



100TH ISSUE! 46 PAGES OF N64 PREVIEWS!
Banjo-Kazooie, Zelda 64, Yoshi's Story, NFL Quarterback Club '98, MK Mythologies, Quest 64 and more!

NINTENDO POWER

100 Best Games of All Time

100 Coolest Codes Ever

100 Killer Ambushes *GoldenEye Exclusive*

THEER'S PON!

#1



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Commemorating 100 issues of gaming

100th

ISSUE CELEBRATION!



100 Best Games of All Time

Some Paks were too brief for greatness, while others were destined for the long run. Out of the thousands of titles ever released for all Nintendo systems, here's the cream of the crop, plus a few that were not.



Pg. 58

100 Best Codes Ever

Classified information has been one of the most popular features in NP, so we've compiled a list of 100 of the best codes ever—big weapons, big loads and even some big, juicy baas.

Pg. 68

GoldenEye 007

100 Best Ambushes

We've mapped our secret spots in GoldenEye's multiplayer mode. And let the reader and decided the 100 best ambush spots. Our strategies will go a long way in helping you qualify for your License To Kill.



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greatness!

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Volume 100 September 1997

Over the last nine years and 100 issues, Nintendo Power has brought you the best in-depth strategies, the most awesome codes and the sneakiest insider scoops for the biggest games on every Nintendo system. Join us as we take a look at blockbusters past and sneak a peek at what the gaming future holds!

45 Pages of N64 Previews

We walked it a walk and talked the talk and it all is on screen in the game industry and got the goods on Zelda 64, Yoshi's Story, Major League Baseball featuring Ken Griffey Jr., Bomberman 64, San Francisco Rush and many more upcoming gems. This fall season is rapidly approaching, and the 64-bit harvest promises to be absolutely one.

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IT'S NP PARTY TIME!



PLAYER'S PULSE

Welcome to Nintendo Power's centennial bash! Thanks to everyone who sent in the hundreds of inspired suggestions for our 100th issue, we couldn't possibly feature all of your ideas, prizes, memories, or artwork, but we're 100 percent sure you'll love these letters.

William Dunlap • Albuquerque, New Mexico



Godzilla Vs. Turok?

You're asking me what will happen over the next 100 issues after this crazy unpredictable one? Well, N64 will probably move from the Rumble Pak to creating an actual simulation cockpit. Zero (Mega Man X3) will probably have his own game series. Gears will have his own RPG series. Link will have battled Predators and Turok will have defeated Godzilla. Nintendo will start making TVs and stereos, and Sony will go out of business. Well, I've been as creative as I can. Make the next 100 issues a great experience! Keep up your good work!

Griffiths

Via the Internet

Send in the Clowns

The Super NES and now the N64 are any ways of bonding with my nephews, Ben (age 7), Adam (11) and Jake (13). I'm 47. They live in Kansas and I live in Indiana. My best friend (48), previously a run for 22 years and now a high school teacher and professional clown ("Melody") and I, a crane operator and clown ("Cozletti") play Nintendo games all the time. It's a great way for Melody to bond with her students and for us to bond with our young audi-

ences when we talk to them. Today, I am known to my nephews as the "Nintendo Aunt." You've been a great help for bridging two generations (and hopefully three generations in the future).

Cynthia "Cozletti"
DeKaramville
Michigan City, IN

Maps and Legends

I would like to thank Marty Pappas and the rest of the Nintendo Power staff for the Turok map layouts in Volume 95. They were a big help. Thank you, Marty Pappas. I would also like to thank those who have created other maps in past issues.

DeKouss Myers
Boston, MA



Reaching Out

My son, Lucas, who drew this picture is autistic. Lucas is 14 years old and

loves Nintendo. With autism, children become locked inside themselves. Through the miracle of Nintendo, we have been allowed to reach Lucas and keep him in our world. There are not enough thanks you can be said.

Diane Prifleson
Scotts Valley, CA

Up on the Rooftop

In Player's Pulse in Volume 94, you challenged a reader to get on the top of the castle roof in Super Mario 64 without using the cannon. Now, I'm not Mr. Coomaster, but I made it to the top without using the cannon. First, you get to the top using the cannon and get the Wing Cap. Then, you get back on the ground and fly to the roof with the Wing Cap. My friends and I thought you were supposed to use wall kicks. I now know that I should look at things from each point of view before trying to do anything.

Seth Meyer
Mankato, MN

You're quite the resourceful gamer, Seth! Even we overlooked using the Wing Cap to fly up to the roof. And, actually, you can use wall kicks to leap to the rooftop! It's a rough feat, but with some practice, you may be



able to do it. Start at the tree closest to where the castle's right side connects with the green wall. Run to the green wall and jump right before you reach the slope. Triple jump up the slope; and if you land just right, you'll slide back down in the sitting position. From that slide, jump to the castle's brick wall and wall kick off of it. When you kick yourself higher up the brick wall, go on to it and push up



Adam Smith • Silverdale, North Carolina



Background Art: Bianca Gubala • Upland, California

on the Control Stick to pull yourself up to the roof

Royal Flush

I just noticed that the castle in Super Mario 64 has no lush rooms. Where are they?

Joseph Michael Lovenguth

Via the Internet

We're guessing they're in the royal "throne room."

Garrett Smith • Bequith, Tennessee



John Kane • Via the Internet

carefully and don't chip a tooth on a microchip. Eat large quantities of pizza and play only the N64 and the Super NES. Don't sleep for three days and... sorry I was describing the life of a beta tester here.

Chip Wilson
Logan, OH

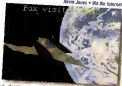
Salad 64

Here it is! After long hours, I have found the fantastic Nintendo salad recipe that you were asking for in Volume 95. First, take any old NES game and throw it in a blender. Grind it into a very fine pulp and put it into a bowl. Next, take large quantities of pasta and any other Italian food and boil until tender. Find the closest witch and give her a mushroom to make magic powder. Add a few Game Boys with small amounts of battery acid to a very large mixing bowl. Also add small amounts of Kirby brand marshmallows, two Yoshi eggs, three toad stools, 120 castle stars, two crying baby penguins, one

metal hat, one completed Triforce, three red shells, eight bananas, many thunder bolts and spiny shells, one Peach, and a Gold Controller. Mix with the pasta and add ranch dressing for flavoring. Please eat.

We're Not Just for Breakfast Anymore

I was watching a video tape that I recorded from a long time ago and came across something that brought back some memories, the commercial for Nintendo cereal. You know, the one that goes, "Nintendo! It's for breakfast now. Nintendo! It's a cereal. Wow! Nintendo!



Kevin Jones • Via the Internet

Super Mario jumps. Nintendo! It's a fruit-flavored crunch."

Ryan Nelson

Via the Internet

Nintendo cereal? Nintendo salad? What's next, Nintendo TV dinners??

The Big Challenge

Here's an Arena Challenge! Can you find someone who would give their Nintendo 64 away to you? Kinds difficult, huh?

Jesse Coker
Alexia, AR

I'm So Excited

I am getting an N64 tomorrow and I am very excited. It's 11:31 p.m. and I can't sleep. I believe that many other people probably went through the same thing when they were waiting to get an N64. To help people out, I suggest you release something on how to handle the excitement.

Matt Horwa

Via the Internet

We have. It's called Nintendo Power.

Jeremy Diaz • Hickory, Ontario



N.P. 100

NINTENDO POWER

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PLAYER'S PULSE

NP has come a long way since it debuted in July 1988. *Player's Pulse* used to be called "Mail Box," and it wasn't until January 1995 that we started to regularly feature envelope art. A lot happens over 100 issues and many readers have been inspired to wax nostalgic.

No Way Out

I am 40 years old. I have been a Nintendo fan since 1986. Never regretting a single moment, I now own the NES, Super NES and Game Boy (not to mention hundreds of game cartridges). I possess every issue of your magazine dating back to the "Fun Club News" Volume 1, Number 2. In that issue you mention the *Mario World* in *Super Mario Bros. Getting into World 2* is a piece of cake, but getting out of it is something I have yet to accomplish. I think a present to all of us is in order—you should include in your 100th issue the one secret left untold for the greatest video game of all time. Please, finally reveal this maneuver to us!

Steve Callahan
Bel Air, MD

Unfortunately, the only maneuver that will get you out of the *Mario World* is to hit the Reset Button, because the aim has no end. That's probably not the present you were hoping for, but it's the thought that counts, right?



The Game Boy That Never Was

I was looking through some old drawings I did a couple of years ago and found my entry for a contest you had a very long time ago (1991). If I had only sent it in. Damn it, what a big dope I am.

Chris Ebert
Eric, PA

That's quite a creepy *Game Boy* you've created, Chris. It's almost as strange as *David Lauchant* and *Georgia* and *Danielle Mangano's* infamous "Broad Boy" featured in Volume 69.

On the Tube

I went to my friend's house, and we started looking through the movies that he



John Kinschick • North Bayshore, Ohio

had. We popped in a tape and immediately we heard, "Come on everybody, do the Mario!," followed by the *Mario Bros.* music. It was the "Super Mario Bros. Super Show!" He had about 30 episodes, and we stayed up all night watching them. I remember watching that show and "Captain N" when I was 7 or 8. But, what I forgot was that "The Legend of Zelda" came on every Friday on the "Super Show." As I was watching this tape, I felt like I was at home again. I hope these shows air again, so people who never got a chance to watch them can experience them for the first time. (Sort of like the rerelease of *Star Wars*, eh?)

George Gumpert
Via the Internet

Figuring Samus Out

I like *Metroid* so much that my friend and I made a Samus action figure from foam board, neon paint and a doll from my little sister (she was mad at

her). I hope you will print these pictures, because Nintendo encourages creativity!



Derrick Gorman and
Billy Zeaks
Minneapolis, MN

Looking Forward

Keep up the great work! I'll be planning to see you in 100 more issues. Fifty issues ago, your editor in chief Gail Tilden said, "May we celebrate *Nintendo Power's* 100th issue together!" And as we celebrate the next one hundred issues, may we always look forward through the



John Carmichael • Elyria, Missouri

A Brief History of Nintendo

1889 Fusajiro Yamauchi founds the gaming company (specializing in playing cards), Nintendo

1900 Nintendo introduces *Gomoku* and *Watch* portable games.

1901 Donkey Kong debuts in arcades

1905 The NES along with R.O.B. and the Light Zapper Gun shoot into existence.

1909 It's a boy! Game Boy is born

1930 The Super NES struts onto the scene

1994 Super Game Boy brings Game Boy to your television screen.



eyes of technology, while never forgetting the past. I'll be with you every step of the way.

Chris Helms
Via the Internet



Fashion Faux Pas

I was cleaning out these boxes in my closet and I found R.O.B. in perfect condition. I lived playing him on my old NES with Gyromite, and he worked perfectly! I also found the first issue of NP. I have always wanted to tell you that on the cover MARIO'S SUIT IS BACKWARDS! The red is switched with the blue!

Maria De Nijvel
Via the Internet

After 100 issues, the secret's out! Mario owns more than one pair of overalls!

King of the Road

While driving around the other day, I spotted an intersection that had the name of Nintendo of America's chairman, Howard Lincoln on it. I decided to take a picture of it, and hopefully you will print it. I would also like to know if you have any new information

or pictures of Body Harvest. I've been anxious to play it ever since I saw pictures of it from Shosheskin in 1995.

Marcus Galaviz
Huntington Park, CA



We know that Howard was influential, but this really puts him on the map! Thanks for the photo, and, in return, flip to page 52 to catch a peek at Body Harvest: it's part of our 100th anniversary preview blow-out. You've been waiting since 1995 for Body Harvest, and the game's developers at DMA Design assure us that it's well worth the wait (the best things in life are worth waiting for, like a 100th anniversary).

Star Search

What ever happened to the "Celebrity Profile" section of your magazine?

Cass Tuttle
Via the Internet

Over its nine years of existence, NP has changed considerably. Regular features come and go, and Celebrity Profile was one that readers lost interest in. Sure, we've interviewed Nintendo fans such as Will Smith, Jay Leno and Tim Allen who've gone on to become huge stars (coincidence?), but we've also featured such stellar luminaries *in* bread where are they now? as the New Rick on the Block, Willie Aames of "Charles in Charge" and Alex Winter, the OTMFR guy in the Bill & Ted movies. Readers discarded more gaming tips and strategies, so NP began changing. Features like NTS Journal sell by the wayside, while Power Players evolved into Arena and Classified Information fled away its venerable mantle folder background. For a trip down memory lane turn the page and join us as we reminisce about 100 issues of Power!

Schlesinger Sam • Scarborough, Ontario



WRITE AWAY RIGHT AWAY!

One hundred issues older, NP is entering the next generation. To ring in our centennial, Player's Pulse is introducing some computer-generated art designed by our readers. Whether you draw by hand or by mouse, keep that artwork coming in!

NINTENDO POWER PLAYER'S PULSE
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1996 The Nintendo 64 revolutionizes home gaming

1997 The Rumble Pak shakes things up for the NES, while Nintendo Power turns 100.

NP 100

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Prerecorded Game Tips and Future Product Information

We've talked about Nintendo and Nintendo games for all Nintendo systems. Did you help on Star Fox 64, Bomberman 64, Super Mario 64, Blast Corps., Tennis, Baseball, Star Wars, Double Dragon, Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3, Super Mario Bros. 4, Super Mario Bros. 5, Super Mario Bros. 6, Super Mario Bros. 7, Super Mario Bros. 8, Super Mario Bros. 9, Super Mario Bros. 10, Super Mario Bros. 11, Super Mario Bros. 12, Super Mario Bros. 13, Super Mario Bros. 14, Super Mario Bros. 15, Super Mario Bros. 16, Super Mario Bros. 17, Super Mario Bros. 18, Super Mario Bros. 19, Super Mario Bros. 20, Super Mario Bros. 21, Super Mario Bros. 22, Super Mario Bros. 23, Super Mario Bros. 24, Super Mario Bros. 25, Super Mario Bros. 26, Super Mario Bros. 27, Super Mario Bros. 28, Super Mario Bros. 29, Super Mario Bros. 30, Super Mario Bros. 31, Super Mario Bros. 32, Super Mario Bros. 33, Super Mario Bros. 34, Super Mario Bros. 35, Super Mario Bros. 36, Super Mario Bros. 37, Super Mario Bros. 38, Super Mario Bros. 39, Super Mario Bros. 40, Super Mario Bros. 41, Super Mario Bros. 42, Super Mario Bros. 43, Super Mario Bros. 44, Super Mario Bros. 45, Super Mario Bros. 46, Super Mario Bros. 47, Super Mario Bros. 48, Super Mario Bros. 49, Super Mario Bros. 50, Super Mario Bros. 51, Super Mario Bros. 52, Super Mario Bros. 53, Super Mario Bros. 54, Super Mario Bros. 55, Super Mario Bros. 56, Super Mario Bros. 57, Super Mario Bros. 58, Super Mario Bros. 59, Super Mario Bros. 60, Super Mario Bros. 61, Super Mario Bros. 62, Super Mario Bros. 63, Super Mario Bros. 64, Super Mario Bros. 65, Super Mario Bros. 66, Super Mario Bros. 67, Super Mario Bros. 68, Super Mario Bros. 69, Super Mario Bros. 70, Super Mario Bros. 71, Super Mario Bros. 72, Super Mario Bros. 73, Super Mario Bros. 74, Super Mario Bros. 75, Super Mario Bros. 76, Super Mario Bros. 77, Super Mario Bros. 78, Super Mario Bros. 79, Super Mario Bros. 80, Super Mario Bros. 81, Super Mario Bros. 82, Super Mario Bros. 83, Super Mario Bros. 84, Super Mario Bros. 85, Super Mario Bros. 86, Super Mario Bros. 87, Super Mario Bros. 88, Super Mario Bros. 89, Super Mario Bros. 90, Super Mario Bros. 91, Super Mario Bros. 92, Super Mario Bros. 93, Super Mario Bros. 94, Super Mario Bros. 95, Super Mario Bros. 96, Super Mario Bros. 97, Super Mario Bros. 98, Super Mario Bros. 99, Super Mario Bros. 100.

NINTENDO POWER SOURCE

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PLAYER'S PULSE

NES Journal

Break Up On SNES

Have some disk too using the SNES soft boot disk with its cute bubble text.



Remember Volume 16, NES Journal was one of 1616 original 16 issues. The section featured random Nintendo news like the SNES electric toothbrush.



NES Journal also covered non gaming news, such as the new satellite service in Volume 2, a grooved TV set, a soon starring movie, and a new Matt LeBlond book. It was known as the "magazine from Friends."



Above: Roger Clemens of the Boston Red Sox poses with Leslie Sova, Jeff Bafus and Don Deneau. Right: Jeff and co-host winner Jason Price on their way to see the San Jose Sharks.

Power Prizes



Our contest prizes are always as fun as our games. Past winners have gotten to meet Arnold Schwarzenegger, Ken Griffey Jr., and DJ Jazzy Jeff and the Fresh Prince (Will Smith). One contest rewarded a lucky reader with tickets to every game of the World Series. Other winners have won trips to exotic locales such as the Miyako Islands (for Phil) and Bixby in the British Virgin Islands (for Jeff). Of course, out of 100 contestants, not every one is as perfectly Jeff Bafus, one of our editorial consultants, remember returning in a limousine with the Volume 64 contest winner they had selected Chris Bertram at ESPN. The limo is blue and, and Jeff spent much of the night sipping the Cornetto. He found some pretty cool gear bags, but no halcup. Jeff joked: (At least they got to ride in a limo).



So that's what they took last time from Nintendo Power and Nintendo Power Source takes a break to pose on the skybridge at NGA headquarters.



Leslie Sova and Jeff Tilden loop it up with Charlotte Winkler. Glen Rice at the '97 63 Show in Atlanta.

I SHOULD BE PRESIDENT!

NP's very own comic strip character, Nector, and original readers along our very first issue. After December 1993, he went AWOL. However, he's back again as depending on "Lark" in PlayMaga 64. Just in time for our 100th issue, Nector crash lands back into NP and it wouldn't be a party without him.



Comic Illustration by Shup Inc.

On the Wall



Spideehead made it everyone's of N64's poster. Over the years, N64 has three former Charlus Berkley, Ben Simpson, Spider-Man and some of these colorful characters into posters. Which do you have on your wall?



In Volume 42, our poster box was Michael Korman's Batman. He is so my look, the folks at the Museum were didn't think Korman's poster was a square piece. The poster should be, so our design team went to the rescue and taught up his "yow!"



George Strife and Scott Pollard pose with boxing great George Foreman at a 1992 Consumer Electronics Show.



Queen, Don Owen, Nintendo Power's Scott, "Rob" Doni, posing the heavy duty game cast of us by revealing his double life as a singer. Queen's recent agent.



With games like Doom 64 in, out, nothing's shocking anymore. In 1996, it was a different story however. Most people complained about the cover of Volume 2 (than any other cover). Several boards and an actual cover heart just wasn't as palatable back then.



Our friends at V Design have been on your gaming light, creating all the signs and creating unique and unique for N64. And they're all yours! You'll find a lot of N64 spots in Player's Pulse, while Hiroko Nagase puts a spin on some things. A place that's the heart of the game. It's Scott, Dennis, Merry Poppins, Brandon Beldrell and Super Mario.



Get up! Super Mario hangs out at Summer CES '98.



Copy and released a new thing in the form, but Galt and Don are a new thing. Jan. CES 1998.

Power Sliding



To work on the N64 Sliding II Strategy Guide, Dan Owens, one of N64's original writers (currently known as "Rob Doni" at www Nintendo.com) journeyed to Japan. There, Dan and Howard Phillips discovered "Tokyo Circuit," a roller rink-cum-indoor go-kart track. Dan and Howard ended up surviving and sliding through the course. All the while, the instructor was yelling at them in Japanese. "We thought he was giving commentary on the race," Dan explained. "However, when we asked one of our Japanese friends what he was actually saying, it turned out he was yelling, 'Start crashing!' Do you understand me?"

Top 30 Power Chart Picks of All Time

After dusting the Power Chart results from all 100 issues, N64's 1992 Super NES adventure comes out on top. (The highest ranking N64 game, Super Mario 64, checked in, quite fittingly, at number 64.)

1. THE LEGEND OF ZELDA: A LINK'S AWAITING
2. METROID II: RETURN OF SAMUS
3. THE LEGEND OF ZELDA: A LINK'S AWAITING
4. SUPER MARIO LAND 2: A GOLDEN COIN
5. THE LEGEND OF ZELDA: A LINK'S AWAITING
6. TETRIS
7. SUPER MARIO LAND 2: A GOLDEN COIN
8. SUPER MARIO LAND 2: A GOLDEN COIN
9. DR. MARIO
10. SUPER MARIO LAND 2: A GOLDEN COIN
11. FINAL FANTASY II
12. TETRIS
13. FINAL FANTASY II
14. SUPER MARIO LAND 2: A GOLDEN COIN
15. SUPER MARIO LAND 2: A GOLDEN COIN
16. DR. MARIO
17. TETRIS
18. TETRIS
19. MARIO LAND: SUPER MARIO LAND 2
20. FINAL FANTASY II
21. DONKEY KONG COUNTRY
22. TETRIS
23. SUPER MARIO LAND 2: A GOLDEN COIN
24. DONKEY KONG COUNTRY
25. KIRBY'S DREAM LAND
26. SUPER MARIO LAND 2: A GOLDEN COIN
27. CHOW: THE MOVIE
28. FACEROLL 2000
29. SUPER MARIO LAND 2: A GOLDEN COIN
30. SUPER MARIO LAND 2: A GOLDEN COIN

- NES
- SUPER NES
- GAME BOY



POWER CHARTS

With 67 months of voter support under his belt, it's no wonder that Star Fox has topped both this month's Power Charts and our top 30 tally of all 100 editions of the Power Charts. No doubt by comparison, Star Fox 64 is receiving interest in its art, staff information and is inspiring gamers to become SNES Star Fox franchise fans again.

NINTENDO 64 TOP 10

1

STAR FOX 64



Securing its place in video game history for selling the most copies in one day, Star Fox 64 will also go down in NF history as being the top game in the 100th edition of the N64 Power Charts.

2

MARIO KART 64



3

SUPER MARIO 64



RANK	GAME	COMPANY	JULY	TOTAL
1	STARFOX 64	NINTENDO	6	4
2	MARIO KART 64	NINTENDO	1	9
3	SUPER MARIO 64	NINTENDO	2	12
4	STAR WARS: DEATHSTARS OF THE DEEP	NINTENDO	4	12
5	TUROK: DYNOSAUR HUNTER	ACCLAIM	3	12
6	GOLDENEYE	NINTENDO	7	9
7	BLAST CORPS	NINTENDO	5	4
8	CRUISIN' USA	NINTENDO	9	9
9	WAVE RACE 64	NINTENDO	10	12
10	KILLER INSTINCT GOLD	NINTENDO	—	10

SUPER NES TOP 10

1

THE LEGEND OF ZELDA: A LINK TO THE PAST



A Link to the Past is not only one for the history books. Over N64's 103 issues, it has earned more votes than any other title, making it the Power Chart's most popular game of all time.

2

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE DUNGEON



3

SUPER MARIO RPG



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	67
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE DUNGEON	NINTENDO	3	11
3	SUPER MARIO RPG	NINTENDO	2	17
4	DONKEY KONG COUNTRY 2: DIKU'S KONG QUEST	NINTENDO	6	29
5	FINAL FANTASY III	SQUARE	4	33
6	SUPER MARIO KART	NINTENDO	7	53
7	DONKEY KONG COUNTRY	NINTENDO	8	35
8	KRONO TRIGGER	SQUARE	5	26
9	STAR FOX	NINTENDO	—	54
10	SUPER MARIO WORLD 2: YAMMY'S ISLAND	NINTENDO	9	23

GAME BOY TOP 5

1

THE LEGEND OF ZELDA: LINK'S AWAKENING



Just in time for our performers, Star Fox returns to the top five. She's no match for Link, however, who saw weeks at number one on this month's chart and near the top of our top Power Charts of all time.

2

DONKEY KONG LAND 2



3

SUPER MARIO LAND 2: A GOLIATH COING



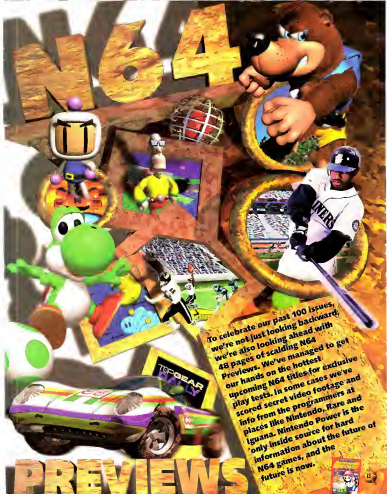
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	53
2	DONKEY KONG LAND 2	NINTENDO	2	13
3	SUPER MARIO LAND 2: A GOLIATH COING	NINTENDO	3	58
4	METROID II: ALIEN OF SLAM	NINTENDO	—	69
5	DONKEY KONG LAND	NINTENDO	4	32

1. ZELDA 64 (N64)
2. STAR FOX 64 (N64)
3. NINTENDO 64 DISK DRIVE
4. EARTHBOUND 64 (N64)
5. TURBO 2 (N64)
6. CLAY FIGHTER 63 1/2 (N64)
7. YOSHIE'S STORY (N64)
8. NINTENDO 64
9. MARIO KART 64 (N64)
10. SINGING (N64)



MOST WANTED





To celebrate our past 100 issues, we're not just looking backward; we're also looking ahead with 48 pages of scalding N64 Previews. We've managed to get our hands on the hottest upcoming N64 titles for exclusive play tests. In some cases we've scored secret video footage and info from the programmers at places like Nintendo, Rare and Iguana. Nintendo Power is the only inside source for hard information about the future of N64 games, and the future is now.



ZELDA 64

Up until now, trying to get news out of Shigeru Miyamoto on **Zelda 64** has been like trying to get light out of a black hole. No more. We pinned down the master and got some tantalizing tidbits about the master's masterpiece for our exclusive **N64 Preview**.

Flame and other lighting effects will make for intense drama in **Zelda 64**. When completed next year, it should be a record-breaking 250 megabits.





So who is the little boy that flies everywhere with Link? As it turns out, *any* you is Link's closest & loyal helper. These birds aren't just the heroes' new personal Zelda games. They can help in many ways, including in battle.



Link can pick up the attack against Snakes and other enemies of Ganon, as we learned from the most recent video footage. He can also repeat certain tasks, breaking down the game's story. Another thing to look for in Zelda will be the use of the backbones that are shown with the push of a button.

GANON'S BACK

Finally, Miyamoto spoke to us about the story and setting of the most anticipated upcoming N64 games. The biggest news is that Ganon will return as the bad boy of Hyrule. As Zelda fans know, Ganon has a thing for the Princess and Princess Zelda. In the new adventure, Zelda will once again fall into the villain's clutches. Part of the game will explain why Ganon, once a lowly thief, became such a twisted despot. As for the setting, Miyamoto told us that the world "is a

size that would be difficult to cross in an entire game day. That's why Link will be able to drive a vehicle." He didn't tell us exactly what sort of vehicle—a Linko, perhaps. Miyamoto also described several areas, mentioning mountains, valleys, a deep "Gaiy" forest, and the mythical Zola Lake. Surrounding Hyrule Castle will be a bustling town. Other changes include ten sword motions and a "big, two-fisted sword." We'll also find several types of arrows and be able to shoot bows in different ways. EAD used motion capture for the fighting animations, so we can expect a high level of realism. In the videos we received, the animation looks fast and smooth. Some of the most impressive sights are the special effects such as fire, shifting lights and dramatic camera angles and pans for cinematic effects. A big part of Zelda games has always been the puzzles. Miyamoto stressed that there will be some familiar types of puzzles, but there will be much more to come. And the new twist is the Battle Pak to give players. Most, than anything, Miyamoto wants players to feel as if they are going to a real place. We'd like to see them. But we'll also have to wait until the game is released. The game is scheduled for release time for Zelda 64.



YOSHI'S STORY



Yoshi's first solo appearance for the N64 is scheduled for the end of the year, but Mr. Miyamoto recently shared some secrets with Nintendo Power for this sneak preview. We still don't know a lot about this sequel to Yoshi's Island, but the more we see and hear, the more excited we get.



WHAT IS 2 1/2-D?

Mr. Miyamoto, Mr. Tanaka and other members of the Yoshi's Story team have been referring to the style of the title as a 2 1/2-D action game. We asked them just what this means. They said that Yoshi's Story is similar to Donkey Kong Country in that it uses 3D polygons and graphics, but with a twist. The N64 allows them to use special effects, such as rotation, scaling, or warping of background elements or characters. Most of the action will be traditional side-scrolling stuff, but interactions may be affected by the rotation or scaling of objects, and with 2 1/2-D graphics.

It's a bit more than 2-D, hence 2 1/2-D. Makes sense to us.



Although Yoshi won't spread wings to fly, he can paddle wind-air for a limited flying effect that can keep him from falling in the drink.

A GAME MATCHES

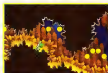
For months now we've seen tantalizing images of this game, but as the deadline for completion approaches, we're finally revealing a little bit more about Yoshi's Story. For one thing, the name has changed to reflect Yoshi's importance to the game. One of the big questions we wanted to have answered was if Mario will appear in some form (infant or otherwise) in this sequel to Yoshi's Island. The answer from the EAD development team is an emphatic no. This is Yoshi's game.

Most players won't miss Mario's cryptic act, and the developers promise to bring back many favorite elements from the original game. The egg attack will return along with Yoshi's pound the ground move. We also learned that some boss characters will return from the original game, but we don't know just which ones are slated to reprise their roles.

Each of the six worlds and 24 courses will be new and the



Unbreaks aren't just for shedding the rain. Yoshi pops his lumberjacket to float through an evening sky collecting rotating coins.



The cave's wall holds many secrets for Yoshi to uncover. He'll also run into plenty of challenges, from bosses to obstacles.



Is Yoshi hitching a ride in the wild of this tank? EAD won't yet reveal if Yoshi can transform himself into a helicopter or other cool things when Yoshi's Island.



This blimp looks like he'd enjoy an egg or two. Although eggs may be Yoshi's main weapon, expect many varied attacks.

in every course for players who want to explore and search for everything. "We designed the game for players who want to go back and play the same stages over," Mr. Miyamoto told Power.

One of the elements players will find will be a whole herd of little Yoshi's. Miyamoto also hopes to surprise players with special sound effects. Yoshi's Story will make use of the Rumble Pak, as well. Really, the biggest question is when. We're keeping our fingers crossed for a pre-Xbox release.



This sequence shows Yoshi peering one of the dragon heads with his peeped stamp.



BANJO- KAZOOIE



Initially, we were flattened by the graphics in Banjo-Kazooie, but now that we've played several versions, we're glimpsing the foundations of a great game beneath the pretty pics. Of course, the question remains—is it cool to tote a bird in your backpack?



WHEN BANJO MET KAZOOIE

We'd like to say that the story of Banjo and Kazooie is one of the greatest love stories of all time, but it's not. In fact, the bird and the bird turn out to be more like traveling companions. It seems that Banjo's true sweetheart is Piccolo, who is kidnapped during a musical jam in the park. Banjo is further thrown for a loop when Kazooie hatches from her egg and immediately hops into the bear's backpack. The bird and bear become inseparable as they search through islands, swamps, volcanoes, forests, deserts—36 worlds are planned at this time—for the missing Piccolo. Along the way, they'll receive help from friends and the mysterious shaman, Mambo Jumbo.



The early play test version of Banjo-Kazooie featured two areas and the game's introduction, but many elements had not yet been included. The 16 worlds should include Mambo's Mountain and Hammerhead Beach, shown here, Doubleglaze Swamp, the Panjojo Forest, Mount Fire Luma and other areas.

WAYS AND MEANS

So, what's the game like? Like most action games, it seems that we had to collect things. The most important things were the golden jigsaw puzzle pieces. The puzzle pieces acted as keys, letting us warp to new regions. In the first area, we had to collect three puzzle pieces before we could warp to the seashore. Of those three pieces, one had to be the jigsaw piece from the top of the terrine hill. Collecting the pieces took many skills—sometimes they were hidden, or in difficult-to-reach places, or protected by an enemy. Of course, all these locations might change by the time the game is finished, but we found the basic activities were challenging and fun even at this early stage.

But knowing that you have to collect puzzle keys can be the easy part, especially when you're being chased by a mad, scorching bull with horns that could turn our heroes into a borscht rug

and a leather duster. Another main challenge in the game is how you deal with badies and obstacles. As you might have guessed, you can't just punch your way through bosses or think your way up a series of widely separated platforms. You'll have to use both your head and hands. It's classic action stuff with some innovative twists.



Collecting the puzzle pieces is Banjo and Kazooie's number one goal. When Mambo Jumbo turns you into a terrine, you can head into the terrine hill and climb to the top for the key puzzle piece. The mysterious totem statue in the village holds its own prize of a golden puzzle piece in this version of the game.



A REVOLUTION

The biggest innovation in Banjo-Kazooie may appear to be the incredible graphics, but the motion of the camera, and two dozen individual moves that Banjo and Kazooie can perform, are the real stars of this action game. Some of the moves are for getting around, like flying, swimming, or running up hillsides. Other moves are used to attack enemies or smash objects in order to get items. Just cruising around with Banjo seems very much like the control of Mario in Super Mario 64, or at least that's the impression you get until you start experimenting with the camera angles. You actually have a much more versatile control over your character and view. For instance, you can move the character and simultaneously swing the camera perspective using the C buttons. It takes a few minutes to get used to this, but once you master it, you suddenly have incredible control, particularly for navigating tricky areas or fighting tough bosses.



By air, land and sea, the fearless pair explores the huge 3-D world. Like most bosses, Banjo is a strong swimmer, but Kazooie practically flies in the water. It seemed that Kazooie had the most impressive moves, but that may soon cut down the road.



Flight requires feathers—more than feathers than Kazooie has naturally. You need to pick up eagle feathers on Lumsburg Peak. Like this one on the cliffs above the Lumsburg. Once you jump off the peak, you expend a feather for every several flaps of Kazooie's wings. Judging distances and heights can be tricky, so you'll learn when you try to land.



The many moves of Banjo and Kazooie make this one of the most varied action games we've seen. From crouching to sitting, the duo does it all. Most moves are easy to perform once you get the hang of it.



The only way you'll accomplish anything in this world is by learning the many special moves Controller button combinations, sometimes in conjunction with movements of the Control Stick, activate the special moves. Banjo can run, jump, and swim, of course, and even perform a super backboard somersault, but he can also roll over baddies, punch enemies and cast an invincibility spell over himself. Kazooie's list of moves is even more exciting. The energetic bird can fly, of course, but she also can grow stiff legs, dive with the force of a palihammer, glide without the use of flight leathers over medium distances, perform a jabbing attack and even fire eggs at foes. Together the two characters promise to deliver an incredible adventure sometime around Thanksgiving.

Here's a sample of the items in the quest. The piece of banjo-shaped glass Banjo needs every to fill up one section of his life bar. The blue ribbon is a Popo Kazooie collects and shoots eggs of enemies, and the little orange guy is your friend.



Banjo has many forms in Popo-Kazooie. During the sword, Kazooie runs her back against a turret while Banjo, who delivers a small-battle punch.



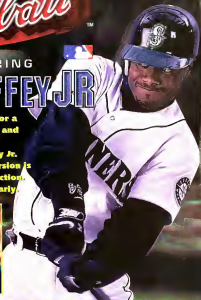
The animals seem to have minds of their own, scratching, looking around and generally behaving like people. Kazooie likes to pop out of the backpack to see what's going on.



MAJOR LEAGUE Baseball

FEATURING
KEN GRIFFEY JR.

We've waited a lifetime for a
Baseball game that looks and
plays like the real thing.
MLB Featuring Ken Griffey Jr.
may be the one. Every version is
a little bit closer to perfection.
We're buying box seats early.



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MAJOR DEVELOPMENTS

We've been following Major League Baseball Featuring Ken Griffey Jr. very closely ever since it was announced, and we included a preview of it in our E3 coverage in Volume 98. At that time, it looked as if MLB would be ready to hit stores in September, but the game has since been pushed back, and we can now expect a release later in the fall. In the meantime, we were able to get our hands on a working prototype of the game. Not all of the modes and options were available yet, but the basic game mechanics were in place. If what we saw is any indication, the final product will be impressive indeed.

ASTRO ANGELS

While many recent sports games have tended toward "fantasy" play, the name of the game with baseball has always been realism. From what we've seen so far, Major League Baseball Featuring Ken Griffey Jr. promises a marriage of



high technology and high artistry that will deliver an unprecedented level of realism. The impressively large and smooth polygon figures (some standing nearly as tall as the screen when batting) move with a natural fluidity that's beautiful to watch. These

stunning motion-captured animations are being combined with quick camera cuts and dynamic viewing angles, making even an early version of the game look for all the world like a live TV broadcast. The



Each stadium is being constructed according to actual field measurements. You'll know exactly how far you'll need to hit a ball for a homer.



No generic stadiums for this game! Whether they're domed ballparks or open-air fields, all the stadiums will be accurately rendered with actual architectural features and scoring layouts.



The scoreboard and changing camera views have a very cinematic look and feel to them.



Batteries poses, playing yet make their real-life counterparts' distinctive stances and swings.

development team is also bringing together other game features that will guarantee an immersive baseball experience. Not only will this Pak feature all 28 Major League teams, it will include their actual rosters and player stats as of the start of the 1997 season. To top it off, Angels artists are busy constructing 3-D renditions of every major league stadium, complete with accurate field dimensions. If you want to talk about accuracy and attention to detail, we tried hitting a few over the Big Green Monster (the infamous high left field wall in Boston's Fenway Park, and we experienced for ourselves what batters have been complaining about for decades!

Screen shots can't convey the look, natural look the players have as they throw, bat and run.



SOFTWARE REPORT

As of this writing, the plan is for MLB to include Exhibition, Home Run Derby, World Series and Season modes. Each mode will be equipped with a full range of options, including your choice of stadium in Exhibition mode and a trading option with salary cap for Season play. The exhibition mode was the only one we were able to sample to any great degree, but what we saw gave us a very good idea of where the game is heading. The computerized players

conformed closely to their programmed stats, performing much like their real-life counterparts without being too overwhelming. Many players even had their signature stances and swings, and



Picked game modes include Exhibition, Home Run Derby, World Series and Season, offering something for casual and serious fans alike. ing control, the big focus has always been on batmen. In MLB, pitchers will finally come into their own and garner the respect they richly deserve. Players will be able to use the analog Control Stick to pick an initial target point for a pitch, but then will also be able to make dramatic and subtle course changes once the ball is thrown. With this system, you'll have an unbound measure of flexibility and finesse.



The innovative and intuitive pitching control systems will give MLB a flavor unlike any of their baseball games.



Batting will still be important but not quite as overwhelming a factor as in past baseball games.

we swore we saw Seattle Mariner Jay Buhner waggling the bat in his usual way.

As impressive as these technological debuts may be, game play will ultimately determine whether MLB will be a bloop single or a home run. In fact, we've seen significant innovations in MLB's design that will give it a balance between pitching, batting and fielding that very few, if any, baseball games possess.

While most baseball games have allowed players some pitch-



The balance between pitching control and batting power will make for classic battles.



Computer-controlled players performed nicely with their published stats and weren't too overwhelming for rookie human players.



With a bit of practice, even home run production seemed to be right on the money.



Fielding control has been another crucial but neglected part of game mechanics. Auto-fielding options were often driven by AIs with woefully low IQs, while manual fielding was a tangle of poor views and imprecise control. The Control Pad was usually used to both move the fielder and control the direction of a throw, so players often tried to throw too soon and ended up diving into the turf instead. Relief will come in the form of the



Players will often exhibit random behaviors, like over-undertaking toss or a little hiccup as they throw, that make them seem all the more real.



With such true-to-life play, whether a player reaches base on a lined shot really will depend on who's running and who's gunning.



The speed of the players as compared to the speed of the ball felt pretty perfect to us. It made base stealing very exciting, without being over-the-top or thrower's too much.



Cuts from betting to fielding views were quick without being disorienting. Once the ball was thrown, we were usually treated to a dramatic view of the catch.

N64 controller's C Buttons, arranged in an ever-so-convenient diamond pattern. Each button will represent a base, and players will simply press the top C Button, for example, to throw to second base, without using the stick or pad. This will separate running and throwing, allowing players to turn the ball around linear as well as run and throw simultaneously.

At its most basic level, baseball is a sport of checks and balances, and MLB is shaping up to be the best video interpretation of the game, both mechanically and artistically, we've ever seen.

SALMON LEAGUE

Major league coaches and managers use the spring training exhibition games (in the so-called Cactus and Grapefruit Leagues) to evaluate their players, so as a salute to our home in the Pacific Northwest, we formed our very own Salmon League and gave Griffey and the rest of the majors a run around the bases. Even in its unfinished state,

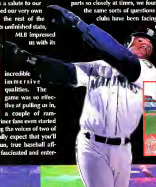
MLB impressed us with its

incredible immersive qualities. The game was so effective at pulling us in, a couple of ram-

pages (and slightly damaged) Seattle Mariners fans even started calling the games as we played, imitating the voices of two of the Mariners' announcers. While we fully expect that you'll be able to play MLB just for casual fun, true baseball aficionados will likely find themselves as fascinated and enter-

tained as we have been. After a few games, we began to get as caught up in managing our teams as in playing games. Our computerized players had mimicked their real-life counterparts so closely at times, we found ourselves wrestling with the same sorts of questions that the real major league clubs have been facing this season: for example,

did we really want to trade our breakout shortstop for some bullpen help? Ouch! Now that's what we call realistic baseball!



BOMBERMAN 64™

We've always been huge fans of the multiplayer modes of Bomberman games, but now that we've got our pyro paws on an almost complete version of Bomberman 64, we've been impressed by the adventure mode, too. Our exclusive play test preview covers it all.

UNSAFE AND INSANE

The inhabitants of Bomber World have a unique philosophy on life... if something gets in the way, blow it up. Evidently the vile Alter didn't know this when he invaded this peaceful planet, but he's about to learn a painful lesson.

Although still in development, Hudson Soft let us peer over the blast wall at their latest version of Bomberman 64. The game's one-player, story mode is planned to be a 2D stage-3D puzzle adventure where you use

bombs as tools to explore the game's levels. The look-down perspective will follow the action from camera angles similar to those used in Super Mario RPG.

This cart will be packed with crisp, cartoon graphics and animation that redefine "too cute!" But cute doesn't imply that this game will be safe—every planned level is crisscrossed with challenging puzzles and hidden items. There are five areas to explore, including a snow-covered volcano, an icy mountain range, a dark swamp, a sun-drenched village, and



Many of Bomberman's stage battles are fought on small platforms, similar to Mario's battles with Bowser and other badies in Mario. But Top-Top Mario never had to use his control bombs.





Bomberman's transformation to the N64's stunning graphics has not lost "too cute."



Your score in each level will be based on time, but you might find that the game's answer if you collect the hidden items.



These mountain peaks are teeming with enemy critters, but you'll have to watch where you blast or you'll cause an avalanche.



Solving the game's puzzles (20 levels depends on your puzzle-solving skills and your pyrotechnic powers).

Each area has four sections, with a boss waiting in the final stage. When your score is based on how fast you complete a level, the game will become a little easier when you take the time to search for extra

bombs and firepower. The challenge will be to use your time effectively in each stage.

We noticed that Bomberman has expanded his talents since he left the Super NES. This new Bomberman will be able to knock his foes unconscious by bouncing bombs off their heads, and inflict additional damage by picking up and tossing unconscious enemies

around. The helmeted hero will also be able to pump his bombs up with additional power until they radiate a volatile nimbus. These pumped-up bombs will have twice the power of ordinary explosives, so you can blast away massive blocks and uncover hidden passages leading to bonus items. These new skills will also work in Battle Mode, where most hardened Bomberman players spend all their game time. For more details on Hudson Soft's multiplayer masterpiece, check out the box below.



Bomberman has stumbled across a hidden bomb room. The game's secret areas will keep gamers exploring for hours.

HAVE A BLAST IN BATTLEMODE

Bomberman's multiplayer game is a well-kept secret among pyrotechnists. The truth is that many gamers purchase Bomberman just for the four-player mode. We had to blast through two found running around in the mines and blowing each other up to be a suggestion blast. New features planned by Bomberman 64's Battle Mode are high explosives, life-preserving hearts and the ability to throw or kick your bombs diagonally. Ten battle arenas are slated for the game, including the pitching deck of a sailing ship, a gully, snow-capped peak, and a two-story castle hall. These venues have more open space than the box-shaped arenas in Super Bomberman and Super Bomberman II, so be ready to work on new strategies for blasting your competition.



The new game Bomberman's multiplayer mode is simple. Blow up your opponents before they can blow you. Get in four players with eight each other in one of the 10 battle arenas.



CONKER'S QUEST



*Hidden beneath the cute exterior of Conker the squirrel beats a heart of pure, 64-bit technology. To show us just what that means, **Flare** allowed your **Power** editors an exclusive play test of the most recent version of *Conker's Quest*. In a nutshell, here's what we found.*



© 1997 Flare Ltd. Game by Flare





A VERY RARE RODENT

On the surface, it's hard to imagine Conker as a super hero. Maybe it's something about the fluffiness of the tail or that acorn-eating grin. But having spent a few hours with Rare's rodent action game, we're beginning to look beneath the fur. Instead of fluff, we're finding some extraordinary technical magic. For one thing, Conker and his partner, Bern the chip-



Conker's discovery of the acorn is a key moment in the game. It's not just about the acorn, but about the discovery of the acorn. It's not just about the acorn, but about the discovery of the acorn.



Conker's discovery of the acorn is a key moment in the game. It's not just about the acorn, but about the discovery of the acorn. It's not just about the acorn, but about the discovery of the acorn.

mark, display emotions and reactions to events. They notice things in their world, and they try to get

you to notice those things.

Although Bern was absent from the early version Rare provided for our use—apparently getting a make-over—we are told that she is just as interactive as Conker. In addition to the intelligence of the characters, we found some other extraordinary features in Conker's Quest.

We are rapidly learning that polygonal worlds don't have to look sharp-edged and flat. Conker's Quest does more to add to the richness of the graphics than any N64 game that we've seen in development. It may come as some surprise, though it shouldn't, that the same designers responsible for Killer Instinct are working on Conker's Quest. Other advanced technologies are being used for camera movement and the surround sound effect.



The hidden bird flutters overhead, ready to give you advice at key points in the game.



The appearance and motion of the animals can signal important happenings, or show its benevolence. However, and surprisingly, probably just means that Conker needs a few birds.



SQUIRREL NIGHTMARES

Mark Bettsedge led the KI team to fame and fortune and has now turned his creativity loose on this deceptive squirrel world. But at the heart of Conker's Quest is the direction from Chris Stamper, who fondly describes the Conker experience as a new way of playing video games, describing Conker as more of a companion than a character. That led him to a son of virtual rodent po. We feel that it's important to note that,

although we've seen only a limited two-stage world, in which virtually anything can still change, not all is friendly and happy in Conker's Quest. It wouldn't be much of a quest if it was. As soon as you arm your squirrel with a shotgun, an element of danger



How bridge got blasted out from under us by our fire-fighting pals. They really should get in that rocket forest.



It's only in the forest? Nothing is harmless. Look, I am a friendly, love-a-bit-of-fun fellow when we didn't do a full quest. As lovely as we are, it's not the lightning bolt that we're all for us deep through that forest as it's just to the beginning of the path.

that this is a pretty good argument for not arming animals in the first place. We feel that is short-sighted since most animals will have sharp teeth and claws. Anyway, Conker's challenge in tracking down 100 presents comes in many forms. Huge bosses like the one that met us at the top of a mesa in the forest will give any action gamer a run for



Fear not! Nothing is that bad before the first of people that with a moment. After surviving the lightning bolt, Conker was going up a level. That was the end of the first segment of the quest.





his conkers (by the way, a conker is a kind of acorn-like nut). We also experienced severe shock when lightning bolts exposed Conker to the bone and knocked us in a trench. There



We also noticed several security aspects as a reward for any red scampering were just two of our favorites. Going on will begin in the bottom again in the Skyward.



Conker and Ben will use in later stages. We've also seen some early samples of those other areas, including a mine and a western area. In each of these stages, Conker wears an appropriate hat, displaying far



We also noticed to long as it is, the other, late times back to, how Conker, and back to the future.

more style than your average squirrel. At less than 30% of completion, it's difficult to make any judgments about a game. So much can happen between now and the end of the year when Rare hopes to release Conker's Quest. That date may be overly ambitious for such an ambitious project, but we're keeping our tails crossed.



After a spin in the pool, Conker wears a wet crown on the stages. The final of the first is a swimming.



What two should be Conker and Ben's first two in the first of the first.



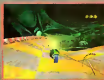
TEST DRIVE

[illegible]

As will have been felt, many individuals have a tendency to a sort of "middle-class" view of life. The majority of people will have a "middle-class" reaction to something before they take sides to the extreme with the values of Pareto-G. This number,



It's still a **little** short on the way to complete simultaneously racing and bottling in the multiplayer mode of *Champion 2*.



1. In the past, you have been told that you are a "happy-go-lucky" person. But now that you're a graduate, back to the grind it is. Stop your happy-go-lucky ways. The road to the solution, you know, is a little harder to travel. Don't complain. It's no fun, making it right on your own.



We also strongly encourage
morning target
opportunities and
encourage you with that
first move, but you'll be
able to tiger back by
using a weapon.
Extra time will allow a
solid amount of
work time, including
late nights and bonus
practices, for you to get
your cycle with by
yourself or them.



Each of the eight futuristic combat tactics will handle differently and have its own top speed, acceleration rate, shift type and weapon strength. Along the way, systems will be able to compensate for their "twin's" shortcomings by tagging invisibility, Targa Particle Accelerators or any of the other power-ups.



The roller coaster of outbreaks will propel you through four different habitats a week, by day or by night. Or, if you're a control freak, through "standard" water pipes, drainpipes, and vents and a variety of other, "guilt-free" spaces. We point out all the odds and underdogs promise to be... interesting.





At E3, we met some of the guys who appear in WCW vs. NWO. That was pretty cool, but we think that jumping in the virtual ring is even cooler.

With real moves, easy control and four-player tag teams, we found that we simply couldn't have a bad time with the game, and that was with an incomplete version.



WCW vs. nWo

★ WORLD TOUR ★

©1997 THQ Inc./World Championship Wrestling



REAL WRESTLERS

Due out this November, WCW vs. NWO promises to be as brutal, entertaining and real as big time wrestling gets. Just about every type of outrageous and agonizing maneuver will pop up in the game, including a variety of suplexes, leglocks and bodylocks. Sixty wrestlers will vie for the belt, and you'll be able to make a name for yourself by either playing as one of the fictitious fighters or manipulating the personal sparring styles of recognizable wrestling superstars. The roster includes WCW and NWO wrestlers "Nature Boy" Ric Flair, "Macho Man" Randy Savage, Lex Luger, Sting, and "Hollywood" Hulk Hogan. Also making their way into the ring are real wrestlers from other federations such as the Independent Union and Dead or Alive. For more realistic impact, you'll be able to hook up your Rambler Pak. Whether you're at the receiving end of a backbreaker or Ric Flair's Figure Four Leglock, you'll be set to receive a pulverizing jolt of big time wrestling.



SIGNATURE MOVES



new wrestling will include around 60-70 moves including body-licking kicks and airplane spins. The fighters who are based on real wrestlers will also be able to execute a few of their signature moves, so expect to see things like the "Rock Lock" or "Hollywood" move's big, as if to the new World tour will play like a fighting game, and with 30 moves and 60 competitors, it should keep spectators on their



WCW's NWO will arm you with moves that are popular in the real ring, like the old or lode elbow drop. The game's wrestlers will also fight in the freestyle and moves that they're usually associated with.



Whether you're stopping Randy Savage or a heel jockey in a wrestling game, WCW Vs. NWO is probably going to be as much of a guilty pleasure on the N64 as it is on cable.



FOUR PLAYER MAYHEM

WCW vs. NWO: World Tour will essentially be a fighting game, and, while THQ releases it this November, it'll be the first N64 fighter that supports simultaneous four-player action. Players will be able to compete two-on-two in tag team matchups or have a four-man death match, where who'll be the last man standing in the battle royal setup.



As for four players, you can battle in WCW vs. NWO's ring. To complete the file on anyone, you'll be able to wrangle four gamers into the arena to slug it out in the tag team competition.

None talk wrestling where they can and don't go. Just like their real-life counterparts, the polygon wrestlers will be able to make the fight outside of the ring to give their audience a better look at the bout.



In addition to tag team competitive play, the game's four-player capability will allow gamers to simultaneously compete in all-out playfests where it's every man for himself.

"You won't mess with Hollywood! I'll show you some real steel!" The game includes famous wrestlers along with their minimechs, so you'll be able to control "Hollywood" Hulk Hogan's every painful move.



Tag teams and individuals can compete for the title, or you can organize your own tournaments. In Last-A-Breath and Count-A-Draft modes, players will be able to design their own series of matchups that lead to the championship.

The physics, abilities, taunts and moves in WCW vs. NWO will mirror the game's real-life inspiration, so wrestlers will be able to execute the moves they're famous for, like Lex Luger's infamous Torture Rack.



WRESTLERS HIT E3

A lot of hot air built around E3 as well as a wrestling game, so when WCW and NWO pulled up the show, Scott Norton, Scotty Riggs and Bobby "The Brain" Heenan dropped in to hype their new game, they were probably already used to the atmosphere.



To begin WCW Vs. NWO World Tour, our little venue this weekster introduced their way into THQ's E3 party on the balcony of the CNN Center Atrium from left to right: WCW director of marketing/pay per view Michael Weiner, WCW wrestler Bobby "The Brain" Heenan, THQ President and CEO Bruce Farnell, and WCW legend "Nature Boy" Ric Flair.

Bobby "The Brain" Heenan introduced the WCW/NWO Flair as he prepared to take on the NWO's Scott Norton in an unsanctioned MMA wrestling bout. The game sported real pro wrestlers and their trademark moves, so who better to show off THQ's version of the 15-title world champion than the Nature Boy himself?



The pros of the wrestling world posed at the opportunity to go to the mat with the pros at Nintendo WCW Vs. NWO World Tour in four player capabilities allow fans to take to the mat simultaneously. At the Nintendo booth, Scott Norton (left) went right with Team Nintendo's brawl for as well as Ric Flair.

So how does the N64 version measure up to the real thing? WCW and NWO wrestlers provided a real life comparison by physically battling it out at THQ's party. As Scott Norton (right) goes the WCW's Scotty Riggs into submission, onlookers were able to get a better look at just how closely WCW Vs. NWO mirrors the real McCoy.



SILICON VALLEY

We first reported on the wild animal world of BMG's Silicon Valley in June. The station's still out of control, but the developers are busy as beavers wrangling it into an all-new species of gaming.

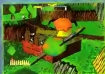


Animal Anarchy

It's a place where the wild and the tame are in a constant struggle for survival. In the world of Silicon Valley, the wild and the tame are in a constant struggle for survival.

approach a the place. Rightly or wrongly, but for most, friendly, the game is a step in the direction of DMG.

In June, V. DMG Communications of Chicago, Illinois, gave it, "DMG wants to create a game from mediocrity. The new game at its core is to be a game of discovery, rather than a game of strategy. That the game is a game of discovery, DMG is willing to explore new worlds of gaming with Silicon Valley.



It will be a game of command and control. Each of the 40 levels will be a game of command and control. Each of the 40 levels will be a game of command and control.



As the station drifts toward earth, Dan Danger must try to tame the floating ecosystem. From the safety of his ship,



The station will support 40 environments, including arctic, aquatic and volcanic areas.



Early animals target to certain areas. To reach high places, fly in the robot center.

Dan can remotely control a mobile microchip—the only remnant of his sobriety—that managed to survive a neon mission aboard the space station—to commandeer the various transforming robots. Each of the 40 species of "Nanobots" has its unique characteristics, so Dan must find the right animal for the right situation. By fighting, racing or puzzle-solving, he can win control of a Nanobot. In Volume 97, DMA revealed plans to create 30 complex levels for the game. Now, only

three issues later, Dan Danger is exploring 40 areas of Silicon Valley. The game should be available near the end of '97, when DMA promises to unleash more surprises aboard the space station.



ZOO REVIEW

At E3, DMA Design presented two stepped-down demo levels of their space station to give a simple sampling of its puzzles. Simple? That DMA's idea of simplicity challenged expo goes just barely hints at Silicon Valley's clever gameplay. Games could guide the mouse, frog, dog, bird, fox, sheep, penguin, husky, bear and microchip through European grasslands and arctic regions. In the arctic, you had to enter an ice mine to catch a penguin that would free if you approached him. Closing off the mine's exits would have trapped him, but only snowballs too tiny to block the exits were nearby. The game constantly tests your reasoning. After some logic-guzzling, the solution turns out that you have to roll the snowball through the mine until they collect enough snow to become suitable blockades.



Each level has suggested traits and constraints, such as variety of wildlife. Characters in a dog, bear, kangaroo, penguin, mouse, and various birds. To interact, animals, you can use their powers, such as a penguin's ability to slide into water, or the fox's ability to slide, to solve puzzles. DMA's goal is to use these traits to solve the puzzles.



San Francisco RUSH EXTREME RACING



After play-
testing multi-

ple versions of San Francisco Rush, we predict that it will be a huge hit this fall. Midway is still applying the Turtle Wax, but it's already a hit at Power. Our preview shows why it could be called Adrenaline Rush.

© 1997 Midway Home Entertainment
© 1996 Atari Games Corp.

SF WHEELS

SF Rush will definitely live up to its Extreme Racing moniker. San Francisco is famous for having some of the world's steepest streets, and racing down them will make for some severely hazardous driving. Add the 90-degree turns that plague downtown, and you'll begin to realize that the city won't be the easiest place to drag race. Due out this winter, SF Rush will play more like a high-speed Hollywood chase scene than a road race. Navigating through branching arteries, catching air off the tops of hills, and having close calls with skyscrapers all will add to SF Rush's over-the-top racing action.



The downtown floor will roll out a bevy of vehicles for you to blast through the Bay City in—you'll be able to hop into everything from a sleek Ford or four-door sedan to a VW bug or hippie van. If you finish in second place, you may win the keys to one of the speeding speedsters.

ON A ROLL

If the godlock of racing games is making you feel tired, run-down and shiftless, SF Rush will get your engine revving with its breakneck, high-flying dose of racing. You'll get a fuel-injected rush of adrenaline as you speed through the air, hill after mountainous hill. Courses will branch into numerous well-hidden short- and longcuts, so racers will be able to tear through San Francisco inside and out, racing through tunnels, blockades, unfinished overpasses, and office building bellways.



Part of the fun of San Francisco Rush: Extreme Racing will be discovering the secret shortcuts. Concealed ramps and tunnels may launch you onto skyscraper rooftops or through the windows of buildings. To reach other shortcuts, you'll have to maneuver with careful agility. The only way to reach the gravity-defying loop-de-loop track is by jumping a large gap.



For an auto racing game, you sure won't spend much time with your wheels on the ground. San Francisco's steep streets will keep you on your toes. In addition to the rush you'll get from rocketing up and the Bay Area, you may also end up crash-landing into a building.



BAY RUSH

San Francisco Rush will strive to faithfully duplicate many of the city's celebrated streets, sights and landmarks. Racers will be able to spy streetcars, Sutro Tower, Coit Tower and the Transamerica Pyramid in the distance, while Haight-Ashbury and the Golden Gate Bridge will become speedways. In one of the game's more

harrowing detours, drivers will be able to zip up Grant Avenue through the gates of the International District to launch themselves down the zig-zagging Lombard Street—the world's most crooked road. To anticipate some of the game's abrupt turns and surprises, drivers can keep an eye on their on-screen map, as well as their radar, to monitor nearby drivers. But that's as predictable as it will get—the city is to be explored, and the detours won't appear on your map.



The speedsters will take you through San Francisco's famous landmarks, and anyone who has visited the town will quickly recognize many places in the game.



The courses will vary in difficulty, but they'll always have enough city-sloping slopes to keep you feeling light-headed. A racetrack's elevation may change by 2,000 feet over the course of the race.



SF Rush's outdoor courses will cover plenty of ground. A single lap may take around three minutes to complete.



SF RUMBLE

If ever there was a city meant for the Rumble Pak, it would be earthquake-prone San Francisco. With the Rumble Pak installed under your hood, you won't be able to feel any seismic activity from the San Andreas Fault, but you will be able to feel the tremors from your shaky steering, high-speed collisions and drive-

bombing crash landings. Up to two players can race simultaneously in the game's Practice or Race modes. The San Francisco Rush: Extreme Racing circuit will feature eight lengthy courses that will each span an average of three scenic miles of endurance racing. When the winter season rolls out this year, be sure to have your crash helmet, Rumble Pak, and a cushy bucket seat warmed up, because Midway is scheduling to wheel out the N64 version of the rush near the end of 1996.

You'll be able to view the city from various camera angles. Drivers will be able to steer from behind the wheel with the first-person view, or they can choose from the "out of car" third-person views.



Why choose the entire U.S.A. when the streets of San Francisco will give you 50 states' worth of bumpy turns, bizarre shortcuts, vertiginous scenery, imaginary road construction, exploding cars and 500 cars per foot from Ford-Ford's L. Uncensored?



Mortal Kombat
Mythologies Sub-
Zero™ ©1991 Midway
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THE DRAGON
DESIGN and all
characters
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mission.



MORTAL KOMBAT MYTHOLOGIES SUB-ZERO™

And now for something completely different. From the spirit of John Foltz, creator of Mortal Kombat, comes a whole new take on the world of MK. Midway went on the latest charts and late on the game, but the early version we've played so far was so early that the worms weren't even out of bed. And yet the idea is so intriguing that we're already hooked. It's all about the beginning of the MK tournament and Sub-Zero's adventures, and it includes plot-tem and fighting action. Can this weird mix really work? We think so, and this early preview will tell you why.



BUILDING A MYSTERY

Even after three installments of *Mortal Kombat*, the games have never explained the existence of the Outworld or its ancient fighting tournaments. The MK trilogy's prequel, *MK Mythologies: Sub-Zero*, will attempt to demystify much of the mystery surrounding the series. But rather than presenting the story through MK's formula of tournament fighting, *Mythologies* will reveal its tale through a one-player, side-scrolling adventure in which RPG character-building is the game's defining feature. When we ventured through the game's first quest to find a map, we fought as Sub-Zero (the only playable character in *Mythologies*) in traditional MK style. However, before we could even use his basic freeze move, we had to earn enough experience points so we could learn to master his icy attack. Midway has promised us that, in addition to sparring with MK regulars, players will butt heads with 30 new characters and monsters (who'll reemerge in the MK 4 arcade game and in the upcoming film, *MK: Annihilation*). If *Mythologies* proves to be a hit after its release in September or early October, fans can expect more RPG-fighters based on MK characters, such as *MK Mythologies: Liu Kang*.



MK introduced the Outworld and *Mythologies* will introduce an all-new land called the Netherworld. In his quest that spans nine levels of this uncharted territory, Sub-Zero will have to solve puzzles and uncover hidden areas to find items that can strengthen his abilities. MK's signature fighting and techno music will return in *Mythologies*, but you'll be able to fight or flee in virtually boundless 2-D arenas with no set boundaries or obstacles, however.





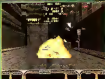
Our early, playable version of Duke Nukem 64 is just complete enough to give us a taste of what's in store—an explosive shooter with a gritty sense of humor. You almost have to play this game wearing a cracked leather jacket and shades. Check out this Nintendo 64-compatible title from GT Interactive.

DUKE NUKEM

64

INVASION!

Skating across the earth's exosphere, Duke Nukem was sorting out his landing coordinates when a missile smashed into his space cruiser. As his ship spun out of control, the computer spattered something about an alien invasion. Bailing out in the struggle, here over Hollywood, Duke checked the clip on his pistol and barked his parachute for a nearby rooftop. He figured that the earth could fend for itself—someone was going to pay for the ding in his ride.



Modded screenshots are required to play this game. Duke Nukem 64's apocalyptic landscapes is studded with broken appendages and ammo.



We always save some of our ammunition for searching for hidden doors. A noisive exploration can uncover a passage to a secret area.



LET'S ROCK!!!

While still in the development phase, *Duke Nukem 64* promises to pack plenty of ammo and nitro, when it's released in the late fall. We had an opportunity to preview an early version, which is a blasting of a Doom-style game with tongue-in-cheek references to contemporary pop culture. In *Duke Nukem 64*, Schwarzenegger-style heroes must track and butcher.



The first level is a run-and-gun over the head of Duke's enemy, who is really the most loyal assassin. The game was built on 3D Interactive.



There's also a group of baddies. They're all in the way and wait for the Duke to cross the board. Come and get some!



If you've got allies running around in a first-person perspective game, you've gotta have a shotgun. *Duke Nukem 64* won't do without.



There's heavy hitters that they're not alone until they taste the Duke's explosive arsenal. The Green's Launcher made our day.



Look out below! This score pile was so increased by our rooftop perch that they slipped over the remote bomb we dropped on their toes.

DUKE MATCH

We were in the mood for some unnecessary roughness. Nabbing a pair of innocent victims, we thrust controllers in their hands and watched them flee from our machine guns. *Nukem's* multiplayer modes use a split screen similar to *Nirx Kart 64* and *GoldenEye's*. Our only mistake was agreeing to another game. Sure, losers learn quickly in Duke's domain.



Duke Nukem 64 will have several rough and rowdy multiplayer modes, including free-for-all *Duke Match*, two-on-two team play, and a lethal version of *Capture the Flag*. A special *Muttdown* mode



features a high-intensity race to the stage end. The game's word of the action is split two ways for two-player matches, while the screen is split four ways for three- and four-player duels.





© 1997 Acclaim



The hi-res world of QB Club '98 may change everything. Every version has something so spectacular that we lose consciousness. We recommend reading this preview while sitting down.



It's not hard to figure out what football fans want in a video game. They want realism, stunning graphics, a bazillion options, outstanding play control and an AI program that thinks like Knute Rockne. Unfortunately, many software developers have fumbled trying to combine these elements in one game—until now. We think NFL Quarterback Club '98 will be one of the benchmarks for Knute football.



Each NFL team has its own look, and each player is modeled in stunning 3-D graphics.



Go onto the top. By standard moves will include lay, jet, cutback, stiff arm, barrier and defensive line-defender plays.



We parted around with the camera angles, taken in the action from six different lenses, including a custom camera perspective.



Each NFL team has its own look, and each player is modeled in stunning 3-D graphics.



Go onto the top. By standard moves will include lay, jet, cutback, stiff arm, barrier and defensive line-defender plays.

index for the N64

This game gets real. NFL Quarterback Club '98 is licensed by the National Football League and Players Inc., which means you'll see the official team logos, uniforms and the real players' names in the game. With actual teams and players, it makes sense that the gridiron battles take place in real venues. That's why all 30 NFL stadiums will be rendered and reproduced in stunning 3-D graphics.

How stunning are the graphics? This will be the first North American N64 title to use a high-resolution mode, a sharp, 640x480 resolution that has never been produced on any console system. That means you'll see details as small as the team logos on the helmets of all 22 players on the field. We're talking about a resolution so fine that you can read the player's name, number and the position he plays as he dives for a first down.









JUST THE BEGINNING!

Not many magazines are even around, much less thriving, at the 100 issue mark. We're proud of what we've accomplished, and we can't wait to see what the next 100 issues will have in store for us!

FUN 100TH POWER





TO THE FUN 100TH★ POWER

Vol. 1, 1988 - Vol. 100, 1997

Nintendo® strikes you a dash out of the corner of their eye. A splash of color, an exploding headline. The fastest thing in Nintendo Power! You get it fast, its cover engages you with promises of game play gold within. Exclusives, strategies? Secret codes? Insider scoop? It's all true, and it's all yours for the taking. If you'll only open that cover!







FARVE'S FAVORITES

IF YOU'RE LOOKING FOR INSIDER STRATEGIES, NFL Quarterback Club '98 WILL HAVE THE PLAYS YOU NEED. THE GAME'S DEVELOPERS CONSULTED BRETT FARVE, PACKERS CURRENT TERRACE AND 1995 NFL MVP, AND PUT ON INCLUDING HIS FAVORITE PLAYS IN THE GAME.



Whether you're playing a single game, simulating a historic situation, or leading your team to the Super Bowl in Season Mode, NFL Quarterback Club '98 has the options you'll need to customize the game to your tastes. Make small or big changes. You can do something as basic as selecting a new difficulty level, or you can completely reorganize your offense, defensive or special teams by substituting players from the bench. Fantasy football fans will balk in the NFL Play Season Mode, where gamers control the action in the front office and the sidelines. You'll be able to manage your team's roster in Season Mode, creating, drafting, trading, signing and releasing new players—just remember the salary cap. If you're into the expansion scene, NFL Quarterback Club '98 will even let you create new teams. The game will also track player- and team statistics throughout the season, highlighting the league leaders in categories including passing, receiving, blocking, rushing, and punt returns.

We felt like we were totally in control of the action in Quarterback Club '98. The players reacted to the N64 controller's commands with pinpoint accuracy. The players' moves were easy to learn, so we spent more time enjoying the game and less time figuring out which

button to press. In addition to the usual video game repertoire of pass, pitch and speed bump, ball carriers can use dives, stiff arms and hurdles. By pushing the Control Stick at various angles, we discovered that our players could run at nine different speeds.

If you're one of those gamers who looks for a sure-fire play that fools the computer every time, you'll probably cut some turf when you try to befuddle this game. We found that even the early version of the computer's AI quickly adjusted to and capitalized on customized plays, closing holes and tripping the coverage on receivers. While the AI defenders in other games run their play patterns or change after the player with the ball, the defenders in this game will think about where you might go and shut down your options. You'll have to play as smart as a pro if you expect to reach the Super Bowl.



The Options Menu will let you choose between 12 teams, the series, whether you play as offense or defense, and your control setup in game.



It works: when the ball is well-hand, players will be able to drive or pass for the ball, or even add a third down on key plays.



With a full-on segment, NFL QB Club's Action and Gamebook Club will let you see the view from the eyes of the pros.



The QB Club will come the action from a wide angle, so you'll see all of the players as they move around the field.



All 30 NFL stadiums are produced in the game. The crowd's cheer and when the game starts, you'll hear the cheer on the field.

WICKED WEATHER



Want to play in wicked weather? NFL Quarterback Club '98 will let you play in the rain, snow, and fog. The game will let you play in the rain, snow, and fog.



Want to play in wicked weather? NFL Quarterback Club '98 will let you play in the rain, snow, and fog. The game will let you play in the rain, snow, and fog.



Want to play in wicked weather? NFL Quarterback Club '98 will let you play in the rain, snow, and fog. The game will let you play in the rain, snow, and fog.



BODY HARVEST

©1997 Nintendo of America

We may not know just when Body Harvest will be completed, but the exclusive art sent to us from DMA makes us hope that it will be soon. Giant alien bugs, dozens of vehicles, RPG elements—it makes us all want to move to Scotland.



GUESS WHO'S COMING TO DINNER

We first heard buzzings of Body Harvest and its insectoid invasion in 1995, when the game was in its level stages. The developers at DMA Design are now reprogramming the straight-ahead shooter to broaden its appeal by combining shoot-'em-up action with RPG problem-solving. As a result, converting with townspeople may now turn up clues or keys to an attack vehicle. Nintendo plans to unleash the harvest in early '98.



BY FOOT



With lots of ground to cover, Drake may as well use his vehicle. Otherwise, he may end up as bug food. The Human Collecting Unit aliens ensure prey in grotesque traps so they can bring the people still looking red screaming back to the "queen bee" of the species, the Processor.

BY SEA



To crush out the alien invasion, you'll have a veritable museum of transportation to pilot. The game will constantly challenge you to learn how to get around by putting you behind the controls of yachts, helicopters, hoverbats, nuclear subs, motorcycles, and sloped, vintage cars or futuristic aircraft.

BY AIR



Each of the six sprawling levels will feature vehicles that are fits of the time period, each up a direct to phone in 18th-century. You'll be able to test out vehicles in 18th-century, 19th-century, 20th-century, and 21st-century. You can even time hop to Tokyo in 2015 or uncover the alien conspiracy at Area 51 in 1967.

LIKE ANTS AT A PICNIC

The year is 2055, and an alien race with an appetite for people has practically devoured the entire human race, save for a handful of people aboard a space station orbiting the earth. As survivor Adam Drake, you must go back in time to lead off the aliens during their major binges. To trap their prey for their feast, the aliens routinely cordoned off entire countries with a shield wall. Drake must materialize into those areas and use whatever weapons and vehicles he can find to exterminate the insects. Various people may stand in the way of these items, so Drake will have to convince the sheriff of the alien threat or search houses to find people who can upgrade his weapons.

BY LAND



Rolling across sand, snow or pavement, you'll be in for a frightening ride, and DDA is striving to make the game as scary as possible. To kill you into a false sense of security, they're providing unique weapons and on-top-of-power-ups, which should be helpful during your final showdown on the alien's homeworld.

TOP GEAR RALLY

©1997 Sega Game Station,
Licensed by Nintendo



We've logged more hours in Top Gear Rally than in any other upcoming racer. That should tell you something. (For one thing,

we work in the right place.) We'll tell you a few more things about Rally in this preview.



© 1997 Nintendo





Is this Mario Paint reloaded? Hardly. But we couldn't stay away from Top Gear Rally's Paint Shop menu. You'll be able to customize the decals and design and paint a scheme on your vehicle, so your car will sport your own team logo on race day.

Pop The Clutch

What's the toughest thing about Top Gear Rally? We found out that it was putting the controller down when we took our customized car for a spin in one of the game's four race modes. Rally's preliminary design is packed with plenty of rich details, options and challenges—a high-octane madame that kept us behind the wheel long after our co-workers went home.

If you've played any title in the Top Gear Rally series, you'll recognize Championship Mode, a season-long challenge that makes you start every race in 20th place and try to work your way to the front of the pack in three laps. Rally's race courses will be colossal, traversing high mountains, dusty deserts, foggy seashores and steamy jungles. Depending on how fast you drive, you'll discover additional cars or even a hidden course.

We had to take a wild ride on one of the many shortcuts crisscrossing each stage if we wanted a record time—but we also discovered that in this mode the shortest distance between two points is never a straight line. It's

extremely challenging to stay on the narrow roads, and when we didn't, our vehicle paid the price in appearance and performance.

Since our car's look was second only to top speed and handling, we spent hours redesigning our vehicle in the Paint Shop. This user-friendly menu is a mixture of an Auto Detail Shop and Mario



Paint. Zoom in on any of the icon panels on your car; then go to work with the generous array of brushes, text, geometric shapes and the huge palette of colors. You can save your work to your Controller Pak, so your design will always be ready for race day.

Is there more? You bet your socket set—so many details and options that we don't have room to cover it all here. Look for the hand-driving facts when the game hits the road this fall.



Cramped upgrade will offer four long, curving passes. If you lose the road to the rival, you might check the top line that gets you to the game's hidden race track.

Keep your eyes on the road. If you bump into a car or a roadside attraction, your vehicle will pay the price, both in performance and appearance.



THQ sent us a pre-pre alpha version of their upcoming RPG, **Quest 64**. Even though about 80% of the game is still in the works, we could see that **Quest** has promise. These screen shots are so exclusive that they practically live on a yacht.



Quest



When Jorgal's magic pattern is activated, it's time to cast a spell. Fire magic, also easily learned, is the most powerful spell, but it's also the most difficult to cast. If you cast the wild spell, it kills up the enemy. That's right, it kills it on its head.

Casting the Spell

If Quest 64 were a building under construction, it would have a big hole for a basement, some concrete slabs and steel bars sticking up, and lots of construction materials lying around. But messy or not, it was exciting to wander about such an early world and see its potential. The first true RPG for the N64 will follow many traditions of the genre, but should break new ground in other areas, including a real-time battle system that lets you evade enemy attacks and an internal clock that causes the game from day into night.

Quest 64's (still a working title) will feature parties of up to three characters. In our walk-around version, we controlled Jonjak, a heroic lad from the Kingdom of Storms. He will be



joined by a female fighter, Flora, a warrior named Kirik, and a mysterious Merlin-esque wizard. Magic spells depend on the four elements of fire, wind, water and earth. As you gain experience, you'll gain power, as well. We managed to turn into several enemies on our walk-



about, and we've seen others in screen shots from Japan, including a huge dragon.

Even at this bare-bones stage, Quest 64 had text messages, subtitles and a variety of areas. The finished



Also, Quest 64's characters and environments look very good. Only a few of the settings were anywhere near being finished, but the world promises to be quite large and varied. In addition to the towns and mountain areas we explored, there will be castles, open countryside and much more.

game will contain at least three kingdoms, dozens of enemies and many characters who hold information and items. You'll find shops, inns, pubs and other businesses. The story is about Jonjak (whose name may well change for the North American version of the game) who must retrieve a stolen magic book that has unleashed unspookable evil on the three Celtic Lands. THQ hopes to have Quest 64 ready for a first quarter 1993 release. There's a long way to go, but a good optic is worth the wait.

Day & Night



This time feature is very cool. Not only do the graphics change with the time of day, but characters will react to you differently, or show up in different places at night and during the day. All accessories may appear only at certain times—maybe when they're hungry.



In the spirit of our 100th issue
spectacular, we'll show you
the 100 best places to
ambush your adversaries in
GoldenEye's
Multi-Player Made.
For England, James.

GOLDENEYE™

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MULTIPLAYER MAYHEM 007™

We'll start off with an overview of the different scenarios and options available in the Multi-Player, Free and Eat Die Mode and then follow up with maps and tips for each arena. In a Normal scenario-play, shoot it out for a specific time or until a point limit is reached. Other variations are outlined below.

YOU ONLY LIVE TWICE

Dead has led here. One the preferred play here is to shoot, buy it if only have two. The last agent standing will be the victor. The winner of the match.

THE LIVING DAYLIGHTS

This scenario is just like the old "Capture the Flag" game, except with guns. The one who wins the match is the winner.

THE MAN WITH THE GOLDEN GUN

In this scenario, along with the usual complement of pistols and submachine guns, a Golden Gun will be scattered somewhere in the arena. One shot from the Golden Gun will defeat an enemy instantly, even if he is in his winning body armor.

LICENSE TO KILL

Get ready for mayhem because in License to Kill, any gunshot or blow to any part of the body will defeat an enemy instantly. In this scenario, even a step in the face would be a fatal blow.

TEAM

In Team play, team members' scores are combined at the end of the match to determine the winning team.

You can choose between 2-on-2, 3-on-1 and 2-on-1 matches. You can hurt your teammates, so watch when you point your weapons.



GOLDENEYE UPDATE

GoldenEye underwent a few changes after Volume 99 went to press. Therefore, there will be minor differences between what was in our review and what will be in the final game. For example, the "Maximum civilian case files" objective was added to many of the missions on the 00 Agent level. The strategies we outlined, however, are still valid.



AND THEN THERE WERE NONE 007™

Combatants have the opportunity to choose a character before each match. There are eight default characters, including Bond, Natalya, Trevelyan, Xenia and others. Once you defeat the game on the Agent level, a total of 33 characters will be available, including several from other classic Bond adventures.

CAMOUFLAGE

Depending on where you do battle, your character may give you a small advantage. All characters have the same physical abilities, but those with dark clothing camouflaged into the shadows at certain angles.



OLD JOE / JAWS

These are the only characters with a marked physical advantage or disadvantage. Old Joe is shorter than most, making him very hard to hit. The taller than average Jaws is a sitting duck in most cases.



IN YOUR SIGHTS 007™

There are many different strategies you can use, but it's essential to target well and learn how to evade enemy gunfire. Practice on targets at different distances and use what the auto-aim function can and cannot do.

HEAD SHOTS

Shots to the upper body end to the head are much more damaging than shots to other parts of the body. In fact, a single head shot can deplete half your Body Armor or life meter.



ONE STEP

Moving targets are obviously much tougher to hit than stationary ones. Practice moving at angles and shooting at the same time. Try to "lead" your shots ahead of moving targets.



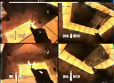
NEW LEVELS 007™

After your first regular mission, the first seven areas will be available in Multi-Player Mode. Additional areas become available as you complete more missions.



TEMPLE 007

Wide open spaces make the Temple a threat to rookies and veterans alike. The map shows the locations of the Best Archery Positions, the Selected Weapons, ammo for the Subtractor Weapons and so on. Selected Weapons include any weapon chosen specifically for a match, like remote mines, rockers, etc. Below each map, we've listed our favorite scenario, game length and weapon for that arena.



GUARD THE BODY ARMOR



SCENARIO:
GAME LENGTH:
WEAPONS:

THE MAN WITH THE GOLDEN GUN
10 MINUTES
GOLDEN GUN

There's only one set of Body Armor in the Temple, and someone is bound to go for it. Some agents like to grab it and then wait in the shadows to ambush the next person. A more better strategy would be to grab it and then leave a mine or three behind as a surprise present.

COMPLEX 007

The low ceilings confuse your radar, and it's hard to tell if an adversary is on the same or a different level from you, so always assume an enemy really is around the corner. The many catwalks and lookouts give you lots chances for sniping, and the low ceilings and thin walls make explosives doubly dangerous. Search for a camouflaged alcove off a catwalk in the Northeast corner.



SCENARIO:
YOU ONLY LIVE TWICE
GAME LENGTH:
LAST PERSON ALIVE WINS
WEAPONS:
REMOTE MINES



CAVE 007

If you like Proximity Mines, then the Caves will be your playground. There are lots of shadowy places in which to hide the invidious little things, but remember where you put them, or you'll be a Candidate for the Lethal Award! Combatants with dark clothing will also like this dimly lit arena. There are lots of places where you can see other levels above and below you, and whoever holds the high ground will hold the advantage. There's an especially good ambush position in the large chamber to the northwest.



SCENARIO: 2 vs 2
GAME LENGTH: FIRST TO 10 POINTS
WEAPONS: REMOTE MINES

HOLDING THE HIGH GROUND



The cave's low fire works better facing downhill than uphill, so anyone on the high ground will have the upper hand. Another thing to keep in mind is that none of the trigger looks too strong to climb, but you can actually run up and down them and catch your foe by surprise from behind.

START POSITIONS

SELECTED WEAPON

AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

VENTING YOUR FRUSTRATION



One sneaky tactic is to wait just inside an air vent and catch anyone who crosses your line at night. You can shoot both ways through the grates covering the vents, but the grate covering the crosswalked above is bulletproof in one direction: you can shoot into it, but you can't shoot out from it.



LIBRARY007

The Library is actually made up of the Stacks and the Basement, if you select either the Stacks or the Basement, you can't access the other area. If you choose the Library, you'll be able to move freely between them. When using the Library, you can shoot through the grates in the ceilings and floors and into the next level.

SCENARIO:

2 vs 2

GAME LENGTH:

FIRST TO 10 POINTS

WEAPONS:

POWER WEAPONS



SCENARIO:

THE LIVING DAYLIGHTS

GAME LENGTH:

10 MINUTES

WEAPONS:

POWER WEAPONS

BASEMENT007

The Basement is small, but it's only to get turned around in here. The Body Armor is in the center of the map, so use it as a landmark. This pattern will slow us can be used for cover and for ambushing, but beware of mines planted near weapon and ammo racks. Sidestepping and running at angles are essential down here, and you'd better get used to close combat.



SCENARIO:

LICENSE TO KILL

GAME LENGTH:

5 MINUTES

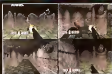
WEAPONS:

SLAPPERS ONLY!



INTO A CORNER

If your battle is confined to the Basement, these dead ends can be good and bad. If you're using guns only, just crouch at a dead end. If anyone pulls a hit or two behind you, the more you hunker will move your gun into a deadly and short you. Explosive weapons, however, could spell trouble for you.



STACKS007

With its large, multi-level chambers and many secret passages, the Stacks favor agents who keep moving, and it's one of the best arenas for The Living Daylights scenario. Mines and rockets are moderately successful here (focus your attention on the entrances to the secret passages), but the Power Weapons will give you the most long-range bang for your buck.



A BIRD'S EYE VIEW IS BEST



The best spots to set up ambushes are on the catwalks that ring the larger rooms and, if you're using the main Library, a corner near the entrance to the Basement. Wait until your prey is at the center of a room (far from cover) before you fire. You can also place mines on catwalks above doorways.



FACILITY007

The compact Facility makes for short livings and high body counts, especially in a License To Kill match. After you've been initiated, always assume you'll soon have an opponent, so to an opponent. If you're being chased, take the time to close a door behind you. This will delay your pursuer, and even if your opponent opens the door immediately, it will take them a moment to locate you again before aiming and firing.



MEATY GO ROUND

One of the best tactics is to run around the halls at the northwest end of the Facility. Change directions a lot and duck up and down the stairs and through the restroom. This will keep your opponents off balance and give you the advantage. The hallway and the restroom stalls are good ambush positions.



START POSITIONS

SELECTED WEAPON

AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

CONFIDENTIAL



BUNKER 007

The Bunker is large and well-lit, making it a suitable training ground for novice agents. If you see on your radar that an enemy is on the other side of a door, stand to one side and face the door diagonally before you open it. Most combatants stand at the center of the doorway, hoping to fire the first shot as it opens. Chances are you'll be out of the direct line of fire, but you'll have the drop on your foe.



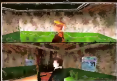
STAIRWAY TO DISASTER



The alcove just below the stairway to the control room is a great vantage point to view the hall in front of you. If anyone peaks around a corner or from a door, you'll have a clear shot. For a change of pace, head outside for an old-fashioned, Wild West-style shootout with pistols at ten paces.

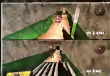
ARCHIVES 007

There are few places to run and hide in the Archives, so the action is fast and furious. The offices can be good places to take cover, but make sure the room has no crates or even a table in it. These objects will explode when shot, and they will regenerate quickly. Crouching and sidestepping will serve you well in this confined space.



NOWHERE TO HIDE

It's better to keep moving than to stand your ground. You might think these crates will give you cover, but even the most secure are fairly flimsy. Not to mention the fact that they're not as sturdy as you think they are. It's better to keep your opponents guessing. As in the Complex, it's hard to tell from the radar screen what level someone is on.



SCENARIO: LICENSE TO KILL
GAME LENGTH: FIRST TO 10 POINTS
WEAPONS: PISTOLS



SCENARIO: NORMAL
GAME LENGTH: FIRST TO 10 POINTS
WEAPONS: POWER WEAPONS

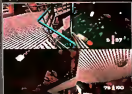
CAVERN 007

The Caverns are spread out with many separate or isolated sections, so be prepared to do a lot of running. Use the secret passage between the small cavern to the south and the main pump room to outflank your foes.

In the large chamber to the north, you can shoot at the walkway from the windows on the west side. Use a rocket and watch the fireworks!



SNEAK AND PEAK



You'll spend a lot of time searching around on the walkways to find your quarry. Though most agents tend pretty much on the walkways, there are several spots where they don't run parallel, and you can target enemies on the upper or lower level. The stairwells are also good ambush spots.

START POSITIONS

SELECTED WEAPON

AMMO

BEST AMBUSH POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

SCENARIO: NORMAL
GAME LENGTH: 10 MINUTES
WEAPONS: ROCKETS



EGYPT 007

There's almost too much cover in the Egyptian temple. The pillars will interfere with your aim and force you to take the battle up close and personal. Some—particularly nasty—agents have been known to run along the upper-western corridor, shooting or tossing grenades down the chutes at the lower pathways. If you don't center your throw perfectly, an explosive may bounce back and go off in your face!



SCENARIO:

2 vs 2

GAME LENGTH:

FIRST TO 10 POINTS

WEAPONS:

GRENADES/ROCKETS



VIEW TO A KILL

There's a high lookout at the west end of the large chamber to the north. The opening can be opened and closed, and it's tough to see from the floor. Open the door, chuck a few grenades out of your apartment and then immediately shut the door. The entrance to the passages is also camouflaged.



START POSITIONS

SELECTED WEAPON

AMMO

BEST AMERICAN POSITIONS

FLAG

GOLDEN GUN

MINE PLACEMENTS

FROM Q BRANCH

Looking for an adrenaline or just some fun option? Cheat options earned in the regular game can be used in the Live and Let Die Mode. Finish the regular missions within the target times shown on the briefing screen to earn cheats.





BEST CODES EVER

From 1-Ups to power-ups, from big guns to big heads, we've seen all sorts of codes for all sorts of games over the 100 installments of *Classified Information*. We've dug down deep into our CI archives and come up with 100 of the best codes, in our admittedly biased opinions, we've ever featured.

While we wanted the urge to rank the codes (and thus avoided many Nief fights in the process), we've listed the ten codes that we think deserve special recognition first. They are "firsts" in their categories or had significant impact on gaming trends. The rest of the best appear on the following pages in no particular order. Many deserving

codes didn't make the cut due to limited space, but we tried to select a representative sample of cool, unusual and just plain fun codes from many different categories. Note: In this article, Control Pad/Stick directions have all been spelled out, and L and R refer to the L and R Buttons.

SPECIAL TIPS

EXTRA TIPS

MISCELLANEOUS

STANDARD TIPS

DOWN TIPS

UP TIPS

THE KONAMI CODE

This is possibly the most famous code in gaming history. With Konami classics like *Contra*, *Lifeforce* and *Gradius* for the NES and *Namco* for the Game Boy, you could get extra lives or full weapons by pressing Up, Down, Left, Right, Left, Right, B, A and Start on the title screen or while the game was paused. Konami later threw players a curve with

Numerous Games

NES, Sega, MSX, Game Boy



Gradius II for the Super NES. The L and R Buttons on the Super NES controller were a new thing then, so Konami moved the code to use L and R instead of Left and Right. If you used the old code, your ship would self-destruct!

THE MINUS WORLD

The Minus World was the result of a quirk in the SMB program, not a planned cheat's page, but its very existence surprised and delighted players. To reach it, stand on top of the pipe in World 2 that takes you to the flag pole. Break the 2nd and 3rd ceiling bricks from the right. Fall left and jump up. Hit the back of your head on the left side of the brick next to the

Super Mario Bros.

NES



pipe. If you hit it just right, you'll be pulled through the wall! Quickly jump into the left pipe to reach the Minus World, from which there's no escape! If you wait too long, you'll warp to World 1 instead.

THE JUSTIN BAILEY CODE

Whoever Justin Bailey was, we can thank him for any of the first and still one of the coolest weapon codes ever: Enter JUSTIN BAILEY as your password, with all dashes on the second line. You'll start the game with 6 Energy Containers, 250 bullets and the Wave Buster. In addition, Kristine Bailey will be defeated, and Senius will exchange her armor for a gift new costume.

Metroid

NES



THE WILD WARP CODE

RPG and adventure game codes tend to be less one-powering than action game codes, adding new characters to games but often leaving a lot of the challenge intact. The Wild Warp codes are a notable early example. By holding A and B on Controller I and pressing A on Controller II, you can warp to

Crystalis

NES



one of 10 locations in the game. We warned if you use the code in the Final Tower, you won't be able to restart the tower and finish the game.



ZELDA'S 2nd QUEST

The Legend of Zelda

BS



Hardy warriors who completed The Legend of Zelda were happy to discover their tale ended; their adventure was merely the beginning of another, the 2nd Quest. Players were even more pleasantly surprised to find they could access this rearranged and tougher version of the game by entering

"ZELDA" as their password. Together with the Mirror World, the 2nd Quest for employers' imaginations had drawn them to access all their games for hidden levels and gaming treasures.

THE FIRST OF MANY

Super Mario Bros.

BS



Super Mario Bros. was among the first batch of NES games, so it was only appropriate that it contain the first cheat code. Though the code wasn't officially published for a long time, Mario fans found they could continue their games as long as they did not turn off their control deck. When your

game is over, simply hold A and press Start on the title screen. If the SMB programmers only knew what the innocent little code would spawn in the years to come!

GALLOPING GHOSTS

Ghosts 'N Goblins

BS



Not only was Ghosts 'N Goblins one of the first games to have a stage select code, it was one of the first to truly read out! To start your game on a selected stage, first hold Right and press it three times. Press Up and release. Press B three times. Press Left and release. Press B three times. Press

Down and release. Press it three times. Press Start to make a number and a letter appear in the middle of the screen. Now press A and B to select a stage number and press Start.

HE'S ON FIRE!

NBA Jam

Super NES



These days, players tend to think of codes as an integral part of gameplay, rather than as an extra feature, and one game that helped spark this trend on the Super NES was NBA Jam. Jam was crisscrossed to the popable seats with great power-up codes, and we chose this one as a worthy topic on the first page of our game guide. Go the "Tonight's Match-Up"

screen, press any button seven times, and then hold B, Y and Up and the game starts. Your players will be "on fire" throughout the game.

BIG HEAD

NBA Hangfire

SNES



Most recent basketball games lean toward "therapy" play, with 30-foot jumps and tons of power-up codes. While the first big head codes popped up, they were an immediate and hilarious addition to the game's tricks, reminding us that these games are, after all, about having fun. To activate your big heads, press Up on the Control Stick, Turbo and Press as you

enter the Match-Up screen. Hangfire's bonus: For a really huge nuggin, press Up, Up/Press and Turbo on the Match-Up screen.

REPTILE REVISITED

Mortal Kombat

SNES



Early fighting games weren't overly code-oriented, but things changed after the Mortal Kombat series picked up steam. To fight against Reptile, the first of many reptilians here in the MK universe, play the game with any character on any difficulty level. When you're in The Pit stage, get a double

Flowless victory without using a block and then execute your Finishing Move. You'll now begin a match with Reptile.



GOING ASTRO-NUTS

NES

Solar Jetman

This code provided at least 10 extra lives and 10 extra spinny goods, making it one of the more generous codes a little guy (Jetman II) can ever give you. You'll lose four lives when you select, but you'll really have more. You'll begin on Planet 10, and you can go to Planet 11 immediately.

NINJA SOUND

NES

Ninja Golden II

The Ninja Golden series had some of the first sound tests, and this was one of the more interesting ones. While holding diagonally Up and Left, A, B and Select, press Reset and then Start. While still holding, let the title screen appear and fade. Press Start when the screen is blank. Let the title screen reappear and fade. When it comes back, press Start twice. A jumble of 10 seconds will appear. Use the Control Pad, A and B to sample the music.

NO EJECTION SEAT?

NES

Spy Hunter

With its jolly soundtrack and cool gadgets, Spy Hunter was a big hit in the arcade and on the NES. On the title screen, hold A, B, Select and the center of the Control Pad and press Start. You'll begin the game with all the weapons installed and 1000 in reserves.

LOADED FOR BEAR

NES

Kid Icarus

Kid Icarus was an early action-adventure blockbuster for the NES and trying to finish it often enticed much grating of teeth and cursing. The Italian agent, ETCARUS, HEATS NEUTRUS AND L.S. as your password to begin on Stage 2-4, to be invincible and have an unlimited supply of feathers.

MONEY MAKER

NES

Final Fantasy

If there's a universal truth for RPGs, it's that you'll have to beat some monsters to get to even a boss. If you're looking for a less strenuous job, though, simply select the shop, hold A and press B 55 times. This brings up a magic game. Arrange the numbers in order to win 100 gold pieces.

DOUBLE TROUBLE

NES

Double Dragon II

Before tournament fighting games, side-scrolling street fighting games were all the rage, with the Double Dragon series at the head of the pack. To begin the game with up to seven lives, start a "2-Player II" game and clear the first seven stages. Now kick out the other character to take all six characters. Unsporting, but effective!

TRIPLE THREAT CODE

NES

Legacy of the Wizard

Multi-players codes are no big deal now, but this combined sound test, live armor and extra life code was pretty handy stuff. Why back when? First input the enable code. Press and hold diagonally Up and Right, A and B on Controller II and the title screen. Now hold diagonally Left and Down and Select on Controller I. While holding, press Start on Controller I. You should hear a tone and be taken to the start of the game. To try the sound test, move the cursor to the painting on the wall of the house, press A on Controller II to change soundtracks. If you're broke but need armor, choose Ross (the boy) as your character. Go to the shop in the first town to the left of the house. Select the Crystal and change back home. You'll receive armor which the shop doesn't even stock. If you find Brock you have the armor, you can also get extra lives. Move Ross to the armor and stop outside. Let the magic run out and then go back inside. Put the tip of the cursor/finger on the eyes on the mirror. While holding Lion Controller II, press and hold Left on Controller II and Right on Controller I (equally easily if the finger moves, move it back and start again). While still holding these three buttons, press A on Controller I 16 times. Now enter a password as if it's a game, as needed. You'll have a whopping 128 lives and 16 of almost everything!

CONTINUE CODE PLUS

NES

Adventure Island II

This continue code was useful for allowing you to keep all the items you collected. It is the first one on the list named, but put down and after the 5th call to find a secret room and the Madson Base can win. With that in mind, hold Left and press Start when your game is over.

LEFT-HANDED PLAY

NES

Lee Yavin's Fighting Golf

Golf games aren't particularly scarce, but codes for them are. To switch from right-handed play to a left-handed one, hold Left on your select key, then start. This seemingly simple thing will transform the game play dramatically!





EXTRA LIFE AEROBATICS

NS

Super Mario Bros. III

While SMB had a continue code, later SMB games focused on clever game play strategies for earning unlimited 1-Ups in World 1-2, find the first T-shaped pipe formation. Goombas will be spilling slowly out of the pipe. Using your racoon tail to float, big Goombas on their hind legs or the other without touching the ground from the 3rd let you earn 1-Ups.

ITEM MORPH

NS

Might & Magic
Sacred of the Inner Sanctum

Looking for that particular sword or shield? This code will change any item in a location at random. Fill all the spaces in the leader's pack, with the 6th item being the one you want to change. Select Use and choose the leader. Press A when Equip appears. Select an empty space and press B. The change can be performed as often as you like. The Floating Club, however, will disappear or become a useless item, and other items may lose their magical properties.

EXTRA CAR ROULETTE

NS

Super Spy Hunter

Super Spy Hunter came with a factory-installed extra car code that was fun and upgradeable. With holding Select on the title screen, press Start to make a numbered bar appear. Press A to start it spinning. Whatever number the bar stops on is the number of cars left to let you drive.

SOUPED-UP TURTLES

NS

TMNT III
The Manhattan Project

Several code types eventually merged and evolved into configuration ("config") codes, which usually gave players a menu of various options. On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B and Start. It's not the Kameo code, but it's close. Select your turtle, go to the config screen, which includes a stage select, difficulty level, setting and more.

OCTOBER SURPRISE

NS

The Hunt for Red October

The Hunt for Red October was not, in fact, a code, but its codes were so influential for actually changing the mechanics of the game. To turn the scrolling part, pause the game and press Up, Up, Down, Down, Left, Left, Right and Right. To turn the vertigo off, use the suboptimal gridcode, pause and then press Up, Down, Left, Right and Select. Report to change things back.

TOP TEAMS

NS

Baseball Stars

Baseball Stars was a cult hit for years, and its hidden team codes (two of the earliest) only enhanced the game. To create a power-and-up team, go to the Make Team screen and move the cursor Down, Right, Left, Down, Down, Right and Up. The cursor should go on Balanced Team. Press A to make the message, "What isn't it?" appear. Change the message to, "What it is." Be sure to include the period. To create a power-and-up women's team, go to the Make It an screen and move the cursor Down, Right, Left, Down, Down, Right, Up, Up, Down, Up, Down and Up. The cursor should go on Veterans. Press A to make the message, "What is A When?" appear. Change it to, "A Bed." The message, "When isn't it?" will appear. Erase. When it is.

IT'S A KNOCKOUT

NS

Punch-Out!!

You might be expecting some sort of power punch code, but this classic fighter included a code for accessing an overworld boxing draft. Type in "1237924488" as your password but don't enter it. With the cursor on this row, hold Select, A and B simultaneously to start Another World Circuit.

TAG TEAM

NS

WWF Wrestlingmania Challenge

We didn't want wrestling fans to feel left out (and there are a lot of you out there), so here are two tag team sneak attack codes. At any time during a tag team match, you can bypass the start by holding A and Select simultaneously or B and Select simultaneously. Your partner will either help you in the ring or attack your opponent's partner outside the ring.

PENNANT RACE

NS

Bases Loaded

The two big sports game code categories are player power-ups, hidden teams and championship series or games. This last category is well-represented with this classic code, one of the best of its kind. Select the Pennant mode and enter "JALLS00" as your password. You'll jump to the last game of the pennant series between New Jersey and New York.



ICY ACTION

NES

Ice Hockey

This pioneering hockey title included two of the very first codes that changed the mechanics of a game and forced players to re-adjust their whole way of playing. On the title screen, while holding A and B on both Controllers, press Start on Controller 1. This makes both goalies disappear. To create a franchise puck that bounces around at hyper speed, first press START to begin a game. Select speed, teams and time. While holding A and B on both Controllers, press Start on Controller 1.

MIRROR, MIRROR

NES

Wizard Bowl

Hockey special teams are almost required these days, but back in 1988, players were rewarded with being able to play a team against itself. Enter 8247WAS, 83A9FFAS, 8B78FFAS, 84A9FFAD or 04A9FFAD as your password. You'll see the field with mirror images of San Francisco, Dallas, Chicago, Miami or Denver playing against themselves.

MYSTERIUM MADNESS

Game Boy

Mysterium

Codes are, overall, fairly easy to use in Game Boy games, but here are two interesting ones for a deeper adventure game. To warp through the floor and down the next level, call up the Map and then press B, Select and Down simultaneously. To flip up your inventory with weapons and other items, go to the Map screen and press B, Up and Select simultaneously.

HAT TRICK

Game Boy

Wario Land: Super Mario Land II

Not to be confused by his rival, Wario had a name and a coding code of his own. Press the game and press Select 16 times to make a cursor appear. While holding A and B, use the Control Pad to move the cursor to highlight your number of lives, coins, hearts, etc. Press Up and Down to mix them up. Press Start to return to your game. If you place the cursor on the Wario face (the lives icon) and then return to the game, you'll also receive a better hat.

SKETCH BOY

Game Boy

R Type

A weapon code we expected, but not a sketch program! On the high score screen, press Left, Down, A and B several times to make the "Be Sketch Editor" program appear. Press Start to begin. Move the cursor with the Control Pad. Hold A and move the cursor to draw, and hold B and move the cursor to erase.

SUPER SHIPS

Game Boy

Power Mission

Sam's strategic games are truly more based on the Game Boy so we were surprised to find this code to power up your fleet at any time. First choose your formation and end your turn. Don't carry out any battle plans. While the enemy fleets are moving, press and hold Left, Select and B. When it's your turn to move, your fleet will be at 99 hit points.

BORDER CODE

Game Boy

Mario's Picross

This is the only code we know of so far written specifically for the Super Game Boy. On the title screen, hold any direction on the control pad and press Start. Keep holding the Control Pad and the screen border color changes. Depending on the direction held, a different color border will appear. You can choose from any Play It Loud screen colors, including the Clear design.

MOVIE MOGUL

Game Boy

Q*Bert

Here's an unusual one for the Game Boy. Testing all the alternate sequences together into a mini movie, press Right, Up, B, A, Down, Up, B, Down, Up and B on the title screen.

LEGAL TENDER

Game Boy

NBA Jam Tournament Edition

The current ball code code has spread to the Game Boy, too, and here's one of the better examples. On the March Up screen, press Right, Up, Down, Right, Down and Up. If done correctly, "Godsend" will flash onscreen before the game starts, and you'll be able to go! land without drawing a foul.

KIRBY'S CONFIG CODE

Game Boy

Kirby's Dream Land

The buff green puff was giving config codes of his own into first Game Boy adventure. On the title screen, hold Down, B and Select simultaneously. Use the Control Pad to select different options and change them (highlight "Sound Test" and press A to sample the audio effects).

LITTLE, BAD & UGLY

Game Boy

Killer Instinct

Tourney fight fans aren't content to fight against hidden or boss characters, they want to fight as them! To become the new main Syndel, first choose any character on the player select screen. On the versus screen, hold Right and press Select, Start, B and A.

FANTASY SOUND

Game Boy

Final Fantasy Legend

We were sorry to see the FF series leave from the Game Boy's shores, but you can relive its magical sounds with this code. On the title screen, press and hold Down, Select and A for about 5 seconds to access the sound test. You can hear even more sounds if you have a party that's level 58 or higher. On the titles screen, select Continue and highlight any save files that have a party at level 58 or above. Press B. Now hold Select, B and Start.

SPECIAL MODES

Game Boy

Shogun

To access special game modes and the credits, begin a game and then press Select for the appropriate mini-Select item (Lair and press A to call up the password screen). Enter 2AP for the zip sound effect, STP for on-screen MAN (any game), or BEV for the raid effect as your password.

LINK'S HIJINKS

Game Boy

The Legend of Zelda: Link's Awakening

No code compilation would be complete without a couple of the many gems from the Game Boy subseries. The first is a handy warp. When you feel an obstacle you can't pass, go back to the left or right on-screen. Stand on the edge of the obstacle. Just as you reenter the screen with the obstacle, press Select. Whirlwind, the ring will appear. When you return to the game, you'll be past the obstacle. If you get stuck, reset and try again. The second is an old trick using the Booster. Throw the Boomerang. Pick up the Boomerang before the Boomerang comes back. You'll float safely above as the Boomerang whirls below, defeating any enemies it touches. (What's with the game and pushing, anyway?)

TEAM NINTENDO

Super NES

Super Soccer

Nintendo's first 16-bit soccer game. Our players on the field. Need we say more? Select Exhibition Mode and start a 1P vs 2P match. On the team Select screen hold Start and press B on Controller II. That team will become Team Nintendo. Select a team for Player I and head out onto the pitch!

TOP SEED

Super NES

Super Tennis

Here's one of the first codes for a Super NES, which will give your chosen player incredible speed and power. On the select screen, highlight your player and press L five times, X, R seven times and X on Controller II. You'll be the top player in the world in no time!

HIDDEN JAMMERS

Super NES

NBA Jam

NBA Jam used lots of hidden fantasy players, like President Clinton. To play as the Pres, start a Head to Head or Two-on-Two match to the initial screen. Enter A and B as your first two initials, and then place the cursor on K, but don't enter it. While holding L and Start, press X.

JAM FROM ANYWHERE

Super NES

NBA Jam Tournament Edition

As "Intense" basketball games took off, so did their game play and codes. The emphasis has been on atmospheric jams and eerily gothic abilities, and this code delivers two fans: Press Left, Right, A, B, R and Run the Match-Up screen. If "Previous Games" appears at the beginning of the game, you'll be able to dunk from anywhere on the court.



PRO PLAY

NBA Live '96

While hardcore fantasy players are big news, some folks still prefer match-ups with real-life pros. Select the Edit Players option from the Roster Setup menu, highlight one of the players and press B. Choose a name from the list and enter it. Dan, Jabbar, Mookie, Chamberlain, Marvyn or Blackhouse. The player's picture and stats will change to match the pro you've named. Use the Trade Players option to get him on your team.

FILE OF BASS

Bossin's Block Bass With Hank Parker

Just the fact that there ever were bass fishing codes made us pause, so we figured we had to include them. While holding X and Y on Controller I and A and B on Controller II, turn your Control Deck on "Debug Mode" should appear on screen. To adjust fishing conditions, first go to the Baiting screen. Hold A on Controller I and go to the Casting screen to see the options. To punch fish instantly go to the casting screen and press Y (baited fish) or Up (baited) on Controller II. To speed up time, go to the Baiting screen and press X on Controller I.

SPECIAL TEAMS

NHL '96

Just to give the sport some recognition, here's a special team code for NHL '96. When the demo starts, hold Select and Left and R rapidly. Press Start when the puck comes to a stop. Continue to hold Select and Left and R until you hear a voice say, "Kenny." This enables the High Score, EA Sports, Tiki and the Bus Unvers teams in Practice and Exhibition modes.

HOMERS AT NIGHT

Ken Griffey Jr.'s Winning Run

There are usually far fewer home runs in a baseball game than dunks in a basketball game, but you can change all that. In a two-player game, pause the game when you're at bat and press B, Y, B, Y and Select. If you hit a fair ball during this set, it will count as a homer! If you're in an outdoor stadium, pause the game and press Select, Down, A and Y. Now return to the game. Once the game view changes, the ball turns into right or right into day.

EXTRA SKILL POINTS

International Superstar Soccer Deluxe

The world's game certainly deserves attention, and it's well represented with this code. Select a team and game options. On the first options screen, select the Edit Player Skills option. Distribute all the skill points you have. When you run out, highlight Control and press Y. You'll now have more points in reserve, equal to the number you started with.

METAL CLUBS

Hole-In-One Golf

This early 18-hole golf game shows us the Super NES's Mode 7 scaling abilities, and you'll be able to showcase your driving abilities with a set of metal clubs. Just enter "METAL-PLAY" as your name, with the dash as a space.

UPSIDE DOWN GAME

Super Slopeout

We expect video basketball players to defy the laws of gravity, but now hockey players have gotten into the act. Under "SDH-R" on your password, the dash is a space, and be sure to include the period. Begin an Exhibition Tournament game. All players will be upside down.

WORLD WRESTLING WIMP

WWF Raw

Turn your opponents into wrestling wemics by simultaneously pressing Right, Y and B four times on the copyright screen. You'll be able to knock down anyone with just two hits. This is a tough code to do, but it's worth the price of admission.

SUPER SQUADS

Madden '96

Of course, basketball games don't have a corner on team codes. Select the Play Now option to highlight the Control Pad menu. Press L, Y, B, R, A, R and Y to change them into the NFLPA team. If you highlight the All-Nation team and press B, A, L, L and Select, you'll get the EA Sports team.

TWIN FIGHTERS

Super NES

Street Fighter II

Street Fighter II took the big shift from side-scrolling to 1-on-1 fighting games. With this code, two players can use the same character and prove who really is the better fighter. After "Lunaradity Nelsand" fades away and just as the music begins, press Down, R, Up, L, Y and B before the Capcom logo fades. If you enter the code correctly, you'll hear a tone, and the background will change to blue.

TURBO TIME

Super NES

Street Fighter II Turbo

After the initial success of SFII, players clamored for more speed and play options, and their cries were answered with SFII Turbo. Let the demon run the road "Turbo" appears. On Controller II, quickly press Down, R, Up, L, Y and B before the title screen comes into full view. If you enter the code correctly, you'll hear a tone. You'll now be able to dial up the speed to 10 times rather than to the usual 1.5 times. To access a special move early, scroll, or for Vs. mode. When you reach the Stage Select screen, press Down, R, Up, L, Y and B on Controller II. You'll hear a tone and a new sub-screen will appear. Use the Control Pad to highlight a special move and press Y and B to turn them off and on. If either code fails, press Reset and try again.

IT'S NOOB-ULAR

Super NES

Mortal Kombat II

Along with MD came more characters, more moves, more battles and, of course, more codes. To wrap too much with Noob Select, go to the character select screen and press Left, Up, Down, Down, Right and Select. To extend the time you have to execute a Fatality, press Up, Up, Left, Up, Down and Select on the character select screen. If you enter either code correctly, you'll hear a "wishing" sound.

WEAPON SELECT

Super NES

Super R-Type

On the title screen after you choose a difficulty level, press Down, R, Right, Down, Right, Right, Down, Right and Down. Press Start to begin. Now press your game ID five times and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. The next two buttons you press will determine which weapons you receive. First press A (saw) or B (ground saw), Y (saw laser), R (saw) or X (perfect laser), and then press A (sawing assault) or X (air-to-surface missile).

WHERE THERE'S SMOKE...

Super NES

Ultimate Mortal Kombat III

In the penultimate MK for the Super NES, players finally had a chance not only to fight against the hidden characters, but to fight as them as well. To enter Kombat as Blanka Simko, first select Robert Simko as your character. Press and hold Back, High Punch, High Kick, Black and Run until the match begins.

FINAL OPTIONS

Super NES

Final Fight

Side-scrolling action Felix seems to have found Pang in that great discount bin in the sky, but what if we still have fond memories of greens like Final Fight. Switch the secret option Vandy, secret, null, on the title screen and press Start. The Earth's joy option lets you execute a super move by pressing A, but it will use some of your energy.

YOUR FATHER'S LIGHTSABER

Super NES

Super Star Wars

An entire generation of Star Wars fans grew up making "they could have a lightsaber and when we found this code, it was the fantasy came true. When they get the start screen appears, press Y, Y, X, X, A, B, X and A. You will now have a lightsaber in the lightsaber, which is not as random as it is clumsy as a lightsaber."

THE FORCE WILL BE WITH YOU

Super NES

Super Empire Strikes Back

This more recent Triple Threat code gets our vote as one of the best weapon/locking codes of all time. First input the Ultimate Power code to give you all the Force Powers and unlock the Thermal Blaster, and to enable the other codes. On the game start screen, press A, B, X, X, A, B, Y, X, A, R, A, B, Y, X, X, Y, A, B, Y and X. If you enter the code correctly, you'll hear Darth Vader say "Impressive." Now start your game before the title appears. Once the Ultimate Power code is activated, press L and R on Controller II at any time during the game to access the Debug menu. You can change your stage, item health, weapon and more. To become invulnerable, side-scrolling stages, hold Select, A, B, X and Y and then release them simultaneously.



FAST FRIENDS

Super NES

DKC 2: Diddy's Kong Quest

Diddy and Dixie get the nod for having two of the more original codes we've seen, which alternately increase and decrease the game's challenge. Start a new game, like and press Down until the Cheat Mode option appears. Highlight it and press B, A, Right, Right, Left, A and X. If you have three piggy, the code has been entered correctly. This code takes out all the DK barrels in the game. If you want to start a game with 30 lives instead, highlight the Cheat Mode option and press Y, A, Select, A, Down, Left, A and Down. If you enter both codes, you'll enable both effects, plus you'll start every stage with Diddy and Dixie, no matter if you lost one of them by the end of the last stage.

BUG HUNT

Super NES

Alien 3

Of all the side-scrolling action games based on movies from the past few years, some MP staffers think that Alien 3 was second only to the Star Wars series, and its weapons code ruled. At any time during the game, press A, B, Y and X on Controller II, then press A on Controller I. A "1" will appear in the top-left corner under the weapons info. The number tells you which option you've activated. If you choose different options, press B, X, Y, X on Controller II, then press A to add 1, B to add 2 or X to add 4 to the number. The options are as follows: 1 = invincibility, 2 = no damage, 4 = all weapons, 5 or Y = weapons and invincibility, and 6 = weapons and no damage.

WORMY CODES

Super NES

Earthworm Jim 2

Earthworm Jim 2 was a nice title that combined a crossbreed of humor with some of the best platform action this side of your Uncle Butchie's birthday. Now you can get a lot of Jim's favorite hilarity with this handy config code. Pause the game and press Select, Left, Right, A, X, X, Left and Right. Use the Control Pad and the Y Button to select options and activate the map view cheat. To return to the game, highlight "Sound Effects" and press Start. To collect enough worms to play all the weekly bonus games, pause and press A, B, A, B, A, B, A and B. Press Start to resume.

SHOW ME THE MONEY!

Super NES

Sim City

Sim City is the grand daddy of video sims, and you can use this code to generate nearly a million bucks out of the air. Spend every thing you have, making sure to build at least one thing that requires funding, like a Police Station. Lower all funding levels and busts down to 0%. When the year ends and the tax screen appears, hold the L Button and choose the Go With game option. Press X twice to flip to January. Enter the tax screen and increase funding levels to 100%. Your funds must be zero or less at this point. Exit the tax screen and release the L Button.

ULTIMATE STAGE SELECT

Super NES

Populous

With 500 different worlds to conquer, Populous is a natural for a stage-select code. While the game is paused, hold L and press A. Release both buttons. Hold R and press Y, B, X, A and Select. Release B and activate the Antagonizer coin. Move the Antagonizer to the globe and activate it. Select "Conquest" and press A. Press X until it scrolls through the worlds. Find the world you wish to conquer and press A to begin. This code works in Conquest mode only.

ITEM DUPLICATE

Super NES

Final Fantasy II

This duplication code may make it impossible to finish your current game, but it's great to fiddle with. Equip the item you wish to copy and enter battle. Select the item option of the person holding the item. Scroll down to a blank space on the list and press A. Equip a given item. Highlight the item to be copied and press A. Press B to exit. Hold L and R to retreat. Go to the subsequent, select Equip and choose whatever has the item. The item will have moved. Highlight the space it used to occupy and press A. Select the item and press A. You'll now have two copies of that item!

KOBAYASHI MARU TEST

Super NES

Star Trek: Star Fleet Academy

The game wasn't a huge hit, but it was true to the spirit of Star Trek, and this code is significant for performing events only heard at the end of the film. Start a new game and go to the Name Select screen. While holding L and Select, press A, B, A, B, X, Y, X, and Y. Choose Capt. Kirk. If you reach the final exam at Kirk, you'll be able to beat the Klingon vessels and save the Kobayashi Maru. If you do interrupt play and resume the game with a password, type in your password but don't lock it in. Enter the code again, release all buttons and press Select to resume play as Kirk.

MEGA MAN FIGHTER

Super NES

Mega Man VII

We couldn't resist this special password that lets Mega Man against Boss in a Street Fighter-style match. Type in H 10, 0000, 7632 and 8251 as your password. While holding L and R, press Start. If you don't hold L and R, you'll enter a normal game, but you'll have all stars.





CODE HUNT

Super NES

Looney Tunes B-Ball

Sneaky hoppers may look down their noses at this game, but it really captured the spirit of the old WB shows and combined it with pretty good ball action. In addition, it had a Code Hunt section that told you if a given controller sequence was a code or not. Two of the best codes were for super-duper throw times and a ball at 30 cents apiece on the Krazy Vision 8-bit. Left and X on 5 buttons Codes can be entered at any time during a game, as long as you have enough cash.

Super NES

BONUS GAME PRACTICE

Tiny Toon Adventures
Buster Bustin Loose

The bonus games in this teen-fal title were pretty fun in their own right, so here's a secret password to access them: Choose Binky, Shirley the Loon and Delaney Goyale on the password screen.

Super NES

CUSTOM OPTIONS CODE

Kirby's Avalonche

Kirby serves up a terrific config code, a very rare thing for a punter. While holding A,B,X and Y on Controller 1, press Reset on the Control Deck. While still holding the buttons, press Start on Controller 1. Now go to the options screen to access the new Custom menu. Use the Learning mode to see what all the new options are about.

NES

OPTIONS/STAGE/MUSIC

Killer Instinct Gold

KI Gold's config code enables no less than 15 options, including the ability to choose from white, gold and Shadow uniforms. Press Z, B, A, L, A and 2 during the demo. After voice sets, "Perfect," press Start. We also picked KI's script/music select code for recognition because of the beautiful graphics and reh sound in a two-player game. The first player to select a character can choose the stage, while the other player can choose the music. Highlight your character, hold Up or Down and press any attack button. Different button combos correspond to different stages and soundtracks.

NES

BRING OUT THE BIG GUNS

Turk Dinosaur Hunter

With 84-bit power behind them, Turbo weapons and weapon codes are some of the biggest and baddest in the planet. To grab all the guns, enter DM0T3MM0R3T5 as your Cheat Menu password. To combine the weapons with invincibility and shoot off other options, enter NTH0TH003CR0T0RK on the Cheat Menu.

NES

BIG HEAD EXTREME

Wayne Gretzky's 3-D Hockey

This code takes the big head phenom to new heights. Go to the Options screen. Hold bottom C and press R. This will bring up a line of scores at the bottom of the screen. To change your players' head size, hold bottom C and press R again. Repeat the code to scroll through several head sizes, large and small. You can also change body size by holding left C and pressing R again. Repeat to change the players' height. To change the rink size, hold top C and press R.

NES

WAVE RACE WILDLIFE

Wave Race 64

Kowasaku Jet Ski

This track adventure and that jet skis showcase all the N64's graphics processing power. In Dolphinpark, chase the dolphins very closely for several laps, including through the gates. Eventually, so to those jelly dolphins will appear. To see a giant dolphin, play the Wave Up mode 20 times in a row.

NES

FILL 'ER UP!

Pinwings 64

We were so blown away by the breathtaking landscapes in Pinwings, we'll try to ignore the objectives and just flow around it you're getting low on fuel in the Little Stars, and the gas stations are the shuttle launch pad. Drop or touch the center line is one of these parking lots for an instant fill-up. Sorry, but the Kwik-E-Marts are closed!

NES

64-BIT KOMBAT

Mortal Kombat Trilogy

When you think fighting game config codes, you think the MK series. To enable all the hidden moves, quickly press Block, High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch and Low Punch during the demo. You'll hear a grunt if the code is entered correctly.



COUNSELORS'

CORNER



► BLAST CORPS



HOW DO I GET A TURBO BOOST ON THE TIMED STAGES?

This trick is similar to the turbo boost starts you'll find when you race in Wave Race 64 and Mario Kart 64. Press your accelerator button at the same moment you hear the fourth and final beep—just as the starting lights change to green. If your timing is just right, your vehicle will surge off the starting line. This trick is a little tougher to pull off than in other racing titles, but it's worth the trouble when you're after Platinum Medals.



Blast Corps has a turbo boost trick for timed courses. The method is similar to the turbo boosts in Wave Race 64 and Mario Kart 64.



Press the accelerator button as the lights change to green. If you do it at exactly the right moment, your vehicle will leap off the line.

?

WHY CAN'T I EXPLORE THE PLANETS BEYOND THE MOON?

?

After you've completed the course on the moon, you'll need to return to earth and earn Gold Medals on all of the main and the secondary stages. There are two Gold Medals on each Main Course. You'll get the first Gold Medal

when you clear the path for the Corner and you'll earn a second one when you collect all the items in a stage. Communication Towers are the most commonly missed items in main courses. If the course has a green circle, you still need to find the

Communications Tower in the stage. You earn Gold Medals on the secondary courses by completing the stage objectives before the goal time expires. After you earn a Gold Medal on every course, you'll be able to break out of lunar orbit.



Complete the Gold Medal to break out of lunar orbit.



Main courses, indicated by the large circles on the map, always have two Gold Medals.



Communication Towers are the most commonly missed items. Look for courses with green circles.



► HARVEST MOON

WHERE IS THE MOON FLOWER?

You'll earn a wheelbarrow full of cash if you sell the Moon Flower, but this rare bloom grows in the forest only one day per year. Some of the townsfolk give you hints about the rare plant, but it's hard to know when to find it. Search the mountain between the 10th and the 12th day of fall. Once you pick the flower, you won't find another one until next year.



The Moon Flower is very difficult to find. Search the mountain between the 10th and 12th day of fall.



You'll earn 500 Gold if you sell the Moon Flower, but you'll find only one bloom each year.

?

HOW DO I GET THE WATCH?

?

You'll get the watch if you place an order for an upgrade to your house before the end of the first summer. You need to order your upgrade from the carpenter in the forest.



To place an order for an upgrade, you'll need to give the carpenter 1,000 Gold and 200 pieces of wood.

replenish your energy by repeatedly jumping into the hot springs. If you deplete the entire forest of timber, cut and re-enter it to restore it to its former splendor.



You'll receive the watch if you place an order for a house upgrade before the end of the first summer.



Try chopping all the wood you'll need in one night so you can concentrate on your cash crops.

?

HOW DO I PROPOSE MARRIAGE?

?

You can't pop the question unless your girlfriend really likes you and you have the Blue Feather. You can usually tell how much your girlfriend likes you

by your everyday conversations. She'll usually drop a hint or two about marriage when she's ready. You can also sneak a peek at her diary. Buy the Blue Feather for

2,000 Gold from the merchant on a Saturday or Sunday in the Market and give it to your girlfriend. If she's truly in love with you, you'll be married the next day.



If you're not sure if your girlfriend really likes you, you can try sneaking a peek in her diary.



You'll need the Blue Feather to pop the question. You can buy it for 2,000 Gold in the Market.



If your girlfriend is truly in love with you, she'll say "yes."

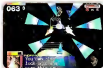


► STAR FOX 64



HOW DO I REACH KATINA FROM METEO?

There are seven warp rings in a zig-zag pattern where the Butterfly Fighters first attack you in the Meteor stage. Ignore the fighters and slalom through all seven rings to activate the warp. Your Arwing will gradually accelerate as you pass through each ring, so you'll need to use your R and Z buttons to bank your craft through the tight turns. If you fly through all the rings, you'll warp to Katina.



To warp from Meteor to Katina, you'll have to fly a zig-zag pattern through seven warp rings.



Use your R and Z buttons to bank your Arwing as it gradually accelerates through the tight turns.

?

HOW DO I WARP FROM SECTOR X TO SECTOR Z?

?

To find the secret warp, you must fly through the left path when Sector X's route splits in two directions. As you fly through the maze

of sliding panels, look for a square door that flashes when you shoot at it. Keep shooting the door until it turns red. Three more doors sequentially

appear after you hit the first door. If you can turn all four warp gates red and fly through them, you'll warp clear across the Lylat system to Sector Z.



You'll find the warp clear if you take the left path where Sector X's passages split in two.



After you fly through the sliding panel maze, you'll see a square door. Shoot it until it turns red.



If you turn all four doors red and fly through them, you'll enter the warp leading to Sector Z.

?

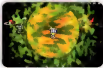
HOW DO I GET THE LANDMASTER AND ROCKET LAUNCHER IN VS. MODE?

?

You'll be able to choose between flying an Arwing or driving a Landmaster in Vs. Mode after you earn a medal on Meteor. You can a

medal, you must score 200 hits on the planet surface. You can choose between the Arwing, Landmaster or the Rocket Launcher after you complete the game

on Expert Mode. To access Expert Mode, you must earn medals in all the game's stages. The toughest areas to win medals in are Sector Z, Katina and Area 6.



Medal on Meteor, then choose between Landmaster and Arwing.



To earn Meteor's medal, you must invade the planet's surface via Area 6 and score 200 hits.



You can choose between the Arwing, Landmaster or Rocket Launcher when you earn all the medals.



► DONKEY KONG LAND 2



WHAT IS THE 1-UP TRICK IN PIRATE PANIC?

You'll need Dixie Kong to pull off the 1-up trick in Pirate Panic. From the first DK Barrel, run right to the next ledge. Leap up and use Dixie's Helicopter Spin to float to the right and land in the invisible Warp Barrel. The Warp Barrel drops you at the end of the stage, but if you run right past the 2nd Target, you'll find an Extra Life Balloon and 50 Bananas. Repeat the stage and repeat this trick until you have the extra lives you need to continue your game.



Helicopter Spin to land in the invisible Warp Barrel to the right of the first DK Barrel.



Run past the 2nd Target at the end of the stage to find an Extra Life Balloon and 50 Bananas.

?

WHERE IS THE BONUS BARREL IN ANIMAL ANTICS?

?

While you'll use Rambi, Enguarder, Squitter, Squawks and Rattly in Animal Antics, one of the Bonus World stages connected to Klubb's Kiosk, all you really

need is Dixie Kong to find the Bonus Stage. After you lose Squitter at the No Squitter sign, retrace your route back to the cliff ledge on the left. Leap off the cliff and use Dixie's Helicopter

Spin to float down to the right. Keep spinning and as you descend, you'll see a path on the right. Follow the trail until you roll into the Bonus Barrel that will take you to the Bonus Level.



After you lose Squitter at the No Squitter sign, retrace your path back to the cliff on the left.



Leap off the cliff and use Dixie's Helicopter Spin to float down the right side of the rock wall.



As you descend, you'll see a path leading to the right. Follow it to find the Bonus Barrel.



In the USA Call:
1-800-288-0787

\$120 per minute. Callers under 18 need parental permission to call.

Q&A FAST FACTS

Directed by Christopher Yarrow
PG Dec 10/2012, Redmond, WA 98073-0733

In Canada Call:
1-800-451-4400

\$120 per minute. Callers under 18 need parental permission to call.



CAVITY'S USA

- Q: How do I save my "Hot Times"?
- A: The game saves everything except your bones. You need the Controller Pak to save them.
- Q: Which car has the highest top speed?
- A: The Polaris Car and the Dunesetter VII were tied for the top speed at 167 MPH, but the Polaris Car has the best acceleration.

MARIO KART 64

- Q: Which character is the fastest?
- A: Most players feel that they cannot get their best times using Peach or Toad.
- Q: Can I race in the first-person perspective too in the demo mode?
- A: No, but the demo mode will show your good line to follow when you're racing on the course.

ORA HADGTIME

- Q: Are Jordan, Barkley or Shaq in the game?
- A: No. There are no cedes that allow you to select these players.
- Q: What is the maximum number of Attribute Points I can earn in the game?
- A: There are a total of 72, but you must win all 100 Trivia Points to earn all of them.



Player's Poll—Volume 100

Who would give away cool stuff on their birthday? We would! Fill out this card and send it in, and we'll enter you into a drawing for our 100th Player's Poll Contest!

Name _____
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Voter's _____
(Indicate where you vote on the voting ballot)
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Check out the list on page 100, 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 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

G. Which premium would you most like to receive for subscribing to NP?

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How interested are you in playing the following games?

- | | Very | Moderately | Somewhat | Not At All |
|----------------------|------|------------|----------|------------|
| H. Zelda 64 | 1 | 2 | 3 | 4 |
| I. Yoshi's Island 64 | 1 | 2 | 3 | 4 |
| J. Banjo-Kazooie | 1 | 2 | 3 | 4 |

- K. MLB featuring Ken Griffey Jr.
L. Bomberman 64
M. Conker's Quest
N. Extreme G
O. WCW Vs. WWF
P. Space Station: Silicon Valley
Q. San Francisco Rush
R. Mortal Kombat Mythologies
S. Duke Nukem 3-D
T. NFL Quarterback Club '98
U. Body Harvest
V. Top Gear Rally
W. Lamborghini 64

- | | Very | Moderately | Somewhat | Not At All |
|---|------|------------|----------|------------|
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |
| 1 | 2 | 3 | 4 | |

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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 Player's 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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CLASSIFIED INFORMATION

0028 6211 3942 0380

MEMBER IDENTIFICATION #

HEXEN

Power Cheats

Welcome to the incredible 100th installment of Classified Information! This month, we risked life and limb to steal a glance at Hexen's secret grimoire and came away with a list of terrific cheat spells. (Be warned: They do not work on the highest difficulty level.) To use *any* of these codes, you must first use the Enable Cheat code listed below to make the Cheat Menu appear. There are more terrific cheats where these came from, so tune in next month to see what else our CI snoopers have uncovered!

Enable Cheat Pt. 1

Press Start to pause your game. Now press top C, bottom C, left C and right C to enter the Cheat Menu screen. Highlight the Cheat Menu and press A to access it.



Enable Cheat Pt. 2

The menu lists two pages of cheats. Highlight "Collect" and press A to see the second page. To activate a cheat, access the menu and enter the appropriate code. Press Start to return to the game.



God Mode

Once the Cheat Menu is enabled, access the menu and press the left C, right C and bottom C buttons. The God Mode option will now be highlighted. This cheat spell grants you invulnerability.



Clipping

The Clipping cheat lets you walk through walls. Press top C twenty times and bottom C once on the Cheat Menu screen to activate it. You can't pick up items while Clipping is on.



Visit

Press left C, left C, right C, right C, bottom C and top C on the Cheat Menu screen to activate this stage collect option. Highlight "Visit" and use the Control Stick to select a stage. Press Start.



Butcher

The Butcher cheat destroys all the monsters in the current level. Highlight Butcher, Press bottom C, left C and left C on the Cheat Menu screen.



Health

For a quick life meter refill, press left C, top C, bottom C and bottom C on the Cheat Menu screen. You must enter this code every time you want a refill.



All Keys

This code gives you all the keys necessary to complete the current level. Press bottom C, top C, left C and right C on the Cheat Menu screen. You must enter this code in each new area.





Unlimited Continues

If you're duking it out with your fellow gods but getting nowhere, use this code to grant yourself unlimited continues. When "Midway Presents War Gods" appears, press left C, left C, Right (on the Control Pad), A, B, top C and right C. Go to the Options screen and highlight "Continues." Press left on the Control Pad or Control Stick until "Freeplay" appears. You can now battle for all eternity!



The screen will flash if the code is entered correctly.



Now you can't be banished to the outer darkness!

Disney's CLASSIC THE Jungle Book

Stage Select

Disney's The Jungle Book joins the roster of great rereleased Super NES games. When the Virgin Games logo appears, quickly press Up three times, B twice, Y twice and Select. A tone will sound. Now press Up, Down, Left, Right, B, Up, Y and Left. Now press Select and Down. Another tone will sound. Once the Disney logo fades away, go to the Options screen. Highlight "Level" and press A and B to scroll through the levels. Press Start to go to the Start Game screen.



The entire code must be entered before the Disney logo fades away.



This code is difficult to do. If it doesn't work, turn your dock off and on before trying again.

STAR WARS SHADOWS OF THE EMPIRE

Wekers, Troopers and Wampes

We have another exclusive Shadows code from LucasArts, but first, we should clarify some of the instructions for the codes we printed in Volume 38. To enable the AT-ST, Stormtrooper and Wampa codes, you must first name your game "Wampa-Stormpa." The dashes are spaces, and you must write the name exactly as it appears, with both capital and lowercase letters. You must also set your game controls to the Traditional setup, not default, as we stated.

In addition, the Stormtrooper and Wampa codes work in more stages than we thought originally. You can use the Stormtrooper code in Escape from Echo Base, Gall Spaceport, Imperial Freighter Suprosa, Sewers of Imperial City and Xizor's Palace. You may become one of several types of trooper or an assassin droid at random. You can use the Wampa code in Escape from Echo Base (on the Medium difficulty level only) and in Gall Spaceport.

X-Wing and TIE Fighter

If you complete Shadows of the Empire and collect all the Challenge Points on the Medium difficulty level, the game will give you a cheat that allows you to fly an X-Wing or a TIE fighter in the Skyhook Battle. This code allows you to do the same thing without fulfilling the normal conditions. Play through the Skyhook Battle until you reach the station itself. Pause the game. Press and hold Left on the Control Pad, left C, bottom C, right C, the L Button, the R Button and the Z Button. While holding these buttons, press Up and Down on the Control Stick to select the Outrider, an X-Wing Fighter or a TIE Fighter. The controls are the same for all the spacecraft, except that the X-Wing and TIE fighters do not have a cockpit view, and the TIE fighter does not have any torpedoes.



This code works on any difficulty level, and you don't have to complete the game first.



This is Red Five. I'm going in!



DARK RIFT

Character End Codes

These little gems will spare you the pain and agony of trying to defeat all the Dark Rift warriors and allow you to see each character's game-ending cinema scene. Enter the appropriate code on the Title screen to start the show. Directions are entered on the Control Pad, and "L" and "R" are the L and R Buttons, not Left and Right.

Aaron:

Up, Left C, R, Right, Down, R, R, Left C

Eve:

Up, Left C, R, Right, Down, R, R, Right C

Demonica:

Up, Left C, R, Right, Down, R, R, Top C

Gore:

Up, Left C, R, Right, Down, R, R, Bottom C

Nick:

Up, Left C, R, Right, Down, R, R, A

Morphix:

Up, Left C, R, Right, Down, R, R, B

Scarlet:

Up, Left C, R, Right, Down, L, L, Left C

Zennuron:

Up, Left C, R, Right, Down, L, L, Right C

Sonork:

Up, Left C, R, Right, Down, L, L, Top C

Demitron:

Up, Left C, R, Right, Down, L, L, Bottom C



Enter the appropriate code on the Title screen.



With these codes, you won't risk excessive blood loss!

Castlevania II

Extra Lives & Sound Test

With luck this macabre classic from Konami will be re-released in time for Halloween. To start your gothic adventure with nine lives in reserve, select candle, candle, heart and heart as your password. To take the Sound Test for a spin, enter four hearts as your password.



The stages are long, so the extra lives will come in handy.



Hey, who forgot to pack the Holy Water?

DOHNEY KONG LAND 2

Kremkoins Galore

To pass through Kibbu's Kiosk and enter the Lost World, you normally must collect 47 Kremkoins scattered throughout the game. To skip over this task, first go to the file select screen and highlight any game file. Hold Left or Right on the Control Pad and press A and B alternately until you hear a tone. The Kremkoins won't show up on your screen immediately, but you'll now have 47 of them. If you enter the code, but do not use the Kremkoins and do not save the game, the coins will disappear when you turn your game off. To retrieve them, you must use the code again.



The Kremkoins won't appear on screen until after your game has been saved.



You'll be able to enter the Lost World without all the mess and fuss.



CLASSIFIED INFORMATION



Play As Saiyu and Rugal

Despite its title, this portable tourney fighter was just released this past February. To play as the bosses, Saiyu and Rugal, press Select three times when the Takara logo appears. Now go to the Player Select screen. Presto!



Press Select three times when "Takara" appears.



You now have the power, but do you have the skill to win?



Monster Sounds

Here's another game on the list of summer releases from Majesco. When the Nickelodeon logo appears on the screen, press any direction on the Control Pad to start the theme music. Now press A, B, X or Y to make yelping sounds.



The Nickelodeon logo appears in the form of an enemy first.



This code doesn't affect the game in any way, but it's fun.



Special Passwords

Pac-Man is bustin' loose again, courtesy of Majesco, and Pac fans can chew on these tasty passwords, too. It's time to gobble your way to fun and high adventure!

Sound Test

To access the Sound Test mode, go to the password screen and enter BGMV05T as your password. You'll be able to listen to all of the music in the game.



Original Pac-Man

If classic Pac action is what you crave, enter PGMV01W in your password. You'll be able to access the original Pac-Man arcade hit!



Ms. Pac-Man

Ms. Pac-Man was a star in her own right, and this password will allow you to play her original arcade game. Enter MSP00ND to start the action.



Pattern Test

This password allows you to view all of the different patterns and Pac-Man faces programmed into the game. Enter PGMPTT as your password.



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address on the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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100 BEST Nintendo games of all time

so, you wanna fight about it?

How do you decide the best 100 games of all time?

If you're like us at **Nintendo Power**, you get a bunch of your gaming friends together and hold a civilized debate, sort of like Roman gladiators having a tea party—it may seem civil on the surface, but we don't recommend turning your back for a lump of sugar. Our 12 debates, representing every manner of gamer here at Nintendo, nominated their picks for the best games from the libraries of the NES, Game Boy, Super NES, Virtual Boy and N64. (Virtual Boy completely struck out. Go figure.) Once the nominations were in, we

opened the floor to illuminated debate. Participants argued vigorously and persuasively for their favorites, *gicking off the reasons why they were right* and why everyone else obviously had brain damage. Eventually, being red-blooded North Americans, we held a vote, which resulted in the list you find here. So it was democratic decision. You may not agree with every one of our choices, but we stand behind our picks—sometimes very far behind them. If you have a problem with this, take it up with the judge.



Nintendo—N64—September 1996

So many things are done so well in this game, that it's difficult to a single in on a reason that makes it the best game of all time. Shigeru Miyamoto, the designer of Mario 64, had always wanted to create a game that he described as being like a magical garden full of surprises, excitement, discoveries and thrills. The immersive nature of Mario 64 is unmatched and maybe that's why it was our one and only unanimous choice in the great debate.



Nintendo—Super NES—April 1992

Few gamers would argue that A Link to the Past deserves this lofty position, and if they did grouse, we'd give their address to a moblin. Coming in at number two in our voting, Zelda for the Super NES proves that you don't have to be radical to end up on top. Our one question is, why put Zelda in every title in the series when all she ever does is sleep and send occasional telepathic messages? Next time, give credit to the little green guy.



Nintendo—Game Boy—June 1989

Suspense! Don't be. Tetris for Game Boy continues to be one of the most played games of all time. Who can forget their first game of Tetris, the fascination of fitting the blocks together, the growing anxiety as the blocks stack up, and the almost spiritual sense that you just when you lose everything up and clear the stack, achieving a zen-like oneness with your Game Boy. Tetris is life. Life is Tetris.





Kart comes in at the top because it is so much fun to play, especially as a multi-player game. Some critics have pointed out that the game isn't revolutionary. We would like to point out to them that games aren't about revolutions, they're about fun. Incredible play control and graphics don't hurt, either.



With over eight million copies in homes across North America, SMB 3 was the best-selling NES game of all-time. But it wasn't sales figures that got our vote. Miyamoto's game design was at its creative best. In SMB 3, Mario donned a Tanooka (raccoon) suit in order to fly. Weidman like that has got to be rewarded.



The heart of Metroid games has always been the inseparable game control

and attacks. We all agree that Super Metroid charted new territory with great moves like the Space Walk, Super Jump, and Super Dash. And every game should have X-Ray goggles. Period. The graphics remain some of the best ever for 16-bit games.



There are two antagonistic camps at Nintendo—those who think GoldenEye is the greatest game in history and those who think the first group has been seriously warped by having too much fun shooting each other in the back. The argument goes like this—GoldenEye hasn't been around long enough to prove its staying power, even though no one on the Power staff has slept in about two months because they've been playing GoldenEye. Therefore, it can't be number one. The GoldenEye advocates argue that this is just a clever ruse to get them to go home, at which time the first group will steal their copies of GoldenEye. If nothing else, this debate proves that GoldenEye puts players in a cloak and dagger state of mind.



The gaming electorate at Nintendo nearly came to blows during the Great Final Fantasy II versus Final Fantasy III Debate. It came down to an argument about open, and open work. In addition to axis, Final Fantasy III had everything you could want—heroes, world-shattering events, magic, mindless evil—plus Interceptor the wonder dog!



For all you loyal fans of Final Fantasy II, take this ninth place finish with a grain of salt. So what if it doesn't have an opera scene. Who needs it?



Turbo had the best speed, the best moves and the animation was great. We decreed that this was the tournament fighting game by which all others should be judged. SF II Turbo achieved great game design balance.





Nintendo—NES—July 1992

The Legend of Zelda turned players into explorers. With riddles, mazes and monsters, Zelda turned out to be the richest game in the formative years of the NES.



Nintendo—Game Boy—August 1993

In many ways, Link's Awakening may have been the best of the Zelda games. It was the only game with a walrus, for one thing. The humor, characters, puzzles and action were all great. The only thing missing was color. Super Game Boy (shown) can fix that.



Nintendo—N64—July 1997

Oh, Star Fox 64, how do we love thee? Let us count the ways. We love your brilliant graphics and smooth as silk play control. We love your



Nintendo—NES—August 1985

The pundits said that the home video game market was dead, that Atari had killed it, and there was great skepticism across the land. Then there was Mario, a humble plumber, but about a billion times more fun than Pong. When he became more popular than Mickey Mouse, the critics acknowledged that, perhaps, there was still a future for video games.



Nintendo—N64—October 1996

As the top sports/racing game on our list, Wave Race 64 stands far above the Maddening crowd. This game is not just

about reproducing or simulating a sport; it's about pushing technology to the limit so that when you bound over the realistic breakers in Wave Race 64 you'd better have a barf bag nearby.



Nintendo—Super NES—August 1991

Miyamoto again! So far, ten of the top 16 games have been creations of Nintendo's game wizard, MASTER Miyamoto. Like Super Mario 64, Super Mario World showcased a new hardware system. It was the first game released for the Super NES and the first smash hit for that system. The richness of the graphics were unrivaled until years later when Donkey Kong Country appeared.



Nintendo—Super NES—August 1991

Okay, this one you might want to argue with, even if it was arrived at democratically. But although on the surface this seems like a glorified soodle of a choice, let us explain the thinking. Our voters loved the back-and-forth nature of the two-player competition. Like baseball, it's not over until it's over. Is that enough to prove Tetris Attack into the top 20? Maybe we just wanted to stir up a little controversy.

sounds and your rumblings. We only put us with the frag out of a sense of duty, of course, and we forgive Mr. Miyamoto for being unabashedly pro-sneezem.



18

YOSHI'S ISLAND



Nintendo—Super NES—October 1995

It took several years and several false starts before the lovable dinosaur of Super Mario World found himself in a hit game of his own. Remember Yoshi, Yoshi's Cookie, and Yoshi's Safari? No? Don't feel bad! Yoshi's Island is the one to remember.

19

CHRONO TRIGGER



Square Soft—Super NES—August 1995

The last, great Super NES RPG from Square pulled out all the stops. Not only was there a story that spanned the eons, but the technology and magic in the game were brought to life by beautiful graphics and a rich soundtrack. Chrono Trigger was a feast for RPG fans.

20

MEGA MAN



Capcom—NES—December 1987

You want to be rich? Here's the formula: make a game that's one part cool weapons that you win from weird, robotic bosses and one part great play control. Of course, if it's that simple, why hasn't anyone else done it? Maybe it's not that simple.

21

SUPER MARIO RPG



Nintendo/Enix—Super NES—May 1997

Mario in an RPG? It almost sounds sacrilegious. But as it turns out, this game was more about characters than fighting and raising your levels. The artists at Square created a rendered, 3-D world like that in Donkey Kong Country for Mario and friends. Perhaps most significant of all, Bowser turned out to be a pretty good guy.

22

CASTLEVANIA



Konami—NES—May 1987

You really can't go wrong when you combine vampire hunters and creatures of the night with whips and axes. Castlevania had all of that good stuff, plus great play control and graphics, way back in '87.

23

DONKEY KONG COUNTRY 3



Nintendo—Super NES—November 1995

24

F-ZERO



Nintendo—Super NES—August 1993

F-Zero combined a sense of breathless speed with precision control and futuristic tracks that were just very cool. Racing games have always been big, but F-Zero was the biggest. Maybe or us feel that it's still the best racing game in existence.

25

TUROK: DINOSAUR HUNTER



Acclaim/Nick—February 1995

Barney fins wake up and smell the dino doo doo! This is what dinosaurs were like. They were big, strong, fast, fierce and some of them were biologically enhanced by the Campaigner for evil purposes.

Do we need much more or what? There doesn't come before one. In the case of D&C 3, however, we invite the book on numerical progressions, deeming that three (D&C 3) did in fact, precede one (D&C). Why? Game play is more important than graphics. Always. Do the math.



26

SUPER BOMBER MAN 2



Nintendo-Ent. Sup. NES—September 1994

Okay, we admit that we are sick and need help desperately. We love Super Bomberman 2 for the inexcusable reason that we get to blow up our friends in an almost infinite number of ways. Help us, please.

27

INTERNATIONAL SUPERSTAR SOCCER 64



Bandai—NTSC—July 1997

The biggest sport in the world deserves the best video sports game. Thanks to Nintendo, it has it, at least for the moment. ISS 64 is a technical triumph, but also a must-have for gamers who just want to have fun.

28

NBA JAM



Acclaim—Sup. NES—March 1993

This phenom from the arcades made an impact on the home court, as well. The Tournament Edition that followed simply relaxed the winning formula, so our votes went to the original. It was a slam dunk.

29

MARIO PAINT



Nintendo—Super NES—August 1992

So, it's not really a game. But with Mario Paint you could prepare for a future in computer graphics, and create animation and musical scores. It's practically a ticket to wealth, influence and happiness.

30

TECMO BOWL



Techny-NES—August 1992

Tecmo Bowl didn't try to reproduce the NFL experience, rather it concentrated on providing fun, one- and two-player action. The result was more of an arcade-type of game that was heavy on the action.

31

PUNCH-OUT!!

FEAT. ANGEL DREAM



Nintendo—NES—October 1987

Back in the good old days, this game was titled Mike Tyson's Punch-Out!! The arcade-style boxing game from Nintendo was a fantasy affair with cartoonish boxes with super moves. Who can forget King Hippo, Piston Honda, Bald Bull and Sandman, even if they want to!

32

SUPER MARIO KART



Nintendo—Super NES—September 1992

Even to this day, some purists prefer the driving control and AI of the original Kart. Super Mario Kart was notable for its 3-D perspective graphics in an age of 2-D games, as well as the exceptional play control. But its greatest accomplishment was to introduce a sense of playfulness to the racing genre. It was also the first racing game to make use of burning pits as tactical weapons.



Nintendo—NES—August 1997

33

DONKEY KONG COUNTRY 2:



Nintendo—Super NES—December 1995

Dixie's debut proved to be a real step up in the series, plus she is just a whole lot cooler than Diddy, Donkey, Kiddy and the other Kongs. Hair rules!



34 METROID II: RETURN OF SAMUS



Nintendo—Game Boy—November 1991

According to the Mother of all Metroids, this Game Boy masterpiece had all the excitement of real Metroid, but it's smaller and better for you. Yep, it's chock full of Metroid A, B, and C vitamins.

37 FINAL FANTASY



Nintendo—NES—May 1988

The most notable thing about this game was its awesome coverage in Nintendo Power and the huge Final Fantasy contest that lasted throughout the summer of 1990. Okay, maybe the game was pretty good, too.

35 DONKEY KONG COUNTRY



Nintendo—Super NES—November 1994

Finally! You may be wondering how a landmark game like DKC could slip to the 35th spot. After all, didn't Rare stun the world with its new ACM techniques, achieving a level of detail never even dreamed of for 16-bit games? Absolutely true, and DKC deserves a lot of credit for its pioneering effort. But we felt that the two subsequent DKC games improved on both the graphics and game play so much that they had to come first. That shouldn't take anything away from the original game. In a sense, all Donkey Kong Country games are an extension of this first foray into hi-res graphics.

35 METROID



Nintendo—NES—August 1989

Metroid advanced action games into the realm of adventure, and weapons like the Screw Attack and Ice Beam are still the coolest in the universe.

38 PILOTWINGS 64



Nintendo—N64—September 1996

Pilotwings 64 turned out to be more of an experience than a game, but it still scored high on our chart.

36 ZELDA II: THE ADVENTURES OF LINK



Nintendo—NES—December 1987

Side-scrolling battles and overhead exploration might not have been to everyone's taste, but the Adventures of Link proved to be entertaining and challenging nonetheless.

40 SIMCITY

By doing this with Legos, SimCity is the best construction set ever devised. It's like putting all your Hot Wheels and Tonkas and blocks and stuff in a giant sandbox and bringing them to life. Another way of

looking at it is that you become the total ruler or god. What was our favorite bit? You can send in earthquakes, tsunamides, and even a giant, city-slomping, Bower just to show them who's boss. Take that you puny sim!



Nintendo—Super NES—August 1991



41 STAR WARS: SHADOWS OF THE EMPIRE



Nintendo—SNES—December 1995

Snowspeeders, Imperial Walkers and Wampas. Alone, they were enough, but *Shadows of the Empire* also excelled at conveying a sense of being immersed in the Star Wars universe. The Super NES series of Star Wars games all led up to this N64 version, combining different types of action gaming at different levels, and although they too are deserving of credit, we chose to acknowledge all the Lucasarts Star Wars titles with this entry.



42 SECRET OF MANA



Square Soft—Super NES—October 1993

Four special features and a cover article in *Power* might lead some people to think that we were a bit Mana-crazy. We admit it. We love adventure games and there are precious few of them. *Mana* featured item drops, real-time fights, exploration and puzzle-solving.

43 STREET FIGHTER II: THE WORLD WARPER



Capcom—Super NES—July 1992

Every tournament fighting game that followed owes something to SF II, from *Mortal Kombat* to *Killer Instinct*, not to mention *Battle Paws of Fury*.

44 ADVENTURES OF LOLO



HAL Amusement—NES—April 1993

With items and magic in your bag of tricks, Lolo sometimes seemed more like an adventure than a puzzle game. As some of you may have guessed, there's a little bit of Lolo in today's Kirby—also from Hal Laboratories.

45 DR. MARIO



Nintendo—Game Boy—December 1990

The big innovation in *Dr. Mario* was not giving Mario a stethoscope. It was the inclusion of a fast-paced, two-player mode. *Dr. Mario* combined the concentration and challenge of *Tetris* with the excitement and unpredictable nature of head-to-head competition.

46 CONTRA 3: ALIEN WARS



Remco—Super NES—April 1992

Contra 3 included great two-player simultaneous action with some of the best graphics seen up to that point. The use of Mode 7 rotation was particularly cool, not to mention the awesome bosses.

47 SUPER MARIO BROS. 2



Nintendo—NES—October 1991

For the first time, players could choose to play using the Princess and Toad. Luigi gained his own identity, as well. Any game with vegetables that you throw is going to get our vote.

48 SHADOWRUN



Data East—Super NES—May 1993

The dark, future world of *Shadowrun* pits corporate behemoths against puny individuals. A resurgence of magic is the great equalizer. Data East captured all of the mood in an overhead adventure that was as deep as any RPG.



This was one of the first games that changed the conditions on you in the middle of a stage. Lights flickered out, and high winds blew your character around. The stage-end cinema scenes were also a novelty at the time.



For straight, platform shooting action, nothing beat the original *Contra* for the NES. The upgrades gave you awesome power, but the enemies were always hiding at awkward angles.



The variety of moves and the cool weapons that Bionic Commando were covered way back in the second issue of Nintendo Power. Ever since then, we've wanted a new BC. We got some of what we wanted when Capcom released a Game Boy version of the man with the grappling arm, but we want more. Call us spoiled.



Tetrisphere ranks right up there with the best puzzles in almost every category, plus it has cool music and nice graphics, two areas that seem to be missing from most puzzle games.



Nintendo learned its lesson the hard way with the success of the Genesis *Mortal Kombat*—gamers want copious amounts of gore. In MK II, you got gore and more—new characters and moves is what turned out to be the best of the 16-bit versions.



Vampire hunting in the big, beautiful 16-bit world of the Super NES turned out to be one of our favorite midnight activities. The heck with slow-down, *Castlevania IV* kept our pulses high. This was another one of those entries that requires a nod to earlier games in the series. The NES and Game Boy *Castlevania* games all provided great, haunting action, but we felt that *Castlevania IV* was among the best.



This is a choice that non-golfers may question, but it's the most popular game at 30,000 feet. We always enjoy a little 18 when we're traveling on our Nintendo corporate liner.



Killer Instinct Gold turned out to be the prettiest tournament fighter ever and Rare even managed to add a lot of 3-D to the 2-D format. As for pure fighting satisfaction, it still reigns on the N64.





Enix—Super NES—November 1991

Truly unique games are almost as rare as unicorns, but Enix created this exotic mix of heroic action and economic simulation. The graphics and sound were like a Wagnerian opera, complete with a shield maiden in a horned helm.



Nintendo—Super NES—June 1993

The modern setting and wonderful characters made the game accessible to a wider audience than fantasy RPG's. Who can resist a game in which you fire battle axes at giant chomposurs and take advice from a little guy who's all nose!



Sony—NES—November 1989

Whether you were inside or outside your tent, the action was fast and furious in Blaster Master. There was even a good Game Boy version, Blaster Master Boy. We waited in vain for a sequel for years. Maybe we'll see something for the N64.



Cosmos—Super NES—January 1994

The always superb graphics of the series reached a new level in this first Super NES Mega Man game. The game play remained traditional, but with some cool additions, such as the blue one's new pal, Zero.



Infocom—NES—September 1986

Locusts reached new heights in creative dementia with this brilliant adventure that starred a purple tentacle, a twisted nurse, and local teenage neighbors who try to stuff a hamster in the microwave—or were we the ones who tried to...?



Nintendo—NES—December 1990

Although it was never a platinum hit like Zelda, Star Tropics had all the puzzles, plot twists and battles that an adventurer could ask for. In addition to that, it had the best use of a yoyo in any video game.



SNK—NES—July 1990

You could wear a gas mask, play the insect flute or run amok in Rabbit Boots. The plot of Crystalis begins with a savage war engulfing the earth. That war was said to begin on October 1st, 1997. Our advice is to wear lead underwear.



Nintendo—N64—March 1997

"Knocking down buildings is fun," says Chris Stamper of Rare. We've also heard that Chris thinks squirrels are a blast, which makes us wonder: In Conker's Quest, will you knock over trees?



Playmates—Super NES—November 1995

Cows. More cows. Even more cows. Pigs. Cows. Cows. Puppy tossing. Still more cows. And a heavily armed worm. Just another realistic, slice of life game. Jim 2 got the nod over the original because of its improved play control.



66

DOUBLE
DRAGON

Billy and Jimmy Lee lacked every butt they encountered in this classic butt-kicking game in which two butt kickers could kick butts simultaneously. Once again, there was a whole series of Double Dragon games, and even one game that combined Billy and Jimmy Lee with the Fatal Runners, but the entire series followed closely in the butt-kicking footsteps of the original.



70

FINAL
FANTASY
LEGEND

Square Soft—Game Boy—September 1990

The first major RPG for Game Boy 1990 stayed true to the Square Soft tradition that mixed story, exploration and a curious mix of magic and technology. If only we could get our islands to float.



71

SUPER MARIO
LAND 3:
WINDLAND

Nintendo—Game Boy—February 1994

Collecting pirate treasure is always a wacky goal. Wario wore many hats in his first solo game. Frankly, it was great and we think Wario got a bum deal as a lead Mario, we want you to come over here and shake hands.

72

KILLER
INSTINCT

Nintendo—Super NES—August 1995

Another Rare triumph, Killer Instinct combined ACM pre-rendered graphics with the most advanced fighting system of its day. After K2, virtually every tournament fighter adopted some form of combo hit system.

73

SHADOWGATE



Spike—NES—December 1992

Shadowgate is proof that graphics aren't everything. This RPG threw on midiles and traps while shying away from virtually any animation. Cranky Kong would have loved this one.

74

RC PRO-AM
RACING

Nintendo—NES—February 1991

Guided by the firm belief that racing games aren't nearly violent enough, Rare designed RC Pro-Am with plenty of power-up items and missiles. Oh! Slits should be mandatory in all racing games.

75

SUPER GHOULS
& GHOSTS

Capcom—Super NES—November 1991

Everything about this game was challenging, particularly trying to keep Arthur's suit of armor on his puny body. Believe us, naked knights don't stand a chance in this ghoulish side-scroller.

78

GRADIUS III



Konami—Super NES—August 1992

The always superb graphics of the series reached a new level in this first Super NES Mega Man game, while the game play remained traditional with some cool additions, such as his new pal, Zero.



EA Sports—Super NES—October 1994

Electronic Arts made a huge leap from the old NBA Championship series of basketball sims with this game. Subsequent NBA Live titles have been rather updates with small improvements.



Capcom—Super NES—December 1992

This four de force from Capcom won well-earned, because it truly is magical. The rich graphics and inspired play made it one of the finest platform games for the Super NES.



Enix—NES—October 1992

This was a tough choice. With four Dragon Warrior games to choose from, everyone had a favorite. It was decided that the fourth DW game was so big and tough that it might come beat us up if we didn't vote for it. It was the last of the DW games to appear in North America, as well, and we still look back fondly to that era of good RPGs. Long live hatchle!



Konami—Super NES—August 1992

Cowabunga used to mean something, at least to the fanatic followers of the Teenage Mutant Ninja Turtles. They were huge and so was this game. It was true-to-the-arcade game and looked as good as a hot slice of pizza.



DukeSoft—Game Boy—December 1991

This unheralded little 3-D Game Boy game virtually pioneered death-match play. Up to 16 players, properly equipped, could link up and play virtual tag.



Capcom—NES—June 1992

Chip and Dale battled the Fat Cat and nimp squishis in this side-scrolling action game. Capcom lived up to its reputation for superior play control and graphics. The nimp squishies should have had their own game.



Square Soft—Super NES—August 1994

Transforming into different types of dragon is an ability that is just too cool to ignore. Although the North American version of Breath of Fire was released by RPG super star, Square Soft, the game was actually developed by Capcom in Japan. Capcom released the excellent Breath of Fire II here in North America.



Konami—NES—July 1990

This classic, overhead perspective action-adventure never received the coverage it deserved in Power. What were we thinking? It's a true classic with lots of variety, items and exploration. We won't make the same mistake when its NES counterpart, Hybrid Heaven, appears in mid 1996.



85

ILLUSION OF
GAIA

Nintendo—Super NES—September 1991

Gaia featured excellent graphics, hand-to-hand combat and the single most horrific and selfish act in video gaming history when Hamlet the pet pig roasts himself for the benefit of a bunch of starving villagers. Pass the lettuce!

86

BLACK-
THORNE

Intellivision—Super NES—September 1994

One wonders what sort of rating this game would have received in today's system. Blackthorne was a favorite at Nintendo for its great animation and incredibly realistic death moans.

87

GOONIES II



Kausler—NES—November 1991

Ten years ago, this title seemed pretty revolutionary. The secret passages that led from one part of the Israeli hideout to another created a unique maze, and the use of a wide variety of items made this game very special indeed.

88

BASEBALL
STARS

SNK—NES—July 1993

One of the first games to use full managing functions like trading, Baseball Stars also had a women's team option—the only one of its kind ever. What about the Crilly girls? In fighting over which was our favorite, prevented them from scoring enough points to make the top 100.

89

BATTLETOADS



Budweiser—NES—June 1991

One of the wildest action games of the NES era, Battletoads featured three toads with tools. The graphics created by Illare were exceptional by any standard and the game was so challenging and fun we devoted an unprecedented 35 pages to it. Subsequent Battletoads games, such as Battletoads in Battlemaniacs, were also beautifully done, but they didn't have the impact of the original.



90

DEMON'S
CREST

Capcom—Super NES—November 1994

The graphics were great and the play was varied and intense, but Demon's Crest never sold well. One week it actually managed to generate negative sales. How is that even possible? More people returned the game than bought it. They must have been even more brain damaged than our electronic rat voted for this game.

91

LUFIA AND THE
FORTRESS OF
DOOM

T-En—Super NES—December 1993

Lufia was great. We also wanted to mention Lufia II, which is a worthy successor but didn't break us enough to get into the top 100. Both Lufias blend RPG and adventure elements. Very tasty.

92

OGRE
BATTLE

Enix—Super NES—May 1995

So, how is your alignment these days? Ogre Battle aligned RPG and strategy game play in a triumphant and liberating epic.



Capcom—Game Boy—July 1/88

Gargoyle's Quest combined RPG and adventure elements, a large region to explore in the Ghoul Realms, and hours of fun. It also sold a lot better than its big brother, Demon Crest. Finished the gargoyle is one of the all-time great heroes.



Taito—Super NES—March 1/88

In this unusual but involving puzzle game, players aimed a marble shooter to make combinations that would clear the screen. The trend we expected to see in puzzle shooters never materialized. Somehow it got sublimated into salad shooters. Word.



SSI—NES—December 1/88

One of the first RPGs to boast customized characters and multiple member parties, Avatar sent players on a virtuous quest. The story remains one of the best among epic games although the graphics would make a lung-fish look attractive. The Super NES Ultima games never really measured up.



T&E Soft—Super NES—April 1/82

The only thing better than True Golf Classics, Pebble Beach Golf Links would be a chance to actually play the course with Tiger as our caddy. The only reason that Golf for Game Boy scored higher is that you can't take Pebble Beach with you.



Capcom—Super NES—September 1991

The genre of scrolling fighter games reached its peak with the Final Fight series. Translated from the popular arcade games, clearing up Metro City was a luck (and a punch) due to Capcom's excellent play control.



Capcom—Super NES—May 1/93

Finally, few games or movies based on esoteric piracy have been successful, but Alien³ somehow got inside us. We got to go on the ultimate bug hunt and we didn't even have to shave our heads to do it.



Inter—NES—September 1/86

Kickle's puzzle adventure reminded us of the Adventures of Lolo. Players had to freeze enemies and build bridges to pass through dozens of puzzling rooms.



Nintendo—Super NES—November 1/91

Unlike many video tennis games, Super Tennis wasn't just a glorified version of Pong. Great control and a realistic perspective made this game a winner in straight sets.

so there...

That's it for the best 100 games of all time. We are the first to admit that lots of deserving games didn't make the cut. Many under-serving games failed to make the Worst list, as well. If we made you think about your favorite games, and why you like them, then we've succeeded. If you want to step outside and discuss our choices further, then we succeeded beyond our wildest expectations. Let us know what you think. Maybe when we put together our 200th anniversary issue, we'll invite you to the debate of the millennia.



Nintendo Power's 100 All Time

The best scores from Abadox to Zook! Listed below are the highest scores and best times ever to grace the 100 volumes of Nintendo Power!

GAME	HIGH SCORE	POWER PLAYERS
ABADOX (NES) A BOY AND HIS BLOB (NES) ADRENALIN (Super NES) ADRENALIN (NES) AMARCON (NES) ASTONAX (NES) ATHENA (NES)	477,340 138,800 873,901,243 838,430 264,380 90,575,900 999,999	John Cooney, Santa Fe, TX Evan Schanz, Meriden, CT Dale Smith, Albu, MO Jack Wong, Emory, OH Brian Tremley, Hampton, VA Kory Chavez, San Leandro, CA Michael Pankratz, West Bend, WI
BALLOON BIGHT (NES) BASSIN'S BLACK BASS WITH ANKLEBENDER (Super NES) BATTLE TANK (Super NES) BUBBLE BOBBLE (NES) BUSS-A-BOOY (Super NES)	999,739 22.06 hrs. 250,000 3,755,250 147,420	D. Nash & N. Morley, San Pedro, CA John Pader Jr., Windsor Locks, CT John Brady, Fort Worth, TX Bobby Rugg, Clavett, SA Wing Yau, Long Island City, NY
CASTLEVANIA ADVENTURE (Game Boy)	3,090,100	Jimmy Ryan, Washington, D.C.
DEFENDER (Game Boy) DENSE STUFF (Super NES) DIG DUG (NES) DINO'S DUCK TALES (NES) DONKEY KONG (NES) DONKEY KONG 3 (NES) DONKEY KONG COUNTRY (Super NES)	999,999 805,200 195,600 538,134,600 150,700 108,800 1:00 (Time for 101%)	James Lawrence, Ithaca, OK James Schneider, Jackson, MI Eve Z. Meyer, Reading, PA Leon Yuzquez, Miami, FL Thomas Vias, New York, NY Joseph Santolucito, Quincy, MA Moses Garcia, Hialeah, FL Joan Provost, Utica City, NY Sean Lee, Arcadia, CA
DIC 3: DIDDY'S KONG QUEST (Super NES) DIC 3: DIDDY'S KONG QUEST (Super NES) DIC 3: DIDDY'S KONG QUEST (Super NES) DONKEY KONG LAND (Game Boy) DOOM (Super NES) DOUBT (Super NES) DR. MARIO (NES) DUCKTALES (Game Boy)	842 2:87 (103%) 2:27 (103%) 8:54 (103%) 1:22 (103%) 1,000,439 999 6,627,100 51,500,000 Collected	Roy Collins, Troy, IN Dennis Gentry, Eagan, WA Patrick Kearsy, Los Vegas, NV Nate Grant, Seymour, MO Chris Ojeda, Spring, TX Charles Vonnegut, Wilkes-Barre, PA Randall Hand, Meriden, CT Andrew Marshall, Columbus, MO
EXOTIC (NES) F-1 RACE (Game Boy) ELUX THE CAT (NES) FINAL FANTASY II (Super NES) FINAL FANTASY III (Super NES) FINAL FANTASY MYSTIC QUEST (Super NES) LEG OF THE NORTH STAR (NES) GALAGA (NES) GHOSTS 'N Goblins (NES) GOLF (Game Boy) GOLE (NES) IRON TANK (NES) KEN GIBBY II PRESENTS ME (Super NES) KID NITE (NES) KILLER INSTINCT (Super NES) KIDNEY'S ANAVALANCHE (Super NES) KIDNEY'S PINBALL LAND (Game Boy)	0:49.75 (Track 1) 0:51.84 (Track 2) 0:52.88 (Track 3) 0:59.87 (Track 4) 0:53.39 (Track 5) 9:07.91 (Course 1) 1,526,650 4,545 (Forward Steps to Victory) 121 (Golf Gloves Collected) 354 3,585,400 14,255,000 4,014,400 -24 -25 933,500 193 Home Runs 3,469,590 1,903,000 3,026,522 7,946,000	B. McLaugh & S. Bonita, Ft. Worth, TX Michael Semmes, Providence, UT Tammie Miron, Indianapolis, IN David Silverman, Jersey, NJ Brian Smith, Hightstown, NY Glen Parker, New Port Richey, FL Michelle Toney, Denver, CO John Garry, Elizabeth, NY Evan O'Connell, Middlefield, VT Brian Kassis, Amesbury, MA James & Shaur Thomas, Calgary, AB Matt Harbeck, Bethel, MA Steve Walker, St. Louis, MO Scott Torkin, Cincinnati, OH Garry Smith, Mason City, IA John Phang, Norwalk, CA
LODE RUNNER (NES) LOW G-MAN (NES) MADDEN '96 (Super NES) MADDEN '96 (Super NES) MARBLE MADNESS (NES) MARIO BROS (NES)	112,680 554,900 63 yards 39 Yards 983,000 9,999,999	Joan Lantz, Brownsville, TX Bruce Miller, Worcester, MA Philip Sims, Effingham, VT David Hoffman, Glimmer, PA Wayne Mantle, Caryville, OH Clara Shepard, Champaign, IL

NES
ACHIEVERS

Best Scores

GAME	HIGH SCORE	POWER PLAYERS
MARIO'S PICROSS (Game Boy) METROID II: THE RETURN OF SAMUS (Game Boy) NIGHTY BOMB JACK (NES) NINEMOPLY (NES)	140 (Time Trial Mode) 101 1,654,880 \$95,995 \$95,995	Mike Rogaczewski, Kellen Harbor, WI Aaron Halverson, Crofton, OR Carl J. Stamps, Salem, VA Sean Hammond, Havertill, NH Glen Goodman, Scottsdale, AZ
NAMIC (NES) NERJAM (Super NES) NES OPEN TOURNAMENT GOLF (NES) NHL '95 (Super NES) NHL STANLEY CUP (Super NES)	5,745,250 117 (Three-Point Shoot) -29 (U.S. Course) 352 (Goals) 71-01 (Victory Margin)	J. Ignatius & L. Steno, Williamsport, PA Matt Peltowski, Reading, NJ Jeremy Gytko, Lincoln Park, MI Richard English, Lakewood, CA Bob Shepherd, Proser, CN
PAPERBOY (Game Boy) PAPERBOY (NES) PROTWINGS (Super NES) PROTWINGS 64 (N64) PUPY DREAM (NES) PRINCE OF PERSIA (Super NES)	198,706 148,400 419 points (Best Score on Level 4) 124 51 (Beat 20 Balls on 2nd Level) 1,572,850 138 minutes	Lyle Sinks, Atlanta, GA Jon Fan, Ann Arbor, MI Brian Donatovich, Tallahassee, WA Chris Anderson, Sumner, NJ Carolyn Bishop, Oregon City, OR Glenn Leary, Washington, IL
RAO BACED (NES) RAMPAGE (NES) R.C. PRO-AM (NES) REVENGE OF THE GATOR (Game Boy) ROAD RUNNERS' DEATH VALLEY RALLY (Super NES)	63,794 50,644,612 \$95,518 5,988,730 914,230	Frank Strouley, Wilkes-Barre, PA Sam Kent, Birmingham, AL Jerry Black, Lutz, FL Mark Newfield, Detroit, MI Ryan Wickstrand, Meriden, CT
SHOCKERS (NES) SEVENTH SAGA (Super NES) SIM CITY (Super NES) SNARE BATTLE IN BOLA (NES) SLOMOON'S KEY (NES) SLINGE BACE IT (Super NES) SUPER BLACK EAGS (Super NES) SUPER C (NES) SUPER MARIO 64 (N64) SUPER MARIO KART (Super NES)	5,995,550 31 42 Oct. 1580 (Metropolis) 763,100 16,832,516 6.65 seconds (Radio Control track 1) 27 Bn., 1 sec (Biggest Fish) 1,443,880 32:12.58 (Fastest Time on the Princess's Secret Slide) 190 68 (Mario Circuit 3) 118 80 (Donut Plains 1) 1207.77 (Ghost Valley 1) 126 65 (Donner Castle 3) 1-01 26 (Mario Circuit 2) 1-07 26 (Choco Island 2) 8-01 65 (Koopa Beach 3) 1-07 19 (Choco Island 2) 1-07 59 (Donner Castle 3) 5:53.04 (Rainbow Road) 0:07.18 (Moleville Mountain Mine Cart Ride) 51 seconds \$,936,000 8:15 seconds (Dragon Chari)	James Lovell, West Warwick, RI Mark Chadborn, Grimsby, ON Dale Smith, Albia, MO Michael Janku, Conby, MN Caroline Strouley, Visalia, CA Joshua Stomach, Palm Court, FL Amanda Henderson, Fitchburg, ON Anthony Robinson, Corona, CA Kyle Goodfield, Lakeside, CA Nicky Jones, New Castle, PA Sharon McVernon, Westfield, NJ Eddie Mera, Huron, TX Peter Kankawa, Buffalo Grove, IL Brad Khan, St. Clair Shores, MI Joyce Schwartz, Madison, WI Mark Warner, Montezuma Creek, UT Isaac Knight, Dover Creek, CO Jay Mangini, Mapleton, CA Fritz Kankawa, Buffalo, IL Jonathan Wirth, Iron Mountain, MI Brad Jackson, Poudre Valley, CO Oliver Schubert, Oak Grove, MO Rob Schuler, Brentwood, CA
SUPER MARIO RPG (Super NES) SUPER METROID (Super NES) SUPER PITFALL (NES) SUPER PUNCH OUT!! (Super NES)	99-80 (Victory Margin)	Emerson McKinley, Aurora, MD Phil Bruffa, Bethesda, OK Michael Schiavo, Fremont, CA Frederic Esquey, Pembroke, PQ Lance Burton, North Hingham, PA Mike Hayes, Third River Falls, MN
TECHNO SUPER BOWL (NES) TETRIS (Game Boy) TETRIS & DR. MARIO (Super NES) TOTAL EPICALL (NES) UNRACERS (Super NES)	245,641 (Game A) 352,245 (Mixed Match) 112,430 516 on Downer (Short)	Mark Proulx, Warren, MI Robert Ethier, St. Bernard, ME Jordan DeCaro, Lake Forest, IL Tommy Yoda, Ridgeley, WV Corey Downey, Fairfield, OH
WAVE RACE (Game Boy) WAVE RACE 64 (N64) WAVE RACE 64 (N64) WAKING GREYLOCK'S 1-0 HOCKEY (N64)	4038.35 (Fast Course) 2:02.269 (On Lap around Sunny Beach) 1:14.859 (Three Laps around Southern Island) 1:02 (West Coast in a 20 Minute Period)	Jeff Peck, Arlington, TX Paul Isacov, Denver, CO
XENOKS (NES) XENIX (NES)	3,267,334 4,531,734	Craig Patis, Toledo, OH
YOSHI (Game Boy)	8,075	
ZOMBIES ARE MY NEIGHBORS (Super NES) ZODIP (Super NES)	5,075,570 863,480	Chari King, Sunnyvale, CA Greg Shores, Helena, MT

DATA BOX

Here you'll find fun facts and useful bits of information, everything from a picture of the game box to the number of levels in the game. You'll also find expected release dates, ESRB rating information, number of players supported in the different gaming modes, and compatibility with accessories such as the Rumble Pak and Controller Pak.

SCREEN SHOTS

At least two screen shots of every game will be shown as an example of the quality of graphics and game play elements or game modes.



GOLDENEYE 007

- Nintendo 64 megabits
- 4 player save slots
- Rumble Pak compatible
- 1 to 4 players simultaneously
- 20 single + 11 multi-player-only stages
- Release date: August 1997

The most exciting mission adventure of all time comes to life only on the N64.

GRAPHICS: Every detail is sharp and realistic, an amazing feat, exceeding even the high standards set by Turric. Remarkably, Rare used very little fog and yet you almost never see polygons popping up in the distance. Even more impressive is the level of detail and high frame rate in the multiplayer game, even on a 13" TV.

PLAY CONTROL: There are some cool features such as zooming, kneeling, ducking into and out of cover, and climbing ladders.

GAME DESIGN: GoldenEye advances the Doom genre by adding a variety of strategic mission requirements. The multiplayer option is incredibly fun and should be considered just as important as the mission mode. The Rumble Pak adds to the excitement, plus it's useful to feel when you've taken a hit. The cheat menu is very cool.

SOUND: Incredible music and effects.

SATISFACTION

Many of the evaluators feel that GoldenEye is one of the best executed games of all time. If there's a downside to GoldenEye, and we had to struggle to come up with one, it's that squishier players may find death animations are so realistic that they close their eyes and wind up getting shot.

COMMENTS: DAN: The realistic level design makes it feel as if you are there.
SCOTT P: I think the multiplayer mode gives it incredible replay value.



CATEGORY SCORES

These are the total scores for each category. Ten is the highest ranking while one is the lowest. Five is an average game score. When considering scores, the evaluators will make comparison judgments with other games of the same genre, system and time frame. In other words, Super NES RPGs won't be judged comparatively against N64 action games.

CRITIQUES

The central part of each game review covers the highs and lows by category. You'll see why a game scored as it did and learn how it compares to similar games, and our pro evaluators will tell you exactly what they think about the game. Some categories may not require coverage in this manner, depending on the game and the evaluators.

OVERALL & INDIVIDUAL SCORES

The Power Meter in the corner shows the overall, weighted score derived from the individual scores listed in the side bar.



STAR FOX 64

- Nintendo 64 required
- No game save feature
- Dumb: Pak compatible
- One dumb: Pak included with game
- 1-30+ players simultaneously
- 18 stages + 3 multiplayer arenas
- Release date: June 1997



Another stellar performance on the N64 from the master of Nintendo.

GRAPHICS: The animation of boss characters had the smooth motion along the flight path the both impressive. The use of 3-D characters to create cinema scenes will become standard in future games that emphasize stories.

PLAY CONTROL: The controls are intuitive and responsive. With the extra feedback from the Dumb Pak, Star Fox 64 has the immersive, in-the-cockpit feel that you want in a flight, comparable to the flight stages in Shadows of the Empire.

GAME DESIGN: The All Range Mode adds a sense of freedom that is missing from the corridor

flight paths of the original Star Fox. Unfortunately, when you have to quit in mid-battle, the lack of a game save feature is irritating.

EDITING: Some players blow through the easiest paths quickly and think they've seen it all. But there are hidden depths, particularly for players who take on the challenge of collecting all the medals.

SOUND: The use of real-time voice messages was a great innovation although several of the character voices didn't live up to expectations.

COMMENTS: DAVE The multiplayer mode is a real plus even if the story is pretty much the same as the original. SCOTT P. After Star Fox 64 and GoldenEye, games without multiplayer options may seem like they're missing something—that's a major change.



GRAPHICS-8.0 PLAY CONTROL-8.0 GAME DESIGN-8.0 SATISFACTION-8.0 SOUND-8.0



TETRISPHERE

- Nintendo 64 required
- Extensive memory backup
- Not compatible with Controller or Dumb Pak
- 1 player, 2 player simultaneous
- 4 player tournament streaming
- 4 modes of play & 100 puzzle levels



A great new Tetris puzzle challenge comes to the Nintendo 64.

GRAPHICS: No other puzzle game even comes close to the rich graphics of Tetrisphere. Graphics often aren't impressive in puzzle games, but in Tetrisphere you need to be able to distinguish blocks in 3-D space and at different distances, so the clarity of the graphics is very important and the use of shading and special effects gives players visual clues during the game.

PLAY CONTROL: It takes a little while to get used to the mouse, especially the sliding technique.

GAME DESIGN: You have to learn to love this game

because it is not intuitive at all. The Hide & Seek mode has variety, and the puzzles, multiplayer mode and Rescue mode are all captivating.

SATISFACTION: Puzzle fans who want a challenge will love the variety and intensity of this game, but anyone looking for a quick Tetris experience may be put off by the game's complexity.

SOUND: H2O really did a great job with the music, which has been described as a sort of techno/funk style.

COMMENTS: ERICH The magic stems are great rewards for combos and the breed combo system is very addictive for hard core gamers. SONJA: It's totally addicting and has great replay value, but to master the game, you have to think spatially.



GRAPHICS-7.8 PLAY CONTROL-7.5 GAME DESIGN-7.3 SATISFACTION-8.1 SOUND-8.1

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

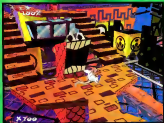
From the very first issue of Nintendo Power, Pak Watch has brought you news from developers working on the latest games. We've gone from two pages and hardly any photos to six pages and early hands-on play tests of games.



EARTHWORM JIM 3

One of our greatest wishes came true when we visited the busy play booth at E3. There we were met by a dozen copies of *Earthworm Jim 3*, currently in the works of Scottish developer

Jim Heffernan. It begins in a slightly different fashion, as opposed to the early James Earl Ray "bulletproof" complete with gas mask, dancing crows in place of dancing girls, and psychodellie music. Jim's life is in trouble, starts when a cow finds him "cute" and knocks him into the game. The game takes place in 3-D worlds thematically based on parts of Jim's scrambled brain. For instance, one stage will be based on Jim's brain while another will be based on his aggression or intelligence. Pak Watch asked EWI 3 game designer, Stephen Hewitt, about making the game funny for an international audience. "It has to be visual," said Hewitt. "Puns don't work very well when they have to be translated. What's most important is that there has to be a sort of logic behind what happens. It can be twisted, but things have



to make some sort of sense." He went on to say that the game used local worms, motion capture and featured lots of hedgehogs. Along with familiar characters like Py Cree, you'll also meet newbies such as Claw Capable, a talking lobster who comes across like Marko Brandt. Look for the fun to begin in the spring of '98.



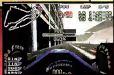
F1 POLE POSITION



Ubi Soft qualifies for the N64 tournament of champions with its upcoming F1 simulator.

F1 Pole Position 64. The qualifying run took us around the world, to 16 famous F1 race sites ranging from road courses to specially designed race tracks. Competing for the checkered flag are the top Formula 1 drivers in the world...and you. A ten lap race might go something like this. You peel out in the sunshine with unlimited visibility and ideal track conditions. After five laps the clouds move in and the rain pours down. Your pit crew radios you a message to come in, so at the next opportunity, you pull in to the pits to switch to rain tires and gas up. Back on the track, you have to make up lost ground while watching out for cars that litter the side of the track. Apparently they didn't prepare for the rain and spun out. Now and then, you quickly glance at your mirrorview to see if anyone is in your slipstream. When a red light appears on the dash, it's time to shift up and push your speed even higher. One by one, you move past last year's champion, the winner of Mexico Carlo, and the Australian Grand Prix champ. This could be your year for glory.

The experience of F1 turned out to be an impressive simulation of racing. The car feels realistic and the courses are demanding. You can't just step on the gas and blow past the competition. You have to know how to take corners, how to brake and use the proper equipment. The use of advanced techniques like slipstreaming also may make or break your day. Although the graphics suffer from popping polygons, you'll never notice it when you're behind the wheel because you have to concentrate so hard on the road and what you're doing. The ten lap race feels much longer than most video races and the amount of strategy required to place high in the finishing order makes F1 a special game with high replay value. Developed in Japan by Human and published by Ubi Soft, which is based in France, F1 Pole Position 64 should reach North America this October.



SUPER SPORTS

THQ hasn't forgotten about long-suffering Super NES players who haven't seen many new 16-bit games recently. This fall and winter, THQ plans to release four sports games for the Super NES and Game Boy, including NHL '98, Madden NFL '98 and NBA Live '98 for the Super NES and FIFA Road to the World Cup '98 for Game Boy. The three 16-bit games will be the last of these popular EA Sports franchise products for the Super NES. Each includes updated rosters, league and players' association licenses, and several new features. NHL features new AI that takes into account hot or cold streaks and even adds an intelligent crowd. Madden includes a new Rookie level of difficulty for easy play, plus updated art and an option to replay the last 16 Super Bowls. A new practice mode in NBA Live gives players a chance to learn and master the moves. You'll also find a new view option that allows continuous offensive play at one end of the court. On Game Boy, the FIFA license is joined for the first time by the World Cup license. Collectors and fans also should check them out, beginning this October when the first titles should be released.



INSIDER
UPDATE

NEWS BRIEFS

Here's a quick rundown of the latest news in the gaming world. Namco, the maker of countless arcade hits and PlayStation titles, is off the fence at last and is working on at least two N64 games. Family Stadium 64 will bring the popular Japanese baseball game to the Nintendo 64. The big news for RPG fans is that several of the developers of Tales of Phantasia are working on an N64 game that is a sequel of the epic.

Close to home, THQ announced that it has signed an agreement with Universal Studios Consumer Products Group to develop, publish and distribute The Lost World: Jurassic Park for Game Boy. THQ hopes to release the game this October, but that probably isn't realistic. Expect it to storm into stores near the end of the year or in the first quarter of 1998.

Farming fans will be happy to hear that Natsume, having managed to launch Harvest Moon successfully, will try to extend that success with two more Harvest Moon games. This winter we should start looking for a Game Boy version of the unusual RPG/Sim. Then, sometime in 1998, an N64 Harvest Moon will be ready for planting. It may seem like a long time to wait, but farming is all about patience.

Konami rushed at some exclusive shots of Hybrid Heaven just in time to make the 100th issue of Nintendo Power. These screen captures were taken from the same video that ran at E3, surprising everyone both with the existence of the game and the quality of the graphics. Our sources at Konami report that Hybrid Heaven is just a temporary name and that the theme is based on the Metal Gear franchise. The demo animations from one of the Osaka development groups at



Konami shows a wide variety of moves and types of action, from standard fighting to climbing and jumping moves that look more like platform action. But it's all in 3-D and the graphics on this computer-generated demo look amazing.

CLAY FIGHTER 63 1/3

The best laid plans often go astray, but the delay of the release of Clay Fighter 63 1/3 from Interplay has not been without benefit. The game is now much faster and prettier than the alpha version we previewed in June. With enhanced frame rates and lighting, the 3-D arenas have truly come to life. At this point, it seems that the development team just doesn't want to stop adding cool little extras, but by the time you read this article, Clay Fighter 63 1/3 should be entering production. Expect to see it at your N64 retailer this month.

NAGANO WINTER OLYMPICS '98



hops, downhill, speed dating, ski jumping and other winter sports. Konami is making use of detailed, 3-D character and



is modelling each site after the actual site is Nagano. The game looks to be moving ahead rapidly and should be ready by the opening ceremonies this winter in Japan.

Coming Next Issue.....

Volume 101, October 1997

This season, Griffey will swing his video game bat exclusively for Nintendo. It may be fall, but we're starting spring training in October to boost your ball playing into the same league as junior himself.

F1 Pole Position



Racing through 16 international tracks is a grueling circuit, so we've concocted the perfect Formula 1 road rules that will keep you at the front of the pack.

MAJOR LEAGUE Baseball

FEATURING
KEN GRIFFEY JR.

MADE 64

Artificially intelligent fighting botsy starts made to the N64 with your characters and brutally beat you weapons. But don't think of trying to enter the challenge without some up-to-date equipment.



EXTREME-G

We'll try to keep you from getting insured into Extreme-G rulekill, but when a game crosses a high-speed roller coaster rule with target practice, you're bound to be in for a hairy ride.



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THIS IS IT! NINTENDO POWER'S 100th
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PREVIEWS AND COOL INSIDER STUFF THAT
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