



N64 NEWS! CASTLEVANIA, ROBOTRON, WAR GODS

NINTENDO POWER

NINTENDO OF AMERICA, INC.
P.O. Box 91843
Redmond, WA 98073-5143

FORWARDING & RETURN
POSTAGE GUARANTEED
ADDRESS CORRECTION
REQUESTED

MAIL RATE
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA, INC.

Exclusive N64 Preview

STAR FOX 64

DOOM 64

All the Gory Details

Blast Corps

14-Page Crash Course

match day
tactics

FIFA

SOCCER 64

NEW!

Super NES Sequel Lost Vikings II

MAY VOLUME 98
US \$4.95 / CANADA \$5.95



SUBSCRIBE NOW AND GET
12 ISSUES
 FOR THE PRICE OF 4 AT
 THE NEWSSTAND, PLUS
 YOUR CHOICE OF A
FREE
 PLAYER'S GUIDE



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

MON-FRI: 9 A.M. TO 9 P.M. SUNDAYS 9 A.M. TO 7 P.M. (PST)
 VISA AND MASTERCARD ACCEPTED.

**SIGN ME UP FOR MORE POWER! AND SEND
 ME THE FREE PLAYER'S GUIDE CHECKED BELOW.**

- ☐ 12 ISSUES FOR \$19.95 U.S. (\$27.95 CAN.)
☐ 24 ISSUES FOR \$36.95 U.S. (\$51.95 CAN.)
SAVE \$3!
- ☐ 36 ISSUES FOR \$49.95 U.S. (\$69.95 CAN.)
SAVE \$10!

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

SEND ME THE PLAYER'S GUIDE I'VE CHECKED.

- ☐ MARIO KART 64 (#2752)
☐ SUPER MARIO 64 (#2753)
☐ DONKEY KONG COUNTRY 3 (#2754)

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

NINTENDO POWER
 P.O. BOX 97943, SEEDMOND, WA 98073-9743

CANADIAN RESIDENTS: PREPARE TO USE AN INTERNATIONAL POSTAGE STAMP.

PLEASE PRINT LEGIBLY IN INK.

MEM #

MEMBER NAME TO YOUR NAME OR YOUR
 MEMBERS ADDRESS LABEL

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

I'M PAYING FOR THIS MEMBERSHIP BY (CHECK ONE)

- ☐ CHECK OR MONEY ORDER ☐ VISA ☐ MASTERCARD
 PLEASE DO NOT SEND CASH. SIGNING CASH WILL HOLD UP PROCESSING OF ORDER.

| | | | | | | | | | | | | | | | | | | | |
|-------------------------|--|--|--|--|--|--|--|--|--|-----------------|--|--|--|--|--|--|--|--|--|
| CREDIT CARD NUMBER | | | | | | | | | | EXPIRATION DATE | | | | | | | | | |
| CARDHOLDER'S FIRST NAME | | | | | | | | | | LAST NAME | | | | | | | | | |

CARDHOLDER'S SIGNATURE _____

SUBSCRIBE
NOW
AND WE'LL
GIVE YOU A
FREE
DRIVER'S
MANUAL.



FREE MARIO KART 64 PLAYER'S GUIDE
WHEN YOU SUBSCRIBE! (OR YOU CAN CHOOSE A
DKC 3 OR SUPER MARIO 64 PLAYER'S GUIDE.)

WHAT THEY **WON'T** TEACH YOU.



ONLY NINTENDO POWER MAGAZINE GIVES YOU ALL THE INSIDE INFORMATION, TIPS, AND TRICKS THAT WILL SHOW YOU HOW TO DRIVE YOUR COMPETITION CRAZY!

IN FACT, EVERY ISSUE IS A CRASH COURSE IN WINNING. LEARN HOW TO GET MORE HORSEPOWER OUT OF ALL YOUR NINTENDO GAMES AND SYSTEMS. **SUBSCRIBE NOW!**

CALL 1-800-255-3700 TO SUBSCRIBE FOR JUST \$19.95* A YEAR AND GET A FREE MARIO KART 64 PLAYER'S GUIDE.

* CANADIAN RESIDENTS PAY \$27.95

DOOM 64



Someone once said that no one can hear you scream in outer space. It's a good thing, too—part two of our Doom 64 strategies threatens the Space Marines with enough horrors to make a galaxy's ears ring. Fall farther into the burning ring of fire this month with the arsenal of maps and tactics you've been screaming for.

CONTENTS

Volume 96 May 1997



FIFA Soccer 64

The way to better soccer play is direct with right power of Strikings, fancy footwork and a rain-down of the all-time best soccer video games.



Star Fox 64 Preview

Jump into the cockpit with Fox McCloud and his able bodied wingmen for an early bird's eye view of the cinematic runnings of Star Fox 64.



Lost Vikings 2

For the complete guide to bringing home the Swedish but charming Vikings, journey to page 82. More puzzles, more riddles, it's all per for the Master.

STRATEGY

| | |
|-----------------------------------|----|
| FIFA Soccer 64 | 10 |
| Blast Corps Part Two | 22 |
| Doom 64 Part Two | 42 |
| Real Meeting in the Land of Kongs | |
| Donkey Kong Country 3 | 50 |
| Lost Vikings 2 | 62 |
| Interplay FreeFok | |
| Extravaganza | 78 |

SPECIAL FEATURES

| | |
|--|----|
| Star Fox 64 Preview | 36 |
| The 1996 Nintendo Power Awards Winners | 88 |

EPIC CENTER

| | |
|-------------------|----|
| Epic Center News | 51 |
| Wooder Project J2 | 52 |
| Epic Strategies | 54 |

EVERY ISSUE

| | |
|------------------------|-----|
| Player's Pulse | 6 |
| Power Charts | 8 |
| Classified Information | 58 |
| Arena | 72 |
| Counselors' Corner | 84 |
| New Playing | 94 |
| Pek Watch | 100 |
| Next Issue | 106 |
| Game List | 106 |

PLAYER'S PULSE

Popular PC and Super NES games are getting souped-up into N64 versions. What old favorites would you like to see transformed into N64 games? Drop us a line and tell us. Who knows? Maybe a game developer will take your advice!



Adam Gotsch • Whittier Park, New York

The Big 100

I have decided to share my ideas for your 100th volume. I think you should feature the greatest video games on all of the Nintendo systems. You should also include a test on knowledge of games, both recent and ancient. Volume 100 should include nothing but info on older games, with a section featuring the greatest video game challenges of all time. You should also include the greatest passwords of all time. It would be neat to bring back some of the greatest challenges to see if current gamers can beat the older scores. I think most of the ideas you

come up with yourselves will be over budget. Consider the ideas of your subscribers—because of them, you have a magazine. Give the magazine back to subscribers with the 100th volume.

Ryan Schaffer
Oklahoma City, OK

100 Ideas

I would like to know what you are going to do for issue 100 of Nintendo Power. I know it is a little early, but I think you should be planning on a huge 600-page issue with tons of game reviews, previews, contests, codes, and stuff. I dare you to publish this, but I doubt you will, because you won't want a bunch of people to agree with me and bug you about it, too.

Josh Schick
Via the Internet

On the contrary, Josh. We're encouraging people to "bug" us about Volume 100! It's your magazine, so let us know what special stories, posters, comics, and other goodies you'd like us to feature in the 100th issue. Send us your ideas, and maybe we'll use them!

Be P.C. about the PC

You did it again! In Volume 93 in the Doom 64 Pak. Watch review, you bash the PC. In the review it said, "Fans of the PC Doom, Doom II, and Quake games will be stunned to see a video game that runs circles around what their beloved platforms can produce on the screen." Is a computer magazine I subscribe to, it doesn't try to trash Nintendo or its products just because Super Mario 64 is outselling computer games. Next time, try not to say anything bad about the computer, or you'll be hearing from me again!

Leslee Parks
Mosheim, TN

We're grateful for all the innovations the PC has contributed to gaming, and we would never bash the PC. We were simply comparing the two versions of Doom, and by comparison, Doom 64 does run circles around its PC counterpart.

Fish Story

I would like to ask you if you make up the letters that go in Player's Pulse. I read this section, and the letters sound a little fishy.

Groff Waag
Via the Internet

We didn't make up your letter, did we?

Yo, Adriani!

I'm disgusted with Adrian Loney's letter in Volume 93.

Some kids can't get jobs, and their parents can't afford to buy an N64 for them. He says that once someone gets an N64, all they would do is ask you to feature more N64 coverage, but he would want the same if he got an N64. If all he had was a Super NES, he would be writing for that same thing he hates to hear readers ask for. I see his point, but I think you should give equal coverage for all systems. I wouldn't mind more N64 coverage later this year, when the vast majority of NP subscribers will have an N64.

Ryan Van Muenen
Holt, IA

Get the Balance Right

Let me read to you what was on the cover of your 93rd issue: Mario Kart 64, GoldenEye 007, Turric, Dinosaur Hunter, Shadows of the Empire, and Game Boy Hits 'n Tips. Except for Game Boy, EVERYTHING was for the N64. Your magazine is no fun to read when it gives help only on something you don't have. I have been a loyal subscriber since the first issues, but I'm sick as heck not going to hang around for your 100th issue if you keep it going the way you have been. Player's Pulse has been asking for a new topic of controversy—HERE IT IS!!!

Gaefrey Fitch
Great Falls, VA

We strive to feature games we haven't yet covered and right now, most of them are for the N64. By no means do we want to alienate fans



James Angelle • Baltimore, Maryland



A. Brown • Springfield, Illinois



NINTENDO POWER

Background Art: Brent Young • Lees Creek, Missouri

POWER CHARTS

This month's biggest mover is Turbo: Dinosaur Hunter for the N64. Turbo clawed his way to reach his highest position in the Power Charts so far. On the Most Wanted front, Blast Corps and Doom 64 stormed onto the scene, and they're set to crash into the N64 Charts next month in their explosive debut.

NINTENDO 64 TOP 10



Mario Kart keeps the checkered flag for its second month in a row, while Super Mario 64 and Dash Racer out its dust. Meanwhile, Turbo takes four consecutive steps up to claim fourth place.



| | GAME | COMPANY | LAST | MOVEMENT |
|----|----------------------------------|----------|------|----------|
| 1 | MARIO KART 64 | NINTENDO | 1 | 5 |
| 2 | SUPER MARIO 64 | NINTENDO | 2 | 8 |
| 3 | STAR WARS: SHADOWS OF THE EMPIRE | NINTENDO | 3 | 8 |
| 4 | TURBO: DINOSAUR HUNTER | ACCLAIM | 8 | 8 |
| 5 | NAME RACE 64 | NINTENDO | 4 | 8 |
| 6 | CRUISE 'N USA | NINTENDO | 5 | 5 |
| 7 | WAYNE GRETZKY'S 3-D HOCKEY | MIDWAY | 7 | 8 |
| 8 | PILOTWINGS 64 | NINTENDO | 9 | 8 |
| 9 | KILLER INSTINCT GOLD | NINTENDO | 6 | 6 |
| 10 | MORTAL KOMBAT TRILOGY | MIDWAY | 10 | 4 |

SUPER NES TOP 10



DKC 2 tops the Power Charts, but did Donkey Kong's Double Trouble do double duty to top the charts for the best of 1997? Flip to page 88 for the results of the 1997 Nintendo Power Awards to find out. You might be surprised.



| | | | | |
|----|--|----------|----|----|
| 1 | DONKEY KONG COUNTRY 2: DONKEY KONG'S DOUBLE TRUBLE | NINTENDO | 1 | 7 |
| 2 | THE LEGEND OF ZELDA: A LINK TO THE PAST | NINTENDO | 2 | 63 |
| 3 | SUPER MARIO RPG | NINTENDO | 3 | 13 |
| 4 | SUPER MARIO KART | NINTENDO | 4 | 49 |
| 5 | CHRONO TRIGGER | SQUARE | 6 | 22 |
| 6 | DONKEY KONG COUNTRY 2: DONKEY KONG'S QUEST | NINTENDO | 7 | 19 |
| 7 | FINAL FANTASY III | SQUARE | 5 | 29 |
| 8 | SUPER MARIO WORLD 2: YEAH'S ISLAND | NINTENDO | - | 19 |
| 9 | TETRAIS ATTACK | NINTENDO | 8 | 37 |
| 10 | DONKEY KONG COUNTRY | NINTENDO | 10 | 31 |

GAME BOY TOP 5



It looks like this month's Game Boy Power Chart is taking a snooze! Link's Awakening continues its stellar performance in the number one spot, but Diddy and Samus are no slouches as they reach the top.



| | | | | |
|---|---------------------------------------|----------|---|----|
| 1 | THE LEGEND OF ZELDA: LINK'S AWAKENING | NINTENDO | 1 | 49 |
| 2 | DONKEY KONG LAND 2 | NINTENDO | 2 | 9 |
| 3 | METROID II: RETURN OF SAMUS | NINTENDO | 3 | 65 |
| 4 | TETRAIS ATTACK | NINTENDO | - | 9 |
| 5 | TETRAIS | NINTENDO | 4 | 54 |

L 64 DO (N64)

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

7. STAR WARS: SHADOWS OF THE EMPIRE (N64)
8. DOOM 64 (N64)
9. YOSHI'S ISLAND 64 (N64)
10. BLAST CORPS (N64)

MOST WANTED

LETTERS, CONTINUED...

**Eric Nielsen
McFarland, NY**

Although, you're making the writers here very nervous, we're going to give your great idea a try. Any budding writers and critics out there, send us your game review along with an illustration, rating of the game, or a picture of yourself! Please try to keep your essays under 700 words. We'll feature the best ones in a special section to *Player's Pulse*.

Retire Retirement

I do not think you should retire games from the Power Charts after a certain period of time. The purpose of the Charts is to show the best games. If you retire games, the best games would eventually not be listed.

**Theresa Escanedo
Via the Internet**

Poetry in Motion

Upon playing games and seeing what's in store, I've seen Yoshis and Goombas and Koopas galore. All this and much, much more, Plumbers and T-Forces and Anriwets to boot. This little cache of gaming loot, Was created by greatness of the highest degree, it makes you just want to shout, "Yippee!" As for this poem, if you must know, is dedicated to the great, one and only, Shigeru Miyamoto.

**Sharon HW
Via the Internet**

What a great poem for Nintendo, it rhymes quite nicely like you intended... uh, maybe we'll leave the poetry to you, Sharon.

Oops!

In Volume 94, we featured a reader's *Street Fighter Alpha 2* envelope art, but we didn't

Cool Runnings

Colin Baldwin, Volume 92 Grand Prize Winner, won the chance to experience some DMC 3 in real life from the front seat of a bobbed speeding down the Olympic Run in Lake Placid, New York. The Vista, California native must have brought his town's sunny weather to the Olympic Sports Complex, because record temperatures had the bobbed run closed. Instead, Colin dropped on a sled and rode the Luge Rocket ride down the huge run, which was opened specially for him. Colin's flurry of



winter fun also included snowboarding, sightseeing atop the 120-meter ski jump, and inner-tubing down the ski jump landing slope!

know who the artist was. Fortunately, he's been discovered—the artist is Scott Fowler of St. John's, New Brunswick.

To give credit where credit is due, we're giving readers another look at his artwork.



WRITE AWAY RIGHT AWAY!

This month we announce the winners of the 1996 Nintendo Power Awards. Did your favorites get shut out of winning? Write to us and defend their honor! Send your letters and comments to us at:

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REOMOND, WA 98073-9733
E-mail: nppulse@nintendo.com

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS SYSTEM SET-UP AND REPAIR

1-800-255-3700

(1-800-422-4281 TDD)

8 a.m. - 5 p.m. Pacific Time

Monday-Friday

9 a.m. - 9 p.m. Sunday

Outside of North America, calling instructions are available.

TALK TO A GAME COUNSELOR

1-900-288-0707

U.S. \$1.68 per minute

1-900-451-4400

Canada \$2.80 per minute

(1-206-885-9714 TDD)

8 a.m. - 8 p.m. Pacific time

Monday-Sunday

6 a.m. - 1 p.m. Sunday

Callers under 18 will need to obtain parental permission to call.

POWER LINE

1-206-885-7529

**Prerecorded Game Tips
and Future Product
Information**

News about recent releases and upcoming games for all Nintendo systems.

Call to hear our Super Mario 64, Super Mario Kart, Super Mario Bros., Super Mario World, Super Mario Bros. 2, Super Mario Bros. 3, Super Mario Bros. 4, Super Mario Bros. 5, Super Mario Bros. 6, Super Mario Bros. 7, Super Mario Bros. 8, Super Mario Bros. 9, Super Mario Bros. 10, Super Mario Bros. 11, Super Mario Bros. 12, Super Mario Bros. 13, Super Mario Bros. 14, Super Mario Bros. 15, Super Mario Bros. 16, Super Mario Bros. 17, Super Mario Bros. 18, Super Mario Bros. 19, Super Mario Bros. 20, Super Mario Bros. 21, Super Mario Bros. 22, Super Mario Bros. 23, Super Mario Bros. 24, Super Mario Bros. 25, Super Mario Bros. 26, Super Mario Bros. 27, Super Mario Bros. 28, Super Mario Bros. 29, Super Mario Bros. 30, Super Mario Bros. 31, Super Mario Bros. 32, Super Mario Bros. 33, Super Mario Bros. 34, Super Mario Bros. 35, Super Mario Bros. 36, Super Mario Bros. 37, Super Mario Bros. 38, Super Mario Bros. 39, Super Mario Bros. 40, Super Mario Bros. 41, Super Mario Bros. 42, Super Mario Bros. 43, Super Mario Bros. 44, Super Mario Bros. 45, Super Mario Bros. 46, Super Mario Bros. 47, Super Mario Bros. 48, Super Mario Bros. 49, Super Mario Bros. 50, Super Mario Bros. 51, Super Mario Bros. 52, Super Mario Bros. 53, Super Mario Bros. 54, Super Mario Bros. 55, Super Mario Bros. 56, Super Mario Bros. 57, Super Mario Bros. 58, Super Mario Bros. 59, Super Mario Bros. 60, Super Mario Bros. 61, Super Mario Bros. 62, Super Mario Bros. 63, Super Mario Bros. 64, Super Mario Bros. 65, Super Mario Bros. 66, Super Mario Bros. 67, Super Mario Bros. 68, Super Mario Bros. 69, Super Mario Bros. 70, Super Mario Bros. 71, Super Mario Bros. 72, Super Mario Bros. 73, Super Mario Bros. 74, Super Mario Bros. 75, Super Mario Bros. 76, Super Mario Bros. 77, Super Mario Bros. 78, Super Mario Bros. 79, Super Mario Bros. 80, Super Mario Bros. 81, Super Mario Bros. 82, Super Mario Bros. 83, Super Mario Bros. 84, Super Mario Bros. 85, Super Mario Bros. 86, Super Mario Bros. 87, Super Mario Bros. 88, Super Mario Bros. 89, Super Mario Bros. 90, Super Mario Bros. 91, Super Mario Bros. 92, Super Mario Bros. 93, Super Mario Bros. 94, Super Mario Bros. 95, Super Mario Bros. 96, Super Mario Bros. 97, Super Mario Bros. 98, Super Mario Bros. 99, Super Mario Bros. 100.

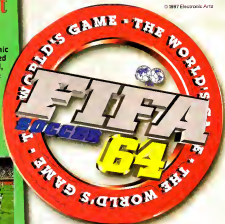
NINTENDO POWER SOURCE

www.nintendo.com

E-mail: custserv@nintendo.com

"A Great Bit of Play"

FIFA Soccer 64 from Electronic Arts truly has it all: detailed polygon graphics; high-speed, realistic animation; real-time commentary from real-life announcers Andy Gray, Des Lynam and John Motson; and nearly 3,000 authentic international players. All of this comes together to produce, as Gray and company would say, "A great bit of play."



Four-Way Challenge

With its multiple difficulty levels, play modes, camera angles and controller configurations, FIFA Soccer 64 can be as simple or as complex as you wish. Up to four gamers can take to the field, or "pitch," as it's often called in soccer circles, and play with or against each other in any combination: two-versus-two, one-versus-three and even four-versus-the computer. We've combined our real-life and virtual soccer expertise to come up with some of the best offensive and defensive strategies to use with this game. These strategies work in the one-player and the multi-player modes, but keep in mind that you'll need to coordinate very closely with your computerized and/or human teammates to pull them off.



Fine FIFA Features

We'll start by first giving you a few general tips on how to approach this game as well as the lowdown on some of the game's key features. These features can greatly affect the game control, so you may want to tweak them to your lik-

ing or at least keep them in mind during your pre-game strategy sessions. If you're having trouble scoring but can't quite put your finger on any specific cause, these tips might help you out.

Fair and Foul

As in real life, bad weather can really put a damper on your performance if you're not prepared. The ball bounces higher, travels faster and goes further when the field is dry than when it's wet. If it's pouring on game day, expect parts of the field to become a bog by halftime. You won't get as much loft on your kicks and the ball will roll slowly. The best thing to do is play a few practice sessions in the rain and modify your tactics accordingly.



Yellow Card, Red Card

There are few faults in soccer, but the penalty for committing one can be severe. Attempting to tackle (steal the ball) from beside or behind a player, for example, will net you either a Yellow or a Red Card, depending on how blatantly unsporting you were. For a Red Card, the offending player will be ejected, and you won't be able to replace him for the rest of the match.



TEAM MANAGEMENT



If you lose a team member and his position, you'll probably need to adjust your strategy. If necessary, use the Team Manager's option to shuffle your remaining players to make up for the lost position.

The PIP Advantage



On the radar screen, human-controlled players are marked by yellow triangles, while computer-controlled players are marked by green and blue circles.

The Picture-in-Picture, or PIP, option allows you to display a second view of the field or a radar screen in the upper right corner. The radar screen is especially helpful, allowing you to see the whole field and the positions of the players and the ball, which is color-coded for your convenience, at a glance.



Virtual Soccer Videography

Soccer games have often served as showcases for new technology and innovative game play, and FIFA Soccer 64 is no exception. For a look at a few classic NES, Super NES and Game Boy soccer games gone by and an exciting peek at Konami's upcoming international Superstar Soccer 64, check out a few video soccer classics beginning on page 180.



"That's a Fair Challenge"

Offense in soccer is all about coordination and cooperation. There are, of course, many star players in the sport, but hogging the ball isn't as successful here as in, say, the average video basketball game. When you first start out, spend some time getting to know the size and scale of the field, so you can better gauge your passes, and work on simply handling the ball and keeping it away from opposing players.

The Short and Long of It

For the purposes of this review, we're defining short passes as passes to players who are on screen, while long passes are to players who are out of view. In most instances, we recommend using short passes to move the ball down the field. Even with the radar on, it's difficult to gauge potential interference from off-screen defenders, and there's a good chance that a long pass will be picked off before it reaches a teammate.



If you're all alone, use the radar screen to pinpoint teammates and then move toward them. Wait until they're in sight before you attempt a pass. You'll then be able to see who is in the clear and who might run into a defender from behind.

Thanks a Lot

Lobbing the ball through the air is riskier than making a ground pass, but it works well when you're coordinating with another human-controlled player. If one of your midfielders is being surrounded or chased by a line of defenders, lob the ball over their heads towards one of your forwards (the offensive players on the front line). Just don't get caught offside by the referee. We'll have more on that later.



If you're not trolling a team by yourself, lob the ball and then pass A to switch to the player closest to the ball's landing spot. If you're alone, enough, you'll lose the ball. If you have to, pass the ball again for a better shot at the goal.

On a Wing and a Prayer

Midfielders or forwards who are positioned on the sides of the field are often called "wings." One common but effective attack strategy is to have a wing drive down the edge of the field where there is usually less resistance. The wing then passes the ball to a center forward for a shot. If

you're lucky, the wing will draw some of the defenders away from the middle and give your center forward a better chance.



Switch from the wing to the center forward while the ball is still in the air. If you're close to the goal, try to "head" the ball. Bounced it off your head instead. If you trap the ball, you're heading it stolen or grabbed by the goalkeeper.



Keeper Keep-Away

To take a shot, press and release the B Button. The longer you hold it, the harder you'll kick. As you hold it, you'll slow down and lose your ability to steer your body, so set up and strike as quickly as you can. Once you're inside the 18-yard box around the goal, the keeper will often charge out at you. The closer he gets, the better the chance he has of intercepting even a hard, fast strike.



Cutthroat Corners

Corner kicks can be a bummer for you, especially if you have four human-controlled players on your team. Try to crowd all of your players right in front of the goal and then lob the ball right at or just ahead of them. If you're lucky, you'll be able to head the ball into the goal before the keeper or defender can react. If the ball lands in the middle of the mob, the best you can do is jump in and try to kick it before a defender clears it out.



Here's a pretty sneaky maneuver: aim the ball toward the corner of the penalty box and kick it with all your might, but put lots of spin on it to curve it back toward the goal. This move might throw the defenders off, and the ball sometimes curves all the way around and into them!

You'll have a good chance to score if you strike from the middle and just inside the penalty box. The keeper will still be far away, and you'll have plenty of room to shoot to either side. It will also be hard for him to intercept any wide-angle shots to the corners of the goal.



"He's Won the Tackle Again"

Many novices focus on driving the ball down the field and trying to grab all the glory, but the seasoned players know that defense is half the game—sometimes the crucial half. Once again, whether you opt for a man-to-man defense, with a defender always covering a specific attacker, or a zone defense with a defender patrolling a given area, coordination is the key. Having more human-controlled players on a side is more difficult to coordinate, but it does give you more options.

Tackles and Take Downs

Tackling is the bane of soccer defense, but it's not always easy to pull off, especially if the attacker is a skilful dribbler. Stick close to your opponent, use the speed-up ability and never try to tackle from behind. If the ref sees you doing that, it will be a guaranteed Red Card and an early trip to the showers for you!

TACKLE



With a tap of the B Button, your player will raise his foot and body in an attempt to steal the ball. If an opponent is not on guard, you can also sweep in at an angle and pick up the ball on the run.

SLIDE TACKLE



There's a split-second delay from the time you press the top C Button to the time your player actually performs the move, so plan ahead. An unnecessary slide tackle will result in a foul call.

Sweep Up the Mess

The Team Management option lets you change your player formation at any time to suit any offensive or defensive strategy. One of the best defensive formations in this game places a special player, known as the sweeper, in front of the goal. His primary job is to support both the fullbacks and the goalies.

While the fullbacks never venture too far from the goal, they do move up and down the field a lot. The sweeper stands behind them, the goal to take down any attackers who break through the line.

TEAM MANAGEMENT



SWEeper



HARD TACKLE



A hard tackle is just what it's name implies, and it will always result in a Red Card and an ejection. It can be useful, however, as a last-ditch effort to break up a dangerous attack or save time on the clock.

Intentional Offsides

In reality, the offsides rule is rather complicated, but within this game, this is the situation you must watch out for: If an attacker is between the keeper and his defenders, and a teammate on the other side of the defenders passes the ball to him, the ref will call offsides and award the keeper a goal kick. It is difficult to do in this game, but you can try to create an intentional offside. Selecting the All-Out Offense strategy on the Team Management screen will make your defenders move far forward, increasing the chances for an offside call.



If your defenders are far forward, there's a greater chance that an attacker will stray past them and a teammate will mistakenly try to pass to him. Remember that if an attacker dies by your defenders with the ball in his possession, that is not an offside situation.

He's a Keeper

Even though the keeper is computer-controlled for the most part, you do have some control over his kicks and throws. If you're using "fast break" offensive tactics, kick the ball as soon as you can, before the opposing defenders have a chance to get back down the field. If you need time to set up your offense or if you're just trying to eat up the time on the clock, wait until your players are all in position before you put the ball back into play.



You can select a specific teammate to go receive a kick or a throw from the keeper. You'll still have to be wary of any opponents swooping in to head or trap the ball, but you'll have better luck retaining possession this way than you will if you just wing the ball down the field.

Clear it Out

Here's a worst-case scenario for you: you have the ball deep in your own territory, no one is open for a pass and the opposing team's star forward is cutting through your defenses like a wet sneeze through a tissue. The best thing to do is to clear the ball out. A lob can be controlled somewhat, but clearing the ball sends it sailing willy-nilly down the field. An opponent will probably trap the ball or head it back at you, but you'll have a few seconds to reorganize.



Another good tactic to use when you're really pressed is to whack the ball out of bounds. Your opponent will have a throw-in or a corner kick, but once again, you'll have a chance to reorganize your players and strategy.



1996 FIFA Statistics

FIFA Soccer 64 is based on real soccer teams and their actual 1996 rosters and league standings, which we've listed here. We've also listed each team's standout player (at least in terms of this game) and his default position.



International

| TEAM | RANK | KEY PLAYER/POSITION |
|--------------|------|---------------------|
| BRAZIL | 1 | L. RONALDO/FW |
| GERMANY | 2 | M. SAMMER/DF |
| FRANCE | 3 | Y. DJORKAEFF/FW |
| COLOMBIA | 4 | F. ASPRILLA/FW |
| CZECH REP. | 5 | K. KOUBA/GK |
| DENMARK | 6 | P. SCHMEICHEL/GK |
| RUSSIA | 7 | S. KIRIAKOV/FW |
| SPAIN | 8 | F. HIERRO/MF |
| NETHERLANDS | 9 | D. BERGKAMP/FW |
| ITALY | 10 | P. MALDINI/DF |
| MEXICO | 11 | L. GARCIA/FW |
| ENGLAND | 12 | A. SHEARER/FW |
| PORTUGAL | 13 | P. SOUSA/MF |
| NORWAY | 14 | K. REKDAL/MF |
| BULGARIA | 15 | H. STOICHKOV/FW |
| ROMANIA | 16 | G. HAGI/MF |
| SWEDEN | 17 | M. OHLIN/FW |
| U.S.A. | 18 | P. BRUCE/FW |
| SOUTH AFRICA | 19 | O. KHUMALO/MF |
| ZAMBIA | 20 | I. LITANA/DF |
| JAPAN | 21 | Y. KAWAGUCHI/GK |
| ARGENTINA | 22 | G. CANIGGIA/FW |
| TUNISIA | 23 | S. FEKIH/MF |
| CROATIA | 24 | Z. BOBAN/FW |
| GHANA | 25 | T. YEBOAH/FW |
| CHILE | 26 | I. ZAMORANO/FW |
| MOROCCO | 27 | M. CHADOUCH/FW |
| EGYPT | 28 | H. RAMZY/DF |
| SCOTLAND | 29 | J. COLLINS/MF |
| TURKEY | 30 | H. SOKUR/FW |
| AUSTRIA | 31 | T. POLSTER/FW |
| GREECE | 32 | G. DONIS/FW |

| TEAM | RANK | KEY PLAYER/POSITION |
|-------------------|------|-----------------------|
| R. IRELAND | 33 | T. GASCARINO/FW |
| S. ARABIA | 34 | K. MOUSAID/MF |
| BOLIVIA | 35 | M. ETGHEVERRY/MF |
| CANADA | 36 | A. BUNBURY/FW |
| TRINIDAD & TOBAGO | 37 | D. TORKE/FW |
| BELGIUM | 38 | M. PREUD'HOMME/GK |
| URUGUAY | 39 | O. FONSECA/FW |
| S. KOREA | 40 | G. IM-YOUNG/GK |
| SWITZERLAND | 41 | S. GHAPUISAT/FW |
| LITHUANIA | 42 | V. IVANAUSKAS/FW |
| ALGERIA | 43 | A. TASFOUT/MF |
| AUSTRALIA | 44 | M. BOSNICH/GK |
| IVORY COAST | 45 | J. KONATE/GK |
| ISRAEL | 46 | H. REVIVO/MF |
| POLAND | 47 | K. WARZYCHA/FW |
| PERU | 48 | R. CARTY/FW |
| CAMEROON | 49 | J. SOHGO'D/GK |
| UKRAINE | 50 | A. MIKHAILITCHENKO/MF |
| IGELAND | 51 | T. GUOJOHANSSON/FW |
| NIGERIA | 52 | D. AMOKACHI/FW |
| N. IRELAND | 53 | K. GILLESPIE/MF |
| COSTA RICA | 54 | M. BARRENTES/GK |
| HUNGARY | 55 | G. MESZOLY/DF |
| CHINA | 56 | D. CHULIANG/GK |
| SLOVENIA | 57 | D. NOVAK/DF |
| FINLAND | 58 | J. LITMANEN/FW |
| WALES | 59 | R. GIGGS/MF |
| SINGAPORE | 60 | D. LEE/GK |
| MALAYSIA | 61 | R. SUPARMAH/FW |
| NEW ZEALAND | 62 | J. BATTY/GK |
| LUXEMBOURG | 63 | P. KOCH/GK |
| HONG KONG | 64 | J. LEE/MF |

England

| TEAM | RANK | KEY PLAYER/POSITION |
|-----------------|------|---------------------|
| BLACKBURN | 1 | T. FLOWERS/GK |
| MANCHESTER U | 2 | P. SCHNEICHEL/CK |
| NOTTINGHAM FOR. | 3 | S. PEARCE/OF |
| LIVERPOOL | 4 | R. FOWLER/FW |
| LEEDS | 5 | T. YEOHAN/FW |
| NEWCASTLE | 6 | A. SNEARER/FW |
| TOTTENHAM | 7 | T. SHERINCHAN/FW |
| DERBY C | 8 | I. STIMAC/SW |
| WIMBLEDON | 9 | V. JONES/MF |
| MOOLESBOROUGH | 10 | O. JUMINNO/MF |
| CHELSEA | 11 | C. VIALLI/FW |
| ARSENAL | 12 | I. WRIGHT/FW |
| SNEFFIELD W | 13 | R. BLINKER/MF |
| WEST HAM U | 14 | I. OUMITRESCU/MF |
| EVERTON | 15 | A. KANCHELSKIS/MF |
| COVENTRY | 16 | M. ISAIAS/MF |
| SUNDERLAND | 17 | L. PEREZ/CK |
| ASTON V | 18 | O. ENOCU/OF |
| SOTON | 19 | M. LE TISSIER/MF |
| LEICESTER C | 20 | E. NESKEY/FW |

Germany

| TEAM | RANK | KEY PLAYER/POSITION |
|-------------|------|---------------------|
| B. MUNICH | 1 | J. KLINSMANN/FW |
| FC KOLN | 2 | T. POLSTER/FW |
| HAMBURG | 3 | S. KENCNOZ/SW |
| W. BREMEN | 4 | A. NERZOC/MF |
| STUTTGART | 5 | F. BOBIC/MF |
| DORTMUND | 6 | M. SAMNER/OF |
| SCHALKE | 7 | M. MAX/FW |
| BOCHUM | 8 | G. DOKNOV/FW |
| DUISBURG | 9 | H. BICANIC/MF |
| DUSSELDORF | 10 | O. NIELSEN/FW |
| KARLSRUHE | 11 | S. OUNDEE/FW |
| LEVERKUSEN | 12 | C. WOHNS/OF |
| 1860 MUNICH | 13 | B. WINKLER/FW |
| BIELEFELD | 14 | S. SILODY/OF |
| ST. PAULI | 15 | T. PEDERSEN/OF |
| FREIBURG | 16 | A. SUTTER/MF |
| HANSA ROST | 17 | S. BEINLICH/MF |
| M'GLADBACH | 18 | K. PFLIPSEN/MF |

France

| TEAM | RANK | KEY PLAYER/POSITION |
|-------------|------|---------------------|
| PARIS S.C. | 1 | B. LAMA/GK |
| AUXERRE | 2 | L. LASLANDES/FW |
| F.C. METZ | 3 | R. PIRES/MF |
| MONACO | 4 | E. SCHW/MF |
| R.C. LENS | 5 | V. SMICER/FW |
| MONTPELLIER | 6 | R. KOSECKI/MF |
| COINCAMP | 7 | C. WREN/FW |
| RENNES | 8 | K. REKOAL/MF |
| NANTES | 9 | J. N'DORAM/MF |
| BASTIA | 10 | M. FAYE/MF |
| STRASBOURG | 11 | J. SUCHOPAREK/OF |
| NICE | 12 | H. CHAUDON/FW |
| LYON | 13 | F. MAURICE/FW |
| BORDEAUX | 14 | J. PAPIN/FW |
| LE NAVRE | 15 | T. WIESZCZYCKI/MF |
| LILLE | 16 | A. SIMBA/FW |
| CANNES | 17 | K. NDOGOTO/OF |
| CAEN | 18 | A. BANCAREL/FW |
| MARSEILLE | 19 | A. KOPKE/CK |
| NANCY | 20 | W. DRUMA/MF |

Italy

| TEAM | RANK | KEY PLAYER/POSITION |
|-------------|------|---------------------|
| PARMA | 1 | N. CRESPO/FW |
| VICENZA | 2 | M. OTERO/FW |
| BOLOGNA | 3 | K. ANDERSSON/MF |
| FIORENTINA | 4 | G. BATISTUTA/FW |
| NAPOLI | 5 | R. CAIO/FW |
| SAMPDORIA | 6 | C. KARENBERG/MF |
| VERONA | 7 | A. PAGANIN/OF |
| PIACENZA | 8 | G. PINI/MF |
| INTER MILAN | 9 | Y. DJORKAEFF/FW |
| PERUCIA | 10 | A. KOCIC/CK |
| BOINESSE | 11 | O. BIERNOFF/FW |
| ATALANTA | 12 | O. FORTUNATO/MF |
| AC MILAN | 13 | G. WEAH/FW |
| JUVENTUS | 14 | A. DEL PIERO/MF |
| ROMA | 15 | M. DAHLIN/FW |
| CAGLIARI | 16 | C. LONSTRUP/MF |
| LAZIO | 17 | I. PROTTI/FW |
| REGGIANA | 18 | A. VALENCIA/FW |

Virtual Soccer Classics

What baseball and football are to America, soccer is to the rest of the world, but "the World's Game" has only recently gained widespread popularity among U.S. sports fans. Nevertheless, several soccer video games have done quite well here, largely because of their innovative game play and that undefinable quality known as "fun factor." Here are a few highlights from classics past!

NES 1987&1990

1987 Soccer

This is the granddaddy of NES soccer games, the one that started the ball rolling. Released by Nintendo in March, 1987, Soccer featured one- and two-player side-scrolling action, seven international teams, five difficulty levels and even a half-time show! Running, passing and shooting were about all you could do, but sports fans were hooked on the smooth animation and play control. What's most surprising about Soccer is not that it was a hit, but that it actually came along before most of the classic NES football games, predating Tecmo Bowl by nearly two full years. Only Nintendo's 10-Yard Fight, released in October, 1985, came earlier.



1990 World Cup

Nintendo's next strike at the video goal was Nintendo World Cup Soccer, released in December, 1990. It retained the side-scrolling format of its predecessor, but everything else about the game had been upgraded and improved. This new Pak boasted



one- to four-player simultaneous play and a choice of six playing fields, including a sandy field, an icy field and even a concrete-covered field. The number of teams had exploded to 13 international squads, and, whereas the teams in Soccer had the exact same abilities, these new teams had different strengths and weaknesses. The U.S. athletes even had individual attributes! Other seminal soccer games of the late '80s and early '90s included Jaleco's Goal series and Tecmo World Cup Soccer.



1991

GAMEBOY

1991 Nintendo World Cup Soccer

Choose Your Team.

| | |
|----------|-----------|
| U.S.A. | ENGLAND |
| HOLLAND | SPAIN |
| JAPAN | BRAZIL |
| FRANCE | GERMANY |
| CAMEROON | ARGENTINA |
| U.S.S.R. | ITALY |
| MEXICO | |

In 1991 it was time to take the video soccer team on a road trip, and what better mode of transportation than the Game Boy. The portable version of Nintendo World Cup Soccer was a very close translation of its NES counterpart, right down to the ability to set a specific game plan for the computer-controlled players to follow. Other features included the ability to tell your computerized teammates when to pass and shoot, and the then-revolutionary Game Link cable allowed two players to go head-to-head on the electronic pitch.



SNES 1992-1995

1992 Super Soccer

Super Soccer gave us literally a different perspective on the game, following the action from front to back, rather than from side to side. Players now had a wider range of moves, including the Shoulder Charge, Slide Tackle and Trip, and the Super NES's Mode 7 scaling and rotation features kept the large, colorful graphics flowing smoothly.



1994 Mega Man Soccer

Video soccer fans were serious about their fun, but they didn't have to be serious to have fun, as Capcom proved with Mega Man Soccer. This whimsical one- or two-player Pak featured the Blue Bomber, Dr. Willy and 16 of his robotic buddies in four modes of play. While its play control wasn't up to Capcom's usual impeccable standards, this game did sport a handy central radar display.



1993 Tony Meolo's Sidekick Soccer



Tony Meolo's Sidekick Soccer reached new heights of on-field realism with a rotating view that kept you behind the play, or with the ball. Created by the same team that developed

NCAA Basketball, Sidekick Soccer gave you a sense of the size and scale of a real soccer field; in fact, novice players routinely got lost out there!

1995 International Superstar Soccer Deluxe



The emphasis in Konami's ISS Deluxe was on ball handling, and the huge number of control options elevated this game to the level of a gem. Crystal clear graphics, rich sound and realistic animation just

added to the you-are-there feel. It may have been the swan song for Super NES soccer titles, but ISS Deluxe was a beautiful note to go out on.

Luckily for us, the Konami soccer dynasty did not die out with ISS Deluxe. The reigning king of 16-bit soccer games has, in turn, begun a 64-bit heir that threatens to raise the bar, not just for video soccer games, but all video games, period. 1997 promises to be a championship year for Konami's International Superstar Soccer 64!



FUTURE N 64

1997 International Superstar Soccer 64

The camera swoops high over the stadium, taking in the bright sky above and the perfect field below. With the capacity crowd roaring in anticipation, the commentator announces the day's matchup, while the team captains meet on the pitch for the coin toss. Is this a live soccer game being televised via satellite? No, this is the future of video

games, and it has "blockbuster" written all over it! As we reported last issue, Konami is planning to produce International Superstar Soccer 64 for the North American market. This game will be a translation of J. League Perfect Striker, a title that is already generating headlines (and lines of fans) across Japan. An English-language prototype of ISS 64 won't ready in a week to press, but we did obtain a production version of Perfect



Striker, and "revolutionary" would not be too strong a description. We've seen most of Perfect Striker's features and options in past games, but we've rarely seen so many in one title and rarely seen them executed so well. Graphical Crap and highly detailed, with no skipping on the frames of animation. The large players move fluidly and the transitions are seamless. Moves and play control? Dribble, trap, head, back pass, bicycle kick—it's all there. Players react instantly to your



The camera pans smoothly around the action, looking for all the world like a TV broadcast. The camera always moves to keep the ball near the center of the screen, but it never looks "jerky." From the play control to the animation to the play-by-play, everything about Perfect Striker screams excitement, realism and fun!





commentary, which are laid out logically across the N64 Controller. And what about play modes and optional? Not to worry. There are 16 teams, each with a full roster of first and second string players, six play modes, including Single Game, League, Tournament, Shoot-Out, Scenario and Practice, 16 stadiums, 16 field formations, different weather conditions, and so much more! Perhaps

the most impressive and entertaining feature of all, though, is the nearly constant running commentary that sounds as if it were plucked out of a professional broadcast. The announcer's speech patterns sound totally natural, and if a player makes a sudden move, he'll even interrupt himself with a cry of surprise or a shout of victory! Konami has not yet announced a release date for SS



64, so we'll just have to be patient. In the meantime, we can be happy knowing that, if this is the future of video games, we have plenty to look forward to.



There's enough variety in the announcer's sound palette to keep things from becoming boring or annoying, and he uses a good mix of general and specific comments. We couldn't understand everything he said, but there were no mistaking his ecstatic cries of, "Goal! Goal! Goal! GOOOOOOAL!"



BLAST

CORPS

The nuclear threat is not over yet. We continue our Blast Corps coverage, with maps and strategies for the Medium Level stages. Unless you want downtown Des Moines to go up in a mushroom cloud, you'd better get on the stick!

MORE OF THE CORPS



Let's check this morning's schedule: 9:00 a.m., mission briefing; 10:00 a.m., coffee break; 10:15 a.m., blow up half of Wally Wallis in order to save the world—yup, it's just another typical day in the Blast Corps! Last issue, we gave you a rundown of Blast Corps basics along with full maps and detailed strategies for the Easy Level stages. In Part Two of our Blast Corps blowout, we'll analyze the Medium Level stages and give you tips on how to earn Gold Medals and promotions in the Corps. Rather than just giv-

ing you more obstacles to blow up and shortening time limits, the Medium Level focuses on increasingly intricate puzzles that require ever more complex maneuvers to solve.

This gives Blast Corps much more depth and replay value than your typical action Pak.



You'll be using some familiar vehicles in these stages, but you'll have to use them more creatively as the game progresses.



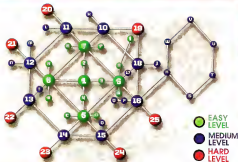
The nuclear threat is still very real: you must clear a path across the world to allow a runaway missile transport to pass safely.

©1997 Nintendo/Blaze Games by Ron

MISSION RECAP



The map below shows the different difficulty levels and the different types of stages (small spheres=Bonus and Training stages, large spheres=main Destination stages). You must earn Gold Medals in all the stages, including the Bonus stages, to earn the most promotions. Before we dive into the Medium Level, we'll first recap the Easy Level Bonus stages in the chart at the bottom of the page.



SIMIAN ACRES



CARBIDE POINT



The better the medal you earn, the more Bonus you'll receive.

SHERRIES



Find and activate a Communication Point to open new stages.

GOING FOR THE GOLD

The chart below gives a quick recap of the Easy Level Bonus stages we covered just now, including the recommended vehicle, Gold Record time and any helpful tips or shortcut information for each stage. To earn Gold Medals in those stages, you must beat the Gold Record times shown.

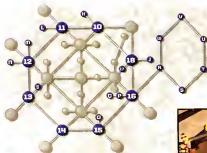


| | VEH. | RECORD | TIPS & SHORTCUTS |
|---|------|--------|--|
| A | | 1:50 | Look for shortcuts through the alleys and between the buildings and the arena to the south. |
| B | | 0:50 | Destroy all the crates to see the Gold M. 22. This indicator will be your best friend for quick navigation. |
| C | | 0:40 | The blocks cycle on every 10 seconds and will give you the light green and blue short cut mucky map. |
| D | | 1:00 | Play through the middle of the TNT crates to scatter them across the arena, just like playing the "break" in pool. |
| E | | 0:50 | Head north to the canal and then go west. Turn south at the end of the canal to a small shortcut. |
| F | | 0:20 | The jet points are arranged in a rough six-pointed shape and go left, then to the right and up on. |
| G | | 0:35 | Stay on the right side of the river. You need to cross the river for a slip to reach a GP. |
| H | | 0:40 | Head left to the left field and follow the line of NPCs around the outer edge of the paved area. |
| I | | 2:00 | Get across the grass in the north lot. As you head south on the back stretch, hug the left to find a tunnel. |

NEW FRONTIER

Now we'll look at the Medium Level, starting with an overview of the two Training stages, numbers 9 and 17 on the map below. (It seems unusual to start with number 9, but this is a continuation from our review last

issue.) Detailed breakdowns of the Demolition numbers 10, 11, and 18) and the Bonus stages (which follow) appear on the following pages. These numbers and letters correspond roughly to the order of stages as they appear in the game. The map shows the approximate positions of these stages on the World Map screen.



9 THUNDER FIST

You'll have had a chance to use the Thunderfist in the Easy Level, so this stage will be a snap: just destroy all of the buildings and crates within the time limit. Remember that the Thunderfist needs a couple of steps of clearance in front of it to launch an attack.



17 SKYFALL

You'll have driven the Skyfall dune buggy before now, but this will be your first official mission behind the wheel. While the Skyfall's turbo boost does help somewhat, the real demolition power comes from running downhill or launching the vehicle off rocks and ramps and crashing into a target.



10 TEMPEST CITY

Tempest City offers a straightforward challenge, making it a good lead-in to the Medium Level. You'll find more than enough ammo near the first block of buildings. Keep in mind that you're more likely to cause damage if your target is on wheels. The chart in the upper right corner shows the number of buildings, survivors, Communication Points, and scientists in this stage, while the box below includes details on nearby Bonus Stages.



| | | | |
|--|----|--|---|
| | 25 | | 1 |
| | 20 | | 1 |

BLAST SEQUENCE

Concentrate on the structures directly in the main transport's path. The right-hand side and the buildings on the right side of the block can be left standing. Just maneuvering the Bal to switch between power stations may be the biggest challenge.



Each ammo box contains ten missiles for the Ballistic Launcher. You'll find ammo all along the way.



Fire missiles while your front legs are touching the ground so you can shoot over your target.



The overhead view will help you with your aim and give you a bend on the transport's progress.

A BLAST THE WALL

Blast the cliffs on the west side of this stage to reveal a secret complexing up the side of the mountain. You'll find a Communication Point at the ledge. Activate it to open the path to Bonus Stage K. Now go down and to the right to find a scientist in his mountainous retreat.



B THE SCIENTIST IS HERE

You'll find a secret lab in a house behind a wall of rock. This is only the second of an odd number you must locate. He may have a clue to a colleague's whereabouts.



J COBALT QUARRY

00:40

One of the best roads will be your best bet for completing this level in record time, but only if you're able to slow down in the cobalt quarry. The abrupt end of the lane will send you sliding into the wall if you're going too fast. This place is actually located off of Stage 16 on the World Map screen, and it will most likely be your challenge.



K GLANDER'S RANCH

01:45



There was no action planning involved in designing this bonus shortcut. The first shortcut appears after the first delay and is marked by red lines and patches of dirt by the side of the road. The second shortcut is actually a dirt road marked with an arrow.



11 BEETON TRACKS

This is where you'll need to start thinking in two levels: terms to accomplish the tasks at hand. There are only two major structures to demolish, but if you fail to coordinate your actions exactly, you can kiss the picturesque town of Beeton Tracks goodbye. To find the Communication Point and the balance of the RDA's, search the little hills and valleys to the west of the train tracks.

A CAR 54, WHERE ARE YOU?

The ravens of beefy coffee and doughnuts in the Beeton Tracks Cafe are not greatly exaggerated, at least in the opinion of local law enforcement. The county sheriff probably won't mind if you borrow his squad car to search for the RDA's and the Communication Point as long as you bring for another round of jewel.

| | | | |
|--|---|--|---|
| | 6 | | 1 |
| | 0 | | 0 |

BLAST SEQUENCE



The train station will need any force short of a TNT blast. Luckily for you, your train has a load of the stuff as a failed car. The track is unpowered, so it'll blow and up against the target. You must switch back and forth between the train, the mine and the door to get the job done, and though the middle carner starts off for awing, you still won't have any time for coffee and doughnuts!



Head to the end of the line. Jump out and walk around the north end of the station to reach the parking lot.



Jump into the Handover and demolish the small building. Maneuver the door onto the crew's platform.



Use the crane to lift the door over to the other side of the tracks. Use the walkway to cross the tracks.



Use the door to push the TNT against the station. Move the goods if the flared car is not in position.



L SILVER JUNCTION

This station is the starting point of first, let there be a junction. Think of this stage as if it were a tie-tackling board, with the Thunderbolt standing in the center square. There are tracks to all of the junctions around you, except for the one to the left and the one to the right.



01:00

M MORaine CHASE

Make a left turn after the third wall and coast the wall at the Starting Line. Run the left on the down's left until you see a small gap. Follow the gap patch of moss through the gap. Follow the path between the walls and up the hill to get back to the track.



01:40

12 ECHO MARCHES

When we finally figured out the achingly simple solution to the Echo Marches puzzle, we slapped our foreheads and screamed "Duh!" This only goes to show that we were focusing too much on what was directly in the missile carrier's path and not considering what was scattered about the rest of the map. You'll always get another crack at a stage, so take the time to explore and then try again.

| | | | |
|--|----|--|---|
| | 20 | | 2 |
| | 15 | | 0 |

BLAST SEQUENCE



The missile carrier can handle the odd potshot, but it won't be able to get over the train tracks or across the river without a little help from the Corps. The trick will be re-narrowing the train and the barge to form bridges across the tracks and the river. Time is short, so check the map and destroy only the buildings or parts of buildings that are right in the carrier's path.



Stamp the buildings on the right side of the road then quickly head north-east over the rail to the train.



Hop on the train and take it all the way to the end of the line, making sure to line up the first booster with the ramp.



Jump into the hot rod and drive back to the J-Banno Headcrab threat and demolish the buildings in the carrier's path.



Head northwest and land on the barge. Plant the barge to the river crossing, get back in the J-Banno and finish the stage.



TANKED

Stomp on the fuel tank near the barge to reveal the first Communication Point. This Communication Point is easy to miss on the first pass through this area, but most players will find it just because they'll be trying to clear out all the structures in the stage. Activate both points to open up the Bonus stage.



HIT THE BOOSTERS

To reach the Communication Point atop the rock tower, let your rocket's recharge fully first and then take off. You can reach the top of the tower with one long blast, or you can try boosting for a few seconds, resting for a second or two, and then hitting your rocket again while you're still in mid-air.



13 CROMLECH COURT

It's back to their corrupt homes amidst the sprawling towers of Cromlech Court, but though your task is simple, time is short: The missile carrier starts just south of the first row of buildings, so you'll have to carve your way clear a path through the financial district. You'll note that the larger skyscrapers are actually several squares joined together. Try to strike these buildings at the seams to destroy two or more sections at a time!

You'll start the stage on a hill to the southwest. Your first target will be a missile carrier just to the right of your position.



BLAST SEQUENCE

Once again, you'll have just enough time to destroy only the buildings or parts of buildings right in the carrier's path. Say, if our tank goes down, will our cash-in-shape fees go up?



Wave back and forth through the buildings as if you were running through a slalom course.



Blat Corp's environmental policy grants you train moving down the trees. Go around them!

| | | | |
|--|----|--|---|
| | 15 | | 0 |
| | 20 | | 0 |

MICA PARK 00:50

This stage starts in a wooded area, but it really isn't. The buildings are arranged in a semi-circle with the same "seams" in a few places just to the east of the stage. Set the course to slalom-style blow. Simply follow the road from the left to the right and you won't miss any buildings.



MORGAN HALL 01:25



This stage takes less maneuvering than you might think. Follow the road north and then around the crop, turning just slightly to the left or the right as needed to try the TST face piece against the buildings. Don't get too caught up with the TST, though. Use the catapults to attack when it would be a useful tactic.

CORVINE BLUFF 00:55

Dress the door at the start of the race and follow the last track up the hill. Six across the line, staying on the right side of the river. We need not cross back over and cross the Finish Line to advance a leg. In fact the Commemorative Print, drive into the finish line go north.



IRONSTONE MINE

14

This really thrusts the Ironstone Mine stage to get about solving riddles, but about precision demolition, which can be just as challenging. As you would with the other vehicles, engage the Side-sweep's battering ram at the seams between the sections of the buildings for maximum damage. Save the Thundercrist for the latter part of the stage. You won't have time to retrieve it and return to the barracks; instead, the transport reaches there.

| | | | |
|--|----|--|---|
| | 31 | | 0 |
| | 20 | | 1 |

BLAST SEQUENCE



While this stage is straight forward, it can be frustrating none the less. Try to keep a constant speed as you drive between the barracks and pulse your rams as you go. You may also use or two sections, but you should have enough time for a quick clean-up job before you head to the next area. In the second set of four rails, destroy only the left-hand group.



Remember that you get only bonuses for the battering ram per battery pack, so keep an eye on the ammo counter on your screen.



Keep the Side-sweep and climb aboard the Thundercrist to take care of the main complex.

A HIGH ROAD



The government has gone to great lengths to provide security for the third coast, but it must be tough for him to order a patrol. Head up the mountain path to a small alcove and the Ramblouse. Drive it along the path to the crest. Transfer the driver to the platform across the way and then walk across the overpass.



B DOWN UNDER



Push the TNT against the concrete block to open the entrance to the mine. Search the tunnels below for the third scientist and grab a few stray N64s.



15 EBONY COAST

Demolition is once again in the order of the day in the Ebony Coast crisis. Once you reach the factory, switch to the overhead view to get a better perspective of the job at hand. Most of the TNT is clustered around the southern buildings, so use the map to plan which ones will be used where. While a building can sometimes be brought down with one blast if you hit it on the side, at the seam between sections, it's easier to just use two crates per building.

| | | | |
|--|----|--|---|
| | 18 | | 1 |
| | 20 | | 1 |



FACTORY

BLAST SEQUENCE



Follow the train tracks and the river road until you reach the factory. With the buildings laid up directly north of you, use the two-center TNT crates to bring down the first building. Use the yard and the 3rd crates on the left to demolish the middle building and the second and third crates on the right to demolish the last building.



To save time, don't load the Riverblosser onto the train. Move the train backward as far as it will go.



You should have just enough clearance to squeeze ahead of the engine car and onto the tracks.



Head through the tunnel and onto the highway. Follow the road until you reach the factory.



Use the two-center TNT crates, one for the other, to demolish the first building in line.



If you're on target, you'll need just six crates for the whole job. Save the one for the last blast.

A HIDE IN PLAIN SIGHT



You could wander about Ebony Coast all day and not catch a clue as to how to complete the secondary tasks. Once again, don't take anything at face value. Explore and try everything, no matter how trivial it seems. In this case, flip the camera around at the start of the stage to see a TNT crate behind the train. Don't at least spend the time to look to the south.



B SPECIAL DELIVERY



Now load the flamethrower onto the flatbed car and head toward the train station. Stop at the station and demolish it to reveal a crate of TNT. Load the TNT onto the flatbed car. Leave the flamethrower behind and head back the way you came. Don't worry about the TNT exploding prematurely if this crate is long lost and won't go off for a couple of minutes.



C MR. BIG HEAD



With the train still going in reverse, roll past the starting point and through the tunnel to the south. When you emerge, you'll see a huge statue that looks like a cross between an "Easter Island" head and a cross-dresser's pose, set the deep end. Stop the train, making sure that the TNT is as close to the statue as possible. The TNT will blow the statue apart and reveal the J-Bomb!



D TRAILER PARKED



The J-Bomb will enable you to reach previously inaccessible areas around the stage. Be sure to look for the white car's trailer to the east, hit the Communication Point to the south and demolish the trio of "Big head" statues on the island off the coast.



16 OUTLAND FARM

The main farm buildings are built on a few small slabs of concrete surrounded by grassy fields. The Backlash can't accelerate well on grass, so you'll have to learn to makeover within very tight spaces. Use the rocky outcroppings to bounce your truck around just before you hit a target. This will give your attacks more demolition power. Reverse back and forth a bit when you use the sidewise attack to plow through obstacles in a straight line.

| | | | |
|--|----|--|---|
| | 15 | | 0 |
| | 20 | | 0 |

BLAST SEQUENCE



When the stage starts, follow the gully up and around to the left. Trying to shortcut across the gully will only slow you down. When you exit the gully, turn to the driver's right and head up the road. Don't bother with the buildings near the gully's exit. The main corner will not pass themselves.



Follow the RDU through the gully. Keep to the center of the track to keep your speed up.



You'll bounce out of the gully and past (or through) a few buildings. Ignore them for now.



At the main complex, use the rock behind the long building to gain some extra momentum.



At the junction, take the bottom left corner off at the first building.



Use the small, paved space to gear up for another attack. Once again, aim for the tower.

TRAIL BLAZER



To finish the secondary tasks, master the stage and follow the gully. At the top of the ramp, turn left onto the gully. Set up the stage to find a Communication Point. Keep going and you'll hit the main road. Drive the stage to find the second Communication Point.



START

⑥ BISON RIDGE

The Bison Ridge race is just a short test of speed, so your best bet will be one of the hot rods or the police car. As you head down the slope, you'll hit a big dip that will launch you into the air. At the bottom of the hill, turn right and cut across the rocky field. Two righties will send you on the track.

01:20



S LIZARD ISLAND

Until now, we've made the larger sections of our mission for the Demolition stages, but because of the scope of this *versus* stage, we show it we'd provide you with a full map with floating, every sphere or platform within the Gold Ring's time will be difficult, but keep in mind that you need only tap target to destroy it. Be careful touching water or lava will end the stage automatically.

02:30

SLIDE RULES

The platforms slide back and forth between two points. Place yourself above a point along the line and float down slowly. The platform will slide beneath your metal feet and destroy itself!



Watch your target's new movement pattern first. Place your jets to control your descent.

TAP DANCE

Looking at the map, we recommend that you first head southeast to a platform over the water, then north to the volcano and on around the perimeter of the stage. Unless you

want to risk getting the mother of all hotshots, don't stamp the spheres in the volcano. Just position yourself above them and float down. When they explode, fire your rockets to escape.



R GEODE SQUARE

All of the target spheres in Geode Square are located right near the center point. With all of them moving in various patterns, it's easy to get confused. But just wait until the crew and stick with them until they're destroyed before heading on. Destroy the small building to find a Communication Point.

00:40



T SALINE WATCH

There are three sets of target balloons north of the starting point, with a base Communication Point in the upper left corner of the stage. Destroy them just to get the balloons to destroy them. If you need to recharge, just get to just get your bearings. The J-Drink can be used safely as top of the mission.

01:40



Float up, and the J-Drink can't be used safely as top of the mission. As in the Lizard Island stage, hitting the water will end your run for the round.

18 SHUTTLE GULLY

One last Demolition-stage remains in the Medium level, and it will take some fancy driving to plow through this one. The daylight dune buggy lacks raw demolition power, so you won't be able to smash straight through the buildings, even with the turbo boost. Instead, you must saw back and forth across obstacles, using the hills to build up speed or using the rock-strewn gully to launch your vehicle through the air to crash-into targets from above.

| | | | |
|---|----|---|---|
|  | 19 |  | 1 |
|  | 0 |  | 0 |

BLAST SEQUENCE

Nearly all of the structures will have to be demolished to make way for the transport. Keep an eye out for some large boulders strewn around the first group of buildings. You don't need a lot of running room to make good use of their just a few feet of clearance and a turbo boost, off a boulder will be enough to take down most of a building, as long as your aim is true.



The faster you go, the more room you'll need to turn around. Ease up on the buggy's throttle and push the Control Stick left if it tips around quickly.



A JUMPING JACK FLASH

To pop a sphere, run straight toward one of the dunes at full speed. As you descend it, hit just a your turbo boost. You'll bounce up out of the dip and rise high enough to touch the sphere. The only real trick is timing yourself up correctly. To pop the single sphere to the north, use one of the large boulders as a launching ramp.



B TREASURE, NOT TROLLS

Unlike certain goals of bony tale fans, you won't have any trouble with trolls under this bridge. Activate the Communication Post and then head to the northwest plateau to finish half of ROGUS.



U DAGGER PASS

02:00

Head northwest to the first target. The main six platforms are a rush and most of the starting point. From the launch platform, head due north to the target platform. Some of the "windows" are blocked by glass shields, so you'll have to use your dash or enter to destroy the platforms.



• 36/224
01:45.9

W BABOON CATACOMB

01:40

Then move to the toughest level. Baboon Catcomb is a maze of platforms and glass shields. The player uses a variety of weapons that come in different forms. Unlike the classic puzzle, however, both sides of the maze are mirror images. Guide the Mako character to the center before you tackle the enemy tanks. Swerve left and right to activate 100% in the side paths as you go by.



V MAGMA PEAK

Now it's time for the... 03:00

fiery realm of Magma Peak on one of your most hazardous assignments yet. The J-Bronk will be tough to its limit, and while you'll be able to land on a platform or ledge with no problem, any touch of the scorching lava will finish your crashing career in the fiery, unrelenting end.

HELL HATH NO FURY



In your Gold Model, use the map to plan your attack. We recommend clearing out the first two targets to the northwest of the starting point then heading north to be close to the side of the crater to the platform with two spheres. Walk your way around the crater ridge and back down to the lower level until all of the targets are destroyed.



BLAST OFF



After you've beaten the Gold Race name, return the stage and launch yourself out of the crater. A Communication Point is located on a small ledge above the crystal blue sea. The trip isn't so bad after all, eh?



MORE CORPS TO COME

Magma Peak is the last stop on this month's Blast Corps worldwide tour, but the fun and destruction aren't over yet! We'll ramp up our coverage one last notch with strategic and shortcuts for the Hard Level stages in a future issue. If the crisis on earth is averted, you just might be taking your Blast act on the road—a very high road, in fact!

CRYSTAL RIFT



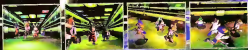
STARFOX 64



<ATTENTION! ALL HANDS ON THE STARSHIP GREAT FOX, THIS IS GENERAL PEPPER. ANDROSS'S ARMY IS INVADING CORNERIA—OUR LAND AND SPACE DEFENSES HAVE BEEN OVERRUN. THE STAR FOX SQUADRON IS OUR ONLY HOPE FOR SURVIVAL. FOX, ONLY YOU CAN SAVE US NOW.>



FOX MCLOUD



<ATTENTION TEAM, THIS IS FOX. OUR MISSION IS TO DESTROY THE STAR WOLF SQUADRON AND SAVE THE LYLAT SYSTEM FROM ANDROSS'S TYRANNY. THE WORLD DEPENDS ON US, BUT DON'T FORGET THAT WE DEPEND ON EACH OTHER, TOO. OKAY, LET'S GET CRAZY. LAUNCH, LAUNCH, LAUNCH!>



NINTENDO GAME BOY ADVANCE

Scramble! Scramble! Condition Red! The klaxon wails and red strobes flash as we sprint down the long corridor to the launch bay of Great Fox where our Arwing fighters stand ready.



ATTENTION TEAM: THIS IS FOX.

After dropping into space, we dive like eagles, screaming out of the sun toward the green hills of Corneria for below. Suddenly the sky blooms with balls of fire and traces of enemy lasers. The shock waves rattle my ship and I nearly lose hold of the controller. Then the can unit



splits out static like a mouthful of sand and I hear Falco's voice squawking above the interference.



YOU'LL NEVER PLACE THIS BIRD'S TAIL.

Falco's in trouble, so I barrel roll to starboard to avoid a Venom fighter and boost toward the wheel on Falco's tail. You don't make it on the Star Fox team by ignoring your pals. I pop up behind the barrel and blast him. Snake powers out of his engines and the craft wobbles off and smashes into a hillside.



LOOK BUT, AGE-YOURE WICKED UP SOME CORNERS. TRY

Peggy knows all the tricks. I check the bopper's position behind me, then pull back on the control stick and perform a neat backward loop so that I drop down behind him. One smart missile is all it takes. The viper never knew what hit him.



TWO SHOTS, KID. THAT'S GREAT. NOW DON'T GET CREEPY.



HELP! I'M HIT! I'M LOSING ALTITUDE.

I spot the frog's Arwing in the distance, face-to-face with a robot the size of a city tower. Black smoke pours out of Slippy's engine as we move in, perhaps already too late. As we close in, the robot fires missiles and a spiral of energy



banes wildly trying to slap our fighters out of the air. From time-to-time we glimpse



vulnerable chink in the robot's armor and fire our missiles. The battle rages all around

the giant machine, then it's over as the robot crumples to the ground and explodes. Slippy is saved. Corneria is free. But Andross waits on Venom.



GOOD WORK TEAM. LET'S HEAD BACK TO GREAT FOX FOR REPAIRS. THE WAR HAS JUST



DATA UPLINK

SUBJECT: STAR FOX 64

Message follows...

STAR FOX 64 CONFIDENTIAL
DESIGNER—E.A.D. GROUP AT
NINTENDO
MEMORY SIZE—64 MEGABITS
MEMORY SAVE—GAME PAK SAVES TOP
10 SCORES
PLAYERS—UP TO FOUR PLAYERS IN
BATTLE MODE

ONE PLAYER IN STORY MODE
STAGES—15
ACCESSORY—RAMBLER PAK (INCLUDED
WITH THE GAME)
EXTRA—BEGINNERS MISSIONS, 3-D
ANIMATED SCORES WITH 23
SPEAKING CHARACTERS



THE STAR FOX EXPERIENCE

When you enter the explosive battlefields of Nintendo's *Star Fox 64* this June, be prepared for a new gaming experience—be prepared to take the leading role in an action-packed adventure, and be prepared to feel the action for the first time ever. When you play in the Rumble Pak that comes with *Star Fox 64*, your controller

...actually transmits the bumps and blasts taking place on the screen so you can almost feel the bruises when you slam into an asteroid or take a laser blast on the port wing. But direct game feedback is just one of the revolutions you'll experience in *Star Fox 64*. The game also surrounds you in a world of dynamic sound where 23 characters talk to you and each other using 400 different voice messages. You'll hear from good guys and bad during the battle and during the 3-D cin-



ema scenes that follow. It's more than a game and more than a story—it's interactive, immersive magic. So come along with us on our test flight of the first completed Japanese version of *Star Fox 64*.

BY LAND, AIR AND SPACE

By fulfilling mission requirements and discovering secrets, you can activate new areas and take different paths between the 15 worlds in *Star Fox 64*.

Unlike the first *Star Fox* game, the action now takes place in both Arwing fighters and the new Landmaster jet tank. It's never easy, though, because the Game Pak saves only your best scores, not your position in the game. In addition to the mission game, two, three or four players can join in on three variations of the Battle Mode in which you gun down targets for the highest score, fight face to face with a time limit, or engage in a sudden death dogfight. Your primary job in every mode is to blast enemies from the cockpit of your vehicle, or from a view point behind the vehicle. Lasers and smart bombs do most of the damage and items (in the story mode only) help you repair your ship and earn extra ships.



DATA UPLINK
SUBJECT:
VOICES IN SPACE
Message Follows...

WHO SAYS NOBODY CAN HEAR YOU SCREAM IN SPACE? IN *STAR FOX 64*, AUDIO COMMUNICATIONS WILL SUPPLEMENT SCREEN TEXT IN A BIG WAY. FOR THE NORTH AMERICAN VERSION OF THE GAME, SIX PROFESSIONAL ACTORS DRIVE MALE AND ONE (FEMALE) WILL PLAY THE VOICE ROLES OF FOX MCCLOUD AND

HIS CONDOITS, AND ALL THE MAJOR ENEMIES, WHICH INCLUDE THE LINES OF THE STAR WOLF TEAM AND ANDROSS. IN ALL, 23 ANIMATED CHARACTERS WILL CHATTER WITH YOU AND EACH OTHER DURING ACTION AND CINEMA SCENES. ANOTHER VOICE WILL CONVEY GAME INFORMATION AND THE INTRODUCTION.

THE FEARLESS STAR FOX TEAM

In *Star Fox 64*, you play the role of Fox McCloud, ace Cornerian pilot and all-around hairy hero. You'll notice that screens pop up during battle with messages from your three wingmen. By listening to the advice of your comrades and responding to their distress, you add to



the strength of the team. Some of the game conditions require that you have certain team members with you at the end of a stage in order to move on to another stage or access a bonus area. So when Slippy starts croaking about enemies on his tail, don't write him off. Instead, go to his aid and try to keep him in the fight.



DRIVEN TO EXTREMES

You are what you drive. In the case of *Star Fox 64*, that means you are either an Arwing space fighter pilot or a Landmaster tank driver. During Story Mode play, the choice of vehicle is determined by your location. If you're on the ground, you drive the Landmaster. If you are in the skies or in space, you'll fly an Arwing. In Battle Mode you can control your character directly. Although you never fly the Great Fox mother ship, it is the launching base for all of your sorties, and it is from the Great Fox that you receive NUS computer messages.

Your piloting and driving skills are tested in two ways during the game. In some stages, the scene scrolls continuously forward and your control is limited to a 3-D corridor. The corridor may be fairly wide, however, so there is plenty of room to maneuver. The second type of area is a battlefield. There, you have complete freedom of region in any direction, but there is a surrounding border beyond



which you cannot move. You'll find one additional vehicle in *Star Fox 64* that doesn't fly or roll. It's a submarine fighter that carries you beneath the ocean waves.

ARWING

The legendary Arwing fighter packs firepower and maneuverability. You can spin left or right to avoid shots and fire both lasers and bombs while using a heads-up targeting square to lock on to enemies. Arwings can make acrobatic maneuvers such as loops, as well, and they can accelerate or brake at your command.

LANDMASTER

The Landmaster tank races over the terrain at high speed, dodging debris and enemy fire. The tank can roll sideways out of danger, just like the Arwing, and it has a cool jet feature for hopping into the air for a short flight.

DATA UPLINK SUBJECT: RUMBLE PAK

Message Follows...

THE FIRST VIRTUAL FEEDBACK ACCESSORY DEVICE FOR THE N64 WILL BE PACKAGED WITH EVERY COPY OF STAR FOX 64 SOLD IN NORTH AMERICA. MAXIMUM PLAYER IMMERSION IS POSSIBLE ONLY WITH OPERATIVE RUMBLE PAKS.

DEVICE DATA:
FEATURES MODULATING INTERNAL DC MOTOR. PLUGS INTO CONTROLLER PAK SLOT OF N64 CONTROLLER. REQUIRES 2 AAA BATTERIES.





BE CAREFUL, EVERYBODY! ENEMIES AND THE STAR WALKERS WILL STOP AT NOTHING TO DESTROY US.



MISSION BRIEFING

Cutting a swath of destruction through the Lylat System won't be easy. Fifteen battle-grounds wait to be conquered by Fox and Friends. As you can see on the system map, more than one route leads from Corneria to Venon. In fact, each area contains one secret mission that can take you on a new path if you fulfill the requirements. And if you find all of the secret missions in the game, you'll find an additional surprise waiting for you.

PLANETARY EXPLORATION

The many worlds you encounter present many faces, from the green, populated cities of Corneria to the dangerous seas of Aquas and the ravaged plains of Venon. But some things never change, such as the defensive installations and forces set up by Andross, which continually fire upon the Star Fox team. New dangers crop up everywhere. Buildings come crashing down as your Arwing swoops to safety. Squads of enemy fighters appear out of bunkers. Giant walkers as tall as towers march toward you waving mechanical pinners that can crush an Arwing. Interior areas often include even more dangerous obstacles such as sliding panels that block off narrow corridors.

And at the end of every level is a final guardian with awesome firepower and a hidden weakness.



DATA UPLINK
SUBJECT:
ITEMS AND WEAPONS
Message follows...

CORNERIAN FORCES UPDATE: ALL ARMYING AND LANDMASTER UNITS HAVE BEEN EQUIPPED WITH LASER CANNONS AND A SUPPLY OF SMART BOMBS. TARGETING COMPUTERS ARE LINKED TO GUIDANCE SYSTEMS FOR A SEAMLESS USER INTERFACE. REPAIR RINGS WILL BE DISTRIBUTED AS REQUIRED IN RATTLE ZONES.





STAR WOLF TEAM

For every hero there is a villain. In the case of the Star Fox team, that means the Star Wolf team. (Apparently it never got its ships off Venom during the first game for the Super NES.) This brotherhood of badness includes the leader, Wolf,



Leon the chameleon, dastardly Pigma who betrayed James McCloud, and Andrew the baboon, who just happens to be Andrew's Nephew. The Star Fox team will engage the Star Wolves of many worlds.

ANDROSS AND COMPANY

When this mad scientist turns his genius to evil, the Lylat System faces its greatest challenge. Andross remains the final and most frightening enemy.



THERE IS NO GOING BACK NOW. EITHER WE WIN EVERY BATTLE... OR WE SPEND ETERNITY AS SPACE DEBRIS.

Aboard the Great Fox, we look out at the gathering forces arrayed against us in the vast asteroid field. We outnumbered one hundred to one or more. The onboard computer, NUS, tick off our odds for survival and suggest that we come up with an alternate plan.

DATA UPLINK SUBJECT: BATTLE MODES

Message Follows...

TWO, THREE OR FOUR PLAYERS TAKE ON THE ROLES OF THE STAR FOX HEROES IN A FIGHT AGAINST EACH OTHER IN STAR FOX 64'S BATTLE MODE. THE BATTLE TAKES PLACE IN ONE OF SEVERAL HUGE ARENAS. YOU BEGIN BY FLYING AIRWINGS, THEN,

ONCE YOU'VE BEEN SHOT OUT OF THE SKY, YOU'LL SWITCH TO THE LANDMASTER TANK. FINALLY, IF YOU LOSE YOUR TREADS, YOU'LL FIND YOURSELF ON FOOT, ARMED ONLY WITH A SHOULDER RAZOR. IT'S EVERY ANIMAL FOR HIMSELF!



DOOM 64™

Midway has reignited the inferno to forge an all-new version of Doom exclusive to the N64. Doom 64's frightfest seethes with enough demons to doom most players, but with part two of our Space Marine survival guide, you'll at least make it through Levels 11 to 18.



Terror Core

1. As soon as you start Level 11, turn around and activate the exit wall to open up a Secret Area. Inside you'll find a Bioshock to help you beat the Evil Demons waiting outside the entrance.



2. Go on a search and destroy mission for demons patrolling the room. The area is overflowing with blood-splatters, so stomp around the corners. Kill the two Switches at 2. The left Switch activates Area 3, and the right Switch activates Area 4.

3. Grab the Blue Skull Key in the northwest alcove, then unlock the blue door at A. Area four's Super Shotgun and be ready to bridge (usually, because a Hell Knight is on guard) behind the entrance.



4. From the pair of Switches, sneak southwest through the Terror Core's maze to enter the tunnel at 5. The southwest wall opens and closes at regular intervals, so wait for a chance. Your patience will be rewarded with the Shotgun and Super Shotgun hidden behind the tunnel's wall.



5. The door to the north opens in tandem with the door at 6. Once Door 3, then dash north across the hall to add the Rocket Launcher to your inventory. Return to 6. Once you enter, be ready for the waiting of the Spawns. You won't be able to see him, but his greed is a dead giveaway. Fire quickly down the east and west halls to silence the invisible threat.

Altar of Pain

- 1 Wade through the muck and clear out the enemies blocking the east and surrounding fortress walls. Once the area is void of 1 to open the Secret Area that conceals a Supercharge.



- 2 Teleport from Area 2 to Area A. Walk around the perimeter of the castle to find any traps and dungeons in your path and on the upper levels of the castle.

- 3 Flipping Switches is the key to getting through Door A4, and flipping the Switch at 5 will help you get the Blue Key. Trip the Switch, then journey through the corridor named by A. At the end of the corridor in Area B, you'll find the key.



- 4 Trip the Switch south of 4. A platform will rise temporarily to bridge the gap to 16. Sprint across, then head for the Exit at 16. As you approach it, horns will lower in front of it, and a trap will appear below you to prevent your departure. Quickly face north to leave the trap. Your victory will restore the horn to use you safe passage to safely Level 13.



- 5 Ride the elevator across from 4 to reach 8. Grab the Yellow Key. Once atop the platform to the south area to clear the Supercharge. Many of Door 6's Secret Areas are pointed out by subtle clues. The Supercharge area is shaped like an arrow that points to a spot in the wall surrounding the area. Take a leap of faith and jump into the wall—it's safe as an elevator canceling a quest. Spar with the Baron to win access to the ultimate Exit teleporter that transports you to Level 30. You're on your own if you enter, so if you don't have the exit, look for 16 to take the normal Exit.



- 6 From north (the inside is outside) to the north wall. Shoot the Knight, grab the Health Bonuses, then flip the Switch in the middle hall to make them appear in the next hall. Climb them to the Platform One and hit the Switch behind it.



- 7 Hit the Switch west of the blue door to activate the nearby elevator. Ride it to the upper level, then trip the Switches at the 5 and at Area C to open Area 6.



- 8 Reenter Area 4, then follow the middle

hallway around the fortress. Trip the northwest Switch, shoot through Switches at the West Knight at 7. Hit the Switch at 1, then take the elevator at 6 to the top of the wall, which also holds the Red Key.



- 9 The new laser weapons exclusive to the M4's version of Doodle are on top of the altar in the center of the room. The enemies won't give up the special weapons without a fight, so smack up on the Energy Cells, Armor Bonuses and Health Bonuses surrounding the altar. When you hit the Switch in reach for after, traps will immediately attack from the north to defend their shrine, so be ready to unleash the new weapons on them.



- 10 Hit Switch 7 and push the Portal Invisibility Sphere. Run to 6, then open the red door to battle the Baron of Hell. If you mount your attack from the bottom of the doors, you'll be far enough away as the Baron can't see you. Save away by using the Baron One behind the other on the first 4 times will absorb the others' fireballs.



Dark Citadel

1 Shoot the demons in the north hall, but beware of enemy traps. The switch corner opens up to shoot down along the sides of the hall, so stay out of the trap area by walking down the center of the hallway.



2 Head north, while staying in the center of the corridor to avoid the traps. In the north corner, knock the wall to expose the Secret Area. Inside, you'll find a flashlight and a cache of rockets and come to T1 it with.



3 The Shotgun on the other side is to be equipped by a Switch at T1. Take the first and immediately fire in front of you. The walls will drop, and the force will charge you from the west. Defeat the force, then trip the Switch on the west side of pillar B to open G.



4 Walk a few steps past the doorway, but don't walk too far into the room—your steps will cause the floor to drop into a pit of lava below.



5 Specters lurk in this forest of pillars. Head down the stairs, then flip the Switch on the north side of the center pillar to open C.

6 Quickly leap from the ledge across the two pillars to reach the Mega Armor. It may be easier to use your map for guidance.



7 Jump into the fire and grab the Key. Hurry out, or you'll get burned by the fire and the attacks of the Demos. After defeating this, carefully open the yellow door to fight the force guarding the Exit. Take the cat, then make your way out by hitting the Switch.



8 Tap the Switch for an elevator ride up to the Red Key. When you take the Key, you'll summon demons to Area 5. Coastmaster back from Area 14, take most of the demons north to the side to hit their fireballs high enough to reach you there.

9 The maze is filled with dead ends where you can get caught off guard. Avoid surprise attacks by strafing around corners. At the yellow arrow, flip the Switch to open G.

10 Activate the shield by the white arrow to lower the small headlamps. If you stand in one of their spots, a shock-wave will encourage to hit you up.



11 Traverse Area 12, flip the Switch on the north side of the post that hangs from the ceiling. The Switch will lower the floor to the library of Area 12.

12 A good secret's hard to keep: hidden behind the north wall of '9 is a Secret Area housing the powerful BFG 3000 and a Mega Spike. Open the wall, then follow the Area's hallway north for a weapons upgrade and head east for a Health Boost.



13 Jump down from Area 3 to Area 8 and cover the room for traps and Cacodemons. Enter T with the Blue Key, then turn to the Switch inside.



14 This red arrow on the map points to an illusory wall concealing a Supercharge. Power up with it, then go to T and far through the windows at the three of legs and Cacodemons' raging in B.



15 Destroy the Bomb, return to Area 7, then jump from the window to get the Invisibility Sphere. Flip Switch D (even though you'll trigger a massive fire attack, you'll be invulnerable to the onslaught). Follow the arrow to the Blue Key at E and the elevator out.



Eye of the Storm

1. War with the Hell Knights down the east elevator and the **Archangel**, **Red Dragon** and **Hell Knights** down the west channel. When the **Demons** go ballistic, you can convince your enemy by pressing them up as they'll attack one another. Fight the subsequent waves at **Lost Souls**, then obtain the **Key** at **A**.



2. Much of the castle's west side is reinforced with steel rail, so many locks will need to be removed on its opposite counterpart. At **Area 2**, stand on the hot-downed to lower **Box D** and reach the **Switch**.



3. Flip the **Switches** at **Area 3** to access 4. Then the right panel at **C** to briefly open **D**. Dive into the pool, then enter the area by the green bridge on the map to enter the **RTG 5000**.



4. **Area 4** is plagued by a **Goedemon**, a **Pala Elemental**, a **Mezcalab**, and **Lost Souls** and **Imps**. The rapid fire **Plasma Gun** should easily kill most of the demons, but the **Imp** will continue to overflow with numbers unless you destroy the **Pala Elemental**. The **Imp** doesn't spare out enemies of **Lost Souls**, so try to defeat it first. Shoot the **Lost Souls**, **Imps** and **Goedemon**, then send your **Reckless** harrier at the **Mezcalab**.



5. **Area 5** is a **Lower** weapon or **Damage**, **Immune** **Lost Souls** will change you from the northwest or you enter **Area 5**. Shoot past them to reach **E**. If you flip the **Switch**, you'll open **Door E** unleashing **Hell Knights** and **Imps**. The confining hole of 5 makes it easy to not proceed, so retreat to the courtyard of **Area 4**. Use the **Demons** outside or fire your weapons at them through the windows of 5.

6. Open the north or west door leading to **Area 6**. Then open fire with an automatic weapon to destroy the walls of **Lost Souls**. When you've fractured all the flaming skulls, head to the **Switch** in the southeast corner. If you trip the **Switch**, you'll power up the teleporter in the center of the **Area**. Hop on top of it to warp to **Level 10**, **Dark Inferno**.



7. Keep your guns warmed up, because when the elevator lifts you to **Area 7**, a **Zombie** will be waiting to blast you. Show him mercy, then use an automatic weapon before opening either of the doors leading to **E**. Destroy the door, not only will you find the **Exit**, but you'll also find a pack of **Lost Souls**.

8. Shoot the **Instation** of **Zombies** based on the **Reckless** and **Immunized** **Lower** **Reckless** in the north and west. Lay down to rest, then **Reckless** with the **Spawners** at **G**. Moving **Reckless** to the north will be accompanied by your presence, so ready your guns and ground them. Destroy the **Reckless** or **Immunized** **Reckless** doors, just the **Reckless** **Reckless** the **Reckless**, then get a hit from the **Reckless** to **Area 7**.



Dark Entries

1 Activate the portraits on the south and south walls to make a Shotgun and weapon appear. Open the door, but stay in the doorway. Feed off the demons or let them fight amongst themselves. When you hear the tray die down, head out.



2 Once you enter, the skull portraits on the east and west walls teach a lesson of how many enemies at you. Run to the southeast corner where the enemies won't reach you. When the music clears, warp from A to 3.



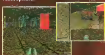
3 Use B to shut the door and flow into the cells to exterminate the Arachnoids. Open C, hit the south Switch, then watch the cables. If you flip the Switch directly across the cable the

spider first appeared on, the key will appear. Walk backwards into the key, then blast the Lost Souls.



4 Open the blue gate as Z to warp to 4. You'll materialize in the middle of demon creation, so rush to the O Area. The Arachnoids won't harm

a clear shot at you, so focus your firepower on the Imps. Quick! Then, then shift the rotation of your attacks on the robot spiders.



5 The Imps in the cells flicking the corridor will tempt and snuffish you with fireballs, so rush them into the dust before you jump into the hall.



6 Aim the Rocket Launcher you find at E, then blast the Imps in the cells and the demons on Platforms 6. Hit Switch F to power Warp 6, then fire your Shotgun at the Lost Souls flying behind the window of Z.



7 If you're a quick-downer, the Mega Armor and Supercharge could be your prizes. From the window of Z, shoot Switch H, quickly pivot right, then shoot Switch I. The platforms surrounding the bonuses will

briefly lower, and if you're fast enough, you can board a platform to ride it up to the tops. Seeing your enemies, then warp from O to Area 4.



8 Sprint north through the lobby to a giant ball to avoid being hit by the dust. Grab the Lost Key in the northwest room, then blast the Demon of Hell to the south. Warp from 4 to 1, destroy the Arachnoids and Lost Souls, then open the red door. A Demon of Hell awaits between you and the Exit. Blast him for your ticket to Level 16.



Blood Keep

- 1 After shooting the soldiers in A, enter the cell. Watch your back, because a Zombie will attack from the west. Open the west window by activating the skull portrait. From this window exit the area to the east. Meet the demons outside.



- 2 As only your gun and sword the Zombies stationed behind the red door. Flip the Switch to activate the western elevators. Ride to the upper ledge. Beat the key, then hit the Switch. Momma Roaches attack and you can see the Eggs you've released on the main floor. Beat the one demon east, then enter the hallway one to flip the east Switch.



- 3 Shoot your way through the tunnel to hit all large. Arm your Chongas at D, then hit the Switch to lower the Supercharge at the north end of the ledge. When you power up with it, Lost Souls will float the tunnel. Use Super Bullets into the window. Reenter the tunnel to claim the Key.



- 4 Radioactive waste fills Room 6, so keep from being hit to island to reach E. If you fall into the toxic waste, your only way to safety is to quickly trade back to the room's entrance. Once you've hopped to E, fight the Hell Knight behind the door to enter the Blue Key.



- 5 Stack up on the demons along the terrace ledge, and shoot the large patrolling along the top of the west wall. When you've killed the ones, activate the switch at B to lower the Shotgun at C. Add it to your inventory, then journey through the east.



- 6 While to 3, see activating the key on guard there. Take the elevator to the top level when the Key waits for you. Soldiers also await your arrival, so be prepared to fire to the north as you enter the slender bridge you up.



- 7 Activate the panel at F to briefly raise the beam blocking G. Quickly use to the box house perpendicular to the beam and launch it to lower it, then stand in its spot. If you heard into Gas soon as the bookcase releases you, you'll have just enough time to enter.



- 8 Shoot the Spectre down the hall, then enter E. Eliminate the Knight and begin attacking the library. Activate Rockhouse H to reveal a Secret Area.

- 9 Secret Area: A room filled with Rockets and Energy Cells. Flip the Switch east of there and grab the Supercharge in the neighboring alcove.



- 10 When you hit the Switch, the north and south windows will open to expose you to the attacks of Cacodemons and Lost Souls. A rapid-fire retaliation will mean you from down, so aim your Chongas at Plasma Gun. Flip the Switch, then quickly back away from the windows. Once you've shot the demons to pieces, hop out the south window and head to 11.



- 11 Archon guard W by shooting lasers from the cells that break the yellow floor. Strap in your Rocket Launcher, and, from the stairs, fire your missiles into their cells. When the quest is clear, enter 12.



- 12 From the hall above a low pit, get all but the middle pathway of the floor will drop into it. If you fall into the burning ring of fire, you'll meet an unstoppable maw. Play it safe by fighting from the doorway. Once you've overpowered the room at its domain, the floor will drop out. Enter the room and carefully reverse to the Exit.



Watch Your Step

7 Watch your step, because several enemy c-mor-1 that roam the halls of doom will appear at the end of the hall. Kill them yourself or catch them to win war with the demons. Facing north at 1, use your Super Shotgun to battle the Imps, Spectres, and Hell Knights.



3 Collect the Blue Steel Key and restock on ammo at 2. Wait for the Hell Demons to stampede from 2. Since they can attack only at close range, conserve ammo by mashing them with your Chain Saw. Aim your Rockets, then head to 3.



5 At 3, launch a massive attack against the Knights, Imps, Spectres and Cacodemons approaching from 4. Last Souls will eventually blow into the scene, so use your Plasma Gun for quick retaliation.



6 Still more world! Climb back around the first Fire your Rocket Launcher on one Hell Knight, then scout the area for supplies and any demons you may have overlooked.



8 Fight the Cyberdemon from behind the bars of 8. He won't let you there, but you'll be able to view and defeat him with your penitence-headed laser gun. The Cyberdemon may be your toughest foe so far, but even more frustrating doom brawls are the levels ahead.



9 Wave after wave of demons will flood the area. Blast the Zombies who appear in the center and the Hell Demons and Imps that appear in the sides of the arena. Switch to Rockets to battle the Knights, Archviles and Mancubians, then quickly retreat to the east hall.



7 Enter Area 7 to increase your health with the Mega Armor at the end of the tunnel. Armies of demons wait in Area 5 for you, so power up with the Invulnerability Sphere in the next alcove of 7.



10 When you push the Berserk in 10, an Imp will attack from the east. Stay on guard by backing into the Berserk. When the Imp continues you, the Berserk will have increased your punching strength, so sock it to him.



11 We can see the Pale Elemental shimmering in Chamber 5, but you can't attack it until you open the gate. If you relentlessly fire your Plasma Gun as soon as you enter the gate, you'll destroy the Elemental before it has time to react. After it explodes, hit the Switch to access the elevator.



12 Get rid of the Imps waiting in the circular hallway, then intercept from 8 to A and C to D. Drop down from Warp A, C and D to collect the Health and Armor Bonuses on the ledges below. At Warp A, shoot the bird cage by D to open the Secret Room behind you. Go down at Warp C, then trap the Spectres in both of the Secret Rooms to open up Secret Area 2.



13 Rock into 2 to roll up in the Mega Armor. Blast the Imp who attacks as you face the west, the Hell Knight Cacodemon and Last Souls outside in the main hallway, so keep your trigger finger squeezed up.

You're quite the traveler if you've made it this far, but you're only halfway through the game, soldier. In the second-and-darker half of Doom 64, you'll have to endure twice as many demons and dangers. More secrets and tricks are also buried in the mapfiles, but to find them, you'll have to wait until our recap team relays info on the next levels. In the meantime, stick to your guns and don't wander too far, or you'll have the devil to pay.



BARNACLES BANANA BIRD TOUR

Goodies, Banana Bird hunters! Barnacle Bear here. I bet you didn't know an old salt like me was savvy to the ways of the wilderness, but I know exactly how the Banana Bird flies. Listed below are the 15 hidden habitats where you can find this Rare bird.

Score Four with the Motorboat.

- #1 Go ashore on Bounty Beach.
- #2 Swim into Smuggler's Cove on Lake Orangatang.
- #3 Trade the Shell for Barnacle Bear's Banana Bird.
- #4 See Bash after you top his record time in Riverside Race.

Free Three with the Hovercraft

- #5 Run around near the Kong Cave.
- #6 Swim into Bounty Bay inside Cotton-Top Cove.
- #7 Complete Mokanos Island, then pick the Flower growing near Bramble's Bungalow and give it to Bramble.



Push Past Blizzard's Base Camp

Warm your hairy toes at Blizzard's Base Camp, then hold left on the Control Pad to push onward toward K3's summit. Just above the cabin you'll find Glacial Cootie. Remember to pick up Blizzard's Present—you'll trade it later to rescue another Banana Bird.



Swim North of Blue's Beach Hut

Bounty Bay is a hidden harbor due north of Blue's Beach Hut. This cave is tough to find, and a few players founder as they swim around in circles. Press Up on the Control Pad while treading water near the rock walls on the right side of the waterfall on the left.



Fire up Old Bessie

If you take the present Blizzard Bear gave you to Blue Bear in Cotton-Top Cove, he'll give you a Bowling Ball. The Bowling Ball doubles as ammunition for Old Bessie, Bazooka Bear's prize cannon. Cave the ball to Bazooka. He'll launch you into Sky-High Secret.



K3

COTTON-TOP CO

MEKANOS

KAOS KORE

The Secret of Sewer Stockpile

There's a special way to swim around the rocks to unlock the gates of Sewer Stockpile, a secret cave in Kaos Kore. Give Battle Bear the Mirror so he can crack the code revealing the secret path for opening the gates. Of course, you could just swim circles around the rocks and see what happens.



RAZOR RIDGE



Give Björn the Wrench

Björn Bear could fix his nifty chairlift if he had his Wrench. Barter Bear will trade the Wrench for the Mirror. After Björn repairs the lift, he'll give you a free ride up to the highest point on Razor Ridge.



That's where you'll find Cliffhop Cache.

BARNACLES BANANA BIRD TOUR



Five Arrive with the Turbo Ski

#8

Play the tune in the Undercover Cove.

#9

Break the ice in the Glacial Grotto on K3.

#10

Deliver Blizzard Bear's present to Blue Bear in Cotton-Top Cove. Take Blue's Bowling Ball to Bazooka's Barracks in Mekanos.

#11

Trade Barter Bear the Mirror for the Wrench. Take the Wrench to Björn on Razor Ridge.

#12

Reclaim the Mirror from Barter Bear and give it to Baffle Bear in the Kaos Kore.

KREMWOOD FOREST



Set a Record in Riverside Race

Beat Brash Bear's record time of 1:15 in Riverside Race to discover Arich's Hoard. Pop into Brash's cabin and tell him about your feat. He'll have a ground-pounding temper tantrum that will jar loose a log, creating a bridge leading to Arich's Hoard.



will jar loose a log, creating a bridge leading to Arich's Hoard.

LAKE ORANGATANGA



Two in the Lake

You can swim to both the Banana Birds in Lake Orangatanga, but you'll need to take the Seashell with you. Buy the Seashell at Bazaar's General Store and give it to Barnacle Bear, then swim beneath Lake



Orangatanga's north bridge and explore Smuggler's Cove.



Free Three More with the Gyrocopter

#13

Drop in on Belcha's Burrow.

#14

Land on K's Kache.

#15

Go to Hilltop Hoard.

The background is a dark purple and blue space scene with stars and planets. A small green and blue planet is at the top left. In the bottom left corner, there is a 3D illustration of a Viking character with a red beard and a blue helmet with horns, looking upwards. The title "LOST VIKINGS 2" is written in a large, stylized, metallic font with a yellow glow. The letter 'O' in "LOST" contains a small four-pointed star.

LOST VIKINGS 2

Coming Soon To
Your Super NES
From Interplay





© 1997 Nintendo. All rights reserved. Nintendo and the Super Mario Bros. logo are trademarks of Nintendo. All other trademarks are the property of their respective owners.

NINTENDO
POWER

TEACH K. ROOL COUNTRY A LESSON THEY'LL NEVER FORGET

DONKEY KONG COUNTRY 3
DIXIE KONG'S
Double Trouble!™

WRINKLY KNOWS THE SCORE

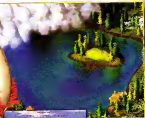
As you rejoice, dear Banana Bird, it will fly back to forest in Wrinkly's humble abode. Count the birds on yourself or check your total whenever you save your game. When you get close to completing the game, the birds inside Wrinkly's house will become restless. It's time to find all the birds once you've collected all the DK Coins.



Save and Dixie can't break this magical spell holding the Queen Banana Bird, but all 15 Banana Birds can do it! Find the birds and get them free.

FREE ALL FIFTEEN BANANA BIRDS AND UNLEASH THE WRATH OF THE QUEEN BANANA!

DKC 3 isn't just about rolling around levels and stomping on K. Rool's Krimlings. If you free all 15 of the Banana Birds in the Crystal Caves, you'll score 103% and see a special ending. To rescue a Banana Bird, you need to find its hidden cave and mimic the crystal melody echoing in the chamber. Head on and learn the locations of every bird in the game.



If you free 15 Banana Birds from the crystal caves, the flock will smother the spell that holds the Queen Banana Bird. She'll drop on K. Rool, adding a funny twist to the ending.

EPIC CENTER

CONTENTS

- **Epic News**
Page 51
- **Wonder Project 12**
Page 52
- **Harvest Moon Strategies**
Page 54

MYSTICAL NINJA ON N64

Screen shots of Konami's Goemon 5, have been appearing in Japanese gaming magazines for several months, and they clearly show a high level of quality and a wide range of settings, actions and camera angles. Although Goemon isn't an RPG, it does fall into the category of adventure

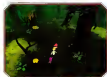
games such as *Zelda* and *Gine*, and a little known Super NES title called *Legend of the Mystical Ninja*. In fact, Pak Watch has it on good authority that Goemon will be introduced before the end of the year in North America with



the title, *Legend of the Mystical Ninja*. The hero of Goemon uses items, weapons and tools on his adventure, has a heart meter (just like *Zelda*), and talks to folk in the medieval Japanese setting in which the game takes place. As it is likely that this game will be released before *Zelda 64*, it should go a long way towards whetting the appetites of adventure fans.

MORE EPIC PICS FROM EARTHBOUND 64

The developers at Nintendo HQ in Kyoto can't seem to contain themselves when it comes to sharing their latest work on *Earthbound 64*. Who are we to argue! This latest offering shows the Forest of Chimeria, where the game is said to begin and where you can meet villagers collecting mushrooms. As you wander in the woods, you'll come across a pipeline with water rumbling inside.



During the winter months, you'll have to bundle up for the heavy snow. And if you run into this army of porcupins, whatever you do, don't harm it up.



WONDER PROJECT

WONDER PROJECT



© 1998 GARDIAN/TINX

Enix's Wonder Project J2 is available only in Japan, and there are no plans to introduce this N64 game in North America, but it's an interesting title. This game doesn't have flashy graphics, but its innovative concept and software interface is worth checking out. Read all about it in this month's exclusive Epic Center report.

As a video game, Wonder Project

J2 defies categorization. The only animated game similar to it was its predecessor,

Wonder Project, a Super Famicom title released in Japan two years ago. In Wonder Project, gamers pro-

NOW PLAYING

grammed an android boy named Pino. Wonder Project J2 follows this same "blank slate" premise, but the plot centers around an orphaned android girl named Joseite.

Joseite's artificial intelligence allows players to teach her about the world. While her memory chips retain copious amounts of information, she has a hard time understanding common sense issues. Her judgment is frequently clouded by her volatile emotion chips,



The game begins with the passing of Joseite's creator, Professor Jopet in the final moments of his dying breath, the professor tells Joseite to go to Cairo Island to find you. You'll be Joseite's teacher.



Since you can't control Joseite directly, you'll need to use Riri, a special communications robot to do the talking for you. In this comic, you instruct Riri to pick up a few items necessary for teaching Joseite.

Joseite's volatile emotion chips react according to your instructions.





Later on in the game you'll discover that Josette holds a mysterious alien power. The vile empress of the Siliconian Empire will stop at nothing to steal this power and rule the world.



Josette will frequently pause the action to ask you questions. Your response can help or hinder her intellectual development.

making it tough for players to interact with her.

As you explore Coto Island, Josette will ask you questions. It's up to you to show her the difference between right and wrong.

IN JAPAN

Unfortunately, your responses are limited to "Yes," "No," "I Don't Know," "Take This," and "Go Here." These succinct replies are often misconstrued, allowing an overzealous Josette to jump to incorrect conclusions, creating hilarious and frequently frustrating situations. To further complicate matters, you must communicate all of your instructions through a flying robot companion named Bird. Since the game action is nonstop, you have to be quick about relaying your intentions to Bird, especially when Josette wanders into perilous situations.



Unfortunately, your responses are limited to "Yes," "No," "I Don't Know," "Take This," and "Go Here." These succinct replies are often misconstrued, allowing an overzealous Josette to jump to incorrect conclusions, creating hilarious and frequently frustrating situations. To further complicate matters, you must communicate all of your instructions through a flying robot companion named Bird. Since the game action is nonstop, you have to be quick about relaying your intentions to Bird, especially when Josette wanders into perilous situations.

Wonder Project J2 has 25 areas to

explore. With the exception of three arcade areas, most levels are one room stages where Josette must solve problems and interact with her neighbors. As you progress in the game, you'll uncover an evil plot to take over the world hatched by the Siliconian Empire. If you've trained Josette properly, she'll find a way to foil the plan. Aside from guiding Josette through several 3-D mazes, players must passively watch the animated sequences unfold near the end of the game. Depending on your programming and patience, Josette will either save the world or create the kind of chaos that only a computer can produce.



You can only watch the last part of the game unfold. If you've programmed Josette properly, she'll do everything right and save the world.



Josette needs to earn money, so you'll help her learn several new skills, including piloting a fishing submarine and flying a plane.



HARVEST MOON™

Don't waste your time on a poor farm! This month's Epic Center shows you a vault full of strategies on how to become a rich rancher in Natsume's Harvest Moon. Just remember—Money won't buy you the happiest ending!

JUST GIVE ME MONEY—THAT'S WHAT I WANT

Your ending in Harvest Moon depends on how much happiness you find during your 300 days on the farm. Money won't buy you the happiest ending, but some aspiring—if not slightly grumpy millionaires—love to find ways to up their gold coin totals at the end of the game. With this in mind, we've put together the top secrets for fattening your farm into financial success.

Grow a Bumper Crop

Time is money, especially when you have crops ready to be picked or seeds for planting. Pay close attention to your time on task, especially during the spring and summer. Since time stands still inside the hen house and cattle barn, make those buildings your first stops in the morning. Milk, brush and talk to your cows, then collect all your eggs and feed your chickens. You can complete both of these tasks before the clock can tick past 6:00 a.m. Next, spend your time in the fields picking as much pro-

duce as possible before the shipper arrives at 5:00 p.m. If you don't have produce to pick, gather berries, bulbs, herbs or mushrooms in the nearby forest and stock them in the shipping bin. Never let a day pass without making money.

Plan Your Plots

You should optimize your growing areas so you can maximize your crop yield. If you build a 3x3 square, you won't be able to harvest the plant in the middle of the



You can't water or pick the crops in the middle of a 3x3 square, but you can develop a strategy for designing your garden.



A seven-square checkerboard yields lower quantities than a 3x3 plot design, but it's easy to water with the sprinkler.

square. The skinny C-shaped, seven-crop plot allows for easy watering, but it will yield only seven crops.



An eight-square contour yields a large number of crops while allowing complete access to all your vegetables.

In a 3x3 area, a fat C-shaped, eight-square plot is a little harder to water, but you will still be able to access all the crops, and you'll get the most money out of your initial investment. Build a fence around your garden to protect your produce from wild animals, but leave a path between your garden and the fence so you can pick all of your vegetables. Until you



Three rows of produce are also easy to water, but only 2/3 of each row plant will grow, so your profit will be lower.

have a full-grown horse, you'll want to plant your crops as close as possible to the shipping bin. Plant your seeds in empty areas around the farm.

Run, Don't Walk!

Hold down your B button to run from task to task. Running saves valuable time and doesn't deplete your character's energy supply. Every fifteen seconds of real time equals an hour in the game, so try to spend as little time as possible moving between your chores. And avoid the fences—jumping fences takes longer than running. The fewer fences you have to visit on your daily routine, the faster you'll get your work done.

Bake in the Moooolah!

Your Dairy can be the biggest source of revenue on your farm, so milk your cash cows for everything they're worth. It takes 21 days for a store-bought cow to mature, but you'll spend twice as long raising your own calves. The sooner you can milk your cows, the quicker you'll turn a profit, so save time and money by purchasing all your cows at the Livestock Store. If the owner of the Livestock Store won't sell you a cow until you grow more grass, try selling him a few chickens. Unlike in real life, cows and chickens eat the same amount of food in Harvest Moon. Since cows can earn more money for you than chickens, a rational advice sense to keep more chickens than cows. Finally, your cow produces more milk when she's happy. Talk to your cows and brush all of them each day when feeding them. A dairy full of contented cows will produce

4,200 gold pieces per day—that's 126,000 gold pieces each season!



A dairy packed with twelve contented cows will net you 4,200 gold pieces each day.

Nest Egg or Chicken Feed?

You need to buy one chicken to start building your poultry empire. A full-grown chicken produces one egg every day, provided you feed it and keep it out of the rain. You can sell the egg for 80 gold pieces or place it in the incubator and raise chicks. The only disadvantage to feeding chickens is that a full hen house consumes the same amount of food as a stable full of cows. The most you can earn from a coop full of eggs is a measly 600 gold pieces per day. You'll collect an additional 500 gold pieces for every chicken you sell, but this strategy reduces your egg revenue. Your best bet is to add chickens into your bottom line when you have an abundance of fodder to feed your flock.

Social Life? What Social Life?

Your sprouting crops will keep you out of the town during the daylight hours most of the spring and summer, and most of the town will be asleep by the time the shopper arrives to pick up your produce. This isn't a problem if you're trying to date Eve, who works at the inn during the evenings, but you'll be stymied if you try to meet



If the shopper arrives just after you've picked a vegetable, he won't take it. Instead go to town and greet to Eve as a gift.

anyone else. Weigh the costs of your bids against your financial goals. If you're trying to become a millionaire, you must tend your fields late into the night. If you were married, your wife would leave you if you always came home very late. Players who want to sojourn the big bucks might be happier living the single life. Perhaps you can get married after you earn your first million.

A Horse! My Farm-dom for a Horse!

You'll find a foal during your first winter at your ranch. When your horse matures you'll be able to load him up with a saddle and saddlebags. Many players fail to realize that the saddlebags serve the same function as the shipping box. Instead of lugging all your produce to the shipping bin, load the vegetables into your horse's saddlebags. Now you won't have to waste your time running between the shipping box and your fields all day long.

| | | | | |
|--------|----------|---------|-------|--------|
| DATE | PLANTING | HARVEST | PRICE | PROFIT |
| DAY 1 | WHEAT | WHEAT | 100 | 100 |
| DAY 2 | WHEAT | WHEAT | 100 | 100 |
| DAY 3 | WHEAT | WHEAT | 100 | 100 |
| DAY 4 | WHEAT | WHEAT | 100 | 100 |
| DAY 5 | WHEAT | WHEAT | 100 | 100 |
| DAY 6 | WHEAT | WHEAT | 100 | 100 |
| DAY 7 | WHEAT | WHEAT | 100 | 100 |
| DAY 8 | WHEAT | WHEAT | 100 | 100 |
| DAY 9 | WHEAT | WHEAT | 100 | 100 |
| DAY 10 | WHEAT | WHEAT | 100 | 100 |
| DAY 11 | WHEAT | WHEAT | 100 | 100 |
| DAY 12 | WHEAT | WHEAT | 100 | 100 |
| DAY 13 | WHEAT | WHEAT | 100 | 100 |
| DAY 14 | WHEAT | WHEAT | 100 | 100 |
| DAY 15 | WHEAT | WHEAT | 100 | 100 |
| DAY 16 | WHEAT | WHEAT | 100 | 100 |
| DAY 17 | WHEAT | WHEAT | 100 | 100 |
| DAY 18 | WHEAT | WHEAT | 100 | 100 |
| DAY 19 | WHEAT | WHEAT | 100 | 100 |
| DAY 20 | WHEAT | WHEAT | 100 | 100 |

Your saddlebags serve the same purpose as the shipping box. This turns days down on the time wasteful journey across the fields.



DIARY OF A MILLIONAIRE: THE FIRST YEAR

Monday, 1st Day of Spring—Spent entire day meeting new neighbors. No way to get around it.

Tuesday, 2nd Day of Spring—Planted radishes and grass, cleared entire parcel of land in one night!

Wednesday, 3rd Day of Spring through Saturday, 6th Day of Spring—Ran to the forest and picked wild grapes and herbs, then bought seeds whenever I had money. Watered crops and tilled fields at night.

Sunday, 7th Day of Spring—Harvested first radish crop! I did the math and found out that potatoes make more money than radishes, so I'm going to concentrate on growing potatoes for the rest of the season. Started saving up for a cow.

Monday, 14th Day of Spring—Bought first and only chicken I'll raise the rest. I have a field full of potatoes now.

Thursday, 18th Day of Spring—Used revenue from potatoes to buy my first cow! I also bought a brush, but I'll wait until my cow matures before I spring for a milking machine.

Tuesday, 23rd Day of Spring—Today was the Flower Festival, but I didn't spend a lot of money trying to impress people. One bottle of perfume is quite a chunk of change, and I'm saving up for another cow.

Wednesday, 1st Day of Summer—Went to Flower Shop and purchased cows and tomato seeds. Stayed up late and planted and watered every seed I bought. The money I get from these crops growing, the more money I'll raise!

Friday, 3rd Day of Summer—The Livestock Store kept not selling me any more cows until I grow more grass. I spent a side full of oak on grass seed at the Flower Shop.

Friday, 8th Day of Summer—Harvested first tomato crop. Watered the plants I picked so I'll get another batch of tomatoes growing soon.

Monday, 13th Day of Summer—Harvested first cow crop, and my tomatoes are ready to pick again! Am spending all my daylight hours in the field.

Monday, 20th Day of Summer—Bought a Sprinkler at the Hardware Shop! Now it takes less time to water my plants, but I still spend all the daylight hours picking produce, so I'll use the sprinkler at dusk.

ARE SPUDS THE DUDS? THE MATH FACTS

So if the shipper pays you more for potatoes than for radishes, you'll earn the more money just growing turn of potatoes each spring, right? Yes and No. It takes four days for radishes to grow big enough to be picked. It takes nearly a week for potatoes to grow. In a 30-day season, you'll harvest radishes seven times. During the same period of time you'll barely harvest your potatoes five times. While radishes gross 5% more in revenue than potatoes, the seeds for each vegetable cost the same. Your radish profit melts away when you add in the cost of buying your extra bags of seeds. When you figure in the expenses, potatoes give you a net profit of 11% over radishes. Spuds are the veggies millionaires bet their money on in the spring. Ready for more fun farming facts? The chart to the right outlines the gross profits for one season's worth of earnings on an eight-square acre.

| VEGETABLE | RADISHES | POTATOES | TOMATOES | CORN |
|---------------------|----------|----------|----------|----------|
| GROWING TIME | 4 DAYS | 8 DAYS | 10 DAYS* | 13 DAYS* |
| HARVESTS PER SEASON | 7 | 5 | 3 | 2 |
| EIGHT-SQUARE GROSS | 480 GP | 960 GP | 800 GP | 960 GP |
| SEASON GROSS | 3,360 GP | 3,200 GP | 2,400 GP | 2,760 GP |
| SEASON NET | 1,960 GP | 2,760 GP | 2,300 GP | 2,460 GP |

*If you keep watering your tomatoes and corn, you can pick more veggies every three days.

Pick Your Poison

During the fall you'll find a variety of mushrooms in the nearby forest. The shipper will pay 150 gold pieces for normal fungi, but he'll pay even more if you pick poison mushrooms. You can find a poison mushroom in the lower right corner of the forest. Unlike their healthful counterparts, poison mushrooms have yellow warts on their tops. If you run fast enough, you can stuff three poison mushrooms into the bin before 3:00 p.m. Picking three poison mushrooms each day adds 600 gold pieces to your collar.



Self poison mushrooms to the shipper for 200 gold pieces. The girl lived long to cook the normal mushrooms. Save these for her.

Cut your Costs

You'll save money if you trim the corners on your overhead costs. Monitor your grass seed expenditures. Your silo will hold a maximum of 999 bales. If your dairy and chicken coop are at full capacity, you'll reach 632 bales to get through the



Don't buy more grass seed than you need. Your silo can hold 999 bales.

winter. Grass seed is the most expensive item in the Flower Shop, so don't waste money buying more than you need. Don't waste your money on unnecessary items. Money doesn't grow on trees, so you probably shouldn't give 20,000 gold pieces to the rough-looking guy wearing a black mask who shows up trying to sell you a money tree. Use common sense when you make your purchases. If you

don't see a profit potential, don't buy the item. Another way to save money is to remain unmarried. Staying a single guy means that you won't have to order the Super

Deluxe Log Home, which will save you 15,000 gold pieces. Single guys can stay out as late as they want to, too. If you're planning on getting married, you can use some thrifty dis-

FORAGING IN THE FOREST—YOUR BOTTOM LINE

| Item | Profit |
|------------------------|-----------------|
| Spring | |
| Cave Herbs | 280 Gold Pieces |
| Fish | 280 Gold Pieces |
| Wild Grapes | 150 Gold Pieces |
| Summer | |
| Cave Herbs | 200 Gold Pieces |
| Fish | 200 Gold Pieces |
| Southern Fruits | 150 Gold Pieces |
| Fall | |
| Cave Herbs | 280 Gold Pieces |
| Fish | 280 Gold Pieces |
| Mushrooms | 150 Gold Pieces |
| Poison Mushrooms | 200 Gold Pieces |
| Moan Flower | 600 Gold Pieces |
| Winter | |
| Cave Herbs | 200 Gold Pieces |

*One Moan Flower will grow only between the 10th and the 12th of Fall.



The forest has the gifts you need for free! You can find something here year-round.

ing strategies without looking like a total lightweight. Never buy a cake or purchase flowers. If you want to give your date flowers, pick them in the forest. Don't waste your money on the Flower Festival.



Joan's to continue to grow throughout the winter. It is the only produce that grows all year.

peratures. You can make the same impression by giving your girlfriend seven or eight gifts you find in the forest. The forest has everything you'll need to make her happy throughout the year. Pick flowers in the spring, southern fruits in the summer, mush-

rooms in the fall, and cave herbs in the winter. Your girlfriend will be grateful for any gift from the forest except poison mushrooms. Do not use the crops in your fields as gifts, since this reduces your earnings potential. If you're trying to win Eve's favor, you can deliver any leftover harvest to her at the Inn at night. You can also take gifts to Erin here during the spring and fall. Your dates won't care how much you paid for your gift—it's the thought, not the cash, that counts. After you're married, you'll need to keep providing daily presents to make your wife happy, especially if you also do happy kids. Fugal farmers said that gifts to the forest expend valuable time, especially since all their chores must be done before sunset. If you have to cut into your daily revenue to find a gift, the least expensive gift you can bring your wife is an egg. Eggs produce the lowest amount of revenue on your farm. Since the chicken coop is close to your house, you'll hardly spend any time running between the buildings. Money can't buy you happiness, but an egg a day will.

The Moon is Rising!

The full moon at last! Future ranchers, waking up the wonderful, old-fashioned Moon in our game should be on its way to sleep by the time you read this. Well, had a lot of fun prepping this game, and here you go! I'll spare no detail of how playing it can be a hobby for additional gaming strategies. And here's the Epic Strategy advice on how to win in the New Year's Power

Game. Go.



Tuesday, 28th Day of Summer—It's almost the end of the season, and I have more crops than I can possibly pick in a day. Since corn is my biggest cash crop in the field, I'll pick all of it before I harvest my tomatoes.

Wednesday, 29th Day of Summer—I went to the Flower Shop, bought a ton of grass seed and planted it today. Grass grows in the spring, summer and fall, but I just learned that I can't plant it during the fall or winter.

Thursday, 30th Day of Summer—The Skipper just collected the last harvest of the year. I gave all of my remaining vegetables to Eve at the Inn. I think she really likes me!

Friday, 1st Day of Fall—The harvest is over. I'm selling most of my chickens to the Livestock Store. Not only will this give me additional revenue, but it will cut down on the consumption of my silo supply so I can buy more cows.

Thursday, 7th Day of Fall—I'm taking care of my cows and chickens in the mornings and picking poison mushrooms the rest of the day. In the evenings I eat grass as I'll have plenty of food in my silo this winter.

Monday, 16th Day of Fall—Found a Moon Flower today! It's worth 600 gold pieces!

Tuesday, 12th Day of Fall—Went to the Harvest Festival. I was supposed to bring some sort of food to the gathering, so I saved money by picking mushrooms on my way to the cows square.

Sunday, 1st Day of Winter—Saw blankets all of my fields and I can't harvest any more grass until spring. I own twelve cows, which means that I'll need 368 bales of grass to feed my herd this winter. I sold some more chickens to cut down on food consumption. Found a foal today!

Tuesday, 2nd Day of Winter—After I milk and feed the cows and chickens, I head for the cave in the forest to collect herbs. If I found a shortcut, I might be able to squeeze in three trips to the shopping bar before sunset.

Saturday, 7th Day of Winter—There was an earthquake today! My farm is a mess and I'll spend all my evenings mending fences, but I did find a new shortcut to the forest cave—and all I had to do was tell the truth!

Monday, 9th Day of Winter—Tomorrow is the first day of spring, and I'm ready to have my most profitable season ever. After the New Year's celebration, I'll run to the store in the morning and buy enough potato seeds to keep me planting until summer.

CLASSIFIED INFORMATION

0426 6211 4342 0430

MEMBER IDENTIFICATION #



Fun Passwords and Cheats

If it's Thursday and howling raptors are dogging your heels, then it must be Turok: Dinosaur Hunter! The following passwords allow you to access some fun effects. To use them, first highlight the Enter Cheat option on the Options screen and press A to make the Password screen appear. Use the Control Stick and the A Button to type in a password, then highlight Enter and press A. If the password is valid, a message will appear telling you that a specific cheat has been activated. Press A to return to the Password screen. You may now use the Delete command to clear the screen and enter another password. You may enter as many passwords as you wish. When you're done, highlight Exit and press A to return to the Options screen.

You'll now see a new Cheat Menu option. Highlight this option and press A. A list of all the cheats you activated will appear. Highlight each one and press A to turn them on and off. Keep in mind that some cheats may not work together.

Disco Mode

To activate the Disco Mode, enter SMFRRS as your password. This duplicates the effects of the Spiritist invisibility item and causes all enemies to dance in place!



Pen & Ink Mode

The Pen & Ink Mode creates all of the surface textures and color off the game's graphics, leaving a "wire frame" behind. To activate this mode, enter BUKTER as your password.



Spirit Mode

Spirit Mode grants you invisibility and slows down the game's action. To activate this mode, enter TIGSLKSL as your password.

Gallery, Pt. 1

To see a "image gallery" of the enemy characters, first enter TIGSTY as your password. Then access the Cheat Menu, highlight Gallery and press A.



Gallery, Pt. 2

You'll now be able to scroll through a roster of the game's villains. Use the Control Stick and various buttons to move in, zoom out and rotate the camera. Press Start to exit.



Credits

To watch the credits close-up, first enter PDTHMS as your password. Access the Cheat Menu, highlight Credits and press A. Press Start to return to the Cheat Menu.



Look For More

The game will reward you other password cheats for accomplishing certain tasks. Concentrate on finishing the game and collecting items and see what happens...



MARIO KART 64

Beat the Ghosts

Mario Kart 64 is home to three very speedy specters. To make the special Course Ghosts appear, complete Time Trial runs on the tracks below. If you meet or beat the times indicated, a Course Ghost will challenge you on your next run.

| Course | Time |
|---------------|---------|
| Luigi Raceway | 1:52.00 |
| Mario Raceway | 1:30.00 |
| Royal Raceway | 2:40.00 |



Complete a Time Trial run at or below the times indicated.



Now you'll have some ghostly (but tough) competition!

TETRIS ATTACK

Play As Other Characters

Here's a simple code that will allow you to play as other "friendly" characters in the one-player Vs. Mode. After you complete a stage, press and hold X and Y during the cinema scene. A Player Select screen will appear before the next match begins. You may now select any character you've rescued so far. If you use any character other than Yoshi and lose the match, that character will disappear from the Player Select screen. After you enter the code, the Player Select screen will appear automatically before every match.



You'll be able to play as any character you've rescued.



If you lose a match, you'll lose that character.

AMERICAN FOOTBALL 96

Super Bowl Win & Short Quarters

To see a generic version of the Super Bowl win screen, press A, Y, A, Y and the L Button on the Game Setup screen. If you'd like a really quick game, highlight the Quarter Length option on the Game Setup screen and press Y, A, Y, A and the R Button. The quarters will now be set at 15 seconds!



You can revel in the glory without throwing a single pass.



With short quarters, it will be really tough to score.



Slippery Floors

Here's a code you've probably activated from time to time, but you may not have known exactly how you accomplished it. To make the court slippery, press the A Button seven times on the Matchup screen. This code gives the phrase, "Getting wazed," a whole new meaning!



You won't have any indication that the code has been entered correctly...



...until the game starts, that is. You won't make the playoffs with footwork like that!



Borgos Balore

We have a few more pointers on tip for everyone's favorite gargoyle. Gargos doesn't have many combos, but then again, he doesn't need 'em!

Openers

It opens a combo, use a Dash Forward, Down-Forward, Down, Down-Back, Back and Medium or Force Kick) or a Peenus (Back, Down-Back, Down, Down-Forward, Forward and Force Kick).



Link/Press/Throw

A single move double as Gargos's Linker and Pressure Move. Forward and Force Kick. Be slower as opponent, move in very close and press Forward and Force Kick.



Breaker/Through

Use the Claw Upoverl Forward, Down, Down-Forward and Force Punch) to break an opponent's combo. Use the Peenus move (described above) to cut through a projectile attack.



Sample Combo 1

For a four-hit Super Combo, start off with a Medium Kick Dash on your Opener, followed by a Dash Punch or Dash Kick Auto Double and topped off with a Claw Upoverl as the Finisher. Short but sweet!



Sample Combo 2

For a slightly longer combo, try this formula: Pressure + Medium Kick or Medium Punch + Claw Upoverl. Once you have this down, try to lead longer combos by adding in a Linker and then another Auto Double.



Fight!

It wouldn't be pro hockey without a little rough stuff down on the ice, but this is ridiculous! To guarantee that tempers will flare, go to the Options screen, hold the 1 Button and press the following buttons: right C, left C, left C, right C, bottom C, top C, top C, bottom C, left C, right C, right C, left C, right C and left C. Now start your game as usual. If you entered the code correctly, the players will fight almost constantly, just trip or check an opponent to get things rolling!



A message will appear if the code is entered correctly.



Oh, it's just another day in the NHL...isn't it?



Double Menu Code

Rack in the Volume 12 Member's Only Special, we printed two codes that will give you access to two special option menus. This code will give you access to both of these menus at once. As the text on the demo screen scrolls by, press Block, HK, LK, Run, LP, HP, HP, HP, LP and LP. You'll hear a voice say, "Uh-huh." If you enter the code correctly, now you may go to the Options screen to access the new menus.



The new menus will appear as no question mark icons.



You'll be able to turn up the pace in more ways than one!

CLASSIFIED INFORMATION



Multiple Cheats and Codes

First, an apology. There's been some confusion over which codes work with the Super NES and N64 versions of NBA Hangtime. Here are all the codes we have for the Super NES version. Except for the Team Photo code, all codes are entered on the Matchup screen, and some work only in Two-Player mode. Tune in next issue for N64 version codes!

- 120 Fast Passing
- 273 Stealth Turbo Meter
- 284 Maximum Speed
- 390 No Pushing Allowed
- 461 Unlimited Turbo
- 552 Hyper Speed
- 616 Maximum Blocking
- 709 Quick Hands (Maximum Steal)
- 802 Maximum Power
- 937 Legal Goal Tending

Power Special

For a combination of Unlimited Turbo, Hyper Speed, Max Block, Max Speed and Fast Passing, press Up, Right, Down, Left, Start, A, B, Y, X and Select.



City Court

If you'd like to play a pickup game far away from the court and the crowd, press Down + B, Down, Down + A, Down, Down + Y and Down.



Rooftop Court

If you prefer a more dramatic setting, head to rooftop court by pressing Left, Left + Y, Left and Left + Y.



Jungle Court

To head to the jungle, press the L button, the R button, Select, Start, Up, Down, A, B, Y and X.



No Tag/No Assist

Press Left, Left, B and the R button to switch off the Tag Arrows. To turn off the Computer Assist option, press Right, Right + B, Right, and Right + B.



Championship

To see a "cheat" version of the Championship screen, press Start, Y, Right, A, B, Up, Start, Up, Down, Down, Start, the L button, A, Down and Down.



Team Photo

To see a photo of the NBA Hangtime development team, enter "HANG" as your name and "1992" as your PIN.



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

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9783



THANKS FOR THE PICKLED HERRING

Erik, Beleg and Olaf—those bumbling Vikings—have returned to the Super NES only to find themselves lost in time and space once again. Thanks to Interplay and a new publisher, Big Rain, action/puzzle fans will have 31 new stages of Viking adventures to master and two new characters who join in the fray. So grab your shield, toss a spear and a barrel of pickled herring in the longboat, and get ready to set sail for hilarious hijinks with *The Lost Vikings 2*.

NO DONUTS

Olaf's prodigious appetite, and suspect reading skills, doom the three Vikings to a second adventure when he misreads a "Don't Touch" sign. As a result of pushing the button beneath the sign, Olaf and his Viking mates end up in Transylvania, and they don't get any donuts. In order to return to their own epoch and ship, the Viki must puzzle their way through 31 stages in five time periods. And all the while, the evil Tossator is hot on their trail, thirsting for revenge.



© 1997 Big Rain
© 1997 Interplay

LOSING A VIKING

The Vikings just don't seem to be able to stay together. Malfunctioning Time Machines and incompetent helpers

often send one Vik off to a different place. When this happens, the third spot is filled with a new character.

FANG

Fang the wolf, who should not be mistaken for a dog or a platypus, joins the Vikings in Transylvania where he has been trapped in a cave. His great skill at jumping, and his sharp claws become valuable tools once he joins the party.



Fang can jump back and forth between walls to reach higher areas. And his claws dig into the rock, allowing him to slide safely down walls.

SCORCH

In the world of fantasy, the Vikings team up with Scorch, a fire-breathing, flying dragon. Although Scorch has never lived by the sea, it seems that he would like to check it out, so he promises to help the Vikings reach their ship.



While flying, Scorch can reach very high areas. His burning breath can damage enemies and activate target switches, but his direction range is small.

NORSE MODES

The Norsemen each have special new modes and moves to help you solve a range of puzzles. You'll learn how to

use most of the modes in the first world, Transylvania. After that, you'll have to experiment.

ERIK

With his jet boots firing, Erik can reach high ledges and areas. He can smash walls with his helmet, as well. The helmet also acts as a scuba mask so he can swim.



Jet-powered jumps help Erik reach the heights. He can head-butt overhead objects as well as walls.

OLAF

Olaf's shield allows him to block attacks and glide through the air. He can shrink, as well. A blast of Olaf's gas gives him a short boost and it can vaporize blocks beneath him.



Olaf can get small and pass through tight spaces, and he can destroy floor blocks with a well-placed fart.

BALEOG

Fierce Baleog attacks with a sword or his blacic arm. The arm can extend to pick up objects or to act as a grappling hook when there is a crystal present.



Baleog swings over fire and other hazards with his blacic arm. The same arm can be used to attack enemies.

TRANSYLVANIA

The seven stages of Transylvania serve as training areas for the Vikings. Messages along the way teach the basics of Viking Control and are designed to ease you into the puzzlesolving element of the game. In each area, you must collect the three objects shown to the right: an eyeball and a mushroom. A friendly witch uses these items to concoct a magic spell to send the Vikings back to the Time Machine. The spells never work, of course. Although our map coverage doesn't begin until the later worlds, you might run into trouble in Transylvania. Keep each character's special abilities in mind when you face an obstacle. When in doubt, send Olaf first to block attacks.



Olaf can block fire from a foot or above while his companions move safely beyond the danger. The Vikings can stand on Olaf's shield, as well.



FANTASY

The second world is filled with knights and dragons and the first truly trying puzzles. In some stages, you'll use Scorch or Fang when one or another of the Vikings has been lost. Although the really tough areas are to be found in the jungle and Future areas, here are a few tips to keep you going in the second world. In the third stage, Erik must hurl the stones from the left to get the Gray Key. Once a bridge is in place over the spikes, you can bash the stones. In the fourth area, use Fang to make repeat jumps up the chimney above the spikes. His first jumps takes him to the upright bridge. In the final stage, use Olaf to block the attacks of the knight and wizard above the double pygmy. Then, bring Raleog in behind Olaf to attack them.



Once you have all the items in the second stage, you still need to get the book that is at the bottom of the shaft for the right. Use Scorch to fly down to the book and link to counterbalance the pulley.

PIRATE SHIP

The puzzles really begin to bust brain cells in this world. Cannons are firing, pirates are squawking, and a crew of arctery mates will shiver your timbers if they get the chance. Fortunately, our Vikings know their way around a ship. But if you're not careful, they'll be swinging from the rigging and walking the plank. The following tips should keep you high and dry. In the second stage, Olaf must take a running start and use his gas to jump the higher gap between ship areas and reach the gypsy. In the third stage, Erik must jump off Olaf's shield in the elevator shaft, then jump up to the top of the elevator to remove the chain and allow Raleog to come down.



If Raleog is to reach the crystal in the first stage, he must be standing on Olaf's shield. When you do, the rigging loosens.

THE JUNGLE

Dark mysteries await the Vikings in the six jungle stages. The maps and tips on the next few pages will make the difficult passages in *The Jungle* and *The Future* worlds much easier, but we didn't have space to cover every switch and pulley. One of the new dangers you'll face here is the darkness. If you have a torch, you'll be able to light up the dark areas to continue your quest. In other areas, you must perfectly time jumps past floating jets. Oh, the horror, the horror.

Heart of Darkness

Ah, the horror of the dark jungle. In the first area of the jungle, the Vikings must collect their mojo tribute of tank, voodoo doll and skull.

Torching It To get the bomb that blows the wall to the right of the pulley lift, you need a torch so that you can see in the dark. Erik can swim to the torch and return it to Baloo or Olaf.



The two characters Erik faces are the macra and the apiles. Speed up his concentration by pushing the D button.



Mad Bombers

After collecting the bomb from the dark area, one Viking should place it against the stone wall shown here, then get back on the pulley lift.



After placing the bomb, run away and watch it blow. Next Baloo must use his head to area to hit the two target switches above the platform. Only while riding the pulley lift will Baloo be able to use up the shot.

Up and Away

How do you get past the beam above the spring block? Olaf starts it all by gliding down to the cave with the transporter.



Olaf slides the transporter to the top of the block, pushes them, then pushes the gray stone onto the switch below, which releases the beam. Now get ready for the power to get Olaf and Baloo speed.

Hard Times

Fang isn't happy to find himself deep in the jungle, but he'll play an important role in helping the Vikings get through stage two.

Drop the Block

Erik can reach the trigger block near the beginning to drop the gray block.



Erik jet-jumps to the trigger switch. Olaf destroys the lower layer of blocks. Fang jumps up to stack the enemy alone.

The Old Switcheroo

Fang hits the plant and runs back to the switch. Erik springs from the switch to get past the plant.



Burn for Baleog

While Baleog swings from the closest crystal to the plant, Search burns the plant. Quickly switch to Baleog and swing over to the ledge.



Search lets loose his fire from the far side of the plant. Now it is safe for Baleog's leap.

Harder Times

It doesn't get any easier in this stage. Right at the start, Olaf must push the gray stone beneath the green pile after Search burns the lower black wall.



Hangin' With Baleog

Baleog swings from the crystal until he can jump to the rope. Standing on the rope, he can reach the target switch with his bionic arm.



Lost With Wolf

Fang returns for another interesting round of brain teasers. Try to keep your team together as they move through this level.



He's Not Heavy

Bileog can be lifted up to the top of the map if Fang and Erik counterbalance him on the opposite palley.



Fang's Lead

Fang helps his pals by making a multiple jump up to the elevator. Then go to the warp.



Erik counter-buff the blocks above as the bridge switch inaccessible.

Boy Oh Boy

Baleog swings into action in this level, along with Olaf and Erik.



Swing High

Baleog swings from the crystals to reach the Red Key, then hits the target switches below.



Baleog The Bomber

Only Baleog can reach the bombs. Leave the bombs and jump on the pulley at the last second.



The target switches activate upon the time the Erik is swinging from the crystals in the screen above.

Homeward Bound?

Flaming statues and sharpened spears make the going brutal for Erik, Scorch and Fang in this first level of the jungle. It's a challenge just to stay alive.

All For One

After using the transporter to open the double green doors, Erik can move below Fang to light the way. He'll also be prepared to get the Gold Key.



With Erik in position below, Fang can move to the floor switch that opens the doors that lead to the Gold Key.

Fancy Flying

Scorch has a tough task ahead. First, he must glide down to retrieve the torch, then he must fly back up to his companions. There's no trick to it, but flying back won't be easy.



THE FUTURE

The future is the end of the journey for the Lost Vikings and their friends. Your mission is to find missing transporter pieces for a future rebel named Corvus. To make your way through the base, you'll need to find Key Cards and electrical switches of many types, including laser beams. Instead of fire, streams of electrical current block every path, and some areas have force beams that pull you toward your doom. In the final two levels, you'll have repeated battles with Tormentor before you finally get to go home.



Baleeg's Ride

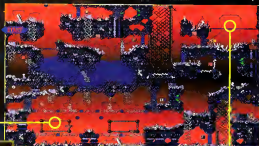
Baleeg might ride the platform and hit the target switches overhead then swing between the crystals.



Swinging in this area is made doubly difficult by currents of electricity. Take out this robot before swinging.

Shock Treatment

Erik, Baleeg and Olaf help you get over future shock in the first level. Just remember to not feed the alien.

**The Blue Beam**

Once Olaf blocks the green beam below, Baleeg can hit the target switch that extends the blue beam.

**Tunnel Vision**

Erik, Feng and Olaf team up for fun on this level. This future world may be in ruins, but at least they still have cheeseburgers. Olaf leads the way.

**Powered Flight**

Although it may not seem possible, only Olaf's gas-powered flight will make it across the gap.



Once he floats across, Olaf can stand in the beam that switches off the electrical current.

Heck?

The three Vikings are together again for this level, much of which is covered with force beams that push you toward disaster.

Free Fall

Use the gyzer to create downward momentum. Duck into the tunnel below.



As the Vikings fall, aim to the right first, then move into the tunnel on the left. Small Olaf first to cut the current.

Beam Watch

While Olaf breaks the beam below the block, Erik can reach the switch above. Just watch out below.



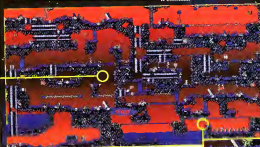
Stop Action

Baloo falls when the platform opens, so push Select and choose another guy to hit the switch.



Are We Going Home?

Search returns to help Baloo and Erik through this confusing maze. Teamwork is essential.



Back And Forth

Once Baloo breaks the target, go to the green beam. Search pushes the red button so Erik can bash the ceiling below. Now Baloo takes the Red Card.



Tomator Sauce

Fang, Scorch, and Olaf each grab a thermal detector from Tomator.



In each battle, you must take the bomb and drop it on Tomator's head. Olaf's shield provides protection in the end.

Stewed Tomator

Olaf should hit the red flag on the left to make Tomator drop a bomb. Get the bomb, drop it on Dig T, then zap him with fire on the right side.



Drop the bomb on Tomator's head by getting across the gap to the ledge with the pyrox.

Bad Boys

The Vikings are about home, but Tomator has caught up to them and will try anything to keep them from fleeing him a second time.

**Oh, Daddy**

Tomator isn't finished yet. In the final stage, Olaf, Erik and Hakeg must go at the big guy one more time. Keep moving to avoid his attacks.

**Tomator Is Pasted**

Before the Vikings can return home, each one of the three Vikings must beat the boss. Olaf, as described on the left, bombs, burns and electrifies Tomator into submission. Erik uses his hard-headed approach to knock Tomator into the water. Hakeg must get close enough to use his sword for a dice and dice attack. After that, it's time to go home for good.



NP'S ARENA



CHALLENGE #1

TETRIS ATTACK

How fast can you react and match blocks in 1-player, Time Trial mode? Start your game at the slowest speed, choose your favorite Tetris Attack character and flip out! Remember that chains are your ticket to the top of the scoreboard! Keep practicing, because it's very likely that the winning score will be a five-digit number. If you don't believe us, check out

our score! (See left, Want a hint? Send your stack to the top of the screen before you start. The top 25 combo composers will win four Super Power Stamps, good for cash off Super Power Supplies.

CHALLENGE #2

WAVE RACE 64

Jordan DiCarlo of Lake Placid, New York, nailed the top time, of 2:07.15, for six laps around Sunny Beach, but you have to wonder if he's even going to place in this month's super-tough Wave Race 64 Challenge. Perhaps it's your turn to fish from top of the Arena podium. Blast six quick laps through the choppy whitecaps surrounding Marine Fortress in Time Trial Mode. If you're one of the 25 wave warriors with the best times, you'll skim away with four Super Power Stamps.



CHALLENGE #3

SHADOWS OF THE EMPIRE

Brian (The Shadow) K. L. of Newark, New Jersey has a challenge that's out of this world: What's your best time in the Battle of Hoth stage in Star Wars: Shadows of the Empire? Of course, Brian thought we should do this challenge on Easy Mode, Easy Mode! This is the Arena—the showcase for the best Jedi warriors in the universe! Set your difficulty level on Hard, trip off the walkers, and mail us a photo of your best time. The 25 fastest Rebels with all three challenge points will score off with four Super Power Stamps.



THE TWISTED STRIKE BACK

The twisted stack of mail just gets higher and higher! Here is the latest batch of wacky, just-for-fun challenges sent in by readers from all over North America. If we use your twisted challenge, you'll pick up four Super Power Stamps—good for cash off merchandise in the Super Power Supplies catalog. Send in your dubious dare today!

How high can you score in Tetris Attack's endless mode while holding down the L and the R buttons?

—Orval Cobb III, Ridgely, MD

Can you defeat Gargos in K2 Gold while using only quick punches?

—Timothy Smith, Petoskey, MI

How many acres can you win in Wave Race 64 while doing handstands?

—Nick Rappo, Franklin Park, IL

What is your final population score in SimCity 2000, without using or lowering a land square?

—Jeff Jacks, Upper Marlboro, MD

Which boxes can you defeat in Chesso Trigger without using any magic attacks?

—Travis Jacoby, Oak Harbor, WA

Can you find an NS4 and all the game files in a store in just one day?

—Cameron Talley, Lubbock, TX

Answers to Volume 8's Snack Attack Quiz: A: Ranch B: Radish C: Jerky D: Magic Mushrooms E: Green Vegetables F: Brain Food G: Lunch

AN ARENA EXCLUSIVE: THE GAME FACE GALLERY

In Volume 93, the Arena asked aspiring artists to put on their best game faces in Super Mario 64 and send in their photos. After sorting through a mountain of entries, we came up with some of the best (and clearest) photos in the bunch. Peruse our gallery, and if you haven't read missing up Mario's face, check out page seven in your Super Mario 64 instruction manual.

MADE IN THE SHADES MARIO



Jill Postina
Layton, VT

ROTFLEMO MARIO (ROLLING ON THE FLOOR LAUGHING BY HEAD OFF MARIO)



Kyle Russell
Meroux, LA

CREAMPUFF MARIO



Greg McDowell
Orlando, PA

CYCLOPS MARIO



Brett Hubbardson
Baffle Ground, WA

LAUGH IT UP MARIO



Max Preston
Santa Monica, CA

DONKEY-EARED MARIO



Eric Tang
St. Louis, MO

MARIO SLAPPING INTO A PIL-LAGE TROUBLE



Gregory Brooks
Stacy Brook, LA

MARIO TELLIN' LIES



Quar Din
Tallahassee, FL

HATS OFF MARIO



Charlie Rasmale
Jacksonville, FL

SUPER SHOCKED MARIO



Gabriel Therien
Montreal, PQ

PILOTWINGS 64 GALLERY

In Volume 91 we asked players to send in their best shots of PilotWings 64. Some entries were creative while others were daring. Do you know how Larry Marsh made Wario appear on the Hang Glider stage? How did Matthew Spencer drop between the village buildings and pull off his ground level shot? It's tough to take a good photo of a television screen, so we gave these aspiring photographers a break on their picture quality.

SUNSET ON THE FARM



Carlos D. Torres
Brent, NY

CRESCENT ISLAND STATUE



Matthew Spencer
Honolulu, HI

WARIO



Larry Marsh
Rio Dell, CA

MOON OVER MARIO



Brendan Sweeney
Shaver Lake, CA

DOUBLE VISION



Robert Uebke
Pompano Beach, FL

THE MARIO KART 64 NINTENDO POWER CUP



Nintendo Power's Race for the Gold is under way! Entries for the drawing are whizzing in every day. A few of the fastest qualifiers are listed below. How did they go so low? Pinrow is buzzing with rumors about a shortcut on the course. Find it and you might win a gold N64 Controller. To qualify for the drawing, you must beat a minute and 30 seconds on the Mario Raceway—you'll find all the details on page 34 in the March issue of Nintendo Power. One thousand lucky winners will be randomly drawn to win an exclusive, gold-tone N64 Controller and another five thousand winners will get a limited edition, Nintendo Power Cup Calling Card good for five minutes of long distance service. Enter before May 15th!



MARIO

| | | |
|------------------|-----------------|---------|
| Nancy Zinn | New Hope, MN | 1:25.82 |
| Andrew Zollars | Pullman, WA | 1:27.19 |
| Dan Pasiewicz | Antioch, IL | 1:27.72 |
| Rick Morningstar | Minneapolis, MN | 1:27.84 |
| Craig Shih | Bellevue, WA | 1:28.70 |



LUIGI

| | | |
|-----------------|----------------|---------|
| Justin Grimes | New Castle, DE | 1:27.36 |
| Matt Lito | Allen, TX | 1:28.19 |
| Cameron Fischer | Naples, FL | 1:28.49 |
| Damon Pichel | Tulsa, TX | 1:29.27 |
| Marc Pilonzo | Pasadena, MD | 1:29.96 |



PEACH

| | | |
|------------------|-------------------|---------|
| Michael Philpott | Cleveland, OH | 0:56.49 |
| Erik Bush | Lake Waccamaw, NC | 0:59.87 |
| Brandon Lombardo | Pleasant Hill, CA | 1:18.92 |
| Jared Lautz | Westwood, NJ | 1:13.73 |
| Bead Jorger | Ferrisburgh, VT | 1:15.43 |



TOAD

| | | |
|-------------------|------------------|---------|
| A. J. Gray | Jacksonville, NC | 1:01.32 |
| Jeremy Hildebrand | Ottawa, ON | 1:12.42 |
| Michael Medina | Mendota, CA | 1:13.63 |
| Ted Umakoshi | Schaumburg, IL | 1:14.16 |
| Adam Williams | Rice Lake, WI | 1:14.79 |



DONKEY KONG

| | | |
|------------------|------------------|---------|
| Gamaro Contreras | Santa Monica, CA | 1:26.71 |
| Andrew Zollies | Pullman, WA | 1:27.33 |
| Terence Singh | Edmonton, AB | 1:27.37 |
| Wesley Wilson | Mobile, IA | 1:29.63 |
| Paul Harrington | Fitchburg, MA | 1:29.89 |



YOSHI

| | | |
|------------------|------------------|---------|
| Mark Rubello | Brampton, ON | 0:57.36 |
| Jason Santrelli | Walkersville, MD | 1:16.38 |
| Peter Solino Jr. | Hartsdale, NY | 1:17.22 |
| Regan Snyder | Las Vegas, NV | 1:17.76 |
| Jake Stadler | Everett, WA | 1:20.77 |
| Aniello Zampella | Bayonne, NJ | 1:20.53 |

BOWSER

| | | |
|----------------|---------------|---------|
| Arnell Lozada | St. Marys, GA | 1:25.56 |
| Bill Buchanan | Morganton, NC | 1:28.57 |
| Peter Brechner | Madison, MN | 1:29.64 |
| Nicholas Law | Katy, TX | 1:29.75 |
| Doug Bowman | Galloway, OH | 1:29.87 |

WARIO

| | | |
|--------------|------------------------|---------|
| Ryan Ross | ML. Pleasant Manor, PA | 1:25.68 |
| Max McLaugh | Hicksville, NY | 1:26.21 |
| Brian Wood | Surrey, BC | 1:27.70 |
| Sean Velasco | Santa Clarita, CA | 1:27.72 |
| Amir Amini | Hilliard, OH | 1:28.02 |



The deadline for the N64 Gold Controller drawing is May 15, 1997.
See page 34 in Volume 94 for the contest official rules and entry form!

Get Back to basics! Interplay has rereleased four Game Paks to challenge you with classic casino, card, and board games. They're high in variety and replay value. It's in the cards—you'll love these games across the board.

Interplay™ FUNPAK EXTRAVAGANZA

Nintendo GAME BOY



Get on board with classic! Play against the computer, against a friend, or via Game Link in the FunPak's offerings of Chess, Checkers, Backgammon, and Reversi.

Checkers

This fast-paced Game Boy version lets you play against the computer or link up with a friend. Interplay puts a spin on the game by giving you the options of undoing your moves or swapping sides mid-game.



Checkers is perfect for players of all ages and skill levels. Vary the challenge depending on how clever you want the computer to be.

Reversi

Reversi, like the ancient Japanese game Go, challenges you to surround your opponent's pieces to make them your own. More is better, and whoever has the most pieces at the end wins.



Work your pieces to the corners, since they can't be surrounded and captured.

Sargon Chess

When chess king Garry Kasparov beat Deep Blue at chess, he proved humans could outsmart artificial intelligence. That's not to say Sargon Chess isn't going to challenge you. The computer plays its moves steps ahead of yours, so keep your wits in check.



If you prefer to start on the offensive, choose to play the white pieces, since white always plays first.

Backgammon

It's all in the roll of the dice! If you have a little luck on your side and plan some strategy, you can work your pieces into a corner then remove them from the board one by one for a Backgammon victory.



With the luck of the dice and some cunning, you can knock your opponent's piece into the bar.

Nintendo GAME BOY



The second FunPak from Interplay quadruples your fun, using cards, dominoes and dice to guide you through Solitaire, Dominoes, Yacht and Cribbage.

Solitaire

You don't have to clear a table to play Solitaire anymore. Interplay saves you the trouble and the room with its compact and portable version. To win, it's all in the luck of the draw. Sort your cards into piles of descending rank and alternating colors, then shift the cards in order of rank to piles of matching suits. Play by the Standard Rules or add a little more challenge by playing by the Vegas Rules. You also have the option of undoing your previous move.



Expanding on how much challenge you can deal with, you can draw one or three cards at a time and go through the deck once or every time.

Dominoes

You can't stand these dominoes up in a line to topple them over, but you can still play the engaging game they were intended for. Take turns building onto the domino train by matching the numbers at the end of the chain. The first player to use all their pieces wins.



If you can't play any of your dominoes, you'll have to draw bones until you find a playable one. For a better chance at getting rid of all your bones, play the one that has numbers in common with your other bones.

Yacht

To stay afloat in Yacht, you must satisfy the 12 categories of dice rolls. You have 12 turns to roll the 5 dice to fulfill the categories. Try to roll certain dice combinations to earn extra points.



It's dizzy choosing which dice to reroll, since you get only three chances per turn.



Cribbage

If you play your cards right, you can peg down a win in Cribbage. Create clever card combinations to make the pile reach 31. If you've grouped together any flushes, nobs, heels, cards totaling 15, or runs of three or more, you'll win bonus points.



Skillfully pair together cards that have the same value or a sum of 10 to score points in your crib or the pile.



Nintendo GAME BOY



If you want to gamble in Vegas, time your cash and practice with the Casino FunPark—you get five classic gambling games and no threat of debt. It's a sure bet to hook and shuffle.

Craps

The object of Craps is to guess how the dice will land. Each of the game's numerous betting options describes a particular roll outcome. Place a bet to predict your dice total—it's a tricky task, but it can be a gold mine to a wise bettor.



Keeping track of all the betting options can get confusing, so let's start small and practice until you're comfortable with the workings of Craps.

Video Poker

The beauty of Video Poker is that even if you have a bad poker face, you can still win. Of course, it's impossible to tell if the computer is bluffing, so place your bets and try to make the best hand possible. You can bet up to five times per hand, so you could flush out some big winnings.



You have five chances to redraw, so carefully choose the cards you wish to keep. Some cards of the same suit or value, because they're your best bet for getting the upper hand in Video Poker.



Roulette

Feeling lucky? The Roulette wheel of fortune pays based on the odds of winning. If you place a single bet, you could win 35 times your wager.



Play it safe by betting on colors, even, odd, or half of the wheel. Each of these options gives you 12 odds.

Blackjack



Hit me, or hit me not? Remember that this game stands on 17.



Get as close to 21 as you can without going over. Use betting options, like Doubling, to hit a bigger Blackjack jackpot. If you have a low hand, this option will deal you only one more card, but you could double your winnings.

Slots

Try your hand at the one-armed bandit—if you get three sevens in a row, you'll win 500 times your wager. You can place up to five bets to score horizontally, diagonally and across any row.



Increase your chances of winning by placing up to five bets on each spin.

Tournament

Show me the money! Go on a gambling spree and move your winnings from game to game. If you win enough money, you could be sitting pretty in the Casino's Hall of Fame.



Nintendo GAME BOY

Solitaire



Hit the ducks with the Solitaire Fun!old Interplay gives you 13 one-player card games to deal with. And if you get frustrated, you won't have the prospect of playing 52 pick-up.

Klondike

This game goes by the same rules as traditional Solitaire, but with a timer. So go for the gold and rush through Klondike to see if a record time will pin out.



Tripeaks

To conquer Tripeaks, pick away at the mountain of cards by matching cards you draw with consecutively ranking cards from the peaks.



Pyramid

Pair cards together to equal 13. Don't overlook the cards in the next row back—you might get lucky and hit 13 with one of them.



Cruel

Pay attention to same-suit cards and start with the one with the highest value. Otherwise, you might shut out a playable card.



Freecell

Break down the wall of cards by freeing the aces as soon as possible and shifting the higher-ranked cards to the freecells.



Golf

To be on par, chain cards in order of rank. You can draw from the deck for help, but if the deck runs out before you finish, you'll lose.



Canfield

Sort your cards according to the rules of Klondike, but instead of building on aces, build on the base card determined by the first deal.



Aces Up

Work your aces up to the top of the stacks by pairing up matching suits and removing the lower ranking card from your pile.



Scorpion

In this Klondike variation, you can shift a mid-pile card, but you'll take along all the cards stacked on top of it, too.



Poker

Poker gives you fifteen cards to build five hands. Place the card from each draw into the hand you think it will benefit most.



Stonewall

The 16 cards on the left can help you raise the Stonewall, but they can also set you further back in breaking down the wall.



Florentine

Whittle same-suit cards in ascending order into the corners by using the other spaces to arrange your cards in descending order.



Tournament

Tournament mode takes you through all 12 card games. Up the ante by increasing the difficulty or limiting your playing time.



PLAYERS

POLL

COLLECT

SCORE A TRIP!



TO A

WORLD CUP QUALIFIER
SOCCER MATCH

**GRAND
PRIZE**

The U.S. VS Mexico

BE THERE!

Go to Mexico City to see the U.S. National Team take on Mexico in the final round of FIFA World Cup qualifying!

And Win **FIFA Soccer 64** for your Nintendo 64 from **EA**



**SECOND
PRIZE**

3 Winners

An Official U.S. National Team Jersey!

FIFA Soccer 64 for your N64!



GET YOUR
KICKS IN A
POWER T!

**THIRD
PRIZE**

50 Winners
A Nintendo Power
T-shirt

NP PLAYER'S POLL

YOUR VOTE COUNTS!

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

OFFICIAL CONTEST RULES

No purchase necessary. To enter, submit 100 and the Player's Poll response card or print your name, address, telephone number, Vol. 18, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to the address:

NINTENDO POWER
PLAYER'S POLL VOL. 18
P.O. BOX 17062
SEEDLING, WA 98173-0762

Due every per person, please. All entries must be postmarked on or before June 1, 1993. We are not responsible for lost or misdirected mail. On or about June 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting this prize, winners consent to the use of their name, photograph, or other likeness for the purpose of advertisement or promotion on behalf of "Nintendo Power," Nintendo and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The rules of prize in entry cards distributed on 10/1/92. NOA will not be responsible for prizes in excess of \$5,000. If entry is lost, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Travel dates of the trip will be determined by NOA. Estimated retail value of all prizes is \$5,000. Some restrictions apply. Void only in the U.S. not 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.

COUNSELORS'

CORNER



► MAUI MALLARD IN COLD SHADOW



HOW DO I SWING ON MY STAFF?

Your trusty Ninja Staff is your only means of transportation throughout many stages in the game. A tiny hook at the end of the staff attaches to the stone faces you see in each level. To swing on your staff, press the B Button to leap then tap the A Button to swing. If you coordinate your leap and swing commands, the tiny hook will catch the tip of the face, and you'll be hanging around in no time.



Level 2: Ninja Training Grounds is where you'll first learn how to swing on your staff. You need to look for the stone faces in the stage.



Leap toward the stone face and swing your staff while you're in the air. If you're close enough to the face, your hook will catch on the staff's tip.

?

HOW DO I FINISH THE TEST OF DUCKHOOD BUNGEE COURSE?

?

Some players consider the third stage of Test of Duckhood to be tougher to beat than Shabuhm Shabuhm, but you can bounce through with ease if you follow these basic strategies. Max out your health by collecting all of the

Zombie Powder Bags before you leap. Even with full health, you'll barely have enough life to survive this treacherous test. The sharp corner at the top of the thorny maze is the toughest part of the stage. If you don't think you have enough

momentum to clear the corner, abort the attempt and retrace your route until you gather enough spring to swing forward again. You'll complete the level when you catch and carry all eight Muddrakes to the exit sign in the upper right corner.



Collect all of the Zombie Powder Bags at the start of the level before you begin to gather Muddrakes.



If you don't have enough momentum to clear this sharp corner, retrace your route and try it again.



You'll complete the stage when you transport all eight of the Muddrakes to this exit sign.



► DKC 3: DIXIE KONG'S DOUBLE TROUBLE



WHERE IS THE WARP IN BARREL SHIELD BUST-UP?

There's a small trick to finding the Warp Barrel in Barrel Shield Bust-up. Look for the Letter Q as you climb up through the hollow trees. After you pass the letter, continue shimmying up the rope until you can exit out of the trunk on the right. When you enter the next tree, jump into the hole while holding Left on the Control Pad. If you jump without using the Control Pad, you'll never find this invisible Warp Barrel!



Don't get locked in the rope. Find the invisible Warp Barrel up to the right of the Letter Q.



Jump into the hole while holding Left on the Control Pad. Your ape will tumble into the Warp Barrel.



HOW DO I EXECUTE KIDDY'S WATER SKIP?



The Water Skip, a roll that allows Kiddy to skim across bodies of water, is one of the coolest and toughest moves to execute in DKC 3. Press the Y Button to

make Kiddy roll into a ball, then tap the B Button just as the ape hits the surface of the water. The hardest part about the Water Skip is making sure you press the B Button

at the exact moment Kiddy would normally splash down, but if you practice your timing, you can link two water skips together without getting Kiddy's heavy back wet.



Use Kiddy's Water Skip to cross bodies of water and find Bonus Barrels without getting soaked.



Press the Y Button and roll toward the water. Kiddy won't skip unless he's already rolling.



Tap the B Button as Kiddy begins to splash down to skip on the water. Can you do two in a row?



HOW DO I DEFEAT KAOS IN MEKANUS?



Knock the Robot is at the end of Mekanos. You must jump on his head six times to defeat him. Avoid the robot's flaming exhaust by rolling under

him whenever the flames subside. Hop up the sides of the swirling blades on Kaos's body, then bounce on his head. Repeat this strategy until Kaos ejects his helmet. Run

back and forth to dodge the helmet's laser blasts, then jump on Kaos's head when you have an opening. If you can avoid being singed, you'll scoop the robot.



Avoid Kaos's flaming exhaust by rolling under the robot whenever the flames begin to die down.



You can bounce on the robot's head by leaping up the blades that slide out of its motor trunk.



Kaos's laser beams are the annoying target. Run back and forth and jump on his head when it's safe.



► SUPER MARIO 64



HOW DO I CATCH THE RABBIT?

MIPS the Rabbit won't show up in the Castle Basement until you've collected at least 15 stars. MIPS is a slippery hare, but if you catch him, you'll earn another star. Try cornering him in a dead end, then walk toward him until he tries to run past you. As he hops by, push the Control Stick toward him and press the B button. If you're fast enough, Mario will dive and nab MIPS by a hair.



MIPS hops into the Castle Basement when you collect 15 stars. You'll come across him again when you catch him.



Corner MIPS in a dead end, then dive toward him by running and pressing the B button.



HOW DO I GET THE FIRST STAR IN JOLLY ROGER BAY?



At the bottom of the bay is a sunken ship. Take a breather on the surface until the pirate cell vacates the vessel, then swim into the hole he was guarding.

Inside, you'll find four chests. Open the chest at the stern of the ship first. Each time you open a chest, swim into the bubbles and replenish your air supply. Open the rest

of the chests in a clockwise order. When all the containers are open, the ship will surface and you'll find a yellow Exclamation Block. Hit the block to claim your star.



The gel will swim out of the portable if you wait. Swim back to the surface to get more air.



Open the chest in the stern first, then proceed in a clockwise fashion and open the others.



When the chests are open, hold the Z button and slowly crawl up to the yellow Exclamation Block.



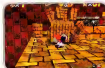
HOW DO I DEFEAT EYEROCK IN SHIFTING SAND LAND?



Eyerock is a two-eyed statue pounding around inside the pyramid in Shifting Sand Land. Players frequently punch, stomp, and kick this lanky guardian, but

just a handful of smart gamers discover Eyerock's weak point on their first try. You'll see an eye when a hand opens. Run and punch the eye before the hand makes a fist,

then keep away from the edges of the platform as you make a fuzzy retreat. Eyerock loses his grip on the center of Shifting Sand Land after you punch each eye three times.



The only way to damage Eyerock is to hit him in the pupil. You'll see an eye when a hand is open.



Run and punch the eye before the fist closes. You'll win after you slap both eyes three times.



Keep your balance on the platforms or it will cost you your life. It's better to take what you can.



► LOONEY TUNES



HOW DO I DEFEAT DRACULA?

Sneaky Gonzales runs into Dracula in the fifth stage of Looney Tunes. Defeating this bloodsucker requires timing and patience. Dodge the little bats that fly out of Dracula's cape and bounce on his head twelve times. After a dozen blows, he'll transform into a giant bat. Avoid Drac's swooping dives and his little bat friends, then return fire with your star attack. Dracula gives up the ghost after six more hits.



Initially Drac shoots bats at you. Dodge the flapping Tunes and bounce on the Count's head.



Later Dracula changes into a giant bat. Ground him permanently with six stars.



HOW DO I DEFEAT WILE E. COYOTE?



Wile E. Coyote is willing at the end of Stage Six. When the Coyote throws a 15-ton block, run left and stomp on his head twice; jump on his head

again as he shoots a rocket, then hop over the next two rockets. You can jump on his head during his booming and exploding watermelon attacks, but most players will

find it easier to avoid the onslaught until the Coyote reverts to throwing his weight around. Jump on Wile E.'s head 14 times to win the battle.



Run left and stomp on Wile E.'s scowling head when he tries to throw a 15-ton block at you.



Jump on his head again when he shoots rockets, then avoid the rest of the projectiles.



If you can avoid the booming and exploding watermelons, Wile E. will give up after 14 stomps.



In the USA Call:
1-800-288-0707

©2004 New Line Productions, Inc. All rights reserved.
TM & ©2004 Warner Bros. Entertainment, Inc.

Q&A FAST FACTS

Or write to: Question Corner
P.O. Box 30233, Richmond, VA 23230-0233

In Canada Call:
1-800-451-4980

©2004 New Line Productions, Inc. All rights reserved.
TM & ©2004 Warner Bros. Entertainment, Inc.



LUFIA II: RISE OF THE SINISTARS

- Q:** What's the highest character level?
- A:** 99
- Q:** How do I get a breakdown party?
- A:** You don't—it doesn't name back.
- Q:** Who are the best Captains? Monsters?
- A:** Flash and Sully.

MARCO KART 64

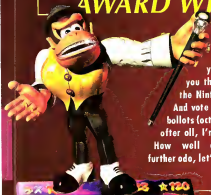
- Q:** Can two players race on the same character?
- A:** No.
- Q:** Which racers are best for beginners?
- A:** Mario and Luigi.
- Q:** How do I avoid spinning out on a banana?
- A:** Rapidly tap the B Button as your Kart starts to skid; you might regain control.

TM2-MARTIN 2

- Q:** Why did my game reset?
- A:** You left it on the "Press Start" screen at the beginning of a level for more than 5 minutes. If you give up the game after you start a level, the game won't reset.
- Q:** How do I defeat an enemy?
- A:** Let your Torpedo Attack gauge build up, then press the B Button to side into your victim.



1996 NINTENDO POWER AWARD WINNERS



Welcome to our annual awards ceremony honoring our readers' favorite games of the year! I'm your host, Swanky Kong, and I'll take you through the 26 categories that you, the Nintendo Power reader, has voted on. And vote you did! We tabulated thousands of ballots (actually we made the Kremlings do it—after all, I'm no monkey's uncle, so to speak.) How well did your picks do? Without further ado, let's find out! The envelope, please...



Never before has a game allowed players to roam as freely through 3-D worlds as Super Mario 64 has. Better yet, its lush worlds mesmerize you with smooth, vibrant and flawless graphics. Super Mario 64 has the look, and gamers are still hungry for its visual feast.

1. Super Mario 64
2. Star Wars: Shadows of the Empire
3. Killer Instinct Gold





BEST STORY

Dash Rendar's struggle to save Luke Skywalker and the Kobols from Baba Fett and the evil Empire overshadowed the competition. The chapter between *The Empire Strikes Back* and *Return of the Jedi* proved that its story is just as captivating as a Star Wars movie.

1. *Star Wars: Shadows of the Empire*
2. *Super Maria RPG*
3. *Lufia II: Rise of the Sinistrals*

If you had trouble tending up AT-ATs, blasting TIE fighters, or rubbing Baba Fett, you're not alone. *Shadows of the Empire* made amateurs out of the best of gamers.

1. *Star Wars: Shadows of the Empire*
2. *Super Maria 64*
3. *DKC 3: Dixie Kang's Dauble Trouble*



BEST CHALLENGE

It's a high speed racing game! It's a first-person shooter! It's an intergalactic space battle! One thing's for certain: the many gaming genres of *Shadows of the Empire* games coming back for more.

1. *Star Wars: Shadows of the Empire*
2. *Super Maria 64*
3. *Super Maria RPG*



BEST ENDING

The ending of *Super Maria 64* really takes the cake! The adventure wraps up with Mario mowing his just desserts, but the real icing on the cake is that, unlike the Japanese version of the game, in the English version, you can hear Peach's conversation with Mario!

1. *Super Maria 64*
2. *Super Maria RPG*
3. *Star Wars: Shadows of the Empire*

Music makes the world go round, and the cinematic melodies underscoring Dash's adventures can circle around other games' tunes. Open your ears and feel the Force!

1. *Star Wars: Shadows of the Empire*
2. *Killer Instinct Gold*
3. *Super Maria RPG*



BEST SOUNDTRACK



MOST GAME PLAY VARIETY

Super Mario 64 is the first of its kind, offering 3-D worlds, 360-degree movement, and multiple perspectives. It's reshaping gaming, and it continues to pave the way for games to come.

1. Super Mario 64
2. Star Wars: Shadows of the Empire
3. Sim City 2000



The high adrenaline, high velocity racing and shunts unique to Wave Race 64 made a splash in 1996, soaking the head-to-head action of Gretskey and NBA Hngtime.

1. Wave Race 64
2. Wayne Gretzky's 3-D Hockey
3. NBA Hngtime



Double the competition and the challenge! Not everyone owns a personal watercraft, so readers dove head first into the two-player possibilities of Wave Race 64.

1. Wave Race 64
2. Killer Instinct Gold
3. Wayne Gretzky's 3-D Hockey



Mario is more animated than ever, sporting an extravaganza of moves from sliding and crawling to flipping and swimming. The play control of Super Mario 64 plays a key role in pulling off these moves, and voters responded positively to it.

1. Super Mario 64
2. DKC 3: Dixie Kong's Double Trouble
3. Killer Instinct Gold



Each KI Gold fighter has special combos and powers to make every round a new challenge. KI Gold not only knocked out gamers, but it socked it to the competition with a landslide win.

1. Killer Instinct Gold
2. Mortal Kombat Trilogy
3. Street Fighter Alpha 2



It's one thing to know how to trip up an AT-AT, ride a speeder bike, or avoid falling off the cliff, but actually pulling them off is an entirely different thing. At least the Force is on your side.

1. Star Wars: Shadows of the Empire
2. Super Mario 64
3. Tetris Attack



Who's the boss? It's you, if you use the Gargus code. Fighters championed the ability to turn the tables and let Gold to fight as the villain for a change.

1. **Gargus Code**
(*3D Gold*)
2. **Change Body Proportions**
(*Wayne Gretzky's 3-D Hockey*)
3. **The Merry Code**
(*DNC 3: Duke Keno's Double Trouble*)



BEST CODE

Go Spider Bike, Go! Dahl's race against the Swoop gang is one of the most exhilarating levels of any game, and readers were quick to let us know.

1. **Speeder Bike** (*Star Wars: Shadows of the Empire*)
2. **Shiny Shell** (*Super Mario 64*)
3. **Bird Man**
(*PilotWings 64*)



BEST MODE OF TRANSPORTATION

1996 NINTENDO POWER AWARD WINNERS

Who knew Mario was such an acrobat? Most readers flipped for Mario's maneuvers, but Gretzky slayed by with a cool second place.

1. **Mario's Back Flip**
(*Super Mario 64*)
2. **The Flaming Puck Shot**
(*Wayne Gretzky's 3-D Hockey*)
3. **Mario's Handstand**
(*Super Mario 64*)



COOLEST MOVE OF 1996

Just like Fat Boomer, Mario went metal. But unlike Cronky's favorite singer, Mario went metal literally. The Metal Cap charmed the vast majority of readers with its power to transform Mario into a chrome-plated terminator.

1. **Mario's Metal Cap**
(*Super Mario 64*)
2. **Seeker Missiles**
(*Star Wars: Shadows of the Empire*)
3. **Mario's Wing Cap**
(*Super Mario 64*)



COOLEST ITEM OF 1996

Sure, they wear helmets, but it's still gotta hurt hurtling miles in the air only to have their flight cut short by a mountainside. Readers feel the PilotWings pain, and this award is worth more consolation than any get well card.

1. **Missing with the Cannon**
(*PilotWings 64*)
2. **Falling off the Cliffs**
(*Star Wars: Shadows of the Empire*)
3. **Baraka's Lift-em-up Fatality**
(*Mortal Kombat Trilogy*)



THE "THAT'S GOTTA HURT" AWARD

Best Dressed of 1996: Swanky Kong (of course)

VOLUME 96

91

Everyone seems to be equally liked by the penguin, but at least he isn't wearing acid-washed jeans and chewing gum like a cow while looting the toilet seat up as he does the Macarena.

1. **Crying Baby Penguin**
(*Super Mario 64*)
2. **Accidentally Falling off the Cliffs**
(*Star Wars: Shadows of the Empire*)
3. **Wave Race Announcer**
(*Wave Race 64*)



Mario saves the day and revolutionizes the video game industry! But where's *Sunky's* nomination??? Maybe we shouldn't have had the Kronglings tally the votes!

1. **Mario**
(*Super Mario 64*)
2. **Dash Rendor**
(*Star Wars: Shadows of the Empire*)
3. **Bowser**
(*Super Mario RPG*)



I love it when a fellow primate is honored! Hats off to Ukiki the Monkey, Mario's silly simian hat-stealing friend.

1. **Ukiki the Monkey**
(*Super Mario 64*)
2. **Dolphin**
(*Wave Race 64*)
3. **Fragfucius**
(*Super Mario RPG*)



Oddball enemies, off-the-wall settings, and outrageous weapons had readers guffawing their sides. Pigs and ducks are worth some chuckles, but *Super Mario RPG* gets the last laugh '96.

1. **Super Moria RPG**
2. **Power Piggas of the Dork Age**
3. **Maul Mollard**



Boo! Hiss! Love him or hate him, you'll have to admit Boba Fett is a fearsome foe and a worthy adversary. Just don't say it to his face!

1. **Boba Fett**
(*Star Wars: Shadows of the Empire*)
2. **Bowser**
(*Super Mario 64*)
3. **Smithy**
(*Super Mario RPG*)



An avalanche of votes for the honor of Bath snowballed into an shambolic honor for the Wompos, the Worst Baddies of both 1996 and a time long, long ago in a galaxy far, far away.

1. **Wompos**
(*Star Wars: Shadows of the Empire*)
2. **Stormtroopers**
(*Star Wars: Shadows of the Empire*)
3. **Whomps**
(*Super Mario 64*)



BEST GAME

While I went bananas for the amazing graphics and action of DKC 3, readers put in just enough votes to support Super Mario RPG. Mario ventured to a new level of gaming in his quest to restore the Star Road, and readers chose to single it out for 1996.

1. Super Mario RPG
2. DKC 3: Dixie Kong's Double Trouble
3. Mega Man X3



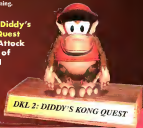
SUPER MARIO RPG

1996 NINTENDO POWER AWARD WINNERS

BEST GAME

Finally, the Kong clan takes home an award! It's a pin-sized game, but its graphics and adventure made giant strides for gaming.

1. DKL 2: Diddy's Kong Quest
2. Tetris Attack
3. Sword of Hope II



DKL 2: DIDDY'S KONG QUEST

'96 BEST OVERALL GAME WINNERS!!!



SUPER MARIO 64

BEST GAME

The first ever Best N64 Game Award goes to the first game made for the N64! Since debuting last fall, Super Mario 64 has pushed the limits of gaming, winning over players worldwide. It's dominated the Power Charts, and now it conquers the 1996 Nintendo Power Awards!

1. Super Mario 64
2. Star Wars: Shadows of the Empire
3. Killer Instinct Gold



FIFA Soccer 64 brings the world's number one sport to your N64.

FIFA's most innovative features are its many camera positions that allow you to pick your favorite view and the several Picture-In-Picture cameras for extra visual clues on the field. As for the play, the controller functions are complex, but they give you the ability to do a full set of realistic soccer moves including trapping, molding, rainbow kicks, and doing headers. For most situations, you don't need the fancy stuff,



though, so even a beginner can learn passing, shooting and tackling in a few minutes of practice. As for AI, FIFA plays realistically in most situations. There are a few places on the field where it's easier to make your shots against the computer, but that doesn't affect play against human opponents. The strong international teams reflect their well-known talents, while unsung teams may be better than they are in real life. In addition to the many international squads, EA Sports also included city clubs in leagues from every major soccer country such as the U.K., Germany, Italy and even the United States. As both an international game, FIFA Soccer 64 includes three languages, as well: English, French and German. Other options include Action (or arcade style play) and simulation mode. Since up to four players can join in the action, the controller skill level option can put everyone on an even playing field. Playing at the Novice skill level, for instance, ensures that your passes connect and special moves such as headers happen automatically when you're in the right position. Pro level players must rely completely on their own skills and knowledge of the many moves. FIFA Soccer 64 has a little bit of everything and more variety than any other soccer video game, including the PlayStation version of FIFA.

-  Great camera angles. Solid, four-player, soccer action. Excellent options.
-  Redundant voice-over. Pro level complexity is too much for most players.





The Viking invasion begins again!

Almost two years after it was completed, the Viking's second road trip on the Super NES is finally underway, and it's better than the first journey. The idea is simple enough: Wandering through time and space, the Vikings are trying to get home using a very unreliable time machine. Along the way, they get help from a number of characters, including two new helpers you can use in place of one of the Vikings. Like the new companions, each Viking has several special attributes: Erik jumps and wears a helmet that allows him to breathe underwater, sword-wielding Barlog flies a banic arm, and Olaf, the guy with the shield, has gas—bad. In each puzzling area, the Vikings must work together to gather three items before they can move on. Typically, they face enemies, jumps, warps, obstacles, locked doors, and lots of deadly traps. Don't miss this month's 10-page Power review.

+ Excellent play and graphics. Two player mode.

- Slow load time between stages.



Interplay's little jackpot returns to Game Boy.



If you feel like winning big bucks without risking a dime, Casino Fun Pak from Interplay may be the best way to do it. Casino Fun Pak includes popular casino games of chance, such as Roulette, Craps, Video Poker, Blackjack, Video Slots and a Tournament in which you participate in all five games. The simple mechanics of betting and playing the games may be this Pak's best feature, but it is also a painless way to learn more about these games. Beginning with \$10,000 in your wallet, you can watch your grubstake dwindle away or turn into a handsome nest egg. This month, Power takes a look at all four of Interplay's Fun Paks.

+ Quick and easy.

- Some of the graphic elements, such as dice, are beddified to look.



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, Simulation, Adventure
- GP** Henry—Fighting, Action, Sports
- PC** Dan—Action, Adventure, Puzzle
- CH** Terry—RPG, Simulation, Puzzle
- TR** Paul—Fighting, Sports, Simulation
- LS** Leslie—RPG, Simulation, Adventure



Power Meter

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

ESRB Ratings

These Entertainment Software Ratings Board scores reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-771-3772.





N64 SYSTEMS SOLD

02500004

...and counting

Since the day that the Nintendo 64 went on sale in North America, it has been the hottest selling video game system in history. As production increases at Nintendo's Japanese plants, you should soon find more of the following hot titles on the shelves. We've included a quick recap and essential data on each of these games to help you build your library.

N BLAST CORPS

Nintendo 64 Megabits



- Action
- 1 Player
- 37 Stages
- Controltek (MegaTape)
- See Power Vol. 15

One of the most unusual games ever, Blast Corps puts players in the position of demolition experts driving an assortment of powerful machines. Knocking down buildings to clear a path for an out-of-control nuclear missile carrier is just the beginning of the fun. You'll also have to wreck dozens of bonus areas, rescue people, collect red units and learn how to drive, jump, fly, stomp, spin, punch and ram your way to glory. The development team at Rare Ltd produced some of the most spectacular graphics ever seen in a video game, particularly the explosions.



N CRASH 'N' BURN

Nintendo 64 Megabits



- Racing
- Two 2 players (simultaneous)
- 13 Tracks
- Controltek (MegaTape)
- See Power Vol. 12

One or two players race across the highways of America in this faithful adaptation of the Williams arcade hit. The cars are fast and upgradeable, and the action is intense. Some of the narrow road courses can be killer, and hidden codes add to the fun. Although Crash 'n' Burn contains only a few graphics changes from the original arcade hit, no new features were added nor upgrades made to the game to make full use of the power of the N64. In spite of its flaws, Crash 'n' remains a fun racer, if not one on the cutting edge.



N DOOM 64

Midway 200 Megabits



- Action
- 1 Player
- 32 Segments
- Each level is 3D Data Packed
- See Power Vol. 95



Unlike several of Midway's ports, Doom 64 really is a new game in many ways. The area layouts are new and the environments blow away all previous incarnations of Doom. The developers sacrificed realistic enemy animation in order to

include a larger quantity of buddies. The result enhances the challenge if not the overall look. As for the game play, expect a mind-blowing space marine battle with invading demons on the moons of Mars. It's a bloodfest that's rated Mature for good reasons—it's a real nightmare. On the other hand, it's worth losing some sleep over



N KILLER INSTINCT GOLD

Midway 200 Megabits



- Tournament Fighting
- For 2 players simultaneously
- Controller Pak 3 Data Packed
- Inviting mode
- See Power Vol. 95



KI Gold definitely ranks as the best KI and, quite possibly, the best side-scrolling, tournament fighter ever. The background graphics in 3-D add a feeling of depth to the game without altering the fighting experience for fans of the arcade and Super NES KIs. Game play includes dozens of combos, breakers and special moves for thinking fighting fans. Casual players may find it overly complex, but in the two-player mode, evenly matched combatants of any skill level will find it to be pure gold.



N MARIO KART 64

Midway 200 Megabits



- Racing
- For 4 players simultaneously
- Controller Pak 3 Data Packed
- 4 modes of play
- See Power Vol. 95



Destined for hall of fame status, Mario Kart 64 is almost too fun to describe. What makes it so special is a combination of great play control, a wide variety of very different and interesting race tracks, fun graphics and a four-player mode. It's fast, frantic, and even frustrating at times, but Kart always comes out shining in the end. This is a definite must-have for any gamer.



N MORTAL KOMBAT TRILOGY

Midway 200 Megabits



- Tournament Fighting
- For 2 players simultaneously
- No Controller Pak
- 1st of codes
- See Power Vol. 99



This may well be the best Mortal Kombat game to date, but it is not a huge leap over Ultimate Mortal Kombat 3 in the arcade. One of the problems with making N64 versions of games such as Mortal Kombat is that the 2-D, digitized graphics can't get much better than they are already in either the arcade or the N64 versions. As a result, you don't

see anything new. But Mortal Kombat fans will find a huge assortment of characters and battle arenas, plus enough codes to choke a python.



NBA HANGTIME

Midway Arcade Megahits



- Arcade Basketball
- Up to 4 players simultaneously
- Control by 1-8 D-Ball Pops
- Lots of action
- See Power Vol. 12



The most recent of the arcade conversions from Midway, NBA Hangtime preserves the look and play of the original but doesn't add much except for new codes and craziness. Hangtime beats the competition with

good AI for the computer-controlled players and great moves for you. The PIN number for saving individual records and stats is also a nice touch if you like arcade sports games and don't expect revolutionary game play or graphics, then Hangtime is the best bet on the market.



PILOTWINGS 64

Nintendo 64 Megahits



- Flying simulation
- 1 Player
- 4 Modes 8-4 bonus games
- Memory backup
- See Power Vol. 11



Pilotwings 64 must be the most underrated of all the N64 games so far. Why? Maybe because it isn't a game so much as it is an experience. This flight simulation with goals and funny modes may be the closest most of us will ever get to soaring freely in the sky. The smorgasbord of flight modes include a gyrocopter, hang glider, jet pack, parachute, jumbeo hopper, cannonball and birdman. If you're not interested in scoring points, you can just soar and explore.



STAR WARS: SHADOWS OF THE EMPIRE

Midway Arcade Megahits



- Action
- 1 Player
- 10 stages
- Memory backup
- See Power Vol. 12



In this year of Star Wars revivals, Shadows of the Empire may be the only new ticket in town. Following in the footsteps of the Star Wars series for the Super NES, Shadows' designers at LucasArts included a wide variety of play on consecutive stages that follow a story. You fly snow speeders on Hoth, ground speeders through Mos Eisley, space ships through asteroid fields—and that's just to warn you up. Much of the action takes place on the ground where you control Dash Rendar directly as he explores dangerous territory and blasts imperial mugs. It's a big, splashy Star Wars adventure in which anyone can star.



SUPER MARIO 64

Nintendo 64 Megahits



- Action
- 1 Player
- 120 stars
- Memory backup
- See Power Vol. 11



Virtually everyone who has played Super Mario 64 agrees that it is the best video game ever made. We won't argue. The variety of play in this action adventure is unmatched. Nothing else even comes close. Mario's mission is to rescue Princess Peach and other Mushroom Kingdom folk who have been trapped inside the paintings in the



castle. This plot takes Mario into exotic worlds where he flies, swims, jumps, rescues baby penguins and rides on rainbows. Mario is truly magical.

N TURK: DINOSAUR HUNTER

Available May 1996



- Action
- 1 Player
- Controller Pak (30 Data Paks)
- 3 Stage worlds
- See Power Vol. 94

Turk's adventure in The Lost Lands combines some of the best polygonal animation ever. And yes, you get to hunt dinosaurs (or blossoms), but there's much more to this game than gunning down rap-tors. The eight worlds of Turk are each vast regions, some



exterior and some interior, where players must explore, solve puzzles, defend themselves, make daring leaps, swim through infested waters and climb cliffs and vines. The sheer size of Turk is amazing, but the challenge is also significant. The Mature rating for this game comes from copious amounts of blood and the theatrical death throes of your vanquished foes.



N WAVE RACE 64

Available May 1996



- Watersport Racing
- 1 or 2 players simultaneously
- Controller Pak (30 Data Paks)
- 4 modes of play
- See Power Vol. 90

Perhaps the single most impressive display of the technology in the N64 comes from Wave Race 64. This game was programmed by HAL, with lots of input from Mr. Miyamoto

and others at Nintendo Company Ltd. The results are stunning—waves that crest and glint in the sunlight, watercraft that bob and roll just like the real thing, and a range of water courses taking you from the tropics to the arctic. Races can take several forms, too. You can race against the computer, against another person in the Vs. Mode or against the clock in Time Trials, and you can try to score style points in the Challenge Mode by performing lots of stunts as you race through a course. Before Wave Race 64, few people would have believed that you could reproduce this sort of experience in a video game. Now we know better.



N WAYNE GRETZKY'S 3-D HOCKEY

Available May 1996



- Hockey
- Two 4 players simultaneously
- Controller Pak (30 Data Paks)
- NHL/NL License
- See Power Vol. 98



Midway's first sports title for the N64 proves to be a showcase in several ways. Gretzky 3-D Hockey shows that multiple camera views work well in a sports game. It proves that Nintendo's decision to include four controller ports on the N64

was right on target. It also showed that Midway's Atari Games development group has the means to create technically advanced games for the N64. (We expect to see several more titles from these folks by the end of the year.) Beyond that, Gretzky proves that the whole point of video games is to have fun. With both arcade and simulation modes, players can get as real as they want.



And, as a multiple player game, Gretzky truly shines. As an added bonus, the developers put in a ton of secret codes, including Big Head and Continuous Fighting.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month's Pak Watch poses the following questions. Is Robotron ready for the N64? Is Silicon Valley a place or a game? And, is Kabuki Jo a war god or just a clown? The answers to these questions and more are just ahead.



ROBOTRON 64

When we first heard that Robotron 64 was going to be developed for the Nintendo 64, we thought, wow, how are they going to make it 3-D? As arcade fans of the classic Robotron will tell you, the essential nature of the game requires a big, open perspective so you can see where to shoot and run from the robots. The unfinished version



of Robotron 64 that we received recently answered our question. Robotron for the 90s would be played from overhead in a three-quarters perspective. From this vantage, the 3-D playing field and charging field and other elements take on a more realistic, fuller appearance. Mike Rubinelli of Midway told us that the special lighting effects and many other graphical elements, such as reflection effects, have yet to be included in the game. "Our central focus is to retain the quickness of play that made the original game a hit," he told us. It seems to be working. The game control, although incomplete in the current version, made use of the central stick to move your character and the C buttons to fire your gun. There is even an option to use two controllers in tandem so that the motion and gun controls both use control sticks. Although Robotron may seem like a throwback to a simpler time with simpler games, Midway is trying hard to make this version a classic for the next generation.



NINTENDO POWER

WAR GODS

The conversion of Midway's latest arcade fighter for the N64 brings together a group of angry gods who were created through coming in contact with alien sludge. The distasteful deities include Warhead, Kohadi Jo, Cy-S, Pagan, Madrus, Anubis, Tak, Jafar, Ahau Kin and Voodoo. Why they're so upset with each other isn't really explored, but the fighters use their godlike powers to wreak havoc with each other. As for the game, it looks and plays very much like a rotating Mortal Kombat with new characters, complete with fatalities. The rotating camera angles add drama to the game in the same way that KI Gold gets a boost out of fresh camera angles, but movement of the tournament arena and polygonal characters often seem chunky rather than smooth. Perhaps gods have more important things to think about than realistic animation. The use of polygonal characters is particularly effective due to Eurocom's excellent texture mapping, which gives each of the gods almost as much detail as the digitized images in Mortal Kombat Trilogy. The arcade game never really made a splash, but this N64 version features better control. Player's must be quick on the attack, as their godly opponents crank up their

own AI if they lose a round. As a two-player game, War Gods offers an alternative to MK fans that will feel familiar to MK fans. Next month, Power! will dig a little deeper to see what these gods are really made of.



new Source Extra

PUBLISHER - Midway
DEVELOPER - Eurocom
MEMORY SIZE - 96 Megabits
FIGHTERS - 10 angry gods

AEROFIGHTERS ASSAULT

Imagine flying the hottest military fighters in the world, then imagine that your target isn't some third world ruler, but huge, mutant monsters that can melt your plane out of the air with one swipe of a paw. That's the idea behind McO'River's *Aerofighters Assault*. Pak Watch recently received an early version of the shooter for flight testing. Once you strap yourself into the virtual cockpit of an F-14, or one of four other jets, you'll launch into missions ranging from the arctic to Tokyo. At your side will be three squadron members supporting your attack. Battles take place in large, 3-D spaces with realistic sky and detailed terrain. The planes look real, too, right down to the controls. Your radar screen shows enemy positions so you can engage them in dogfights or lock on your missiles from

a distance. Even though Paradigm Entertainment is programming the game, the action feels more like an arcade game than a simulation. McO'River's parent company, Video

Systems in Japan, has been directing the progress of the game and helping Paradigm with some of the arcade elements. It looks like it's saying off: Power will take a closer look at this game next month.



News Source Extra

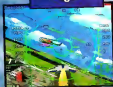
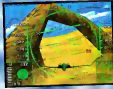
PUBLISHER - McO'River

DEVELOPER - Paradigm

MEMORY SIZE - 64 Megabits

PLAYER MODES - 1 or 2 player simultaneously

SPECIAL - Level and bonus and hidden jets



IMAGINEER RALLIES

Although we haven't got our paws on the wheels of Multi-Racing Championship from Imagineer in Japan, we have managed to scrape up some screen shots. As with many Japanese games in mid development, Imagineer's racer is not yet scheduled for release on this side of the Pacific.



In Japan, the game will be launched in June. It features one- or two-player action, multiple cars and courses, upgradeable parts and very realistic graphics with special effects such as fog and shadowing. We hope to have a firsthand report next month from the Tokyo Game Show. Until then, enjoy the scenery.



A SUPER BOWL

Bowling may not be the most exciting sport in the world. Cars don't crash into the crowd. Really tall guys don't smash balls through a hoop. There are no Lions or Tigers or Mighty Ducks competing. But

bowling is a sport that anyone can play, and very soon, thanks to T+HQ and Tien Yee, you'll be able to bowl with the best on your Super NES. It seems as if this game has been

in the works forever, but the working beta version that we just received at Pak Watch has everything but the bells and whistles. Players can bowl

single games for practice or participate in tournaments or leagues. The tournaments are based on real Brunswick sponsored events and feature top pro bowlers, so you are competing against the best in the sport. As for the mechanics of the game, BWTC gives you control of aim, stance, power and spin. You can also choose the weight of your ball.



NEWS FLASH

CASTLEVANIA ON THE N64

In the biggest gaming announcement of the year so far, Konami revealed exclusively to Nintendo Power that the hit Castlevania series will come to the N64 in a game tentatively entitled Dracula 64. Development of the game will take place in Japan over the summer and fall with a possible release date scheduled for the first quarter of 1996. In addition to Dracula 64, Konami also announced that it has the official license for a game based on the upcoming Naganu Winter Olympics. Also scheduled for release in early 1996 is an unnamed fighting game for the N64. What makes these announcements all the more mouth-watering is that Konami has one of the best N64 development teams in the world as evidenced by Virtua Fighter Strikers and Gears of War 2 (both featured in this issue). It looks like '96 will be Konami's year on the N64.

N64 NEWS IN A NUTSHELL

Get set for a lightning fast tour of the latest developments for the Nintendo 64. Leading off, we have news from Japan that Hudson Soft's Super Hudsonman 64 is well underway. The look of the game has changed drastically since it now makes great use of the 3-D world, but the action is still a bumper's degree away from this fastest time trip the day. Hudson Soft is now preparing plans for the game's introduction in North America at this time.

From cluster to home, Konami went along a similar path along a similar path of the point-and-click option to Top Gear Rally for Pak Watch reported previously. Rally will have an option in which you can customize the colors and logos on your race car and save those options on your Controller Pak. Release of Top Gear Rally has been set for August and, according to Konami, the development team is right on schedule to meet all deadlines.

At GT Interactive in New York, work is moving ahead on an entire library of games including Hears, which Power will cover next month, and Ultra Combat, which is getting a facelift and a new name. Another game on the drawing boards is Unreal. The reality of this first-person action game is that it takes place in a future world where players explore spacecraft, ancient ruins, mines and castles while solving puzzles and staying alive. The picture shown here is of the



PC version, which is currently in development, but the N64 version should look even sharper. As for a release date, expect to see Unreal actually appear sometime in early 1996.



F-1 POLE POSITION

Ubisoft recently announced that it will bring Formula Grand Prix to North America under the title F-1 Pole Position. Changes are expected to be minor, though there could be a major F-1 license. An early test-drive of this game at the end of last year has geared us up for more. Graphically, F-1 looks crisp and fast while the Control Stick gives you the precision control you need to stay in the running for the checkered flag.



IT'S IN THE GAME

EA Sports, renowned worldwide for its library of quality sports titles, including John Madden Football, NBA Live basketball, NHL Hockey, PGA Tour golf and FIFA Soccer, has joined an agreement with Nintendo to produce a collection of sports titles for the N64. Although details have not yet been released on which specific games will be seen on the N64, the first titles should be released by the middle of 1996. Larry Probst, the president of Electronic Arts, indicated that one reason for making this five-year deal now was that the firm had proven itself to be a winner. Over two and a half million titles were sold in North America by March 31st, and the company's game title sells more than ten times more copies than the average PlayStation title. When it comes to blockbuster, it seems that EA just wanted to be in the game.



TONGUE TIED

Japan System Supply sent us another batch of \$7000 worth of items. Characterized by the unusual action game, playing a character who uses his tongue rather than a gun. In the tongue is mightier than the sword in some cases. We don't have much more to add about the game than not yet have a North American publisher, and JSS won't reveal anything, except that the game features a wild, tongue action.



KONAMI BASEBALL

Konami sent us across decks of two games currently in development in Osaka for the next, Powerful Pro Baseball, shown here.

has been released already in Japan, and Game Boy, which is presented in the Epic Center Series, is still in development. As for Powerful Pro, the high-end theme so popular in Japan is clearly evident. The name coming out of Konami in the States, is that this game won't be translated for the North American market. Instead, it is more likely that a baseball game featuring more realistic players will be made here for the NES.



Powerful Pro Baseball
Powerful Pro Baseball (NES)
Powerful Pro Baseball (NES)
Powerful Pro Baseball (NES)
Powerful Pro Baseball (NES)

OSCAR, MOVE OVER

Every industry likes to reward the people who excel in their chosen field, and the video game industry is no different. An organization called the Academy of Interactive Arts and Sciences is beginning to recruit members and develop a program that will lead to annual awards for outstanding contributions in the area of interactive video games and computer programs. Representatives from the major players in the industry, from Nintendo to Microsoft, have been working together to establish the AIAS charter and guidelines for the awards. Members of the academy, who must be associated with the industry, will vote on the nominees in various categories. It has been suggested that a televised awards ceremony will be possible by 1990. Of course, the big question on everyone's mind is what will the award statue look like? We humbly submit the idea of a handsome statue depicting a saddled, green dinosaur with a long, sticky tongue—the Yoshi!

RELEASE FORECAST



RIG FREAKS
CLAY FIGHTER 53%
DARK RIFT
DUNE: BUREN 54
F-1 POLE POSITION
FREARROY
SELEMEY 007
REXEN
ISS 54: INTERNATIONAL SUPERSTAR SPEED
LAMBORGHINI 64
MISSION: IMPOSSIBLE
MORTAL KOMBAT MYTHOLOGIES
ROBOTECH: CRYSTAL DREAM
ROBOTRIX 54
QUAKE
SAN FRANCISCO RUSH
SILICON VALLEY
SPACE CIRCUS
STAR FOX 54
TOP GEAR RALLY
WAR CODES
WORLD CHAMPIONSHIP WRESTLING
UNREAL
YOSHI'S ISLAND 54
ZELDA 54

FALL '87
SUMMER '87
SUMMER '87
FALL '87
SUMMER '87
FALL '87
SUMMER '87
SUMMER '87
SUMMER '87
SUMMER '87
SUMMER '87
FALL '87
FALL '87
SUMMER '87
WINTER '88
FALL '87
FALL '87
FALL '87
SUMMER '87
SUMMER '87
SUMMER '87
SPRING '87
FALL '87
WINTER '88
FALL '87
FALL '87



BRUNSWICK'S
WORLD TOURNAMENT OF CHAMPIONS
TIMOR & PUMBAK

SUMMER '87
SUMMER '87



HERCULES
KEN GRIFFEY JR. PRESENTS MLB

SUMMER '87
SUMMER '87

Volumes TP (Oct. '86), Super Mario World? Yoshi's Island, Earthworm Frenzy, Pinball Quest, A.A.A.H!H!H!H! Monsters, Mo'ns Man V, Virtual Twerk Party, Boulder Bash, Mad Max/LAQ: Civilization, Secret of Evermore, Super Mario RPG preview, Igors Boats.

V. Name: Ft. Miles, W.J. Murrel, Kenneth A. Spademan and Vernon
Scuderman Avenue, Big Sky, Trooper, Big Horn, Wyo.
Worried/WO, Wyo. League, Bunkin, Libby, 10000, K&L
Super Bury of the Jack, Dendrey, Joust, Wanda's Kofee, Seton of
Eagles, W&A Anniversary Celebration, Spore Wars

Volante 79 (Rae): 90-Denker King Country 2 (Baldy) King
Chen, Nona Laid (PA), Wymoor, Sports Score, WFF
RecycleMovie The Artists Cause, Vagabond KCB, Moral
Number 3 (GK), McFarringer 2000 2, Vase Nona, M-enters
Penny, Social of, Lottan, PTO B.

Volume 20 (Jan. '96) Earliest Jan 1; Shoshone Trade Show Special, Keweenaw, N., Dinosaurology, Myners, Chatterbox, Nevada of Fox 1; Secret of Farnsworth, Nevada (Jan. 1996), Page 16; First Light N. Jack, Jan. 1996, Term Book, The Germany Frank, Chatterbox, Hart, Nevada (Jan. 1996).

[illegible]

Volume 82 (2010): 744 Super Mario RPG, College Stars 3-D Tennis (7-Eleven), Flan, Cinnamon Island, Super Mario Kart, N64, Wii/Lite, The Simpsons (28), Sapporo Festival, Kani Gullery On-Rest, Tink-A-Island, State of Minnesota, Minnesota Power Awards, Nominations

Volume 33 (Apr. 2015) *Reviews of the Kansas Power Figs. 512*
Annals Special (Smith, K. R.) *Black Bull, Kawasawa (Jan 2) Lufkin,*
Roger (Mar 2015). *Larkin (Apr. 2015).* *Pocahontas College (May, The*
Journal of Zephyr & Lark on the Day.

Volume 24 (May '76) *Rain Godfrey* It's Whipping Time, Michael, Is It? (broadsheet), Jack Sparrow, Lulu's Offbeat Sonnet, Guyton F.B.I. Super Model All-Stars, The Making of Misses, Inexpensive, 50 Award Winners, Blood of the Chorus, College Store Codes, Cyberpunk, Super Mario RPG, Lulu's Run of the Season! 1997-2000

Volume 35 (June '84) Thirty-one page 884 exclusive game patterns, Olympic Summer Games, *AmiGo Day 1*: A Winning Day reading to begin, *Mohawk 4*, *Headphone Jack* part two, *For Henry* (L.H. Longworth), *Swind of Blight II*, *Left II*, *Flow of the Seraphim* part two.

Wizards M. (July '96) *Ellephant, Piled Wings 34* Monte Randall
Tidney BASM Mystery/Comic Pre-Million, Super Mario RPG
Challenge, Best of Best part one, Iron Men/N. O. Machine, In Honor
Moral, Fantasy, K'nex Super Star, Secret Attack, When World/Dragnor
Houses End of the Nebulae Star Ocean, Star of Hope II 2007/08

Volume 47 (Aug. '84): *Black Attack, Oscar Taylor-Singer: New poet and Martin G. J.P.A. Norton '90, London: Sir John Weyne George's 13-D Hauler, East the Dogpaw, new, Game Boy Punks, Future Kallisto 200-Battle Racers, Java Kallisto, Duality Kong, Land 7, Mares Naps (Greece: War of the Cosmos, Male Island, Film, Fiction, N.Y. Times.*

[illegible][illegible]

Volume 63 (New Title) *Trinity Hong Kong (Country & Deep King)*
The Holy Trinity: What Does It Mean? The Holy Trinity: What Does It Mean?
 (New Title) *Trinity Hong Kong (Country & Deep King)*
 (New Title) *Trinity Hong Kong (Country & Deep King)*
 (New Title) *Trinity Hong Kong (Country & Deep King)*

Volume 51 (Dec. '84): Killer Instinct Cold, Wayne Gretzky's 50 Hocking NBA, Herring, Ray, West: Masters of the East, Donkey Kong Country 1, Usain Bolt's Double Trouble Part 2, League of Legends 3, Marvel Super Hero's Way of the Green, Jay Man, 2, Jockey's Shortcuts of the Knap's Clinic, West Coast 64 Strategies

Volume 12 (Jan. 87) Star Wars Shadows of the Empire, Special Smithsonian Report, March-April 84; N.A. Hangins' Crime U.S.A., Deadly King Country's Dirty South's Dark Side—The Lost World, Magic Age Legends Shadows of the Empire come, New the Best, Great Boy Small Cities.

Voltaire II (Feb. '97) Mario Kuri (M. Saz Wan, *Emperor of the Empire*) Challenged Poms, Cuernavaca, MX. Track, Diamond Throat, Eclipse 2000, King of Fighters, White Mares, N94 Cavalier Fox. Get 'Em on Go, War Shadow of the Emperor, mink, Harlem Noon, Marvelous.

Volume 96 (Mar. '97): David DeGrazia, *Honorary Power Award*; Stangoroom, *Book 66*; Super-Mass, *Earl 1st*; Al Gabel, *Advanced Coachin*; The Legend of Zoids, *Lyn's Awakening*; The Handbook of Never-Dance, *Reinhold's Super-Micro-BPG*; JTB, *Sevens 66*; *Game of the Thrones* Centers, *Harvest Moon*.

Volume 11 (Apr. '97) *Bliss Corps*, *Doom 64*, *Turbo Dinosaur*, *Missy Clay Fights Back*, *7-11 Preview*, *Wages*, *Gravelly 3-D History*, *Super Nintendo*, *Super NES Doing*, *Kirby's Star Wars*, *Dark Side*, *Preview: Home to Beaten a Game*, *James*, *Game*, and *Washu Gallery*, *Goat*, *Six*, *Proctor*, *True the Blue*.

Score racing gear from the Super Power Supplies Catalog!



MANNO
KART 64
STOPWATCH

RACE
TRACKS CO
2.000000

WICK
ASPHALT
T-SHIRT

CONTENDED PLAYERS GUIDE

SUPER POWER SUPPLIES
1-800-882-0053

Use the Back Issues/Tip Book Order Form in this issue to order past *Stump Puller* issues, and books or call our Customer Service department at 1-800-225-3700 or order by phone with Visa or MasterCard.



