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# GOLDENEYE™

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PG-13



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Volume 99 August 1997

## MULTI RACING CHAMPIONSHIP



P. 30

We took Ocean's Multi Racing Championship for a supremely smooth test drive, and now it's your turn to get behind the wheel of the most exciting racing game yet for the N64. Shift into high gear with eight players of racing tracks plus real course maps from the Nintendo Power pit crew. You'll swear you can feel the rumble and throb of 500 horsepower beneath your fingertips!

## STARFOX 64

Even if you've won the final battle against Andross, the war is not over yet! Our top military strategists have come up with mission plans that will help you score big points and gold medals in every stage of Star Fox 64. Not only will you be a decorated war hero, but you'll also enable a hidden extra mode with tougher missions and new Vs. Mode features.



P. 42

## TETRAISPHERE

If you're looking for a fresh challenge, you've come to the right place. Tetrisphere's 3-D puzzles will test your physical and mental skills to their limits. Our seven-page review will give you everything you need to fly, tip and tack your way to Tetrisphere success—but we still can't guarantee that you won't have someplace along the way!

## STRATEGY

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# PLAYER'S PULSE

One issue and counting! In September, we'll celebrate the 100th volume of Nintendo Power, and we want to know what you'll like to see in our next 100 issues. Send us your ideas—maybe you could become a part of NP history by having your letter featured in #100!



Justin Peacock • Editor, Indiana

## More Ideas for Volume 100

Your 100th issue should include the most famous games—not just N64 ones. Put in the NES classics—they were awesome, but everyone forgot the magic they brought. Also, add tips for those games, so everyone can experience the precious moments they bring. I think you should make all those games for the N64. Then, people who didn't experience the magic could. Don't be concerned with the future, but the past.

**Zeke Kassack**  
Via the Internet

In *Arena* in the 100th issue, I think you should choose a Nintendo "dream team" by listing the names of people who have posted some of the most extraordinary times and scores ever. You should have a feature on the best Classified information of all time, and feature some of the best and funniest letters you've published in *Player's Pulse*.

**Phil King**  
Via the Internet

Here is another idea for the 100th issue: You should have a lot more Insider Update.

**Tara Delaney**  
Via the Internet

Your 100th issue of Nintendo Power should have a gold cover with silver pages, and every consonant should be intricately carved in ruby and every vowel carved in emerald. A \$100,000 bill should be tucked in every page. Now, what should the first place prize for the *Player's Poll* Contest be?

**J. Caines**  
Via the Internet

How about awarding the winner your secret personal identification number and access to your bank account?

I have the perfect idea for the 100th issue of Nintendo Power: Inside should be this massive review on all

Nintendo games. You should grade each game and give a short little write-up. Codes and passwords should fill the magazine. That would make the perfect issue!

**Kyle Boyen**  
Fulton, NY

## Issue 100 Ideas:

1. Scratch and sniff page. Helps increase game play. While playing Super Mario 64, take a whiff of what Mario's feet would smell like after that long jog through the desert.
2. Did anyone say stickers?
3. Embossed foil stamped cover of Metal Mario.
4. Character air fresheners—great for car, office and home.
5. Pop-up page. Imagine flipping through the mag and Mario pops up right in your own living room.
6. 3-D glasses—the kind that give you a migraine. We could view Mario mercilessly throwing the baby penguin over a cliff—all in 3-D.
7. A section called "How to Draw" (sarcasm).

**Tyler Thomson**  
Via the Internet

First, let me tell you I am very excited about the 100th issue coming soon just as other NP lovers wait anxiously for the 100th issue! You've done

a great job and have come far since the first issue of Nintendo Power. Much credit needs to be given to you guys and gals at Nintendo. Now, for the 100th issue, you should have a section featuring a few of the online NGA people like Amy J., Travis W., Dan O. and Kent!

**Heather Cattles**  
Via the Internet

Here are my suggestions for issue 100. Include a free tip guide with every tip from Counselors' Corner and Classified Information. Create an *Arena* challenge for a classmate game. My recommendations: reach *Ganon* in *The Legend of Zelda* without using the sword or map. And, give a list of the highest *Tennis* scores you've ever received in *Arena*. Since *Tennis* has probably been played more than any other game, it would be nice to know what the highest scores are.

**Gregory Agnew**  
Fort Washington, NY

Well, one more idea: My brother and I are CRAAZZY about the Nintendo 64, and I would like you to put in every code possible for the 100th issue. I wonder if you could make a contest with a grand prize of an N64, because I know that there are people out there who read

**Francis Weinga • Quincy, Alberta**



Background Art: Anthony Peacock • Little Grove, Illinois







# POWER CHARTS

Link and Mario have enjoyed quite a winning streak on top of the Power Charts. Will their good fortunes like them well past Volume 100, or will Nintendo Power's centennial mark a time of chaos? It's all up to you, so be sure to vote for filling out the Player's Poll Card and sending it in to us!

## NINTENDO 64 TOP 10



Mario Kart gets back on track to top up four spots and retakes the pole position. Following into its stroke screen, GoldenEye steadily makes its way to the top of the N64 Power Charts.



RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	MARIO KART 64	NINTENDO	5	8
2	SUPER MARIO 64	NINTENDO	1	10
3	TURBO: DINOSAUR HUNTER	ACCLAIM	2	10
4	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	3	10
5	BLAST CORPS	NINTENDO	4	3
6	STAR FOX 64	NINTENDO	6	3
7	GOLDEN EYE	NINTENDO	—	8
8	DOOM 64	MIDWAY	8	3
9	CEYS'N USA	NINTENDO	7	8
10	WAVE RACE 64	NINTENDO	9	11

## SUPER NES TOP 10



While Link still holds on to the top spot, Mario and the Kong clan do not take the rest of the Super NES Power Charts, each with three games to their credit in the top ten.



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	66
2	SUPER MARIO RPG	NINTENDO	3	26
3	DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST	NINTENDO	2	10
4	FINAL FANTASY III	SQUARE	5	32
5	CHRONO TRIGGER	SQUARE	7	25
6	DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST	NINTENDO	8	28
7	SUPER MARIO KART	NINTENDO	4	52
8	DONKEY KONG COUNTRY	NINTENDO	6	34
9	SUPER MARIO WORLD 2: YOSHIS ISLAND	NINTENDO	—	22
10	SUPER METROID	NINTENDO	9	40

## GAME BOY TOP 5



In recent months, Zelda, Tetris and Donkey Kong 1 and games have monopolized the top five, but this month, the Super Mario Land games score and sit at glory before we ring in Volume 100.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	52
2	DONKEY KONG LAND 2	NINTENDO	2	12
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	—	57
4	DONKEY KONG LAND	NINTENDO	—	31
5	WARIO LAND: SUPER MARIO LAND 2	NINTENDO	—	26

# MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. STAR FOX 64 (N64)
4. EARTHBOUND 64 (N64)
5. YDSM'S ISLAND 64 (N64)
6. NINTENDO 64
7. CLAY FIGHTER 63 1/2 (N64)
8. MARIO KART 64 (N64)
9. TURBO: DINOSAUR HUNTER (N64)
10. SUPER MARIO 64 (N64)



## LETTERS, CONTINUED...

the Road Runner Playing Super Mario 64 is like watching a tired copster where Bowser (Wyle E. Coyote) once again tries to capture Peach (the Road Runner). What about royal castle security? Try this at Buckingham Palace—dress up as a huge turtle, then try to take Lady Di from her bedroom. Fat chance. Why isn't Peach installing security? Now, if you'll excuse me, I think the Road Runner is on.

Andrew Hancock

Sanskrit.com, Sanskritbharatam

**Beep! Beep! Loud as Atomic Jet  
Pack-Rollerskate-Missile!**  
Launcher, the debate on  
whether game endings are stellar  
or not continues to explode. Let  
us know how you feel about  
the endings—are they the perfect  
payoff for hours of game play or  
are they a lame letdown?

### Phone Friends

In Nintendo Power, you have made a big deal out of the Internet and Game Counselor services you provide. However, I don't believe any credit has been given to the main Nintendo phone service (1-800-255-3700). You can call it nearly any time during the day for helpful information on hooking up a system, troubleshooting, subscriptions and other things, and it's toll-free. When I got Super Mario 64, its load times sounded very buggy. I called you, and, after a little wait, a real helpful guy helped me out. He gave me advice and stayed on the line until I was sure the system and game were perfect. I believe Nintendo has great quality assurance, its operators make sure of it, and that Nintendo is the best!

Steven Carroll  
Syracuse, NY

## Rumbling Across America

To celebrate the launch of Star Fox 64, Team Nintendo rolled out in a van equipped with loads of N64s and new games to preview. The van set out on a cross-country road trip to introduce the U.S. to the Rumble Pak and Fox. McDonald's lent a hand. The van rolled from Seattle to Salt Lake City, Denver, Kansas City, Minneapolis-St. Paul, Chicago, Columbus, Philadelphia, and Charlotte before finally reaching its destination at E3 in Atlanta. Along the way, news media and lucky gamers from area Boys' and Girls' Clubs got the opportunity to try out the game before it hit the shelves. Dark Rite, Aurora Fathom Assault, Moon,



## To Err Is Human

Nobody's perfect, and in Volume 97 we made a few goofs. We erroneously mentioned on the cover that we would be featuring Blast Corps strategies inside. We got a little ahead of ourselves, because the Blast Corps expert strategies actually appeared in the following month's issue. In Classified Information, the Power Soccer

for NBA Hang Time is a code for the Super NES, not the N64. On page 71, Mega Man X3 is actually covered in the Volume 88 edition of *Computer*! Classic, rather than in Volume 96. Finally, in our Clay Fighter 6.3 1/2 review, we displayed the wrong screen shots for Boogerman's Hop Attack (+ + +). Here's how it should really look:



**WRITE AWAY RIGHT AWAY!**

Can you feel the excitement? We can hardly wait to unleash Volume 100 on you next month. If you're as excited as we are, let some of that anxiety out and write us—it's your last chance to sound off before the landmark event powers up!

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THE NAME IS BOND. JAMES BOND.

# GOLDENEYE™

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Rare Ltd 1982, 1995 Clarys, Inc.  
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Sun Productions Ltd. & John D. Inc.



*This month Nintendo and Rare present GoldenEye, a Rumble-Pak enhanced movie based, 3-D action thriller that will redefine the quality gamers expect from first-person perspective games. Plug in your Rumble Pak and crank up the soundtrack—the tactile feedback from your controller will leave you shaken, and GoldenEye's breathtaking suspense will have you stirred.*



The Cold War is over, but new foes are taking control of the former Soviet Union's weapons-of-mass destruction. One such device is the GoldenEye Satellite, a space weapon capable of delivering a devastating electromagnetic pulse over a battlefield or city. Now a mysterious underworld figure has stolen the computerized control cards for the GoldenEye Satellite, and it's up to James Bond, British Secret Agent 007, to end the global crisis. But before Bond can make the world safe for future generations, he must solve the mysteries of his past, beginning with the untimely demise of his friend and equal, Alex Trevelyan, British Secret Agent 006.





## CAMERA'S ROLLING... ACTION 007

From exciting, action-packed cinematic sequences to Moody Norman's famous James Bond theme music, GoldenEye has all the elements to make you feel like you're the leading man in a major motion picture. The animation sequences also serve a double purpose—these scenes contain vital clues that will assist you in meeting your mission objectives.



## SUAVE AND SOPHISTICATED 007

Being a secret agent means you're in the intelligence business—you're required to use an equal measure of brawn with your brawn. Many mission objectives involve breaking into computer systems or locating and identifying allies that can assist you in your cause, which mirrors the high tech intrigue found throughout the movie.

Bond: It appears that we are cellmates.



Mikhail General Oranov is our traitor.



Most first-person perspective games involve blaring everything in sight, but GoldenEye challenges players to use their brains with their brawn: successfully on stealth missions in this strategy must locate allies or track non-computer enemies. If you reactivate an innocent bystander or destroy the wrong computer, your mission will be a failure.





# TOOLS OF THE TRADE 007

GoldenEye is packed with guns and gadgets. While many first-person games focus on creating carnage, the developers at Rare added lots of clever devices, and players are rewarded for choosing the appropriate tool for a given situation. There's usually more than one way to complete a mission, and if players use their brains, they might find easy ways out of their predicaments.



## GADGETS

Expenses in the Information Age have changed significantly since the days of De Niro. While 007 still carries his micro tape camera, most of his new equipment includes covert modems, laser decoders, automatic bomb detectors and high-speed data copying devices.



## HANDGUNS

Pistols are easy to conceal, making them the primary weapons for most missions. Some handguns can be fitted with silencers and are ideal for covert assignments. Other pistols have transmission power and are capable of firing through doors and thin barriers.



## AUTOMATIC WEAPONS

The game features a massive arsenal of automatic weapons with various rates of fire. While these weapons are effective for halting large groups of enemies at bay, most automatics will recoil slightly, throwing off your aim as you fire repeatedly.



## EXPLOSIVES

Secrets are often filled with volatile explosives ranging from grenades and plastic explosives to three versions of specialized mines. All mines have adhesive bases that attach to almost any kind of surface you'll find in the game. Remote mines are activated by a detonator you carry on your watch, but timed mines have a five-second fuse, so you must plant them and run for cover. Proximity mines explode when they sense motion—remember where you place them so you don't stumble into your own trap.



## SPECIAL WEAPONS

Q has a couple of fancy weapons you can easily use most, but your buddy Switch Lasso. There are other special weapons hidden in series and across throughout the game. If you're resourceful, you'll find that these devices have multiple applications.

# ALL THE DETAILS IN BRIEFS 007

## BRIEFING

Each assignment in the Mission Game begins with the review of six or seven pages in a dossier filled with confidential information from MI6. The first file always outlines your assignment's primary objectives. You cannot continue to the next mission until you complete the primary objectives and get out of the scenario alive. The other files contain brief summaries of the situation and notes from your meetings or conversations with M, Q and Moneypenny.



M will brief you on your mission and give you detailed background information outlining the key objectives necessary for fulfilling your assignment.

## BRANCH



Q always has a tip or two on how to use his gadgets in the field. You'll receive special tools to use on certain missions. Try to return them in one piece.

## OBJECTIVES



The number of objectives on a mission increases when you pick a higher difficulty level. The most common objective is to eliminate evil-doers onetime.



## THREE LEVELS OF THRILLS 007

GoldenEye has three difficulty levels: Agent, Secret Agent, and 00 Agent. While most first-person games make their difficulty levels harder by progressively weakening your character, GoldenEye's most challenging levels have increased assignments. For example, in Servermap's Surface Mission, beginning agents must complete one objective, 00 Agents must sneak around and execute five times as many assignments before they're allowed to move on to the next assignment.



AGENT



SECRET AGENT



00 AGENT



## MULTIPLAYER MAYHEM 007

You can shoot it out with up to three other players in GoldenEye's Multiplayer Mode, just like Bond and Scaramanga did in *The Man with the Golden Gun*. Multiplayer Mode has a varied assortment of arenas and characters featured in GoldenEye and other 007 movies. You'll find additional hidden agents and arenas as you complete GoldenEye's Mission Mode at different difficulty levels.

## SCENARIOS

Players can select from eight multiplayer scenarios including a competitive death fist, five-on-five and variations of two-on-two, three-on-one, and two-on-one team play. There are also special matches such as *Nice Guys Lie Twice*, where players have only two lives. *The Man with the Golden Gun*, where the player with the Golden Gun can defeat enemies with a single shot. Use need to feel, where every hit is felt, and *The Living Daylights*, where the winner is the player who carries the flag the longest.

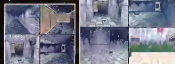


## CHARACTERS

Players initially can choose to assume one of eight different personalities from the GoldenEye movie in a radio-player context, but you'll find more characters as you finish the various difficulty levels in the Mission Mode. There are a total of four additional hidden characters, so depending on how far you progress in your missions, you could choose from a dozen different characters.



## AREAS



When you first start playing GoldenEye, you can choose between nine different multiplayer areas, but as you progress through the levels in the Mission Mode, you'll eventually earn access to two special areas, including a secret arena you won't find until you complete all of the missions as a 00 Agent. The scenes in each multiplayer arena vary in complexity, but victory often depends on how familiar you are with your environment.



## MISSION 1: ARKANGELSK 007<sup>™</sup> DAM

Sond's odyssey begins nine years ago, at the Soviet-controlled chemical weapons facility in Arkangelsk, U.S.S.R. The nerve gas produced there has turned up in the hands of international terrorists. Infiltrate the facility through a vent in the Byelomorsk Dam.

### Q BRANCH

We need to begin the shipping contracts for the chemical weapons supply, so I want you to attach this console and use the cable next to this facility's satellite dish. The medium automatically activates when you attach it to the base near the computer monitor. We'll get a copy of everything they transmit, including the terrorist goody locations.



### NEUTRALIZE ALL ALARMS

Byelomorsk has four alarm stations. The first one is located in the main hall and the other stations are in the data line the specialists to take out the guards from each alarm.



### INSTALL COVERT MODERN



Directly towards the facility's satellite dish is an all-weather emergency exit. This is the only entrance that transmits no information to and from the control room. Install the covert modern in the exit.

### INTERCEPT DATA BACKUP

On-site data backup initiated.



This is the most dangerous part of the mission. Infiltrate the dam through one of the floor level basement and work your way along the corridor to the computer center. Some of the crates in the hallway contain explosives, so try taking out the guards from a distance by destroying the boxes. The center's mainframe computer has the data files.

### BUNGEE JUMP FROM PLANE ORK

The bungee jump off the platform at Byelomorsk Dam is automatic on all three agent levels. Stop off the platform after you've completed your objectives and watch the cinematic sequence showing Bond making the 100-foot leap off the dam.



## MISSION 1: ARKANGELSK 007<sup>™</sup> FACILITY

After the bungee jump, 007 scrambles inside a small vent connected to the Arkangelsk Facility. The chemical weapons factory is teeming with scientists and military personnel, and there's double agent hiding in one of the labs. Bond must get the door decoder from the spy so he can link up with his trusted ally, Agent 006.

### Q BRANCH

The grating you see reveals wires to use as the fast chemical weapons storage tanks. These wires have adhesive bases and activate as soon as they're attached to any surface. Your watch is the detonator. Attach all five wires so they face another tank before you detonate the charges.



### GAIN ENTRY TO LABORATORY AREA

These computer rooms control remote access doors connected to the Laboratory. All of the computer rooms are provided, and it's important to not tamper with the system without doing collateral damage to the door controls.



### AGENT OBJECTIVES

AGENT SECRET AGENT  
00 AGENT





### CONTACT DOUBLE AGENT

Dr. Desk is wandering randomly about the labs in the facility. He'll recognize you and will give you a clear direction when you make contact. You'll use the decoder on the sealed door leading to the chemical weapons bottling room.



### RENDEZVOUS WITH 006

Near fellow agent, Alex Trebek, is waiting for you inside the chemical weapons bottling room. Talk to Alex until the game tells you that your mission objective is now achieved. Then quickly place the remote charges on the storage tanks.



### DESTROY THE BOTTLING ROOM TANKS

You have five remote mines to use on ten storage tanks. The only way to complete the job is to place the charges on each tank so they face an adjacent tank. Once you plant a mine, there's no way to remove it, so do the job right the first time.



### FIND THE PLANE'S IGNITION KEY

The plane's ignition key is in the stack up the left side of the loading dock. Use a grenade or two to neutralize the security force guarding the office, then search the key on the desk and report to the tank parked on the right side of the runway.



## MISSION 1: ARKANGELSK 007<sup>™</sup> RUNWAY

Bond has a plane to catch. Of course, there are the small matters of attending to the endless troops, neutralizing the heavy runway defenses and stealing the only aircraft around for several thousand kilometers.

### Q BRANCH

No fancy gadget can now top improvisation, 007. Good thing you spent that week in Navy Armed Forces Training Camp—shows an talent you learned by running that tank and wiping out the runway defenses.



### DESTROY THE HEAVY GUNS



There are three heavy guns in the hangers surrounding the runway. You can use grenades, remote mines or the tank's main gun to wipe out these hardened defenses. If you decide to drive the tank, remember that the turret gun can rotate and dispatch any threats running up behind you.



### ESCAPE IN PLANE

Now it's clear to take off if you have the plane's ignition key and you've eliminated the heavy weapons. Stand behind the plane's left door and face toward the prop, then open the door. Enemy troops will destroy the plane if you proceed. Great.



### ELIMINATE MISSILE BATTERY

This silent missile battery won't swing into action until you take to the skies and then it'll be too late to destroy it. Grenades, remote mines or tank shells will knock this weapon out of commission.





# MISSION 2: SEVERNAYA

## 007 SURFACE

Five years after the Arkhangelsk Mission, Bond is ordered to investigate the secret Severnaya installation on the Siberian tundra. General Odurov may be using the old observatory complex as a cover for his Soviet space weapons control center.

### Q BRANCH

This is standard issue sniper rifle with infrared. (No, I don't know your controller configuration, but you can press the Aim button to look through the scope. There's an added feature—press the top Look button on your controller to zoom the cross hairs in on your target.



### POWER DOWN THE COMMUNICATIONS DISH



While it's fun to play out and mowse with the Scharie Special Forces Units guarding the complex, sooner or later those elite troops are going to figure out when they're up against and call for assistance. Make tracks for the satellite dish and power down the communications computer. The computer does have a security system, so make sure you turn it off instead of blowing it up.



### GRAB THE SAFE KEY

A Scharie Special Forces officer is a warning but not the dish has a large key. This key unlocks the door to the hut you passed when you cleared the Severnaya assignment. Take the key from the officer, grab the grenade launcher, and return to the locked hut to get the safe key.



### STEAL THE BUILDING PLANS



Next to the old observatory are two huts surrounded by a chain-link fence. To reach the huts and use the key on the safe, inside the safe are the plans for the space weapons center. By this time the Scharie Special Forces Units are closing in on you. Use the grenade launcher and the major rifle to reach these huts.

### AGENT OBJECTIVES

AGENT OBJECTIVES  
SECRET AGENT  
AGENT  
00 AGENT

# MISSION 2: SEVERNAYA

## 007 BUNKER

While the space weapons control center is still under construction, the GoldenEye satellite tracking computers are fully operational. Bond must copy the computer files and get the information back to London.

### Q BRANCH

Since you're more deficient at cracking bonds than passwords, I've created this handy Data Point for overriding computer security systems. All you have to do is plug it into the mainframe computer.



### DISRUPT ALL SECURITY DEVICES

There are four security cameras in the bunker. Despite the two cameras next to the main entrance, you'll avoid the alarm and your mission is a matter of seconds. The base has an elite security force that will eliminate intruders spotted by the cameras.



INTENDO POWER



## 007 LAUNCH SILO

Seven years after the Arkangel mission, as the Soviet Union is beginning to crumble, MIG is concerned that the test firings at the Kirghizistan Launch Silo may be outside the control of the former Soviet powers. And must copy the missile launch data and destroy the silo.

## Q BRANCH

If you're going to see inside things, explosives are this mission, at least. Place the charges, guide the fuel roams. These are the agent chambers with the scientists and the computers.



## PLANT BOMBS IN FUEL ROOMS



There are explosives already set in the silo, but additional plastic charges will obliterate all traces of the GoldenEye Satellite assembly program. Place the explosives in the vaults inside the engine rooms containing over-pumps.

## PHOTOGRAPH SATELLITE

This GoldenEye satellite won't be getting off the ground. Snap a picture of it for the folks back in the London Office, then sprint for the exit. If you're not playing in 60 Mode, you'll find Body Armor resting on top of a crate behind the satellite.



## OBTAIN TELEMETRIC DATA



The GoldenEye telemetry data is on a DDT tape. You'll find the cassette in a scientist's pocket where researchers are working on a rocket drive case. If you haven't disrupted the room, the scientist will be standing just to the right of the entrance.

## COPY GOLDENEYE KEY AND LEAVE ORIGINAL



It gave you a fancy little taste with a Key Analyzer module. This device is capable of copying all formats of electronic keys used throughout the world. Make a copy of the GoldenEye Key with the Key Analyzer, then return the original to General Danvers' room not only and re-code the computer's security system.

## RETRIEVE SATELLITE CIRCUITRY

There are four satellite circuit boards in the first room. You'll find two in the first room, then one board in each of the next two rooms. The character holding the GoldenEye satellite does not have a circuit board. If you treat the scientists humanely, they'll surrender their keys.



## DOWNLOAD DATA FROM COMPUTER

Boris is willing to activate the missile even, but he'll not off the base unless a plane is incoming. You have a handful of seconds to win the Data Thief on the missile before he takes off the security guard that will change through the data. You can then when the plane takes over the satellite is downloaded.



## GET PERSONNEL TO ACTIVATE COMPUTER

There's a techie named Boris wandering around the control center. If you don't scare him, you might be able to persuade Boris to activate the mainframe so you can download the tracking data. But be careful—this weasel might have a trick or two in his pocket protector.

## PHOTOGRAPH MAIN VIDEO SCREEN

If a picture is worth a thousand words, a photograph of the GoldenEye Satellite tracking screen is certainly worth a whole lot of information. You'll have a chance to take a picture of the screen before copying the GoldenEye key or persuading Boris to activate the mainframe.





## MISSION 4: MONTE CARLO

# 007 FRIGATE

It's not the present. A demonstration of a stealth helicopter has turned into a hostage situation aboard a French frigate. James Bond must rescue the situation by freeing the hostages and defusing the bombs planted on the ship's bridge and engine room.



## Q BRANCH

We suspect that the hostage situation is a ruse to cover the theft of the stealth helicopter. Plant the tracking tag on the helicopter before it leaves. Also, defuse the bombs defusing the crew inside one of the explosives planted on the frigate.



## RESCUE HOSTAGES

The hostage rescue is the first step part of your mission, especially when you're trying to save the captain. To successfully complete your assignment, you must rescue two of the six crew members on the frigate. The terrorists will ensure that hostages the moment they see you. Use your silence and try to exterminate each threat with a single shot.



## AGENT OBJECTIVES

AGENT SEC-IT  
AGENT  
AGENT



## DISARM BRIDGE AND ENGINE ROOM BOMBS

The bomb defense will automatically disarm a bomb when you stand directly in front of the explosion. The terrorists on the bridge and inside the engine room will detonate the bombs if you engage them in a prolonged fight. Use a BSS equipped with a silence to neutralize the threats before you attempt to disarm a bomb.



## MISSION 5: SEVERNAYA

# 007 SURFACE

Bond is back in Severnaya four years after his first visit. Construction on the Galactic base is complete and the elite security forces now carry a thermal imaging system that can pinpoint intruders. Bond must hurry to complete his assignment.

## Q BRANCH

We have to neutralize a sophisticated support helicopter waiting next to the hangar. This requires explosive should do the job. It's a standard mine modified with a two-second delay fuse. Throw the mine at the helicopter and run behind the ridge of the first refuge.



## DISRUPT ALL SURVEILLANCE EQUIPMENT

Your last visit to Severnaya prompted base security to install four surveillance cameras. You'll find three of them attached to the warning nets. The fourth camera is above the airway inside the Communications Dish building. The hardest part of this assignment is locating and destroying the cameras before they spot you.





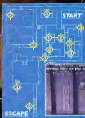
## PLANT TRACKING DEVICE ON HELICOPTER

The helicopter won't be all from the Le Riposte until you've placed the tracking device at any time during your mission. Remember that you can throw the device from a safe distance, so you're not forced to stand next to the helicopter and risk exposure to potential casualties. Since this is an easy objective to complete, your payoff comes mostly by placing the device before reaching the hostages.



## MISSION 5: SEVERNAYA

# 007<sup>™</sup> BUNKER



Bond's gamble on risking capture pays off. Not only does he infiltrate the bunker, but 007 may find the sole survivor of the raid on Severnaya. James can't confirm this until he compares the casualty and staff lists and escapes with the survivor.

## Q BRANCH

If you're not in some corner of the world raising government property, you're considering it to the opposition. Obviously, 007, I don't know what to say other than try using your wits to break out of there.

## RECOVER CCTV TAPE

007 will be the leading clock of the information community if the closed circuit television tape documenting your capture goes out. The trick is to go into the room next to the workstation shelf.



## COMPARE STAFF/CASUALTY LIST



The staff list is in a manila envelope on a table. A guard in the storage room has the casualty list. You'll need both documents to verify that Natalya is the person you're looking for.

## DISABLE SECURITY CAMERAS



Severnaya's crack security forces will make your mission nearly impossible to accomplish if you're spotted by any of their seven security cameras. Disable the cameras before security has a chance to see you.

## RECOVER GOLDENEYE OPS MANUAL

The GoldenEye Operations Manual is locked in a safe with your gun. One of the guards near the ventilation shaft is carrying the safe key. Retrieve the manual to reconfigure the satellite's encrypted codes.



## ESCAPE WITH NATALYA

Natalya will follow you through the bunker, but she doesn't have any critical timing. Try to keep her behind you at all times. The guards won't try to shoot her unless she blocks their line of sight.



## BREAK BUNKER COMMUNICATIONS LINK

You've completed this assignment before, but a guard in a nearby bar now has the key to the communications room. Disable the computer so security can't reactivate the system.



## DISABLE THE SPYGLASS SUPPORT AIRCRAFT

The Silver Streak Recon units are swooping at your heels. The last thing you need is enemy reinforcements arriving by air. Attach your target man to the helicopter and drop it in the nearest swampy ditch. You might get lucky and catch your survivors in the field.



## GET INSIDE THE BUNKER

If you've met all your mission objectives, you're the deer and not the Severnaya Bunker. Bond's theory is expecting you, but allowing yourself to be captured is the only way you can gather more information and persuade Natalya Shumova to join your cause.





# MISSION 6: ST. PETERSBURG

## 007<sup>™</sup> STATUE PARK

Q's tracking device on the stealth helicopter has been destroyed. Not only has the helicopter vanished, but Natalya Silverova has disappeared too. Fresh off a chase, Bond arrives in a capital city in violation to meet a mysterious underworld weapons dealer named Jones. Perhaps 007 can find new leads in the bustling, dark lanes of St. Petersburg's metropolitan graveyard.

### Q BRANCH

No games for this mission, old boy. We'll have to rely on your marksmanship and savvy. I understand that those Russian arms dealers are taking record the latest in anti-aircraft technology. While the gun design is nothing new, we'd like to have one in our collection here at Q Branch. If you come across one, do try to bring it back in one piece.



### CONTACT VALENTIN

M has arranged a meeting for Bond with Valentin Dubrovsky, a former KGB agent, inside an abandoned cargo container in Statue Park. Valentin is aware in contact with Jones and he'll give you directions to the main cargo point. There are two cargo containers in the park—only at Statue Park the other is covered with rust. Valentin is waiting for you inside the open door of the rusted shipping crate.



### CONFRONT AND UNMASK JAMES

Valentin tells you to meet Jones, beneath the statue of Lenin in the center of the park, but he doesn't tell you about the news feed's extreme increase. If you approach the statue with your weapon drawn, Jones will call off the meeting. He'll also order his men to fire if you attempt to walk toward him while he's talking about the helicopter.



### LOCATE HELICOPTER

While you were waiting in the shadow of Lenin's statue, Jones had all the stealth helicopter back at the gates where you entered the park. With the difficult task of fighting your way back across Statue Park, descending the sliding ramp beside the helicopter and saving Natalya.



### RESCUE NATALYA

Natalya is lying unconscious next to the stealth helicopter. Apparently her captors assumed that the hunt's blast rather would split her before the regained her consciousness, so they didn't bother tying her up. There's no time left to return the favor. Besides, you left the how-to-leader about the combat in Minsk Castle and Jones probably barely topped the timing machines. At least the helicopter's flight recorder will survive the blast. All you can do is wake Natalya up and order her to believe you a safe distance from the explosion.

#### AGENT OBJECTIVES

AGENT SECRET AGENT 00 AGENT

### FIND THE FLIGHT RECORDER

The blast from the explosion shattered some small metal parts all over Statue Park, making it a tough task to find the yellow flight recorder box among the mass of blocks and stones. Since the blast couldn't have avoided it too far, you won't have to explore the entire park again.





007<sup>TM</sup> MILITARY ARCHIVES

Arrested by Russian Defense Minister Mishkin, Bond and Natalya are now led to the interrogation rooms deep inside the Military Archives. Mishkin would like to believe 007's story, but Oroskov has framed Bond and Natalya, ruining their credibility. Escape is the only means of avoiding the general's death sentence. Bond must find Natalya and get out of the Military Archives before Oroskov can round up a firing squad.



## Q BRANCH

Confused again? Here's why, 007. You've know how you manage to get yourself out: there are documents. If you can't bring me back those documents, at least try to retrieve the helicopter flight recorder tape. We might be able to use the information to reconstruct the aircraft's flight path.

## ESCAPE FROM INTERROGATION ROOM



Your trusty sidearm is on the table in front of you. It's too bad that the name clip is lying on the floor on the opposite side of the table. If you know that, you might be able to out-brain the two interrogators in the room without taking a hit.



## FIND NATALYA



## ESCAPE WITH NATALYA

After you find Defense Minister Mishkin, Natalya will mention something about escaping from the Military Archives through the library windows. If you yell, around the corner from where you spoke to the Defense Minister, you'll see three large, full-length windows. Shoot the glass out of the windows and find Natalya down the alley.



Mishkin is being held in a secret interrogation room on the second floor of the Archives building. Her captors will execute her if you hesitate and bungle the surprise. Take out the guard standing directly behind her first.

## RECOVER THE HELICOPTER'S BLACK BOX

Deep in the basement of the archives, Defense Minister Mishkin is waiting for you by the table holding the flight recorder. This storage room is packed with explosive boxes, so switch your aim or the whole place will explode. Mishkin now realizes that General Oroskov is a traitor, and he'll show his faith in you by delivering the flight recorder.





# MISSION 6: ST. PETERSBURG

## 007'S STREETS

Natalya has been grabbed and forced into a waiting car by General Ourumov inside the military archives. Bond has no choice but to steal the nearest available vehicle and pursue the General. The narrow streets of St. Petersburg are packed with pedestrians and automobiles. Borrowing a nearby tank, Bond must cautiously give chase at the highest speed possible.

### Q BRANCH

There's no time to give your gadgets here, but this situation remains one of that story you told me about the old-school memory ops—also years ago. It's ironic, that was back in the days of the Cold War when we had money to send you off to all these special facilities, like the Heavy Armor Tactical Training Game. Can you still drive a tank, 007?



### CHASE OURUMOV AND NATALYA

Caught in the center of the storm, the citizens of St. Petersburg have abandoned their vehicles in the middle of the streets. You'll take damage if you run over the cars, so drive around them or either them with the tank's gun.



General Ourumov has ambushed your pursuit and ordered his men to set up roadblocks in several thoroughfares. At least the tanks won't have time to cancel the mines. Remove the obstacles with several shots from your tank gun.



At least now thanks you'll encounter guards with small arms, but in other areas of the city you'll find the aggressive and anti-tank guns. Use your smart rifle to neutralize these threats before they place you in their cross hairs.



### 2 MINIMIZE CIVILIAN CASUALTIES

The local citizens are in a panic. The last time there was this much gunfire in St. Petersburg was during the Second World War. While some civilians are running blindly across the middle of the street, you must avoid them at all costs. You'll have to give up the chase if you injure more than 100 pedestrians.



### AGENT OBJECTIVES

AGENT SECRET AGENT  
90 AGENT

### 3 CONTACT VALENTIN

Valentin is standing inside a building as a covering ally near the Military Archives. The entire top might occur in a series of steps, but if you take time to kill General Ourumov and his men, you can proceed. This is a worthwhile effort where you could or that you start the stage with hell that amount of time.

When I saw the car, I was taking the get to a Soviet military depot to find him.





## MISSION OF ST. PETERSBURG

## 007 DEPOT

Hot on Churakov's tail, Bond chases the general into a dilapidated military rail depot. Valentin mentioned that this area was Janus's headquarters. The place is crawling with heavily armed troops. 007 can clean up the sleazebag helicopter forces if he steals the crucial blueprints from the crime syndicate, but first he needs to find Churakov and save Natalya.

## Q BRANCH

Valentin just sent us an informative fax. 000. Apparently Janus has a computer network consisting of files of stolen schematics of MI6's best tools and weapons. If you demolish the syndicate's main frame, we won't have to worry about our equipment falling into terrorist hands.



## LOCATE TREVELYAN'S TRAIN

The train won't depart from the station without you. It's parked outside the depot. The only two-story building is the stage. You must go up and back down the depot office stairs to reach the train. If you're having problems getting aboard, try to aim against the yellow and black caution stripes on the sliding doors.



## DESTROY ILLEGAL ARMS CACHE



Inside the warehouse are weapons, explosives, and illegal arms caches and inside a wall of mirrors. There are three heavily armed guards guarding the weapons. You can dispatch the enemies one at a time in a firefight or take them out all at once by using the floor. The resulting explosion will wipe out the entire area easily.

## DESTROY THE JANUS COMPUTER NETWORK



On the opposite side of the walled courtyard you'll find a warehouse filled with computers. The network is protected by an automated gun. Duck behind the metal crates and use the rocket launcher that you found in the crate to destroy the gun. Destroy the mainframe and the projection screen to complete your objective.

## OBTAIN THE SAFE KEY

The safe key is lying on the left-hand table in front of the projection screen. If you're already inside the room, it may be difficult to see the key among the debris. Use the key to recover the helicopter blueprints.



## RECOVER THE HELICOPTER BLUEPRINTS



The helicopter blueprints are locked inside a safe on the depot building's second floor. If you've picked up the key in the computer room, you won't have any problem eliminating the two guards and grabbing the plans. If you've accomplished the other objectives, you can head Janus's train waiting next to the building.



# MISSION 6: ST. PETERSBURG

## 007 TRAIN

Osbourne is holding Natalya at gunpoint at the front of Trevelyan's personal train. Bond must work his way through all of the carriages, disable the train's brakes and eliminate the General. The Jinx security force is on full alert, so this stage will be an explosive firefight.

### Q BRANCH

Considering your recent foray into car-based, 007, I've offered a special mission to you which it's a high-powered, cut-throat laser that's capable of blowing through stainless steel like candy to give it a shot during your next jet break.



### DISABLE THE BRAKE UNITS

Natalya is being held at gunpoint by General Osbourne in the front car of the train. Trevelyan will challenge you to silence your target: will you save the girl or eliminate Albus? You have a split second to take out the General.



### DISABLE THE BRAKE UNITS



Trevelyan's armored train is equipped with a failsafe brake system. A safety feature on the train will automatically stop the train if the brakes malfunction. You can create a malfunction by disabling the brake units in each car.



### ESCAPE FROM THE TRAIN

While you've saved Natalya, Trevelyan has you trapped inside the train. You have 300 seconds in your watch timer and 50 seconds to blast every metal place welded to the escape hatch on the floor. Use the 100 hours to win your bonus.



### LOCATE THE JINX BASE AND CRACK BOND'S PASSWORD

Natalya will estimate the train computer and track down the Jinx Base and Data while you're shooting at the floor. Run as is to prevent her by eliminating the Jinx soldiers waiting for both of you right outside their car.



### AGENT OBJECTIVES

AGENT SECRET AGENT  
100 AGENT



## MISSION 7: CUBA

## 007 JUNGLE

Alex Trevelyan knows that it's only a matter of time before Bond tracks him to Cuba, so he orders his men to set up traps throughout the jungle. Somewhere in the steamy darkness Korda Onalogo has a sinister surprise waiting for 007.



## MISSION 7: CUBA

## 007 CONTROL CENTER



If Bond can get Natalya to the GoldenEye Control Center, she may be able to reprogram the satellite so it will burn up in the earth's atmosphere. The real trick will be keeping her alive while she's breaking into the computer network.

## MISSION 7: CUBA

## 007 WATER CAVERNS

Trevelyan's secret satellite antenna is submerged beneath a lake. If Bond can demolish the lake's water pumps, the massive antenna will rise to the surface and the waiting U.S. Marines will know the exact location of the Jaws base.



## MISSION 7: CUBA

## 007 ANTENNA CRADLE



Trevelyan has one last chance to manually ruin the satellite antenna and order Onalogo to attack London, but Bond is waiting for him near the cradle. Who will win this final confrontation? This is where the former Agent 006 and Agent 007?



## NEXT ISSUE: 100 BEST AMBUSHES!

The fun is far from over when you complete GoldenEye's Mission 7. Come, even on 00 Agent level. Do you have what it takes to defeat other players in arena combat? You will after you learn about the 100 best ambush locations in all of GoldenEye's multiplayer arenas. Next month's issue will list the best hiding spots you'll need to know about in order to remain the agent with the Golden Gun.





# MISCHIEF MAKERS

Here comes trouble! Mischief Makers, developed by Enix for Nintendo, is making a name for itself by being an import that's uncharacteristic of most N64 games—it's side-scrolling, pre-rendered (with very few polygons) manga action, plus it stars a female hero!







## MISCHIEF IN THE MAKING

If 3-D polygons are making you motion sick, then the pre-rendered sprites that Mischief Makers hurls at you will be a breath of fresh air. While most of Enix's games have been RPGs and adventures (Wonder Project J2, Ogre Battle and Robotrek), Mischief Makers will break over from Japan as a traditional action game. As in adventure games, the hero (Marina) gets to converse and interact with a wonderland of eccentric characters. However, these conversations don't add an adventure or RPG element to Mischief Makers—the text dialogues exist only to reveal the story or strategy. As the story gradually unfolds, a few polygons do pop up (and out in 3-D) to intermingle

with the rendered backgrounds. While some polygons act as merely window dressing to add depth to the detailed scenery, other polygons break out in the form of gigantic 3-D enemies or surfaces.

So what exactly was Enix up to developing Mischief Makers as a heavily pre-rendered side-scroller on the N64? Geopolitically, polygons wouldn't do justice to the game's Japanese anime and intricate landscapes. Moreover, with the N64's capabilities, the spare and efficient use of polygons sprinkled among the pre-rendered graphics puts a new spin on the tried-and-true, side-scrolling format to create more depth (and trouble) for Mischief Makers.



## THE TROUBLE WITH CLANCER

The game's mischief begins when

Professor Theo and his robotic personal assistant, Marina, arrive on the planet Clancer. Marina is a spunky, green-haired sprite invented by the brilliant Professor, and she valiantly strives to protect her creator. Cautiously, Marina makes him wait in their space ship until she scouts the planet and deems it safe for him.

Clancer is hardly a safe planet. The world is inhabited by species known as Clancers, who are divided into two opposing factions. Some Clancers have been persuaded to serve the power-hungry Evil Empire in its quest to rule the universe. The other faction consists of friendly Clancers who merely do out an existence in the hopes that their ruler,

King Avar, will return and lead them in a revolt against the dark forces.

However, Marina has her own problems to worry about. While she is out scouting, the Evil Empire storms into her space ship and kidnaps the Professor. Marina, an Ultra-Intergalactic Cybot

C, is just the hero who can rescue her master and defeat the Evil Empire. Now, with a common enemy, Marina and the friendly Clancers team

up. Throughout her quest, various Clancers aid Marina by giving her tips, fighting alongside her, or helping her pass the planet's many obstacles.

Ominously observing Marina's odyssey is the Morolith, an enigmatic slab of obscurity that may be the guiding force behind the Evil Empire. Marina's noble-raising may be able to topple the dark kingdom, so the Morolith summons the three Justice Warriors to oppose the Cybot. Each Justice Warrior can serve up an unhealthy share of trouble, and when all three unite, they merge to form the far more troublesome Beastector. The elusive gold gems hidden throughout Clancer will help you

past some of these dangers, and if you discover all of them, you'll earn the special ending.





## MEET THE MISCHIEVOUS

Clancer is up to its ears in mischief makers. There are plenty more mischiefs than we can possibly show you, but here's a brief sampling of some of the troublemakers.

### MARINA LITEYEARS

An all-new heroine zooms into the gaming world in the form of the rocket-powered robot, Marina. The Clancers and her inventor are depending on her to save them from the Evil Empire.



### PROFESSOR THEO

He may be a brilliant scientist, but he doesn't know much about keeping out of trouble. Time after time, Marina's creator is kidnapped by the ruthless Evil Empire.



### TERAN

Many of the Clancers have special powers to help Marina through her quest. Teran, a descendant of the Blockman clan, can snowball and bulldoze enemies with his rock-solid fighting.



### KING ASTER

Fearfully hiding somewhere beneath the surface of Clancer, King Aster is the monarch who may be able to rally the Clancers against the Evil Empire.



### THE MONOLITH

Not only does the strange slab manipulate the renegade Justice Warriors and some of the Clancers, but the mysterious Monolith may be the force behind the Evil Empire.



### LUNAR

The first of the three Justice Warriors that hound Marina is the wolfish Lunar. His two partners are even more fierce, and when all three merge together, they form the almighty Boostercor.



Clankballs and Clankblobs populate the planet Marpo. Must jump or grab on to them in order to journey across the colorful and capricious world.

## THE LAY OF THE LAND

Clancer is a curious planet that is brimming with blocks and balls. The

ghost-faced objects float throughout most of the planet's landscape. By grabbing or stepping onto them, Marina can further traverse through the Co-like carnival town of Nipso, the cowboy ghost towns of the desert, the fiery caverns of the underworld, or the slippery slo slopes of the chilling winterland. Mischief Makers has five areas containing anywhere from 10 to 14 levels, and each level greatly differs from the next. At times, Marina may be sparring with a giant frog, mole,

or snake. Other triable spots have Marina being chased by tidal waves, runaway boulders, or collapsing bridges.

Professor Theo seems to get kidnapped

as soon as

Marina rescues him, and in one level, she must compete in the track and field events of the Athletic Festival to win her creator's freedom. Mischief Makers continually makes sneaky and unpredictable turns, and the Athletic Festival abruptly twists the game into a racing competition. Three foot races, an obstacle course and a long jump event stand between Marina and Professor Theo's rescue. Whether it has you capturing ghosts or playing dodgeball against a

golf, Mischief Makers definitely stays in spirit with Japanese animation by keeping the quirky surprises and unusual action playfully scrolling.



Let the games begin! The action mixes wisely from rings to a ring. In the Athletic Festival, Marina must compete in a track and field competition to win Theo's freedom.





# MISCHIEF MAKERS

## GRAB, SHAKE 'N' THROW

Professor Theo didn't invent the Ultra-Interplanetic Cybot G as a fighting machine, but, nonetheless, enforcer Marina can wage quite a war. Marina has two iron fists that can grab, shake and throw just about anything in sight. If her hot melt intercept a fireball, laser, boulder or throwing star, she may be able to chuck it back at her foe or crush it into a powersup.

Her fists of fury are also quite mighty. Marina can heave enemies who are several times larger than her diminutive self. But strong as she may be, Marina isn't indestructible. In yet another one of the game's unpredictable twists, Marina's power source becomes drained, and it's up to you to guide Terin to save her. In an early level, as Marina, you get to control a transformed Terin while riding his newly-metamorphosed physique piggyback. Marina can also hitch a ride on the backs of spring Clancers, missiles or that dodgyball-playing cat! Even tricycle riding somehow figures into Mischief Makers, making the game quite an unusual ride.



Marina has a strange love for riding on the backs of missiles. "They're hot toys!" Theo scolds, but Marina loves to make trouble.



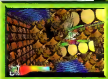
Look out, Bowser! Here comes Mega-J! While Marina is stuck fighting an side-scrolling mode, the roadrunner is able to retreat into the background or change into the foreground.



## IT'S NOT A FLAT WORLD AFTER ALL

That Mischief Makers registers low on the polygon scale isn't to say that the game is strictly 2-dimensional. True, Marina's movements are restricted to sideways actions that are confined within a plane parallel to the television screen. However, for Marina to travel through the side-scrolling plane, she must navigate past 3-D polygon adventures. Much of Marina's journey entails hopping from block to block. That's easier said than done, because some

polygonal blocks alternate between receding into the background and extending into the foreground, if your depth perception isn't at its keenest, you may miscalculate Marina's jump and launch her onto a block that hasn't extended far enough to support her. Other mischievous polygons populate Clancer in the form of fireballs or boulders that shoot out from the background. Enemies, such as the reptile gargantuan Mogen Jr., are also polygon-based. Outfitted in 3-D, Mogen Jr. can extend his clawing fists at Marina, but she can grab his hands only if he's reaching far enough into the foreground. It may not seem fair that Marina can dodge only sideways, while her fiery foe can move sideways, backward and forward, but then, heroes are made, not born for inventors.



Marina can jump sideways only, so to reach 3-D polygon platforms, she'll have to wait until she extends from the background to where she stands in the foreground.

## BACK TO BASICS AND BEYOND

The side-scrolling format was once the basis for most video games, and Mischief Makers evolves it to the next generation of gaming by peppering in 3-D elements. But Mischief Makers doesn't stop there. Nothing is very conventional about this game, from its humorous style of fighting, hodgepodge of tasks and objectives (one level dares to put you in a mathematics showdown) to its veritable circus sideshow of anime oddballs. If you're looking for trouble, cool your jets and sit tight until Fall Nintendo will release Mischief Makers as a tricky treat this October.





# MRC

**MULTI RACING CHAMPIONSHIP**

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**Ocean rolls out MRC for some Rumble Pak racin' that's multi-everything: multiple courses, detours, weather and driving conditions, plus on- or off-road hot-rodding with customizable cars. Hop in and we'll steer you to the winner's circle as MRC multiplies exhilaration by 64!**



## MULTI-RUMBLING

Buckle up, 'cause you're in for a bumpy ride when you fire up Ocean of America's MRC with your Rumble Pak. You'll feel the rev of your engine and every bump in the road when you motor away in any of the ten mean speedsters (including two secret vehicles) while Multi Racing Championship offers just a trio of courses, each track contains an elaborate network of multi-challenging roads that branch into smooth streets or rugged off-road terrain. For even more challenge, compete against

a friend in the two-player Vs. Race, set land-speed records in the Time Trial, or race for accolade to the secret vehicles in the Match Race.



You'll get a lot of mileage out of MRC's multi-playability. Two players can race head-to-head in cars and cross-country courses that can be customized to make a multitude of differences every time you play!



## Mean Machines

MRC starts out with a selection of eight vehicles, and you'll get the keys to the bonus ninth and tenth cars if you defeat them in the Match Races. The two bonus cars are the fastest of the pack: one is the hot rod Deus (clocking in around 230 km/h), and the other is the sleek WH110R (breaking by at around 260 km/h). Since MRC's roads and detours alternate between rugged off-roading and smooth on-roading, you'll want to test-drive each vehicle (varying from four-, front- and rear-wheel drive) to sample how it handles the ever-changing road conditions. Some cars are built for shredding up the streets, some for off-road trailblazing, and others are fairly balanced for both situations.

To get behind the wheel of the sleek blue WH110R, you'll have to make it in the Match Races. Practice first by cruising to the yellow Kammerer—it's easy landing makes it the perfect ride for rookie racers.

## The Beauty of the Ride

Each car varies in traction, braking, suspension, steering, power and aerodynamics. Each unique feature also has its advantages, and MRC lets you soup up any of your car's attributes to your liking. Sleek street cars are prone to wiping out on unpaved roadways, so you might want to add off-road tires to them. Depending on how much of a road warrior you are, you may want to adjust your braking or steering sensitivity. If you like springing for the off-road detours, break your vehicle's suspension. By tuning up your gears, you can maximize either your top speed or rate of acceleration. The angle of your spoiler can also affect your speed by making your ride more aerodynamic. If creating the ultimate vehicle gets your heart racing, take your car into the garage and try remodeling it into a dream machine that will be the nightmare for other racers.



## Hit the Road, Jack

You're never far from a fork in the road in MRC. As you speed through any of the three courses, you'll have to make split-second decisions about which path to tackle.

Determining which mean street to take in order to cut your competition off at the pass is just one of your worries. Capricious weather will dampen your driving, but, fortunately, you can check the forecast for each mile of a course. If you're a beginner, start with the easier Scenic Course or intermediate Mountain Course. If you're a speed demon, try the matches: Downtown Course—And, when you're up for a new challenge, throw yourself and other racers for a loop by playing with the customized your own racetrack.





# MULTI-CHALLENGE

## On the Road Again

MRC's physics stride with stunning realism as snow, grass and standing water spin racers out of control. The racing slicks of street cars will get little traction off-road, while the rubbery tires of off-roaders will slip on smooth streets. To win, you'll have to wick to the shorter off-road paths, and pavement pilots will just have to roll with it.

## Road to Nowhere

Every fork in the road branches into a rough off-road path and a smoother (but no less hectic) paved path. MRC enables you to shut down roads so you can race with some or no detours at all. Every course variation will have its own best time, so experiment with road closures to open up new possibilities in Time Trial Mode.

## Driving Crazy

Once you've mastered driving all ten vehicles and navigating the bumpy turns of all three courses, take your set of wheels into the garage for a twisted tune-up. Grease monkeys will go bananas for MRC's Machine Setting option that allows drivers to totally trick out their cars. Further test your skills and drive yourself crazy by replacing your tires with 100% on-road traction. Minimize drag and increase your aerodynamics by removing your spoiler. Shift gears to mix out your speed, then switch to a manual transmission. Try customizing the Ocean pickup in this manner. Unleash your demon-on-wheels at the Mountain Course and see how well you can place while feinting and doing donuts throughout the track.



Not only do you get to sit in the driver's seat to race, but you get to be in command of city planning, too. Certain city centers to open or off-road paths only at start close individual roads to customize the race track.



To really put your driving skills to the test, install slippery leaf tires, remove your spoiler, then head out for some crazy sliding and drifting. You may be in the driver's seat, but you'll hardly be in control.



## SEASIDE

## ON ROAD

## Route One

Your crash course to conquering this coastal cruiser starts at Point A. Aim for the grassy shoulder, then pull a hard right at Point B. Stay on the grass and to the left of the cones to enter the tunnel.



## Route Two

Grass that can spin your car out borders the road outside the tunnel exit at Point C, so jam your steering wheel to the right to stay on track and in control. In the next tunnel, race in the inside lane, then hang a sharp right at Point D. If you hug the inside, close enough, you won't swing out into the tunnel wall.



The Seaside's perfect for test drives since its name is followed by lay, strain, winners. Tight cornering can send any car spinning, so use this track to familiarize yourself with each car's unique cornering ability.

## OFF ROAD

## Route One

Cut your time by rumbling through the off-road detour. At Point E, gradually turn right then pull out wide to avoid the slippery puddles. Stay centered in the lane as you approach Point F, and zip to the right of the first set of cones. At the next turn, closely skirt by the second set of cones.



## Route Two

As you enter Tunnel G, cling to the right as you swing around the bend. Once you spot the other end of the tunnel, weave to the left side of the opening; you'll be lined up to take on most of the S-curve with little more weaving. Once you pass the two red right-angle turns at Point H, bank a hard right, then straighten out when you pass the green merge sign.

S-curves make up most of MRC's courses. If you enter some at the right angle, you should be able to drive straight through. Avoid zig-zagging through the S-curves at least if you enter the tunnel from the left.

## Track Information

**Road One:** The shore on each corner after yesterday's storm. Soak in dry, except for the off-road track which still has some puddles.

**Road Two:** There's a possibility of some light drizzle. On the coastal road, some bushes are spraying mist making visibility hazy.

● De-lux

● Off-Road





# MOUNTAIN

# ON ROAD

## Track Information

**Road One:** Whether you're the fastest at the finish line, but the sunny skies may become overcast and wet being rain.

**Road Two:** Turn carefully because roads are covered with compact snow.

**Road Three:** Storm clouds are rolling in, so you may expect rain showers.

**Road Four:** The skies are completely clear and sunny, because a chance of rain showers is in the forecast.

**Road Five:** Most rain can be in snow. The only road the off-road bridge at Point C has already collected a lot of rain.

- Dry Road
- Off-Road

## Route One

While hot air balloons leisurely float above, you're down below running yourself ragged racing through the Mountain. Make things easier on yourself by cutting the corner at Point A. As soon as you spot the left turn sign, zip to the left of the barriers and across the lawn.



## Route Two

Wintery conditions blanket the mountain pass. The road is bare, but the shoulders are slick with fresh powder. Avoid slipping up by staying on the pavement when you career around Point B. At Point C, plow through the snow and swing by the cones to cut the corner.



## Route Three

Point D is one of the course's gentlest curves, so try to enjoy it. To help you savor the moment as you gradually turn left, sneak a peek at the floating balloons and cascading waterfalls.



## Route Four

One of the tricks for navigating these willy-nilly turns is to pull out wide then cut close to the inside of the curve. At Point E, zip through the turn by swinging out toward the left bank. Straighten out, then head for the right shoulder so you can take on the gradual left turn of F. A sharper left turn will job you at Point G, so ride in close to the grassy left shoulder, then quickly make a tight left turn.





# OFF ROAD

## Route One

The turn at Point A bends at almost a right angle, so you'll have to pull out wide to successfully barrel through it. Approach the curve from the right lane, then, as soon as the road curves, slam your car hard to the left. Quickly straighten out to navigate Tunnel B, and exit near the left wall.



## Route Three

Watch out for the deer! You can't hit it, but you'll want to follow it. The deer will head to the entrance of Point E, so make a sharp left to enter the marshy area. Once you cross the bridge leading to Point F, keep the fence in view and cut left across to the checkpoint.



## Route Two

Buckle and bundle up for some arctic adversity! To compensate for the slick snow, turn widely so you'll have plenty of room to slide. Stay to the left at Point C, then speed to the inside lane at Point D. Sharply turn right and keep your wheels turned until you breeze by all three barriers.



## Route Four

Tunnel G turns sharply to the left, so hug the left wall and steer around the bend as soon as you can. The tunnel's exit will boost you over some standing water, so straighten your wheels before you catch any air. After landing, head for the sharp right turn at Point H.





## Track Information

**Point One:** Visibility may become hazy as the sun tries to pierce through the thickening canopy of clouds.

**Point Two:** The cloud cover gets heavier, possibly bringing some rain.

**Point Three:** Fog and rain may be developing near the on-ramp, so make sure you research the weather.

**Point Four:** Mostly sunny skies prevail, but the off-ramp shortcut at Point Five still may be slick and wet.

● On-Road

● Off-Road

## Route One

Sinuous streets tangle up the mission roller-coaster course of Downtown. Point A is a hairpin turn, so keep your steering wheel slammed to the right until you spot the tunnel and left turn warning. Before you can catch your breath, pull out of it and make a quick left turn at Point B.



## Route Two

Make a beeline through Point C by cutting the corner at the left shoulder. Let the cones guide you while you grind the gravel area into compost. The drastically sharp right turn at Point D can also grind you up—into a pulp (and to a halt—if you sideswipe the guardrail, so you might want to tap your brakes.



## Route Three

Downtown is not only the longest run, but it's the most confusing and chaotic. It's easy to lose track of the road at Point E because the nearby off-road track and train tunnel look like potential detours beckoning you. Stay on course by gradually pulling to the left. At Point F, quickly zigzag right then left. In general, you'll want to try to stay in close to any orange cones. At the final turn of the Point F S-curve, swing out wide into the cones. At Point G, swing right, and if you just clip the cones, you should be able to clear the corner.



## Route Four

The tight hairpin turns at the end of the cobblestone bridge begins with a slight dip, so be sure your car is aimed in the right direction before flying through Point H. When you reenter the city at Point I, avoid oversteering in the narrow streets.





# OFF ROAD

## Route One

You'll be sladdin' out of control a lot more on the off-road route, but you'll also make up a lot of time, so try roughing it to win the gold. The first stretch of off-road action socks it to you with a quick right-left-right. Roll with the punches by steering hard to the right as soon as you enter Point A. The next turn is a much wider left curve, so gradually veer to get around it. Once you see the right turn warning, sharply spin out to the right to clear Point B.



You'll have a tough time finding enough traction on the gravel roads to navigate the tight turns without sliding or spinning out. Loosen your off-same old-riding room by driving close to the inside of the speedway.

## Route Two

In the tunnel, gradually turn right when you hear, "Sharp right turn."

Once the wall's texture changes at Point C, lighten up your steering, because the turn will become more severe. Tunnel D veers left, so head toward the left wall to make it around the bend. When you exit, drive parallel to the red and white guardrail to position yourself for Route Three.



## Route Three

Tunnel F is probably the easiest of the off-road routes to navigate. The road gently turns to the right, and if you've rolled through this far, clearing it should be a Sunday drive.



## Route Four

Point G is a secret shortcut that doesn't appear on the game's map. To enter it, drive through the opening by the One Way sign. The shortcut leads you through a waterfall, so be ready to slip and slide in the water. Just past the shortcut is the tunnel where Point I marks the easily-missed off-road route. Fodit it by swerving right when you pass the red and white arrows.



The off-road path at Point H is hidden from view, so you'll have to turn slowly to enter it. It's a tricky move that can send you straight into a tunnel wall. It's quicker and safer to use the shortcut at Point E.



# CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #



## Turok: Dino Cheats

Discoveries are hot stuff these days, and Turok: Dino Hunter for the N64 is no exception. Turok fans are still licking their chops over the feast of steamy jungle action that Acclaim has served up, so we're coming back to the table with another platter brimming over with bloody good cheats. Type in the following passwords using the Enter Cheat option and then use the Cheat Menu option to turn the cheat effects on and off. Remember that some cheats may or may not work together.

## Robin's Cheat

This handy code combines the Invincibility, All Weapons, Unlimited Ammo, Big Heads and Credits cheats. Input RINGSMITH on the Enter Cheat screen.



## Dena's Code

Dena's Code gives you very small enemies. Type in UNCLIM on the Enter Cheat screen. Despite their small size, your opponents will be just as deadly as they were before!



## Add Color

To spice up the dinner with a few cool color schemes, input ULTHCLFSD THNVS on the Enter Cheat screen. My, eh, why don't we try the pastel, huh?



## Greg's Mode

Type in GREGGIM on the Enter Cheat screen for a combination of the All Weapons, Unlimited Ammo, Big Heads and Show Credits cheats.



## Show Enemies

This code shows you enemy centers when the way functions turned on. Enter NSTHMEHST as your cheat password.



## Quick Mode

This code lowers the resolution of the graphics and makes "hit boxes" appear when you battle an enemy. Type in CLLTTHNMTH as your cheat password.



## The Big Cheat

When it's time for you to give those enemies the big payback, enter NTHNTHSCDDTTH as your cheat password. This cheat includes two stage selects, Invincibility, All Weapons and much more!



## More To Come?

Most of the Turok cheats can be found by beating the game on different difficulty levels. Are there any more? Only time and your shoe-horning skills will tell!







## Grow, Enor or Random God

To play as Grow, go to the Character Select screen and press Down, Right, Left, Left, Up, Down, Right, Up, Left and Left on the Control Pad. Do not move the cursor and start your game as usual. Before the match begins, your fighter will change into Grow. To play as Enor, follow the same general procedure, but press Left, Down, Down, Right, Left, Up, Left, Up, Right and Down instead. To randomly select a god, hold Up on the Control Pad and press Start.



If the code is entered correctly, you'll hear a noise say, "All too easy!"



Will Grow and Enor remain supreme, or will another god usurp them?



## I Taunt in Your General Direction!

The Doom development team was a pretty irreverent bunch, to say the least. If you want to be on the receiving end of their verbal barbs, just leave your controller alone for a little while after you lose a life. After 30 seconds or so, you'll see some pretty biting messages pop up!



Don't press any buttons after you lose a life.



Oh yeah? Well, vanquish this!



## Cruise'n Codes

We printed three codes in our Members Only Special back in Volume 92, but we've received enough requests for them to warrant another lip around the track.

If you're already the King or Queen of the Road, maybe what you need is a new vehicle to master. On the Car Select screen, press and hold the left, top and bottom C Buttons. While holding these buttons, use the Control Stick to scroll through the cars. Three of the default sports cars will be replaced by an ATV, a School Bus and a Police Car.

If that's not enough, here's a way to select three courses not normally available as individual races. On the Race Select screen, highlight US 101 and hold the L, the left C and the bottom C Buttons to make Golden Gate Park appear. Press Start to begin the race. To access Indiana, highlight Beverly Hills and hold the L, the top C and the right C Buttons. To make San Francisco appear, highlight the Grand Canyon and hold the L, the right C and the bottom C Buttons.

To help you stay on top of the standings, you can equate the most powerful version of a car with a Nitrous Boost system. First achieve the fastest time on a track. Enter your initials and scroll to the bottom of the scoreboard. Push the Control Stick to the left until a head appears. Now select any fully powered-up car and start a race. For every Checkpoint you pass through, you'll collect one boost. To activate a boost, press Brake, Brake, Brake, Gas, Brake, and Gas.

To activate the flashing lights trick, achieve a Hot Time on any course and enter your initials. Scroll to the bottom of the scoreboard and press Left on the Control Stick until a head appears. Now select either the School Bus or the Police Car and start a race. Press Brake, Brake and then hold Gas to make the lights flash. Let off the Gas to make them stop.



Which one would you like today? How about the big get-low number?



No, pal, no passing when the lights are flashing!



1994-2014

**Remark Code**

Here's a juicy little code for Vic Tokai's 3-D journey fighter for the N64. To play as **Senoh**, press the L Button, the R Button, up C, bottom C, left C and right C on the Title screen. If the code is entered correctly, you'll hear a tone. Now go to the Character Select screen to see Senoh added to the lineup. This code is usually found by completing the game on the Hard difficulty level. If it doesn't work after several tries, turn your control disc off and on before trying again.



# TAZ-MANIA

Stage Select and 2D Continues

Everybody's favorite little devil is back, courtesy of Majesco. To activate the Stage Select, go to the Options screen and press A, Y, A, Y, X, Y, R, A, R Button and L Button. The Level option will then appear. Highlight the option and press Left and Right to adjust the starting stage number. For 20 Continues, press Y, X, B, X, A, X, L Button, R Button, B, A, Y, A, X and A on the Options screen. You'll receive a message if the code is entered correctly.

THE  
LION KING

## Hakuna Matata!

This is just one of several classic Super NES games that are being rereleased by Majesco under license from their original publishers, and they all certainly deserve a lot of attention from us here at Classified Info. To access a secret Options screen, go to the normal Options screen and press B, A, R Button, R Button and Y. The secret Options include invulnerability and stage select functions.



Disney Aladdin

### Stage Select

Here's another blockbuster Disney movie that became a blockbuster game for the Super NES. To activate the Stage Select, go to the Options screen and press the L Button, the R Button, Start, Select, X, Y, A and B quickly on Controller II. Now use Controller I to exit the Options screen and return to the Title screen. With Controller I, hold the L and R Buttons and use the Control Pad to choose a starting stage.





# CLASSIFIED INFORMATION



## Mega Man Fireball

The Blue Bomber has been given one more lease on his robotic life with the rerelease of Mega Man X by Majesco under license from Capcom. This trick is time consuming, but it allows Mega Man to throw a potent fireball, like Ryu and Ken do in the Street Fighter series. To make this trick work, you must first collect all the Heart Tanks (8), Sub-Tanks (4), Special Weapons (6) and Power-Ups (4) in the game. Passwords will not save the Fireball power, so if you want to have this special attack in your arsenal, you'll have to repeat this trick every time you play the game.

### Step 1

After you collect all the required items, go to the Armored Armadillo stage. Ride the last mine cart until it launches you outside. Jump just before it hits the wall.



### Step 2

Grab the wall and climb up to the ledge. Collect the energy pellet and jump into the pit. You'll lose one life. Repeat steps one and two five times.



### Step 3

On the fifth try, a capsule will be on the ledge. Climb in to get the Fireball power. When your life meter is full, press Down, Down/Forward, Forward and Y to shoot a fireball!



## Supercharged Weapons

After last month's Nintendo Power Exclusive on Star Wars: Shadows of the Empire, you might have thought we'd be fresh out of codes for this puppy. Think again! We have just a few more fun tricks for this game, including a password code that will supercharge all your weapons. Stormtroopers will fold with just one shot from your standard blaster, and major enemies will take far fewer hits to defeat. We also have an addendum to the Credits code we printed back in Volume 94. It seems some changes were made to it after we went to press and just before the game was released.

### Super Weapons

This code works on the Jedi difficulty level only. Start a game and use "Jabba" as your name (the underline is a space). That's all there is to it!



### Credits/Photo

To see the uncopyrighted credits, enter "Credits" as your name and begin a game. Press Start to go back to the Title screen. Press Up and Right to see a LucasArts still photo.



### Wampa Rumpus

To hear the wampas roar while you're using the power rewards, enter "A Wampa ROCK" as your name. This code is silly, but fun.



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

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GO FOR THE GOLD!

# STARFOX 64

BY NINTENDO



You may not be a commissioned officer in the Cornerian military, but in *Star Fox 64*, even a mercenary rogue like you can be decorated for valor in combat. We'll not only show you how to rack up extra points to win a chest full of honors, we'll reveal how to open up another solar system's worth of nova-hot adventure!

## ALL PILOTS, TO YOUR ARWINGS!

If you score a certain number of hit points in a mission, and if all your wingmen survive, you'll be awarded a gold medal. If you win a medal in every mission, you'll enable the Extra Mode. The Extra Mode gives you access to the Landrover tank in the Vs. mode, a sound test feature and a set of Expert Missions. The Expert Missions have the same layouts as the normal missions, but there are more enemies to defeat, and some enemies are tougher and smarter than before. As a bonus, you'll also notice that a certain dashing young pilot is wearing some very cool shades—much like his father's!



## TACTICAL DATA

We've mapped out each mission and pinpointed key strategies for racking up lots of hits. In general, though, you should use the lock-on feature as much as possible and learn where Smart Bombs will do the most good. Alternate between charged-up laser blasts and rapid-fire shots to clear the entire screen of large groups of enemies.

### TARGETS LOCKED—FIRE!



Hold A to charge the lasers. Aim the cursor at an enemy to lock on, and tap A to fire. The result? Explosions can take out an entire group.

### MAVENS! MAVENS!

All of your wingmen must survive a mission if you want to earn a medal for that sortie. Always go to their aid when they ask for help. They will probably return the favor at key points during the campaign against Andross.





## CORNERIA

## SCORE 150 HITS



Lock on to the first quartet of ships as you enter the city. Maintain the lock and wait until they merge back into one group before you fire. They'll all go down for the cost.

## START



Fly between a pair of barred-out buildings on the right side of the stage. This will make a line of ships appear as you emerge. Take them down with one shot.



As you pass the highway, hit the brakes and shoot out the robot on the left. Blast your way through the gate, avoid the robot and then take out the robot and the robot's laser.

Ships at Checkpoint 20 show by the Checkpoint.



After you pass through the Checkpoint, fly through the gate down the road. This will make a quartet of ships appear. If you don't do this, only one or two ships will show up at this point.



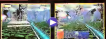
Watch the "building better" robot as soon as you can, then lock on to the three ships on the elevated highway. Snoop down and scoop up the Laser Upgrade if you can.

Watch the robot.

Fly through the arches.



Blast any enemies on or near the highway. Dive down and fly between the supports at the end of the highway to make a quartet of ships appear near the despotic robot.



Fly through this barred-out building to make more enemy ships appear. Flocks will be calling for help every once in a while and take out all the other enemies now the highway.



Use the brakes to get through all the arches and blast the old robots in your path. These bots will leave some Supply Drops behind, which you'll probably need by this time.



## TO CARRIER

Destroy the ships chasing Falco and fly through the stone arches to open up the way. Carry on to the next point.

## ATTACK CARRIER



Target the Attack Carrier's weak point in its first. The first-breaking missile will allow you to see the carrier's weak point. Once they're all destroyed, go after the main body of the ship.

## BONUS HIT POINTS

Some enemies are worth more than one hit point, and most of the "bonus" hit points are worth up to 1000 points. The first point below breaks down the bonuses for you.

- Less than 2 minutes +10
- Less than 3 minutes +5
- Less than 4 minutes +2
- Less than 5 minutes +1
- Over 5 minutes 0







# METEO

SCORE: 250 HITS



Breaking down the fury of Meteor's planet is coming, so it's best to work a bit of time at once. Remember that you can also note a bomb when the planet is in the air.



Just after 10:00, Kato calls you, a flight of enemy fighters, will try to sink you and ambush you from behind. Lock on and shoot all of them at once with a charged laser.

START



Once you lock on to Meteor's planet, the planet will sink even before they jump out from behind the planet. Use a bomb to sink it all at once. Then, then clear up the rest with a bomb.



Once you enter the warp gate, the spinning asteroids will be the warp gate or you can try to fly through all the warp gates and begin going to Kato. You can get a medal either way.

## WARP



If you complete Meteor the normal way, this is possible, but fairly difficult, to score 250 points. The better strategy is to use the warp to get to Kato. You'll pass through a warp zone full of enemies, all of which will shoot toward your Meteor point shot, and you won't have to face a boss!



Slow down in this tunnel and lock on to as many laser cannons as you can. You can take out several at once with a bomb. Watch for the ships ahead flying toward lower "wells."

Use a bomb to sink it all at once.



Passing through a warp gate will make you accelerate. Hit the brakes to cut your speed and barrel roll, so you can't be able to whatever yourself through all waves gates.



Once after you enter the warp zone, you'll see spinning fields of enemy coming toward you. There is actually a number of ships heading for you, hidden by the bright glow. Slow down, lock on and blast these ships repeatedly. You can get two hits or more for each strike. Use a bomb if you have one, since you'll soon be able to collect more.



As you continue through the zone, you'll come across laser fields of mines and missiles. Leap through them to pick up as many bombs and upgrades as you can. Use bombs in the fields of striped asteroids. You won't be able to lock on to some of the enemies, so you'll have to rely on your laser and quick reflexes to bring a lot of them down.



The last asteroid field will be filled with mines. Blasting the asteroids will reveal even more. Stock up on bombs for future missions.



## SECTOR X

SCORE 150 HITS



Sector X is jam-packed with enemy fighters, so start up on enemy heads as you can for this mission. Lock on and blast the first group for a quick double-digit return.



It wouldn't be like your old man's pal, Poppy, set up as space dust. Target the fighters chasing him and then take out the spy satellites to pick up some alloy and gold rings.



The stage falls into two parts at this point. Blast the three spy satellites for a power upgrade and then duck to the right. There are many more enemies down that way.

START



Delicate allies at the center of the field to start a chain reaction. A charged laser blast can work, but a bomb is better.

Watch for enemy upgrades by the checkpoint.



TO SPYBORG



Bombs are in short supply, so use them sparingly. The laser guns are harder to hit than you think, so you may want to concentrate on the squadron of enemy fighters instead.



As the Spyborg approaches, you'll see small satellites in the distance. Look up to them for a few extra hits.



This area of Sector X is thick with enemy fighters. Stay well away from the wreckage ahead while allies will swoop in from behind. If you're having trouble targeting them all, lock on and then fire a bomb. Follow up with regular shots to clean up the mess.

Wait for them to return just they don't have a bomb. Follow up with regular shots to clean up the mess.

## SPYBORG



Target Spyborg's glowing eyes: when it turns its head, look away from its laser blasts and firing ports. In the second stage of the battle, the whole head is vulnerable. Destroy whatever stays in between off course.



# TITANIA

SCORE 150 HITS



These tank-like terrapines will yield four hit points each, but only after a barrage of laser fire. Target their soft underbelly and take them with everything you can muster.



Android's floating fortresses are hardly any shielded. A well-placed bomb is the quickest way to bring one down. The explosion will bring down many nearby enemies, too.

START



Swarm the Lundaal or through the giant tunnel and then the last tunnel to make a smart jump online. This can save it you it immediately to defeat the two terrapines.



As you approach this enemy, you'll be charged to both defense and offense—and maybe. This will be hard to take them out of it once. Be careful—Gor's entire field is the view.

2. Come at least 10 hits to the Checkpoint



Search a darkness of enemy fighters will try to shy just you overhead. Target the left ship in each flight with charged laser. Look for white beams among the falling pillars.



Back-teasing robots will assault you from the Mitsu. If you take out one of the first ones on the right with a beam, most of the others will go up along with it.



TO GORAS



As you near the navigators, many enemy fighters will approach from the front and from behind. Launch a beam to down two or three squads at once. There are two more, so press until you can see more ships, then fire another volley. You can use charged and several beams if you can't spare hands, but the above structures may interfere with your line of fire.



can't spare hands, but the above structures may interfere with your line of fire.

## GORAS



Overestimate your fire as Goras's laser-tipped cannon.

Once it drops Slippy, you can really eat him. Hover and barrel roll to get out of the way of its heat-measured hyper laser. When all its arms are gone, blast apart its chest plate to expose its weak spot. The arms will regenerate a couple of times, but just repeat the process until Goras is down.



NINTENDO POWER



## SECTOR 7

SCORE 150 HITS



This carrier will spawn out hostile starfighters from two launch bays. Lock on to one group with a charged laser or a beam and spray the other with laser fire.

Screen at least 100% clear by the Checkpoint



The path through the upper portion of this point. The upper path has more enemies than the lower. Hit the tanks and destroy both battle robots before you climb over the ship.

START



You can't fly into the launch bays, so swoop up and over the carrier. There are just a few more enemy ships along this path than the lower route, but every bit counts!



Several flights of naval ships will swoop toward you later. Lock on to one of the lead ships and launch a beam. Take care of the stragglers with a few well-aimed laser blasts.



As you weave between the darkish ships, Slippy will call for help. Lock on to one of the pursuing fighters before you clear the last half of the run so you can.



Another twelve fighters will swoop in from the four corners of the screen. Don't waste a launch. A couple of charged laser blasts and a quick trigger finger are all you'll need.



Several flights of fighters are in formation with this last heavy chase. Hit the lead ships with charged beams. They may give up some bombs for your efforts.



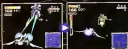
TO SHOGUN



As soon as you clear the wrecks, several attack enemies will cross your path from both sides. Use your beam to slow down. Target one of the enemy ships with a charged laser, and then immediately shoot another gas with regular lasers. If you're quick enough, you should be able to score at least 100 to 150 hits with just a few seconds of work.



## SHOGUN



This is the final and most to take on the Shogun warren and the more powerful Shogun warhead. Target them while you're still in the area and let us best in you. They're tough to pop, so "beat" your shots about 10 times and you'll see them on their path.





# SOLAR

SCORE 100 HITS



Look for the wave to get charged later on. Then, these will all come together for a huge explosion. Your job is to make a wall of rocks that can reach and hit the waves.



Keep on going as the waves hit again. More, these flashes will fly through the center of the landscape. Target the explosion in front and make a charged laser for multiple hits.



START

As you reach the right side of this wave, several flashes will have into view. If there's no time for a target lock, launch a bomb and detonate it manually.



As you reach the right side of this wave, several flashes will have into view. If there's no time for a target lock, launch a bomb and detonate it manually.



Watch together that when you may want to detonate a bomb manually. A flash of flashes will appear out of the rising ground, but by the time you lock and fire, the target may be behind off.



Instead, it can be possible the flash, launch a bomb straight ahead and press B when it's right in their midst.

TO VULCAIN



After the Checkpoint, a trio of Grubbls will fly to two Flocks into their next wall. Some after that a group of rocks will appear. Watch for some much-needed items.



Another four flock will appear right behind this wave. Lock on to the lead one if you can and fire a bomb. That will take care of all but a few stragglers trailing on the rear.



The Solar surface will calm down at first, but all of a sudden, the sky will be blasted by more flashes rising from the surface. You must react quickly to down them. There won't be time for a lock, so launch and detonate a bomb manually.



react quickly to down them. There won't be time for a lock, so launch and detonate a bomb manually.

## VULCAIN



This hot-headed mutant won't give you much grief if you barrel roll through its rain of scorching lasers. Target the main fire launch and when it splashes plasma at you, then go after its head.



## MACBETH

SCORE 150 HITS



Ignore other enemies at first and take out as many of the train's rear cars as you can. As the train pulls away, destroy some of the elevated guns to uncover bombs at random.



Clear the sky of the small fighters as quickly as possible. As you enter the passage, blast a trio and then a pair of larger fighters for a Shield Ring; never go to collect it.



You'll be meeting low-level enemies by now, so choose your level for a good variety. Squads of fighters will fly overhead; a line of bombers will follow.



Destroy you and then the train will disappear up ahead. If you're short on bombs, save them for the train.

START



Try to aim bombs between cars for maximum effect. The concussion will damage both cars, and you'll then be able to finish them off with charged lasers or rapid-fire shots.



To earn at least 95 hits by the Checkpoint.



As the ground begins to rise again, two jet thrusters to rise up the side of the passage and onto the track. You can then blast away at the train before it enters the tunnel.



Join both thrusters to hover up and over the barriers that pop out of the tunnel sides. You can't look up to the train, but you can try to tag the cabooses from the air.



Defeating Macbeth is no easy task, so it's better to avoid the fight. Shoot the eight switches alongside the track (labeled in red on the map) and then shoot the switches like this (orange arrow). Macbeth will come onto a new track and reload.



TO MECHBETH

## MECHBETH



The sixth track switch is the one most carelessly missed. It's located just behind a gate. Shoot the gate a few times to make it rise up and then shoot the switch.



If you do battle Macbeth, watch for the glowing weak spots on the car's end and the power unit on the track. Hover and roll to avoid the scope and beam attacks. Switching tracks is the better tactic, as it costs you 51 hit points.





# ZONESS

SCORE 250 HITS

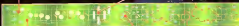


Dragons will fly in from the right and then from the left. It's difficult to get an optimum target lock (the explosion is too far to one side) to destroy them all, so it may be better to launch and detonate bombs manually.



You must destroy all the searchlights in this stage. If you miss one, the enemy will be able to scan your ship. Use the lock on feature to ensure that you don't miss any.

START



Score at least 150 hits to the Checkpoint



These searchlights are worth a whopping six points each. It will take two or three charged laser blasts or one bomb to bring one down. You'll receive a bomb in return, so go to town, hot shot!



Kari Moons shows up to lead a blaster, but you won't get credit for any searchlights or enemies she destroys. Every point counts, so don't shoot and get the lights before she does.



This is a tough sequence, but if you can pull it off, it's worth it. Follow Slappy under the three platforms. As you go, fire bombs at the two bagies to clear them off.



Flying under the three platforms will make an upgrade appear under the next tower. Roll to the left to collect it then immediately roll to the right and bomb the next platform.



Swarms of patrol boats will stream ahead of you. This cut the entire fleet with a couple of well-placed bombs. Don't fly too low, or you may crash into a platform.



TO SAR

## SARUMARINE



Sarumarine shoots cannonballs at you from total launchers. Blast them apart to reveal bombs. Use them to destroy the two smoke stacks on top of Sarumarine's central hull.



Now destroy one of the launchers. As the launcher shuts down, a cannon on the left will



Project this pattern and the cannon is gone. Bomb the remaining launcher and then the main hull.





# AREA 6

SCORE 100 HITS



Blow the first squadron for a Laser Upgrade. Use charged lasers or a bomb if you can. Space can be won on the corner of the main field to start a chain reaction for points.

## CAPITAL IDEA

They're tough, but you can destroy the large cruisers if you target their bridges, which are the high structures located aft. You can also destroy their laser cannons separately for added points. ROB will help destroy a few, but you must answer his hail.

START

Score at least 1500 by the Checkpoint



Pick your targets wisely. The space stations are worth four points each, but the fighter squadrons are easier to destroy. Hit the bridges and use bombs when you can spare any.



These fighters will link up into a mega-ship. It takes two charged laser blasts or one bomb to break up the party. You'll receive a Laser Upgrade to a bonus.



You can stick on to these missiles, but if you let the center one detonate with a bomb, the others will be destroyed along with it. You'll also get Supply Rings for your trouble.



Sweep the large ships from here to left to destroy their guns and then their bridges. Give yourself enough time to destroy the bridges, so they can take a lot of punishment.



This mega-ship attacks (it's worth many points), but as a special case, there will knock you out of the game.



Score at least 1500 by the Checkpoint



Score at least 1500 by the Checkpoint

UMARINE



TO GO

## GORGON



This battle goes through several stages, but it's important to destroy the energy spheres when the core is exposed and to blast the obstacles when the shell is closed. Gorgon will also launch robot fighters and missiles at you.



Eventually, Gorgon will power up the planet killer laser. Bomb it around the edge of the screen to dodge the blast.



Soon, the core will open again. Blast all the energy spheres and go after the core. With hyper lasers, it won't take long.





# FORTUNA

SCORE 30  
HITS



Use the target lock as much as possible in All-Rage.

Made battles, especially if you have low-power lasers. If a target moves off screen before it's hit, you may not get the point.



If you need a quick shield recharge, the radar alias is

around the first target's Supply Rings. Destroying enemy ships, except you in Shielding or no computer, but only rings and it's useless.

## ROLL WITH THE PUNCH



The Star Wolf team's ships show up as black icons on the radar. When you see one closing in on you from behind, put a loop to turn the tables on it, then fire away!

# KATINA

SCORE 150  
HITS



Clear out as many enemies as you can before the

Seacore enemy ship arrives. Though you won't like it, shooting down friendly ships won't prevent you from getting a medal!



Destroy your own or two of the launch launchers on the carrier

ship. If you destroy them all, the stage will end too soon. Destroy the more enemy ships launch. For more targets you'll have.

## TIME LIMIT



The core is set with many bonus points, which is why you want to drag out the battle and remove the core on the smaller ships. Try to get 150 hits before the core appears.

# BOLSE

SCORE 150  
HITS



Destroy all the enemy towers to open the core. Hit the laser

guns if you need rings and weapons. That's as many of the second enemy fighters as you can before the Star Wolf team arrives.



Once the Star Wolf team arrives, concentrate on them. If

you defeat them within a certain amount of time, they can be worth up to 10 hit points each. Help your wingman when they need it.

## TOWER TACTICS



After the Star Wolf team is gone, go after the energy relays (the yellow squares) on the tower. The more relays you destroy, the more the tower will shoot at you.

# SECTOR Z

SCORE 200  
HITS



Destroy the first wave of fighters before the first missile

arrives. The second wave will appear just as the missile does. Your wingman will be kept busy, leaving the missile for you.



If you come through Zeos, Katt will show up. Once

again, you won't get any hit points for any ships or missiles that die or your wingman destroys. You'll have to beat them to the punch!

## HAIR TRIGGER



Using rapid-fire lasers is the best way to take out the missiles. Even if someone else is firing at the same target simultaneously, chances are you'll get the credit.

# DENOM 2

SCORE 200  
HITS

## FIRST STRIKE



When Star Wolf appears, press Start to skip the cinema scene and regain control. You can squander off a few shots before Wolf can even blink!

## ANDROSS



When facing Andross's ultimate form, rapid-fire lasers are your best bet. Watch your radar to see which way the eyes turn and try to maneuver yourself in behind them. After you hit them, they'll change course. You can't cut the energy strands that connect them to Andross's brain, but they will cut right through your shields.



Only the helix on the underside of the brain is vulnerable. Swoop in low behind it and roll in the same direction the brain is turning.





The title screen for the video game Banjo-Kazooie. The title is rendered in large, 3D, yellow-orange letters with a gradient and a slight shadow. The letters are set against a background of a lush jungle scene. In the foreground, there are dark green leaves and branches of a tree. In the background, there are rolling green hills and a blue sky with soft, white clouds. The overall lighting is bright and vibrant.

# BANJO- KAZOOIE™









COMING SOON TO YOUR N64 FROM Nintendo

© 1997 Nintendo/Palm. Game Boy Advance



NINTENDO  
POWER



# AQUAS

SCORE 150 HITS

## EVASIVE ACTION

The best way to neutralize the myriad dangers in the deep is to press A, B and the R Button continuously. You'll fire lasers, launch torpedoes, and barrel roll simultaneously. Use the brakes to buy more time to defeat as many enemies as possible.



Help back and target the enemy from a distance. Some of these controls useful tools. Pilot through the first three arches and then blast open a path for a Laser Upgrade.



Antares has used his bioengineering techniques to mutate the entire life force. Blast the large, spiny fish and the huge water fish throughout the stage for multiple points.

START



Score at least 63 hits by the Checkpoint.



There's an entire field of these strange enemies located at the mouth of the water canyon. Hit the brakes and use lasers and torpedoes to wipe them all out.



The canyon is full of electric starfish, and tentacles will rain down from above. Use your laser constantly in this area to make sure that you destroy every last one of them.



Your torpedo does will look on to these pillars, but only the cracked ones can be destroyed. Direct the target back by shooting at your intended target with your laser.



Interact just before you launch a Torp. There's also a half-hidden group of shrimp-like enemies on the ocean floor just before the pillars.



TO BACOON

## BACOON



Spore's shell is adorned with three huge horns. Blow them off for 32 hit points. The worm-like parasites inside the hoaxes will charge, but it's easy to roll out of their way.



Now go after the horn. Fire torps at the parasites holding the two halves of its shell together, then intend everything on the central eye.





# TETRISPHERE™

## THE BLOCK OF AGES

In the beginning, there was a black that filled a two-dimensional video void. Alexey Pajitnav looked at the black and bent it into different shapes. He called it Tetris and said that it was good. And it was good. But the sun rose and fell and a new technology appeared on the firmament, which was called the N64.

Then from Nintendo and H2O there came a new game to the N64, and it resembled the game of Tetris. But this new game was round and contained six modes of play, and it rotated in all three dimensions. And when Alexey looked at it, he declared that it was very good indeed and that his work was done. So who are we to argue?





# READ IT OR WEEP

If you think Tetris is tedious, or too far Amtrak, think again. Just take a few moments to learn about Tetrisphere and you'll discover that it's a subtle game, full of rich resources and a slightly nutty aesthetic. But if you're one of those shuffling down blocks and withdrawing in ignorance, chances are you'll just make a pig's breakfast of the whole thing. (Or, before you launch into your first game, we highly recommend spending five minutes in the Training Mode to pick up the basics.)

## BASIC TRAINING



Listen up, recruits. Compared to military basic training, 3D Tetrisphere will seem like a picnic. You'll learn where to place blocks and how to score combos, and no one will ever shoot at you. You'll also learn about power combos, sliding and magic items, which you can pick up by making combos of 20 or more. Magic items upgrade to more powerful versions if you make more combos before using the magic.



## ADVANCED PLACEMENT

Basic is okay for beginners and programmers, but if you really want to master Tetrisphere without giving up your social life, then the Advanced Training mode is for you. Concepts such as X-Clear multipliers, Gravity Combos and Fuse Combos are introduced. You'll also learn to take out the Crystal Blocks—those kooky blue blocks that always seem to get in your way. As your understanding of the game deepens, your score will soar.



By using the H-BLOCK, you can clear out Crystal Blocks. Another advanced technique is the use of Gravity Combos.



## PUZZLING EVENTS

The Puzzle Mode of Tetrisphere is sort of like a jigsaw puzzle equivalent of Tetris physics, which has a way that it solves a lot of intricate little bits. In Puzzle Training, you'll learn that in addition to dropping matching pieces, you can also slide pieces. Each puzzle consists of several pieces and a number of slides and drops. Your goal is to break all of the pieces with a limited number of moves. You'll also learn to zoom in and out using buttons.



Using slide and drop moves, you can clear any puzzle combination with surprisingly few steps. Training shows you the basic slide and drop moves.



# PERFECT PRACTICE

The Practice Mode lets you test yourself in various conditions that might occur in a regular gameplay mode. For instance, you can use up to six types of pieces in depths of five, four, and squares up to 99 core pieces to be exposed to win. At the higher end, the Practice mode can go on practically forever.



## GET IN SHAPE

In Tetrisphere, the idea is to match similarly shaped pieces to each other in order to peel them off the sphere. This is a much different concept from the action in Tetris in which you attempt to fit pieces together to form unbroken rows. Still, Tetrisphere uses six different shapes of blocks in the higher levels, and in the practice mode you can work with all six of them to prepare yourself for the more advanced stages to come.



Some pieces look as these shown above need to have one side fit onto a line with both shaped pieces visible to be a match. In this case, the drop is used to move the same way that you can use regular pieces.



Looking for an interesting challenge, using with some pieces can take a lot of practice. This formation will take all four L-shaped pieces at once. Don't just look for shapes though—look for matching colors, too.



## PEELING TO THE CORE

The higher the composition of individual blocks, the more pieces of various shapes you strip away the layer by fitting a shadow on a block on the sphere, then dropping the current piece.

All the matching pieces that are properly aligned will break off also, revealing more pieces below. At the core is an image of a little character. When you reach it, light will burst out. You may have to uncover a large portion of the core to win certain modes.





# ONE TRACK MINDS

Anybody can beat a human opponent. All it takes is luck, intuition, and, better yet, even skill. And in the track-out computer arena it's really delisted. Just ask Gary Kasparov, the best chess player in the world who got dethroned by a computer. The ultimate test of brains comes down to man vs. machine, and if you think you can beat the N64/Intelligence team (no fire pulling the power cord) then you've got a worthy challenge and five modes in which to prove yourself equal to a few ounces of silicon. We would wish you luck if it weren't painful.

## RESCUE

Rescue may be the most appealing of all the modes of Intelligence, because the goal is to open a hole large enough to let a little guy escape from the core. The trick is to work on enlarging a single opening of several openings in close proximity. If you manage to concentrate your efforts, you'll have a hole and rescue the prisoner. Although puzzle players will love it,



As you develop the hole and expose the core, rotate the sphere so you can see places from the side. You may be able to see if there are any mild fire and sticks that you can break.

## HIDE & SEEK

Hide & Seek is Intelligence's most varied of all the modes of play. In fact, there are nine different ways to play Hide & Seek, which are listed below. Oddly enough, this mode follows a sort of story in which several characters hide from you inside the sphere. One challenge follows randomly after another in three episodes, so you never know what to expect.



## multi

In Multi, your goal is to completely uncover one picture of a character. The picture will be located in the core, so you'll have to dig down through several levels. Once you see a corner of the picture, start widening the hole.



## drill

In Drill, all competition, you must locate one of the pink drill bits, then start digging down to the core of the sphere. Each drill bit marks the location of a character's image below on the core. Uncover it to win.





## brick

The puzzle bricks in this variation of the brick pieces are shaped like downy birds, as you can see below. What this has to do with the other N64 minigames isn't fully explained, but it's quite a cute idea.



## tower

In the tower variation, a cross-shaped tower appears on the sphere. An in-game job is to dig down at the pegs around the tower to reach a picture below on the core. This minigame is a lot like The Drill. You must completely uncover the marked image in order to win. Since the tower moves quickly in this game, you don't have much time to ponder your next move.



## hide + seek

This variation is pretty much the same thing as Before. One character is trapped inside the core and you have to break him out. It's also a matter of opening up a hole large enough for the character to escape.



## unique

There's another variation on the Drill theme, so the fact that it's called Unique is just a clever pun. Look for the drill bit and uncover the set-up image on the core. Below it is a hole of some size in the wall. Challenge.



## shift

Get another drill machine to guide you in the Shift Option. In this game, there are 160 drills on the surface of the sphere, and a piece of the core picture is hidden beneath each one. You have to lift all of the pieces, then slide them together.



## connect

Beneath the 160 you'll find an image with lines connecting it to other images on the core. You'll have to uncover all the center 16 pictures to meet this difficult challenge.



## crystal tower

It's like the tower variation, but different, except that here you get diamond pieces that go to the tower-core and crystal blocks. Work your way in from the sides to reveal the picture.





## PUZZLE

You must both move and flip pieces to solve the puzzles in this mode. Since most of the puzzle's background is made of liquid, part of the back is where pieces drop into new matches and combos follow. When you rotate the sphere to the side, you may see how the pieces are stacked, with 100 puzzles, each tougher than the previous one, you should have a rough frustration level built up to inflate a blimp.



## TIME TRIAL

In this mode, the idea is to see how far you can go, and how much you can score, in five minutes. You have to uncover the core to reach the next level, so digging deep as quickly as possible is the best strategy. Moving pieces to form matches and combos in one area is a quick way to reach the core. You can get the special item option in this mode, which can help you reach the core.



Stats	
TOTAL SCORE	430,910
HIGHEST CURRENT SCORE	23,770
HIGHEST BONUS	75
5 COMBO	1
TOTAL PIECES TAKEN	460
TOTAL BONUS	104
WORLD RECORD*	7
LEVELS FINISHED	6

## VS. CPU

You can play against the computer as if it were a human opponent in the Vs. CPU mode. The screen splits into two halves, but your brain may shatter into a million pieces from the strain of staying ahead. Your goal is to score combos that handicap your opponent while digging down to uncover the core. Computer characters such as Rocket, Wheelz, Gear and Gyro show up to challenge you with increasing levels of difficulty.



On the lowest level, 1 difficulty, you face Rocket. If you win, you'll move on to face new computer-controlled characters who are more difficult.



As a player grows, it indicates that the player is a pro. That's the best way to pile up pieces by scoring combos.



Expanding the core is the easiest way to win, so concentrate on finding deep and moving pieces. Always look for combinations.



By scoring combos, you'll drop difficulty to make blocks move to your opponent's sphere.



# BUTTING BRAINS



If you really want to put your brain on the line, invite some friends to play *M. Mode*. The goal for each player is to assemble a predetermined number of core pieces. Since each player can choose the number of core pieces to expose, you can handicap matches. The strategy is straightforward: block blocks to your opponent's sphere, by getting combos and exposing the core as quickly as possible by moving pieces.



## TETRISPHERE TOURNEY



Up to eight players can join in the tournament mode, each one challenging the winner of the previous match. Each match consists of a best of three, five, seven, or nine contest. Before the match, players can choose between seven robotic characters with a variety of Speed and Pull settings, which give you different speeds for the cursor and the quickness of the pulling action. As in the regular VS. Mode, the object is to uncover a predetermined number of core pieces.



**Stats**

TIME 01:07	SCORE 32
2 CORE	
107 PIECES REMOVED	123
84 PIECES LEFT	38
2 CORE EXPOSED	7
NO 400	TO 800

### WIN



Having three, five, or seven matches, players can play each game with their set pieces. The first player exposes numbers, but each player removes the same pieces in order, so all things are equal. The faster players drop pieces through the core, the more likely they are to get multiple combo opportunities.





## EPISODE THREE: BIG BANG THEORY

# BLAST CORPS



GOTTA  
HAND IT TO  
THE LOCAL BOYS  
IN BLUE, SINCE  
THEY GOT THOSE  
SPEEDERS CLEARED  
IN RECORD  
TIME.

YEP  
THEY MOST  
CERTAINLY  
DID.



SOO  
BAD THEY  
DIDN'T CLEAR  
THEIR  
CAR.

THE STORY SO FAR: As a defective nuclear missile carrier careens across the country, the only hope of preventing a catastrophic explosion rests with Blast Corps, an elite team of demolition vehicles and technology available like the amazing Cyclone Sub—they've freed scientific expert Professor Nash from a mysterious high-security government lock-up run by the tyrannical Col. Barker, a man with his own score to settle with BLAST CORPS. As they prepare to detonate the nukes in the nearly abandoned town of Tumble Gulch, the team discovers a lone resident right in the path of destruction!

# WOULD-KRASSSHH!

THAT'S  
WHY WE GOT  
YOU BEHIND THE  
WHEEL OF THE  
BIG SHAPE, BIG  
GUN.



YOU  
KEEP DOING YOUR  
THING RIGHT ON INTO  
TUMBLE GULCH AND  
I'LL BE ON YOUR  
CAMPER.





ANYWAY, THIS IS HOME BASE. HOW'D OUR FAVORITE RUNAWAY NUCLEAR CARRIER DOING?



ANYWAY, HERE, SO FAR, THE RUNAWAY HADN'T DEVIATED TOO FAR FROM ITS PREPARED-PLANET COURSE...



BUT I DON'T THINK IT'LL MAKE IT TO THE DETONATION SITE BEFORE BLOWING.



BRING US CLOSER TO THE CARRIER, CLARK. I'M NOT SURE HOW MY AIM WILL BE WITH THE J-BOMB'S JET PACK.

HERE GOES NOTHING!



YOU TAKE CARE OF YOURSELF, WASH! I DON'T WANT YOUR SLOPPINESS RUINING BLAST CORPS' UNFURNISHED REPUTATION.

WOULDN'T DREAM OF IT, AMBER. I'LL DEPRIVING THE NUCLEAR MATERIAL FROM THE VESICATORS WITH THE ULTIMOST CARE...

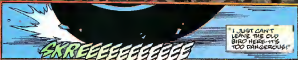


...SO REMAIN ALERT TO EMERGENCIES THE CORPS.

DON'T YOU DARE, AMBER. DON'T YOU DARE.







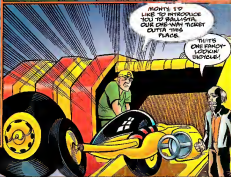
















SORRY ABOUT THE TIGHT FIT, THE BRACKET USUALLY ONLY CARRIES ONE.

NOT ENOUGH ROOM BACK HERE TO CHANGE MY MIND





SPIKE,  
ARE YOU THERE?  
DO YOU COPY,  
SPIKE? THIS IS  
HOMER BASS.  
SPIKE?

PLEASE  
ANSWER.

SORRY  
FOR BEING  
HOOHAWHAWING.  
BOSS, I WAS JUST  
SHOWING MONTEY  
HOW TO FOR  
WHEEL.

QUITE  
ALRIGHT  
SPIKE. NICE  
TO KNOW  
YOU MADE  
IT OUT OK.

JUST  
IN CASE YOU  
CARE, WE'RE FINE.  
THE GAMERS HAVE  
BEEN PLACED IN  
CONTAINMENT AND  
ARE READY FOR  
PROPER  
DISPOSAL.

NOT  
BAD IF I DO  
SAY SO  
MYSELF.

GOOD JOB,  
EVERYONE. I  
KNOW WE COULD  
DO IT.

LET'S  
HEAR IT  
FOR BLAST  
CORPS.

Reflex Army  
Facility.

IT APPEARS THE MISSION  
WAS A COMPLETE SUCCESS.  
COL. BARKER AND SURVEILLANCE  
SHOWS THAT PROFESSOR  
NASH WAS PART OF THE  
TEAM'S EFFORTS.

"SHOULD  
I ISSUE A  
WARRANT FOR  
THE ARREST  
OF NASH,  
OR..."

NO,  
LET THEM  
THINK  
THEY'VE  
WON."

—FOR  
NOW.

THE END

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# ROBOTRON

Save your pocketfuls of quarters, because Midway's revamped and recalculated its frenzied '80s arcade shoot-'em-up, **Robotron 2084**, into the even more delicious and ballistic **Robotron 64**. Now, the hyperactive action dizzies you in 3-D, and that's quite a chunk o' change.



©1997 Midway, Inc. All rights reserved. Robotron 2084, 1981.

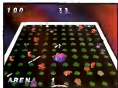
## ROBOTRON 2084 MEETS THE N64



In the early '80s, arcade addicts entered the apocalyptic world of **Robotron**. Set in 2084, it was a future when humans had perfected their ultimate creation—a robot species called **Robotrons**. Of course, along with being the supreme and perfect robot race came a tremendous ego, and in the dim view of the future, the **Robotrons** had concluded that humans were inferior and inefficient. The machines set out to destroy all humans, but their extermination program encountered a glitch when Eugene, a genetically-engineered superhuman, entered the arena. Only one human family survived,

and it was up to Eugene to blast away the danger for extinction. Now in 1997, as primitive as the original may seem, its relentless shoot-'em-up appeal still endures, and

revamped in 3-D, **Robotron 64** seems even more futuristic than 2084.



This ain't your daddy's **Robotron**. The frantic shooter is resurrected into a 3-D arena, blaring with more swarms of enemies, missiles and shot tactics.



CC  
VTRON 64  
CC



# NEW ROBOTROUBLE AND ROBOTRAUMA

Everything about the new N64 version of Robotron is more frantic and furious than its predecessor. Mults of new enemies swamp the 3-D arena at lightning speed. In the background, quick and aggressive techno-music underscores your desperate attempts at preventing your impending doom. If that's not enough of a dizzy spell for you, like the Z Button to submerge your screen with a wide array of psychedelic rainbow patterns and kaleidoscopic neo-dyed splashes. And maybe, if you can keep your head from spinning, you'll find the all-new arsenal of weapons and power-ups.

## FIVE VIEWS OF THE BATTLEGROUND

Robotron 64 throws so many enemies at you that you may need to change camera angles to avoid getting smothered. Switch to First View for a first-person perspective challenge—since you don't have eyes in the back of your head, you'll have to keep your back to the wall. In Smart View, the camera will automatically zoom in or out depending on your location, while Third View keeps Eugene centered in the screen. For the classic perspective of the arcade game, try Overhead View. The ideal view, however, is Arena, in which the camera tilts closer to the floor the closer you are to the front of the battlefield.



## DOUBLE JEOPARDY

What really sets Robotron apart from other arcade games was its dual joystick—one controlled your direction of movement, while the other controlled the direction of your fire. Robotron 64 remains faithful to its source (unlike the laudicrous race of robots, as it enables you to plug in two Controllers for double Analog Stick action). The game is pure gunflying, and just like in the Old West, you can have two fistfuls of gunfistful power.



Play Robotron as if it was meant to be played—with two Control Sticks. You have the option of playing in two Controllers for "Two Player" game play.

By hooking up two Controllers to your N64, the Control Sticks can direct which way you walk or fire, just like in the arcade version.

## THE NEW ARSENAL

It's a few hundred against one, so it's only fair that you should have some fancy power-ups at your disposal. Roast robots with your Flame Thrower or two—three or four! Way Shattering. To safely absorb enemy attacks, grab the Shield. The power-ups may not put you on equal footing with the Robotrons, but they'll surely help you kick some bot.





# ROBOTRON TACTICS

Robotron 64's basic survival strategy is to always be moving and firing. Remember that you can shoot in eight directions, including diagonally, to blast the robots. You can fire recklessly, since your stray lasers won't harm the humans. However, rescuing the humans is your priority, so save them as soon as possible. For extra help, experiment with different combinations of running and shooting to find the secret power-up codes.

## HEAD TO THE ARENA'S EDGE

When you start each level, you land in the middle of the arena. In center stage, you're easy prey for the robots that can surround you from all sides. Before they close in, speed to the edge of the arena, then run along the perimeter as mapped out in our 3-D diagrams on the right. By skimming the arena's perimeter, you'll need to shoot in only five directions, since the wall will protect one of your sides from attacks. Unfortunately, the clever Robotrons anticipated this tactic, and they'll try to counterattack with lasers or tanks that cling to the arena's sides.



You're most vulnerable when you're out in the open, since the Robotrons can trap or grab you from all sides.



Robots will close in on you if you stray in the center, so don't let them trap or power you as you run to the arena's edges.

## MORE BLOODY ROBOTSP?!

It looks like the humans developed artificial intelligence that was a little too intelligent! The Robotrons have outsmarted their creators by figuring out how to manufacture more automotons on their own. The Quarks and Spheroids are virtual mobile robot factories, and they'll spawn armies of Tank and Enforcer Robotrons. Tangle the Quarks and Spheroids as soon as you spot them, or they'll spew out more robots and turn the arena into a mosh pit filled with mechanical reneades. Once you've terminated the Robotron spawners, seal in the humans before they wise out.



In 2004, it's not humans but robots who manipulate the world. The Quark and Spheroid Robotrons produce more robot enemies, so intensively crush their systems before they overland the arena with their armies.



## FOLLOW THE LEADER

The Robotrons are on a mission to seek and destroy, so let them follow you, then lead them to their doom. The robots tend to have a mob mentality. They'll mindlessly home in on you once they spy you. As shown in our diagrams to the right, blast away an escape route, then parade in front of the Robotrons to get their attention. Run to the arena's edge, then initiate the perimeter-climbing tactic. As you run along the arena's borders, the robots will flock together in their attempts to intercept you. With your foes concentrated into one mischievous target, you can focus all of your firepower in one direction. The Gas Gun is particularly effective in this situation, since its toxic cloud knocks out entire areas of enemies.



You'll give your reflexes a workout if your enemies are chaotically spread out around the arena. You'll have more of a fighting chance if you can group your enemies in one spot.



Run in front of the Robotrons to catch their attention, then head for the perimeter. They'll eventually form a mob as they chase you, and you can easily target them.

## ZAP ELECTRODES

Hazardous Electrodes pollute the area, making it more of an obstacle course than an arena. Most Electrodes are laser-impenetrable, but you can use the Deflector Electrode to your advantage. When you shoot one, it can amplify and bounce your laser around the arena. Electrodes are also handy for roasting robots—many Robotrons walk in a straight line to reach you, and if an Electrode's in their way, they'll walk into it.



Arcel walking into Electrodes, because they're high-voltage zap tactics. Transformer Electrodes like those in Level 604 emit beams to create an electrified maze.



The shocking truth about Electrodes is that they sometimes look like power-ups, so be careful when you're seeking bonuses or you may end up as a broiled bouquet.

## THE LAST ROBOT

Humankind's on the verge of extinction, so saving Ninky and his family will earn you plenty of points as well as the gratitude of the human race. The Robotrons can easily distract you from saving the last family, so if you don't have time to save the humans, wait until only one robot remains. You'll enter the next level once you pull the plug on the last robot, so save its destruction until you rescue all the humans.



You'll progress to the next level once you clear the arena of all robots (it's a don't count), so spare one every until you've rescued all of the humans.





# I, ROBOT: THE ROBO ROSTER

All the classic robots from the arcade version return in *Robotron 64*, but the characters have more depth now since they've been remanufactured in 3-D. The Grunts, Hulks, Spheroids, Enforcers, Tanks and Quarks from the original surface, but, the time out, they're wired to be more wily and wanton than before. Brains, Nanobots, Arts and Bees also swarm in to squish the humans out of existence. As a one-man army, you won't have it easy battling the robot uprising. Study our enemy schematics so you can throw a wrench in their plans.

## GRUNT

This is the 3-D version of the most common *Robotron* enemy. The Grunts (Ground Roaming Unit Network Terminators) are drone robots that will relentlessly, albeit unintuitively, pursue you. Since they're not very tricky, you can easily outsmart them and earn 100 points for zapping them.



## JETPACK GRUNT

Keep your eye on the sky, because the Jetpack Grunts will rocket above you, then slowly dive and use you to break their fall. You can't hit them when they're airborne and some camera angles make it difficult to tell when they're hovering, so find a suitable view.



## SPHEROIDS

They look like life preservers, but they're definitely not life savers. One of the toughest of the four varieties of Spheroids is the Megaroid, which requires numerous hits before being defeated; focus your firepower on the Spheroids and blow them away as soon as possible or they'll go haywire spawning new legions of Enforcers.



## QUARKS

Like Spheroids, Quarks spew out more pesky *Robotrons*. The four types of Quarks each roll out a different type of Tank *Robotron*. You don't want to tread on the Tanks, so stop the robot mass production in its tracks by quickly blasting the Quarks. Your Quark extermination can earn you 1000, 1500, 2000 or 2500 points.







The Brains will have you thinking twice about which humans you should rescue. As soon as a Brain berps heads with a hurroz, it will reprogram the person into an evil Prog zombie. You'll have one less human to save, and one more enemy to fend off, since the brainwashed human will turn in your direction and try to attack you.



In higher levels, the Robotrons will battle you with more brainpower in the form of the gargantuan Mega Brains. To down the brains, play it smart and blast it multiple times to earn 3000 points.



Incredibly, the Huffs are indestructible. The four types of stunky Robotrons are some of your biggest threats. Concentrate on saving any human who is near a Huff's claws. You can't destroy the robots, but by blaxing them and you may slightly stun them.



## ROBOTRON 2084. 1996 & 1997

Almost 15 years after infiltrating arcades, Robotron 2084 got a new life last year on the Super NES. Along with Defender I and II, Joust and Sinistar, Robotron 2084 stormed into homes packed in Arcade's Greatest Hits. The Super NES versions are identical to their arcade counterparts, so older gamers can relive the heyday of arcade games, while younger players can experience video game history. A year after the Super NES Robotron entered households, Robotron received a complete overhaul for the N64. Robotron's theme of "shoot everything in sight" is still intact, but with the N64's 3-D capabilities, the game flaunts a new perspective. Now, there are more enemies with more fire- and brainpower, and you can even



battle through the eyes of Eugene or from any of the many roving camera angles. Robotron 64 may seem overly simple compared to other N64 games, but that's not to say the game isn't challenging or additive. With hundreds of levels and the fate of the human race at stake, just how far can your hand-eye coordination get you? We begged the testers at Midway and they gave us their personal bests.

**MIDWAY'S BEST TESTER SCORE:  
8,000,000,000 + ON THE  
"NORMAL" SETTING**

**HIGHEST LEVEL REACHED BY  
MIDWAY'S TESTERS:  
LEVEL 153 ON THE  
"INSANE" SETTING**







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THQ scores a strike with a  
Super NES bowling game that  
is in its own league!

## A Striking Game

You can put your bowling ball in the closet and hang up your shoes! This month THQ breaks out a Super NES ten-pin experience that rivals the actual look and feel of going to the lanes!

While some bowling fans only give you a "line 'em up and roll" style of game play, Brunswick World Tournament of Champions recreates almost every variable and nuance involved in knocking down the pins. Ball type, curve, spin and even the amount of lane oil are just a few of the factors that you'll have to take into account before you bowl your first frame. But just because this bowling game is incredibly thorough, that doesn't mean that it's too complicated to be fun. And because it lets you team up with, or face off against, three other friends, this is one bowling game that lets everyone get in on the fun!



## Options Galore

This game is so packed with options that there really are too many to mention here, but we'll start by filling you in on the ball selection. There are 16 different bowling balls to pick from, each with its own pluses and minuses, depending on the lane you're playing on. The lanes themselves also play an important role in the six tournaments because of their oil differences, so the game gives you the option of practicing on all seven types before you try to take a title. There are also two leagues to choose from, and you can choose between short and long tournaments so you can choose the one that fits your schedule. And as if you didn't already have enough decisions to make, you can even choose the color of your clothing!





## The Pro Players

Besides being able to create your own bowler, you also have the option of playing as one your favorite pros from the PBA tour. While adopting a pro's persona won't guarantee you a win, the confidence boost it provides may make all the difference between leaving pins standing and scoring a strike.

### Major Ray Williams Jr.

**Average 225.28**  
**Right-handed**

Inducted into the Hall of Fame in 1995, Williams has set PBA records for most 300 games in a tournament (4), most games bowled in a year (1,300) and the most 200 games in succession.

### Mike Aulby

**Average 218.94**  
**Left-handed**

While Mike Aulby is not a bowler who's prone to boast, he is perhaps the most beloved player on the PBA tour because of his laid-back character and his near-perfect performances.

### Paulsen Boen III

**Average 221.70**  
**Left-handed**

A traditionalist when it comes to his approach and arm-swing, Boen was a perfect pick for the post of Ambassador for the American Bowling Congress.

### Mark Roth

**Average 214.00**  
**Right-handed**

Widely believed to be the father of the modern game of bowling, Roth won enough in 1984 to surpass the truly impressive million-dollar mark in his career on the tour.

### Johnny Petraglia

**Average 214.64**  
**Left-handed**

Referred to as "Rag" by his fellow pros, Petraglia is a living legend in the PBA, having spent 30 years dedicated to the sport. Try playing as Petraglia in his own tournament!

### Randy Pederson

**Average 219.39**  
**Right-handed**

Having taken 11 tournaments by mowing down some of the toughest competitors in the PBA, Pederson is one of the best (and most feared) professional players in all of bowling.

### Mark Williams

**Average 219.39**  
**Right-handed**

He's won two titles in the Firestone Tournament of Champions, so there's no question that besting Mark Williams is going to be a major challenge for any player in the PBA.

### Justin Hromek

**Average 218.32**  
**Right-handed**

It's still early in Hromek's career as a professional bowler, but since he's already done so well in the PBA, we can safely say that there are lots of tournament titles in his future.

### Ricky Ward

**Average 217.54**  
**Left-handed**

Like Hromek, Ricky Ward has only begun to work his way up the PBA rankings, but he definitely threw the ball like a world champion when he won the Johnny Petraglia Open in 1993.

### Curtis Odom

**Average 217.33**  
**Right-handed**

Curtis Odom may not have any tournament titles to date, but his earnings have been consistently high. Maybe you'll be able to help Odom bring home his first video bowling title!

### Steve Jaros

**Average 216.52**  
**Right-handed**

Steve Jaros plays in the PBA on only a part-time basis, but you would probably never know it by looking at his two major titles and the impressive size of his yearly earnings.

## A Pro of Your Own

If you want a bowler that reflects your personality, creating your own pro is the best way to go. Besides picking the perfect ball and deciding which hand you'll bowl with, you'll also get to determine the color of your clothes!





## Learn Your Lanes

The lanes in the game have all been treated with oil to keep the surfaces nice and smooth, but the resulting "oil patterns" can dramatically affect your ball's behavior. Try practicing on these patterns before heading off on the tour.

### Pattern 1

This lane pattern has a heavily oiled center stripe, causing balls rolled down the edges to hook towards the middle. It's one of the easiest patterns to bowl on, so you'll probably be rolling strikes in just a few frames.



### Pattern 2

This pattern, with its heavy coating of oil across the width of the lane, can be quite challenging for even the most experienced players. Don't bowl towards the lane's edges or you're bound to roll into the gutter.



### Pattern 3

With a wide but short area of oil, this lane pattern will start hooking your ball sooner rather than later. Because of this, you should venture only a little way off center to find the strike zone.



## Join A League

Leagues allow you to forgo the six major tournaments in favor of smaller battles against human or computer opponents. In the Singles League, it's every bowler for himself, while in the Teams League, you can bowl with or against friends.

### Singles League

In the Singles League, four bowlers (all of which can be human opponents) can battle it out as individual players. In both leagues, you can customize some really cool features, including the number of games in a match and even the method for scoring.



### Pattern 4

This lane has a short and narrow area of oil, causing the ball to hook early when it's thrown down the center and even earlier if you bowl down the edges. You'll have a strikefest once you find the lane's sweet spot.



### Pattern 5

With a longer and wider coating of oil, this lane makes your ball hook as it closes in on the pins. While strikes will still be relatively easy to make with this kind of pattern, spares will be much more difficult.



### Pattern 6

Any ball not bowled directly down the center of lanes with this oil pattern is liable to hook early. Try sticking close to the middle of the lane to make strikes, and stay away only if you're shooting for a spare.



### Pattern 7

This is mysterious oil pattern is definitely the most difficult to master simply because you won't know how it will affect the ball until you've played a few frames. Say so long to those easy strikes!



## Teams League

The Teams League includes four teams that face off on the lanes in groups of four players. Up to four human players can get in on the fun, allowing you to either team up to take on the PBA's best bowlers or split up and compete against each other with the help of the pros. Given that the Teams League provides so many ways to play, gaining up is a great way to play.





# Tournament Time!

If you're bowling like a pro, it's time to head to the tournaments and test your mettle against the FBA players. In this mode, you can determine the lengths of the tournament. Unless you have lots of stamina, we suggest that you start with a short one.

## Brunswick World T.O.C.

Being the most prestigious stop on the tour, The Brunswick World T.O.C. is open only to those who have taken the title in either the Johnny Petraglia Open or the Bayer Brunswick TPC. Keep in mind that after every game you play (tournaments can have more than 424) you'll earn a password that lets you return to that point in the match. It can be quite useful if you begin to falter late in the tournament.



To bowl extraite, place your left foot on the fourth marker from the right, and aim the ball between the second and third arrows from the right. These tips are for right-handed bowlers. If you're a lefty, substitute "right" for "left" in these directions and you'll do just fine.

## Bayer Brunswick TPC

Besides the Brunswick World T.O.C., this is definitely the most difficult competition on the tour. Its lane oil pattern is described as being of only average difficulty, but it's a lot tougher than most of the other tournaments where you'll sometimes face easier patterns. You should probably bowl a few practice rounds on patterns 5 and 6 before entering the Bayer Brunswick TPC.



Practice is real the key to taking this title, but we can offer a little advice on foot placement and lining up the ball. Use the same left-foot position as we suggested for the Brunswick World T.O.C., but place the blue cursor over the third arrow from the right and make minor adjustments as needed.

## Johnny Petraglia Open

Named after one of the game's playable pros, the Johnny Petraglia Open is a bit easier to win than the Bayer Brunswick because its lane oil pattern is easier to bowl.



If you want to take the tournament's title, try this strategy: Stand with your right foot on the floor marker that's third from the right, then move the blue cursor over the arrow third from the right. Now power up to maximum and plow down the pins!

## Las Vegas Invitational

If you're looking to improve your luck in tournament play, go to Las Vegas where the oil pattern is always easy. It will make your odds of picking up the title much better than they are in any other competition.



Here's the way to bowl a perfect frame in Las Vegas: Position your left player's left foot on the fourth floor marker from the right, then move the blue aiming cursor just to the right of the third arrow from the right. Odds are that this technique will put you on the leader board.

## Quantum Open

The Quantum Open is a bit tougher than the Las Vegas Invitational, but it's much easier than most of the others.



The Open has an easy oil pattern. Stand to the left of the floor marker fourth from the right and aim to the right of the arrow third from the right, as you did in Las Vegas.

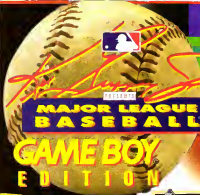
## Combat Zone Classic

If you see bowling as a battle and your competitors as combatants, then you'll love this tournament's theme!



If you line yourself up the same way you did for both the Quantum Open and the Las Vegas Invitational tournament, you'll bowl a great game in the Combat Zone Classic.





**d**o you have what it takes to smack a Randy Johnson fastball over the left field fence or mow down Mo Vaughn with a nasty slider right over the heart of the plate? Here's your chance to find out. Nintendo's newest sports Pak, Ken Griffey Junior Presents: Major League Baseball for the Game Boy, puts all the excitement of the big leagues in the palm of your hand, including all 28 pro teams and their actual players. Grab your Game Boy and Go Yard With Griffey!



## SWUNG ON AND BELTED!

**8** If you read this, baseball pros and fans alike will be going up for the division pennants and taking odds on which ball clubs will make it to this year's World Series. What better way to get into the swing of post-season play than holding your own World Series, courtesy of Nintendo's Ken Griffey Junior Presents: Major League Baseball. Based on the hit Super NES game of the same name, this portable Pak sports the same features that made its predecessor such a hit among both casual fans and aficionados, including an auto-fielding option, a running tally of player stats and batting averages in Season Mode and the option

of playing with or without a designated hitter. Nintendo has also made some very notable additions and improvements to this 4-megabit version of the game. Not only can you now trade players in Season Mode, you'll be managing and fielding full rosters of real-life major leaguers. This Pak includes every player in every starting lineup, from the lowliest bench warmers to the game's biggest names, like Barry Bonds, Tony Gwynn, Kenny Lofton, Greg Maddux, Hideki Nomo, Mike Mussina, Frank Thomas, Albert Belle, Alex Rodriguez and, of course, the Seattle Mariner's star outfielder, Ken Griffey Jr!



Choose from all 28 pro teams in both leagues. If you didn't catch any of the earlier league play this year, here's your chance!



This version uses the same engine as the Super NES version. Players are larger than what you see in other Game Boy baseball games.



NINTENDO POWER

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## PLAYS OF THE DAY

This game comes equipped with five different modes of play including Exhibition, All-Star Game, Home Run Derby, World Series/Playoffs and Season Modes. We'll do a quick run around the bases on each mode before we slide into some strategies and a scouting report on the teams and their key players.

## MODES AND OPTIONS

**W**ith the exception of the Home Run Derby, each mode allows several options to be turned on and off before beginning play, including one that allows you to just manage a team and let the computer control it during a game. In some modes, you can also check out player stats, league standings and game schedules.

**EXHIBITION** Exhibition mode is a one-game challenge between any two teams of your choice. You can pit division rivals against each other or set up a fantasy, inter-league challenge. It's all up to you!

**ALL-STAR GAME** The All-Star Game lets you find your own answer to the perennial question, "Which is really better, the American or the National League?" Lineups include the top players from each league, and even the benches are populated by powerhouses

**HOME RUN DERBY** Match bats with Griffey and see if you can smack more home runs in a head-to-head duel. Players are given ten outs, with anything that's not a homer counted as an out. A computer-directed Griffey goes first, followed by a slugger that you control. Swing away!



**WORLD SERIES/PLAY-OFFS** Even if your favorite mudhens have never made it to post-season play, here's your big chance to set up an October Surprise for them. It's a seven-game series

between two teams of your choice

**SEASON MODE** Take the helm of your favorite ball club and lead them through a 26-, 78- or 162-game season. You can trade players, restructure the lineup, shuffle the pitching rotation and more. You're manager, coach and player!

## DOUBLE PLAY

**I**f the computerized ball clubs aren't enough of a challenge for you, you can also match your skills against another player in Exhibition Mode play. With a Game Link cable, two Game Boys and two Game Paks, you can set up any major league challenge you can imagine. Even though the other play modes aren't available, you can still keep track of your stats and conduct your own mock season, play-off series or World Series



As good as the All-in this game, you still can't beat the versatility of a human opponent!





## PLAY BALL!



As we mentioned, this game includes all 26 major league teams and their actual rosters, and each player has been programmed according to his real-life counterpart's stats. Most of the strategies you'll use out on the diamond will depend on who you have in your lineup, but here are a few general strategies that most any team can take advantage of at one time or another during a game. We also recommend playing an exhibition game or two to get used to the game control before jumping into Season play.

## HIT AND RUN PLAY



When you have a man on base, lead him off by two or three steps by holding Select and pressing B once for each step. Send the runner as soon as the ball is hit to give him a better chance of making it to the next base. If you lead off by four steps, your runner will immediately try to steal. It's risky, but you can try to steal on a slow pitch or if your opponent has a so-so catcher. Computerized runners always lead off by three steps. They're nearly impossible to pick off, but if they try to steal, you can beat them to the next base if you have a strong catcher.



Leading off is great for getting extra bases, but don't send this runner on a pop fly if he's more than halfway to the next base and the ball is caught; he'll likely be thrown out.

## POWER VS. CONTROL



When playing against a human opponent, you'll probably want to use a pitcher with a high-speed rating. When playing against the computer, control is more important. Computerized batters don't seem fazed by fast pitches, but they are often suckers for a curve ball on the outside corner. Remember that you can direct the ball with the Control

Pad after it has left your hand.

BATTER		PITCHER	
FERNANDEZ		BULLPEN	
1B		←	
2B		→	
3B		←	
SS		→	
LF		←	
CF		→	
RF		←	
C		→	
P		←	
17		→	
SSO CON FAT		←	

Keep an eye on your starting pitcher as the game progresses. When he starts pitching with fatigue, call down to the bullpen for a relief pitcher.



## DEFENSIVE MAINTENANCE



Fielding is possibly the most challenging part of this game, so use the Auto Field feature until you get used to the control. Watch how the computer directs the fielders and the angles at which they approach the ball. The key to manual fielding is judging the speed and direction of the ball. Don't think about where the ball is now, but think about where the ball is going, and what you have to do to get your fielder in that particular spot. The idea is to intercept the ball, not chase after it.

PLAY OPTIONS	
OFF	DESIGNATED HITTER
ON	PLAY IN RANGE
OFF	RANGE ONLY
OFF	AUTO FIELD
ON	SOUNDTRACK MUSIC
ON	GO





## SCOUTING REPORT



We've put together a scouting report on the top pitchers and hitters for each team, plus some management tips that may help on the bumpy road through Season Mode and on to the World Series. Of course, stats don't tell the whole story of a player or a team, and it will be up to you to get the most out of your chosen ball club. Keep an eye on individual player performances and don't be afraid to tinker with your team's batting order or pitching rotation.

## LOS ANGELES DODGERS

Pezos has made quite a name for himself as the club's top in-producer, hitting .285 for his career, while Karra is very solid in the clutch in '84-.88 average of .275. Mondesi can be streaky, but he is a solid hitter when he's on. Hernandez is a sure bet for 1985 Rookie of the Year, is the obvious backstop of your pitching staff.

## TOP 3 BATTERS

M. PIAZZA	31/C
K. KARROS	23/LB
R. MONDESI	43/RP

## TOP 3 PITCHERS

H. NDM	16/SP
R. MARTINEZ	48/SP
T. WITTELL	39/CL

## SAN FRANCISCO GIANTS

Even though he was smacked in an embarrassing 181 inning in 1985, Barry Bonds still managed to come away with a .268 average, 43 homers and 129 RBIs. Play with the lineup and try to get good hitters before and after him in the order. At 28, Gooden has no danger of slowing down. This seasoned right-hander is your top pitching pick.

## TOP 3 BATTERS

G. HILL	34/RP
B. BONDS	25/LF
A. KENT	21/2B

## TOP 3 PITCHERS

M. GARDNER	26/SP
D. FERNANDEZ	22/SP
R. BEEK	47/CL

## ANAHEIM ANGELS

Versatility is the Angels' game. Erspiller is now a first baseman, but you can plant him at other positions. Sullivan is the most reliable hitter and can be dropped anywhere on the lineup card. Place Finley at the top of the pitching rotation, with Dickson at third or fourth. Percival is your logical closer, but don't overwork him.

## TOP 3 BATTERS

D. ERSTAD	27/LB
J. EDMONDS	25/CF
T. SALMON	18/RP

## TOP 3 PITCHERS

G. FINLEY	31/SP
J. DICKSON	19/SP
T. PERCIVAL	40/CL

## SEATTLE MARINERS

This is a team of solid hitters with absolutely no bums in the lineup. Lead off the batting order with Carr, Rodriguez, Griffey and Martinez. The Big Unit, Randy Johnson, is the cornerstone of the pitching staff. In Season play, try using four lefties and one right-hander in the rotation.

## TOP 3 BATTERS

K. GRIFFEY JR.	34/CF
E. MARTINEZ	13/OH
A. RODRIGUEZ	3/SS

## TOP 3 PITCHERS

R. JOHNSON	51/SP
A. PASSERD	13/SP
J. MOYER	50/SP

## SAN DIEGO PADRES

The Padres checked the NL West title last year, and they could be primed to do it again this year. Unlike Seattle, which relies on the long ball, San Diego gets along with consistency, solid base hitting. Dabbs's superb control makes him a contender for the No. 1 pitching spot, while Hamilton is the other top pick.

## TOP 3 BATTERS

G. FINLEY	33/CF
T. GWYNN	19/RP
K. CAMINITI	21/3B

## TOP 3 PITCHERS

J. HAMILTON	50/SP
A. ASHBY	43/SP
T. HOFFMAN	51/CL

## COLORADO ROCKIES

They may be getting older, but the Rockies' top three batters remain a force to be reckoned with. This team won't be known for base running or base stealing, but the defense won't let you down. Dave Seaver is a clubhouse in the middle of the pitching rotation, but when he is used keep him ready to take over in the sixth or seventh inning.

## TOP 3 BATTERS

L. WALKER	33/RP
A. CALANRAGA	14/LB
D. BICHETTE	10/LF

## TOP 3 PITCHERS

K. RITZ	30/SP
B. SWIFT	20/SP
B. RUFFIN	18/CL

## OAKLAND ATHLETICS

McGwire should play the clean-up role, batting fourth in the order. Bonds can hit stats down the second hole of '86, but he can play several positions well, including left field, first and third base. He can even be the designated hitter in a pinch. Prieto and Karsay are good starters, but you should trade for more pitching power.

## TOP 3 BATTERS

M. MCGWIRE	25/LB
G. BERRA	29/RP
J. GIAMBI	18/LF

## TOP 3 PITCHERS

A. PRIETO	48/SP
G. KARSAY	20/SP
B. TAYLOR	22/CL

## TEXAS RANGERS

Rodriguez was a solid pick in the batting order for the Rangers last year, and he should still admirably again for you. He's also a powerful outfielder and low base runner will beat his throw to second. Hill belongs in the No. 1 pitching spot, while Witt can be moved around. Whiteland has a terrific fastball and a curve, too.

## TOP 3 BATTERS

L. RODRIGUEZ	7/CF
K. GRECH	29/LF
J. GONZALEZ	19/RP

## TOP 3 PITCHERS

K. HILL	44/SP
B. WITT	36/SP
J. WHITELAND	35/CL

CHART KEY  
3/SS ..... POSITION

JERSEY NUMBER

1B	CATCHER
CF	FIRST BASE
2B	SECOND BASE
SS	SHORT STOP
3B	THIRD BASE
LF	LEFT FIELD
CF	CENTER FIELD
RF	RIGHT FIELD
DH	DESIGNATED HITTER

SP	STARTING PITCHER
RL	RELIEF PITCHER
CL	CLOSER



## CHICAGO CUBS

McPhee is off him the catalyst for an explosion of hits. Please line second in the order, followed by Greco and Spivey. Trachsel had many career high last year, which is no surprise, given his squad led in extra innings. Mulholland ranks lower in those areas but has a small edge in control.

### TOP 3 BATTERS

B. MORAE	56/CF
M. GRACE	17/1B
S. SOSA	21/RF

### TOP 3 PITCHERS

S. TRACHSEL	46/5P
T. MULHOLLAND	45/5P
M. ROJAS	51/6P

## PITTSBURGH PIRATES

You'll need to play with the Pirates' batting order to get the most out of them. Kendall had a good rookie year and should do well as the second batter. Martin was the No. 2 bat last year but could be moved to No. 3, 4 or 5. Fricks will do well in short relief or as the closer.

### TOP 3 BATTERS

K. ELSTER	10/5S
A. MARTIN	28/LF
J. KENDALL	18/C

### TOP 3 PITCHERS

F. CORDOVA	57/5P
E. LOAIZA	34/5P
J. FRICKS	57/CL

## CHICAGO WHITE SOX

Can you play, "offensive strength"? With Thomas, Belle and Ventura batting third, fourth and fifth, you should have no problem producing 500 hits in a season from them alone. Navarro normally bats at Alternate on the No. 1 starter. Hernandez has a screaming left bat, but give him lots of rest.

### TOP 3 BATTERS

F. THOMAS	35/1B
A. BELLE	8/LF
R. VENTURA	23/3B

### TOP 3 PITCHERS

J. NAVARRO	38/5P
W. ALVAREZ	40/5P
R. HERNANDEZ	37/RL

## MILWAUKEE BREWERS

The default batting order is good for both runs and stolen bases. Cefalio can bat anywhere from first to fifth. D'Amico had some rocky times a hot rookie year, but he's promising. The CBA is a hot high midline at second only over Jay's 1B on the pitch count, but he's well balanced.

### TOP 3 BATTERS

J. CEFALIO	26/3B
D. NISSON	14/OF
J. JAHN	32/1B

### TOP 3 PITCHERS

B. MCDONALD	40/5P
J. D'AMICO	13/5P
D. JONES	43/CL

## CINCINNATI REDS

If you go for 1B/2B and not homers, the Reds will do well by you. At 2B, Sanders is in the prime of his career, and you can count on the right-hander to hit .300 and steal at least 40 bases. Too. Gentry is a start righty, but sometimes look to relief if the below 1B/2B for more pitching.

### TOP 3 BATTERS

H. MORRIS	23/1B
B. LARKIN	11/5S
R. SANDERS	16/RF

### TOP 3 PITCHERS

J. SMILEY	57/5P
D. BURRA	34/5P
J. BRANTLEY	45/CL

## SAINT LOUIS CARDINALS

With Jordan, Gant and Lankford in their debut sports, you should be able to bang out 70+ homers from them on the year. At for so as a strike with San Diego and Seattle, Botes (Andy not Alvin) has Tiedge's left in down. Expect great speed in left field control from this writer's right-hander.

### TOP 3 BATTERS

R. JORDAN	3/RF
R. GANT	5/LF
N. LANKFORD	16/CF

### TOP 3 PITCHERS

T. STOTTLEMYRE	30/5P
A. BENES	40/5P
D. DSRORNE	31/5P

## CLEVELAND INDIANS

With the exception of Williams, Thome (because the starting first baseman, but he certainly won't give up his role as a top producer of Mike Thome into cleanup) the hitting will. Nagy will give you lots of strikeouts, with McDowell close behind. Mesa has speed but no legs.

### TOP 3 BATTERS

J. THOME	25/1B
M. WILLIAMS	9/3B
D. JUSTICE	33/LF

### TOP 3 PITCHERS

C. NADY	41/5P
J. MCDOWELL	29/5P
J. MESA	49/CL

## MINNESOTA TWINS

Koskunen is a rock in the leadoff man. At 1B, Molitor continues to remain as the No. 3 hitter. Play with the No. 2 spot to see who can get on base consistently to give Molitor a chance to drive in more runs. Contreras is Twink's strength, but he may give up a few too many homers.

### TOP 3 BATTERS

C. KOSKUNEN	11/2B
P. MOLITOR	4/OF
M. CORDOVA	40/LF

### TOP 3 PITCHERS

R. RADKE	22/5P
R. TEWKSBURY	19/5P
R. AGUILERA	35/CL

## HOUSTON ASTROS

The Astros don't have power, but they can wear you down with base hitting. As long as you can keep the pitching in sync, this team could go far. Reynolds is a reliable workhorse who will give you lots of innings and strikeouts. Kile can do the same, but he's less consistent.

### TOP 3 BATTERS

C. REYNOLDS	7/2B
J. BAGWELL	8/1B
D. BELL	14/CF

### TOP 3 PITCHERS

S. REYNOLDS	37/5P
D. KILE	57/5P
R. WAGNER	13/CL

## KANSAS CITY

Like the Astros, the Royals rely on consistent base hitting, not the long ball, to score runs. Move them half your starting players have above average skills, stats, so the advantage of that Belcher will be okay starter somewhere but not A-plus, and don't be afraid to bump up Remond.

### TOP 3 BATTERS

J. BELL	28/2B
J. KING	7/1B
C. DAVIS	44/OF

### TOP 3 PITCHERS

K. APPER	17/5P
T. BELCHER	41/5P
J. ROSADO	50/5P





ATLANTA  
BRAVES

Was this above-average seasonnings across the board, or could it be just a hot start to the Braves' trademark now. Add in some base hit bug, and the Braves could become the league's RBI machine. Their top three pitchers should give you lots of complete games with no relief pitching needed.

## TOP 3 BATTERS

K. LOFTON	7/CF
O. JONES	10/3B
F. MCGRIFF	27/1B

## TOP 3 PITCHERS

J. SMOLTZ	29/5P
G. MADDOX	31/5P
T. GLAVINE	47/5P

BALTIMORE  
ORIOLES

If you're talking RBIs, you're talking Orioles. Six of your starters belted over 273 and had 82+ RBIs for '96. As for pitching, don't let the high ERA fool you. Mussina, Key and Erickson all have superb control. With a five-man rotation, you'll have no problem holding a 5.00+ win percentage.

## TOP 3 BATTERS

B. ANDERSON	9/CF
R. PALMERHO	25/1B
G. RIKKEN JR.	8/3B

## TOP 3 PITCHERS

M. MUSSINA	35/5P
J. KEY	21/5P
S. ERICKSON	19/5P

FLORIDA  
MARLINS

Southfield: Florida and Atlanta will have high power and batting a little. Brower is a "three-fer" with great speed, phenomenal control and global athleticism, which his pitchers obtain average league leading 103 ERA last year. Your No. 1 do not, Neri, is right on his heels with a 1.93 ERA!

## TOP 3 BATTERS

G. SHEFFIELD	10/RF
B. BONILLA	24/3B
M. ALOU	18/LF

## TOP 3 PITCHERS

K. BROWN	27/5P
A. FERNANDEZ	32/5P
R. NERI	31/CL

NEW YORK  
METS

Johnson had a terrific '96 season, marking his return to the NL with a .333 average and 68 RBIs. You might squint Glavine with George in the order, but keep Olney and Hundley where they are. Mets' pitching won't thrill, but at least Franco and Jorde can manage low ERAs instead.

## TOP 3 BATTERS

L. JOHNSON	1/CF
B. GILKEY	23/LF
T. HUNDLEY	9/C

## TOP 3 PITCHERS

M. CLARK	54/5P
B. JONES	26/5P
J. FRANCO	31/CL

PHILADELPHIA  
PHILLIES

With more support behind you, but you might switch back with Mondesi. If Nori's arm can get out there, and you suspect it, this will matter. Jeff Jones, Braggs and Tim Lincecum are even the matchup. They're little systems in the rotation, so go to the bullpen of last. Both like a year closer.

## TOP 3 BATTERS

G. JEFFERIES	25/LF
R. BROGNA	2/1B
D. TARTAGULL	45/RP

## TOP 3 PITCHERS

O. SCHILLING	38/5P
M. LEITER	31/5P
R. BOTALICO	52/CL

NEW YORK  
YANKEES

Here's another power house. AL team that won't disappoint. Picking the top three batters out of the lineup was not picking, indeed. You won't get much long relief from the bullpen, but there's a can give you two solid innings (and a scorching fastball) on your No. 1 closer.

## TOP 3 BATTERS

P. O'NEILL	21/RP
D. WILLIAMS	51/CF
T. MARTINEZ	24/1B

## TOP 3 PITCHERS

O. CONE	56/5P
A. PETTITTE	46/5P
M. RIVERA	42/CL

BOSTON  
RED SOX

Be a defensive impressive batting and defense, young Mr. Garciaparra has shown solid base running, something you won't see from Rocky Sox. Warming had in tougher '96, but you can count on him and Hughes to swing away. It's a bit scary when a reliever (Giles) can be your team's best ERA.

## TOP 3 BATTERS

N. GARCIPARRA	5/5P
M. VAUGHN	42/1B
T. NAHRING	11/3B

## TOP 3 PITCHERS

T. GORON	36/5P
A. SILE	26/5P
T. WAKEFIELD	49/5P

DETROIT  
TIGERS

Franco has been bumped back to third base, but the clean play shortstop as well, too. With his .300 average and 81 RBIs, move Higginson to the back of the order. An injury slowed Johnson's number last year. Expect better things from him, especially with his past speed and stamina.

## TOP 3 BATTERS

T. FRAYMAN	24/3B
T. CLARK	17/1B
B. HIGGINSON	4/LF

## TOP 3 PITCHERS

J. THOMPSON	22/5P
O. OLIVARES	28/5P
T. JONES	55/CL

MONTREAL  
EXPOS

Brudzinski and White can stay where they are, but you might try putting Rodriguez into the cleanup spot after White. Bullinger returns to a starter post after some time in the bullpen. He could have something to be asked, but give him a chance in the No. 2 spot behind Martinez.

## TOP 3 BATTERS

M. BRUDZINSKI	4/5P
H. RODRIGUEZ	40/LF
R. WHITE	22/CF

## TOP 3 PITCHERS

P. MARTINEZ	45/5P
J. BULLINGER	52/5P
U. URRINA	41/CL

TORONTO  
BLUE JAYS

Delgado shows signs of breaking out as a power hitter, but he'll need more power. For variety, you might put Delgado at first base and have Carter hit from time to time. Hargrett returns as Toronto's ace pitcher. Place Delgado and Guzman in the No. 2 and No. 3 spots.

## TOP 3 BATTERS

C. DELGADO	28/DH
J. CARTER	29/1B
E. SPRAGUE JR.	33/3B

## TOP 3 PITCHERS

P. HINTON	41/5P
R. GLENNAN	21/5P
J. GUZMAN	57/5P





## Player's Poll—Volume 99

Here's the deal: Fill out this card and send it to us, and you'll have a shot at winning some super prizes in this month's Player's Poll Contest!

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

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

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

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

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

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

E. How old are you?

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

F. Sex

1. Male 2. Female

G. What type of game do you most like to see featured on our cover?

1. Action 2. Adventure 3. Fighting 4. Puzzle

5. RPG 6. Simulation 7. Sports

H. What info do you most like to see hyped on our cover?

1. Codes 2. Preview 3. Reviews 4. Exclusive Information

5. Contests 6. Epic Center

I. What feature on the cover catches your eye the most?

1. Headlines 2. Characters 3. Colors

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J. How would you evaluate your gaming experience with the Rumble Pak?

1. It made it more fun 2. It was okay  
3. It bothered me 4. I haven't tried the Rumble Pak yet

K. How would you evaluate the Rumble Pak's performance?

1. It rumbled too much 2. It didn't rumble enough  
3. It tickled my world

L. Would you like to see more games made compatible with the Rumble Pak?

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

M. Do you plan on buying extra Rumble Paks?

1. Yes 2. No

N. Does GoldenEye's compatibility with the Rumble Pak make the game more appealing to you?

1. Yes 2. No

Trivia Question: In Star Fox 64, what kind of animal is Peppy?

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

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

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This season, the weather's not the only thing that's heating up! More and more games are blazing on over, so you're going to need the help of the pros to avoid getting smoked. Our Players' Guides and Nintendo back issues are stuffed with the hot info, strategies, tips and tricks that'll help you burn the competition. And if you need time to cool off, sit back with the breezy comic book adventures in our Graphic Novels. So stock up and keep your gaming on fire! To get the goods shipped straight to your home, send your order form to:

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POLL

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# MACE

## The Dark Age

Take the  
Arcade Hit  
Home!

You'll have to  
make room for  
this one!



MIDWAY



NINTENDO POWER



# Grand Prize

Enter to win Midway's  
latest arcade smash,  
**Mace: The Dark Age**

AND

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for your N64!**

**Same great game.  
Much smaller package!**



## 2nd Prize

10 WINNERS

**\$100 worth of quarters!**

Become a Mace arcade ace!  
We'll get you started with a  
bag of quarters!

And

**Mace 64 for your N64!**



## 3rd Prize

10 WINNERS

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Become enlightened  
in a Power T!

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One entry per person, please. All entries must be postmarked on or before Tuesday, September 5, 1995. We are not responsible for loss or misdirection and, as of about September 16, 1995, winners will be randomly chosen from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotion in behalf of "Nintendo Power" magazine and Nintendo of America, Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to total cards distributed is 10/1,000,000. No individual can win more than one prize. All prizes will be awarded. To receive a list of winners, send your request to the address above after September 20, 1995. **GRAND PRIZE:** The Grand Prize Winner will receive a Mace: The Dark Age arcade game and a Mace 64 Bonus Pack for the Nintendo 64. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, or their immediate families; this contest is subject to all federal, state and local laws and regulations.



# COUNSELORS'

## CORNER

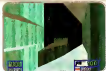


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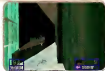


#### HOW DO I GET THROUGH HOTH'S COLLAPSING HALLWAY?

**Y**ou can't afford to waste any time crossing Hoth's fragmenting hallway. Run along the right side of the corridor as fast as you can, then leap to clear the expanding chasm near the door. If you're playing Jedi or Hard mode, the storm troopers waiting at the end of the hallway are a deadly obstacle. Use a Seeker Missile and fire your blaster repeatedly down the hallway before you start your run. This way you'll take them out before they can hit you.



Run as fast as you can down the right side of the splitting corridor, then leap across the expanding crevasse at the end.



If you're playing Jedi or Hard mode, use Seeker Missiles on the storm troopers waiting for you at the end of the fragmenting hallway.



#### HOW DO I CROSS THE CHASM IN GALL SPACEPORT?



**Y**ou'll use the jetpack to cross the chasm in the Gall Spaceport. Your jetpack has a limited amount of thrust, so the key to making a safe crossing is planning your route before you blast off. Time yourself up with the rock

platform you're trying to reach before taking off. Jump toward your landing target, then engage the jetpack. Conserve fuel by traveling in a straight line—don't waste valuable thrust power by moving side to side. The top-view perspective is ideal for

centering Dash over the landing area, but it's hard to see potential hazards in the distance. The Gun Turrets here are designed to distract you and waste your fuel, so use your Seeker Missiles to destroy them as quickly as possible.



Use the jetpack to hop across tiny platforms dividing the chasm in the Gall Spaceport.



Pick your destination before you jet, then conserve your fuel by traveling in a straight line.



Don't waste time or fuel. Pick your Seekers at the Gun Turrets to quickly eliminate any threats.







## DKC 3: DIXIE KONG'S DOUBLE TROUBLE



### HOW DO I ENTER THE LOST WORLD?

**B**under Bear blunts out a secret about four rocks, which refers to the entrance of the Lost World. To get there you must have the Hover Craft or the Turbo Ski. Motor your way above Kretzwood Forest on the Overworld Screen and circle clockwise around the outside of the four boulders while holding the Y Button. If you circle enough times, a volcano will rise out of the water. This is the entrance to the Lost World.



Bunder Bear blunts out the secret about the four rocks leading to the Lost World.



Circle clockwise around the four rocks above Kretzwood Forest while holding the Y Button.

?

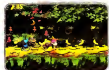
### WHERE IS THE WARP BARREL IN RIVERSIDE RACE?

?

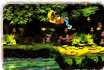
**M**any players consider Riverside Race to be the toughest level in Kretzwood Forest. If you're tired of trying to flee from the biting swarm of

bugs, you can warp your way to the end of the level by jumping into a hidden Warp Barrel. Have Dixie and Kiddy run to the right until they cross the level's first

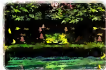
body of water. Stand on the right bank of the pond and have Kiddy leap and toss Dixie up and to the left. If your aim is true, Dixie will land in the Warp Barrel.



If the forthcoming buzzing of these biting bugs are bugging you up, leap into a Warp Barrel.



Lead Dixie and Kiddy across the first pond, then stand on the right bank and do a Bomb toss.



If Kiddy leaps and throws Dixie high above the water, she'll land in a hidden Warp Barrel.

?

### HOW DO I CLIMB THE BARRELS IN BARREL DROP BOUNCE?

?

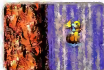
**L**opping across the four biffing barrels in Barrel Drop Bounce is one of the toughest sequences in the entire game. While you can make the crossing using

Kiddy, Dixie's light frame and hovering Helicopter Spin make her an ideal candidate for this challenge. Try landing on the first barrel as it appears on the screen, then

jump across the other three as quickly as possible. If you spend as little time as possible on each barrel, you'll have no problem completing the end of the level.



Climbing up those four biffing barrels is surely one of the toughest challenges in DKC 3.



It's possible to make the crossing with Kiddy, but Dixie is easier to sit on long leaps.



The trick is to spend as little time as possible on each barrel as you leap up the waterfall.





## ► BLAST CORPS



### HOW DO I REACH THE HAIRC DISTRICT TUNNELS?

**Y**ou'll need to reach the underwater tunnels in the Hairc District if you want to max out your Radiation Dispensal Unit (RDU) score. Blast off in J-Bomb and land on the cliff above the Blast Corps truck. On the ledge you'll find a dark patch of grass. If you step on the grass, you'll drop down inside the tunnel level. But J-Bomb and loop into the Muscle Car to sweep up the remaining RDUs.



While flying across the lake, many players spot these easy-to-see-but-hard-to-access tunnels.



Step on this dark square of grass to fall down into the tunnel. Now you can get the rest of the RDUs.

?

### WHERE IS THE EBODY COAST COMMUNICATIONS TOWER?

?

**Y**ou'll need to find the J-Bomb to locate the Communications Tower. Push the TNT into the black, behind the train at the start of the level. Load the Ram Doozer

on the flatbed and down the train to the station. Demolish the train station and push the TNT onto the flatbed. Ride the train to the right and park the flatbed in front of the

station. After the TNT explodes, you'll find the J-Bomb. Fly to the spot where the missile transport started in the level and you'll locate the Communications Tower.



Use the Ram Doozer to push the TNT onto the stone block behind the train at the start of the level.



Knock over the train station support poles to find a special explosive with a delayed fuse.



Fly the J-Bomb up to where the Missile Transport entered the level. You'll find the tower there.

?

### WHERE IS THE CYCLONE SUIT IN EMBER HAMLET?

?

**I**f you use the Ballista and its meager inventory of twenty missiles, you'll get burned at least a dozen times trying to complete Ember Hamlet. The

Cyclone Suit is your ticket to easy street. Blast the barn adjacent to the missile boxes to find it. The suit is a massive mech that can flip through the structures

blocking the missile carrier's path. If you're fast enough, you can demolish all the buildings before the missile carrier completes its route.



The Ballista launches enough missiles to trash Ember Hamlet, but this barn hides a better vehicle.



Blast the end of the barn closest to the missile boxes and you'll find the Cyclone Suit.



This is a piece of cake! The Cyclone Suit can clear a path for the missile carrier within a few seconds.





## ► LOONEY TUNES



### HOW DO I DEFEAT THE WITCH AND THE STAR?

**P**only fly him into a bewitching confrontation in Stage 3. A wicked witch and her stellar familiar are flying around the screen. Remain on the left side of the screen and shoot the witch with 50 stars as rapidly as possible. After she is defeated, her pet star will swell to galactic proportions and throw a spoon and fork at you. Shoot the spoon and fork before you aim at the star. The star will go nova when you blast it 100 times.



Stay on the left side of the screen and shoot your stars at the witch as fast as possible.



The star will attack after you defeat the witch. Dodge the spoon and fork before returning fire.

?

### HOW DO I DEFEAT ELMER FADD?

?

**E**lmer Fudd is waiting for Bugs Bunny at the end of Hare Boward, the game's final stage. Elmer is proud of his hat, and you'll distract him if you ruin it. The quickest way to do this is to jump on the

hat eight times. You can throw your disk at Elmer, but it will take seven hits. Elmer will have a tantrum when his hat is smashed. Leap over his bullets and jump on his head. At this point you'll be eight stomps away

from winning the game. You can also use your disk attack, but this method will take twice as many hits. If you're not counting blows, you can speed up the battle by combining your disk and stomp attacks.



The quickest way to destroy Elmer is to stomp on his hat eight times. You can also throw your disk.



You're half way through the battle when Elmer loses his hat. Now you need to jump on his head.



If you want to speed up this final battle, try using your head stomps with your disk attacks.



In the USA Call:  
1-900-288-0707

\$1.99 per minute. Callers under 18  
need parental permission to call.

## Q&A FAST FACTS

Or write to Consumer Support  
P.O. Box 10022, Redwood, WA 98073-0022

In Canada Call:  
1-903-451-6400

\$2.00 per minute. Callers under 18  
need parental permission to call.



### TURK: DINOSAUR HUNTER

- Q:** What are these yellow feathers I keep seeing in the Rains?
- A:** These are secret passageways. Try searching around the area when you see a feather.
- Q:** Are there different endings in the game?
- A:** No.
- Q:** What do the monkeys do?
- A:** They're there for people like you!

### ROOM 64

- Q:** Is there a difference between saving on a Controller Pak and saving using a savecard?
- A:** No. The result is the same.
- Q:** This room is too dark! I can't see!
- A:** Adjust the brightness using the Options Menu.
- Q:** Can I save my direct options?
- A:** No.

### TECMO'S SECRET OF THE STARS

- Q:** Can I trade gold between my parties?
- A:** No. You can trade only items.
- Q:** Where do I go to trade items?
- A:** Visit the Storage House in Oak Hill.
- Q:** Where can I find a Blacksmith?
- A:** You'll find one in Cado.



# TETRIS PLUS

Words © 1987 Arny. Original concept and design  
by Alexey Pajitnov  
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IT'S THE ORIGINAL WITH  
A TETRAD TWIST! TETRIS PLUS  
HAS FIVE DIFFERENT MODES OF PLAY  
RANGING FROM THE CLASSIC TO A NEW BAT-  
TERY-BACKED PUZZLE MODE.

## THE HISTORY OF TETRIS



When the first Tetris game debuted on Game Boy eight years ago, the world became "Tetris-obsessed," and the game went on to become the most popular puzzler of all time. If you count the recently announced Tetrisphere for N64, there have been a dozen Tetris-style puzzle games on four different Nintendo systems. Only a certain mustached man from the Mushroom Kingdom has surpassed this record. Tetris Plus combines the original classic with a new, 100-level puzzle adventure.





## CLASSIC TETRIS

Classic Tetris is the best-selling version that has been available on the NES, Game Boy and Super NES. The object is to place random tetrad shapes to form lines. Each complete line will disappear and reduce your rising pile. The game ends when your stack touches the top of the screen.



## PUZZLE MODE



Puzzle mode uses the same tetrads as Classic Tetris, but the strategies you use in this game are different from other Tetris games you've played. The object is to clear a two-block wide hole in the floor so the Professor can escape from the chamber before the chamber's spiked ceiling drops down and crushes him. You'll find



additional Puzzle Mode strategies on the next page.

Use the random tetrads to clear a two-block wide escape route for the professor through the bottom of the floor. The game has 100 stages, and a battery-backed memory records your progress and best times.



## EDIT MODE



Be a game developer and design your own Puzzle mode stages. Edit mode lets you create ten individual stages to suit your own game skills. When you're done designing and testing your puzzles, the game will let you save the levels so you can try them out on your friends. See if you can create an unbeatable level—then beat it!



## VS. MODE

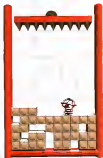


There are two winning strategies in two-player, Game Link Vs. Mode! You can create an exit for your professor first, or you can clear as many lines as possible and lower the ceiling on your opponent. Players begin each game with the same puzzle and tetrads.





## NO HOLES



The first rule to solving a puzzle stage is not to leave any holes between the tetrads you add to your stack. Each time you leave a hole, you're making the puzzle harder to solve. All the lines you add to the stage should be seamless.



"S" or "Z" shaped tetrads are the toughest blocks to place in the game. Try to place them so you can fill in around their notches with other blocks.



**DO**

It's okay to drop blocks on the Professor—he'll move out of the way. Just make sure he doesn't climb into the ceiling.



Generals generally consider the four-block long "Stick" tetrad to be the easiest to place. Try to use them on solid block formations next to the walls.

## STACKING TACTICS



**DON'T!**

The applied coloring can eat away unwanted tetrads on a pink pile stack, but you'll eventually have to wear down your tallest stacks if you leave holes between them. Keep your lines block-solid and flat.

Attack each puzzle line by line, starting at the top and working your way down to the bottom. Stack the tetrads so they fill in the holes on each row one at a time. If you have to set an unwanted piece aside, place it on a solid column of blocks. Later in the stage, after you've eliminated most of the holes in the puzzle, you can pick and choose your tetrads by adopting the junk pile strategy.



Attack the top lines of the puzzle and keep a solid foundation under your stack. The pink pile in this stack will have to be reduced so the holes can be filled in on the bottom.



**DO**

If you tackle each puzzle line by line, your strategy is focused and the task doesn't seem overwhelming.



With the top lines cleared, there are lots of options for using any tetro to clear the blocks on the left wall.





## INTO THE JUNK PILE



In Classic Tetris, you had to fit every tetrad into your mining pile. In Puzzle Mode, you can grind useless pieces into the ceiling by creating a junk pile. The junk pile strategy works only if you create a solid, seamless stack of blocks. If you leave holes beneath the pile, you'll have to wait down the stack before you can clear additional lines and free the professor. Forget to using junk piles after you've filled in most of your holes.



If you drop the square tetrad where the Professor is standing, you'll be forced to wait around for a "solid" tetrad to clear the line at the bottom of the screen. You need a junk pile.



By creating a solid stack of blocks along the right wall, you can develop a junk pile strategy. Gradely unwanted blocks into the spiked ceiling without worrying about placing them.

## CHOOSE AN EXIT

While there are 100 puzzles in the game, there is one vital strategy you can use to solve all of them. Before you start a stage, select a two-block wide hole and designate it as your intended exit. Focusing on a goal helps you formulate a plan to solve the puzzle. Depending on the random tetrads you receive, you might need to change your plans and choose another exit midway through the round, but it's important to keep a plan in mind as you stack blocks. Remember that you're not trying to clear every line in the stage—you're only aiming for a two-block wide hole, just wide enough for the Professor to squeeze through and drop to the treasure in the chamber basement.



You can choose the right or left bottom corner as your exit in this stage. It's important to pick an exit at the start of a level and focus on clearing a path to it.



Even if you picked the exit in the right corner, the Professor has a mind of his own and he made his way over to the left corner. Adjust your strategy to fit your circumstances. With the lower line filled in, the Professor is ready to exit.



NP'S



**LAST LAP COLOR**  
**LAP TIME**  
 LAP 1 00:22:48  
 LAP 2 00:22:16  
 LAP 3 00:22:23  
 Total 01:22:48

**BEST RECORDS**  
 1st 01:22:48 FORD  
 2nd 01:23:18 TARD  
 3rd 01:23:20 KODON  
 4th 01:23:32 KODON  
 5th 01:23:45 KODON  
**BEST LAP**  
 00:22:16 FORD



## CHALLENGE #1

### SUPER MARIO KART 64

What's your best time for the Moo Moo Farm course? Nintendo's Mario Kart 64 (4-year-old, class 1.22.19) is an advanced time-to-shoot-for 10 Time Trial mode, but if you stay off the big bumps, avoid tripping over the policy makers and pull a few extra power slides out of your racing helmet, you might find a way to surpass this record. The 25 times

finishing the herd will lead to greater pastures with four Super Power Stamps.

## CHALLENGE #2

### WAVE RACE 64

Crack a wave, polar bears! This month's Arena's Wave Race Circuit sports its down in Glacier Coast. This could be one of the wildest—if not the quickest—Wave Race challenges ever to hit the pages of *Game*, just like that month's challenge, you can head the water to Chum on the Options menu, but make sure to take a picture of the ranking screen showing your Current Time. The 25 fastest times will chill out with four Super Power Stamps.

GLACIER COAST			
RANK	LEVEL	SCORE	TIME
1	1	1000	1:12:00.00
2	2	1000	1:12:00.00
3	3	1000	1:12:00.00
4	4	1000	1:12:00.00
5	5	1000	1:12:00.00
6	6	1000	1:12:00.00
7	7	1000	1:12:00.00
8	8	1000	1:12:00.00
9	9	1000	1:12:00.00
10	10	1000	1:12:00.00

## CHALLENGE #3

### BLAST CORPS

Rock 'n' roll up and knock 'em down! How fast can you complete Orion Plaza's first course? This extremely cool level is shaped like a ball of fire and it's up to you to bulldoze the TNT boxes into the six pits that's stuffed in each pocket. Take a picture of your best time on the Blast Corps high score screen so we see your results. The 25 fastest pool sharks will Liquor four Super Power Stamps, good for cash off awesome gear in the Nintendo Super Power Stamps Catalog.



## THE SECRETS OF TIME TRAVEL AND KOOPA, THE QUICK TWISTING BY THE POOL

Here's the latest installment of twisted challenges sent in by readers. If you have one good enough for the pages of *Power*, mail it in—you might score four Super Power Stamps. This is the latest of the twisted prizes:

What's your slowest time on the Princess's Slide in Super Mario 64?

—Evan Stathopoulos, Littleton, CO

Can you get all the Challenge Points in Shadows of the Empire on Jock Mode while using the Movie Camera perspective?

—Jaron Lochner, Olympia, WA

Can you complete the first two levels of Turko: Downpour Hunter with your arrows and knife?

—Robert Gould, Bronx, NY

Can you finish in first place in Mario Kart 64 after giving everyone a one-lap head start?

—Ramon Gorman, Highland Park, NJ

Can you ride a shiny shell to the Rib-Cosh Battlefield mountain summit in Super Mario 64?

—Amanda Quillen, Imperial, PA & Sam Stanley, Clayton, GA

How far can you get in Shadows of the Empire on Jock Mode without taking a hit?

—Cecilia Peter Larson, Toronto, ON

Answers to Volume 9's Sports Game Match Quiz: Wayne Gretzky's 3-B Hockey, Frank Thomas' Big Hurt Baseball, Charles Barkley Shut up and Jam, Bill James' Big Game Baseball, George Foreman's K.O. Boxing, Bret Hart Holiday '98, Mark Davis' The Fat Man, Ken Griffey Jr.'s Winning Run, Jeremy Conners' Pro Yarns Tour, Roger Clemens' NYP Baseball.



**SUPER MARIO 64**

Collected 120 Coins in Turk Rock Clock  
(Volume 98)

Scott Baker	Tim Henken, TX
Scott Baker	Stoughton, MA
Scandin Soenboom	Littleville, WI
Seidman, Raude	Chillicothe, NJ
Seidman, Ryan	Asheville, NC
Andrew Burton	Seattle, WA
Chen-Cook	La Plante, CA
Chen-Ying Chen	Hunting, NY
Ryan Cousins	Duval Hill, PA
Daniel Da Silva	Altoona, CA
David Davis	Highland, TN
Wang, Hui	Evan, OH
Tina Eaker	Hudson, TX
Kathy Long	Winnipeg, MB
Ryan Fitzpatrick	Three Rivers, CA
Calvin Goodrich	Albion, UT
Chuck Grant	Pittsford, NY
Andrew Hanner-Stroz	Bellevue, CA
Ty Henzle	Neola, IL
Erly Hensel	Laurey, WI
Robert Jennings	Brookside, SC
Michael Johnson	Westborough, TX
Luke Kasper	Lakewood, CO
Garrison Kane	Bellevue, OH
William Karba	Tucson, AZ
Danley Kroll	Exeter, NH
David Lucotte	Chattanooga, TN
Zach Lusk	Northwood, OH
Hungnam L. Long	Phoenix, AZ
Alfred Lin	Victoria, MS
Eric Lopez	Dallas, TX
Chris Mulligan	Richmond, VA
Nick Nathan	Southaven, MS
Christopher Neffman	Savannah, GA
Janis Nefza	Sylvania, OH
Samuel Pines	El Paso, TX
Laura Krieger	Lincolnton, NC
Samuel Rios	Tampa, CA
Jason Roschell	Wyoming, MI
Joe Ransing	Warfield, IL
Derek Sachs	Portland, CA
Matt Sapperton	Holbrook, NY
Japhet Sathian	San Francisco, CA
Christopher Sherr	Malibu, WA
Ernestine Slay	San Antonio, TX
Tim Stephens	Haddon, NJ
Brook Threlkelt	Eric, PA
Stephens Vazquez	Grand Rapids, MI
Tyler Jeyar	Jefferson, MI
Mike Volper	Great Bend, NY
Douglas Volpe	Uniontown, PA
Mike Westcott	Chillicothe, OH
Mike Miles	Jefferson, OH
Eric Williams	Georgetown, KY
Allen Williams II	Cherry Valley, CA
Jason Wood	Holmdel, NJ
Ernest Wright	Bellevue, WA

Write your name, address and Member Number on the back of your photo. The Antioch challenge featured in this issue must be received no later than September 15, 1997. The top qualifiers will receive

## WAVE RACE 60

Top Sevens for Dolphin Park  
(Volume 93)

Davidson County	San Antonio, TX	CA 43,133
Daniel Wilson	Columbia, OH	48,100
Ray Alexander	Spokane, WA	40,670
Charles Brown	Fort Randal, WY	35,570
Jaquett Sautaro	San Francisco, CA	35,442
David Jefferson	Mansfield, OH	35,051
George Chu	Weyli, NY	36,788
Mark Harpold	Manchester, MO	36,172
Ernestine Paul	Olympia, WA	36,065
Bob Collins	San Jose, CA	35,468
Michael Hounsell	Albuquerque, NM	34,829
Scott Tordor	Eric, PA	36,399
Billy Williams	Georgetown, KY	38,496
David King	Omaha, NE	35,211
Jeff Puckler	Spring, TX	35,210
Michael Clark	Pellico, SC	35,004
David Linsch	Jennep, PA	35,046
Joe Schuring	Hays, IL	34,001
Pascal Loureux	St. Antonio, TX	33,005
David Smith	Irish Mills, CT	32,570
David Smith	Delaware, OH	32,570
Scott Dougherty	Delaware, OH	32,570
Jonathan Bryant	Washington, NC	32,470
Paul Javett	Scottsdale, AZ	32,445

## PILOTWINGS 61

Guided Coastal Island's Tunnel Course (under a Mine) (Volume 9/3)

Chris Andrews	Somerset, NJ	0.40
Dy Huanjie	Needles, UT	0.49
Devin Johnson	San Rafael, CA	0.49
Paul Carlson	New Hope, MN	0.51
James Gonzalez	Peoria, IL	0.52
Casey Foster	Bothell, WA	0.52
Larry Palacios	Colton, CA	0.66
Glen Wink	Pompano Beach, FL	0.67
Jordan DeCato	Little Ferry, NY	0.67
Rod Enamorado	Manchester, NH	0.67
Craig Thompson	Delaware, OH	0.68
Aaron Fell	Madison, MI	0.75

SUPER MARIO 6

Collected 154 Stars in Big Bear's History  
(Volume 93)

Carson Arguimbau	Calhoun, ID
Daniel Almeida	Newark, NJ
Harry Emerson	Frankfield, WI
Norcross Emerson	Caracasville, QC
Jeffrey Baker	Forrest, NY
Matt Bane	London, ON
Mike Picardo	Stegedy, NY
Jeffrey Calder	Phonics, AZ
Mike Campbell	Madrasia, CA
E.J. Chomski	Waukegan, WI
Paul Corran	Melbourn, H
Patrick Debelly	North Chelmsford, A
Eric Field	La Grange, WI
Henry Franklin	Portland, OR
Scott Fivens	Amosville, MN

Doyce Wadsworth

Scott Hayden  
William Johnson

Laurenz Jaffe	Fort Worth, TX
Laurie Kline	Kilbuck, OH
Eric Komondy	Detroit, MI
Don Komet	Newark, NJ
James Korman	Altoona, PA
Hong, Li	Silver Spring, MD
Jon Levin	Carlisle, MA
Shi Lin	Chula Vista, CA
Rory Mahood	Calgary, AB
Mike Maki	Butte, RI
Ernesto Mitchell	Honolulu, HI
Nick Nonatky	Tel Aviv, Israel
Nita Parash	Kiss, VA
Jon Parash	Princeton, NJ
David Parash	Shrewsbury, MA
Alai Pichonok	Lewiston, ME
Jeremy Pickle	Washington, NC
Tammy Richmond	Regina, WV
Joseph Sauton	San Francisco, CA
Stephane A. Marshall	Stam, MI
John Shoup	St. Clair City, IL
Matthew Spoor	Norfolk, England, UK
Colby Vines	Shelburne, VT
Robbie Wilson	Shelburne, VT
Bradley Wilson	San Francisco, CA

SUPER MARIO 64

Best Time for racing Koopa, the Quick!  
(Volume 53)

Dan DeAngelis	Bedford, OR	\$10
John Hart	Southon, CT	\$10
Jon Kennedy	Margaretville, NJ	\$10
Jonathan Long	Waltham, MA	\$10
Andie Newman	White Plains, NY	\$10
Anna Venzel	Chesham, NJ	\$10
Pat Edwards	Apex, NC	\$10
Victor Chen	North York, ON	\$10
Jeff Duda	Walden, MA	\$10
Mark Liddis	Amherst, ON	\$10
Chris Johnson	Elkton, DE	\$10
Kyle Smith	Gwynedd, CA	\$10
John Kennedy	Dallas, GA	\$10
Gregory Shores	Minneapolis, MN	\$10
Joel Weiss	Walden, CT	\$10
Daniel Stein	Shawnee Mission, KS	\$10
Jonathan Russo	Belleville, MD	\$10
Daniel Legendre	Granby, PQ	\$10
Dr. McDowell	Drexelton, PA	\$10
Chesler, Peter	Roseton, PQ	\$10
Kevin Stone	Farmingdale, NY	\$10
Daniel Field	Dumfries, OH	\$10
Shane Centre	Grand Haven, MI	\$10
Michael Smith	Albany, NY	\$10
Mark Lawrence	Asheville, NC	\$10
Mark Russo	Deerfield, IL	\$10
Ryan Fayette	Fort Fairfield, ME	\$10
Susan Daly	Washington, PA	\$10
Jordan Kiefer	Vanderhoof, BC	\$10
Anna Foster		\$10

Super Power Stamps include your MEI or Super MEI in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to  
POWER PLAYERS' ARENA  
PO BOX 37033  
REDMOND, WA 98073-0333





## The classiest Bond vehicle in decades.

If you've ever wondered what it would be like to be James Bond, you're finally going to get your chance. Nintendo's long-awaited *GoldenEye* for the N64 debuts this month and should shoot straight to the top of the charts. In *GoldenEye*'s remarkably smooth, first-person perspective, you enter elaborate stages filled with characters and locations seemingly plucked straight off the silver screen.



Graphically, *GoldenEye* takes first-person games to a new level of realism. The use of the Rumble Pak adds even more to the immersive quality of the game, because you feel the recoil of your weapon

as well as the impact of shots that hit you. As for the game play, you must satisfy a number of mission requirements such as taking vital photos, blowing up communications equipment and meeting people like the heroine, Natalya. The number of mission goals depends on the skill level you choose in the top two levels—Secret Agent and GO Agent—there's more to accomplish and the enemies are smarter and deadlier. For all of the excitement of the missions, *GoldenEye* has an even hotter mode of play in store for you. As a multi-player, hide-and-shoot game, *GoldenEye* rules. Many of the mission areas can become multi-player battlefields, and there are special areas that



appear only in the multi-player mode. This month's Nintendo Power explores the mission mode. Next month, we'll give you the tactics you need to clean up in the multi-player mode.



Stunning, realistic graphics. Great game design for one or multiple players. Because of the Rumble Pak. Excellent sound. Lots of hidden codes. Great! The best games we've ever played!



The quality of the animation is so good that the death threats of victims may make players squeamish.







### An arcade classic comes to the N64.

The original arcade Robotron was released back in 1984 and became an immediate hit because of its unique controls and frantic action. Those qualities are preserved in Midway's N64 version of Robotron and, as you might expect, the graphics have been upgraded considerably. The simple sprites of the original game have been replaced by 3-D robots and hostages. The action, however, is just as fast and wild as before. In each of the 200 stages, you appear in the center of a large, square space crawling with human-hating robots and hostages. Your job is to wipe out the robots and save the hostages. It sounds simple, but the reality is that the robots track you, closing in from their original positions. You must keep on the move and react instantly to threats. What makes the controls of Robotron so interesting is that you use the Control Stick and C



Buttons for moving your character and your gun separately. The result is that you can run in one direction while firing in another.

- Fast action, 200 levels. Nostalgic.
- Impressive graphics. Limited strategies.

**Pro's Pick**



### On or off-road, MRC takes the checkered flag.

Ocean's Multi Racing Championship may come from Imaginer in Japan, but the rally racing format is universal. Drivers select from one of ten vehicles including cars, dune buggies and even a four-by-four sport utility truck. The variety helps you negotiate the many types of terrain you have to cover on the three courses, located at the seaside, in the mountains and in a town. On each track, you'll find short cuts (and long cuts) that branch off from the main road. Part of the strategy comes from knowing where you can pick up speed and knowing what car handles best given varying road conditions. Those road conditions range from pavement and gravel to ice and puddles. At one point, you can even drive through a waterfall. Modes of play include: Championship, Time Trial, Vs., and Match Race. In the Match Race, you go one-on-one against a smart computer driver. Best of all, MRC's play control gives you a sense of tight, road-hugging control and high speed, exactly the combination you want in an arcade-style racing game.

MRC is the first driving game to make use of the Rumble Pak, as well. And if that isn't enough, you can customize courses by closing off or opening up different routes. Don't miss this month's Nintendo Power test drive and our custom course designs that you can challenge.

- Good graphics. Lots of road conditions. Rumble Pak compatible. Intuitive play control.
- Only three tracks and none of them is all that long. Sound is a bit silly.

**Pro's Pick**





## A new dimension in puzzle games.

The Nintendo 64 has opened up new realms of video gaming in the action, adventure and sports categories. Now, with Tetrisphere from Nintendo (developed by H2O) it's time to reveal a new level of puzzle play. Tetrisphere takes the basic concepts of Tetris-type games and molds them into a true, 3-D puzzle experience. In a nutshell, the idea is to strip away the layers of blocks that compose the sphere. You do that by dropping Tetris blocks on similarly shaped blocks on the surface of the sphere. When you get to the core of the sphere, you win. The six modes of play offer up a smorgasbord of variations including Rescue, VS and Hide-And-Seek. Although the learning curve can be a bit steep for Tetrisphere newbies, once you get the hang of rotating the sphere and recognizing shapes, you'll never want to stop. Suddenly, eating and sleeping don't seem quite so important and you can forget about school or work. You can begin your descent into Tetrisphere dementia by tuning to Power's review in this issue.



- Good graphics and sound. Very involving game play. Lots of modes.
- Difficult to figure out if you don't go through the training mode.



## Super Bowling on the Super NES.

How do you improve your game if you don't take up permanent residence at a bowling alley? You could try your hand at Brunswick Tournament of Champions from THQ, the second ever bowling game for the Super NES. Along with the Brunswick license comes the right to use the names of real pro bowling tournaments and bowlers. The heart of the game, however, is the bowling engine. You can line up your approach and control the power and spin of your throw. Other options include choosing the weight of the bowling ball and the surface conditions of the alley. As for modes of play, you can practice, play tournaments against computer operated pros or play against your friends. This month, you're invited to bowl with the champions and learn their secrets for spares, strikes and turkeys.



- Good range of ball control. Pro bowlers to compete against. Multi player alternating play.
- Interesting music and low sound of facts volume.





## Game Boy goes to the Majors.



The first Ken Griffey Jr. baseball game for the Super NES still stands out as one of the best video baseball games ever, even though it didn't include the names of real Major League players or their stats. All of that has been corrected with the new version of Ken

Griffey Jr. Presents MLB for Game Boy. Along with the real names and numbers, Nintendo added a full stat tracking feature that lets you follow the stats of players throughout an entire season. Don't miss the first pitch in this month's Griffey review.

- +** Good Game Boy graphics. MLB and MLBPA licenses. Full stat tracking. Battery-backed memory. Loading.
- Small outfielder can be difficult to see. No save option as in original Super NES game.



**GAME BOY**  
**TETRIS PLUS**  
Nintendo / Magnolia

**Game Boy**

**TETRIS PLUS**

Richards / Magnolia

**Game Boy**

**TETRIS PLUS**

Richards / Magnolia

**Game Boy**

**TETRIS PLUS**

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**Game Boy**

**TETRIS PLUS**

Richards / Magnolia

**Game Boy**

**TETRIS PLUS**

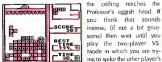
Richards / Magnolia

## Tetris and more than Tetris.

The latest variation on the best puzzle game of all time adds just enough tweaks and improvements to make it a great addition to the libraries of Game Boy puzzle fans. In addition to the original Tetris, Tetris Plus includes four

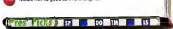


new modes of play. The new Puzzle Mode features The Professor—a little character who prefers to stand on the highest block on the screen while a spiked ceiling (or cutter) lowers from above. The idea is to clear the screen of Tetris blocks before



the ceiling reaches the Professor's egg-shaped head. If you think that sounds insane, (if not a bit gruesome) then wait until you play the two-player VS Mode in which you are trying to spike the other player's Professor. You can provide a challenge for your friends in another way, as well. In the Edit Mode, you can conceive and build cunning puzzles for your friends and save up to ten of them. Combining the best of the old and the new, Tetris Plus is a definite must. For even more reasons to play, and some egg-headed tips on solving the puzzle stages, drop in on this month's Nintendo Power review.

- +** Very involving. Edit Mode allows you to create puzzles. Fun VS Mode.
- Music not as good as in the original.



## 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
- DO** Don—Action, Adventure, Puzzles

- TM** Terry—RPGs, Simulations, Puzzles
- FS** Paul—Fighting, Sports, Simulations
- LS** Leslie—RPGs, Simulations, Adventures

**Graphics & Sound**

**Play Control**

**Challenge**

**Value & 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 scores reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-771-3372.

<b>Early Childhood</b> (Ages 3-4)	<b>Kids to Adults</b> (Ages 7-13)	<b>Teen</b> (13+)	<b>Adult</b> (18+)
<b>Mature</b> (17+)	<b>Not Rated</b> (NR)	<b>Games that were released prior to the implementation of the rating system are designated NR.</b>	



# PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month, Pak Watch covers the games and news from E3 in Atlanta, where Nintendo once again gave the video gaming world a glimpse of the future. From N64 to Game Boy, Nintendo covered all the bases and blew away the competition with quality, quantity and fun.



## CONKER'S QUEST

**C**onker the squirrel and his friend Beeri, the chipmunk, may seem like cuddly forest refugees from a Disney movie, but in reality they are hi-tech pioneers exploring new territories of game play. As both developer and publisher for this exclusive N64 game, Rare does a new hat, as well. But our focus is on the revolutionary qualities of Conker's Quest. The most remarkable thing is that the two heroes of this game respond to their surroundings like

real people. Instead of behaving like automata, which is what you get with most video game characters, Conker and Beeri express emotions: curiosity, anger, happiness. They'll also point out things that



you should notice, such as items or ladders. The second most remarkable thing about this game may be the sound. Rare Incorporated surrounded sound so that players can hear the direction of an approaching enemy or a distant waterfall. The background

music ranges from a sing-song Disneyesque melody in the fields where you begin the game to a more haunting theme when you enter the dark, dangerous forest. In both Conker's Quest and Banjo-Kazooie, the

music shifts to reflect the state of current events. For instance, if you are suddenly threatened, you might hear a new bass part begin. You've got to hear it to believe it. Seeing is also believing.



Conker's Quest may be the 3D, 4-4-4 equivalent of Donkey Kong Country's A-As graphics. As for the game play, Conker and Beeri's quest includes recovering more than 100 presents that have been stolen by a notorious gang of woodland hoodlums. There are four vehicles, seven different vehicles in which Conker and Beeri can ride, and numerous items, puzzles, stunts and the like. Movement and camera controls are based on the Super Mario 64 model. Play control was very smooth in the early E3 demo. Initially, Conker's Quest may seem a bit young, but when Rare stakes its name and reputation on a game, we tend to think that it will turn out to be an experience that will appeal to gamers of all ages and abilities. Proof of that will come in December when Rare hopes to launch this brave new squirrel.



NINTENDO POWER



# BANJO-KAZOOIE

**A** s a *Nintendo 64* owner reads, you were among the first gamers in the world to see Banjo-Kazooie, unveiled in last month's E3 Preview. That first look came from video tape, and still images sent to us from Kato in the U.K. But now, we've had a chance to meet Banjo and Kazooie in person and we're even begin-



exploring their wondrous world. The first thing you have to know about this game is that it behaves a lot like *Super Mario 64*. Play takes place in a third-person, behind-the-character perspective with shiftable camera angles. You can find 100 collectible puzzle pieces and save Banjo's sweetheart, Nutsy. Either item can you collect for you perform different moves.



For instance, Kazooie's flight is limited by the number of feathers you've collected. For each feather, you get a certain number of days. So, to reach the end of a tall tower from the sailing ship, you may need to collect a given number. The unfussy pace of beautiful scenery from a Red Coated Dragonfly—leads up to perform 24 separate moves, with either Nutsy or Kazooie taking the lead. Since Kazooie lives in Banjo's backpack, the two are always connected, unlike the duo from *The Legend of Zelda*. Enemies, items, and



power-ups are all within reach. You click these on-screen items to use them. The only downside? Some moves, which include some serious flying, swimming, climbing, running, jumping, and more flying,



and there just before breakfast. Kazooie can even throw her eggs as a sort of money attack. The variety of game play explains the *Banjo-Kazooie* title. And many into other formats, such as a booklets that can walk straight up well-worn paths through small openings. That feat is the result of a spell from Mumbo Jumbo, a shaman who appears periodically in the game to help the pair. Banjo-Kazooie will have 36 sprawling



3-D worlds, which you'll be able to access after collecting puzzle pieces. It's in *Nutsy's* Dimension Hunter, you don't have to follow a linear sequence through the world, and you can return to earlier worlds to look for missed items. These worlds include Mumbo's Mountain, Mammaland Beach, Bubblegloop Swamp, Fungus Forest and Nutsy's Cave. Along with *Conqueror's Quest*, also known as *Banjo-Kazooie* has the best graphics ever seen in a 3-D video game and enough action and exploration to wear out a tiger. It should be the most-played game of the fall when it is released this November.





# PAK WATCH E3 REPORT



## LIVE IN ATLANTA!

**W**ith world-class games on display for the N64 from Nintendo, Rare, Acclaim, Midway, Konami, and many other publishers, the Electronic Entertainment Expo in



Thanks Jazba welcomed players to the Nintendo booth.

Atlanta turned out to be a huge N64 party. Within the vast 44,800 square-foot space of the Nintendo booth, you could play *Star Fox 64* on Arwing fighters with built-in Rumble Pak seats, pose as James

Bond complete with *lux*, pistol, and beautiful sidekicks, be one of the first people in the world to taste the magic of *Banjo-Kazooie* and *Conker's Quest*, pitch to Ken Griffey, Jr. from a virtual

power mound, check out a Lamborghini Diablo or, maybe, for a change of pace, wrestle a few stars from the WCW; Nintendo pulled out all the stops to show their guests from the media, retail sector and the gaming industry some Southern hospitality. This month's Special E3 Pak Watch Report covers all the action and news for Nintendo players from the land of the rising peach.

### NINTENDO RULES AGAIN

Quality pays, and Nintendo proved it. In just nine months since the introduction of the N64, more than 2.6 million players have joined the next generation of Nintendo gaming. The installed base of N64 has long surpassed the Saturn and nearly caught up to PlayStation, even though both these game systems were released an entire year ahead of the N64. The result is that Nintendo now holds more than a fifty percent share of the entire video game market, thanks to players like you who know a good game when it smacks you in the face. And the good times are just starting to roll.

### THE BIG N

Nintendo's lineup contains some of the best games ever seen, such as *Star Fox 64*, *GoldenEye 007*, *Banjo-Kazooie* and *Major League Baseball* featuring Ken Griffey Jr. Players also tried out the wickedly chal-



Is Griffey live or just motion captured?

lenging *Ikari Sphere*, and new video previews of Mr. Miyamoto's highly anticipated *Yoshi's Island 64*, *Zelda 64* and *F-Zero 64*, which will probably be released in early 1998. Game Boy pocket's new color lineup will have the company of some



Wishcruisage's Mario is making.



great new games, such as *Warrior Land 2*, *Ken Griffey Jr. Presents Major League Baseball*, *Dynasty King Land 3*, *Tetris Plus* and *James Bond 007*. You'll also find a ton of Game Boy Player's Choice games hitting the stores, including *Metroid II*, *Dr.*



Wario, and Donkey Kong Land. On the Super NES, more classics will return, such as Super Metroid and Y-Zero along with two new arcade classics, Arkonoid and Space Invaders. Although the Nintendo 64 Disk Drive didn't debut at E3 as was rumored, it will appear at Nintendo's big show this fall and should be released first in Japan by spring of 1998.

## ACCLAIM ON A ROLL

With the success of Turric, Disaster Hunter, Acclaim hasn't rested on its laurels. In fact, the next two games from



Acclaim might be even better than Turric. Sports fans won't believe their eyes when they see NFL Quarterback Club '98: it is the first North American N64 game to use the hi-res mode, which doubles the resolution to 640 x 480 pixels, and it is frighteningly good. In our first real test play of QB Club, we were amazed to see how polished it was already, and the team at Ignite has another couple of months to tweak this game to perfection.

Barring plays when you can see all the action is a new experience when it comes to video football games. The characters look excellent and move smoothly over a very realistic grid iron. One cool extra touch is the inclusion of name tags that appear beside receivers during pass plays.

Although only one camera position was ready for E3, the final game will include half a dozen, plus a custom camera mode in which you set the precise height and angle of the camera. But when you're down on the field, what you really want is good play control, and QB Club manages that, as well. The controller set up is easy to learn and use.

Perhaps the best part of all is that NFL Quarterback Club '98 will bring you all this quality for four players. Acclaim plans on releasing this champion in

November. Acclaim also received plenty of acclaim for its futuristic racing game, Extreme-G. This N64 speedster was far more advanced than the previous version we had seen at Pak Watch. The tracks had complete textures and special effects, not to mention scattered items and enemy hoppers liable to shoot at with your laser cannons. Control was still a little loose. Development of Extreme-G is taking place in Great Britain at Probe Entertainment, and since it's their first N64 title, it may take a little longer to complete than expected. Instead of being released in October as planned, we believe it will probably appear about a month later.

Acclaim didn't show any other N64 products at the show, but their upcoming lineup is extensive, including Condemned: NHL Breakaway '98, Faranah: Magic, the Gathering Cole-Op, Turric 2, Ultra Space, and WWF 6: The New Generation. Good looking PC versions of Faranah and WWF were on display, but none of these games will appear for the N64 before 1998. If the quality of Turric, QB Club and Extreme-G is anything to go by, this lineup will be full of gems.

## THE KING OF COIN-OP

Midway is the undisputed king of coin-op, the aristocrat of arcades, not to mention the duke of dunks. So it should come as no surprise that Midway's big announcement was a new hoop game called NBA Hardwood Heroes. Unlike the Jam and Marquee series, Hardwood puts five players on each side for a true NBA sim. This game features all the players and teams, full seasons, multi-player mode, trades, custom players and a fast-action, behind-the-basket perspective.

For excitement, nothing beat out the



"Gretskey 2 will be twice as cool."

San Francisco Rush area of the Midway booth, unless you're a hockey fan and you get a chance to say hi to the Great One himself, in town to help promote the new



and N64 hockey game bearing his name; The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey '98.

For Mortal Kombat Mythologies: Sub-Zero, was the big event, although meeting live characters from the MK series was a close second.

We also took a look at Quake, based on the smash PC hit from id. This 3-D shooter features plenty of dragons and danger, but the graphics were early and unrepresentative at this stage.

## NUKE THE DUKE

Duke Nukem 64, coming this December, boasts several new areas not seen in the PC original, some new bosses and enemies, eight wicked weapons and a slight dressing up due to Nintendo's rules concerning nudity. Of course, Duke Nukem is more about hamburger than cheesecake anyhow, and this game will probably score a Mature rating. It will also score with multiplayer gamers who take advantage of the four-player mode in which you can play competitively or cooperatively.

Duke will make use of the Rumble Pak, as well.



The Duke of Hazardous.



# PAW WATCH E3 REPORT



## KEMCO SURPRISES

Top Gear Rally got plenty of attention at E3, which is understandable since it is probably the prettiest racing game (was



Boarding by moonlight? It's on the way.

but Kemco had other surprises in store, as well. The video demo of Twisted Edge snowboarding playing on a giant screen TV was the award for most incredible graphics at the show. Ito's Game Studio should be honored. Enough said. A final Kemco surprise came in the form of an unexpected demo tape of Kite



Kite Edge lets you bumble in outer space.

Edge, a game in the works at Kemco in Japan using an artist in the U.K. This sci-fi game puts you in command of a planetary assault fighter that gets dropped by a space carrier. Stages are scrolling corridors as in Star Fox 64, but the look is both alien and realistic.

## THE NEW THQ

THQ has dropped the dot from its name and taken a vow of quality for their upcoming N64 games. WCW vs. NWO: World Tour is coming along like gangbusters and even the real wrestlers are getting into the act. Several of the stars showed up at the Nintendo booth to challenge each other in a virtual, N64 match. The great thing about this game is that it's fun whether you like wrestling or not. We also learned that

virtually all of the moves, as improbable as they seem, are actual moves used by the pros. This game will drop in October or November. THQ's second game, also coming from a Japanese developer, was much further along than we expected. Quast 64 (still a working title) now includes enemies, spells, weapon attacks and wide open stretches of territory. Finally, THQ announced that it will create a Game Boy game based on The Lost World.

## TITUS MAXIMUS

Being small isn't necessarily a bad thing. Thus, a French publisher and developer of games, is proving that on the N64, Lamborghini 64 should be finished by this fall and made a surprise appearance at the show. (Titus was expected to show only video.) The one drivable track in Lamborghini was competitive compared to other N64 racing games and pretty realistic. Even more of a surprise was an early demo pak of Virtual Chess II. This chess game for the N64 will feature multiple figure sets and an animated battle chess mode. The chess engine being used by Titus has been in development over the past seven or eight years and has competed against IBM's Deep Blue on various formats. In fact, it once beat Deep Blue. As a 64 Megabit game, Virtual Chess II should also be priced right when it is released in the new year. A very early demo of Superman for the N64 was shown by Titus also. The game, due out by the middle of '98, could be the first to accu-



Super Man will outshine Metropolis in '98.

rately reflect the man of steel. You'll fly over Metropolis in a vast 3-D world, then zoom down to save citizens and foil evil plots. Your weapons will be anything at hand, say a bat or tree, while evil doers attack you with Kryptonite. Finally, we saw an early screen of Quast



Then the fun never had wheels like this.

for Crayonix on Game Boy. The overhead adventure looks Zelda-ish, but it's still a long ways off and won't appear until the summer of '98.

## KONAMI JAMS

NRA in The Zone '98 appeared only in PC form, but Glen Rice of the Hornets appeared in person to endorse the upcoming cage cart from Konami. (After touring the Konami booth, Glen headed over to Nintendo for some dog-fighting on Star Fox 64.) Surprisingly, Konami hopes to have this five-on-five hooper in the bag by the end of the year. No definite date has been set for The Legend of the Mystical Ninja, known as Gakemon 3 in Japan, but Konami insiders say it will probably be early '98 with only a slight possibility of the title sneaking in under the '97 wire. Our first play test of the game made us want more. Besides the pretty graphics, Mystical Ninja gave us lots of freedom to move around, collect items and use different moves. Konami officially announced that it will release Nagano Winter Olympics '98 next January or February. A very early demo of the game ran in the Konami booth. The game will include Olympic sports such as luge, bobsled, speed skating, freestyle skiing, snowboarding, and ski jumping. The sites for the events are modeled in 3-D from the actual sites in Nagano, Japan. We have no new news on Donkey 3-D. The same tape first seen at the Tokyo Game Show was on display. Konami hopes to release the game in the first quarter of 1998.



Now, for the big news. The folks at Konami were stunned to receive a demo tape from Japan on the morning that E3 opened. On the tape was demo footage of an N64 game currently being called *Hybrid Heaven*. In fact, the game looks like it is based on Metal Gear, a brilliant N64 game that combined combat and adventure. The video was one of the best looking demos we've seen, featuring excellent animation, richly textured 3-D stages and a wide variety of action. Some of the scenes almost looked pre-rendered. We expect to see the finished *Hybrid Heaven* by the middle of 1996.

## MORE NEWS FROM THE FLOOR

E3 always battles with news of new games, publishing deals, games under development and lots of rumors. Although at Pak Watch we don't like to add print to the rumor mill, some whippers are worth mentioning. For instance, although Capcom still hasn't announced any titles for the N64, it seems as if the long-time video game publisher and developer is working on several products. The rumors of N64 Capcom games range from *Resident Evil* to *Mega Man* and *Street Fighter 3*. None of the rumors have been substantiated by Capcom, however, so we just have to be patient for awhile.

No longer a mouse, Interplay's *Darkwind* for 3-D is well underway. In



Scotland, a company named Vix is making Jim come to life in 3-D.

One company that is heavily into development is Hudson Soft. In addition to Bomberman 64, which was shown in a playable version at

E3, Hudson also showed off Dual Heroes and a surprise game, *Legion X*, which places you in control of a battle robot in a maze where you hunt down other robots. As a multi-player game, this one could be very cool, but the project is still early.

Ocean's America's Mission: Impossible has run into difficult times. Many of the original development team members are no longer with the project and a new group from Infogrames (Ocean's French partner) has come in to finish off the game. Ocean is still hoping to complete their

realistic driving experience. Speaking of steering wheels, we dropped by the

fello at Interact and checked out their new line of licensed N64 controllers. The Shark and Mako pads sport clear cases and sturdy, metal control sticks, and the Shark also has an auto-fire button. Although slightly larger than the standard N64 Controller, both Interact controllers felt good and numbered like winners in our test flight on Star Fox 64.

After months of hinting at several future games for the N64, Mc Oliver revealed that two games are in development in addition to *Area Fighters Assault*. One is a racing game and the other a realistic flight simulation. Paradigm Entertainment is working on both of the new titles. As far companies that want in on the N64 playfest, reportedly Sega has several projects in mind. Conceptual realities? Jangleloft may soon have a publisher. Maxis is planning on several Sim

games to go along with the N64 Disk Drive version of *SimCity*, and Ocean's U.K. developer, DID, is working on several war sims under the family name, Electronic Battlefield of Tomorrow. Midscope, once a Dream Team publisher, dropped plans to produce *Monster Dunk* some time ago but now has decided to proceed with an N64 version of *Paperboy*.



When the Shark bites.

The colorful world of Ubi Soft's Tonic Trouble.



mission by fall. We also saw the PC version of *Space Circus* at Ocean. The developers have taken a fresh approach to the graphics, mixing 3-D worlds and characters with a colorful, cartoonish style. A similar fresh approach was evident in Ubi Soft's *Tonic Trouble*. This game also was shown in a PC demo. When we showed up for a peek, we had to wait behind a couple of guys from Japan, namely Mr. Miyamoto and Mr. Insomniac of Nintendo Co. Ltd. F-1 Pole Position, Ubi's F-1 racer, was hooked up to sit-down units with steering wheels for a more



The world gets turned upside down in Tonic Trouble.







## THE GAME MASTERS

Nintendo Power was privileged to spend several hours chatting with three of the most creative and influential game development pros in the business during E3: Shigeru Miyamoto (the producer of *Star Fox 64* and the father of the Mario and Zelda series of games), Benkei Itoh (comic artist and designer of the *EarthBound* series of games), and Takao Imamura (the lead artist on *Star Fox 64*) discussed their theories of game development and experiences working on Nintendo games.

**NP:** After today's *Star Fox 64* competition, who would you say is the best *Star Fox* player? Mr. Miyamoto or Mr. Imamura?

**Imamura:** I am the best *Star Fox* player in the world. Right now (laughs).

**NP:** What's the best multiplayer strategy?

**Imamura:** First, get the items like the bomb or laser upgrade. Then stay away from the other players and let them damage each other. Finally, swoop in and blast them out of the sky. Mr. Miyamoto just fires around the edges and gets hit (laughs).

**NP:** Is there anything special we should know about the *Star Fox* characters?

**Imamura:** We named Falco after Carlo Lombardi, a special effects man in Hollywood.

**Miyamoto:** And Pigma Dengar speaks in the Kansai dialect of Japan. In Kansai, people end their sentences with the word "dengar." So, it's sort of a Japanese joke.



**NP:** Did you like the English version?

**Imamura:** It rated well with the Mario Club, but I didn't like the voice of Bill the Dog.

**Miyamoto:** We liked the version with English voices and Japanese text best (laughs).

**NP:** Do you plan on using the Rumble Pak with many other games?

**Miyamoto:** Future games and older games, too. In Japan, we're reprogramming *Wave Race 64* and *Super Mario 64* to use the Rumble Pak. In *Wave Race*, you'll feel every wave slap against the jet ski. As for Mario, you should feel the vibrations in many places. I think most of my games like *Zelda 64* and *Yoshi's Island 64* will make use of it.

**Itoh:** We'll probably use it in *Mother 3* (*EarthBound 64*) in the battle scenes. But we've wondered if it might make the controller too heavy since RPGs take so long to play.

**NP:** Why is the N64 such a huge success in North America and less of a success in Japan?

**Itoh:** There aren't enough RPGs. I think they're waiting for games like *Mother 3* and *Pocket Monsters 64*. It's also a matter of recognizable characters. Japanese players like to see the same heroes used and reused over and over in games and comics. Since we make our own characters, like the animals in *Star Fox*, sometimes they're not as popular.

**NP:** What makes the games from the EAD group at Nintendo so special?

**Imamura:** Mr. Miyamoto's supervision. He doesn't involve himself with everything, but he knows when something should be done a certain way and he points that out.

**Miyamoto:** We have 20 to 30 people devoted to every title and they each give 100% to that game. I think it's their total concentration on the project that makes a difference, especially in the final months of development. That sort of attention to small details is pretty rare. We also have a great programming group called S&D within EAD. This is a separate company of about 200 people who work exclusively for Nintendo. They know the hardware inside and out.

**NP:** How do you balance your duties inside EAD with the Dream Team projects at outside developers like Angel Studios or Paradigm?

**Miyamoto:** It's getting to be tough. I work with about 400 people around the world on







Mr. Miyamoto takes flight in an Animal.

Zelda 64. In short, there are others who can take some of the load off my shoulders. Mr. Sawano now oversees Mario Paint 64 and all the N64 Disk Drive software except for Mr. Itoh's Mother 3.

**NP:** When the N64 Disk Drive is introduced in 1996, what will be the first games for it?

**Miyamoto:** StarCity, Mario Paint, Pocket Monsters and Mother 3.

**NP:** Who is responsible for developing Pocket Monsters?

**Miyamoto:** A small group at EAD came up with the idea, and it's been a huge success. There's even a Pocket Monster card game now, which is almost as big as Magic: The Gathering. Actually, the first Pocket Monster game for the N64 won't be an RPG. Instead, it will be more of an encyclopedia of monsters. The second Pocket Monster 64 title will be a new RPG.

**NP:** How do you feel about including special codes in games for players to find?

**Miyamoto:** Originally, codes were found in action games, like the old Konami code. Most people got the codes from other players, so it's not really part of the game. I prefer for players to find things in the games for themselves. I think in the future, on the N64 Disk Drive, we will be able to customize codes and secrets for different disks. It will be easy to have a thousand different codes, so all players have something special in their own games.

**Immort:** I like the idea of special codes that give players a little gift—something special. But only if it doesn't take a long time to program (laughs).

**NP:** How will Mother 3 make use of the N64 Disk Drive?

**Itoh:** The game will make use of the writable disk in many ways. For instance, everything you do in the game can influence the outcome since the game can keep a record of virtually every step you take. Some of the fun things we'd like to do include letting players customize the faces of characters. You'll be able to choose from many different faces, or maybe you could use Mario Paint 64 to create your own face and put it on a Mother 3 character.

**NP:** What can you tell us about Super Mario RPG 64 and Super Mario 64 II?

**Miyamoto:** Super Mario RPG 64 has a team of about 20 people working on it now and it should be done by the end of next year. We've just getting started on the second Super Mario 64 game.

more than a dozen projects at a time. That doesn't give me as much time to devote to the projects I want to spend time on, like

# RELEASE FORECAST



## AERO FIGHTERS ASSAULT

HAJJO-KAZOOKI

HOO HARVEST

HOMERMAN 64

GLAY FIGHTER 63 1/2

GOHMER'S QUEST

ORACULA 3-D

DUAL HEROES

DUNE NUNEN 64

EARTHWOOD 64

EARTHWOOD JIN 3

EXTREME G

F-1 POLE POSITION

F-ZERO 64

FOREBAREN

HYGHID HEAVEN

HNFE EDGE

LEGION X

MACE 64

MISCHIEF MAKERS

MIDMON: IMPOSSIBLE

MLH FEATURING BEN CHIFFLEY JR.

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SAN FRANCISCO INSH

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SPACE CIRCUS

THE LEGEND OF THE MYSTICAL NINJA

TONIC TROUBLE

TOP GEAR RALLY

TUROK 2

TWISTED EDGE SHOWGOARONG

UNREAL

WCW VS HW: WOHLO TOUR

WCW NITRO

WFF 6

YOSHI'S ISLAND 64

ZELDA 64

FALL '97

FALL '97

WINTER '98

FALL '97

SUMMER '97

WINTER '98

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WINTER '98

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Coming Next Issue.....  
Volume 100, September 1997

**NINTENDO  
POWER**

# 100th ISSUE CELEBRATION!

Nintendo Power reaches its 100th spectacular issue next month, and we're celebrating big time with extra pages and special features. Join us for a look at blockbusters gone by and an exclusive peek at the awesome new N64 titles just over the development horizon!

## 46 PAGES of N64 Previews!

Find out which hot new N64 games will keep your temperature rising this fall and winter!

## TOP 100 Best Codes Ever!

From Invincibility to infinite ammo, from big guns to big heads, we pick the best video game codes of all time.

### Super Mario

1. Super Mario Bros. (1985)  
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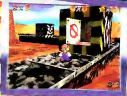
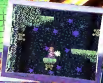
NINTENDO POWER



# TOP 100 Best Ambushes!

Our GoldenEye: 100 Best Ambushes strategies will show you how a double-0 agent gets the job done. Stealthy and oh-so deadly.

GOLDENEYE™ 007



# TOP 100 Best Games Ever!

After much head butting and backroom dealing, the NP staff has come up with its picks for the 100 best video games of all time. See if your faves made the cut!

# Player's Poll Contest 100s OF PRIZES

100. GoldenEye 007  
101. Super Mario Bros.  
102. The Legend of Zelda: A Link's Awakening  
103. The Legend of Zelda: Breath of the Wild  
104. The Legend of Zelda: Ocarina of Time  
105. The Legend of Zelda: Skyward Sword  
106. The Legend of Zelda: Twilight Princess  
107. The Legend of Zelda: The Wind Waker  
108. The Legend of Zelda: Majora's Mask  
109. The Legend of Zelda: The Sacred Sword  
110. The Legend of Zelda: The Temple of the Moon  
111. The Legend of Zelda: The Temple of the Sun  
112. The Legend of Zelda: The Temple of the Wind  
113. The Legend of Zelda: The Temple of the Earth  
114. The Legend of Zelda: The Temple of the Fire  
115. The Legend of Zelda: The Temple of the Ice  
116. The Legend of Zelda: The Temple of the Lightning  
117. The Legend of Zelda: The Temple of the Water  
118. The Legend of Zelda: The Temple of the Thunder  
119. The Legend of Zelda: The Temple of the Storm  
120. The Legend of Zelda: The Temple of the Hail

121. The Legend of Zelda: The Temple of the Snow  
122. The Legend of Zelda: The Temple of the Rain  
123. The Legend of Zelda: The Temple of the Wind  
124. The Legend of Zelda: The Temple of the Earth  
125. The Legend of Zelda: The Temple of the Fire  
126. The Legend of Zelda: The Temple of the Ice  
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130. The Legend of Zelda: The Temple of the Storm

131. The Legend of Zelda: The Temple of the Hail  
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believe  
your  
eyeballs

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