



BIGGEST N64 ISSUE! EXCLUSIVE INFO

NINTENDO POWER

NINTENDO OF AMERICA, INC.
P.O. Box 97043
Redwood, WA 98073-9743

ADDRESS CORRECTION
REQUESTED

NO. 6 DATE
U.S. POSTAGE
PUBLISHED
NINTENDO
OF AMERICA, INC.

CLAY
FIGHTER 63 1/3
globs of fun!

N64 Previews
page Station: Silicon Valley
Also Fighters Assault

Plus!

First Look at Dracoin 3-D
New Blast Corps Comic
Mega Man Boss Blowout

N64
Strategies
Blast Corps

JUNE VOLUME 97

US \$4.95 / CANADA \$5.95



45496 69116 0





Star Fox Air

TO BE USED IN CASE OF EMERGENCY



**HURL
BAG**

Order today to relieve that queasy feeling.



① Get a friend to subscribe to *Nintendo Power* and you'll get this **FREE Limited Edition Star Fox 64 T-shirt.**

HERE'S THE
REAL DEAL

{ PLUS }



② Your friend gets to choose one of three **Player's Guides** for the coolest N64 games!

Use the mail-in form on the other side of this card or call 1-800-255-3700 for fast relief!

PREVENT AIR SICKNESS



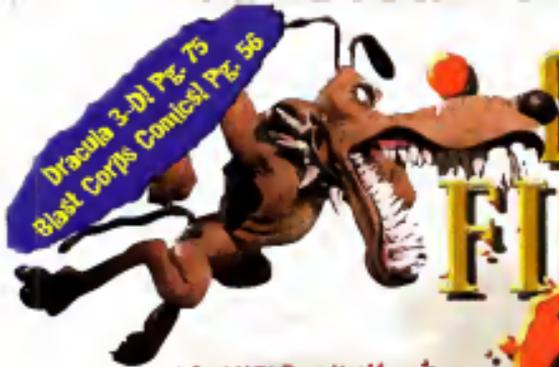
Read *Nintendo Power* Magazine.

We'll teach you not to **TOSS YOUR COOKIES** when you're performing the gut-wrenching, stomach-churning combat maneuvers in the exciting new game, *Star Fox 64*. You'll get 12 issues packed with all the tips and tricks you need for all of your Nintendo games.

Plus, your subscription includes our special Bonus Issue, *Nintendo! Character Collector's Cards*, and *Super Power Stamps* which you can use to buy cool Nintendo STUFF in our subscriber-exclusive *Super Power Supplies Catalog!*

Better order today — then you'll be able to handle anything the evil Emperor Andross **THROWS UP AT YOU!** Call 1-800-255-3700 to subscribe for just \$19.95 a year.*

*Canadian Post 1-800-255-3700



CLAY FIGHTER™

63 1/3

GO AHEAD PUNK,
MAKE OUR CLAY! LEARN
THE CLAY OF THE LAND
AND THE WACKY MOVES AND
TRICKS FOR ALL THE HILAR-
IOUS NEW CHARACTERS IN
CLAY FIGHTER 63 1/3. THIS
MONTH'S REVIEW
DIAGRAMS SPECIAL
MOVES AND MAKES
THEM LOOK LIKE
CHILD'S CLAY, ER
PLAY...DOH!

PG. 10



CONTENTS

VOLUME 17 JUNE 1997

HEXEN

Get in on your spell books and get your sinner—the dark and magical world of Hexen for the N64. Check out the interface, puzzles, and landscapes, plus a couple of magical Miswaking Hall, all in our line of bar review.

PG. 22



STRATEGY

CLAY FIGHTER 63 1/2	30
HEXEN	22
WAR GODS	34
TUROK	50
WARY MAPS	
ALADDIN	75
RACE FOR THE RUBIES	
PK1 2	55
THE FINAL LEVEL	

SPACE STATION: SILICON VALLEY & AERO FIGHTERS ASSAULT

Can the wacky utopian StarGang and futuristic soldiers, Eve, save Space Station Silicon Valley from marauding Nanobots? Will Project Blue's Aero-Fighters clear the skies and defend the earth's from Pluto's Mungerbending forces? This summer premieres to be hot with an assortment of innovative N64 releases. Make sure you're in the know. Check out these tracking previews.

PGS. 44 & 51



SPECIAL FEATURES

SPACE STATION: SILICON VALLEY	44
AERO FIGHTERS ASSAULT	51
BLAST CORPS COMICS	56
TOKYO GAME SHOW	
REPORT	74

EVERY ISSUE

PLAYER'S PULSE	6
POWER CHARTS	8
CLASSIFIED INFORMATION	30
ARENA	64
PLAYER'S POLL CONTEST	82
COUNSELOR'S CORNER	94
NOW PLAYING	96
PAK WATCH	100
NEXT ISSUE	106
GAME LIST	106

TOKYO GAME SHOW

What are the most anticipated games in Japan? Which came first, the virtual chicken or the Terminator? Find out about the latest developments at the 1997 Tokyo Game Show and get the scoop on upcoming Japanese titles like Mario Racing Championship, Gran Turismo, Gauntlet and Ultra Battle Royale.

PG. 74



PLAYER'S PULSE

Summer's here, the sun's out, and it's no time to be holed up indoors playing video games! So haul your TV out to the porch and enjoy your Nintendo games in the sun. And while you're out, write us a letter, too—we'd love to hear how your summer's gone.



Thanks to • **Phil King** for Harry

Snubbed like Streisand

For "Coolest Move of 1996," I think that Mario's Invisi Jump from Super Mario 64 should have been included as a nominee. Also, I think there should have been an award for the "Coolest Accessory of 1996." The nominees could have been the green, blue, black, red and yellow N64 Controller along with the N64 Controller Pak. That's a category I think you should consider putting in the NP Awards for 1997.

Phil King
Annada, MI

With the Rumble Pak coming out very soon, "Coolest Accessory" would definitely make for a top-five category. Thanks for your suggestion, Phil!

Happily Ever Again

My feelings toward the plots of almost every one of Mario's adventures is that they are all so much alike. In Super Mario Bros., Mario and

Luigi must save the princess from Bowser. Then, in Mario Bros. 3, they again had to save the princess after she was taken away by Bowser. In Super Mario World, you have Mario and Luigi saving the princess, but by now I think that the Mario Bros should know what's up by now. Lastly, in Mario RPG, the princess is taken away by Bowser—this time right under Mario's nose. In all these examples, except for Mario RPG, the main goal in the game is to save the princess. I really enjoy these games, yet I feel that you should come up with a new idea for the next Mario game.

Sean Brutscher
Westcliffe, PA

Part of the job description for princesses is to be an distress. Sean, just look at the old fairy tales all the way up to Princess Diana needing relief from that Charles guy. We too hope the plots of Mario games will continue to flicker and change, but isn't the spirit of the chase the more important part of the game?

Blind Finales

What's up with you guys! Can't you make decent endings for games anymore! I have finished Mario 64, Wave Race 64, Star Wars Shadows of the Empire, Killer Instinct Gold, Mario Kart 64, and PilotWings 64, and I must say that these are some of the worst endings of all time. What kind of an ending is taking a cube (Mario 64!!!) The ending of PilotWings 64 is just cliche!!! Don't get me wrong—the N64 is a gift from above, but you really need to work on the endings for your games! Does anyone else think that the endings are poor, or is it just me? Write in and say what you

think of the Nintendo 64 endings!

Joe Marbin
Arlington Heights, IL

Eating cake sounds like a great way to end a day of adventuring (the NP staff would agree), but a busy day stuffing themselves with baked goods! In fact, so many thousands of readers loved the trading of Super Mario 64, that it won the 1996 Nintendo Power Award for Best Ending.

Koholint Companion

I recently got The Legend of Zelda Link's Awakening for Game Boy. After beating it several times, I grew bored of the same old routine, but I know that all Zelda games have more than meets the eye. So, I started experimenting, and soon I found some "weird things to do while Mann is following you":

1. Dig the ground with your shovel, then watch her reaction.
2. Hit a chicken with your sword.
3. Go into a house and look in the drawers.
4. Go into a house and smash a pot.
5. Try to take her into a dungeon, then watch her reaction. Go in anyway, come out when you have low health or after you have built on the boss.
6. Play your Ocarina for her and see how much she appreciates music.
7. Talk her to Chef Bear's house, talk to him, then see his appreciation for you.
8. Jump down the well in Mabe Village.
9. (My personal favorite) Let her play the Trendy Game.

Audrey Derr
York, NE

Mario's not the only one you can converse with your Ocarina. Try playing the *Ballad of the Wind Fish* at the entrance to the *Yima Desert*. The *Watusi* will emerge from the water, and he'll try to sing along in his native tongue! This month's Classified information has even more amazing links for you and Link to perform on Koholint Island!



Shelby Jensen • **Shelby Jensen**



Mike Jensen • **Mike Jensen**



Power Play magazine • 100th Special Double

Volume 100

I have some great ideas for the 100th issue. Remember the Password Special in Volume 83? Add it to the 100th issue, but add more codes and tips. Have more contests and Power Play tickets. Give out tip videos: Tips! Passwords! Codes! Free stuff!

Gawser Wentzel
Benton, NE

I have some ideas for your 100th issue. I think that game footage could be put into the corner of each page, so when you flip the pages the pictures move to show moving game footage. Including an N64 video showing how to beat some parts of the games would be cool, too. I think a story of the making of the Fun

Magazine's 100th Page's Title
See You Again
November 1998



Power Play magazine • 100th Special Double



Billy Lee • Billy Bronte

Machine would also be really neat.

David Reid
Ontario, Canada

64DD RPG at N64

Maybe with the networking capabilities of the 64DD, we can bring video game RPGs closer to pen-and-paper (no limitations) RPGs. We could have Game Masters at Nintendo hosting games with stories that could be changed on-the-fly. If a player decides to explore a cave instead of a well, let him or her do so! Just have the Game Master create a secret passage to the cave, right on the spot.

Greg Wallace
Via the Internet

The Female of the Species

Being a girl, I've always loved playing video games, and I thought I was a rare breed. My older brother subscribed to your magazine when we got our first Nintendo system in the '80s, and I've been hooked ever since. I didn't see many girls in your magazine at first, but I must say I now see many more girls represented in Counselor's Corner and many other parts of the magazine. My fave game now is Ultimate Mortal Kombat, and I like N64: Seibut, Jade and Rain, because they have killer combos. I've even got my brothers going through the catalog! I like the way you keep all of those NK codes coming in



Chris Stone • Christmas Tree



John Island • Bowser's Storm, Almost

every issue, and despite all of that N64 coverage, you never forget about us Y!Y guys for whom I say go! out there who own the Super NES.

Melinda Webster
Ambergton, NJ

NINTENDO POWER

- Editor
Al Aronson
- Editor in Chief
Doug Trillium
- President
Joseph Boudreau
- Senior Editor
Caroline Swann
- Senior Writer/Editor
Scott Pedraza
- Staff Writers
Jason Leung
Berry Morrison
Paul Shinoda
- Column Contributors
Jeff Rubin
Howard Lincoln
Patrick Meier
Dino D'Amico
Scott Hamilton
Phil Rogers
Kenneth Turpin
- Original Contributors
Chris Conroy
Scott Grayson
- Production/Editorial
Michelle DeBer
Noreen Hennessy
- Design/Production Supervisor
Jay Weigman
- Manager
Alvin Logan
- Production/Marketing Program
Ray Entenich
Julio Pizarro
Tina Barrett
- Market Associates
Michael Gruber
David Weinstein
Vivian Williams
- Design/Graphic Services
V. D. SAGV
- Graphic Arts Director
Yoshi Oriano
- Artists
Kotegaki Akasaka
Scott Dawson
Seung Minho
Herold Nohse
Henry Pappas
Richard Hornig
- Photo Credits
Jeffrey Anderson
- VOLUME 100 (1997)**
Nintendo Power is published by the staff and edited by Nintendo of America, Inc., 1601 Avenue N, Redmond, Washington 98073-0814. We are published by NINTENDO OF AMERICA, INC. in the U.S.A. ©1997 Nintendo of America, Inc. All rights reserved. Nintendo and Super Mario Bros. are registered trademarks of Nintendo of America, Inc. All other trademarks are the property of their respective owners. Please refer to the back cover for more information.

POWER CHARTS

Just a stellar month for powerhouses—debut Blast Corps, Doom 64 and Star Fox 64 explode into the N64 Top 10, leaving Mortal Kombat Trilogy, Killer Instinct Gold and Wings: Crusty's 3-D Hockey in a pile of rubble. Meanwhile, The Last Vikings II stumbles in to find a new home in the Super NES charts.

NINTENDO 64 TOP 10

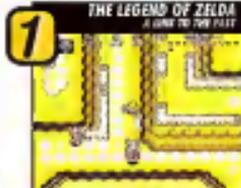


Tank finally breaks into the N64 Top 10 as over 1.1M Star Wars Shadows of the Empire II looks like bounty hunters are no match for the Decapan Hunter.



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	MARIO KART 64	NINTENDO	1	6
2	SUPER MARIO 64	NINTENDO	2	9
3	TURKOK: DINOSAUR HUNTER STAR WARS	ACCLAIM	4	9
4	SHADOWS OF THE EMPIRE II	NINTENDO	3	9
5	BLAST CORPS	NINTENDO	—	1
6	WAVE RACE 64	NINTENDO	5	9
7	DOOM 64	MIDWAY	—	1
8	CRON'S N USA	NINTENDO	6	6
9	STAR FOX 64	NINTENDO	—	1
10	PILOTWINGS 64	NINTENDO	8	9

SUPER NES TOP 10



Zelda III's sequel places this month, but the big news is the arrival of those bumbling Vikings. They've lost their way again, but readers and pros have found a place for them in the Power Charts.



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	64
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!	NINTENDO	1	8
3	SUPER MARIO RPG	NINTENDO	3	14
4	FINAL FANTASY III	SQUARE	7	30
5	CRONO TRIGGER	SQUARE	5	23
6	DONKEY KONG COUNTRY 2: DIKIE KONG'S DOUBLE	NINTENDO	6	20
7	SUPER MARIO KART	NINTENDO	4	50
8	DONKEY KONG COUNTRY	NINTENDO	10	32
9	SUPER METROID	NINTENDO	—	26
10	THE LOST VIKINGS II	INTERPLAY	—	1

GAME BOY TOP 5



Three out of four ain't bad. The Legend of Zelda pulls triple duty this month to not only be numero uno in the Game Boy charts, but to be the top game in both the Super NES and Most Wanted charts, too.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	50
2	DONKEY KONG LAND 2	NINTENDO	2	10
3	METROID II: RETURN OF SAMUS	NINTENDO	3	66
4	DONKEY KONG LAND	NINTENDO	—	29
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	—	55

1. 64 DD (N64)
2. LEGEND OF ZELDA 64 (N64)
3. TURKOK: DINOSAUR HUNTER (N64)
4. NINTENDO 64
5. YOSHI'S ISLAND 64 (N64)
6. MARIO KART 64 (N64)
7. STAR FOX 64 (N64)
8. DOOM 64 (N64)
9. BLAST CORPS (N64)
10. EARTHBOND 64 (N64)

MOST WANTED

CLAY FIGHTER™ 63! 3

Are you ready for huge 3-D fighting arenas and more moves than you'd see in a Jackie Chan movie? Are you ready for nose tweaking, chop sticking, and goats? Are you ready for Interplay's Clay Fighter 63! for the N64? These potty pugilists would sooner sting a dudeen at you than fight like a man. So ask yourself, are you ready for this sort of abuse?



KILN'S REVENGE

You wouldn't think a guy made of clay could get so bent about being run out of Mudville. Almost anywhere else would seem like paradise, right? But the twisted Dr. Henrick Kiln wants revenge, which as everyone knows is a dish best served cold...and in a clay pot. So while Dr. Kiln works feverishly in his lab on Klaymasdo Island, the forces of good and evil clay battle each other outside. Will the entire world be turned to clay, or will Kiln break the mold? Only you can save the day.



THE CLAYGROUNDS

Most fighting games feature one home stage for each character. You move left, you move right, maybe you can move in a circle, but the background never changes. No hum. To follow the tradition of such single-site matches, the Clay Fighter team built over 33 levels in CF 63%.

Each level is divided into several stages. During a bout, fighters can bust through from one stage to another by slamming their opponents into breakthrough points. The maps on the following pages show some of the breakthrough points, but many more are waiting to be found. Consider it a challenge.

UNFINISHED BUSINESS

When we started this article, we thought that CF 63% would be finished in time for a complete review. It isn't, and we're just sick about it, but it's not going to stop us from covering the game anyway. We like it. And we really like the giant stone toilet, not to mention the post. So you're going to hear all about Clay Fighter 63%, about the characters and their special moves, about the breakthrough areas and just about anything else we can think of, then we'll update you in a later issue on any changes. That okay with you? You want to fight about it? Come on, make our clay. By the way, Clay Day is set for July 15th.



Hurling Chunks

Clay Fighter 63% may move you to tears or laughter, but if you want to hurl your chunky buddies across the screen, you'll need to follow the key to the special moves below. These moves are final, but some of the other high-end moves such as Crystalites and Super

Specials weren't finished for this review.

P Punch

K Kick

→ Forward

← Back

↑ Up

↓ Down

⚡ Down ◦ Back

⚡ Down ◦ Forward

⚡ Up ◦ Back

⚡ Up ◦ Forward

THE CLAY'S THE THING

Your ultimate goal in *CF 63%* is to match Dr. Kinn and flatten him. Simple. Ha. The battle begins when you fly into Klaymodo Island to one of the more than 30 levels. If you win, you'll fly back out to view the island, then zoom into the next match. Opponents are determined by what you did in the previous match. For instance, if you break through to the Dark Mansion during a fight, Klaybod Clay will be your next foe. To play a Vs. match, just plug in a second controller and you'll be going head-to-head.

Option This

Clay Fighter 63% is loaded with options to make life either sweet or miserable for players. Of course, some of the options are just for fun, like selecting the size of chunks that fly off the fighters. Of the useful options, there's a practice mode, music and SFX options, and Rumble Pak and controller configuration options. Game speeds include Normal, Whoa, and Are You Nuts? Difficulty levels include Cookie, Normal, Whoa Dude, and Psycho. You can switch off the time limit, hit bars and other graphics features, as well.



THE CLAY OF THE LAND

Maps for a fighting game? Only Clay Fighter 63% covers enough geography to warrant the inclusion of maps in a tournament fighting review. We've included some of the breakthrough points on the maps, but you'll find many more as you fight and explore Klaymodo Island. Each level is subdivided into smaller stages where the fighting actually occurs. Each time you begin a match, you may find yourself in a different stage with different breakthrough possibilities.

Make the Break

Breakthroughs occur when you force an opponent through a wall or floor into another fighting stage. Position is important, as is the type of hit you use. A fighter must be hit or thrown back into a specified hot spot, indicated here by circles on the maps. If you're parallel to the hot spot, you might not be able to breakthrough. Since the game isn't 100% at this time, we can't show all the breakthrough points, but the final game should have up to 70!



Camp Liberty

Lady Liberty and T-10ppy patrol Klaymode Island's airfield at Camp Liberty. The camp contains a large hangar area with old planes, several military trucks and bits of scattered cargo. The mapped breakthrough

here sits at the corner of the runway near the two trucks. All fighting stages in CF 63 1/2 have invisible boundaries. Generally, the boundaries conform to the open areas of the stage, but in some cases, parts of the open areas may be off limits, as well.



Some of the maps shown here show stages in wire frame while others show fully textured stages. The wire frame stages won't look like this in the final game, as you can see in the screen shots beside them.

Dark Mansion

The perfect roost for Ickybud Clay, the Dark Mansion has both exterior and interior battle stages. In some matches, you'll begin outside, while in other

matches the fight starts out in one of the interior rooms. Here, you'll find a cemetery outside and a strange room inside that stretches upward. The beginning stage is always chosen at random by the game, so no two matches will play out exactly the same.



Although creeps like Hourigan, High Five and Ickybud Clay might seem to have the advantage in the Dark Mansion, none of the fighters has an actual advantage in any of the settings.



Rubbage Reef



The trash heaps of Klaymedo Island are no more attractive than garbage dumps anywhere. It may not seem as if there's really anything worth fighting over here, but Clay Fighters don't need excuses. They were born to scumble. In fact, they were also designed to use the Rumble Pak so that players will feel the hits right down to their bones. Lockjaw Pooch and Hobo Cop, naturally enough, are the two Clay Fighters who brawl over the scraps to be found here.

The breakthrough is the shed stands right out in the open, like the clear air on one end of the shed. (Sometimes a door really is a door, even if you can't open it. It leaves the room.) If you break through the door, you'll find yourself in the lagoon area of the junk yard.



The Lagoon

Welcome to the garden spot of Klaymedo Island. Rubbage Reef offers kiddy diving and spectacular views of erupting toilets. The two main stages of Rubbage Reef are the tool shed and the lagoon. Hobo Cop and Lockjaw Pooch call this putrid paradise home and have been feuding over it ever since Dr. Kinn came to the island. No one knows why. If you knock one of the fighters into the lagoon, you'll find that you can fight in an underwater stage. You can fight on the bridge, on the shore, or inside the shed, as well.



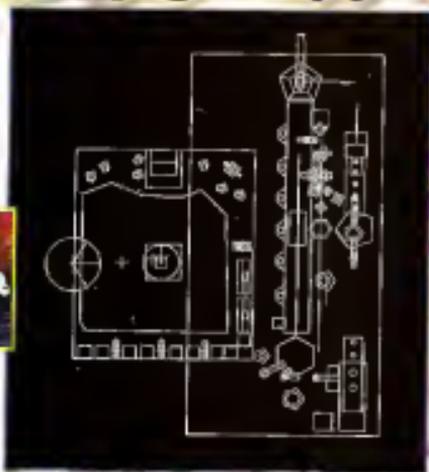
Want to go for a dip in the lagoon? Although the water looks toxic, clay fighters can take a lot of environmental abuse. Use a smashing, devious attack move such as Bob McFrosty's Frothy Spout to propel an enemy clown through a hole throughout your level like the one in the middle of the lagoon bridge.

The Candy Factory

The Candy Factory may be sweet enough to mask the stench of dirty fighters such as Lockjaw Pooch, but the bright wrappings can't hide all the breakthrough points that are hidden here. Many of the "home" levels in CF 63/6 are being fought over by two characters: Sumo Senta and Frosty. For instance, each want the North Pole. But it seems that only Yaffy wants the Candy Factory. Maybe it's not so sweet after all. Only one breakthrough is shown here, but every level will have as many as four.

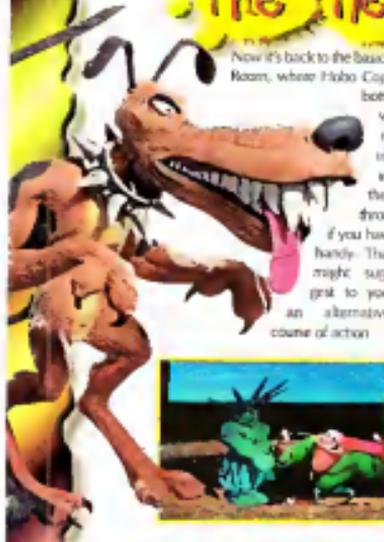


The breakthrough to the left of the big sewer room in the candy factory takes you into a T-shaped toy warehouse with wrapped presents, stuffed bears and teddy wagons.



The Men's Room

Now it's back to the Basics as we drop in, uninvited, on the Men's Room, where Hobo Cop and Boogerman prefer to battle with belts and caps. Yes, you may be flushed with success from your previous victories, but here you might well be flushed into a humiliating defeat, not to mention into the sewer. The pool in the middle of the giant, castle-like bowl is a breakthrough area that you should explore only if you have a wet suit and a huge can of aerosol handy. That neither of these items is available might suggest to you an alternative course of action.



Note the pill handle on the left side of the toilet. Gee, what could that be for? You'll have a chance to try it out if you knock someone into the bowl.



HAVE SOME CHARACTER

As fun as it is to move from one setting to another, Clay Fighters 63½ is really about the fighters. Just as in the three Super NES versions of Clay Fighter, the characters steal the show. Every move has some outrageous animation, making CF 63½ entertaining for players no matter how skilled they are. In addition to the stylized characters covered here, expect to find lots of clay celebrities including a famous animal and a clay TV star who suffered much at the hand of...well, a hand. The special moves shown here are just the beginning.



Bad Mr. Frosty

Once known as a cold-hearted curmudgeon, Frosty has changed his tune. After a stint as a lounge singer in Vegas, he got a job flying for Clay Fighter Air. Now he's watching out for Sarno Sarno, who wants control of the North Pole. As one of the good guys in CF 63½, Frosty's goal is to stop Klr, but how can he approach the center of Klr's volcanic lair without melting?

Frosty Splash

Frosty leaps into the air and does a belly flop on his opponent in the always thrilling Frosty Splash. Use this move to knock enemies through floor break-through.



Ice Pick

Frosty has a sniftle and a staff for bad clay mates when he uses the feared Ice Pick. Any Punch will do the pick task, but a Heavy Punch gives you more pick power per punch.



Big Snowball Throw

Frosty strikes from afar when he hurls the massive snowballs at his foes. Push Backward four times, then press a Punch Button. You should be at least half a screen away. If you push Backward three times, you can blow out a Frosty Breath.



Ice Skate Dash

You're on a slippery slope when you face Frosty with the Ice Skate Dash. A half circle on the control pad followed by a punch sends the character forward. His momentum carries him only about two body-widths, so don't activate the move from far away. Some moves, such as the Splash, can carry Frosty much farther.



The Blob

The Blob returns from previous Clay Fighter enclosures on the Super NES, and he's just as green as ever. The Blob fights by taking on the shape of various things that can be useful for hitting, such as anvils and clubs. No one knows which side the Blob fights for, and few have the courage to ask.

Buzz Saw

Use the Buzz Saw move with the Heavy Punch for the greatest cutting strength and distance. With a Weak Punch, the Buzz Saw moves only a short distance.



Lunge Punch

The Blob shapes up to be quite the boxer with this move. Again, use the Heavy Punch if you want the Blob to lunge forward over a distance and reflect two hits rather than one.



Blob Raid

The Blob goes airborne with this risky attack. Use a Backward Half Circle and any Kick to launch the air move. Blob will turn into a plane and dive face first for corner of the screen straight into the enemy.



Kung Pow

This one-time cooking show host now chops, dices and beats bad clay fighters into clay-dough in the name of justice and better ratings. His five star Kung-Fu skills may be impressive, but you should try his Kung-Pow chicken.

Hop Attack

For best results on the Hop Attack, Kung Pow should be only slightly further than arm's length from his enemy.



Chop Suey

KP uses his amazing kicking skills to deliver this hit and spicy dish. Use the Heavy Kick for a real spic hit—it's a meal that keeps on going.



Foo Young Flurry

For dessert, perhaps you would care for a Foo Young Flurry. Top the Heavy Punch Bottom as fast as you can. Keep tapping it for repeated servings of Foo.





Taffy

Lately, Taffy has been stretching his horizons and turning into quite a sweet fellow. Along with Frosty, Taffy has turned over a new leaf and taken up the cause of goodness. So it is that he seeks his former circus colleague, Bonker, in the hope that he can prevent the mad clown from destroying Kluymodo Island.

Taffy Twist

Taffy soon gets really worked up with this move. When he lets himself go, his arms and legs fly out and slap the unsuspecting opponent.



Taffy Slingshot

Taffy launches itself into a slingshot and shoots himself toward his opponent. The move requires a smooth motion from Forward to Backward to Forward again. Use any Punch Button.



Gum Throw

Each Kick Button gives Taffy a different angle on the Gum Throw. For short distances and a low throw, use the Weak Kick. The Heavy Kick sends the gum ball a long way.

Jelly Roll

This low roll can knock enemies off their feet. Use the Heavy Punch for the longest roll and greatest impact. The Weak Punch carries Taffy for only a single roll.



Ickybod Clay

Once known as the Pumpkin Knight, Ickybod has since received a court order preventing him from using the nickname. Now he's really miffed. All right, he haunts the island of Kluymodo, hoping to prove to himself that he is still the scariest of them all. He is neither good nor bad, just frightening. He has limited special moves, but they are strong.

Hop Attack

Any Punch Button works to activate Icky's Hop Attack, and there is no difference in the range of the attack with different punches.



Bonker

Merry-Go-Round

For great height and distance, use the Heavy Kick to shove the Merry-Go-Round. You'll spin it to your foe from several steps away. It's a risk, they won't zoom large.

Hop Attack

Bonker pulls out a huge mortar and dumps into it, then punching her pop-out of the mortar to deliver the Blow Use the Heavy Punch to deliver the best punch line.



Houngan

Surfin' Voodoo

Houngan leaps aboard the Voodoo Surfboard and slams into the nearest clay opponent. The Heavy Kick gives you a good, but not unlimited, range.

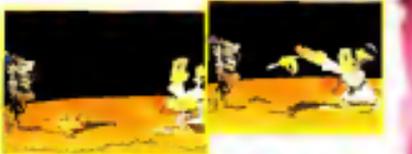
Chicken Attack

Houngan's rubber chicken is actually a "comb" rubber chicken. If you activate it, the bird returns to life and flutters forward to peck your foe. All Punches work equally well.

Graveyard Shift

This overall the most attack causes numerous zombie hives to reach from the ground and tackle your opponent senseless. The kicking-sometimes larger if you activate the Graveyard Shift using the Heavy Punch. Don't fear for won't be laughing for long if you keep up the subtle attack.

Houngan, a native of Klaymodo, performs the rite of black magic to snare people, but he hasn't yet caught the Zappas. Yow Yow Boys. Above all else, he wants to turn the three infants into zombies because they keep sending their infernal goat to butt him.



Lady Liberty

Torchucks of freedom

Lady Liberty wields her Torch like a pair of machetes. The move is most effective at close range. Use the Medium or Heavy Punch to activate it.

Liberty torch

The torch of freedom turns into a blow torch of sorts when Liberty welds out her welding mask and ignites the flame. As twisted with the Heavy Punch, the torch burns better.

Fate has dealt a cruel blow to the once-proud symbol of America's liberty. The great statue has been mutated into clay and shrunk as a result of one of Dr. Kinn's experiments gone wrong. She'll stop at nothing to bring the rogue genius to justice.



Boogerman

Hop Attack

Boogerman's Hop Attack should be used at short range. He leaps gracefully into the air, then deliberately delivers a shock of static electricity from the tips of his polishes.

The master of mucus has come to the aid of the good clay heroes, using his natural goodness to great advantage by glowing and burning his way to glory. He has the grace of the Tick, the hair of Superman and the smell of a dead trout.



T-Hoppy

Hoppy Stomp

Hoppy's stomp takes three forms: The short-range Weak Kick Stomp, the mid-range Medium Kick Stomp, and the incredible, airborne Heavy Kick Stomp.

Hoppy Kick

Hoppy jumps up and back ward while firing his bionic face downward at an angle. Use the Heavy Kick to get the most height and distance on this move.

The Kinn System's T-Hoppy Model 101 Cybernetic Rabbit Organism may have been built by Kinn, but the mechanized rabbit has turned against his creator and is now dedicated to the downfall of Kinn.



Hobo Cop

Hopedo

The Hopedo is one of the easiest and coolest moves in the game. Use the Heavy Punch to keep Hobo Cop spinning in the air for the longest time.

Ho Butt

Hobo takes a hard-headed approach to law enforcement with this move. Keeping his feet on the ground, he lowers his head and rams his enemies.

Lid Throw

Using his trusty garbage can lid as a flying disc, Hobo hurls the lid at his foes while continuing to wobble at a great and relatively safe distance.

Hobo Cop spent too many years on the force trying to forget the horrors of his job. Now he's a staggering, swaying embarrassment to the badge. But even the lowest clay fighter has his dreams and his pride. Can Hobo Cop rise to the occasion and help Frosty bring Kiln to justice?



Dr. Kiln

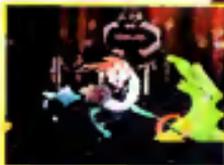
Propeller Push

Stand close to your opponent and perform the move as indicated with any Kick button. A propeller will appear on top of the evil doctor's weapon hand and fly into your opponent. That's got to hurt, even if you're made of clay.

Glasses of Heat

Kiln rips off his specs, holds them up to the light, and the magnifying power of the lenses causes a laser-like ray to zap your opponent. And all in less than an hour.

Deep in his secret lab inside the volcano on Klaymore, Kiln hatches his most diabolical scheme ever: Using the dreaded "Mutagen," he plans to turn all the inhabitants in the entire world into clay automatons to do his bidding. You'll have to fight all the others to reach him.



Hexen has been called a 'medieval Doom,' but expanded game play features and

multi-player capabilities make it a very different (and bloody good) beast, indeed!

CLASS ACT

The Doom, Hexen retains the first-person perspective and first-person action of its predecessor, but adds well-seasoned bits of adventure, RPG, and even tournament fight-style features. Like level 1 Doom, Hexen has its bubbling game play children, but contrary to player assumption, to choose a character from three different classes (Fighter, Cleric, and Mage), a lit classic RPG game. Each character has his own strengths and weaknesses, and each demands a different style of play.

Baratus



Fighter

Parias



Cleric

Daedolon



Mage

© 1995, 1997 Raven Software, Inc. All Rights Reserved.

PUZZLES & PERIL

Through the crimson light in its hand-to-hand combat, Mibion is also a solid adventure game. Players will use traps and bombs to hack their way through dangerous Caddies and other appropriately dreary settings. The large stages are wide open for you to explore at your leisure (once you dispatch the hordes of dastardly monsters, that is), and you will often move back and forth between several areas to solve puzzles. The most innocent-seeming

action can sometimes have dire consequences, but you can always save your game with a Controller Pak before you attempt any risky business (even if you don't have a Controller Pak, there are unlimited continues).

GEAR UP

Each character can use one or two weapons and magic spells, but all armor and artifacts can be used by any character. Some artifacts, like the Life-restoring Vial and Flask, are fairly common. Rare and more precious artifacts include the Icon of the Defender, which bestows temporary invulnerability and the Tank Servant, which creates a giant Moolahar bodyguard that attacks enemies for 30 seconds.



The Wings of Warth give you the ability to fly for short periods. Once you advance to a new level, the Wings will disappear.



The armor-bearing head of the Horn power-up (Mibion Amid boss) is found in the cooperative play mode only.



The Boots of Speed temporarily add extra clip to your stride. They are especially helpful in the powerful but picky Mag.

- The Perkelator -

The Perkelator will transform most minor monsters and any player-controlled characters into pigs, which is especially entertaining in the multi-player Deathmatch (more on that in just a bit). The effect is temporary, but a Perkelated player's chances for survival are very slim!



GAME MODES

If this game got you asking yourself what makes Heaven so special, while it does have an interesting mix of features, you're probably thinking that there's very little to set it apart from Dages 64 or even Dark: Dungeon Hunter in one word: multi-player. Besides the standard one-player mode, Heaven also allows up to four players to participate in the main adventure game, via a split screen. There's even a Deathmatch mode that pits two to four players against each other in a continuous melee across several arenas.



One-Player

This mode lets you face the perils of Heaven alone. To succeed or fail on your own, the weapons and magic spells you'll find will differ according to the character you choose, making for very different gaming experiences. Any character has one set of armor, but since armor, the benefits will differ according to your class. Individual pieces of armor will wear out as you take damage, so gather up as much as you can as you go along.



Cooperative

Using a split screen, this mode allows up to four players to participate in the adventure, giving you a much better chance for success. (Considering individual screen size and the speed of the graphics, the two-player cooperative mode is the best of the lot.) Be careful when you swing that sword or fling that lightning, though, because you're not invulnerable to each other's attacks. If it's a fight you want, try the Deathmatch instead.



Player One takes the top half of the screen, while Player Two takes the bottom half. Watching your partner's half can contribute to the feeling, as if you're in your own.

Teamwork

It's impossible to get into Heaven's story without getting into the story of the game. The game is a mix of action and strategy, and it's a mix of many different things. If you're looking for a good two-player team-up, try out the Paria and Exarion or Paria and Exarion. Try to catch more powerful enemies in a crossfire to defeat them more quickly or, if you're successful, put your backs together and take them on in sweeping arcs to avoid getting caught.



Deathmatch

The Deathmatch mode arrives among Net games, allowing two to four players (and a few story missions, if you wish) to go head-to-head in first-person combat. It's a deathmatch free for all where there are no established fire lines or rounds unless you want them. Once a player is defeated, he or she need only press a button to return to the arena. In the meantime, the computer keeps a tally of wins and losses.

Use It Or Lose It

Artifacts, armor and weapons of all kinds are strewn about the arena, and yours limited only by your character class and your imagination. Some warriors prefer rapid-fire weapons that, while less powerful, allow them to keep opponents off balance and often blinded by flashes and explosions of energy. Powerful weapons tend to be slower, but if your aim is true, you're guaranteed a quicker win.



The best of the Defenders, the Protector, the Wings of Wrath and the Disc of Repulsion are all Deathmatch greats.

Easy fire weapons are difficult to avoid, and even if you're not being hurt much, it's hard to retake while you're being hit.

Deathmatch Dance

Many battle strategies that work in the main game also work in the Deathmatch. Try to use any available cover and use the Strafe technique to fire and duck behind obstacles. You can also run around your opponent in a circle, making it tough for him or her to get a bead on you. If you have a Deathmatch partner, use the cross-fire tactic again, perhaps with one of you firing from above. Watch where your opponent goes to reload and reload, and cover the teleporters to thwart any escape attempts.



Teleporters

The Deathmatch arenas are exactly the same as the levels in the main adventure game, complete with teleporters that transport you between two locations or advance you to the next level. If one warrior teleports to the next level, all the warriors will be transported as well, and the win/loss tally will reset back to zero.



WINNOWING HALL

Here's a slash-by-slash guide to hacking your way through the first level on the "Warrior" difficulty setting. Hyatt



1 At the top of the Winnowing Hall courtyard, two-headed Etnos will be on you before you can even draw a breath. Stay out of range of their attacks and make your way.



2 Smash the nearby pot and windows for loot and then proceed to point 2. Move toward the center of the room and then to the right. A large, multi-headed yellow figure is on the right. Smash the steps and stay out of their attack range.



3 Smash with any ice artifacts. (The first is to the left of the entrance.) Then a death trap. Stay out of their attack range. The second is to the right. Then the third is to the right. Then the fourth is to the right. Then the fifth is to the right. Then the sixth is to the right. Then the seventh is to the right. Then the eighth is to the right. Then the ninth is to the right. Then the tenth is to the right. Then the eleventh is to the right. Then the twelfth is to the right. Then the thirteenth is to the right. Then the fourteenth is to the right. Then the fifteenth is to the right. Then the sixteenth is to the right. Then the seventeenth is to the right. Then the eighteenth is to the right. Then the nineteenth is to the right. Then the twentieth is to the right. Then the twenty-first is to the right. Then the twenty-second is to the right. Then the twenty-third is to the right. Then the twenty-fourth is to the right. Then the twenty-fifth is to the right. Then the twenty-sixth is to the right. Then the twenty-seventh is to the right. Then the twenty-eighth is to the right. Then the twenty-ninth is to the right. Then the thirtieth is to the right. Then the thirty-first is to the right. Then the thirty-second is to the right. Then the thirty-third is to the right. Then the thirty-fourth is to the right. Then the thirty-fifth is to the right. Then the thirty-sixth is to the right. Then the thirty-seventh is to the right. Then the thirty-eighth is to the right. Then the thirty-ninth is to the right. Then the fortieth is to the right. Then the forty-first is to the right. Then the forty-second is to the right. Then the forty-third is to the right. Then the forty-fourth is to the right. Then the forty-fifth is to the right. Then the forty-sixth is to the right. Then the forty-seventh is to the right. Then the forty-eighth is to the right. Then the forty-ninth is to the right. Then the fiftieth is to the right. Then the fifty-first is to the right. Then the fifty-second is to the right. Then the fifty-third is to the right. Then the fifty-fourth is to the right. Then the fifty-fifth is to the right. Then the fifty-sixth is to the right. Then the fifty-seventh is to the right. Then the fifty-eighth is to the right. Then the fifty-ninth is to the right. Then the sixtieth is to the right. Then the sixty-first is to the right. Then the sixty-second is to the right. Then the sixty-third is to the right. Then the sixty-fourth is to the right. Then the sixty-fifth is to the right. Then the sixty-sixth is to the right. Then the sixty-seventh is to the right. Then the sixty-eighth is to the right. Then the sixty-ninth is to the right. Then the seventieth is to the right. Then the seventy-first is to the right. Then the seventy-second is to the right. Then the seventy-third is to the right. Then the seventy-fourth is to the right. Then the seventy-fifth is to the right. Then the seventy-sixth is to the right. Then the seventy-seventh is to the right. Then the seventy-eighth is to the right. Then the seventy-ninth is to the right. Then the eightieth is to the right. Then the eighty-first is to the right. Then the eighty-second is to the right. Then the eighty-third is to the right. Then the eighty-fourth is to the right. Then the eighty-fifth is to the right. Then the eighty-sixth is to the right. Then the eighty-seventh is to the right. Then the eighty-eighth is to the right. Then the eighty-ninth is to the right. Then the ninetieth is to the right. Then the hundredth is to the right. Then the hundred and first is to the right. Then the hundred and second is to the right. Then the hundred and third is to the right. Then the hundred and fourth is to the right. Then the hundred and fifth is to the right. Then the hundred and sixth is to the right. Then the hundred and seventh is to the right. Then the hundred and eighth is to the right. Then the hundred and ninth is to the right. Then the hundred and tenth is to the right. Then the hundred and eleventh is to the right. Then the hundred and twelfth is to the right. Then the hundred and thirteenth is to the right. Then the hundred and fourteenth is to the right. Then the hundred and fifteenth is to the right. Then the hundred and sixteenth is to the right. Then the hundred and seventeenth is to the right. Then the hundred and eighteenth is to the right. Then the hundred and nineteenth is to the right. Then the hundred and twentieth is to the right. Then the hundred and twenty-first is to the right. Then the hundred and twenty-second is to the right. Then the hundred and twenty-third is to the right. Then the hundred and twenty-fourth is to the right. Then the hundred and twenty-fifth is to the right. Then the hundred and twenty-sixth is to the right. Then the hundred and twenty-seventh is to the right. Then the hundred and twenty-eighth is to the right. Then the hundred and twenty-ninth is to the right. Then the hundred and thirtieth is to the right. Then the hundred and thirty-first is to the right. Then the hundred and thirty-second is to the right. Then the hundred and thirty-third is to the right. Then the hundred and thirty-fourth is to the right. Then the hundred and thirty-fifth is to the right. Then the hundred and thirty-sixth is to the right. Then the hundred and thirty-seventh is to the right. Then the hundred and thirty-eighth is to the right. Then the hundred and thirty-ninth is to the right. Then the hundred and fortieth is to the right. Then the hundred and forty-first is to the right. Then the hundred and forty-second is to the right. Then the hundred and forty-third is to the right. Then the hundred and forty-fourth is to the right. Then the hundred and forty-fifth is to the right. Then the hundred and forty-sixth is to the right. Then the hundred and forty-seventh is to the right. Then the hundred and forty-eighth is to the right. Then the hundred and forty-ninth is to the right. Then the hundred and fiftieth is to the right. Then the hundred and fifty-first is to the right. Then the hundred and fifty-second is to the right. Then the hundred and fifty-third is to the right. Then the hundred and fifty-fourth is to the right. Then the hundred and fifty-fifth is to the right. Then the hundred and fifty-sixth is to the right. Then the hundred and fifty-seventh is to the right. Then the hundred and fifty-eighth is to the right. Then the hundred and fifty-ninth is to the right. Then the hundred and sixtieth is to the right. Then the hundred and sixty-first is to the right. Then the hundred and sixty-second is to the right. Then the hundred and sixty-third is to the right. Then the hundred and sixty-fourth is to the right. Then the hundred and sixty-fifth is to the right. Then the hundred and sixty-sixth is to the right. Then the hundred and sixty-seventh is to the right. Then the hundred and sixty-eighth is to the right. Then the hundred and sixty-ninth is to the right. Then the hundred and seventieth is to the right. Then the hundred and seventy-first is to the right. Then the hundred and seventy-second is to the right. Then the hundred and seventy-third is to the right. Then the hundred and seventy-fourth is to the right. Then the hundred and seventy-fifth is to the right. Then the hundred and seventy-sixth is to the right. Then the hundred and seventy-seventh is to the right. Then the hundred and seventy-eighth is to the right. Then the hundred and seventy-ninth is to the right. Then the hundred and eightieth is to the right. Then the hundred and eighty-first is to the right. Then the hundred and eighty-second is to the right. Then the hundred and eighty-third is to the right. Then the hundred and eighty-fourth is to the right. Then the hundred and eighty-fifth is to the right. Then the hundred and eighty-sixth is to the right. Then the hundred and eighty-seventh is to the right. Then the hundred and eighty-eighth is to the right. Then the hundred and eighty-ninth is to the right. Then the hundred and ninetieth is to the right. Then the hundred and ninety-first is to the right. Then the hundred and ninety-second is to the right. Then the hundred and ninety-third is to the right. Then the hundred and ninety-fourth is to the right. Then the hundred and ninety-fifth is to the right. Then the hundred and ninety-sixth is to the right. Then the hundred and ninety-seventh is to the right. Then the hundred and ninety-eighth is to the right. Then the hundred and ninety-ninth is to the right. Then the hundredth is to the right.

- 4 Search the right-hand window in the west alcove to uncover a hidden staircase. Follow it down and defeat any battas lying in wait. Pull the chain to open the next series of doors. Run up the stairs and press B to open the last door. As you continue into the room, the walls will slide open to reveal more Elin guards.



- 5 Get any artifacts and then pull the chain to reveal the Emerald Key. Once you collect the key, the exit doors will start opening and closing in sequence. When the lower door opens, make a run for it. If the upper door closes in your face, Nightfall it back into the room or you'll be crushed!



- 6 Make your way out to point 6 on the map. Now Elin guards will be teleporting in ones time in time, so watch your back. The Emerald Key will enable you to unlock the door at point 6. Clear the room of gopoh and then press the crescent-shaped button to open a hidden door hiding you.



- 7 Climb up the stairs and head to the end of the rampart. A small pillar will pop up. Press Down on the Control Pad to look down and press B to activate the crescent button. Now head back toward the stairs, but before you go down, jump up on the wall to the right. Go around the corner to find a Platinum Helios.



Arwen will jump from automatically. The Platinum Helios is not very scary, but it's all you'll have for now.

8 Go back downstairs. The door to the next courtyard will be open. You'll run into a Guard and one new enemy, the wizard Ad-B. Sit under the lip of the roof to avoid the Ad-B's fireballs, a feat made all the easier with Staff 10. You don't need to look up to hit the Ad-B. As long as you're in range and facing the right direction, you'll hit it.

9 The door to the tower will be locked, so head down the barrel on the west side of the courtyard. Collecting the Silver Key will activate another door nearby. Watch the pattern of the doors before you try to hit it. If you have a Controller on, this could probably be a good spot to save your game.



The Ad-B's fireballs can be devastating. In a pinch, crouch under the eaves to avoid them and then shoot up to attack.



10 Walk back out to the courtyard. Unlock the door to the tower and walk up the stairs. Bevel carefully near the top, since a long tail can knock you a few points out of your health meter. Hit the bell with your hat or your weapon to start a night. Move back to your post in the main building.



11 Ringing the bell activates the teleporter at the center of the main hall. Hop into it. You're to be transported to a newly opened alcove at point 11 on the map. You'll see a shimmering red door nearby. This is the teleporter that will transport you to the next level. Use your Staff 10 on it. Don't let the tower's guards and any stragglers you've left behind trap you while getting into the next area.



Hop on top of the tower from this point, use your Staff 10 on the bell, and you're in.



THE ROAD AHEAD

The Winning War has set the beginning of your dark and deadly adventure. From here, Heaven confers through five more main levels and several secret sub-levels, each more mind-bending and harrowing than the last. Many more weapons, spells and artifacts will come into play as time goes on, and your enemies will only become more powerful, intelligent and vicious. Explore and try everything, but be careful!

Seven Portals

The next level is known as the Seven Portals, and you'll most likely find your first weapon upgrade in the main courtyard. You haven't had to worry about collecting Mana that far, but second-tier weapons are several points of Mana to supercharge each swing of shot.



The Heresiarch's Seminary

The Winning War is the only main level that comprises a single maze. The Seminary is made up of six mazes, each far larger than that of the Hall. Combat will now be tougher, as will the puzzles. Rely on tactics rather than lots of Mana and artifacts to defeat your enemies. Save powerful artifacts for the "bosses" you'll be encountering. In this level, find, replace fire gems, and then explore the chapels to light up nine wall panels.



The Road Goes Ever On...

We've given you the basic knowledge you'll need to begin your explorations of the world of Heaven, but you'll have to delve into the darkling depths for yourself. We'll be back next month with more news and tips.



CLASSIFIED INFORMATION

0428 6274 3842 0680

MEMBER IDENTIFICATION #



More Cheat Passwords

Turok: Dinosaur Hunter is back in the lead-off spot this month with three more prehistoric passwords that will grant you infinite lives, all weapons, and unlimited ammunition. Remember that you must type in these passwords using the Enter Cheat option and then use the Cheat Menu option to turn the cheats on and off. These cheats won't help you find all those bloody Mystic Keys, but at least you won't get as bloody while you look for them!

Infinite Lives

To ensure that you'll reach the end of this adventure one less or another enter this password: **INTHSDTHTLRLSKC**. Now if you only knew where all the weapons were...



All Weapons

Enter **CMSTZMMG8TS** as your password to gain access to all the weapons. It just wouldn't be a party if you didn't bring the inside launcher!



Infinite Ammo

It's the gift that keeps on giving. Enter **8LTS88FMD** as your password for unlimited ammo. Here, nopic, nopic!



Where the Cocodemons Roam

The last couple of issues of NP have featured mounds maps and strategies for this year's preeminent platform shoot-'em-up, Doom 64. If that still wasn't enough to keep you from becoming a smear on the floor of the Phobos station, here are the passwords to the first few stages of the game. Maybe the Marines will award you a medal—if you live that long, that is!

Stage

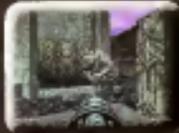
Password

The Terraformer
Main Engineering
Holding Area
Tech Center
Alpha Quadrant
Research Lab
Final Outpost
Evon Simpler
The Bleeding
Terrorcore
Alter of Pain
Dark Citadel

CT5KQB YTSV5?FJK7
B7P92H6FRHQ0Z??Z
C7B7HJZ29DZZYDKB
WR5HRTXX5C7DYSPB
V67NRTZ9GCNDN5PB
VR9HRTX55C3PFSPB
Y9KCR271XDMT6M5B
YSNQVF0LM61NYB5B
X8ZQQFXSLF5NP.INB
5QW3XFNCX73DFHVB
4?T3QF048B1F6JLLB
4Q5MQKWWBCRX9VB



Enter these passwords as needed.



It's time to kick and head, warrior! Fire-stab!



Instant Demolition

This trick sometimes lets you destroy an entire building all at once. Park your vehicle right next to a building or between two buildings so that the driver will not be able to get out. Press and hold the Z Button. The driver will scream, "Dah!" several times, and then the building will come tumbling down! This trick won't work for every building, but it seems to work best with the Backlash dump truck. If you try this trick and you get the message to "try something else," the trick won't work on that building.



In some cases, only part of a building will be destroyed.



Try this in the Ocean Tracks stage and see what happens!

LAMBORGHINI AMERICAN CHALLENGE

Beaucoup Bucks

Lamborghini American Challenge is one of many Player's Choice re-releases we've seen over the past year, and more are on the way. To start off this cannonball run across the U.S. in style (and with six million big ones in the bank), enter JK88888888JK as your password.



You'll have enough buckage for a lot more than fancy wheel covers.



Your deep wallet won't keep the competition or the high-way patrol off your track.



Bypass the Salary Cap

If you're not up to tagging your way through an entire season, press A, Y, A, Y and the R Button on the Game Setup screen to see a generic version of the Super Bowl win screen. For 13-second quarters, highlight the Quarter Length option on the Game Setup screen and press Y, A, Y, A and the R Button. If you're trying to trade for a terrific player that you really must have, but the computer is telling you that you've reached your salary cap, press Y, A, Select and A to bypass the cap and add that player to your roster.



We're all going to Disneyland! We're all going to Disneyland!

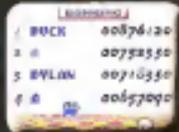


Enter the salary cap code when this warning appears.

KIRBY'S PINBALL

Bosses Only

Here's a Player's Choice re-release for Kirby fans. To battle only the game's bosses, press Right, Select, A and B simultaneously on the Title screen. Press Start to begin a new game. A list of the bosses' names will appear. Hit the star next to the names to begin.



If you enter the code correctly, a star will rim across the High Score screen.



Like they say, he's one tough cookie!



Complete Codes

As promised, here are all the codes we have on the NBA version of NBA Hangtime. There was some confusion over which codes worked with which version, so we hope this helps. The codes below are entered on the Matchup screen except where noted. To use a duplicate or a hidden player, type in a name and its PIN at the start of a game. To use the Match-Up codes, enter the proper numbers on the Matchup screen and press Down. Note: "Tournament Mode" activates a tougher play mode, not a tournament.

Rooftop/Shot %

To get a bunch of back shots in, hold Left and press Turbo three times. To activate a shot percentage display, rotate the Control Stick clockwise starting from Up, then hold Up.



Big/Huge Heads

For a big head, hold Up on the Control Stick, Turbo and Press as you enter the Matchup screen. If you want a really big head, press Up, Up, Press and Turbo on the Match-Up screen.



Redman/Random

If Devils needs a new file, bring her up on the Team Select screen and press Pass. To choose a team at random, hold Up and press Turbo on the Team Select screen.



Power Special

Press Up, Right, Down, Left, Start, A, B, Y, X and Select on the Matchup screen for Unlimited Turbo, Hyper Speed, Max Block, Max Speed and Fast Passing combined.



Duplicate/Hidden Players

NAME	PIN	NAME	PIN
Kidd	0000	Donr	0000
Glennr	0000	Jason	0729
Hgrant	0000	Nobud	1010
Kemp	0000	Divita	0201
Smits	0000	Jter	0503
Pippen	0000	Merty	1010
Motumb	0000	Jamie	1000
Webb	0000	Patf	2000
Stackh	0000	Quin	0330
Malone	0000	Marius	1005
Redman	0000	Turmel	0322
Ghill	0000	Jonhoy	6000
Ewing	0000	Carlas	1010
Cliffh	0000	Nick	7000
Webber	0000	Mortal	0004
Mursan	0000	Kombat	0004
Davidr	0000	Perry	3500
Starks	0000	Munday	5432
Dream	0000	Daniel	0604
Johnsn	0000	Morris	6000
Rice	0000	Shawn	0123
Mourng	0000	Root	6000
Ahrdwy	0000	Nfunk	0101
Elliott	0000	Amrich	2020
Miller	0000	Eugene	6767
Japple	6660	Berde	6000
JC	0000	Eddie	6213
Minife	6000	Mednik	6000
MXV	1014	Sno	0103

Matchup Codes

025	Baby Mode
048	No Music
111	Tournament Mode
120	Fast Passing
273	Stealth Turbo Meter
284	Maximum Speed
390	No Pushing Allowed
461	Unlimited Turbo
552	Hyper Speed
616	Maximum Blocking (Two-Player only)
709	Quick Hands (Maximum Steel)
802	Maximum Power
937	Legal Goal Tending

CLASSIFIED INFORMATION

PITFALL

Multiple Cheats and Codes

Here's another terrific re-release that should be in stores any day now. If it isn't already, it deserves a replay and a few good codes.

Unlimited Con't.

Here's the classic simple yet elusive formula for unlimited continues: when you're defeated and the Continue screen appears, just press Start repeatedly.

Stage Select

To skip the hassle through the jungle, press X, Select, A, Select, Y, A, X and Select on the Game Start screen. Use the L and R buttons to scroll through the stage list.

Begin on Level 6

To start at least some of the jungle's best, press A, X, A, Y, A, X, Select, Start and Start on the Game Start screen. You'll now begin the game at Level 6.

Original Pitfall

The entire original version of Pitfall has been hidden in this Pack. Press A, A, A, A, A, A, Select and Start on the Game Start screen to access it. It's primitive, but still fun!

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

ZELDA

Ruuw, Link! Chicken Again?

No roster of Player's Choice classics would be complete without Link's legendary Game Boy adventure. We'll finish off this month with codes, tricks and yummy chicken!

Change Channels

To start the game with new background music, select an empty tile and enter ZELDA (they must be all capital letters) as your alias.

Explosive Arrows

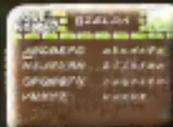
Equip both the Arrows and the Bombs and then fire them simultaneously. Primal! You'll have some handy explosive-tipped Arrows!

Rooster B 'Rang

Throw the Roostering Pick on the Rooster before the "ring" opens back. You'll float safely above as the "ring" whirrs below. The Roostering will select any enemies it touches.

Shake & Bake

This one is just for fun. If it's really dinner time and there's nothing in the cupboard, sprinkle a little Magic Powder on or fire the Flame Rod at a chicken and see what happens!



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

War Gods



There's more in heaven and on earth than just Mortal Kombat and Killer Instinct. Enter: War Gods, Midway's N64 adaptation of the arcade tournament fighter where wrathful deities spar for supremacy in the ultimate bottle royal. But unlike previous fighting games, War Gods goes where other fests to tread by unleashing its fighters in a free, fully rotational and navigable 3-D arena. So watch your back, front and sides, because War Gods are watching you.

IMMORTAL COMBAT

Now it's the ring where wrathful gods are clashing for possession of an alien element called Ore. The mysterious life-giving substance was the payload on a space ship crashing through our solar system billions of years ago. The ship crashed, and the Ore was scattered across Earth. Over the eras, 10 diverse mortals came into contact with the Ore, which transformed them into powerful gods bent on possessing the entire supply of the celestial substance. Now, one by one, the warlords fight to the finish to win control of the Ore. Faithful to its arcade incarnation, War Gods is complete with combination spells, devastating combos, cinematic fatalities and the ultimate showdown against two vengeful and almighty Overlords.



© 1998 Midway Games Inc.



FIGHTING FEATURES

The wide array of special maneuvers are fairly easy to execute, making War Gods fun for mellow button-mashers. It involves an element of strategy, too, since each fighter's special move is tailored to counter specific attacks. What really makes War Gods an appealing challenge, however, is its diverse trinity of 3-D escapes, gory fatalities and combo features.

THE 3-D ESCAPE

Previously, fighting game combatants were forced to wage their entire battle directly lined in front (or in back) of the other warrior. With the introduction of the 3-D button, War Gods opens the arena to a full 360 degrees, allowing fighters to dodge or attack in any direction. Now, rather than being limited to backward-forth motions,

fighters can leap to one side or even circle around their opponents. Of course, for every action there's an equal and opposite reaction. You can



counter 3-D escapes, by launching 3-D projectiles to spread the damage across the entire arena.

counter 3-D escapes, by launching 3-D projectiles to spread the damage across the entire arena.

FATALITIES

If you're into ugaldy displays of gore, then these fatalities are your heaven sent fighting finishes. Execute your fatality when you're prompted to "Prove Yourself!", and you'll send your enemy to a graphic demise (like Akaz Kin eating his victim's heart). Moodoo gutting the loser in effigy, or Cy-S's space ship bearing his foe into oblivion.



COMBOS

Most combos consist of only button hits, rather than incorporating Control Stick moves, so button-mashers and beginners can have a heyday fighting the War Gods. Timing's still the key to pulling off mindless rapid-fire combos, so chaining together punches and kicks will take some practice.



To initiate a combo, move the Control Stick back then forward, followed with a series of quick button hits.



Stick it to 'em with Pigeon's 10-hit combo: move the Control Stick B, F, HP, HK, LB, RK, LC, HK, LC, LB and HP.

FIGHTING FUNDAMENTALS

Be familiar with the battling basics before entering the coliseum of the gods. You can switch any strong defense into an offensive effort by catching your opponent off guard (for example, use ETLU leads to feint after you block its special move, giving you enough time to counterattack). The following fundamentals can help you effectively mount your counterattack.

BODY LANGUAGE



You can anticipate many of your opponents' moves by paying close attention to their body language and visual cues.

Most gods conjure containment spells by raising their arms, so dash their plans by using a 3-D dodge. Gestures, some slighter or faster than others, precede all special moves, so keep your hair-trigger reflexes on edge in order to defensively react.



SHOVE AND THROW

One of your most useful defensive moves can easily become an offensive move. When you're blocking hits, tap the Block button twice in a row to shove your opponents away from you. The shove is unblockable, so if you need space, push your foes out of the way. Fire projectiles to keep them on the offensive, then close in with an onslaught of combos.



Ahau Kin

...HIGH PRIEST...



Ahau Kin's main strategy is to attack his opponents after he has trapped them. He'll then teleport to catch his enemy off guard with another trap. The evil priest frequently conjures up his Sunburst, a spell of containment that swallows his opponents in a Roaring ball of fire. His trap temporarily renders foes defenseless, while he is free to abuse them as punching bags. Eclipse his sun away by blocking or dodging as soon as you see him raise his arms skyward to send his Sunburst into orbit. After Ahau Kin attacks, he will quickly retreat, making it difficult to counterattack him. Fight fire with fire by charging him then teleport away. Ahau Kin will try to escape your attacks, so teleportation may put him off at the pass.



Ahau Kin's Sunburst trap lays low those to fight without support. Use it to contain your foe, then jump in for the attack.



The Dagger Staff works only of close range, but it breaks bones and shreds flesh. Don't let your opponent use this with a combo.



Launching a trio of Slave Darts can swiftly cut an opponent off guard as well as quickly drain 25% of their vitality.



The Chattering Scepter is with little warning and in a speedy way to take opponents to the cleaners in the blink of an eye.

Fighting Ahau Kin

ALIEN

Teleporting will keep you away from the Sunburst and allow you to knock Ahau Kin off his feet.

EVIL

Attack your Golems and stay on the offensive by using the Sky Step to free your Lesser Golems.

KARINE JO

Bring Ahau Kin with Ground Flames, then blast him with a Star Spread or Dragon Breath.

MAXIMUS

Trap the high priest with your Net as he can't summon his Sunburst, follow with a combo.

PABAN
Wait for him to fire up the Sunburst, 3-D dodge, then surprise him with the Leg Toss.

TAK

Unleash an avalanche of Boulders on Ahau Kin as you can get close enough to throw him.

VALLEAH

Get on the offensive with the 3-D Air Toss, then trap him with the Skull Snapper.

VERDOD

Catch up with Ahau Kin by teleporting, then concentrate on performing the Spinning Disc.

WARHEAD

Blast Ahau Kin with Missiles after slowing him down with the Demorbail or Shockwaves.

Anubis

...GRAVE ROBBER...



Anubis is swift and elusive like the desert wind. The jackal-headed Egyptian frequently resorts to launching his Pyramid of containment to ambush you like a helpless mummy. Before you have time to react, he'll follow up with a series of Telestalls to repeatedly teleport behind you and blind side you with a Staff apparatus. To Telestall, Anubis will pound his staff into the ground. Watch for this cue, then quickly 3-D dodge to fool him. Expect Anubis to summon his Pyramid if you notice him leaning back spreading his arms. Escape capture by hurriedly blocking, ducking, or 3-D escaping. Anubis can also launch his Pyramid while he's in a mad dash, so avoid frequent jumping since it's easier to get caught off guard while in flight.



Anubis's ground trap is the perfect place for keeping an enemy who has Telestall'd. Stick to High-Low Combo.



Stick to jab, jab, jab, jab. Use the Telestall skill to keep an expert strike your foe while teleporting out of harm's way.



As you feel immune from the matching sweep of the Staff Cheek, tackle them with the Hellcockle's Pounce (HPP) as they get up.



Use the Staff Charge to confront long-distance fighters—you'll reach and impair them, so you can easily pound out a combo.

Fighting Anubis

AHAU KIN

3-D dodge the Pyramid trap with your own trap. Ignore the Sunburst, then resort to evasion.

EVIL

Keep jumping to avoid the Pyramid and Staff Belt, then retreat with the Ground Lasso.

KARINE JO

If you launch your projectiles from a distance, you'll have enough time to block the Pyramid.

MAXIMUS

Move in close by 3-D dashing and hitting Anubis. Finish him off with the Dragon-Hoops.

PABAN
Teleport and Dodge 4 times to escape the Pyramid or Telestall then counter with the Leg Toss.

TAK

Apple Anubis with the Carthage; then help him down with your Boulders.

VALLEAH

Shield Charge as much as possible to keep Anubis from setting his Pyramid trap.

VERDOD

Four on the Game Time before Anubis can escape to Telestall, then jump in to gouge.

WARHEAD

Use the Cannonball and Shockwave, especially after being freed from the Pyramid.

Cy-S

...PSYCHO CYBORG...



It's difficult to fight Cy-S up close, because he prefers to fight from afar with his Lasers. The Orbians also make it difficult to come into contact with the cyborg, since the protective satellites revolving around him are charged with energy. Blast his Orbiter shields with a projectile, then bring him within striking distance by trapping him or teleporting. Cy-S is unable to set traps, but he can keep you tied up with a steady stream of Laser fire. When he's ready to shoot, he'll crouch, so be ready to dodge or block. Since his abilities are limited when fighting at point-blank range, Cy-S will try to keep you at bay. Exploit his weakness by trapping him in a corner and overloading his circuits with a combo.



Cy-S's abilities can't outrange the path of the Orbiter Laser, so strategic blocking's the only way to avoid getting scored.



Cy-S can summon up to four Orbiters per round to shield his path. To launch them as projectiles, hit HP and LP simultaneously.



Make you see him, see you don't. Cy-S revolves at the side panels for a brief opportunity to attack a god here behind.



Cy-S's only (relatively) special move is his rapid fire Blaster. Full it with a combo to peak near push into your head-to-head combat.

Kabuki Jo

...SAMURAI WARRIOR...



Staying airborne is the best way to stay on top of your game against Kabuki Jo. Often times, he traps groundlings in his Ground Flame trap, which he initiates by lifting his hands to his shoulders. Dive to avoid getting a hotfoot, but don't jump in the samurai's path—he'll be quick to interrupt you with a sweep kick or uppercut. High blocking will defend you from his special moves, since his only special low attack is a sweep from his Staff. Blocking will also help you against his 3-D Star Spread, which speeds along multiple trajectories to mow down anything standing in the arena. To avoid any of his sweep attacks, jump back, then trap him to quell his asonous arosai while you pull him with a combo.



Turn up the heat with Ground Flames to heat the trap you're in, then cook the softest deck by turning the fiery of the Star Spread.



The Dragon Staff (the thing of Jo's attack) connects at (mostly) random, while enemies' head-to-head offshoots won't reach him.



Kabuki Jo's fiery Dragon Breath will prevent enemies from closing in. It's also useful for setting up a Dragon Staff sweep attack.



To counter a 3-D Snake escape, use a 3-D Star Spread that will find the path to your enemy. If it connects, set the Ground Flames.

Fight Like a Ninja

ABALI NIN
Grip the cyborg in the Surost and shoot Neo Dive to disable his protective Orbiter.

ANLEIN
Select if to catch Cy-S off guard and weaken Laser fire, then trap him in the Pyramid.

KABUKI JO
Cy-S's the master of escape, so trap him up each projectile and sustain him with your Trap.

MA NININ
Strike Cy-S's along the time fight or bring him in by snatching him with the Net.

DALAN
Counter the Lasers with Lightning Staffs, and steal the offshoot with the Backlash Hook.

TAK
Keep the teleporting and trapping instead on the ground by striking up an Earthquake.

VALLAH
If Cy-S tries to roll away, lower the Axe impulse to put land hooplites in his path.

VOORDD
Unleash the Staffshot to bring Cy-S to your slinking, then Grab and Slip his CPU out.

WARHEAD
When Cy-S tries his Laser's volute, fire your 3-D Newkies, so to 3 land a dual field.

Fight Like a Ninja

ABALI NIN
Enter the Samurai to teleport near Kabuki Jo and attack him with your Dagger or a combo.

ANLEIN
He will try to keep you at sweep distance, so use the long reach of the Staff Chop to hit him.

CY-S
As an your Orbiter's to avoid projectiles. Fire your Lasers in order to avoid being Flamed.

MA NININ
Favour the Hammer Toss, then run in to attack. If he tries to counter back, toss in the Net.

DALAN
The Log Jaws will rocket you to the escape. Jo to resist or help you above his Ground Flames.

TAK
Cause an Earthquake before Jo ignites Fire and Flames, then swallow cover with a Boulder.

VALLAH
Flash with the Staff Chop, then slam him with your Axe Impale if he tries to escape.

VOORDD
Release the Staff Chop on Kabuki Jo, then teleport to pursue him with the Springing Dive.

WARHEAD
The Cannonball will take you free to class on Kabuki Jo as you can Grab and Kick him.

Maximus

---VENGEFUL GLADIATOR---



Maximus is probably the most proficient warrior at up-close attacks and hand-to-hand combat. Any unfortunate War God who steps too close to him will most likely suffer from his onslaught of point-blank attacks, such as his Hammer Cut, Hammer-Slam, Head Butt, or Grab-and-Noogie.

He's also a master of the 10-hit Combo, too, so battle from afar with your projectiles. Use his face-to-face combat style against him by teleporting behind him or 3-D sliding to confuse him. Not to be outdone or overcome, however, Maximus will jump around the ring until he's landed close enough to spar with you. He'll also try to target you in his Net. Block it if you see it coming through the air, or else he'll jump in for more hand-to-hand combat.



Peel the opponent to knock down your foe with the Hammer-Slam, then keep the air grounded with the Hammer-Kick Power.



Throw the Net in the ring to trip an opponent who is trying to escape his grapple and personal engravings, or with Maximus.



Launch the Hammer Kick at your foe to finish the job, but once you pull your enemies. Walk these into a corner, then unleash a combo.



The Head Butt is an easy attack that you use when you're in the 10-LP for your Head Butts, since follow with some punches.

Pagan

---WITCH HEEDIST---



Pagan's style is the most diverse and well-rounded of the gods. She frequently, and unpredictably, switches between tapping, teleporting, waving hand-to-hand combat, and fighting long-distances. Her Leg Throw is the most formidable of her arsenal, since it occurs with little warning if she executes it up close. However, if she decides to launch the Leg Throw from the other side of the arena, you can easily dodge it since her flight glides by at a moderate pace. Pagan lacks special attacks that are low, so frequent high blocking and a low offense will ruin her assault. In order to see the witch's tail and trouble, you'll have to use as many of your moves as possible to mix up an attack that's sure to match her varying offense.



The Leg Throw is a great strategic move since it allows victims quickly and throws them far enough so they're out of harm's way.



To quickly reflect an opponent's low hits and 10-Counters, throw Pagan into the Leg Copter to deal a high-speed sequence of kicks.



The Skullsaw Kick locks its victim in the key grip of skullsaw, instantly allowing Pagan to attack her captive unopposed.



In a close of combat, post, she's gone! Pagan's ability to teleport makes her an opponent who's difficult to catch or predict.

Fighting as...

ARAI KIN

You can easily attack with a combo of six, your Sabatani Impeders Maximus to your feet!

ANUBIS

Avoid stacking up close for long stretches. Instead, use the Teleport to make an impact.

CV-8

Leaves and Orders will keep CV-8 at a safe distance and out of the hands of Maximus.

KABUKI JO

While the Dragon Staff and take the Star Spin to lock Maximus into the Ground Haves.

PAGAN

Charge at Maximus with the Leg Throw or Leg Copter, then teleport out before he retaliates.

TAK

Masterful blocking will win the upper hand in the mostly hand-to-hand battle against Maximus.

WALLAH

Block in with a speedy charge-and-retreat tactic to claim a victory for high-velocity. Watch.

VOODOO

Fly in the Skullsaw so Maximus can't approach, or sidle him with the Bone Hair.

WARHEAD

3-D dodge to avoid getting cornered by Maximus, then blast 3-D Miracles to ease.

Fighting as...

ARAI KIN

Introduce the mistress of Black arts to the light of the Sabatani, then Climb the hill.

ANUBIS

Let the Pagan as Leg Toss can get her through an entire match, so duck or block high.

CV-8

Escape together from using the Leg Toss by using your Deflectors, then use your Levers.

KABUKI JO

Keep the Dragon Staff handy—you can knock her off her feet and knock her from jumping at you.

MAXIMUS

Remember when the ground is kept unpredictable Pagan in one spot. Net her to keep her there.

TAK

Block high to catch the Leg Toss, Overhead Fireworks, then drop a Boulder on her.

WALLAH

Capture the Soul Sappers, then Shield Charge Pagan before she can get her skullsaw.

VOODOO

The Leg Toss is easier to block if she lands from far away, so fire your Skullsaw to lock her up!

WARHEAD

Duck the Leg Toss, then move the earth with your Skullsaw so she'll have a shaky landing.

Tik

---STONE IDOL---



Tik's stun attack is the Earthquake, but he moves slow enough that you can easily spot him raising his arms and leg to initiate his tremor. However, what he lacks in speed, he more than makes up for in size and strength. Mountainous Tik has the greatest reach of the ten War Gods, allowing him to extend his punches and kicks to an Andean distance while staying far out of the roaches of his victims. Keep away from Tik, and stick with long-distance attacks, such as missiles or traps. If you've locked the living statue in a trap, move in with a combo or some short quick punches and kicks. Be ready to block, because, uncharacteristic of his glacial nature, Tik can hurl boulders with great speed!



The Rock Crash sends you with an onslaught of boulders. If you're in Tik's vicinity, so be sure to get to safety.



When your legs get up after missing Tik's Overhaul, there's a chance they'll be crushed with his Unblockable Passes or Gashes.



With a big boulder, Tik flips his opponent into the Spines. A Rock Pin will then finish the job.



All of the War Gods can throw their opponents FUL in Tik's case, he requires three so he spiked helmet and tosses these into.

Vallah

---VIKING PRINCESS---



Vallah's lightning speed makes her the fastest of the War Gods. She's also fiercely aggressive and eager to attack. She often opens with her Shield Charge to plow you into the back of the arena. Her common follow-up is the Axe Impale, which will bash you into the ground with the mighty swing of her blade. Use the 3-D escape as much as possible, because her moves are difficult to anticipate. Her sun move, the Skull Snapper, also comes with little warning, so it's best to keep moving to avoid the jaws of death she summons. The fight against Vallah is usually a defensive struggle, so hold your ground by dodging and blocking. If you manage to get with an offensive position, strike back with projectiles and traps.



The Skull Snapper sends you with Vallah's jaw in its ability jaws so make it even easier for her to execute her quick attacks.



Vallah often moves down into with her Shield Charge at the start of a battle or after a stun, since it's a fast, straight move.



If opponents get too close to the Viking princess, she can send them flying with her Shield Bash to open them up to combos.



The Axe Impale will not short the life of any character appearing. The move is helpful since it keeps enemies at sweep distance.

Fighting As...

AHAI KIN

Take mostly a hard-to-head fighter, so quickly exit through the Spines after punching him.

ALIENS

Tik uses jump attacks often, so counter with an upward, then Horn Charge or Staff Chop.

EVS

Arm your protective Goggles as Tik can't grab you, then attack her with the Shields.

MARINE 3D

Take reach extends to sweeping distance, so resort to using the long distance 3-D Star Spread.

MAXIMUS

Maximus is also proficient at up-close combat, but the Hammer Toss will give help, too.

PAKLAN

Avoid using the point-blank Leg Copter and stick with the Leg Toss and Lightning Bolt.

VALLAH

Rather than charging into the mountains, use your traps or throw your Axe to stun her.

VOODOO

Use both the High and Low Six-Aways to confuse Tik—the second is able to block all of them.

WARHEAD

Rely on the Shockwave and Cannonball, but be ready to jump over Tik's smaller Earthquake.

Fighting As...

AHAI KIN

Counter Vallah's stomps and attacks by charging her with the Clothesline.

ALIENS

Vallah can release fast and furious combos, so attack her when she's in the Pyrene.

EVS

Use your four Goggles sparingly because they'll stop her from clearing at you any further times.

KABUKI 3D

Mount and stomp her from behind and the hyper-active Moby-jaw swiping the Dragon Staff!

MAXIMUS

Vallah is quick on her feet, but she's not sure-footed. Tie her up with the Hammer Slam.

PAGAN

Teleport, then to the Leg Toss. Vallah moves in so time, so be ready to teleport again.

EVS

Jump punch and jumpkick to avoid Vallah's aggressions. Also, into the Earthquake.

VOODOO

The Spinning Chain will keep Vallah at bay for only a short while, so immediately teleport out.

WARHEAD

No matter where Vallah stands, Warhead's 3-D Missile should make their way to her.

Voodoo

...WITCH DOCTOR...



Shibery Voodoo is one of the jumpier fighters in *War Gods*. The witch doctor rarely fights from one spot; instead, he prefers to bounce around the arena and dizzy opponents by jumping, 3-D dodging, and teleporting. When Voodoo starts spinning in place, he's about to teleport. He usually reemerges as a brawler, slashing you with his Spinning Claw, so 3-D escape if you sense him swirling. The prime time to trap zippy Voodoo is when he arrives at his teleportation destination, so leave a trap for him to materialize into, then close in on him and keep him busy with a combo and more traps. Voodoo's strategy is to play keep-away, so if you can stop him from slipping away, you'll win the upper hand (or claw) in your match.



To trap *Wu Sucks*, Voodoo sweeps his arms down to sweep the *Pow Pow*. *Meds* will fall from the sky, giving enemies to the floor.



Voodoo's *Startoff* is handy for reviving a slippery opponent for close-range combat. If you see it, follow with the *Snail-and-Slip*.



Voodoo can knock his *Skullwings* high or low in the air. Altering both variables is one offensive way will confuse foes.



Voodoo also uses the teleport trick, making him a tough enemy to hit. Expect him to appear behind you with the Spinning Claw.

Fighting Tips

AAHU KIN
The easiest way to catch the spirit-like Voodoo is to teleport behind him with the *Sango*.

ANJIN
Hit the *Staff Bolt* to blast Voodoo on the defensive. Use to trap him in the Pyramid.

CV-S
Use *Grinders* to protect your back when Voodoo teleports. Then turn around with the *Spinner*.

KARUKI JO
Kick into a corner, swinging the *Sweet Fury* to swat away a teleporting Voodoo.

MAKINER
Don't usually set up your feet or *Warrior-stun* to put the kibosh on Voodoo's *knock*.

SHAN SHAN
Subdue the *Skullwings*, *Snakebit* and *Bone Rain* by intercepting Voodoo with your *Leg Toss*.

TAK
Roll out the *Boilers* and *Earthquake* so Voodoo can't step out of your stone grip.

VALLAH
Charge with a combo before Voodoo can escape, ship him in his *troika* with the *Assaultable*.

WARHEAD
It's hard to knock an on *Voodoo*, but your 3-D *Mesles* will easily barge a corner.

Warhead

...TOXIC TROOPER...



Warhead's favorite moves are the *Cannonball* and *Shockwave*. In both moves, he pounds the ground to knock his opponents off their feet. *Warhead* jumps as more often than as a panoplist, so be on guard. When he hits the ground, he usually goes ballistic by firing *Mesles* or unloading the *Cannonball*. He'll also resort to his old, reliable earth-shaking after he knocks you back with a hit. Make a habit of blocking or jumping after he pushes you away, and you should be able to avoid his quakes and catch him off guard. Use low blocking against the *constrains*, since most of his strategy is aimed low. Aim high with your offense, but don't jump attack too often, because he speedily retaliates with uppercuts and sweep kicks.



There's no safe place to stand when he shakes out the *Shockwaves*. The impact will bowl over the path so be on guard on them.



The *Cannonball* is similar to the *Shockwaves*, but it's range is limited. Use it when you're in to attack an opponent face to face.



If you're standing directly in front of your enemy, fire your *Mesles*, then overwhelm the *charge* with the *charging Shockwave*.



Knock 3-D *Mesles* to blast your opponents wherever they are. The *knock* is a particularly effective way to fall a teleporter.

Fighting Tips

AAHU KIN
After blocking *Warhead's* tremors, keep him off the ground by suspending him in the *Sunburst*.

If he stomps or shouts, fire the *war zone* and return to opponent *Warhead* with the *Tobacco*!

CV-S
Fire your *Lasers* from high in the air, since *Warhead's* special moves can't reach you there.

KARUKI JO
Before he has a chance to fire his *Mesles*, roll the *area* with your *Star Spread* attacks.

MAKINER
When *Warhead* jumps to dump the *Cannonball*, counter with the *Hammering*, then block.

SHAN SHAN
Teleport around *Warhead* so he can't use his *Mesles* as you then throw the *Leg Toss*.

TAK
Keep *Warhead* from getting going by squashing his spirits with *Boilers* and punches.

VALLAH
Hit the 3-D *Area* with *mesles* *Warhead* in the *Skull Snapper*, then follow with *charge* attacks.

VODOOD
To avoid the *shiny ground*, trap into and use *shiny* attacks to dodge *Mesles*, *teleport*.

Grox



Prepare for heavy-duty fighting! The portly Grox throws his weight around the arena, showing, tossing, or even belly flapping on top of you. If he jumps at you, retaliate with an uppercut. However, keep your jumping to a minimum, because the tubby overlord will counter your leaps with an uppercut or jump attack. The key to victory is his belly, so wait for him to expose it, then pummel him with a series of jump kicks or jump punches. Grox easily tires and he'll eventually stop blocking. He'll soon regain his strength to fight back, so quickly back out or 3-D slide out of the way after connecting with four hits or so.

As soon as the game starts, get moving—if you blink and wait, you'll be vulnerable to Grox's scissor stomping.



Jump right before Grox stomps his foot, or you'll be briefly dazed by the impact of his shockwaves. If you recover in time, 3-D slide to escape being flattened.



If you're not on the offensive, stay out of Grox's way. Otherwise, he'll pick you up by the head and toss you aside like a rag doll.



Grogetrain Grox has a long reach, so always 3-D dodge out of his grasp, rather than backflip up. You can use Grox's large size against him by fighting low and ducking.



Topple Grox by charging with jump kicks or punches. After pouncing out four hits, back out, because he'll soon retaliate.





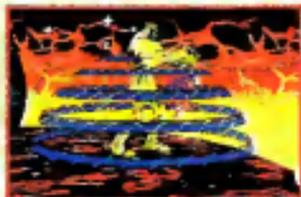
Exor



The only thing preventing you from claiming the grand One is Exor, but he's quite the roadblock. Rather than plowing through him, fight at the opposite end of the ring and use long-distance attacks, like projectiles. Exor will try to get you in his clutches by retrieving you with his trap, so 3-D dodge as much as possible. Using 3-D escapes will also keep you free from his Laser beams and ground terrors. Create as much space between you and Exor as possible—you'll have more time to anticipate and react to his attacks, as well as a longer opportunity to launch your projectiles before he encroaches upon you.



Exor's trap will deliver you face-to-face with the overlord. You're no match for Exor's hand-to-hand combat, so be sure to avoid his trap and it will free right by you.



Stay away from Exor, or he'll power up an energy rift that will trap you out of control.



As soon as Exor jumps, 3-D Dodge to avoid his Laser. If you're landing, slip under with the Laser's path and run toward the floor. As he lands, greet him with an uppercut, then launch your projectiles.

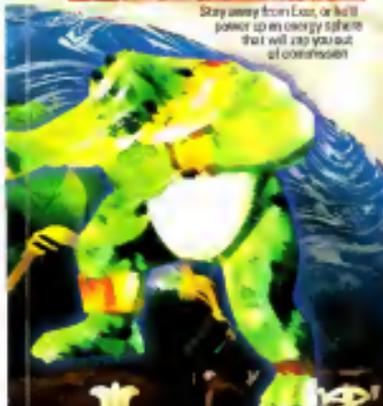


Stab Exor's feet at the opposite end of the arena and blast Exor with your projectiles.

After blasting off three batteries of projectiles, 3-D escape to avoid his counter attack.



If you beat Exor twice, he'll explode into the powerful piece of One that raises the heavens, and all will bow down to you as you become the supreme War God who has brought the universe back to life!



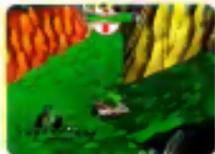
SPACE STATION SILICON VALLEY

THE TAMING OF THE ZOO

Imagine Jurassic Park, only instead of a sanctuary for dinosaurs, there's a space station stuffed with berserk robotic animals that can transform into different, and sometimes armed, vehicles. The galaxy's fate depends on Dan Danger, who (with the help of his robot, Evo) must commandeer these animals and tame Space Station: Silicon Valley.

From the offbeat Monty Python to the whimsical Wallace & Gromit, the British are always shipping strange and ingenious imports across the pond. Scottish developer DMA push the tradition even further, introducing North America's N64 players to the witty and cleverly fantastic world of Space Station: Silicon Valley.

The station is a self-contained universe flooded with dozens of ecosystems being overrun by robotic animals. These "Nanobots" can evolve into various vehicles, each with unique abilities. Your mission, as the hapless hero, Dan Danger, is to explore and secure the massive space station by commandeering the Nanobots. At the moment, there are around 40 Nanobots populating 30 levels, but the all-polygon 64-megabit game is still in development. By December '97, BMG Interactive hopes to have DMA's space station launched.





NEWS FLASH

We're receiving transmissions from Space Station Silicon Valley! The renegade space station was created a thousand years ago in the 21st Century as an experimental world to test the dangerous Nanobots. However, after being on-line for only five minutes, the space station vanished. Now, a thousand years later, the space station has drifted back into orbit to threaten our galaxy. Apparently, the Nanobots not only have animal characteristics, but through the years, they have learned to self-replicate and transform themselves into vehicles.

The president's initial attempts to secure the space station failed when shuttle after shuttle of space marines was obliterated by the Nanobots. She has now resorted to scrounging in the expendable and wildly unpopular Dan Danger and his robot sidekick Evo. Their shuttle is crashing outside the space station now, and we'll keep you posted on their progress. Who knows? Maybe they'll get Silicon Valley back on line, but if they don't, no big loss—we won't miss the blocks.

TRANSMISSIONS FROM THE SATELLITE ARK

Space Station Silicon Valley comes from Scotland—a land characterized by such curiosities as bagpipes, Transporting and the Loch Ness Monster (Faintly). Scotland is also home to DMA, software developers who have brought us even more quirky amusements such as Lemmings and Ultracon. According to Brian Baglow, DMA's Communications Manager, "Space Station Silicon Valley is distinctly British. The animation, humor and attitude is something that you'd never see coming from the U.S. or Japan." Silicon Valley's Project Leader and Art Director, Jamie Bryan, whose early artistic influences include the matinee cartoons of Tex Avery (Droopy) and Chuck Jones (Bugs Bunny), says the animation style he created for the game has a "retro look with a slightly wister side. 'A drive-in B-movie of a game' as an art colleague described it." Brian adds, "The art is fun enough to appeal to kids, but it's not so cutesy that it'd turn off older players."

Silicon Valley was initially conceived as a PC project, but the designers at DMA soon found that the platform was limiting the game. To fit the game on the PC, the designers had to hesitantly resort to cutting out parts of the game

"Nobody was particularly happy about dumping on the game," Brian explains, "but then the N64 came onto the scene, and we thought, 'This machine can do so much!'" With the N64, the designers were able to fit their original concept into a Game Pak with room to spare. Now they're actually adding more and more to the adventure. The camera can zoom to any angle, including first-person perspective. Dynamic lighting and realistic weather effects highlight the complex environments. There are even dynamic water effects complete with transparent splashes and ripples. More is in the works, and currently, DMA is wrangling six programmers, five artists and two level designers to breathe life into the world of Silicon Valley.





UPDATE

Evo has been destroyed! Dan Danger sent his robot partner to scout Silicon Valley, but is soon to be boarded the space

station, he was immediately blasted into scrap metal by the space station's on-board defense system. However, Dan reports that Evo's super-intelligent mobile chip has survived the attack. From the safety of his shuttle, Dan has been guiding the chip by remote through the futuristic Nautilus, known as Silicon Valley. According to Dan, there are endless stretches of jungle, desert, arctic regions, aerial areas, bodies of water, and European grasslands to roam and explore, but it's difficult to navigate the expansive ecosystems traveling only as a tiny, roving microchip. Dan tells us things would be peachy if only he could somehow control the Nanobots.

ALL CREATURES GREAT AND SMALL

DMA is estimating it will take around five months to design the game's 30 or so levels. The space station is essentially a satellite stuffed with a planetful of every possible type of environment, and the developers are striving to design lands as complex and elaborate as those in the real world: Rolling hills, grassy fields and expansive greenlands blanket the European grasslands of the space station. Deserts complete with pyramids, a Sphinx, camels, scorpions and sidewinder snakes can be explored both above and underground; jungles are cloaked in lush foliage, and arctic regions glisten with icy glaciers and snowy tundra. And some areas aren't even land-based, like the aerial or aquatic levels. Leslie Benzion, Lead Programmer, asserted, "The water isn't just for show, either. Anything in the water is affected by the current, and some animals are better swimmers than others."

The scope of the game is immense, and exploration is one of the game's main elements. Brian explained, "We want to leave the game wide open—it's up to the player to explore and figure out where to go." DMA hopes to



immerse players in the game by appealing to their curiosity and sense of adventure. "Every day I show up to work hoping to play the game,



but the designers won't let me, because they know I'll spend all day playing it," Brian complains. "I've just become the bear who can turn into a unicorn. I've discovered that he can also juggle, but I can't figure out yet how it will be useful."

The animals' unique abilities are essential to solving the game's puzzles or locating the doors that separate the numerous levels. Some doors are hidden, while others may escape detection if you're controlling the wrong animal. Only a soaring Nanobot like a fish or walrus will be able to find the underwater door. Moreover, an elephant Nanobot will never fit through a six-inch door, so you may have to keep exploring until you can win control of the distinctive rat Nanobot. Programmer Grant Silveira emphasizes, "If you see an animal, you know that you will be able to control it. You won't be able to fully complete the game until you have played every version of every animal."





BREAKING NEWS

Dan Danger has managed to commandeer a Nanobot! By using Eve's mobile chip to sap the energy out of a Nanobot, Dan was able to overpower the thing and assumed command of it. From his shuttle, he's now remotely controlling a rat Nanobot, navigating it through the maze of

sewers staking below the surface of Silicon Valley. And this just in: Dan is using the rat to fight another Nanobot in the hopes of draining its energy... He's defeated a fish Nanobot and has transferred Eve's chip to it so he can control it! Now Dan can steer the fish to reach an underwater passage! He plans on damming up the river with a boulder to reach another area, but he'll have to take over a Nanobot brave enough to do it. That Dan's a real study of a hee.

SILICON VALLEY



GALAPAGOS-A-GO-GO

Just like in the real world, the space station is governed by the food chain, and there is a definite animal hierarchy: if you commandeer a rat, you won't be bothered by fellow rats, but other animals like dogs or foxes may prey on you. In turn, lions and tigers and bears (ah, my!) may not be very fond of dogs or foxes.

It's survival of the fittest, so you're forced to constantly reevaluate the Nanobot you're controlling in relation to the terrain and its inhabitants. A rock may be a minor roadblock for a horse, but to a mouse, it's a mammoth obstacle.



Mice can scurry, but it won't guarantee them escape from a predatory eagle.

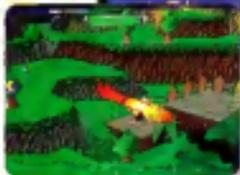
Silicon Valley throws a wrench into natural selection, though, by compensating for any animal's shortcomings with the Nanobot's ability to evolve itself into a vehicle. As Nanobots, the mice of Silicon Valley can not only increase their speed by sprouting wheels, but they can also use their tails to propel themselves like helicopters. "We tried to invent animals with special powers that you'd never see in nature, like flying mice or tortoise-tanks," Brian says. "At least we hope you don't see them in real life. We checked National Geographic, and I think we're safe."

National Geographic's never seen anything like this.



dog-fighter

planes, fox-rocket, turtle dragons, polar bear-tanks, and hyena three-wheeled. The animals spend everything from wheels and skis to springs and pop sticks, and they continue to evolve throughout the game, too. Grant explains, "Even animals you thought you were familiar with can suddenly sprout radar ears or gun turrets in later levels!" (Hey, what's that spinning noise? Oh, it's just Darwin rolling in his grave.)





IMPORTANT BULLETIN

Dan has sent back some diagrams of the animals and their various transformations. Our man

has encountered fish, birds, mammals, reptiles, amphibians and more. He tells us, quote: There are oodles of puzzles and tasks I must finish in order to make my way through this world! I've finally gotten the other mice to leave me alone after being crowned King Mouse for smokin' them in a mouse-jump race! Urpate, Ooh, Dan Danger, king of the mice. Of dependable Dan's never been one to sleep high, but for the sake of the galaxy, let's hope he pulls this mission off!

FIERCE CREATURES

To tame the animal kingdom (or anarchy) of Space Station Silicon Valley, Dan Danger must know how animals interact with one another. If Dan commandeers a dog, he'll be able to herd and hunt a scattering of sheep into a flock. On the other hand, if Dan commandeers a rat, he can simply

walk, and the flock will sheepishly follow him. The game is being programmed with a scripting system that gives the level designers complete control of building the game's levels. Programmer Daniel Leyden elaborates, "It's contained in this all-powerful game editor we created that allows us to set up complex scenarios." This scripting system serves as the foundation for the artificial intelligence guiding the Nanobots.

And they have animal instincts, too. "If you tell a sheep to go somewhere, and it crosses the path of other sheep, they will join it in a flock and end up following it," Daniel says. "We have also coded behavior between types of animals, so a rabbit will ignore a mouse, but flee from a fox or bear—unless, of course, it's the vampire rabbit."

Unpredictable animals call for unpredictable levels and environments. Level Designer Kenny Mitchell asserts, "Each level introduces something new and unexpected. You can never be sure what you're going to find next." There's a world of roving and exploring (like in Super Mario 64), but there

are also brainloads of puzzles and sub-games. There are racing levels (like Mario Kart 64),

and flying levels (like PilotWings 64). It even becomes a shooting and fighting game when you must battle other animals to take them over and

play the game from their shoes, hooves, flippers, or what have you. Unlike other games, however, Silicon Valley be-

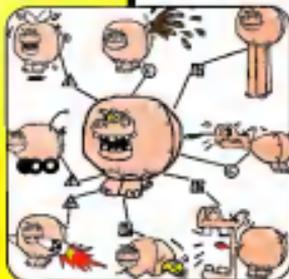
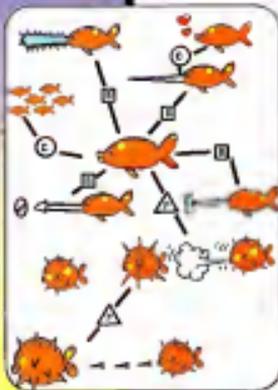


comes a species of its own, since the action and gaming possibilities change depending on which animal you choose to inhabit. And while the space station



may host a zoo's worth of animals, some proposed creatures didn't quite make the cut and missed the

bus. James cites the unfortunate pig, raccoon and chicken, but he enthuses, "I'm quite sure they'll be appearing in Silicon Valley 2."



This application scientist masterminded the 21st Century space station and developed its Nanobots. In this century, Jamie Bryan, Project Leader and Art Director of Silicon Valley, is masterminding the game's character design.



"The main inspiration for the characters in the game must come from the rabbit, which dictated the style and feel of the game early on. The rabbit was based on a sketch I drew for my nephew." Jamie also drew much inspiration from real life. "Dan Danger is based on my dad," he admits, "and we spent a small fortune researching the animals through videos, wildlife books, magazines, toys, Lego blocks, and the cinema. The abilities of the animals branched off from the environment, moods and control methods associated with each robot animal."



In the future, Earth is governed by one president, and she (don't let the mustache fool you) orders Dan Danger and Eve to pacify Silicon Valley. Back in the present, much of what happens in Silicon Valley is governed by the efforts of DMA's programmers.



"We are using a revolutionary new animation technique for our animals," explains Programmer Obba Veneo. "Rather than displaying a series of pre-built frames, we calculate a new skeleton per frame based on the animal's position on the landscape. We can even stretch, squash and bend the skeleton in real time to add more cartoony effects." Artist Andy Hay adds, "The toddlers in the game were all modeled first in Alias then rendered to give them a true 24-bit color depth—this gives the game a truly distinctive visual style."



Dan Danger, here! There are still hippos, crabs, birds, rabbits and more animals to tame and acres of sprawling territory to explore. I'll see you sometime near the end of this year, and I hope you pick me for your N64, 'cause you'll be picking a winner!



THE JUNGLE

The Jungle A

You'll have to be quick if you want the Ultra Health power-up in the center of this small chamber. To steal it, leap to the center platform and immediately leap again to avoid being perched by a quartet of spined pendulums. Any mistakes will have lethal consequences.



START

+...0

▼...16



Box of Bullets

Box of Shotgun Shells

+...6

▼...47

Box of Bullets

Large Energy



START

Explosive

The Jungle B

The strange sounds you hear in this level are the wrecking ball pendulums sweeping back and forth across the narrow walkways. Each pendulum clicks as the mammoth weight reverses its momentum. Wait and listen for the click, then sprint for the far end of the walkway.



THE ANCIENT CITY

The Ancient City A



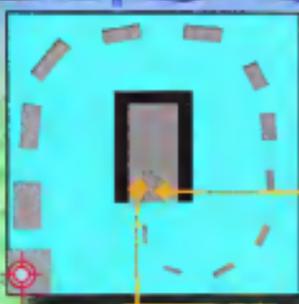
An iron fence divides this stage into two sections. From the starting point, hop across the platforms until you reach a pool of water. To get to the other side of the fence, you'll have to swim through the underwater corridor. The second half of this stage is suspended above a lava bed. If you maintain your balance, you'll reach the exit.

+...0

▼...48

START

Box of Bullets



START

Box of Bullets

Explosive Shotgun Shells

The Ancient City B

Your journey through the werp level gets tougher with every leap. Each platform is narrower than the preceding one, so you'll have to gauge your distance and wait for your footing before every treacherous jump. A box of Explosive Shotgun Shells is waiting beside the exit.



+...0

▼...13

START

LEGEND

- 25% Health... + Cave
- Full Health... + Water
- Ultra Health... + Ground
- Bridge/Ladder... + Lava
- Explosive... + Elec
- Shotgun Shells... field

The Cata

Cool heads will prevail. Flaming jets shoot anything in their path to subside, then your row planks. Make a dash next to the exit.



START

THE RUINS

Plots Energy Cell



The Ruins A

Walk the plank, Dino Hunt! The narrow platforms winding through this level are similar to the ones in Ancient City B, but here you'll have to dodge swinging spiked pendulums. The lights gradually go out as you work your way toward the Ultra Health power-up in the heart of the darkness.



+...0 ▼...32



The Ruins B

A risky mist obscures the platforms in this stage. All the best goodies, including a Large Energy Cell and a Box of Bullets, are along the back wall. Press the L Button to activate your auto-map feature as you venture into the foggy unknown.



+...0 ▼...99

START

Shotgun Shells

THE CATACOMBS

The Catacombs A

This chamber could leave you breathless. Dive into the watery passageway and swim as quickly as possible through the waving mass. If you can avoid getting hung up in the rusting grates and thorns, you won't founder. Your Auto-Map feature will keep you from getting turned around.



START

+...0 ▼...64

+...0 ▼...44

Catacombs B

all in this hot warp spot. rpen the walls, moment-way Wart for the flames dily run across the nar-running leap to clear the



TRE

Treetop V

Towering spires rise from above a pool of your leaps as you approach. The treacherous more power-ups than war level, so you can't take without collecti



THE

T

The an c find n's e



FINAL

Box



START

+...0

TOP VILLAGE

Village A

and fall like primary levels. Tense
ing from rock to
a stage has
any other
earn an extra
all of them



+...0 ▼...130

+...13 ▼...48



Treetop Village B

Take a walk on the prelevel balance
beam. Style and form mean nothing
when the game is survival. You'll
have to be a gymnast to make the
jumps to postage-stamp sized plat-
forms. Increase your odds for suc-
cess by looking down and gauging
your distance to your target before
making your death-defying leap.



LOST LAND

The Lost Land A

dark, glacial like might seem like
easy stage until the Commandos
you. Look up at the peaks and
in fire. As you dispatch each
enemy, a spire will rise out of the
water. Jump up these



The Lost Land B

Just like you did in the Lost Land A
level, you need to shoot the
Commandos to find the exit. It's diffi-
cult to see the enemies hiding in the
dark, so select a long range, explo-
sive weapon and light up the night in
front of you.



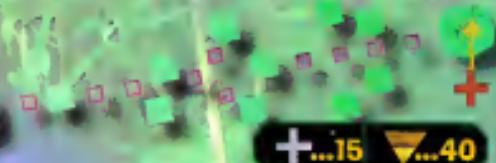
platforms to the exit, but don't forget to
grab the Tek Armor before you vault
back through the portal!

+...15 ▼...40

START



+...15 ▼...40



CONFRONTATION

Box of Bullets



+...0 ▼...28



Final Confrontation A

This is one of the tough-
est warp chambers in
the game. The hydraulic
platforms here won't
support all of your
weight, so you'll have to
jump as soon as your
feet touch down. Finding
the Fusion Cannon
can make this area
worth the trouble.

Final Confrontation B

You'll have to inch your way around the
perimeter of this steel chamber to
reach the Ultra Health power-up next
to the exit. Leap for the cross-shaped
platforms instead of trying to clear the
long gaps where the deck is broken.

+...0 ▼...67



Rockets

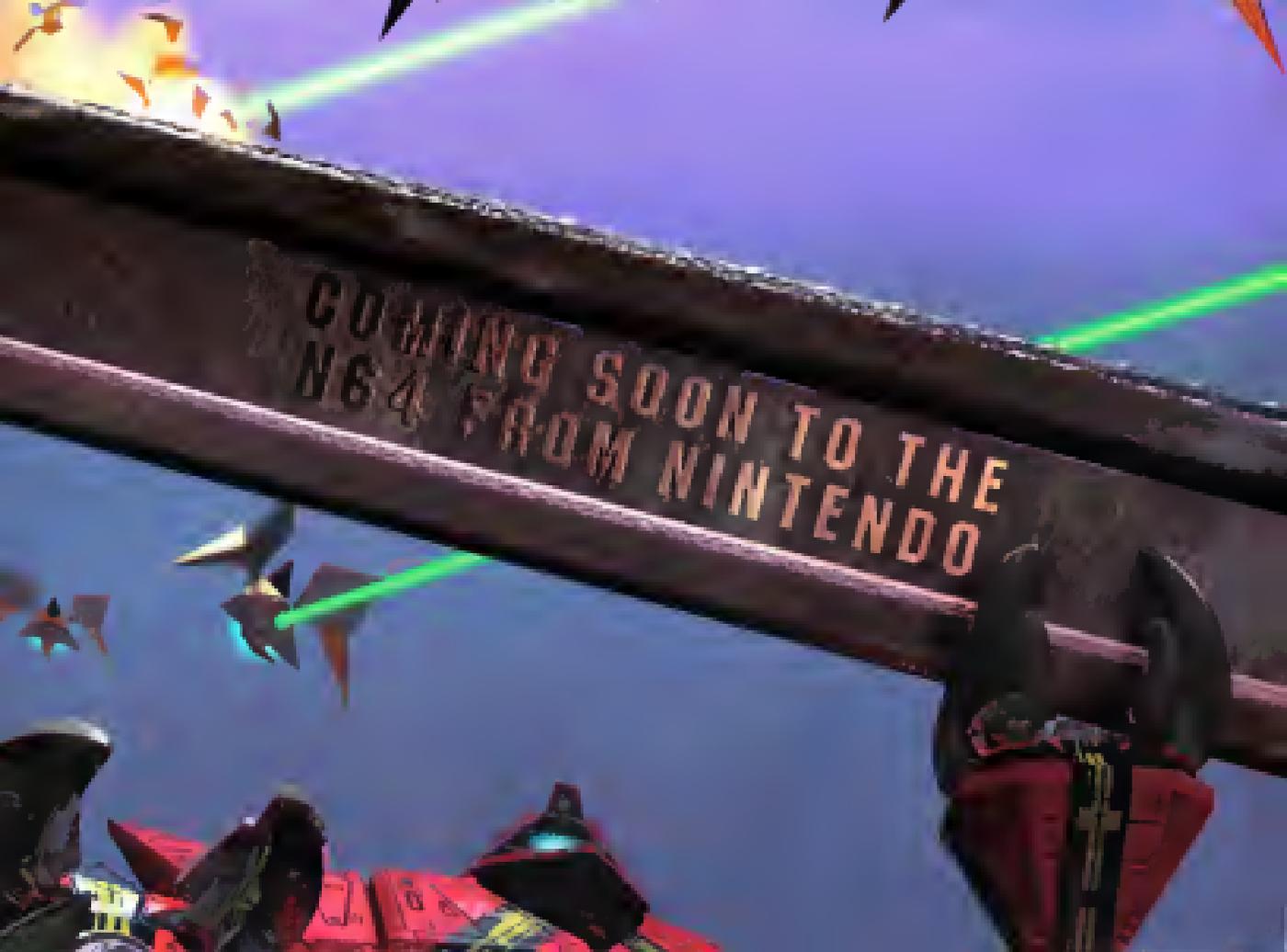
Box of Bullets

Explosive Shotgun Shells

START







COMING SOON TO THE
N64 FROM NINTENDO



EXCLUSIVE WARP MAPS

© 2007 Electronic Arts Inc. All rights reserved.

TUROK

DINOSAUR HUNTER

On the lam and looking for a warped and wonderful item? Teleport into this month's special feature covering all the items and strategies for every secret warp area in Turok: Dinosaur Hunter.



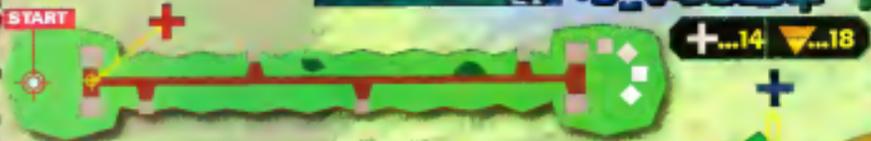
LEVEL 1

Level 1-A

The swinging chamber is packed with perilous, spiked pendulums. Make your way carefully to the other side of the load and collect the health power-ups as you work your way along the swinging stone platforms. The jump you'll make here is tougher than those in Valley Level 1-B.



LEGEND	
25% Health	+ Cave
Full Health	+ Water
Ultra Health	+ Ground
Bridge/Ladder	+ Lava
	+ Electric Field



© 2007 Electronic Arts Inc. All rights reserved.

Level 1-B is usually the last warp you players find in the game. Grab the Ace Shotgun and leap across the logs until you can see the dinosaurs standing in

the shadows. Dispatch all three of the enemies before you advance to the exit. You'll find a box of Shotgun Shells over the end of the level.

AERO FIGHTERS ASSAULT

SPEED: Km

1500

1400

1300

1200

1100

ALT: Ft

300

200

100

0

Welcome to Operation: Project Blue. You are a member of the Aero Fighters, an elite wing of a multi-national, peace-keeping force created by the United Nations to maintain order throughout the world.



Just months ago, a massive bomb was dropped on Antarctica. Our agents have traced the origins of this heinous crime to a mysterious military organization called Phantia Morgana.

The superheated air from the explosion has melted most of the ice around the earth's south pole, forcing living areas and harbor cities throughout the world are completely flooded by the rising oceans. You've probably seen the world news reports on the disasters in Tokyo and New York City. The armed forces of every nation throughout the world are working

together to save the beleaguered nations.

Unfortunately, this enormous rescue effort is all part of Phantia Morgana's plan.

As the military fleets move in to save citizens, the world's most vital and strategic resources are left undefended.

We're currently tracking at least four major hostile threats unfolding in different corners of the globe. Project Blue's Aero Fighters team is the only defense unit in the world that can be deployed to engage the enemy. So far Phantia Morgana has managed to keep us resting—we know of these four crisis situations, but everyone is anticipating more. Any one of these threats could be a diversion or a deadly trap. We know that the odds against you seem overwhelming. But, truth be told, you're the only hope left for the world.

A NEED FOR SPEED

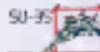
Strap in and grab your pre-flight checklist. You're about to be catapulted into the unfriendly skies against the wickedest and wiliest pilots and the deadliest and most diabolical devices ever assembled for conventional warfare.

Aero Fighters Assault, a joint project between Paradigm Simulations and Video System Company Ltd., is a high-flying game

elegant play control, and a compelling plot delivered on a realistic flight physics model.



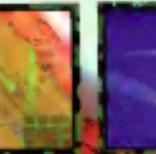
It's three parts flight simulator and one part arcade shooter. The formula for this exciting game's appeal and anticipated success is an even blend of astounding graphics,



While other jet combat flight simulators and games are structured around the conventional weapons of the Cold War, Aero Fighters Assault smashes this over-used concept with a diverse, multinational mix of aircraft on both sides of the former Iron Curtain. Flights of American-made F-14s take to the air to do battle against a squadron of American-made F-22s. A line of Russian-made SU-35s form up and lock on a low-flying group of F-22s. All fighters featured in the game have the same flight characteristics as



"Target verified at ten o'clock. Range 6000," your radio crackles. Time to get up close and personal with the rattlers and scorpions. You dive for the deck, your wing tips nearly scraping the canyon walls. Jagged sandstone screams by your head at Mach 5 as your afterburners incinerate the desert sand. A twisted piece of wreckage flashes past your plexiglass canopy. Even the slightest twitch at this altitude will be disastrous, but the danger is worth the risk when you consider the swarms of surface-to-air missiles (SAMs) waiting for you just fifty meters higher.



F-14B TOMCAT



Introduced in 1973, the four-thrust (quadrant) F-14B Tomcat is a twin engine fighter with variable geometry wings. The wings automatically sweep during flight,

allowing excellent maneuverability at high and low speeds. Despite its venerable age, this aircraft remains the backbone of the US Navy's fighter support.

MAWIK



Length: 11.5 meters
Span: 18.5 meters
Max Speed: Mach 2.34
Power Plant:
Two Pratt & Whitney
1120 F-404 engines



FS-X



The Lockheed Martin FS-X, also recognized as the Japanese F-2, is a joint fighter development project between Japan and the US. The FS-X will be a

multi-role fighter in the Japan Air Self-Defense Force. The aircraft's design is based on the F-16, but the FS-X features more composite materials and a larger wing area.

HEIN



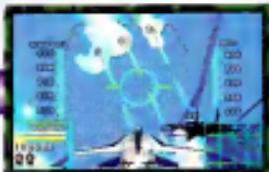
Length: 15.00 meters
Span: 10.00 meters
Max Speed: Mach 2.05
Power Plant:
Two General Electric
F40 GE TF engines



their real-life counterparts, but if you don't like the pairing in story mode, or if you're looking for a Cold War-style confrontation, you can pick your fighters and your fights in two-player, Death Match mode.

Whether you're scything leaves at treetop level or punching holes in the ozone near the threshold of space, the intricate and scenic details in Aero

Almost to the primary target. You ease back on the stick and put a little altitude under your feet. Parallel vapor trails streak off your wings. The Heads Up Display (HUD) and look-down radar are clear. Perfect. Almost. Your plane wobbles as your wingman pulls up in front of you.



Fighters Assault will leave you cranking the dial on your oxygen mask airflow controls. Take a supersonic tour of Tokyo's landmarks. Pull the trigger and watch an abandoned building implode and tumble directly in front of your nose cone—you can even stir up the dust cloud flip through wisps of cirrus clouds in the stratosphere. Kick up sea spray as you slide between the deep swells of the Pacific.



Ocean. The game delivers stunning graphics at real-time speeds.

Watch out for the jet wash of the other planes around you—



Aero Fighters Assault's physics model is so realistic that you'll experience turbulence while flying close to other aircraft. After taking to the air in PilotWings 64, the developers at Paradigm pushed the envelope of their N64 programming skills to cross-phonic heights. The game includes the flight characteristics of more than a half dozen contemporary and futuristic jets. And if programming goes as planned, you'll be able to heighten your flying experience by plugging the N64 Rambler Pak into the base of your controller so you'll feel the impact of modern air combat.



THE ARMY OF PHUTTA MORGANA

If there's not enough danger to worry about in the air, the legions of Phutta Morgana's ground forces are insulated with the best armor and weapons technology in the world, and they're more than prepared to deal with the Aero Fighters team. Their T-80U battle tanks, ZSU-30/2 mobile air defense platforms and AH-1 Cobra Attack Helicopters are equipped with the latest and most lethal assortment of anti-aircraft weapons ever aimed at the skies. Your Heads Up Display and radar will alert you to the positions of these units, but it's up to you to take evasive action. How will you react when the bright tracers punch holes through your composite wings? We'll spare you the hideous details about the enemy's surface-to-air missile networks.






SU-35 SUPER FLANKER



Unleashed at the 1993 Paris-Bonn Air Show, the Russian Saatchi SU-35 is an advanced version of the multi-purpose SU-27 "Flanker" that Super Flanker has weight program than the SU-27, with an enhanced target tracking system. The SU-35 evades an effective balance between ground attack and air-to-air roles.

Length: 21.14 Meters
Wing Span: 11.73 Meters
Max Speed: Mach 2.3
Power Plant: Two Ilyushin AI 3300
Approved: Excellent



A-10A THUNDERBOLT II



The Fairchild A-10A was first produced in 1975. It has a phenomenal maneuverability at low speeds and can sustain incredible amounts of damage from enemy fire without affecting performance. The aircraft's enhanced sensor makes it clear in ground attack roles against armored vehicles and navigating robotic monsters.

Length: 16.14 Meters
Wing Span: 17.1 Meters
Max Speed: Mach 1.58
Power Plant: Two General Electric T146 GE-900 Engines



TURN AND BURN



In combat in the Information Age consists of making more decisions than your

brain can process in half a heartbeat. That's why most PC flight simulators crash and burn on the virtual tarmac. It's impossible to hunt and peck for function keys or consult an inch-thick manual when you have a heat sealer seconds away from snuffing out your exhaust pipe. Aero Fighters Assault was designed with an effective balance between flight control features and advanced weapons systems. You spend less time learning and more time flying. Players with a rudimentary knowledge of flight mechanics can jump into the middle of a dogfight on the start of their first mission. Even if you just learned what "HUD" and "SAW" stand for, your basic survival instincts and a little spatial thinking will get you by so you can live to fly another day.

The developers at Video System have packed a compelling story line, entertaining characters and diabolical mechanical guardians into the

An alarm resonates through the cockpit. You sweep around and check the view over your shoulder. A missilecock later your blood freezes in your veins: two serpentine vapor trails from a pair of inbound missiles are winding toward your starboard wing. Do you deploy radar-debating chaff? Or do you yank back on the control stick and try some fancy diving at twice the speed of sound?

FSX



game, transforming Aero Fighters Assault into a beach of fresh air among the standard flock of carbon-copy flight combat

F-11



simulators. Every pilot in the game has a background and reason for fighting

Phutia Morgana. As you progress through each level, you'll encounter massive machines of mayhem and learn more about the enemy's

plan to rule the world. The victory conditions for each stage vary, so players meet up with a wide variety of scenarios and surprises. Mission goals range from defending strategic strong

A huge red blip juts into your HUD horizon. You've never seen anything like this blip. It's a metal behemoth straight from the collective masterminds at Phutia Morgana. This thing is spraying more fireworks than New York City on Independence Day—and most of the rockets' red glare is aimed directly at you.

points to mounting ground assaults against hardened targets to wiping out the unbearably dense.

Aero Fighters Assault's extensive details, features and high replay value will appeal to a large audience of inquisit flyers. The varied

R-10



F-22A

The F-22A was designed to replace the F-16 as the US Air Force's air superiority fighter. Because the F-22 has a stealth profile designed to evade radar detection,



The aircraft's armament is carried in internal weapons bays.
Length: 71.55 Meters
Span: 47.9 Meters
Max Speed: Mach 1.8
Power Plant: Two Pratt & Whitney F119 GE-109 Engines

SU-26

The SU-26 Sukhoi "Frogfoot" is the Russian counterpart to the A-10 Thunderbolt II. The SU-26 was introduced in 1976 and later modified after deployment as an aggressor



This air-powered aircraft was designed for ground-to-air missions.
Length: 34.1 Meters
Span: 18 Meters
Max Speed: Mach 0.8
Power Plant: Two Sukhoi R-39 Engines

EUROFIGHTER 2000

The Eurofighter 2000 was built by a consortium of British, German, Italian and Spanish aerospace corporations. The fighter's light, composite airframe and powerful engines make it ideal for air-to-air and air-to-ground



Length: 45.1 Meters
Span: 35.50 Meters
Max Speed: Mach 2.0
Power Plant: Four Eurojet EJ2000 Turbofan Engines

THE DANGER ZONES

Before the fate of the world is decided, the Aero Fighters team will confront the forces of the Mega-Morgans. While this game is still in development, Nintendo Power was able to get a sneak preview of a handful of the formidable stages. Keep in mind that these missions may be altered or omitted before the game is released.

The ground spins over your head as you roll toward the earth. Your intercom shrieks as your wingman takes a hit and spins out of control. No time for sentimentalities—you have a fraction of a second to adjust your sights before the mechanized monster streaks underneath you. Bombs away. The black cylinders shimmey like raincoats in the slipstream, then spiral downward on a one-way trip to oblivion. You roll left and hit the afterburners. The world ignites behind you. Milliseconds later you're racing ahead of the edge of a titanic, white wave of compressed air, heading for the safety of home. This mission is accomplished, but your war is far from over.

missions, multiple game modes, multi-player matchups and hidden enemies and characters will keep jet jockeys airborne for hours. If you like flying F-22 games, or if you've always wondered what it's like to slice the ground blue just you at twice the speed of sound, make sure you get a lock on this astounding title this summer.



TOKYO

The Metropolitan building is under attack by the super-Mega Saber XX. Plasma Morgan's Heavy Armed Walker "Watch where you're shooting" or you'll permanently remodel Tokyo famous landmarks.



DESERT

Monument Valley is bristling with columns of enemy armor and antiaircraft platforms. We don't know the enemy's plan, but we've determined that the locale's command center is located inside a massive Super Tank.



SKY

A squadron of stealth bombers starts the storm like a legion of unseen warthogs. Our ground radar installations can't track the threat, but the Aero Fighters will scramble to intercept when we establish visual contact.



THE PACIFIC

A Plasma Morgan armada is landing somewhere in the Pacific Ocean. Satellite imagery indicates that a vulnerable dropstright is in the fleet. If not destroyed, the vessel will decorate the world's trade routes.



BLAST CORPUS

Nintendo Power and Dark Horse Comics team up to bring you a three-part comic book adaptation of the story behind the hit Nintendo 64 game, Blast Corps. Part one introduces the Blast Corps team and sets up their mission to save the world from nuclear annihilation.



EPISODE ONE: JUGGERNAUT

...THE MUNCHIE SAYS
PRETTY BOY, PRETTY BOY, AND
THE FIGHTS RESEARCH, 'AFTER
4X MONTHS AT 50% HEURE,
LOOKING PRETTY GOOD YOUR
SELF.' GOOD ONE!





YEAH AS GOOD AS THE LAST FIVE.



WHAT THE HECK IS THAT?



OH MAN, THIS IS BAD!

I THOUGHT THEY SAID THE THINGS WOULD BE SAFE UNTIL WE GOT THERE!

YEAH, WE SHOULD HAVE KNOWN BETTER.

SO WHAT ARE WE SUPPOSED TO DO?



WE'RE GETTING OUT OF HERE WHILE WE STILL CAN. PULL OVER!



KAPERS, THIS IS OPERATION SPREADHEAD COMB IN PLAY! I HAVE TO SPEAK TO COL. BARKER!

RECKONING YOU SPREADHEAD I'M NOT NOT SURE COL. BARKER IS-



Refers Military Base
The office of Col. Barker.



WITH RESPECT, SIR,
IF YOU WROUN'T CUT OFF
OUR FUNDING FOR
YOUR OWN...

BUT
WE DIDN'T
EVEN--

DON'T
EVEN BOTHER
TRYING TO PASS
THE BUCK, 'COT YOU
AND YOUR PERMETED
TEAM WERE REALLY
DONS FOR BACK
THIS TIME.

THAT'S ENOUGH! NOW YOU LISTEN
TO ME. AS FAR AS I'M CONCERNED
YOU ARE DIRECTLY
RESPONSIBLE FOR WHAT HAPPENED TO
BREATHHEAD.



NOBODY
WANTS TO
HAVE YOUR
EXCUSES.

FACE IT, NASH,
WHEN IT COMES
TO THE GRUBB,
IT WAS YOUR
MEN WHO
COULDN'T
MAKE A
SIMPLE
MISSE.



HAS IT
EVER OCCURRED
TO YOU, SIR, THAT A
LOT OF PEOPLE THINK
THIS COUNTRY'S ALREADY
GOT MORE MISSELES
THAN IT NEEDS?

YOU'RE
IN ENOUGH
TROUBLE AS IT
IS, SON. DON'T
MAKE IT
WORSE.



LOOK
HIM UP.

ALBET
THE AUTHORITIES,
CAPTAIN.

YES,
SIR.

THIS IS
THEIR PROBLEM,
NOW.

"AUTO PILOT ENDED
BECAUSE OF LOW FUEL
- THIS IS NOT GOOD"



ALRIGHT,
GOT IT



WERE
ON IT
GUY



AMBER
WHAT'S GOING ON?
WHY EVERYBODY
BUNNIN' AROUND LIKE
THEIR BUTTS ON
FIRE??



HASNT ANYBODY
TOLD YOU?

TOLD
ME WHAT?
PEOPLE ARE
MOVIN' TOO FAST
TO GIVE ME AN
ADVANCE
UNLESS I
KNOW THE
FIRST ALL I
KNOW IS
WE GOT
ANOTHER
CALLOUT



WE GOT
TROUBLE
AND IT
INVOLVES
RAPIDS



I'M SORRY
WES I DIDNT
REALIZE
YOU WERE
STILL IN THE
DARK



NO PROBLEM,
GIVE GUY
WHAT'S UP?

OH MY



Editors: With the mention of that plane comes the deluge of memories

There is little he can do to hold back the painful recollections...

...always the zeros, as devastating as the day the accident occurred.

Amber and the crew left Bessie high and dry and followed Blast Corps. Wesley was taken on as one of the team's technical advisors. Life was looking up for the man.



WHENOT WE KNOW WHERE THE TECHNOLOGY IS BEING DEVELOPED? OUR SERVICES HAVE BEEN NOTIFIED. THE REPORT IS UP TO YOU.



DID YOU HAPPEN TO NOTICE HOW MUCH OCCUPIED LAND THERE IS BETWEEN THE CARRIER AND THE BLAST LINE?

THAT'S OUR PROBLEM, AND NOW, LET'S SEE IF SPIKE IS UP FOR THE

TO SPIKE ANYONE WANTS TO TALK TO YOU.



HEY, SPIKE SINGS HEING TRAVELS FAST AROUND HERE, YOU'VE PROBABLY ALREADY HEARD ABOUT THE RUNAWAY NUCLEAR MISSILE CARRIER.

THERE ARE VEHICLES CROSS IN ITS WAY, AND ALL IT NEEDS IS ONE GOOD BUMP IN THE ROAD TO GET IT OFF.



WHAT DOES ANY OF THIS HAVE TO DO WITH US?



THINKING TO YOU AND CLARK WERE THE ONLY ONES WITH THE TECHNOLOGY TO STAND A CHANCE.



IS ANY OF THIS SINKING IN, SPIKE?

YEAH, WITHOUT OUR HELPER A LOT OF INNOCENT PEOPLE GO BOOM. I HAVE TO GO AWAY. I GOT WORK TO DO IF THE VEHICLES ARE GOING TO REACT IN AN HOUR.



CLARK, SPIKE, A RUNAWAY NUCLEAR CARRIER. THE POLICE CAN CLARE OUT OULIANA, BUT THEY CAN'T STOP IT. RADIATION LEVELS ARE TOO HIGH.

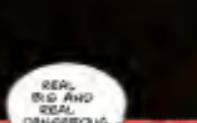
UNLESS IT RUNS OUT OF FUEL, WHICH WE'VE BEEN ASSURED IT WON'T. THE CARRIER'S GOING ALL THE WAY TO ITS DESTINATION SITE.



HIDE
GUNS THAT
DRIVE

CLARK, GET PROOF
NASH ON THE HORN.
LET'S SEE IF OUR BOY
WONDER IS HUNGRIER
IN CHANGING A TIRE
SOUNDING FOR US.

THIS
IS THE
BIG ONE.
HURRY!



REAL
BIG AND
REAL
DANGEROUS

YOU
THINK
WE'RE UP
TO IT?

CREDITS
Written by Tom Sengstacke
Pencilled by Pop Maki
Inked by Nicholas Mazzarelli
Colors by Network Inc.
Lettered by Tom Breweck
Edited by Maloney Crawford
Clawick
<http://www.dh.com/>
Dark Horse comic metallica-
tion produced by Dark Horse
Comics, Inc.



WELL, WHO'S THE BIGGEST BOY?

END OF PART ONE



Dark Horse's diverse selection of quality comic books can be found at your local comic book specialty store. To find a comic book specialty store near you, please 1-800-286-4226. Or, to order directly from Dark Horse, please 1-800-682-0052. Dark Horse Comics and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. All rights reserved. Dark Horse © 1997. Nintendo / Role-Game by Hero.

ARENA

NP'S

7 2 3 4 5 6

2 BONUS POINTS

FRONT: 145



GET AWAY FROM ME!

CHALLENGE #1

SUPER MARIO 64

The great Mushroom Kingdom treasure hunt continues in this month's issue. This is flying leap into the Wet-Dry World painting on the upper floor of the castle and see how many coins you can nab. Whether you start swimming at the top or climb up from the bottom, your junk is going to be put out for you and you already know when it appears when you jump into the top half of the painting, right? The first 50 top coin collectors pocket four Super Power Stamps, good for a shiny coin gem in the Nintendo Super Stamps Catalog.

CHALLENGE #2

WAVE RACE 64

Can water catch fire? Well, beginning to wonder after Tommy Yoder of Redwood West Virginia and Japhet Sintono of San Francisco, California based up Southern Island's course this month. Nobody else came close! Aam's Wave Race 64 Challenge Circuit gets underway this month with a three-lap ride around the Blk, racing corridors of Port Blue. You'll need nine-inch nails to keep a grip on your wheelie through those intense turns. Looking for a tip for a top time? Try racing on calm water. The 25 fastest times below this Gothic scene with four Super Power Stamps.

PORT BLUE

RACE	LEVEL	POSS	TIME
1	WORLD	100	1:11.1 (1.1)
2	WORLD	100	1:11.1 (1.1)
3	WORLD	100	1:11.1 (1.1)
4	WORLD	100	1:11.1 (1.1)
5	WORLD	100	1:11.1 (1.1)
6	WORLD	100	1:11.1 (1.1)
7	WORLD	100	1:11.1 (1.1)
8	WORLD	100	1:11.1 (1.1)
9	WORLD	100	1:11.1 (1.1)
10	WORLD	100	1:11.1 (1.1)

CHALLENGE #3

SHADOWS OF THE EMPIRE

The seven fingers in the Shadows of the Empire this month was a great and fun challenge. How far can you get out all the Fighters' and Masters? In the 300-rod Fields stage while collecting all six challenge points? Just like our match, you have to play this mode on the job difficulty setting. To collect the six challenge points, you'll need to blast away all the red asteroids in this level. Send in a photo of this stage's end screen with your best time. The 25 Rebel leaders with the best times will get a trip to hyperspace with four Super Power Stamps.

Planet: Luke Skywalker



Level 1
Time: 04:04
Challenges: 6 of 6

Wally's Testing Kit

SPORTS GAME MATCH

It's mix and match time again! How well do you know your sports games? Pump up your brain cells by matching these sports heroes with the game title named in their honor. This quiz is strictly just for fun, so don't stress out if you can't make all the matches. The answers will be in next month's Arena.

- Wayne Gretzky's
- Frank Thomas
- Charles Barkley
- Bill Laimbeer's
- George Foreman's
- Brett Hull
- Mark Davis
- Ken Griffey Jr.'s
- Jimmy Connors
- Roger Clemens

- MVP Baseball
- Shut up and Jam
- K.O. Boxing
- Winning Run
- Hockey '95
- Pro Tennis Tour
- 3-D Hockey
- Combat Basketball
- Big Hurt Baseball
- The Fishing Master

WAY BASE

MEGA MAN THE DELUXE DATABASE

With Majesco's rerelease of Mega Man X for the Super NES, we knew it was time to give readers the complete Mega Man story, right down to complete charts showing which weapons to use on all the robots ever to take on the Blue Bomber.



The Eight-Bit Beginning

Nearly ten years ago, on a cold day in December, the first Mega Man game arrived on store shelves just in time for the holiday season. At that time, no one could have imagined that this diminutive robot would go on to star in sixteen Nintendo games, including a soccer title, on three different platforms. The Blue Bomber has appeared in more games for the 8-bit NES system than any other platform. We couldn't stop playing these great NES hits during our article research. So before we cover the recent Mega releases, we wanted to make a leap down memory lane and show you the significant firsts at the beginning of Mega Man's illustrious career.

©1987, 1990, 1991, 1992, 1993, 1994, Capcom Co. Ltd. and Capcom USA Inc.



THE ORIGINAL 8-BIT MEGAMAN FROM 1987



THE FIRST MEGAMAN TO BE RELEASING ON THE SUPER NES

THE FIRST MEGAMAN TO BE RELEASING ON THE SUPER NES



NES

MEGA MAN II

MEGA MAN

Boss	Use	Reward
Cut Man	Regular	Cut Man
Goat Man	Regular	Cut Man
Fire Man	Cut Man	Fire Man
Ice Man	Fire Man	Ice Man
Flame Man	Ice Man	Flame Man
Goomb Man	Flame Man	Goomb Man
Rock Man	Goomb Man	Rock Man
W. M. Clone	Regular	
Schmooches	Regular	
Dr. Wily	Flame Man	

Boss	Use	Reward
Bubble Man	Bubble/G. Bang	Bubble Lead
Flash Man	Metal Blade	Flash Man 2
Quack Man	Regular	Quack Bombering
Metal Man	Regular	Metal Blade
Air Man	Regular	Air Shooter/Item 2
Crash Man	Air Shooter	Crash Bombering
Heat Man	Bubble Lead	Assault Fire/Item 1
Dropper	Regular	
Clock Room	Regular	
Isak	Regular	
Crash Bomber	Crash Bomber	
Dr. Wily 1	Metal Blade	
Dr. Wily 2	Bubble Lead	

MEGA MAN III

Boss	Use	Reward
Top Man	Hard Knuckle	Top Man
Scorch Man	No Cannon	Scorch Bomber
Scissors Man	Search Seeds	Scissors 1000
Blizzard Man	Storm Power	Blizzard 1000
Shadow Man	Top Spin	Shadow 1000
Spark Man	Spark Shock	Spark Shock
Magnet Man	Magnet Missile	Magnet Missile
Hard Man	Magnet Missile	Hard Knuckle
Dr. Wily	Hard Knuckle	

Guts Man Mega Man

Only Dr. Wily gave players more trouble than Gutsman in the first Mega Man game. More than a few of Nintendo's original game counselors cut their teeth helping colors defeat him. The trick to crushing him is to leap into the air just before he uses his Earthquake attack, then return fire with your normal bullets.



Big eyes was one of the first video game locks equipped with a seismic attack. You need to leap into the air to avoid being stunned by the ground-pounding assault.

Gemini Man Mega Man II



Pick up the Energy Cannon the Gemini steps before you take on Gemini Man. Then activate your Search Snaker weapon.

Gemini Man is twice the trouble for Mega Man since he divides into two enemies. The Search Snaker is the ideal weapon to use on him. If you pecked up the energy tank on your way into the chamber, the odds are slightly in your favor. Stand on the left side of the room and blast away until Gemini splits for good.

Knight Man & Wind Man Mega Man VI



The design concepts for Knight Man and Wind Man are based on suggestions mailed in from readers for Nintendo Power's Robot Design Contest in Volume 44. The diabolical duo spring up in Mega Man VI, the last Mega title produced for the NES. Mega Man's Mega-Buster will crush both of these characters, your main concern should be jumping over or evading their long range attacks.

MEGA MAN V

Boss	Use	Reward
Wave Man	Mega Buster	Wave Cannon
Star Man	Wave Cannon	S. Cross's Arrow
Gravity Man	Star Cogsh	Gravity Hold
Gyro Man	Gravity Hold	G. Attack Jet
Crystal Man	Gyro Attack	Crystal Eye
Negeln Man	Crystal Eye	Negeln Bomb
Stone Man	Negeln Bomb	Power Stone
Diagna Man	Power Stone	Charge Kik
Flak Robot	Super Arrow	
Tank Robot	Wave Cannon	
Gogy Robot	Crystal Eye	
Fillar Robot	Crystal Eye	
Dark Robot	Jet	
Croaky Robot	Gyro Attack	
Dr. Wily 1	Mega Buster	
Steel Tank	Super Arrows	
Dr. Wily 2	Jet	

Mega Man Classifieds

Mega Man isn't a collection of old Mega games, but a place where the best Mega games—those that have been identified in our "Mega Classifieds" section—will be re-released. While a stack full of old Mega games through our collection, we managed to find all the references to the codes and tricks that have ever appeared in Nintendo Power.

Year	Issue	Reference
80	Mega Man #7	Super NES
80	Mega Man #11	Super NES
81	Mega Man #37	Super NES
82	Mega Man	Super NES
87	Mega Man #7	Super NES
87	Mega Man #3	Super NES
79	Mega Man #1	Super NES
79	Mega Man #2	Super NES
72	Mega Man #2	Super NES
66	Mega Man #8	Super NES
59	Mega Man #9	Game Boy
58	Mega Man #8	Game Boy
50	Mega Man #6	NES
20	Mega Man #1	NES
27	Mega Man #1	NES
27	Mega Man #1	NES
22	Mega Man #1	NES
22	Mega Man #1	NES
12	Mega Man #1	NES
11	Mega Man #1	NES
10	Mega Man #1	NES
9	Mega Man #1	NES
8	Mega Man #1	NES
8	Mega Man #1	NES

MEGA MAN IV

Boss	Use	Reward
Toad Man	Drill Bomb	Auto Fish
Brick Man	Ball Fish	Hard Stapper
Pharaoh Man	Roll Stinger	Pharaoh Shot
Ring Man	Rollback Shot	Ring Spinning
Dial Man	Ring Bomber	Dial Crusher
Shell Man	Dial Crusher	Shell Bomber
Dive Man	Shell Bomber	Dive Missile
Dial Man	Dive Missile	
D. C.	Dial Crusher	
Dr. Wily 1	Mega Buster	
Dr. Wily 2	Pharaoh Shot	

MEGA MAN VI

Boss	Use	Reward
Thorn Man	Mega Buster	Floral Power
Plant Man	Blizzard AB	Pine Bomb Jet
Smogman	Power Armor	Star Smoghawk
Emerald Man	Mega Buster	Vermid Saber
Knight Man	Mega Bente	Knight Crash
Centaur Man	Mega Bente	Centaur Flash
Blizzard Man	Flare Blast	Blizzard Attack
Wind Man	Mega Buster	Wind Storm
Dr. Wily	Mega Buster	

Dr. Wily Strikes Back

After four years of having his creations blown to bits on the NES, Dr. Wily sought revenge against the Blue Bomber on the Game Boy. The game was so popular that it was re-released two years later. Mega Man V is the first portable Mega Man title to feature Super Game Boy enhancements. Many stores still sell most of the games on these two pages.



Fire Man Mega Man II

Fire Man has a burning desire to melt Mega Man's circuits. To defeat him, counterattack with a weapon from the opposite end of the thermometer. Five blows from Ice Man's Ice Slasher will cause Fire Man's explosive temper.



Fire Man's pattern is easy to anticipate. Count and attack when you leap over his shots.

Metal Man Mega Man II

Metal Man leaps when you shoot at him. His evasive strategy will work for you if you time your second shot so it hits him as he lands. Double your damage by activating your Clash Bombs.



Spark Man Mega Man III

Spark Man's electrifying charges are tough for players to avoid, especially since there is no safe spot in his chamber. Your last defense against this walking sparkplug is to keep running and firing your Mega Buster continuously throughout the battle. Spark Man shoots out after you plug him six times.



You'll fry if you're foolish. The key to defeating Spark Man is to keep moving, constantly while firing your Mega Buster. His randomized tactics are a real challenge for any Mega Man player.

GAME BOY

MEGA MAN I

Dr. Wily's Revenge

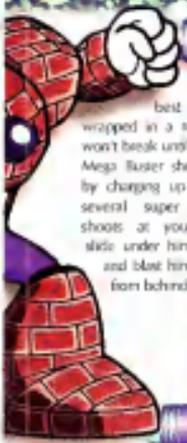
Item	Use	Acquired
Cut Man	P. Cannon	Rolling Cutter
Ice Man	Ice Slasher	Transfer Beam
Fire Man	Ice Slasher	Fire Storm
Go Man	P. Cannon	Ice Slasher
Heat Man	Bubble Lead	Airborne Fire
Flood Man	Ice Slasher	Time Stopper
Crash Man	Fire Storm	Q. Beam Cannon
Bubble Man	Q. Beam Cannon	Bubble Lead
Elder	P. Cannon	Miner Buster
Dr. Wily's Tank	P. Cannon	Meteor Buster

MEGA MAN II

Item	Use	Acquired
Crash Man	Named Gun	Crash Bombs
Metal Man	Crash Bombs	Metal Blade
Wood Man	Metal Blade	Leaf Shield
Air Man	Leaf Shield	Air Slasher
Fireball Man	Air Slasher	Fireball Cannon
Magma Man	P. Cannon	Magma Missile
Head Man	M. Missile	Head Knuckle
Top Man	Head Knuckle	Ground
General	N. Cannon	Normal Gun

MEGA MAN III

Item	Use	Acquired
Snake Man	Snake Shot	Snake's S. or. Coil
Crash Man	Snake Shot	Crash Laser
Shadow Man	Crash Laser	Shadow Blade
Spark Man	Mega Buster	Spark Shield
Ghost Stary	Spark Shot	Shadow Block
Dust Man	Mega Blaster	D. Crash II, Jet
Dive Man	Dive Crash	Dive Missile
Drib Man	Dive Missile	Drib Bomb
Wall Man	Mega Buster	Wall Barrier
Park	Mega Blaster	Snow Crusher
Dr. Wily 1	Mega Buster	
Dr. Wily 2	S. Crusher	



Ring Man *Mega Man IV*

Ring Man's speed is his best defense, but he is also wrapped in a reinforced armor plate that won't break until you hit him with 25 to 30 Mega Buster shots. Increase your damage by charging up your gun and launching several super shots. As Ring Man shoots at you, slide under him and blast him from behind.



Counter Ring Man's ring firing attack with a sneaky slide under his jumps. Increase your damage on his well-timed fire by covering up your Mega Buster before you shoot!



Mars Man *Mega Man V*

Inspired by the god of war, Mars Man has hide armored with missiles and land mines. It takes only six shots from the Blue Bomber's Mega Arm to destroy this opponent, but you'll spend most of your ammo blasting away at his inbound missiles and bullets. To complicate matters,



Mars Man deploys two land mines as he shoots if you keep firing and moving, you'll have to see the armistice and march off the battlefield with the Photon Maslles.

While Mars Man's armor won't endure more than six blasts from your Mega Arm, you'll have to shoot your way past his missiles and bullets to take less you can inflict damage.



MEGA MAN IV

Boss	Use	Reward
Boyd Man	Mega Buster	Toad Flush
Enright Man	Mega Buster	Flash Shapper
Fincham Man	Mega Buster	Flawless Shot
Ring Man	Mega Buster	Ring Boomerang
Ballade Man	Mega Buster	
Crystal Man	Mega Buster	Crystal Eye Power
Napalm Man	Mega Buster	Napalm Bomb
Stun Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick
Ballade II	Mega Buster	Ballade Crusher
Gamma Eye	Mega Blaster	
Beant	Mega Blaster	
Geant Cyberd	Mega Blaster	
Dr. Wily	's Crusher	

MEGA MAN V

Boss	Use	Reward
Mercury Man	Mega Arm	Grab Buster
Smog Man	Mega Arm	Bubble Boar
Moss Man	Mega Arm	Phazon Mask
Negate Man	Mega Arm	Salt Water
Pluto Man	Grab Buster	Break Disk
Jupiter Man	's Bubble Bomb	Electric Shock
Uranus Man	Mega Arm	Deep Digger
Saturn Man	Electric Shock	Black Hole /E Jet
High Man	Mega Arm	
Pogo Man	Mega Arm	
Spiky Man	Mega Arm	

Mega Cover Stories

Meet Mega games' hero inside the cover of Nintendo Power Mega Man Title Guides. When our Guides staff Kirby has made the cover once and the excellent *Young Adventure* Big guide Big game, it becomes apparent that the Blue Bomber is a Mega superstar in video game history.



Volume 7
Mega Man IV
NTSC

Mega Man's best cover story ever is the July/August 1988 issue of Nintendo Power. A 12-page credit reveals all!



Volume 201
Mega Man V
NTSC

The Blue Bomber responded to his new job, back to the publishing on the January cover of Nintendo Power in 1991.



Volume 23
Mega Man X
Game Boy

In 1991, Mega Man in Dr. Wily's Revenge was the second time the boy game to land on Power's cover. Here, you'll find



Volume 50
Mega Man X Super
NTSC

Mega Man X landed the spot on the January 1994 issue of Nintendo Power. The Boyz Issue featured another cover.

Boss	Use	Reward
Dr. Man	Photon Missile	
Great Fish	Mega Arm	
Alarm Clock	Bomb - Make 8	and de level's item
Dr. Wily	Mega Arm	
Jumpor	Spook Chaser	

Mega Man Super Sized



As Mega Man moved to a new Nintendo system, the Blue Bomber was redesigned and updated to the X series. Released in January 1994,



Mega Man X was the first Mega Man game for the Super NES. White-haired Dr. Wily made one 16-bit appearance in Mega Man VII, but the later Super NES Mega Man games centered on a more serious nemesis: a blank tyron named Sigma.



Burst Man/Mega Man VII

Inflate Burst Man by activating your Mega Buster and dodging the bubbles he spews at you. If he traps you inside a bubble, blast away at the membrane before you float up into the spikes jutting from the chamber ceiling.



Dodge all of the globules that blow yellow balls made. These special bubbles are designed to enrage Mega Man.

O. Ostrich/Mega Man X

The Crystal Hunter is the optimum ordinance to aim at Ovoidine Ostrich, but you can also use your X-Buster gun. Dash out of the way as the bird leaps out of the background, then spin toward the Ostrich and blast away as he charges at you.



Super NES

MEGA MAN VII

Boss	Use	Weapon
Burst Man	Mega Buster	O'Whip
Cloud Man	Strapper Whip	Thunder Bolt
Lark Man	Thunder Bolt	Jet Shield
Freeze Man	Jet Shield	F. Crocker

ROBOT MUSEUM

Victor Robot	Mega Buster	
Skak Man	F. Crocker	Skak Claw
Spring Man	Skak Claw	Wild Coil
Slide Man	Wild Coil	Noise Crash
Barbo Man	Noise Crash	Scorch Wheel

MEGA MAN X2

Boss	Use	Weapon
Guard Robot	X-Buster	None
Wire Sponge	Scorch Slasher	Sawtooth Chain
Whirlwind Gonor	Striker Chain	Spin Wheel
Bubble Crab	Spin Wheel	Bubble Splash
Crystal Shell	Magnet Mines	Crystal Heater
Flame Stag	Bubble Splash	Speed Burner
Morph Moth	Speed Burner	8K Shot
O. Ostrich	Crystal Hunter	Sonic Slasher
M. Conspicue	8K Shot	Magnet Mines

MEGA MAN X3

Boss	Use	Weapon
Large Robot	Mega Buster	Access
Nivan Light	Mega Buster	Roy Splasher
G. Beetle	Roy Splasher	Grassy Wheel
Steel Planet	G. Wheel	Poroastic Bomb
B. Buffalo	R. Bomb	Frost Shield
C. Curkuk	Frost Shield	Speed Thunder
C. CrowHigh	Speed Thunder	Spinning Blade
T. Seahorse	Frost Shield	Acid Bomb
Steel Rhino	Acid Bomb	Yoncodio Fang
Sigma	Mega Buster	



Wheel Gator Mega Man X2

Wheel Gator is mucking around in the red goo in the Dinosaur Tank Stage. Hang on a wall until Gator shoots his spiked wheels at you. Jump off the wall to avoid his wheels, then leap back up and wait for Gator to surface. Stand close to him when he fires his blades, then use your Stiker Chain or X-Buster before retreating to the wall. Avoid standing in the liquid too long or Wheel Gator will grab you and drag you off into the murky goo.



Don't go off the drop-lead. Avoid leaping in the red goo unless you see Wheel Gator on the surface. This mechanical reptile is invincible whenever he's flashing and shooting bullets at you.

Gravity Beetle Mega Man X3

Blat Gravity Beetle with the Ray Splash, then climb the chamber walls to avoid the bolts of electricity he'll fire at you. As the beetle slotters toward you, climb up the wall and leap over him. Shoot at the insect again, but remember that the beetle is invincible whenever he is flashing. As you knock down the bug's life line, he'll activate his Gravity Well weapon—if you jump too high you'll be sucked into the well. Keep firing until the insect is smashed flat.



To defeat the Gravity Beetle, you'll have to hit him with 20 frames with the Ray Splash. Spring off the wall and over the ledge as he charges at you. Once you're airborne, you can aim upwards and shoot him in the back. The bug is invincible whenever he is flashing.

Super NES Articles

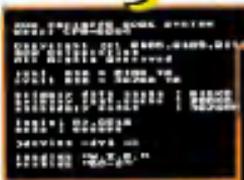
Looking for a topic to read an out-of-pocket issue of SNK? Here are 10 roughly selected by the Super Editor. If you have a question or a Super NES Mega Man title, there's probably an answer in Nintendo Power. Check out the articles listed below.

AGE	DATE	ARTICLE
63	Mega Man V2	Favorite Parallels Spoiled
77	Mega Man 4	4 Page Review
40	Mega Man X	Capcom's Best Games
56	Mega Man X	10-Page Book
71	Mega Man X2	Gameplay's Corner
69	Mega Man X2	10-Page Review
39	Mega Man X3	Gameplay's Corner
66	Mega Man X3	Beat the Boss
61	Mega Man X3	20-Page Review



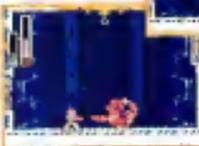
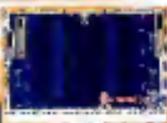
X Marks the Mega Hit

Mega Man X is the first—and one of the best Blue Bomber Paks—to appear on the Super NES. This tale combines a compelling plot with tough battles to create a Mega-masterpiece. Since gamers who have never played a Mega Man title might feel a little out-gamed, we've included strategies for six of the roughest robots early in the game. As an added bonus, the chart at the bottom of this page lists the best weapons to use on every boss in the game. Look for this tale to stores again this summer.



Chill Penguin

Chill Penguin is a cool fowl that eskates ice and slides back and forth along the frozen floor in his chamber. Light up the birds' life line with the Fire Wave weapon, then jump to evade his breath attacks and wick charges.



Hop over Chill Penguin's frozen breath and light him up with the Fire Wave. Your X Buster can also finish the job.

Spark Mandrill

If you've made it all the way into the Spark Mandrill chamber, you already know about avoiding the shocking sparks of energy. Dodge the purple bolts shooting out of the Mandrill and disconnect his plug with a dozen bursts from your Shotgun Ice gun.



MEGA MAN X

Boss	Use	Reward
F. Manmoth	X Buster	Fire Wave
Chill Penguin	Fire Wave	Shotgun Ice
S. Mandrill	Shotgun Ice	Electric Spark
A. Armadillo	Electric Spark	Rolling Shield
L. Octopus	Rolling Shield	Homing Torpedo
E. Keweenaw	H. Torpedo	Boomerang Cutter
S. Chameleon	Bronze Cutter	Chameleon Sting
Stone Eagle	C. Sting	

Sigma Fortress Bosses

Proto Robot	X Buster	
Vile (Normal)	Homing Torpedo	
Boomer & E	Homing Torpedo	
Spiller	X Buster	
C. Penguin II	Fire Wave	
Twin Eagle II	Chameleon Sting	
Wall Face	Chameleon Sting	
Armored A II	Electric Spark	
Strap C II	Boomerang Cutter	
S. Mandrill II	Shotgun Ice	
L. Octopus II	Rolling Shield	
F. Manmoth II	Stone Torpedo	
Skull Tank	Boomerang Cutter	
Robot a Dog	X Buster	
Sigma	Electric Spark	
Huge Robot	Rolling Shield	

Armored Armadillo

You'll need only 14 charges from the Electric Spark beam to fry Armored Armadillo. You can also charge up your X Buster and obliterate him with a few extra blasts. Hop up on the walls of the chamber.

As the mechanized beast charges at you, then spring for the other side of the room and resume shooting. After you defeat Armored Armadillo, you'll turn the protective power of the Rolling Shield.



Unleash the Electric Spark on Armored Armadillo until he charges. As the beast charges, leap up to the wall and spring for the other side of the room. Resume the battle as soon as your feet touch the floor.



Launch Octopus

You'll need the Rolling Shield you earned from Armored Armadillo to defeat Launch Octopus. If you have the Weapon Power Up from Flame Mammoth's stage, the Rolling Shield is ideal as a weapon or as a protective device. Quickly tap the Y button to shoot the shield



at Octopus, then keep to evade his torpedoes. You can also eliminate the torpedoes with your X-Buster weapons. The Launch Octopus will surrender his Homing Torpedoes when you sink him with a doom shield blast.

You can use your X-Buster to blast away the homing torpedoes, but you want to save your Rolling Shield energy for Launch Octopus. You can power up your Rolling Shield and at the special occasion after you grab the Weapon Power Up earlier inside the Flame Mammoth stage.

Boomer Kuwanger

Boomer Kuwanger is a stealthy robot that teleports around his chamber while hurling his boomerang at you. Since he's constantly on the move, the best weapon to use against the wapped menace is the Homing Torpedo. Homing Torpedoes can track down a target, even if you're facing in the opposite direction when you release it. Boomer Kuwanger will hang up his Boomerang Cutter after you nail him a dozen times.



Since Boomer Kuwanger teleports so incessantly around his chamber, the Homing Torpedo is the ideal weapon for tracking him down. You'll have to hit Kuwanger a dozen times before he starts to see things your way.

Sting Chameleon

Sting Chameleon will vanish into the trees then reappear suddenly and lash you with his whip-like tongue. Use the Boomerang Cutter to cut down the weakly green robot and take his Chameleon Sting weapon.



Fire the Boomerang Cutter and trace Sting Chameleon out of the trees. The Homing Torpedo will also get the job done.

What's Next for the Blue Bomber?

Will Sigma Return for a rematch? Is Wily gone for good? It's too early to tell if something Mega is in the works, but if there's breaking news on the blue Bomber, you know you'll find it in Nintendo Power.





1997 TOKYO GAME SHOW



When spring floats in the air and cherry blossoms bloom on the slopes of Mt. Fuji, Japanese gamers turn their backs on all that nature and flock to a huge, indoor arena called the Tokyo Big Site for a chance to play the latest video games. Even though the gaming expo introduced only a few N64 games, the appearance of Dracula 3-D from Konami and Ultra Battle Royal from Asmik were worth the price of admission. As far the crowd, dedicated gamers waited in lines six blocks long, while inside, more gamers waited in more long lines at most of the playable demo games. Fortunately, you don't have to wait at all as Nintendo Power plans you firmly at the front of the line.



DRACULA 3-D

It was just one month ago that Konami lifted the veil of secrecy on this game by revealing to Nintendo Power that Dracula 3-D was in the works. That was enough to get us drooling. But at the Tokyo Game Show, Konami turned up the excitement by showcasing a 30-second video tape of early work on Dracula 3-D. The video footage showed N64-generated images rather than SGI pictures, suggesting that

Konami has been working on the game for a while. The animated scenes in the video tape show four control characters. Apparently, you can switch between characters, transform characters or use different characters in different stages. We also noted several standard weapons used by the Belmont clan, namely the whip and boomerang, and a few new weapons such as swords and a magical ball of fire that is thrown at enemies. Character moves included an extraordinary oil-the-wall leap and swing across chimes using the whip. Very Indiana Jones. From this early peek, it looks like Dracula 3-D will be one of the hottest action titles for the N64. We can hardly wait to see more.

GOEMON 5

Goemon 5, tentatively titled Legend of the Mystical Ninja here in North America, appeared as playable form for the first time ever at the Tokyo Game Show even though it was still less than 50% complete. At first glance, the game seems

similar in many ways to Super Mario 64, but there is a wider variety of action, including a shooting mode and a choice of several characters to control. The action requires a mix of dexterity for getting through platform stages and fighting skills to best your enemies. At one point, you even have to roller skate through a dangerous stage while wielding a huge mallet. Goemon is rich and highly detailed, showing to Konami's skill with 3-D environments. The game also shows that

Konami is willing to create adventures on a large scale.



Although our primary focus was on the newly announced games at the show, many of the players were there to

test games that have been in the works for some time. Several of the titles, such as Rise Limit and Wild Choppers, were on display at Shoebiz last

November. Neither of these titles was completed for the Tokyo Game Show, but both were getting much closer. In Wild Choppers, players could

test the Score Attack mode, which is more of an arcade style challenge than the Mission mode. Setus

Full 3-D environments give pilots a lot of area in which to hurt down their prey, with the use of lag effects making the wings

seem even larger than they are in reality. Play Control might take some getting used to, but nobody ever said flying a combat chopper was going to be easy. Players could take the wheel of Setus' road racing title, Rise Limit, as well. The car and trackery look impressive at this stage (approximately 80% complete), and Setis promises to jump up the sense of speed. Neither of these games has been scheduled for release in North America at this time, but it seems likely that Setis will set the publishing rights to another company before the end of the year.

Konami didn't stop with the announcement of Dracula 3-D. A Konami brochure also mentioned a fighting game, tentatively called Battle Dancers. Pictured in our

issue form were eight fighters, ranging from school girls to muscle men. The rest of Konami's lineup included J-League Perfect Striker and Power Full Pro

Baseball (both already released) and Mahjong Master. In addition to Mahjong Queen, our ship covered a space hero in the arcade Imagineer

also showed its offerings to the twin gods of sensor and maling in the form of J-League Dynamic Soccer and Mahjong Kourouka Classic. Although Culture Brain didn't demo its previously announced fighting game, it did put a picture of the game characters in the comprehensive show guide.



THE CREATORS SPEAK OUT

On "Creator's Day" at the Tokyo Game Show, some of Japan's top game designers joined in a panel discussion, which included Shigeno Myamoto from Nintendo, Yu Suzuki of Sega (inventor of the Virtua Fighter series), Kunitada Okamoto of Capcom (inventor of Street Fighter 2) and Takashi and Kazuo Nakamura of Qubic Soft (programmer of Dragon Quest). Here are some highlights from the discussion, especially the answers from Mr. Myamoto.

MC: Can you tell me about your primary focus in game development?

Mr. Myamoto: My background is in industrial design. When I developed a game, I always think about how to surprise people. When I was a young boy, I used to get traps on the door to my room when I left for school. My mother was always surprised by them when she opened the door. It's important to me that people be surprised when they look at my products.

MC: I guess you must have been under extreme pressure when you were developing Super Mario 64. Failure was not an option.

Mr. Myamoto: Developing that game. I had a new tool, the Nintendo 64, and I was only thinking about creating the best thing possible using that tool. I was more worried that people would complain that we were just developing another game in a series. That was the kind of pressure I was feeling. Since I'm not a good game player, I try to create a game that even I can play. Eventually, the concept makes my product different from others.

When I started to work at Nintendo, Specs Inaba had already been released. My challenge was to create something more interesting than video games. That is still my challenge because I still have not made something like that yet. Last year, I was shocked by the success of the "Bomberman" [the small electronic pet created by Bandai] because I had a similar idea that was actually in development. However, our product required a player to sit down in front of a TV, so there was no way it could compete with Bomberman. I would like to plan products in a wider variety of categories. My dream is to get my hobby, like the way it is for my hobbyists, like in their work, so I don't miss a day much. I also like to create something and play it again.

MC: Can we see any that you had a lot of involvement with Star Fox 64?

Mr. Myamoto: Yes, you can. Originally, I was supposed to take the position of



ULTRA BATTLE ROYAL

The biggest surprise of the show came from Atmark Corporation with the unveiling of Virtual Pro-Wrestling: Ultra Battle Royal. Although still early in the



game's development, the animation and camera AI made this playable wrestling demo look very smooth. (As with Daze 3D, our screen grabs were taken from a video tape

Atmark gave us, so the actual game looks considerably sharper and brighter) But the great wrestling moves, dives, holds, stomps and throws can't be denied.

Atmark is not taking it. Supposedly 60 fighters can be used in Ultra Battle Royal, not to mention as many as a thousand moves. The wrestlers move realistically, but then perform such stunning feats as full back layouts from the top of the rope to flatten opponents. That may seem pretty incredible, but get this: four players can smash each other at the same time or play tag team matches. The action takes place on the mat, on the ropes, and outside the ring altogether. The best news of all is that this game will appear in North America as THQ's WCW, featuring 30 to 40 wrestlers from the WCW and NWCW. This is the real deal.



MULTI RACING CHAMPIONSHIP

Racing fans had their hands full when they took the controls of Imagineer's very playable Multi Racing Championship. Realistic courses, shortcuts, obstacles, as well as varied road surfaces, changing weather conditions and both day and night driving made MRC a full racing experience. The cars handled well, but the real excitement came from the branching tracks and the swap decisions that had to be made. Some branching tracks were shortcuts, but if the roads were unpaved they weren't always faster. We drove on asphalt, gravel and even snow. In one area, the road is covered with water from a waterfall that covers the entrances to several tunnels, one of which you must choose. With all this variety in the tracks, skilled driving and knowledge of each course plays a big part in winning races. Since the show, we have learned the biggest news yet with regard to MRC, and that is that Ocean of America will publish this title in North America. Ocean hopes to

have the finished game in time to make a scheduled July release.



WHAT'S BANDAI HATCH-ING?

The latest craze in Japan has to do with virtual chickens, and this madness is about to encompass Game Boy. From an opening sentence like that you may well wonder if the madness has spread even further. But Bandai hopes to captivate eyes more virtual pet owners with a Game Boy version of its hit, Tamagotchi. The idea of Tamagotchi is that you hatch a little video egg, which turns into a chick. After you diligently feed the young bird, it grows up into one of several different forms. The idea is that the better you take care of your virtual pet, the better the results will be when it grows up. On the downside, if you forget to feed your bird, it will not survive, in which case you have to start over with a new egg. In Japan, Bandai has marketed Tamagotchi in several forms including tiny, low-chambered units. With the advent of the Game Boy version of the product (we can't really call it a game) the birds will have access to improved graphics and sound. The good news (depending on how you look at it) is that the original Tamagotchi is now available in North America. Can the Game Boy version be far behind?

ART ON THE FLOOR

Trade shows and expos are known for their colorful brochures, and Japanese shows are perhaps the brightest of them all. We've collected some of the materials that were handed out in Tokyo and printed them here for your artistic enjoyment. Sayonara.



Producer" on this game, but I really got involved in the actual game development in the second half of the development cycle. I am most proud of the creative thinking of this game, in that whenever they play they are having a moment that they feel *this is different from the so-called "Interactive Movies"* that are out there. And, I believe that the Rubble Pak will make this game feel more like a "toy" and will expand the audience of this game.

MC: You seem to rely heavily on the Control Stick in Star Fox 64.

Mr. Miyamoto: Not. As you could see on the video, you can do a variety of aerial maneuvers and "somersaults" in Star Fox 64. These moves are controlled by the AS4 Control Stick. There is a mission where you need to dog fight with over one hundred flying enemies, and using these somersaults is very fun! I'm really happy with some of the new AS4 titles that could good use of the AS4 Control Stick, like *Enix*.

MC: When will Zeido be released?

Mr. Miyamoto: You promised me you wouldn't ask that question! (Laughs) I want you to ask Mr. Suzuki when *Virtual Fighter 3* will be available for Saturn! Anyway, development on *Zeido 64* is going very well. We will release the game as a cartridge first. We made that decision because the playability of this game is more important than incorporating a writable feature at this time. However, the 64DD development is also going very well. I think you'll have a chance to play it this fall. We are developing some interesting games that will take full advantage of the system's writable capabilities.

Questions from the audience:
Q: What sort of game do you dream of making?

Mr. Miyamoto: I am interested in developing a real interactive movie that will have high quality graphics, just like a movie, with sophisticated game play. Also, you would be able to play outside, with multiple players. This is my dream.

Mr. Miyamoto: I partly agree with Mr. Suzuki. I would like to come up with a new type of game which does not require you to sit in front of a television. I don't like the dimensions of current television screens. I also have some background as a comic book artist. In certain, I can use different layouts on every page. If I could use a similar technique for games, it could be very exciting.





Disney's Aladdin

POWER'S RACE FOR THE RUBIES

Disney's Aladdin is being rereleased, and while video game technology has made great strides during the four years since the magical adventure first came out for the Super NES, it still holds its own with its vibrant animation and thrilling flights of fancy and fun that rival its big screen inspiration.

BASIC MOVES

Disney's Aladdin sports superb play, enabling you to flip, run, dash and perform a handful of athletic acrobatics.

Apple Toss

Hit the A Button to cut apples in two. With good aim, an apple will either deliver a small injury or temporarily knock out a large enemy.



High Jump

Jay, people's heads, or other obstacles are sprung into the air by your surprise. Bounce off objects to launch yourself higher into the air.



Hangin'

Sometimes, the best things come to those who hang around. Clinging from ledges may be the best way to avoid foes or reach a hidden item.



MEETING TWO ENDS

Disney's Aladdin is meant for true adventurers, and only the best will earn the special ending. You'll become quite the jewel collector on your journey, but only a collection of at least 70 Rubies will win you the surprise finale. To view it, go out of your way to collect as many Rubies as possible (you'll need about nine per level). Take on our challenge, and, with our tips, you can prove that you're the true master of the lamp.



In the end, Aladdin saves Agrabah's best, a special ending is yours for you if you rob 70 Rubies.

THE MARKETPLACE

1-1 Jump for the Gem

At the first arch, grab the egg to make a swinging leap to the right. Then face left while a meter to reach the ledge above. Hop off the Jar to catapult yourself up to the floating Ruby.



Snagging the Bug

The Bug allows Aladdin to fly by sucking on a parasite. Catch it by isopopping off the window guards' heads to the top ledge, then pike through the air by hitting the H Button after leaping.



1-2 Avoid Barrels

The merchant will toss a barrel at you, so briefly knock him out with an apple and jump over the barrel. You can also drop on top of him from the roof looking, and, if you land on his head, he'll not only break his barrel, but he'll be defenseless, too.



Bonus Chicken

Whichever first, the chicken or the enemy? Before opening the chest to get the chicken, feed an apple to the bug sitting on the barrel—You'll knock him out long enough to rob the chicken that will fully restore your Health Meter.



1-3

In the Sky with Diamonds

If you slide down the second rope, you won't be able to grab the red gem. Instead, leap from the platform below the rope and paralyze your way to the gem.



Scouring with the Schemer



Aladdin beats a part of his foe by jumping on them, and the Merchant Place fully is no exception. Wait for him to stop waving his scepter; then leap off the barrel onto his head as he walks away. As his armor regains, so walk safely over the barrel on his head four times, you'll free Jasmine from his captor.

THE CAVE OF WONDERS

2-1 The 1-up Lamp

It's easy to miss the 1-up Lamp, since it's hidden high out of view. Reach it by hopping an adult and vaulting to the ledge above the chest. Open the Rug to float to the right to claim your bonus.

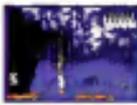


Right off the Bat

Rather than throwing apples at the bats, jump on top of them—you'll not only conserve your arsenal, but you'll also be able to discover and reach many of the gems suspended high above.



2-2 Riding the River



1 The rope will open the gate blocking your way, but when you tug it, you'll be hanging in the bats' flight path. Before grabbing the rope, clear the way of all escaping bats.

2 Be careful when jumping for the gems, or else your raft might float out from under you. Avoid a water landing by leaping from the right edge of your raft and using your flag.

3 Grab on to the hanging rope to raise the obstructive gate. The barrier will slowly lower, so quickly jump back onto a raft and duck as you pass through the temporary opening.

4 Beware of falling rock! Boulder Boulders tumble toward you as you ascend the slopes of the cave. Swiftly hurdle over them or safely duck behind ledges to let the rocks to roll by.

Have a Heart



Add a Heart to your Health Meter by firing out your Rug and paralyzing down the hole. Land on an it, then float to the right abutment. Once you've won the cave's heart, run upstairs, leaping from raft to raft, until you can climb back up to the main channel.





INSIDE THE PYRAMID

5-1 Mr. Sandman

Streams of sand pour from above, making the floors with slippery grime. The shifty Long Sands will make you slide backward, so hold right on the Control Pad to capriciously trade forward. Keep moving to the right after landing from a jump, too, or else you'll spill off the edge.



5-2 1-up Chest

Hop onto the cabin head that's spewing out sand and leap forward off it. Hit the button to activate your flag, then crouch to the ledge holding the treasure chest. If you jump on top of it to open it, your treasure will be reward ed with a 1-up Leap.



BONUS STAGE

This level sends Aladdin and Jasmine on a night flight through Agrabah, but instead of stars lighting up the sky, gems shine bright. A good magic carpet pilot should be able to collect 90 gems, but you may want to go out of your way to claim the Rubies—it's an easy way to earn red gems for the special ending.




THE PALACE OF AGRABAH

6-1 The Razor's Edge

To soar to the Ruby, vent far the flug to harlequin dagger as you jump up, then try to land on the approaching dagger, using your flag to carry off your landing. If you land on the spinning blade, you'll spring high enough to nab the gem.



6-2 Tastes Like Chicken

The Chicken will fully restore your health if eaten, but it's proportionally placed where small or big unsuspectably swells. Before returning the bonus Chicken, put the chef to switch the course of the mobile pedestal so you can quickly inhale it before the flames engulf you.

SAFER

To beat the wily Jafar, hop onto his head six times. Avoid the flying eggs by throwing an apple or leaping on them. You'll also have to jump to dodge the energy burst from Jafar's staff. When it loses its charge, head yourself from the top of it to reach Jafar.



LAST SHOWDOWN!

You wage your battle while standing on the Snake's body. It can whip you up to its head or down into the raging fire. Leap on top of the Snake's eggs to reach his head or counter with an Apple. If you pounce on his head eight times, you'll save Agrabah.



Color-hated Jafar transforms into an egg-spewing Snake. Launch Apples at his eggs and try to stay as bene as much as possible by using your flag.



Place
First Class
Stamp
Here

Nintendo Power

P.O. BOX 97062
Redmond, WA 98073-9762



Quantity	U.S.	Canada	Total						
(Link 2 of each issue)	Price	Price	Amount						
#32388	Volume 85/May '93	\$5.94	\$7.80	\$	#21121	First Fantasy/Mal 15	\$5.50	\$7.90	\$
#32387	Volume 85/Apr '93	\$5.98	\$7.80	\$	#21117	Super Mario Bros. 2/Mal '93	\$5.54	\$7.90	\$
#32386	Volume 84/Nov '92	\$5.58	\$7.80	\$		Players' Guides			
#32385	Volume 83/Jun '92	\$5.50	\$7.80	\$	#31871	Magic Quest	\$10.00	\$14.50	\$
#32384	Volume 83/Dec '91	\$5.50	\$7.80	\$	#31870	DKC 2 Donkey Kong Country	\$10.00	\$15.00	\$
#32344	Volume 82/May '91	\$5.50	\$7.80	\$	#21484	Super Mario 4	\$10.00	\$13.00	\$
#32343	Volume 82/Oct '90	\$5.50	\$7.80	\$	#31628	Super Mario RPG	\$10.00	\$13.00	\$
#32342	Volume 81/Nov '89	\$5.50	\$7.80	\$	#32841	DKC 2 Donkey Kong Quest	\$10.00	\$14.00	\$
#32341	Volume 81/Jun '89	\$5.50	\$7.80	\$	#32823	Super Mario World: Yoshi's Island	\$10.00	\$15.00	\$
#32340	Volume 81/Dec '88	\$5.50	\$7.80	\$	#32840	Cherry Trapper	\$10.00	\$15.50	\$
#32339	Volume 80/Jul '88	\$5.50	\$7.80	\$	#32517	Killer Instinct	\$10.00	\$13.00	\$
#32338	Volume 80/Jan '88	\$5.50	\$7.80	\$	#32113	Donkey Kong Country	\$10.00	\$13.00	\$
#32337	Volume 80/May '87	\$5.50	\$7.80	\$	#29623	Super Mario World	\$10.00	\$13.00	\$
#32336	Volume 80/Oct '86	\$5.50	\$7.80	\$	#27898	Grand Prix Star & Turbo	\$10.00	\$20.00	\$
#32335	Volume 80/Jun '86	\$5.50	\$7.80	\$	#27191	Movie Planet	\$10.00	\$13.00	\$
#32334	Volume 80/Jun '86	\$5.50	\$7.80	\$	#22055	Top Secret Password Book	\$10.00	\$20.00	\$
#32333	Volume 80/Jun '86	\$5.50	\$7.80	\$	#21813	Zelda - A Link to the Past	\$10.00	\$20.00	\$
#32332	Volume 80/Jun '86	\$5.50	\$7.80	\$	#21220	Super NES	\$10.00	\$20.00	\$
#32331	Volume 80/Jun '86	\$5.50	\$7.80	\$	#21133	NES Game Atlas	\$10.00	\$20.00	\$
#32330	Volume 80/Jun '86	\$5.50	\$7.80	\$		Strategy Guides			
#32329	Volume 80/Jun '86	\$5.50	\$7.80	\$	#25643	Legend of Zelda Complete	\$10.00	\$21.00	\$
#32328	Volume 80/Jun '86	\$5.50	\$7.80	\$	#25643	Super Mario Adventure Complete	\$10.00	\$20.00	\$
#32327	Volume 80/Jun '86	\$5.50	\$7.80	\$		Strategy Guides			
#32326	Volume 80/Jun '86	\$5.50	\$7.80	\$		Legend of Zelda Complete	\$10.00	\$21.00	\$
#32325	Volume 80/Jun '86	\$5.50	\$7.80	\$		Super Mario Adventure Complete	\$10.00	\$20.00	\$
#32324	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32323	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32322	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32321	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32320	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32319	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32318	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32317	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32316	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32315	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32314	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32313	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32312	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32311	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32310	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32309	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32308	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32307	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32306	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32305	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32304	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32303	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32302	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32301	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32300	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32299	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32298	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32297	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32296	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32295	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32294	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32293	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32292	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32291	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32290	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32289	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32288	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32287	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32286	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32285	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32284	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32283	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32282	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32281	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32280	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32279	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32278	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32277	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32276	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32275	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32274	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32273	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32272	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32271	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32270	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32269	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32268	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32267	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32266	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32265	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32264	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32263	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32262	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32261	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32260	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32259	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32258	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32257	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32256	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32255	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32254	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32253	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32252	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32251	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32250	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32249	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32248	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32247	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32246	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32245	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32244	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32243	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32242	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32241	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32240	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32239	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32238	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32237	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32236	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32235	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32234	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32233	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32232	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32231	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32230	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32229	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32228	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32227	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32226	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32225	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32224	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32223	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32222	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32221	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32220	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32219	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32218	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32217	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32216	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32215	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32214	Volume 80/Jun '86	\$5.50	\$7.80	\$					
#32213	Volume 80/Jun '86	\$5.50	\$7.80	\$					

PLAYERS

ROLL

COIN-UP

HAWAII

JOIN THE CORPS

and try for a truckload of cash!



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. Offer valid only for the Player's Poll magazine cover or prize only items, address, telephone number, V4 87, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 37
P.O. BOX 32062
BOSTON, MA 02132-0602

One entry per person, please. All entries must be postmarked on or before July 5, 1997. We do not request the return of unselected mail. On or about July 16, 1997, winners will be randomly drawn from among all eligible entries. By accepting these prizes, winners consent to the use of their names, photographs, or other information for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chance of winning not determined by the total number of entries received. The odds of winning are approximately 1 in 1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after July 31, 1997. **AND PRIZES:** The Grand Prize Winner will receive the value of one ton of prizes (\$1,000,000) based on the U.S. Treasury Department's specifications of one penny's weight (1/16th of an ounce). We will be sending the first prize to the first of a friend. This includes the Grand Prize Winner, 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th, 13th, 14th, 15th, 16th, 17th, 18th, 19th, 20th, 21st, 22nd, 23rd, 24th, 25th, 26th, 27th, 28th, 29th, 30th, 31st, 32nd, 33rd, 34th, 35th, 36th, 37th, 38th, 39th, 40th, 41st, 42nd, 43rd, 44th, 45th, 46th, 47th, 48th, 49th, 50th, 51st, 52nd, 53rd, 54th, 55th, 56th, 57th, 58th, 59th, 60th, 61st, 62nd, 63rd, 64th, 65th, 66th, 67th, 68th, 69th, 70th, 71st, 72nd, 73rd, 74th, 75th, 76th, 77th, 78th, 79th, 80th, 81st, 82nd, 83rd, 84th, 85th, 86th, 87th, 88th, 89th, 90th, 91st, 92nd, 93rd, 94th, 95th, 96th, 97th, 98th, 99th, 100th, 101st, 102nd, 103rd, 104th, 105th, 106th, 107th, 108th, 109th, 110th, 111th, 112th, 113th, 114th, 115th, 116th, 117th, 118th, 119th, 120th, 121st, 122nd, 123rd, 124th, 125th, 126th, 127th, 128th, 129th, 130th, 131st, 132nd, 133rd, 134th, 135th, 136th, 137th, 138th, 139th, 140th, 141st, 142nd, 143rd, 144th, 145th, 146th, 147th, 148th, 149th, 150th, 151st, 152nd, 153rd, 154th, 155th, 156th, 157th, 158th, 159th, 160th, 161st, 162nd, 163rd, 164th, 165th, 166th, 167th, 168th, 169th, 170th, 171st, 172nd, 173rd, 174th, 175th, 176th, 177th, 178th, 179th, 180th, 181st, 182nd, 183rd, 184th, 185th, 186th, 187th, 188th, 189th, 190th, 191st, 192nd, 193rd, 194th, 195th, 196th, 197th, 198th, 199th, 200th, 201st, 202nd, 203rd, 204th, 205th, 206th, 207th, 208th, 209th, 210th, 211st, 212th, 213th, 214th, 215th, 216th, 217th, 218th, 219th, 220th, 221st, 222nd, 223rd, 224th, 225th, 226th, 227th, 228th, 229th, 230th, 231st, 232nd, 233rd, 234th, 235th, 236th, 237th, 238th, 239th, 240th, 241st, 242nd, 243rd, 244th, 245th, 246th, 247th, 248th, 249th, 250th, 251st, 252nd, 253rd, 254th, 255th, 256th, 257th, 258th, 259th, 260th, 261st, 262nd, 263rd, 264th, 265th, 266th, 267th, 268th, 269th, 270th, 271st, 272nd, 273rd, 274th, 275th, 276th, 277th, 278th, 279th, 280th, 281st, 282nd, 283rd, 284th, 285th, 286th, 287th, 288th, 289th, 290th, 291st, 292nd, 293rd, 294th, 295th, 296th, 297th, 298th, 299th, 300th, 301st, 302nd, 303rd, 304th, 305th, 306th, 307th, 308th, 309th, 310th, 311st, 312nd, 313th, 314th, 315th, 316th, 317th, 318th, 319th, 320th, 321st, 322nd, 323rd, 324th, 325th, 326th, 327th, 328th, 329th, 330th, 331st, 332nd, 333rd, 334th, 335th, 336th, 337th, 338th, 339th, 340th, 341st, 342nd, 343rd, 344th, 345th, 346th, 347th, 348th, 349th, 350th, 351st, 352nd, 353rd, 354th, 355th, 356th, 357th, 358th, 359th, 360th, 361st, 362nd, 363rd, 364th, 365th, 366th, 367th, 368th, 369th, 370th, 371st, 372nd, 373rd, 374th, 375th, 376th, 377th, 378th, 379th, 380th, 381st, 382nd, 383rd, 384th, 385th, 386th, 387th, 388th, 389th, 390th, 391st, 392nd, 393rd, 394th, 395th, 396th, 397th, 398th, 399th, 400th, 401st, 402nd, 403rd, 404th, 405th, 406th, 407th, 408th, 409th, 410th, 411st, 412nd, 413th, 414th, 415th, 416th, 417th, 418th, 419th, 420th, 421st, 422nd, 423rd, 424th, 425th, 426th, 427th, 428th, 429th, 430th, 431st, 432nd, 433rd, 434th, 435th, 436th, 437th, 438th, 439th, 440th, 441st, 442nd, 443rd, 444th, 445th, 446th, 447th, 448th, 449th, 450th, 451st, 452nd, 453rd, 454th, 455th, 456th, 457th, 458th, 459th, 460th, 461st, 462nd, 463rd, 464th, 465th, 466th, 467th, 468th, 469th, 470th, 471st, 472nd, 473rd, 474th, 475th, 476th, 477th, 478th, 479th, 480th, 481st, 482nd, 483rd, 484th, 485th, 486th, 487th, 488th, 489th, 490th, 491st, 492nd, 493rd, 494th, 495th, 496th, 497th, 498th, 499th, 500th, 501st, 502nd, 503rd, 504th, 505th, 506th, 507th, 508th, 509th, 510th, 511st, 512nd, 513th, 514th, 515th, 516th, 517th, 518th, 519th, 520th, 521st, 522nd, 523rd, 524th, 525th, 526th, 527th, 528th, 529th, 530th, 531st, 532nd, 533rd, 534th, 535th, 536th, 537th, 538th, 539th, 540th, 541st, 542nd, 543rd, 544th, 545th, 546th, 547th, 548th, 549th, 550th, 551st, 552nd, 553rd, 554th, 555th, 556th, 557th, 558th, 559th, 560th, 561st, 562nd, 563rd, 564th, 565th, 566th, 567th, 568th, 569th, 570th, 571st, 572nd, 573rd, 574th, 575th, 576th, 577th, 578th, 579th, 580th, 581st, 582nd, 583rd, 584th, 585th, 586th, 587th, 588th, 589th, 590th, 591st, 592nd, 593rd, 594th, 595th, 596th, 597th, 598th, 599th, 600th, 601st, 602nd, 603rd, 604th, 605th, 606th, 607th, 608th, 609th, 610th, 611st, 612nd, 613th, 614th, 615th, 616th, 617th, 618th, 619th, 620th, 621st, 622nd, 623rd, 624th, 625th, 626th, 627th, 628th, 629th, 630th, 631st, 632nd, 633rd, 634th, 635th, 636th, 637th, 638th, 639th, 640th, 641st, 642nd, 643rd, 644th, 645th, 646th, 647th, 648th, 649th, 650th, 651st, 652nd, 653rd, 654th, 655th, 656th, 657th, 658th, 659th, 660th, 661st, 662nd, 663rd, 664th, 665th, 666th, 667th, 668th, 669th, 670th, 671st, 672nd, 673rd, 674th, 675th, 676th, 677th, 678th, 679th, 680th, 681st, 682nd, 683rd, 684th, 685th, 686th, 687th, 688th, 689th, 690th, 691st, 692nd, 693rd, 694th, 695th, 696th, 697th, 698th, 699th, 700th, 701st, 702nd, 703rd, 704th, 705th, 706th, 707th, 708th, 709th, 710th, 711st, 712nd, 713th, 714th, 715th, 716th, 717th, 718th, 719th, 720th, 721st, 722nd, 723rd, 724th, 725th, 726th, 727th, 728th, 729th, 730th, 731st, 732nd, 733rd, 734th, 735th, 736th, 737th, 738th, 739th, 740th, 741st, 742nd, 743rd, 744th, 745th, 746th, 747th, 748th, 749th, 750th, 751st, 752nd, 753rd, 754th, 755th, 756th, 757th, 758th, 759th, 760th, 761st, 762nd, 763rd, 764th, 765th, 766th, 767th, 768th, 769th, 770th, 771st, 772nd, 773rd, 774th, 775th, 776th, 777th, 778th, 779th, 780th, 781st, 782nd, 783rd, 784th, 785th, 786th, 787th, 788th, 789th, 790th, 791st, 792nd, 793rd, 794th, 795th, 796th, 797th, 798th, 799th, 800th, 801st, 802nd, 803rd, 804th, 805th, 806th, 807th, 808th, 809th, 810th, 811st, 812nd, 813th, 814th, 815th, 816th, 817th, 818th, 819th, 820th, 821st, 822nd, 823rd, 824th, 825th, 826th, 827th, 828th, 829th, 830th, 831st, 832nd, 833rd, 834th, 835th, 836th, 837th, 838th, 839th, 840th, 841st, 842nd, 843rd, 844th, 845th, 846th, 847th, 848th, 849th, 850th, 851st, 852nd, 853rd, 854th, 855th, 856th, 857th, 858th, 859th, 860th, 861st, 862nd, 863rd, 864th, 865th, 866th, 867th, 868th, 869th, 870th, 871st, 872nd, 873rd, 874th, 875th, 876th, 877th, 878th, 879th, 880th, 881st, 882nd, 883rd, 884th, 885th, 886th, 887th, 888th, 889th, 890th, 891st, 892nd, 893rd, 894th, 895th, 896th, 897th, 898th, 899th, 900th, 901st, 902nd, 903rd, 904th, 905th, 906th, 907th, 908th, 909th, 910th, 911st, 912nd, 913th, 914th, 915th, 916th, 917th, 918th, 919th, 920th, 921st, 922nd, 923rd, 924th, 925th, 926th, 927th, 928th, 929th, 930th, 931st, 932nd, 933rd, 934th, 935th, 936th, 937th, 938th, 939th, 940th, 941st, 942nd, 943rd, 944th, 945th, 946th, 947th, 948th, 949th, 950th, 951st, 952nd, 953rd, 954th, 955th, 956th, 957th, 958th, 959th, 960th, 961st, 962nd, 963rd, 964th, 965th, 966th, 967th, 968th, 969th, 970th, 971st, 972nd, 973rd, 974th, 975th, 976th, 977th, 978th, 979th, 980th, 981st, 982nd, 983rd, 984th, 985th, 986th, 987th, 988th, 989th, 990th, 991st, 992nd, 993rd, 994th, 995th, 996th, 997th, 998th, 999th, 1000th, 1001st, 1002nd, 1003rd, 1004th, 1005th, 1006th, 1007th, 1008th, 1009th, 1010th, 1011st, 1012nd, 1013th, 1014th, 1015th, 1016th, 1017th, 1018th, 1019th, 1020th, 1021st, 1022nd, 1023rd, 1024th, 1025th, 1026th, 1027th, 1028th, 1029th, 1030th, 1031st, 1032nd, 1033rd, 1034th, 1035th, 1036th, 1037th, 1038th, 1039th, 1040th, 1041st, 1042nd, 1043rd, 1044th, 1045th, 1046th, 1047th, 1048th, 1049th, 1050th, 1051st, 1052nd, 1053rd, 1054th, 1055th, 1056th, 1057th, 1058th, 1059th, 1060th, 1061st, 1062nd, 1063rd, 1064th, 1065th, 1066th, 1067th, 1068th, 1069th, 1070th, 1071st, 1072nd, 1073rd, 1074th, 1075th, 1076th, 1077th, 1078th, 1079th, 1080th, 1081st, 1082nd, 1083rd, 1084th, 1085th, 1086th, 1087th, 1088th, 1089th, 1090th, 1091st, 1092nd, 1093rd, 1094th, 1095th, 1096th, 1097th, 1098th, 1099th, 1100th, 1101st, 1102nd, 1103rd, 1104th, 1105th, 1106th, 1107th, 1108th, 1109th, 1110th, 1111st, 1112nd, 1113th, 1114th, 1115th, 1116th, 1117th, 1118th, 1119th, 1120th, 1121st, 1122nd, 1123rd, 1124th, 1125th, 1126th, 1127th, 1128th, 1129th, 1130th, 1131st, 1132nd, 1133rd, 1134th, 1135th, 1136th, 1137th, 1138th, 1139th, 1140th, 1141st, 1142nd, 1143rd, 1144th, 1145th, 1146th, 1147th, 1148th, 1149th, 1150th, 1151st, 1152nd, 1153rd, 1154th, 1155th, 1156th, 1157th, 1158th, 1159th, 1160th, 1161st, 1162nd, 1163rd, 1164th, 1165th, 1166th, 1167th, 1168th, 1169th, 1170th, 1171st, 1172nd, 1173rd, 1174th, 1175th, 1176th, 1177th, 1178th, 1179th, 1180th, 1181st, 1182nd, 1183rd, 1184th, 1185th, 1186th, 1187th, 1188th, 1189th, 1190th, 1191st, 1192nd, 1193rd, 1194th, 1195th, 1196th, 1197th, 1198th, 1199th, 1200th, 1201st, 1202nd, 1203rd, 1204th, 1205th, 1206th, 1207th, 1208th, 1209th, 1210th, 1211st, 1212nd, 1213th, 1214th, 1215th, 1216th, 1217th, 1218th, 1219th, 1220th, 1221st, 1222nd, 1223rd, 1224th, 1225th, 1226th, 1227th, 1228th, 1229th, 1230th, 1231st, 1232nd, 1233rd, 1234th, 1235th, 1236th, 1237th, 1238th, 1239th, 1240th, 1241st, 1242nd, 1243rd, 1244th, 1245th, 1246th, 1247th, 1248th, 1249th, 1250th, 1251st, 1252nd, 1253rd, 1254th, 1255th, 1256th, 1257th, 1258th, 1259th, 1260th, 1261st, 1262nd, 1263rd, 1264th, 1265th, 1266th, 1267th, 1268th, 1269th, 1270th, 1271st, 1272nd, 1273rd, 1274th, 1275th, 1276th, 1277th, 1278th, 1279th, 1280th, 1281st, 1282nd, 1283rd, 1284th, 1285th, 1286th, 1287th, 1288th, 1289th, 1290th, 1291st, 1292nd, 1293rd, 1294th, 1295th, 1296th, 1297th, 1298th, 1299th, 1300th, 1301st, 1302nd, 1303rd, 1304th, 1305th, 1306th, 1307th, 1308th, 1309th, 1310th, 1311st, 1312nd, 1313th, 1314th, 1315th, 1316th, 1317th, 1318th, 1319th, 1320th, 1321st, 1322nd, 1323rd, 1324th, 1325th, 1326th, 1327th, 1328th, 1329th, 1330th, 1331st, 1332nd, 1333rd, 1334th, 1335th, 1336th, 1337th, 1338th, 1339th, 1340th, 1341st, 1342nd, 1343rd, 1344th, 1345th, 1346th, 1347th, 1348th, 1349th, 1350th, 1351st, 1352nd, 1353rd, 1354th, 1355th, 1356th, 1357th, 1358th, 1359th, 1360th, 1361st, 1362nd, 1363rd, 1364th, 1365th, 1366th, 1367th, 1368th, 1369th, 1370th, 1371st, 1372nd, 1373rd, 1374th, 1375th, 1376th, 1377th, 1378th, 1379th, 1380th, 1381st, 1382nd, 1383rd, 1384th, 1385th, 1386th, 1387th, 1388th, 1389th, 1390th, 1391st, 1392nd, 1393rd, 1394th, 1395th, 1396th, 1397th, 1398th, 1399th, 1400th, 1401st, 1402nd, 1403rd, 1404th, 1405th, 1406th, 1407th, 1408th, 1409th, 1410th, 1411st, 1412nd, 1413th, 1414th, 1415th, 1416th, 1417th, 1418th, 1419th, 1420th, 1421st, 1422nd, 1423rd, 1424th, 1425th, 1426th, 1427th, 1428th, 1429th, 1430th, 1431st, 1432nd, 1433rd, 1434th, 1435th, 1436th, 1437th, 1438th, 1439th, 1440th, 1441st, 1442nd, 1443rd, 1444th, 1445th, 1446th, 1447th, 1448th, 1449th, 1450th, 1451st, 1452nd, 1453rd, 1454th, 1455th, 1456th, 1457th, 1458th, 1459th, 1460th, 1461st, 1462nd, 1463rd, 1464th, 1465th, 1466th, 1467th, 1468th, 1469th, 1470th, 1471st, 1472nd, 1473rd, 1474th, 1475th, 1476th, 1477th, 1478th, 1479th, 1480th, 1481st, 1482nd, 1483rd, 1484th, 1485th, 1486th, 1487th, 1488th, 1489th, 1490th, 1491st, 1492nd, 1493rd, 1494th, 1495th, 1496th, 1497th, 1498th, 1499th, 1500th, 1501st, 1502nd, 1503rd, 1504th, 1505th, 1506th, 1507th, 1508th, 1509th, 1510th, 1511st, 1512nd, 1513th, 1514th, 1515th, 1516th, 1517th, 1518th, 1519th, 1520th, 1521st, 1522nd, 1523rd, 1524th, 1525th, 1526th, 1527th, 1528th, 1529th, 1530th, 1531st, 1532nd, 1533rd, 1534th, 1535th, 1536th, 1537th, 1538th, 1539th, 1540th, 1541st, 1542nd, 1543rd, 1544th, 1545th, 1546th, 1547th, 1548th, 1549th, 1550th, 1551st, 1552nd, 1553rd, 1554th, 1555th, 1556th, 1557th, 1558th, 1559th, 1560th, 1561st, 1562nd, 1563rd, 1564th, 1565th, 1566th, 1567th, 1568th, 1569th, 1570th, 1571st, 1572nd, 1573rd, 1574th, 1575th, 1576th, 1577th, 1578th, 1579th, 1580th, 1581st, 1582nd, 1583rd, 1584th, 1585th, 1586th, 1587th, 1588th, 1589th, 1590th, 1591st, 1592nd, 1593rd, 1594th, 1595th, 1596th, 1597th, 1598th, 1599th, 1600th, 1601st, 1602nd, 1603rd, 1604th, 1605th, 1606th, 1607th, 1608th, 1609th, 1610th, 1611st, 1612nd, 1613th, 1614th, 1615th, 1616th, 1617th, 1618th, 1619th, 1620th, 1621st, 1622nd, 1623rd, 1624th, 1625th, 1626th, 1627th, 1628th, 1629th, 1630th, 1631st, 1632nd, 1633rd, 1634th, 1635th, 1636th, 1637th, 1638th, 1639th, 1640th, 1641st, 1642nd, 1643rd, 1644th, 1645th, 1646th, 1647th, 1648th, 1649th, 1650th, 1651st, 1652nd, 1653rd, 1654th, 1655th, 1656th, 1657th, 1658th, 1659th, 1660th, 1661st, 1662nd, 1663rd, 1664th, 1665th, 1666th, 1667th, 1668th, 1669th, 1670th, 1671st, 1672nd, 1673rd, 1674th, 1675th, 1676th, 1677th, 1678th, 1679th, 1680th, 1681st, 1682nd, 1683rd, 1684th, 1685th, 1686th, 1687th, 1688th, 1689th, 1690th, 1691st, 1692nd, 1693rd, 1694th, 1695th, 1696th, 1697th, 1698th, 1699th, 1700th, 1701st, 1702nd, 1703rd, 1704th, 1705th, 1706th, 1707th, 1708th, 1709th, 1710th, 1711st, 1712nd, 1713th, 1714th, 1715th, 1716th, 1717th, 1718th, 1719th, 1720th, 1721st, 1722nd, 1723rd, 1724th, 1725th, 1726th, 1727th, 1728th, 1729th, 1730th, 1731st, 1732nd, 1733rd, 1734th, 1735th, 1736th, 1737th, 1738th, 1739th, 1740th, 1741st, 1742nd, 1743rd, 1744th, 1745th, 1746th, 1747th, 1748th, 1749th, 1750th, 1751st, 1752nd, 1753rd, 1754th, 1755th, 1756th, 1757th, 1758th, 1759th, 1760th, 1761st, 1762nd, 1763rd, 1764th, 1765th, 1766th, 1767th, 1768th, 1769th, 1770th, 1771st, 1772nd, 1773rd, 1774th, 1775th, 1776th, 1777th, 1778th, 1779th, 1780th, 1781st, 1782nd, 1783rd, 1784th, 1785th, 1786th, 1787th, 1788th, 1789th, 1790th, 1791st, 1792nd, 1793rd, 1794th, 1795th, 1796th, 1797th, 1798th, 1799th, 1800th, 1801st, 1802nd, 1803rd, 1804th, 1805th, 1806th, 1807th, 1808th, 1809th, 1810th, 1811st, 1812nd, 1813th, 1814th, 1815th, 1816th, 1817th, 1818th, 1819th, 1820th, 1821st, 1822nd, 1823rd, 1824th, 1825th, 1826th, 1827th, 1828th, 1829th, 1830th, 1831st, 1832nd, 1833rd, 1834th, 1

COUNSELORS'

CORNER



▶ HARVEST MOON



WHERE DO I PLANT THE SNOW FLOWER?

The Snow Flower will flourish if you plant it in the stark glare of the winter sun at the top of the mountain. Plant the flower during the daylight hours near the crest on the mountain peak. This shy blossom will not grow during the crowded New Year's Festival, but it will grow on any other frigid afternoon. When the Snow Flower sprouts, a sprite will pop out of the flower bud and reward you with a Power Acorn.



Many farmers buy the Snow Flower seed at the Perilous Festival, but later they forget the special instructions for planting it.



Plant the Snow Flower seed near the top of the mountain during the daylight hours. It won't grow at night or during the New Year's Festival.

?

HOW DO I SELL MY CHICKENS?

?

You need to talk the Livestock Store owner that you want to sell a chicken, then you need to place the chicken inside the livestock pen near your shipping bin. Remember that you can't buy or sell livestock on a rainy day.

All of this might sound simple, but the real trick is knowing where to stand to make the Livestock Store owner appear outside your ranch. After you place your chicken in the stock pen, pace back and forth near the left side of the gate. If

you're waiting in the correct location and it's not too late in the evening, the Livestock Store Owner will show up and make a deal with you. If he doesn't arrive, carry your chicken back to the coop and try another day.



To sell a chicken, you need to make an appointment with the Livestock Store owner on a weekday.



Place the chicken inside the livestock pen next to your shipping bin, then stand near the gate.



The Livestock Store Owner won't show up if it's too late in the evening. Try again another day.



MARIO KART 64



HOW DO I GET A ROCKET BOOST AS I START?

The key to exploding off the starting line with a Rocket Boost is to keep your finger off the accelerator until the last moment before Lakota gives you the green light. Press and hold the A Button just before the green light flashes on. You can also get a smaller boost if you fall off the track. Just before Lakota drops you back on the road, press and hold the A Button the moment your wheels touch down on the asphalt.



To roar off the line with a Rocket Boost, hit the accelerator between the red and green lights.



You can pick up a tiny boost if you fall off the track. Press the A Button as your wheels hit the road.



HOW DO I EXECUTE A POWER SLIDE?



A well executed Power Slide will give you extra speed in the turns. As you start to slide into a corner, hold the R Button and move the Control Stick in

the direction of the turn until you see white smoke pouring out beneath your tires. Keep holding the R Button and move the Control Stick back and forth to

make the smoke turn yellow. Repeat this process until the smoke turns orange. Release the R Button as soon as you see the orange smoke to blast out of the turn.



Press the R Button and move the Control Stick in the direction of the turn to start a Power Slide.



Hold the R Button and wiggle the Control Stick until the smoke beneath your tires turns orange.



You pick up a Rocket Boost if you release the R Button as your tires start to spew orange smoke.



HOW DO I USE THE SHELLS?



There are three types of shells in the game. Green Shells shoot in a straight line in front or behind your kart. Pull down on the Control Stick and

press the Z Button to launch a Green Shell behind you. Red Shells home in on the closest kart in front of you. Your opponents can dodge red shells if they cut

around several sharp turns or get between several obstacles. Spiny Shells are the best homing shells and rarely miss, but they target only the lead kart.



Green Shells fire in a straight line. Hold Down on the Control Stick to launch them behind you.



Red Shells home in on the nearest kart. No one can dodge rebound red shells around sharp corners.



Spiny Shells are smart missiles that target the lead kart. These shells rarely miss their targets.



▶ SUPER MARIO 64



HOW DO I WHIRL FROM THE FREEZING POND?

Knowing what to do instead of how to do it is the trick to finding the fourth star in Snowman's Land. If you jump on a Spindrift, he'll send you whirling high into the air. Run over to the pond where the two Spindrifts are swimming around in the water. Jump up on the Spindrift as he climbs out of the water and spin over the brown wall. The box to the left of the sign on the other side of the wall contains a star.



Jump up on the Spindrift as it rises out of the water. Don't pass the Z-Button or you'll crash him.



The Spindrift will spin you high into the air. Whirl over the wall and claim your star.



HOW DO I PLUCK THE PIRANHA FLOWER IN TINY-HUGE LAND?



Actually, you need to stomp five Piranha Plants to earn your star. Leap into the pipe to the left of the starting point to shrink down to the size of a snow-

flake. When you pop out of the pipe, five Piranha Plants will sprout from the ground and try to fry you with honing fireballs. As you elude the fireballs, note where

each Piranha Plant is located and stomp on the spots where the plants came out of the ground. When you pound the five plants, the star will pop out of the soil.



You won't find your star if you peek on the solitary plant. Hop into the pipe and shrink down inside.



Leap out of the pipe and start running. As you flee, note where each Piranha Plant is hiding.



To squash a Piranha Plant, stand where they sprouted, then jump and pound the ground.



HOW DO I DEFEAT THE BIG BULLY?



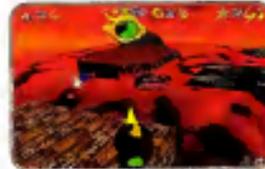
It's easy to get pushed around by the Big Bully in Lethal Lava Land if you don't know how to defeat him. You can't stomp him, so try making him fall into

the lava. You can do this by kicking or diving into him, or stomp at the edge of a platform and lure him over the side. Big Bully likes to throw his weight around, but he

needs room to slow down and change his momentum. If you find yourself running low on HP, replenish your power by collecting the coins on the nearby islands.



Over or kick Big Bully to push his back works if you do this repeatedly, he'll run off platform.



Lure Big Bully to the edge of a platform, then spring out of the way as he charges toward you.



If you find yourself running low on power, collect the beeping coins on Lethal Lava Land's islands.

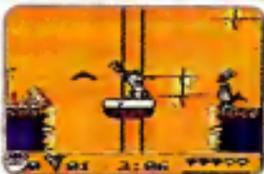


▶ TR2-MANIA 2

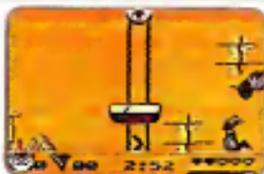


HOW DO I DEFEAT AKL GATOR?

You can't hurt Axl Gator while he is holding his boomerang. Wait for Axl to throw it, then leap to the moving platform and shoot a tornado at him. As soon as you release your tornado, jump back to the left before the platform falls off the screen. It takes eleven hits to eliminate this mean gator. If you run out of tornadoes, use your spin attack to knock off Axl, but maintain your balance—you'll have to start over if you fall.



Wait until Axl throws his boomerang, then jump on the moving platform and hit him with a tornado.



If you run out of tornadoes, use your spin attack, but be sure to maintain a steady balance.



HOW DO I DEFEAT BULL GATOR?



Bull Gator is the head honcho in the Dangerous Desert. You'll have to down his airplane and finish him off on the ground. Dodge the bombs dropped

from the plane and return fire with your tornadoes. If you run out of tornadoes, use your spin attack. Bull Gator crashes his plane after eleven hits. Stand to the right of

the plane's broken propeller and leap over the stones thrown at you. As you land, use your spin attack. Keep repeating this technique until Bull surrenders.



Bombs away! Retreat to the right side of the stage and return fire with your tornadoes.



Leap over Bull Gator's stones, then execute a spin attack just as your feet touch the ground.



You'll have room to dodge if you stand just to the right of the propeller and use your spin attack.



In the USA Call:
1-900-280-0787

(\$1.50 per minute. Calls are over 11 minutes. Premium service call.)

Q&A FAST FACTS

Or write to: Sunders, Gary
P.O. Box 52603, Redwood, WA 98073-4793

In Canada Call:
1-900-451-6400

(\$2.00 per minute. Calls are over 11 minutes. Premium service call.)



BEAST CORPS

Q: What does the red circle around a course on the WorldMap screen mean?

A: It means that you found all the Commemorative Tokens that course.

Q: Why won't my job be done or rewards work anymore?

A: You're out of energy. Refresh your energy by picking up an amulet.

TOP GEAR 3000

Q: How many tracksets in the game?

A: There are 42. You can race all of them when you select Hardcore.

Q: Why is my car losing speed?

A: You're turning too on fuel.

Q: How do I sing the Floating Credit Spheres?

A: If you buy the Jumpability at the shop, you can collect the Credit Spheres.

MORE MANIA

Q: How do I refill my life meter?

A: Go back and visit Grandpa Hnt. He'll refill it.

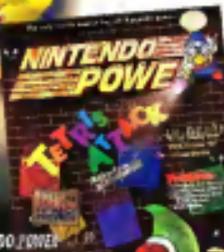
Q: How do I get to Stage Eight?

A: Get 100% in stages One through Seven first.

Q: Do I always have to start at Kingpin in Stage Eight?

A: If you make a good Mini-Winchose, you'll start off at Big Mama instead.

DONKEY KONG LAND 2™



Banana Rama!

If your letters and e-mails are any kind of indication, a lot of you have been having a barrelful of fun with Donkey Kong Land 2 for the Game Boy. In fact, although we featured a preview and a review of this title back in Volumes 87 and 88, quite a number of you have requested a more detailed look at the final stages of the game. Therefore, we've decided to take you to the jungle for one more swing through the

Keen-cruised foliage. We'll start off with a quick, one-page overview of the major levels of the game and then treat you to full maps and special tips for the interior of K. Rool's Keep and The Flying Koock. While Donkey Kong Land 2 is loosely based on Donkey Kong Country 2 for the Super NES, the layouts of the stages are different, and items and Bonus Areas are in different locations. Diddy and Dixie do not show up on screen simultaneously as they do in DKC 2, and they can't use their team thoes, but they do retain their other signature powers and abilities. DKL 2 features the same smooth game control and feel that DKC 2 has, and even if you're trying your thumbs at this title for the first time, you shouldn't have any trouble getting into the swing of it.



KRUEL WORLD



The Flying Krock

Coffin, tea or croissants? Fasten your seat belts and get ready for some heavy turbulence at this thrilling level of the game.



Klubba's Kiosk



Collect 47 Klubba coins and present them to Klubba to gain entrance to the Krew World. Check the Bonus Area for the hard-to-find Klubba coin.



K. Root's Keep

Here's a nice place—lots of space! This is K. Root's keep, and the subject of the next portion of this review.



Gloomy Gulch

This haunted house is full of the "spirit" of the 64 levels! If you have trouble getting through Paran' Chase Pass, try using Dixie and her Helicopter Spin instead of Squawks.



Krazy Kremland

It's tough to spot the 64 barrels while you're zooming along, so always start the roller coaster stages with both Dixie and Dixie.



Gangplank Galleon



Krew Children



K. Root and his Krewing groups turn up the heat in these exciting stages. Don't forget to use Squawks and your central friends' special powers will be the keys to finding every one of the Krew Children Bonus Areas.

To collect many extra lives, first complete Paran' Chase Pass on the slope and go past the End level to find a 3-Door. Exit the stage and repeat. Use the invisible Wing Barrel to the right of the second platform to speed things up.



K. ROOL'S KEEP

You've avoided every pitfall and conquered every challenge that K. Rool has thrown at you so far, and now you get to face the big croc on his home turf!



Arctic Abyss

You'll have to be "Egguard" to uncover every item and secret in this frosty deathtrap. Be careful as you maneuver around the ice floes. Hooping often affords you better control than running. You'll be less likely to overshoot a mark or run into an enemy accidentally.

1 Fun Balloon Antwerp

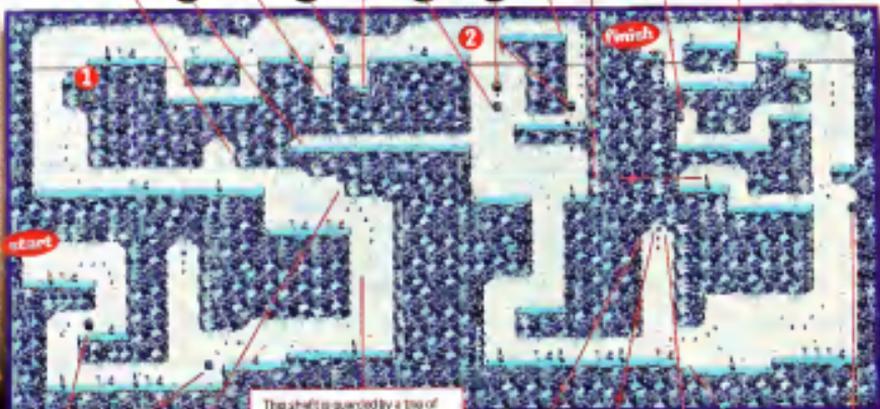
To receive a 1-Up Balloon, you must reach the spot as Egguard the Swordfish. When you're controlling Egguard, press A to shoot ahead and spear enemies with your needle-like tail. For a more powerful attack, hold Select for a few seconds and then release.



2 Skip to My Loo, My Doo

The OK Con is out of sight in the upper right corner of this view. Run to the edge of the platform and jump to the right at the last second. Use Doo's Helicopter Spin to cross the wide gap and land on the upper ledge.

You can take either the high road or the low road, but travelers on the scatter route have a much better chance of avoiding trouble with a hidden Sassy and getting out of the stage unscathed!



This shaft is guarded by a trio of Sassy's allies. Proceed slowly and let them guess at how you'll use your tail for a surgical strike.

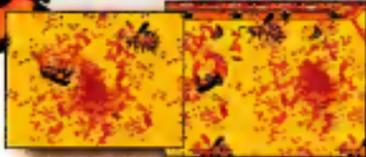
Windy Well

The powerful updrafts in this abandoned mine shaft will be more than enough to support your weight, but there are still places where you can fall to a mossy end. If you miss the Bonus

barrel or go too far up, the rising winds will prevent you from going back down, so you'll have to finish the stage before you can try to reach the barrel again.

1 Buzzy Along

As you babbling on the air currents, you'll come across rows of stationary Buzzies. You can get very close to them from the side without taking damage, but they are much more likely to sting you if you approach from below.



There's a sneaky Spring lying in wait on this platform. You won't see him until you're almost on top of him. You'll have a better chance of avoiding him if you aim for the left side of the platform.

Walk around the Buzzies to collect the goodies. Unlike you, they're designed for bananas or items, though, so I describe a little for them.

2 Buzzes in Bunches

Take the Buzzes one at a time. Get as close as you can to a Buzzy before you proceed. If you're Diddy, you can touch it with the bill of your cap. Time your bounces and move down and far west just as you enter the "downswing."



Jump up to the second platform; the wind will not support you here! Jump up near the barrels across to catch the wind.



From the letter N, jump up and left. First slip along the left edge of the screen to avoid most of the Buzzies. Grab the G from the right side of the platform before you exit.

From the large platform, stand beneath the left-most banana. There's a Buzzy above the right banana and jump up. Watch out for several more Buzzies in the area above.

3 Kannon Bill Run

You may not see the Kannon off to the right, but you'll get a glimpse in the eye if you're not careful. Grab the Banana Coin and jump immediately.



Dungeon Danger

Once you spend some time scrambling through this dark and dusty dungeon, you'll be glad that you have a handy place to fall that doesn't result in a sudden loss of control. In places in the stage where falling off a platform will cost you a life.

Once you spend some time scrambling

1 What's up, G?

After you climb up the left side of the "table," head to the right to collect the letter G. Then go looking for the... but you can't get it... Then without using the... great Spac... Now go back to the left and proceed to the east.

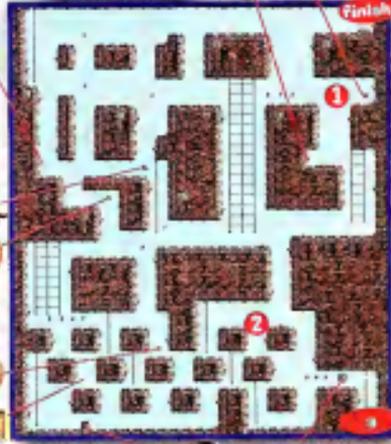
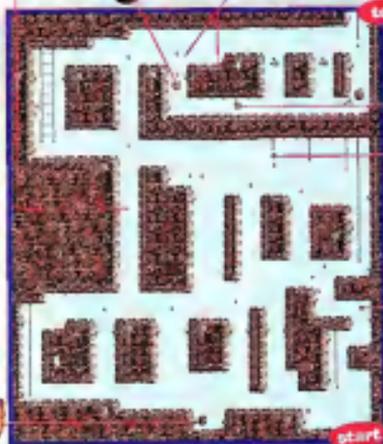


If you fall from a great height and fall off the screen before you hit a platform, you'll lose a life.

Most players miss the DK Coin because they're afraid of jumping into a bottomless pit, but the bananas at the top indicate that the pit is safe. Follow the bananas down to the invincibility dart and then to the right.

2 Kamek's Ball - Bonus Area

From the Star Barrel, go to the left, up and to the right to find the carry-on box. Now go down and to the left. Land the Kamek to blast off into the Bonus Area.



Clapper's Cavern

From the start, go to the left and jump up to an invisible hook, and then into the Blast Barrel.

A pit on Clapper's back will turn the frigid water into ice and make it safe to cross. Doan, with her Hot Copper Spas, is the best life chomp to use here.

Even if you get off it, the ice will be melting when you get here. Use the Pirater to bounce over the Buzz.



Chain Link Chamber

Climb to the left end of the steps as much as possible, except when there is a specific item you need to the right. Jump down onto Kluge's to slide down. Sliding down a chain at one will only result in your defeat.

1 **EG H99K DE EG K99K**

Approach Kreak slowly and wait until he finishes hammering to handle back towards him. Clamber up past him quickly and then give him a hard stamp on the head to show him who's really the boss around here!

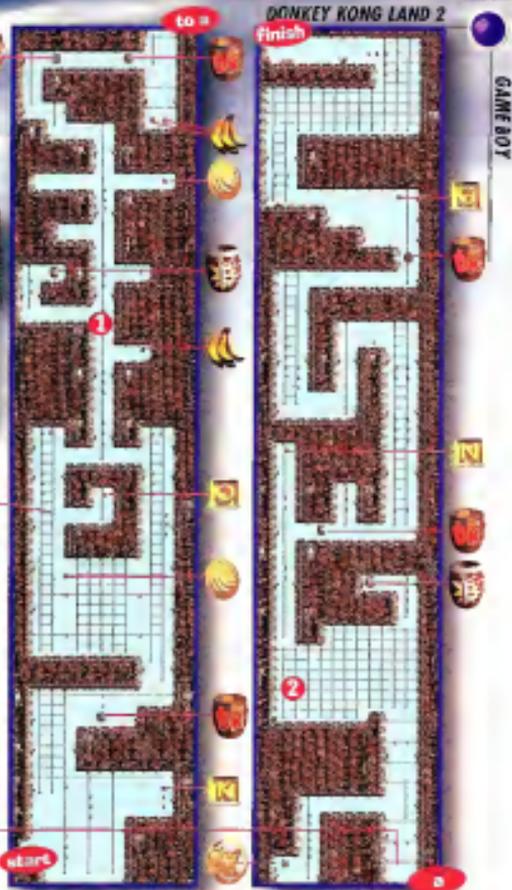


Go up the left-hand ladder (you may find fewer enemies along the path) and jump into the alcove to find the letter G. The bananas will tell you which side of the ladder is safe to climb. Watch for more Kringlings on the platform above.

2 **LOOK TO THE LEFT, LOOK TO THE RIGHT**

Whenever you're in an area of chains linked in a "checkerboard" pattern, proceed along the bottom to the left and then go up. You'll almost always encounter fewer enemies that way.

Grab on to the chain and nudge your side down until you see the Buzz below. Drop down (avoiding the Buzz) to find a banana/canoe!



Don't be afraid to go after the letter N. Use the Helicopter Spin to control your descent and grab the hidden heels below.

The letter G is hidden almost in plain sight. Jump over the end target and jump up and to the right to find an invisible heel. Keep going up to find the letter G.

TOXIC TOWER

This last line of defense is K. Rool's keep a formidable indeed! You must switch between Squibler, Rattly and Squeakle to stay ahead of a flood of radioactive sludge.



1 Super Jump Power, Activated!

From here on, Rattly's super jump is essential for bypassing almost any thing toxic. Use, mind of... Select Rattly for 7 lives, seconds and Double Jump.



Dash to the right, below the line of chains. You'll avoid a whole herd of Krowlings and save precious time.

2 Use Bridge

Targeting the Buzzes can be tricky. There's enough clearance above them, however, for you to slip on by. Flip as hard as you can and hug the ceiling to avoid their stingers.

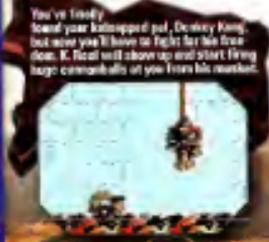


Rattly can bounce off the backs of the Buzzes for added height and distance. Use the Buzzes on stepping stones to reach the higher platforms.



Strong Hold

You've finally found your kidnapped pal, Deaky Kong, but now you'll have to fight for the free flow. K. Rool will show up and start firing huge cannonballs at you from his mansion.



Even the smallest delay will result in your being sliced by time, so you'd better perfect your web technique.

THE FLYING HIGH

K. Roof has flown the coop in his fabulous Flying Krock, but you're right behind him! It's time to put a big smack down on his scaly hide!

SCREECH'S SPRINT

Build up as many extra lives as you can before you take on this tangle of brambles and Buzzes. Study the map carefully before you begin. Even if you scout out the quickest route, you may need to make a practice run or two.

1. Goodbye, Screech

Your Flipping!

You'll cover the first part of this stage as your course, of course, of course! Once you reach the Star Service, however, you'll drop into Screech's. You must beat Screech, K. Roof's pet parrot, to the end of the stage. If he wins the race, you'll lose a life.

This part of the maze is thick with Buzzes. Drop down as quickly as you can, but keep Flipping to give yourself some maneuvering power.

Instead of going up and over, take the lower path to the fir job line. It's a tight squeeze, but it could easily give you the checkered flag.

4. Roof, But!

K. Roof will fire some fireballs at you as you get close to the finish line. When he tries to smack you into his gun, throw the cannonball at it. It'll pass this six times to end level.

YOUR POWER GUIDE TO THE LATEST RELEASES

June 1997

NEW! PLAYING

Game Boy

Super NES

CLAY FIGHTER 63 1/2
Interplay's Fighting Game

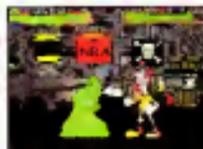
Gameplay	4.5
Graphics	4.5
Sound	4.5
Value	4.5
Fun	4.5

• For 2 players simultaneously • 30 levels overall
 • Controller Pak • 4000 characters

Rating: **TEEN**

Interplay breaks the mold for N64 fighting games with this clay spectacular.

Clay Fighter 63 1/2 from Interplay could be said to be a breakthrough game in several ways. One convention that gets left in the dust is the idea that characters have to fight in the same, narrow setting all the time. Instead, Clay Fighter arenas contain breakthrough areas where characters smash through doors and walls into new places where they carry on the fight. Think of it as a sort of comical tavern brawl from a Western. Many of the areas you break into are



hidden or require the use of a particularly powerful punch to send a character splintering through the wall. But as fun as this breakthrough feature is, Clay Fighter 63 1/2 goes even further: The characters keep up a patter of insults and jibes during the fight using the voices of some very famous actors, such as Don Corbelli asets from the Simpsons. And as for the fighting itself, the moves are smoothly animated and often hilarious to watch.

In spite of the emphasis on comic animation, though, serious fight fans will find plenty of moves, combos and specials to keep the game interesting. There seems to be almost an endless supply of new Claytalityes and other "skins." Combine all this with excellent graphics and lots of hidden (and surprising) characters, and you've got quite possibly the most entertaining fighting game ever molded. Clay is cool, and you can learn all the throws this month in our exclusive Power review.



- +** Great graphics and arsenal of humor. Lots of fighting arenas. Lots of special moves and hidden characters.
- Breakthroughs are difficult to find and activate.

HEXEN

for PlayStation 4/PC/Mega-CD



The Hexen is on you.

The popular PC game from id Software (the creators of Doom) has found its way onto the N64, thanks to GT Interactive. Hexen's development team at Software Creations recreated the evil domain where undead nonbelievers wander the dungeons and prey on the only remaining human—you. After choosing your profession of Warrior, Mage or Cleric, you'll enter a



first-person, 3-D world in which you fly from the Serpent Riders. Although Hexen is very much an action game, it has a definite fantasy feel, too. Players search for magical artifacts and cast deadly spells during

their quests. As a four-player game, Hexen can be a cooperative adventure or a spine-chilling hunt for the other players. Since there is no network link, as there was with the original game, Software Creations included a four-window, split-screen mode to accommodate multi-player action. The graphics aren't really up to the standard that you might expect from the N64, but the game play can be deep and involving. In fact, there are more puzzles and mysteries in Hexen than in either Doom 64 or Turric.

+ Multiplayer D & D action

- Sub-par graphics

WAR GODS

for PlayStation 4/PC/Mega-CD



These gods must be crazy.

Do gods bleed? They do in War Gods, from Midway, the latest tournament fighter arcade port for the N64. War Gods features full 3-D rotation so you can circle opponents and, with luck, avoid distance attacks. Other than the 3-D motion, however, War Gods offers a pretty traditional (and tame) Mortal Kombat-inspired experience. Moves are easy to activate, especially the fatalities. You can become a master in minutes. This is great for two-player matches, but the ease of play makes the tournament mode overly simple, particularly if you discover certain moves for which your opponents have no defense. Eurocom, the



developer of War Gods, performed a few miracles on the graphics, combining realistic, digitized textures with polygon characters with impressive results. Animation, while a bit choppy, looks very much like the sprite animation in Mortal Kombat. Most of the characters in War Gods are based on some mythic tradition, such as Valky, a Norse amazon, or Anubis, a dog-headed Egyptian deity. Cy-5, a cyborg with a spaceship, hails from a technologically advanced future. Most of the fighters and their moves are fun, and the simple Fatalities are a mix of cominess and gore, earning Gods a Mature rating from the ESRB. Power covers the moves and more this month.



+ Fun two-player action, especially for MK fans. Easy arena, 3-D fighting.

- No option to turn the timer off. Poor balance of power between characters. Some choppy animation.

Super NES MEGA MAN X

Developed and Published by Capcom



Series	Action
Default Goal	100%
Play Level	1.0
Difficulty	1.0
Speed Up	1.0

1 Player
1 Password

1 Genre
Originally released in 1994

Rating
E-R

Classic Mega Man action returns to the Super NES.

The first Super NES Mega Man game, and the 11th game in the Mega Man series, will return to store shelves this month thanks to a company called Majesco. Don't expect any modifications from the original Mega Man X. This is the same game through and through. But for players who never experienced the thrill of this game, Mega Man X remains as fresh as the day it first appeared



three years ago. Dr. Light may be gone, but he left behind him a new Mega Man, known as model X. In the story, X is out to stop a bunch of exploded robots who went bad. The worst of these are the eight stage bosses and Sigma, the final boss. The improved X model of Mega Man features some moves never seen in the NES Mega Man games, like the wall gap and quick change weapons. The game's layout of eight stages and bosses, and a final, ninth boss remains par for the course of Mega Man games. As always,



the action is challenging and varied. You win special weapons from defeated bosses that can be used later on other bosses.

+ Excellent play control and challenge. Good graphics and variety of play.

- The final area is too short! Some players are in for the control of the NES MegaMan games.

Hot Picks 5.0 10.0 10.0 10.0 10.0

Super NES ALADDIN

Developed and Published by Capcom



Series	Action
Default Goal	100%
Play Level	1.0
Difficulty	1.0
Speed Up	1.0

1 Player
1 Password

Originally released in 1993
7 Ages

Rating
E-R

Magic in Arabia becomes Super NES magic at home.

Although this game shouldn't be confused with the Genesis version of Aladdin from Virgin Games, Aladdin from Capcom features excellent graphics in its own right and even better play control than its better known 16-bit rival. The side-scrolling, platform action in Aladdin takes place in such familiar haunts as the marketplace, in the Cave of Wonders, inside the genie's lamp, in the pyramid and at Jafar's Palace. Fans of the smash hit Disney film will recognize the locations and characters in the game, but don't expect much in the way



of familiar music or voices. Aladdin's quests require him to scamper through dangerous obstacle courses and defeat three bosses: the Market swordman, Jafar, and the giant snake. In the bonus area, Aladdin and Jasmine ride their magical rug and

collect an emperor's sash of gems. Most of the areas are simple enough for younger or novice gamers to complete, and the password feature allows you to start where you last ended the action. The game is a showcase of fine graphics and well-balanced, side-scrolling action. Disney fans of all ages who haven't played this game owe it to themselves to revisit the past. Power revisits the game this month in a walk-through review.



+ Great graphics and play control

- If you're looking for a challenge, keep looking.

Hot Picks 5.0 10.0 10.0 10.0 10.0

Super NES **PITFALL: The Mayan Adventure** Activities Reviewed by Melissa M. Mowatt

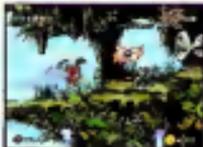


1 Player
8 Stages

Originally released in 1994

Rating
E-R

Pitfall Harry relives his greatest challenge in this Super NES adventure.



There's a certain Indiana Jones quality about Pitfall Harry as he appears in this rereleased action game from 1994. Maybe it's the whip, or the jungle setting with ancient Mayan temples, or the constant action, but whatever it is, this Super NES game has a real sense of derring-do. The eleven stages include a wide range of jungle hazards, from giant trees draped with vines to lost gold mines filled with bats. Your side-scrolling journey also leads through jungle caves and up thundering waterfalls. Harry stops at nothing to find his kidnapped dad, whether it's riding a trolley or hopping across a swamp via gear backs. To discourage the jaguars and other fierce critters he meets, Harry uses his whip and other weapons that he picks up along the way, such as boomerangs, slingshots

and exploding stones. With special bonus puzzle rooms, reminiscent of memory games like Simon, and a hidden version of the original Pitfall game, *The Mayan Adventure* covers a lot of ground for an MSRP of just \$19.99. As for the challenge, some of the stages are guaranteed to provide difficulties, but the challenge is just as often because of poor play control as it is to well-designed puzzles and intelligent enemies. In fact, because there are only four bosses in the entire game, you might be misled into thinking that it was a walk in the park rather than a desperate dash through the jungle. Don't believe it. Living up to its name, Pitfall's greatest challenges come in the form of disguised traps and deadly obstacles. Play control quirks aside, Pitfall provides a classy platform experience for gamers. If you missed this adventure when it first appeared, you'll want to check it out this time.



Excellent graphics. Good variety of stages.



Poor hit detection in some areas

Pros' Picks

Pros' Picks

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

SP

Scott—Sports, Simulations, Adventures

HS

Henry—Fighting, Action, Sports

DD

Dan—Action, Adventure, Puzzles

TR

Terry—RPGs, Simulations, Puzzles

FS

Fred—Fighting, Sports, Simulations

LS

Leslie—RPGs, Simulations, Adventures



Graphics & Sound



Play Control



Challenge



Theme & Fun

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 icons reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-771-3772.



Early Childhood



Kids to Adults



Teen
(13+)



Adult
(18+)



Mature
(17+)



Games that were released prior to the commencement of the ratings system are designated NR.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month in Pak Watch, we've spanned the globe from Europe to Japan to bring you the wide world of N64 game development. Our first looks include games such as Extreme G, NFL Quarterback Club '98 and Lamborghini 64. For N64 news, this is your ticket.



EXTREME G

If you think that the extreme sports of today are cool, wait until you get your hands on Acclaim's Extreme G for the N64. Combining racing with combat, the first N64 title from Acclaim's in-house development team at Probe Entertainment in the U.K. looks extremely cool. The racing machines take the form of futuristic motorcycles that blast through post-industrial urban areas in decay—



sort of a Blade Runner on two wheels. Probe's use of fog and lighting effects make for dramatic graphics, but much of the thrill of the game comes from the ups and downs you take at high

speed. As we learned on our first test drive, the twisting, turning side of Extreme G is like being on a roller coaster. In fact, at one point Acclaim was thinking of naming the game after the Cyclone roller coaster on Coney Island. If the ride isn't enough to raise your blood pressure, then shooting at the other racers in

Extreme G might do the trick. And since Extreme G will be a two-player game, you'll be able to blast your best friend in the split-screen mode. Acclaim should release Extreme G this fall, probably in October.



ZELDA 64

Bringing the magic link between the original NES Zelda and the 64-bit version will take you quickly away from the original. It's just as or more than you could get more amazing every one of the 7th which show Link practicing his archery skills and exploring two new environments: a forest and a multi-level dungeon. The amount of detail in the graphics seems to be more pronounced than ever before. You can see surface reflections, multiple light sources within a scene and animated shadows. If you look closely at the archery screen shots, you'll see that the two tool/weapon icons merge, suggesting that shooting bow and arrow is a two-handed operation. We've also noticed more familiar foes from the original NES Zelda games, enemies such as the bomb-eating Dodongo, Wall Master with grasping hands, Iron Knuckle the knight and rock-spitting Octonoid. With the special light source (L) which Mr. Miyamoto is quite proud of as a feature.



right, the game is designed to be like the promised best. Could it be better?

for this Super Mario 64! We think so. Mr. Miyamoto has announced that the game will first appear in a 170 Megabit Game Pak form instead of on the 64DD. Later a 64DD Zelda game would be released that would expand your Game Pak adventure even further. We expect Zelda to appear in Japan by the end of the year and in North America early in 1998.



NFL QUARTERBACK CLUB '98

Forthill fans, shift hunting in the west wind! The line that separates good from great video development is a thin one, and the line game just just crossed it. Pk Watch: The game wasn't playable yet, but you could almost guess it's there when it's self-running demo.



The second part of this ring-up, dealing with the camera, camera, is covering nearly everything you could want to know about the game's graphics, from the quarterback to the entertainment—the video, DVD-type that created the lifelike Favre (and in fact, Favre star Huxter)—his packed QB Club with highly detailed, 400-plus polygon player models. Achilles is holding licenses for the NFL, NFLPA, NFL Quarterback Club and Brett Favre of the world champion Green Bay Packers. Brett has given his input to the development team by criticizing plays and adding several plays of his own. Keep checking WWW.NINTENDO.COM for updated shots and don't miss next month's Pk Watch. So mean will NFL QB Club '98 ship in the fall, when else?



MISSION: IMPOSSIBLE

3 If you're a fan of the movie Mission: Impossible, you'll love the new Mission: Impossible game for the Nintendo Game Boy Advance. The quality of the graphics is impressive to say the least, with detailed backgrounds, multiple light sources, and shadows that are not overlooked. What we still haven't seen in the previous games is intelligence, as the character that inhabit the game world, that may change in a very short time, as Mission: Impossible is going to be shown as the real, playable game. It's just a few weeks. With any luck, we'll have a report on that in next month's Pk Watch. Until then, check out how Steve Bauer's exploits. He is shown here dodging bullets on a

train, dodging nuclear detonations and sneaking into a high-security zone. Each mission involves several dangerous tasks that require finesse (played by you) to use cool gadgets, use disguises or employ other subtle types of subterfuge in the heat of action of cold war spies. As you may have noticed, these scenes didn't appear in the movie. Ocean used elements from the film sparingly so that players would be faced with new situations. By the way, this article will self-destruct in five seconds.



TIMON & PUMBAA'S JUNGLE GAMES

Straight from Disney's *The Lion King* comes a new, multi-game Game Pak for the Super NES. Developed for a younger crowd, about five to eight years old, *Timon & Pumbaa's Jungle Games* features four arcade-style games starring the lovable Disney characters. In *Buaper*, Pumbaa the warthog must hit a certain number of falling objects with his ballistic belches or sent them on the ground with his tail while a time limit ticks down. In *Hippo Hop*, Timon the meerkat hops between floating objects on a river to collect prize points while avoiding the rushing current. It's a lot like *Frogger*. Perhaps the best game is the *Sling Shot Gallery*. This shooting gallery has you plinking away at animals that pop up in a jungle scene. You have to distinguish the good animals from the bad and avoid hitting the good guys. Finally, you can play an interactive petting game, or will be able to play one once the game is finished. We couldn't test out the petting in the early version we received. THQ hopes to have this virtual jungle gym up and running by this summer.



HERCULES

Disney's *Hercules* may be the big, animated event in theaters this summer, but the Game Boy version of *Hercules* may get more play time on the smaller screen. The legendary Greek hero sets out to prove himself worthy of the gods in this action game from THQ and developer TierTex, which has developed several Game Boy titles over the past couple of years. The pre-alpha version received at Pk Watch gave us a run for our money.



Right out of the starting blocks, Hercules was dodging flames, leaping between vines and hacking giant insects to pieces with his sword.



All very heroic. In the eight stages that follow, the hero battles Cargoyles, the snake-like Hydra, the heinous Medusa and a Centaur. Look for *Hercules* to be in the stores near the end of June when the Disney film debuts.



NEWS Source Extra

PUBLISHER - THQ
 DEVELOPER - TierTex Design Studio
 SAVE FEATURE - Passwords
 STAGES - 8 levels
 MEMORY - 4 megabits

MIYAMOTO AT WORK



N64 development at Nintendo Co. Ltd. in Kyoto and elsewhere in Japan continues at an ever-increasing pace, but the premier projects are those headed by Shigeru Miyamoto of Nintendo's EAD. For the past year, Mr.

Miyamoto has directed, produced or consulted on more than a dozen titles, and he continues to spread his talents over numerous projects. Currently, he is concentrating on *Zelda 64*, Yoshi's Island 64, *F-Zero 64*, *Super Mario RPG 2* and a Japanese title, *Jungle Emperor Leo*. He also admits to working on a top secret title, *F-Zero 64*, originally rumored to be slated for a release date this fall, may not appear until 1998. *Zelda 64* may be released first in Japan around the holidays and in North America is the first quarter of 1998. Other projects under Miyamoto's care include *Mario Fists 64* for the 64DD, *Sims City 64* for the 64DD, *Pocket Monster 64*, *Melber 3* (or *Earthbound 64*), a sequel to *Super Mario 64*, and a game currently being called *Cabbage*, which has similarities to Bandai's *Tamagotchi* in that you raise or breed little video creatures. The *Sims City 64* project is a collaboration with Matsui and is taking a unique, modular form. According to Mr. Miyamoto, the game will have separate modules that allow you to do different things in your city. For instance, you might add a module similar to an *Maxie's Sim* Copter so you can fly through the city you created in *Sims City 64*. Only with the write-capable 64DD can such a modular approach to games work.

MORE N64 NEWS

Nintendo's fall lineup includes a major game from Rare code named *Dreams*. The British developer won't reveal details at this time about the game, but Nintendo will preview the title at E3 later this month. Konami confirmed that the arcade-style basketball game, *NBA in the Zone '98*, will appear for the N64, with luck by the end of '97. This title should be at E3 for Konami along with *Deonica 3D* (probably an early '98 release) and *International Superstar Soccer 64*. Konami also hinted at the existence of a fourth, super-secret title that might be revealed at the big show in Atlanta. Some rumor mills have suggested that *Contra 64* is on the way, but even though that is quite possible, the top secret project is likely to be a licensed title. We'll have more on this mystery as it unfolds. *Chaos 64* from Titus is a newly announced game that will make use of the 3-D capabilities of the N64 by creating an animated chess board, something like *Battle Chess*. Titus's *Superman* and *Quest for Camelot* are still expected to be 1998 releases. In a press release from Video Systems in Japan and Paradigm Entertainment, it is stated that Paradigm will work on these titles for the N64.

Currently, *Aero Fighters Assault* is the only confirmed title. And what about Capcom? We know that developers in Japan are working with the N64 development system, but no game has been announced as of yet. It seems as if *Ghosts and Goblins* was in development, but that Capcom has decided against it being their first N64 game. Other candidates for the first N64 title from Capcom include *Street Fighter 3* and a version of *Resident Evil*. Paradigm is also working with Nintendo on the creation of *FlurWings 2*.

LAMBORGHINI 64

Titus sent Pak Watch a flashy shot of its upcoming racer, *Lamborghini 64*. Although this image was taken directly from the SG2 environment, Titus says that the game looks almost identical on the N64. Only the textured cliffs will lose some detail. As for the game itself, *Lamborghini 64* features dream sports cars including the *Lamborghini Diablo SE*, *Ferrari F30* and *Porsche 959*. All are very hot. You'll race



in four modes of play on four courses. In Arcade mode, players will have a time limit in which they must reach check points, and the number of overall laps will be limited. The

Tournament mode allows racers to set the number of laps and car damage options as they try to place high in the field. The Championship mode is the same as the Tournament mode, but drivers who place high enough move on to other courses. (At this time, it isn't certain whether if the four courses will be supplemented with extra courses or mirror images of the courses.) Time Trial mode lets racers set records, which will be stored using the Controller Pak. Besides the realistic, 3-D graphic environment, Titus is also including realistic fly control features including the use of fully manual transmissions in which the Z Button becomes the clutch. This latest entry in the N64 speed megapacks should be ready for your test drive this fall.

GAMETEK TV

Gametek may be having difficulties getting its first N64 title, *Robotek*, out the door, but that isn't stopping the Bay Area software developer from pushing ahead with two more projects. The long-time Super NES publisher will return to its broad-and-better game show line with N64 titles based on the popular TV games, *Jeopardy!* and *Wheel of Fortune*. Both games will feature voice samples from the stars, Alex Trebek and Vanna White, who will move around in virtual 3-D studios that match the TV show sets. Other than that, don't expect vast differences from earlier game show titles. You'll still have to spill out questions or answers using the controller and you still won't be able to take home your winnings. One final note on Gametek is that it is no longer in the business of actually publishing games. As of May, they are concentrating entirely on development and will sell their products to other publishers.

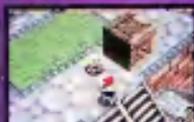
INSIDER
UPDATE

N64 DEVELOPERS CONFERENCE

Game developers from around the world gathered in Seattle, Washington, in the first week of April to hear about the latest developments for the N64 and to swap technical tidbits. The highlight of the two-day conference was a technical discussion of the 64DD disk drive. Developers will receive specs in about four months, but they learned from Nintendo's engineering staff that the future read/write drive won't present any programming difficulties for games currently in development. In order to use the 64DD, only a few lines of code are required to instruct the N64 on where to find the data. Developers also learned that they will be able to make use of various configurations with disk-based games, such as the use of disks in combination with Game Paks. Major tool developers for the N64, such as Silicon Graphics, Alias/Wavefront, Paradigm, Multi-Gen and Nichimen also attended the conference and gave demonstrations of their products. New tool developers SoftImage and Kinetics also presented their powerful software tools to the 180 developers present. Other topics included discussion of the new Bandai Pak and graphics optimization. The big news for small developers was the introduction of the Partner64 Development system which uses PCs rather than Indy IIs from SGI for creating N64 games. The lower cost of the PC development system should make it more affordable for companies to develop games for the N64, and that should spur more development and innovation.

SUPER BOMBERMAN 64

Yeah, baby. Bomberman 64 from Hudson Soft reprises one of the ultimate multi-player games in history for the ultimate video game system in history. Pak Witch was granted an exclusive look at the game in its early form. The one-player mode turns out to be more like Super Mario 64 than previous puzzle-oriented Bomberman for the Super NES, although you still use bombs to do your dirty work and open up areas. The longer you hold the bomb, the bigger it grows. In the multi-player mode, instead of looking down on the board from above, the 3-D perspective is from an overhead angle, and the action takes place on multiple floors. Hudson hasn't announced a North American release date, but it should be later this year.



RELEASE FORECAST



DARK AFT
DUKE NUKEM 3-D
EARTHBOUND 64
F-1 POLE POSITION
F-ZERO 64
FREAK N'Y
GOLDENEYE 007
INTERNATIONAL SUPERSTAR SOCCER 64
JED PARGO!
LAMORGHINI 64
MISSION: IMPOSSIBLE
MORTAL KOMBAT MYTHOLOGIES
MULTI RACING CHAMPIONSHIP
ABA IN THE ZONE '98
RFL QUARTERBACK CLUB '98
REBOUTCH, CRYSTAL DREAM
RODENTOR 64
DUANE
SAW FRANCISCO AUBN
SPACE STATION, MLCIOR VALLEY
SPACE CIRCUS
STAR FOX 64
TOP GEAR RALLY
WHEEL OF FORTUNE
WORLD CHAMPIONSHIP WRESTLING
URREAL
YOSH'S ISLAND 64
ZELDA 64

SUMMER '97
FALL '97
SPRING '98
SUMMER '97
WINTER '98
FALL '97
SUMMER '97
SUMMER '97
WINTER '98
FALL '97
SUMMER '97
FALL '97
SUMMER '97
FALL '97
SUMMER '97
WINTER '98
FALL '97
FALL '97
FALL '97
SUMMER '97
SUMMER '97
WINTER '98
FALL '97
WINTER '98
FALL '97
WINTER '98



FRINSWICK'S
WORLD TOURNAMENT OF CHAMPIONS
TIMOR & PUNJAB

SUMMER '97
SUMMER '97



HERCULES
KIM BRUFFEY JR. PREPERS' MLR
SUPERMAN

SUMMER '97
SUMMER '97
SUMMER '97



BRACE YOURSELF

Nintendo is going to launch you into a new universe of N64 fun. With Star Fox 64. Clay Fighter 63 1/3. International Superstar Soccer 64. Yoshi's Island 64. Zelda 64. GoldenEye 007 and Top Gear Rally. It's an all-star lineup. Soon to enter your air space. Buckle up.





*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

