 HP to win the sixth Star Piece.



BOWSER'S KEEP
 EXP: 8
 HP: 1,800 / ATTACK: 0
 DEFENSE: 100
 MAGIC ATTACK: 0
 DEFENSE ATTACK: 80

T H Z S P

LEFT EYE
 HP: 300 / ATTACK: 150 / DEFENSE: 140
 MAGIC ATTACK: 47
 DEFENSE ATTACK: 80

J F T Z

RIGHT EYE
 HP: 500 / ATTACK: 120 / DEFENSE: 100
 MAGIC ATTACK: 82
 DEFENSE ATTACK: 34

J F T Z

NEOSQUAD
 HP: 800 / ATTACK: 180 / DEFENSE: 80
 MAGIC ATTACK: 86
 DEFENSE ATTACK: 50

The giant sword sticking out of Bowser's Keep is actually a monster composed of three parts. Mallow's jumpy and fire attacks will take off extra HP. You should also use Bowser and Toadstool for the right and all characters should be at least at Level 18. Save your attack concentrating against one of the eyes, then move to the second eye and then the Neosquad, or next. Once you've taken away the first part, Eor has little else it can do. Hence the lack of attack power in the fight. As for Bowser, equip her with the Drill Claw and Toadstool can sllobber Eor with the Flying Pen.

SOUND DOWN

You'll find Count Down and the two Ding-A-Lings in Smeeby's Factory Mine, Toadstool and Mallow strike up the best party since Mallow's Thunderbolt Spicy Attack gives both enemies. Concentrate your initial attack on the black, Count Down, because it is strong (robbery spells and other potent attacks such as the Axem Flash. After counting a clock, ring the bells of the two Ding-A-Lings. Use Mario's Super or Luigi's Jump and Mallow's Thunderbolt and knock the entire party by the usual goosing Princess Toadstool with Gungo-Hag Frantically, Timed Attacks work well against all three enemies, also.



COUNT DOWN
 HP: 2,400 / ATTACK: 0 / DEFENSE: 80
 MAGIC ATTACK: 10
 DEFENSE ATTACK: 80

T H Z S P

DING-A-LING
 HP: 1,200 / ATTACK: 180 / DEFENSE: 120
 MAGIC ATTACK: 20
 DEFENSE ATTACK: 90

J T H Z S P



BEAT THE BOSS

SPECIAL SUPER MARIO RPG



F Z S P

SMITHY'S FACTORY
 HP: 900 / ATTACK: 65 / DEFENSE: 100
 MAGIC ATTACK: 100
 DEFENSE ATTACK: 150

DOMINO ON MAD ADDER
 HP: 500 / ATTACK: 65 / DEFENSE: 80
 MAGIC ATTACK: 100
 MAGIC DEFENSE: 150



SMITHY'S FACTORY
 HP: 1200 / ATTACK: 95
 DEFENSE: 100
 MAGIC ATTACK: 100
 DEFENSE ATTACK: 20

H Z S P

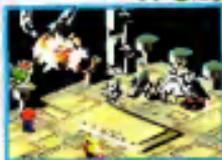
CLOAKER ON EARTHLINK
 HP: 1200 / ATTACK: 100
 DEFENSE: 130
 MAGIC ATTACK: 120
 DEFENSE ATTACK: 20

H Z S P

EARTHLINK
 HP: 2,500 / ATTACK: 220 / DEFENSE: 100
 MAGIC ATTACK: 8
 MAGIC DEFENSE: 15

MAD ADDER
 HP: 1,500 / ATTACK: 150 / DEFENSE: 70
 MAGIC ATTACK: 95
 DEFENSE ATTACK: 180

Cloaker and Domino team up to attack your group, but you only have to destroy one of them to move on to the next battle. The survivor of the first battle will then be paired with Mad Adder or Earthlink. Cloaker is paired with Earthlink and Domino is paired with Mad Adder. The best party to use includes Mario, Bowser and Yoshi. Mario should use the Lily Shell and Bowser should equip the Drill Claw. When Yoshi isn't healing the party, she should knock some birds with the Frying Pan. Concentrate your attacks on Domino first. We've got his HP and you'll resist his Special Attacks. After that, you'll beat Cloaker on Earthlink Focus your Triple Attacks on the great snake. If you beat Earthlink, Cloaker runs away.



SMITHY'S FACTORY
FIRST FIGHT
 HP: 2,000 / ATTACK: 230 / DEFENSE: 130
 MAGIC ATTACK: 100
 DEFENSE ATTACK: 100

H Z S P

BODY
 HP: 1,000 / ATTACK: 90 / DEFENSE: 60
 MAGIC ATTACK: 30
 DEFENSE ATTACK: 60

H Z S P

HEAD
 HP: 8,000 / ATTACK: 180 / DEFENSE: 80
 MAGIC ATTACK: 60
 DEFENSE ATTACK: 60

H Z S P

MAGIC HEAD
 HP: 8,000 / ATTACK: 135 / DEFENSE: 60
 MAGIC ATTACK: 130
 DEFENSE ATTACK: 130

F T I H Z S P

MASK HEAD
 HP: 8,000 / ATTACK: 40 / DEFENSE: 150
 MAGIC ATTACK: 70
 DEFENSE ATTACK: 100

I J F T H Z S P

The final battle against Smithy is actually a whole series of battles against Smithy's creations, starting with 10,000 HP (As for the Smithy masks, the 8,000 HP is their combined instant KO), this is a lot of damage, to inflict, you'll need your strongest party, which includes Mario, Bowser and Yoshi, and they should be at Level 20-30. It's nice to use Mike Mushrooms as a support or Super Syrus, you can make use of the Bombs, Rock Candy and the multiple special attacks such as Bowser's Crush, Crystalize and Power Blast. When you come at Smithy when you want to increase the potency of your attack. After destroying the Smithy and Shyphes, you'll fall into a pit to face the masks. Mario should concentrate on the head while Bowser hits the chest. Yoshi should alternate healing the party, using special items, and supporting the chest with the Frying Pan. Meanwhile Shell and Bowser a Drill Claw so, if you can't have it, the Spiked Link, are the best weapons along with Yoshi's Drill and the Frying Pan. That's it! Sounds easy, right?

TANK HEAD
 HP: 8,000 / ATTACK: 250 / DEFENSE: 130
 MAGIC ATTACK: 10
 DEFENSE ATTACK: 50

T H Z S P

TREASURE HEAD
 HP: 8,000 / ATTACK: 150 / DEFENSE: 110
 MAGIC ATTACK: 70
 DEFENSE ATTACK: 80

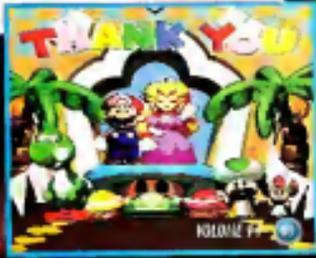
F T H Z S P

**HP: 1,500 / ATTACK: 6 / DEFENSE: 100
 MAGIC ATTACK: 0
 DEFENSE ATTACK: 100**

T F H Z S P

**HP: 400 / ATTACK: 170 / DEFENSE: 80
 MAGIC ATTACK: 70
 DEFENSE ATTACK: 80**

H Z S P



COUNSELORS'

▶ CORNER



▶ STAR WARS: SHADOWS OF THE EMPIRE



HOW DO I DEFEAT THE WAMPAS?

If you're having problems defeating the Wampas, it's probably because you're not letting your blaster recharge. You can neutralize the Wampas with several well-aimed shots, but don't let them trap you in a corner. Fire at the Wampas as you retreat. As long as you keep your distance, you'll get them before they get you. If you encounter two Wampas, try to make them fight one another and then neutralize the remaining beast.



Back away from the Wampas and let your blaster recharge. Don't let yourself get cornered.



Wampas will also fight one another if you wait around long enough; you can finish off the victor.

?

HOW DO I TRIP THE AT-AT WALKERS?

?

You have only a few tow cables, so you need to make them count. Press the Z Button to launch the tow cable at the AT-AT Walker legs. If you're playing the game on Easy mode, you'll see a message telling you when

to launch the cables. If your cable hits the AT-AT Walker, your field of vision will switch to outside the snow speeder. While your controller functions remain the same, it can take some time getting used to flying your speeder from this

perspective. Fly low and close to the Walker's legs. If you stray too far, the cable will snap and you'll have to start over. After you make four or five circles around the Walker's legs, it will stumble and crash to the ground.



Circle close and press the Z Button to launch a tow cable around the AT-AT Walker's legs.



If your cable scores a hit, your field of vision will switch to the outside of your snow speeder.



Fly low and close to the Walker's legs. If your snow speeder strays too far, you'll have to start over.



TRAVIS WILLIAMS

DKC 3: DIKIE KUNG'S DOUBLE TROUBLE



WHERE IS THE WRENCH?

Bean Bear needs the Wrench to fix the chertiti on upper Razor Ridge. Badder Bear has the Wrench at his Swap Shop, but he won't give it up until you give him the Mirror. You can purchase the Mirror at Sausar Bear's General Store for the whopping price of 80 Bear Coins. If you've made it all the way to Ilyan, there are probably enough Bear Coins in your pocket to buy the Mirror and still have spare change.



Bear needs the Wrench to fix his chertiti. Go see Badder Bear and track the mirror for the Wrench.



Badder won't trade the Wrench unless you have the Mirror. Buy the Mirror at the General Store.

?

WHERE DO I GO WITH THE TURBO SKI?

?

Breach the Turbo Ski's sleek, hardwood hull is the power you need to vault the pounding froth of every waterfall in the Northern Kremosphere.

You'll need plenty of speed before you can soar with the leaping salmon. Get a running start by churning up the water in a tight circle while pressing and hold-

ing the Y Button. If you have enough momentum, you can charge over the waterfall and hurtle into the uncharted, and possibly hot, water ahead.



All souped up and where to go? The Turbo-Ski has the power you need to clear waterfalls.



Hold the Y Button down and run around in circles to gather enough speed for leaping up the falls.



Once you have enough momentum, make a straight run and soar! Above the pounding froth.

?

HOW DO I DEFEAT ANCH THE SPIDER?

?

Anch the spider might seem like an invincible adversary, but he has a glass jaw and blows it on the chin whenever he pounces on a barrel. You'll

find one barrel on Anch's back, and others will subsequently appear on the upper right branch. Since Dixie holds barrels directly over her head, it's easier to line her up with

Anch's chin. After Anch takes two hits, he'll spit toxic green globules across the screen. Hide in the lower left corner and finish him off when he starts hopping around again.



Anch smashes his jaw whenever he pounces on a barrel. Capitalize on this weakness.



Since Dixie holds barrels over her head, it's easier to line her up with Anch's chin.



You can find refuge from Anch's toxic green globules in the lower left corner of the screen.



▶ SUPER MARIO 64



HOW DO I KNOCK OVER THE WHOMP FORTRESS PLANK?

Before you can walk the Whomp Fortress plank, you need to know how to knock it over. The trick is to Jump Kick the board until it bounces and falls across the gap. To do a Jump Kick, press the A Button to jump up in the air, then tap the B Button to kick while you're still in the air. This might require practice since any forward movement in the air will make you slide instead of kick.



Are you trying to walk the plank? You'll need to know how to Jump Kick to knock it over.



Press the A Button to jump up in the air, then the B Button before you touch back down.



HOW DO I GET THE FIRST STAR IN SHIFTING SAND LAND?



Kingdom Hearts' Sora has Shifting Sand Land's first star locked away in his talons. If you triple jump up to the top of the two-tiered gray platform, you

can take the Wing Cap and fly up to the stone pillar on the far left. Then you can grab the star when Kingto soars above your head. If this sounds too difficult,

wave your way through the Tox Box Maze to the same pillar. If you run up the side of the pillar, you can wait and leap up at Kingto to snatch the star.



Kingto the Crow is flying around with Shifting Sand Land's first star locked in his talons.



Either fly to the pillar using the Wing Cap or walk over to it via the Tox Box maze.



No matter how you get there, if you wait long enough on the pillar, you'll be able to grab the star.



HOW DO I GET THE CAGED STAR IN WHOMP'S FORTRESS?



You could use the cannon and drop into the cage, but this is an exceptionally tough shot. Thankfully, there's a much easier way

to get the incarcerated star. Climb up in the tree and wake your friend, Heat the Owl. Crab Hoot's talents by pressing and holding the A button,

then let him carry you high above the fortress. Once you're over the cage, release the A Button. You'll let go of Hoot and drop in on the star.



While it's a very tough shot, it's possible to gauge the arc of the cannon and drop into the cage.



Hoot the Owl is an easier alternative to a cannon shot. Climb the tree by pressing the A Button.



Don't release the A Button until Hoot flies you up over the cage. Now you can drop in on the star.



INDIANA JONES AND THE LAST CRUSADE



WHERE IS THE WHIP AND HOW DO I USE IT?

You won't find the Whip until you reach the Circus Train in the second level. Even after obtaining the Whip, some gamers have problems figuring out how to equip or use it. Press the Select Button to switch between the Whip and your fist. Once you have the Whip selected, you can use it by pressing the B Button. This is your only weapon in the game—don't leave home without it.



You won't find the Whip until you reach the Circus Train in the game's second stage.



Even after you have the Whip, you might have problems equipping it. Press the Select Button.

?

HOW DO I DEFEAT THE FIRE-EATING MAN?

?

It's easy to get burned by the fire-eating man in the third stage, and if you're angred by a single fireball, you'll lose your life. Thankfully there's a pattern to dou-

ing his hot halibos. Select your whip and stand next to the platform that the man is on, then whip him as fast as possible. Flew as soon as the man drinks from the jug in his

hands. Run to the left side of the screen while the man is drinking, then jump over the fire ball he spits at you. Return to the right side of the room and continue whipping if it up.



If you've been blasted by the fireballs from the fire-eater, you'll lose a life. Know the pattern



Select your whip and stand next to the fire-eater. Whip away until he takes a drink.



Run left, then farward jump the fireball. Once you reappears, return to the right and whip them again.



In the USA Call:
1-800-288-0707

\$9.95 per minute. Collect calls to
non-USA numbers will be added.

Q&A FAST FACTS

Q: Works for *Conspiracy Games*, P.O. Box 40003
Richard, WA 98112-0003

In Canada Call:
1-900-451-6460

\$9.95 per minute. Collect calls to
non-USA numbers will be added.



CASPER

- Q:** How do I enter names?
- A:** Position Casper directly in front of the mirror and press the X Button.
- Q:** How do I use the Skeleton Key?
- A:** Press the Y Button to insert it into the shape of the key, then press the B Button to unlock the door.

MAGIC BOY

- Q:** I fall from the blue platforms and they disappear. How do I get back up?
- A:** Press the Select Button to exit the area. Return here if for completing another area and the blue platforms will re-act.
- Q:** How do I collect enemies that are too high to reach?
- A:** Use the Extra Weapon that shoots up.

BATTLEZONE-SUPER BREAKOUT

- Q:** Is there any way to make the paddle move faster?
- A:** No. Your paddle moves at only one speed.
- Q:** Can I get extra lives?
- A:** No. You'll always have five balls for every game. Make them last!



TUROK: DINOSAUR HUNTER
Acclaim Game Boy Advance

Current Action: Dinosaur Hunter

Health: [Progress Bar]

Ammo: [Progress Bar]

Energy: [Progress Bar]

Score: [Progress Bar]

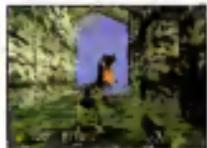
1 Player
 2 Players

Controller: GBA Game Boy Advance
 GBA Game Boy Advance Control

Rating: M
 Mature

There's a vast hunting ground waiting for Turok on the N64.

Turok: Dinosaur Hunter from Acclaim aims beyond traditional 3-D shooting games to reach its target of high adventure: Does it succeed? Does a T Rex have teeth? Here in the Lost Land, players greet fierce dinosaurs and creepy aliens with the coolest arsenal of high-powered weapons since Samus Aran stalked the Mother Brain. But there's much more to Turok than simply culling the herd with blasts of plasma energy. In each of the eight humpous areas, you must



search for keys that unlock gates leading to other areas. You have total freedom to come and go as you please, provided you can work your way through the maze of jungle, canyons, ancient cities, caverns, lakes, secret warps and alien fortresses.

Everything from the backdrops to the ruins of bureaucrasies and native drums adds to the mood. Play control seems unusual at first, but a tutorial mode eases you into the mechanics of movement. The graphics are so detailed that you can walk up to a downed captor and look right into its mouth. And the animation is nothing short of spectacular. On the other hand, Turok earns a Mature rating from the ESRB for its realistic death throes, buckets of splattering blood and haunting jungles of extinction. But in spite of the butchery, this game speaks Power: enters the heart of the darkness in a twelve-page exploration. Don't miss it.



- Huge areas. Great animation. Awesome weapons. Cool codes.
- Difficult grasping. The moving view rebuffs some players.





The best Game Boy adventure ever made returns to stores this month.

When *The Legend of Zelda* appeared for the NES back in 1987, a new genre of video games was born—what we call the adventure game—combining action, puzzle-solving, characters and role-playing. In *Link's Awakening*, the only *Zelda* title to appear for Game Boy, Shigeru Miyamoto and his development team created an enchanting cast of characters to people the magical island of Koholint. They also built dozens of mazes, towers, caves and palaces to explore. Although the action may (or may not) take place as a dream, Link finds him-



self in real predicaments. More than in any other *Zelda* game, players must help other characters. There's a long sequence of trading, an animal village, bandits, ghosts, a warren with a taste for music and much more. But what grabs most players are the dungeons and towers. If you slog through to the end, you will fight a heroic battle, emerging with one of the magical instruments of the mysterious Windfish. Other items include weapons, magic potions, special boots and boomerangs. Link must swim, fly, climb, run, play a flute, shoot arrows and wield a sword. There's enough to keep you busy for weeks. If you never played this game, you owe it to yourself to play it now. We'll help you get started in this month's classic strategy review.

+ A classic adventure. Excellent puzzles and game play. Good graphics, excellent story.

- No Super Game Boy enhancements.



A quasi collection of HunchPak games.



It's nice to see a game for younger players that isn't just cute characters and mindless game play. THQ, in association with Disney Interactive, presents a live-game: *Game Boy Pak* with lots of variety and fun graphics based on the recent animated film. The five games are: *Chaser* (a Breakout-style game), *Dipki Bowling* (a pin bowling), *Catch The Fool* (in which you use a trampoline to bounce the fool back into the window), *Upsy Dussy* (balloon lighting) and *Picture Puzzle*. In the Fun Fair option, you enter the password earned from playing one of the five games and Emenide gives you a particular challenge to meet. The full name of the game is *The Hunchback of Notre*



Dame: Topsy Turvy Game, and there is a definite sense of *topsy turvy* fun, both in the graphics and the games themselves. The default challenge level is perfect for young players, and the two higher skill levels speed up the action. Our only complaint is that the game lacks the music from the movie. In this issue of *Power*, you can learn more about what's ringing the bells on this *Game Boy HunchPak*.

+ Fun and variety for young players. Super Game Boy enhanced.

- Play control on the balloon game is awkward. Too many credits on the front end. No music from the movie.





Can you find happiness down on the farm? Harvest Moon will help you find out.

If you think milk and eggs come from cantons, then you might learn a thing or two from Natsume's unique RPG/Simulation called Harvest Moon. Imagine that you are a young farmer just getting started. You want to raise crops, make money, woo a young woman and start a family. That's a tall order to fill even in the best of circumstances, but in Harvest Moon you have just two years in which to make your dreams come true. On most days, you'll rise with the sun, slave in your fields and woods until dusk, then crash. But on special days you'll head into town, hang out, buy supplies, animals, seed, etc.—and go to festivals. Much of the game involves tasks such as watering crops or cutting down trees, but part of the fun comes from seeing how this work pays off. With a limited time to accomplish all of your goals, you must focus on efficiency. The courtship element of the game reflects the disproportionate percentage of video gamers who are male (There's no gender option.) Harvest Moon may sound a lot like PC simulations like *Manx's SimFarm*, but the RPG element really adds something. This is not an economic sim, but rather a race against time, the weather, your own learning curve and events. If you succeed, with a little help from this month's Epic Center review, you could become the lord of the manor.

-  Involving, task-oriented play. Forbidden stuff!
-  Definitely not for action fans.

Plus PS2 PS IM DS



The most popular puzzle game of all time returns to Game Boy.

The most popular export ever from Russia was not dancing bears, socialist revolutions or borscht—it was Tetris. And it's back! The game seems so simple: You have blocks in different shapes that fall from the top of the screen. If you align them so that they make a solid row, the blocks vanish, clearing part of the screen.



As you get better, the action gets faster and more frantic. That's all there is to it, but it's really just the beginning, because Tetris secretly alters your brain so that the only thing that matters in life is the achievement of higher scores and a heightened appreciation of Russian folk music. How did it all begin? As the pack-in game sold with Game Boy for years, Tetris became a true phenomenon, and not just to hardcore gamers. Tetris hounds from every walk of life have spent millions of hours honing their skills over the years. Even so, no one has ever beaten the game, because you can't. That has to be one of the great bits about Tetris—you can always do better, score higher and survive longer. It never gets old. The sheer number of Tetris-inspired titles attests to the quality of this game. This month, the return of the original Game Boy Tetris to stores is good news for gamers of all ages, genders, and skill levels. As for Alexey Pajitnov, Tetris' creator, he (rather than the state organization for which he worked) is finally getting royalties for his extraordinary cleverness, so it's pretty good news for him, as well. The manufacturers' suggested retail price of \$19.95 is also good news.

-  Simple, easy to learn, great game play. Two-player option. Classic Russian tunes.
-  No way to plug gems directly into your cerebral cortex.

Plus PS2 PS IM DS

Game
BOY

The Empire Strikes Back

Ubi Soft/Rebellion/7 Moby



1 Player
No Save Feature

10 Stages
Originally released in 1992

ESRB Rating
E-R

Luke meets his destiny on Game Boy.

Star Wars is everywhere this year, including on the screen of your Game Boy. From Hoth to Dagobah and beyond, this Star Wars Game Boy title follows the action of the second movie closely. Luke gains seven Jedi powers and, although most of the game is in a side-scrolling perspective, you also play in several

flyng stages on Hoth and in the Cloud City on Bespin. You even get to ride on a Tauntaun. The game mechanics can be challenging, so don't expect to breeze through this game.

- + Excellent graphics Variety of play
- Difficult close-quarter fighting Slow controller reactions No Super Game Boy enhancements

Pro's Picks

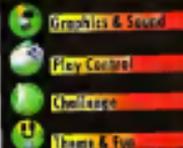
PRO'S PICKS

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
- ES** Henry—Fighting, Action, Sports
- DO** Dan—Action, Adventure, Puzzles

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.

Game
BOY

Indiana Jones and the Last Crusade

Ubi Soft/Rebellion/7 Moby



1-4 Players Simultaneous
Passwords

10 Stages
Originally released in 1992

ESRB Rating
E-R

The search for the Grail begins...once again.



Another treasure is being dug up from the past. No, not the Holy Grail, but Indiana Jones and the Last Crusade. Ubi Soft's rerelease of this action game for Game Boy takes players from the search for the Cross of Coronado to the rescue of Indy's father in Germany then on to the final resting place of the Holy Grail. In six, long, side-scrolling stages, Indy whips up the excitement (not to mention his enemies) as he tries to beat the ticking clock. Some play control aspects are challenging, and the time limits can be frustrating. But if you want a challenge in a great adventure setting, The Last Crusade has a lot to offer.

- + Good challenge Passwords
- Poor hit detection Time limits on stages

Pro's Picks

- TR** Terry—RPGs, Simulations, Puzzles
- PS** Paul—Fighting, Sports, Simulations
- ES** Leslie—RPGs, Simulations, Adventure

ESRB Ratings

These Entertainment Software Rating Board scores reflect appropriate ages for players. To

contact the ESRB regarding the rating system, call 1-800-771-1772.



Games that were released prior to the commencement of the ratings system are designated NR.

ARIEANA

NP'S



CHALLENGE #1

SUPER MARIO 64

Here we gooo! How many coins can you collect on Tiny-Huge Island? You need 100 coins to win a star, but there are certainly more than that in this level. Stop on every enemy in your quest to dig up all the coins. When you think you've finally found 'em in every nook and cranny and Mario's all tickered out, take a photo of your coin count. The top 25 collectors pocket four Super Power Stamps.

CHALLENGE #2

WAVE RACE 64

The Wave Race 64 chall'ng. circuit continues! This month all eyes are on the waxy, white surf surrounding Southern Island. Set a personal best for three laps, then open up the throttle, but watch the receding tide or you'll be washed up like a gurgling, beached whale. The best 25 times ride zesty with four Super Power Stamps, good towards cool cash off the hot gas in the Nintendo Super Power Supplies Catalog.

SOUTHERN ISLAND			
RANK	LEVEL	EDGE	TIME
1	NORMAL	E.H.	1:27:43.00
2	NORMAL	NAL	1:27:43.30
3	NORMAL	E.H.	1:27:43.50
WAVE RACE			
1	NORMAL	E.H.	0:31:55.00

CHALLENGE #3

WAYNE GRETZKY'S 3-D HOCKEY

The Garden of Quebec City has a cool challenge for Wayne Gretzky's 3-D Hockey: How many goals can you score in a 20-minute period against the computer? Can you score a goal a minute? Choose the Option Menu and configure your game for 20-minute periods, then play through the first period to on-player mode. After you snap a photo of your first period stats, mail it into the contest. The 25 top scorers skate away with four Super Power Stamps.



RETURN OF THE TWISTED

Long ago, in a Nintendo Power issue far, far away, we asked players to dream up their weirdest just-for-fun challenges and send them in to the Arena. The real room has never been the same. If you have a twisted challenge good enough for the pages of Power, send it in—you might score four Super Power Stamps. Here's the latest batch of just-for-fun challenges.

In the Secret of Mana, can you reach the Underground Palace without defeating a single monster except the guardians?

—Floyd Lamberon, New Plymouth, ID

Can you complete all the circuits in Super Pinch Out?! without using a right punch?

—Tyndon Gray, Grapewind, TX

How many stars can you get in Super Mario 64 without hitting a cliff switch?

—Teppong Teppawan, West Palm Beach, FL

Can you beat Koopa the Quick in Super Mario 64 after you give him a 30-second head start?

—Chris Estes, Batesville, AR

Can you complete the hardest level of Star Fox without using a single Nova Bomb?

—Dave Kozwicki, Hartland, MI

YOSHIO'S ISLAND

17th Annual Open to all the world (Volume 77)

Country	Address
United States	Orlando, FL
Canada	Edmonton, BC

Jacobson Barber	Albany, NY
Neil Behrens	Minnetonka, MN
Robert Fierczyk-Sovilla	Nipigon-on-the-Lake, ON
Kyle Braden	King, OK
Conry Carkool	Crownsville, CT
Mike Cheska	Woburn, MA
Brian Corralo	Dressel Hill, PA
James DeGroot	Eau Claire, WI
Barbara Dick	Alamogordo, OH
Andrew Ellis	Rochester Hills, MI
Lorraine Fales	Rocky Hill, CT
Joe Haley	Lawrenceville, MA
John Hess	Portage, WI
Nick Hood	Doucat, IN
Ryan Holt	Apple Valley, CA
The Johnsons	Andersonville, TN
Patrick Knudsen	Seymour, MN
Robert Kowalski	North Haven, CT
Eric Lonsdale	Weymouth, VA
Kyle Lemery	Hopk, RI
Colin Lord	Atlanta, GA
Patrick Martin	Midwestern AFB, MO
Michael Napolitano	Brewer, MA
Jay Noss	San Diego, CA
Michael Perucci	Ferkside, PA
Sarah & Bob Richardson	Frederick, WA
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Rory Saunders	Laguna Hills, CA
Eric Schaefer	Fort Claire, WI
Jason Sklar	Deerme, WA
Frank Sorenson	Heigsville, WV
Jack Swanson	Cottage Grove, MN
Timothy Swain	Arlington, TX
Robert Ugalde	Farmland, NJ
Matthew Walden	New York, NY
David Williams	Saddy Dore, TN
Mark Wood	Lancaster, CA
Dorey Zenski	N. Charles, IL

MEGA MAN X3

Completed the Giant Horse Stage Race (Volume 88)

Brandon Alford	Hendricks, HI
Jonathan Alough	Northville, PA
Evan Barrett	Madisonville, OH
Evan Carter	Portland, OR
Michael Chappo	Springfield, MO
Daniel Clark	Lowell, MA
Matthew Daniels	Elmhurst, IL
Evan Foley	Jackson, NJ
Nick Franklin	Aquia, VA
Brenda Graham	Garwood, NJ
Brendy Hartzog	Jackson City, MO
Dorey Kuchert Sr	Georgetown, IN

Jilly Kahl	Coler Park, IL
Joseph Lake	Hart, TX
Henry Lake	Calgary, AB
David Lissauer	San Diego, CA
Michael Emery	Eden, NC
Alan Kuehler	Myrtlewood Falls, WI
Fancy Sauer	Old Harbor, MA
Sara Schick	Eastford, IL
Matt Shaw	Aberdeen, WA
James Sheehon	Saratoga, NY
Bryan Van der	Southold, NY
Mike Yelton	Green Pond, NY
Ricky White	Waukegan, WI
Michael Wilson	St Paul, MN

KEN GRIFFEY JR.'S WINNING RUN

Largest Horse Race (Volume 90)

John Thomas	Norfolk, OK	503 feet
Alan White	Balsacogon, ON	502 feet
Paul Owens	Chardon, OH	502 feet
Daniel Overby	Chardon, OH	502 feet
Billy Paine	Ashfield, IN	500 feet
Frank Robinson	Vader, WA	500 feet
Eric Rostker	Vader, WA	500 feet
Zack Steiner	Lawrence, OH	500 feet
Eric Deeds	Genoa, MA	500 feet
Acacia Pizzo	Scottsbluff, NE	500 feet
Charles Chino	Genoa, MA	500 feet
Jammy Lacey	Westfield, NJ	500 feet
Chelton Thomas	Lawrence, MO	500 feet

SUPER MARIO

Fast & Furious in the Pocono's Secret 544 (Volume 91)

Bill Brown	Nagscott, IL	647.00
Charles Ross	Las Vegas, NV	643.10
Derrick Gilford	Raytown Heights, IL	612.10
Wanda Miller	Shaver Lake, CA	610.50
Paul Wilson	St-Hyacinthe, QC	610.20
Scott Wilson	Mountain View, CA	611.20
Tyler Ward	University Place, WA	613.20
Jeff Swabo	Greenville, OH	610.00
Mike Walker	Flensburg, CT	610.00
Jerry Farrell	Burlford, VA	610.00
Joshua Engelman	Moore, OK	610.00
Jordan DiCala	Lake Parkville, NY	614.20
Tommy George	Merrillville, IN	614.20
Lee Rudinger	North Green, ON	615.00
MI Clewley	Waukegan, WI	615.50
Walter Ross	New Carlisle, IN	615.50
Jon Park	Revere, MA	616.00
Kevin Pyle	Stevenson, WA	616.00
Terre Rode	Tullahoma, OH	616.00
Jon Johnson	Fallin, IL	616.20
Bobby Woodruff	Minnetonka, MN	616.20

Participant	Address	Time
Pauline Corvus	Flagstaff, AZ	07:00
Jerry Gjovick	Southside, AZ	07:00
Joe Riva	Jacksonville, FL	07:00
Kristin Miller	Frank Ridge, NJ	07:00
Robby Garbath	Rocky Hill, CT	07:14
Match Ruffo	Greenville, OH	07:14
Tommy Davis	Marionville, TN	07:14
Mike Daxson	Norfolk, MA	07:20
Mark Leland	Belmont, MA	07:20
Tom Romano	Waggoner, MA	07:20
Jerry Baker	Portage, MI	07:20

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

Best Times for Riverside Race (Volume 93)

Stephen King Jr	Stoughtonville, MA	0:59:44
Daphni and Kevin	Fairfield, CA	0:59:15
Andy Teiser	Revere, WI	1:00:01
Michael Davis	North Flies, NJ	1:01:16
Ken Kauls III	Baldpate, CA	1:02:25
Crystal Swanson	North Bergen, NJ	1:03:00
Darin Styles	Noss, MI	1:03:25
Chlynn Tave	Lebanon, TN	1:05:20
Eric Rehorn	Walden, NJ	1:06:04
Vickie McDevil	BB Green, CA	1:07:34
Emily Danube	Portage, IN	1:08:54

KIRBY'S SUPER STAR DELUXE

Best Times for Grass Fric Ride in Gaumet Race (Volume 86)

Ruby Wright	Conover, LA	1:14:79
Steven Platbeck	Wenatchee, WA	1:14:43
Michael Yi	Cincinnati, OH	1:16:54
Chris Cassidy	Full River, MA	1:16:56
Mike Mowatt	Las Vegas, NV	1:17:26
Andrew Beckatt	Shelburne, WI	1:18:22
Adam Weiss	Castro Valley, CA	1:18:23
Blake Piper	Portland, OR	1:18:23
Chris Teleki	Claremont, NY	1:18:23
Chris Lambert	St. Petersburg, FL	1:18:26
Eric Vanaman	Dart, MI	1:18:25
Chris Diggs	Warner Robins, GA	1:18:29
Dino Terro	Sauk Falls, SD	1:18:29
Jay Chen	Edwardsville, IL	1:18:29
John Lufkin	Hydenville, MN	1:18:31
Carl Brown	Albuquerque, NM	1:18:40
Mike Doonan	Yonkers, NY	1:18:46
Austin Mole	Manassas, IL	1:18:46
David Lark	Great Neck, NY	1:18:56
Dan Brown	Stratford, NJ	1:19:29
Jack Cox	Greenville, MA	1:19:45
Jully Daxson	Plymouth, MI	1:19:49
Kelly Handan	Cottage Grove, MN	1:20:34
Jeremy Swand	Johnson City, TN	1:20:73
Mark Wozniak	Col. Springs, CO	1:20:85

Write your name, address and Member Number on the back of your photo. Changes in this issue must be received no later than April 1, 2013. The top qualifiers receive \$200. Winner \$500.

Include your Super NES or PS4 in the photo of your best game. Use the lights and make a low-poly portrait out of it. If you're looking for a Game Boy, please let me know!

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PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

In this edition of Pak Watch we'll dazzle you with some of the best N64 pics ever released from *Zelda 64*, *Star Fox 64* and other upcoming titles. Plus there's a new *F-Zero* for Super NES and some exciting N64 development news from Europe and around the world.

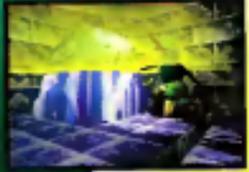
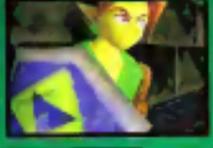


ZELDA 64

The most impressive collection of screen shots revealed so far from *Zelda 64* just arrived at Pak Watch and we couldn't help but show off the entire lot of them. In this batch of bouquets, you'll notice Link in a village where he talks to a young woman and explores the streets. You'll also see more shots of Link on his quest, exploring a dungeon and battling a *Stalfoe* and the impressive golden knight named *Van Knuckle*, who also returns from earlier Link games. Unlike previous pictures, many of which originated from video, these pics clearly show the *Zelda 64* environments, characters and enemies. They also show selected game elements for the first time, such as the Heart Containers, Rupees and two selected items. For the first time, we can see that the new *Zelda* may take place in three dimensions, but it will make use of the tried-and-true *Zelda* game system. Link is showing off his moves, too—swinging his sword, leaping from the top of a cliff, and running. But perhaps the most intriguing clue to the game comes from the camera view which shows a wide range of angles. At this stage, Link can be viewed from the front, side and back and at different distances. The *Zelda* development team at EAD also sent wireframes of the *Stalfoe* and Link in battle positions. As for the story, Mr. Miyamoto's team isn't saying much at this time, but the action takes place in Hyrule and the *Troopies* and *Ganon* also will play roles. This may be the hardest game for us to wait for, but *Zelda 64* should be ready to roll by the end of the year.

**EXCLUSIVE
FIRST
LOOK**





STAR FOX 64

S

tar Fox 64 moves ever closer to its April completion in Japan. (In North America, the release date for Star Fox 64 will be in the early summer.) This collection of shots reveals the breadth of action in this shooter sequel: On land, over land or in outer space, Fox McCloud and his comrades Falco, Peppy and Slippy, dual-with the forces of Andross. The galactic ape seems to have recovered his position as evil nemesis of the Lybit System. Both the Arwing fighters and ground assault tanks have exceptional control, which include acrobatic moves such as roll-overs. Two to four

players can battle it out, but most players will spend a majority of hours playing the story-based campaign mode in which you clear one stage after another. 3-D animation will be used in several ways, including as a means of showing you what Falco, Peppy and Slippy are thinking when they send you messages. According to the game's designers, players will have to pay as much attention to their computer-controlled companions as to the enemies. That may be a tall order when you consider how difficult it will be for players to take their eyes off the spellbinding graphics.



DARK RIFT

We didn't expect *Dark Rift* to be this far along this soon, but when Vic Tokai sent us an early version of the game, we didn't complain. The first true 3-D fighter for the N64 turns out to be a showcase of creative graphics and action with some twists. The range of moves and character animation for the fighters was probably the most impressive part of the game. (Our test play version was estimated to be about 70% complete.) Three rounds of fighting determine the victor, with a time limit restricting each round. (Number of rounds and time can be set by the players.) Movement in 3-D is accomplished by side-stepping around your opponent, but opponents will adjust their position automatically. In addition to blocking, the side-step turns out to be a useful defensive move. Fighters also have special moves that trigger a close-up, slow-motion animation sequence and projectiles, most of which weren't tested in our version of the game. Tekken and Virtua Fighter fans with an N64 won't be left out of the 3-D arena any more. Next month, Power will bring you a preview of a more complete version of *Dark Rift*.



F-ZERO RETURNS

Nintendo is releasing a new version of *F-Zero* in Japan for the Satellaview game system that features new cars and one all-new race course. For those of you who missed out on the first wave of Super NES titles back in 1991, *F-Zero* was a futuristic, Mode 7 racer from Nintendo that set new standards in speed and play control. The new *F-Zero* is delivered to players via satellite and features four new vehicles (Blue Thunder, Green Amazon, Fire Scorpion, and Luna Bomber) that have been rendered like the characters in Donkey Kong Country. Subscribers to the satellite system also get a new track along with the original 15 courses. In addition to the new cars and track, there is a training mode

with a shadow car that shows the best route. The game is under consideration for North American release in Game Pak form. We'll let you know if and when it is scheduled to arrive. In the future, possibly by the end of the year, N64 players can expect an incredible 3-D version when *F-Zero 64* is completed.



KIRBY'S AIR RIDE

Kirby's Air Ride may not be quite as high-profile as Zelda 64 or Star Fox 64, but as millions of Kirby fans already know, the little pink guy is just as much of a blowhard in any video game hero. Nintendo Co. Ltd. in Japan sent us the latest Kirby screen shots to pass along to our readers. Kirby's Air Ride will offer 3-D action and fanciful graphics, but we don't have a confirmed release date at this time.



J LEAGUE PERFECT STRIKER

Japanese sports gamers are already wallowing in the experience of Konami's J League Perfect Striker, and so are we here at the Pak Watch desk. When our Japanese copy of the N64 title arrived, we dropped everything to play match after match. What makes this soccer sim so much fun to play? It turns out that it's the little things. For instance, although Perfect Striker doesn't have the variety of camera angles offered in FIFA Soccer 64, it has more life-like animation. Small movements make a large difference, such things as a player looking in the direction of his teammates, or turning his head to see a nearby defender. Even more important to the game is the ease of control. The fast, crisp passing allows you to set up scoring drives with precision and the bright active player markers with directional arrows help you stay on the ball at all times. The much-maligned voice-over announcer didn't have much impact on English-speaking players, but Japanese players have reported that it is the most advanced play-calling of any game. We can only hope that Konami converts the game for North America as soon as possible, otherwise, soccer fans might just have to move to Japan.



CHAMELEON TWIST

One of the most creative game ideas for upcoming N64 titles can be seen here in three shots from Chameleon Twist. Japan System Supply provided these screen shots of the main character putting his tongue to good use. In Twist, the hero uses his tongue as a tool for crossing gaps and licking enemies.



Apparently, players can control the versatile tongue in many ways. There's no word yet on whether Chameleon Twist will be published in North America.

SPACE CIRCUS

Ocean reports that its French partner, Infogrames, is already in development on a game entitled Space Circus. The cartoonish hero, Starbot, and his rocket dog reportedly tour around a galaxy of eight planets in the 3-D action title trying to find unique circus acts before the gaps in the bad circus find them. In a demo video sent to us by Ocean, we saw an interesting 3-D platform game with a unique look. Imagine a 3-D, polygonal Earthworm Jim covered with streaky all points. It's definitely different, but before you start thinking what are those nutty French programmers up to now, the overall impression is of an interactive cartoon, and it's pretty cool. Space Circus will have as many as 300 characters, some of whom are your enemies, and others from whom you can get information, so there's even an adventure element to the game. Ocean hopes to have Space Circus completed by October. As for Mission: Impossible, Ocean's first N64 title, Pak Watch should have access to the first playable level by the next issue.

MORE N64 NEWS

There's a lot to report on the N64 development front this month from all over the world. Let's start with Europe. Titas, based in France, is working on Lamborghini 64. We should have the first shots of the racer in next month's Pak Watch. As for progress on the game, Titas tells us that the initial plans were to make an advanced port of the Super NES version, but when they began working with the N64, they decided to throw out the old and make a completely new game. Titas also secured the N64 rights for two Warner Bros. properties. The first license is for the Superman ani-

INSIDER UPDATE

united series. This expects the N64 Superman to be finished by the end of the year. The second season is for an upcoming motion picture called Quest for Camelot. This animated film features the voices of famous actors, including Christopher Reeve, Jane Seymour and Sir John Gielgud. The N64 Camelot is scheduled for an early 1996 release date. Both Superman and Quest for Camelot should appear in North America as well as Europe.

From the shores of merry old England comes the Rare news that GoldenEye 007 won't be released this spring as hoped. Instead, expect to see the James Bond action game from Nintendo near the end of summer. As you saw in last month's preview, the graphics look great in GoldenEye, but the depth of game play is getting more attention from the developers at Rare. The good news is that Blast Corps, also a Rare production, will be ready early. In fact, it should be released by the end of March.

Of course, Japan is always bustling with N64 development news. We have learned that Imagineer has the N64 license for StarCity 2000, although no definite plans have been made for creating a game. It may be unlikely since Nintendo has the license for an N64 StarCity game based on the upcoming StarCity 2000 from Masix for computers. At Miyamoto has told Pak Watch on several occasions that he is looking forward to creating a StarCity game for the 64DD system, a game in which players take an active role inside the cities they create, puffing out fires, fighting crime and the like. Imagineer also is supporting N64 development by lending over \$40 million in new stock. The Japanese developer/publisher is planning on producing eight N64 games at this time, which include Power King Baseball, Elite Soccer and a racing game due out in April featuring off-road, rally racing.

Here in the U.S., our contacts working on Duggle Doogie at Angel Studios report a new direction and lots of progress. Yes, it is still in the works. The Ken Griffey Jr. baseball game in development at Angel is also progressing nicely, but the title won't appear before this summer as originally hoped.

Pak Watch also expects to hear official announcements soon from Midway and Acclaim on new games. At Playmates, the JungleBots concept has been approved, but the project will be shopped around to other potential licensors. The designers at Conceptual Realities remain eager to see their project through, however, so the N64 title may get the breath of life yet.

Finally, we'd like to make a correction. WCW from T+HQ will be developed by Inland Productions, not Studio 8. The game reportedly will feature at least eight to 12 of the top WCW wrestlers, but there is no word yet on whether the game will make use of the four controller ports on the N64.



RELEASE FORECAST



BLAST CORPS
DARK RIFT
DOOM 64
FIFA SOCCER 94
GOLDFEYE 007
HEXEN
LAMPORSHIN 64
MISSION, IMPOSSIBLE
ADAPTECH, CRYSTAL DREAM
SPACE CIRCUS
STAR FOX 64
WARDOGS
WCW
ZELDA 64

SPRING '97
SPRING '97
SPRING '97
SPRING '97
SUMMER '97
SUMMER '97
SUMMER '97
SUMMER '97
SUMMER '97
SUMMER '97
FALL '97
SUMMER '97
SUMMER '97
FALL '97
FALL '97



BRUNWICK'S WORLD
TOURNAMENT OF CHAMPIONS
TIMON & PUMBA

SUMMER '97
SUMMER '97



CAME & WATCH CALLERT
HEADLES
KIMBY'S STAR STACKER
KEN GRIFFEY JR. PRESENTS MIA
LEGENDS OF ZELDA: LINK'S AWAKENING

SPRING '97
SPRING '97
SPRING '97
SPRING '97
SPRING '97

Player's Poll—Volume 94

When you vote for the winners of the Power Awards, you'll have the chance to be a winner, too! Just send us your completed ballot, and we'll enter you in our Player's Poll Contest!

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:

I. Super NES 1 _____ 2 _____ 3 _____ 4 _____ 5 _____

II. Game Boy 1 _____ 2 _____ 3 _____ 4 _____ 5 _____

III. Game Boy Advance 1 _____ 2 _____ 3 _____ 4 _____ 5 _____

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

1 _____ 2 _____ 3 _____ 4 _____ 5 _____

V. How old are you?

1 Under 8 2 8-11 3 12-14 4 15-17 5 16-24 6 25 or older

VI. Sex

1 Male 2 Female

Find the letter of the Power Award category you're voting for. Then circle the number that corresponds with your choice. Please circle only one number per category.

A	1	2	3	4	5	6
B	1	2	3	4	5	6
C	1	2	3	4	5	6
D	1	2	3	4	5	6
E	1	2	3	4	5	6
F	1	2	3	4	5	6
G	1	2	3	4	5	6

Name _____

Address _____

City _____

Age _____

Membership No. _____

Telephone No. _____

	Best Price	Best Graphics	Best Code
H	1	2	3
I	1	2	3
J	1	2	3
K	1	2	3
L	1	2	3
M	1	2	3
N	1	2	3
O	1	2	3
P	1	2	3
Q	1	2	3
R	1	2	3
S	1	2	3
T	1	2	3
U	1	2	3
V	1	2	3
W	1	2	3
X	1	2	3
Y	1	2	3
Z	1	2	3

Draw Question: On what island does The Legend of Zelda: Link's Awakening take place?
Answer: _____

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

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**DRIVER DATA****MARIO KART 64**

NAME:.....Donkey Kong
 KART CLASS:.....Heavy
 HOME COURSE:.....DK's Jungle Parkway
 DISTANCE:.....693 meters

DRIVER'S HISTORY: Donkey Kong's inclinations include lifting, dropping (barrels) and peeing on. For this reason, hitting the big monkey is not recommended.

HOME COURSE HINT: When you go off the big jump over the river, angle slightly to the left to land a little further up the course. Don't get too greedy, though, or you'll take a bath.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Yoshi
 KART CLASS:.....Light
 HOME COURSE:.....Yoshi Valley
 DISTANCE:.....772 meters

DRIVER'S HISTORY: Suspected of distributing computered item crates, Yoshi is a slippery character who excels at the Mini-Turbo technique.

HOME COURSE HINT: The shortest path through the Yoshi Valley maze is left, right, and left. Watch out for the giant egg of the end of the maze—I will splash you!

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Toad
 KART CLASS:.....Light
 HOME COURSE:.....Toad's Turfpike
 DISTANCE:.....1,036 meters

DRIVER'S HISTORY: Toad has played in traffic since an early age, but his speed and quickness have helped him avoid injury.

HOME COURSE HINT: When you use the Super Star, you can drive right through the traffic on this course. While you're invisible, you can safely get around Mini-Turbo boosts in a corner.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Mario
 KART CLASS:.....Medium
 HOME COURSE:.....Mario Raceway
 DISTANCE:.....567 meters

DRIVER'S HISTORY: Exhibits shocking driving tactics (frequent use of the Lightning Bolt) for someone with the reputation for fair play.

HOME COURSE HINTS: Using the Mini-Turbo throughout the course is essential, but the narrow track makes it difficult to stay on the road. Use your Mushroom Boost to take a shortcut over the sand before the green pipe.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Bowser
 KART CLASS:.....Heavy
 HOME COURSE:.....Bowser's Castle
 DISTANCE:.....777 meters

DRIVER'S HISTORY: Should be considered worse (usually with a red wheel) and extremely dangerous. Approach with caution.

HOME COURSE HINTS: Beware of the Thwomp guardians of Bowser's Castle. They will crush you if they land on you, or make you wipe out if you run into them. Take it slow on the narrow bridge over the lava. Falling off will heat up a lot of time.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Wario
 KART CLASS:.....Heavy
 HOME COURSE:.....Wario Stadium
 DISTANCE:.....1,591 meters

DRIVER'S HISTORY: Too many infractions to list; in fact, his license has been revoked repeatedly for reckless driving. Rumored to have "borrowed" his kart from an unsuspecting Koopa Troopa.

HOME COURSE HINT: Lots of sweeping turns here allow for good Mini-Turbo opportunities. As one of the longest courses, this is a real endurance race that requires concentration.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Princess Peach
 KART CLASS:.....Light
 HOME COURSE:.....Royal Raceway
 DISTANCE:.....1,025 meters

DRIVER'S HISTORY: No moving violations on record. (Note: Royal immunity to prosecution may have cleared some records.)

HOME COURSE HINT: Don't veer for the castle during the race—it's a dead end. Be careful on the narrow stretch after the castle and before the final lap.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER**DRIVER DATA****MARIO KART 64**

NAME:.....Luigi
 KART CLASS:.....Medium
 HOME COURSE:.....Luigi Raceway
 DISTANCE:.....737 meters

DRIVER'S HISTORY: Missed appearance in Super Mario 64 because he was too busy tinkering on his kart.

HOME COURSE HINTS: Wink, my turns make it easy to get in three or four Mini-Turbo boosts per lap on Luigi Raceway. Jump at just the right time to get the Piranha cube suspended from the balloon, and you will get a Spiny Shell.

NEW TECHNOLOGY
ANTI-CHEAT
ANTI-POWER

BLAST CORPS

You were told never to play with fire, but nobody ever said anything about heavy machinery. Check out next month's explosive review of Blast Corps for the Nintendo 64.



DOOM 64



Two or three months' review photos and now it's time to move on! Take Doom 64 high ground with the April issue's in-depth tactics for Doom 64.

TUROK: DINOSAUR HUNTER



It's a tactic page review, but enough to cover some of the more players will take 2nd nature to complete. We didn't think so. That's why you'll find real in-depth strategies in Volume 95—including maps.

Live The Dream

Want to play games for a living? Find out what it takes to break in as a game tester in the video game industry. Next month's issue might be your ticket for success.



Super NES

1 Address Family System
2 The Amiga/PC/Apple/Windows
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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.





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