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OCTOBER VOLUME 101
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**NINTENDO
POWER**

Extreme-G



CHECK
YOUR WEAK
STOMACH AT THE
DOOR, BECAUSE EXTREME-G
PULLS THE GS AND NO PUNCHES. THIS
MONTH, WE'RE TRANSFORMING YOU FROM
A MOVING TARGET TO A ROAD WARRIOR
WITH OUR INSIDE TRACK ON SURVIVING
THE DRIVE.



MISCHIEF MAKERS

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18



San-crazy cowboys, talking robots, killer bees. A film-breathing worm. And that's just the first three levels! For mischief made easy, we have ten pages of strange phenomena that'll keep you out of trouble.



PLACE THE ORDER



At the bottom of the cover, a small black box contains the text: "© 1998 by the Board of Directors of the National Endowment for the Arts. All rights reserved. Printed in the United States of America. ISBN 0-896-039-00-0."



DAMIEN KOPPELAND



There's a Kidgloz.com site for a young girl, thank you. The page evokes her life in the future. There are now bands as well as Kidgloz to the Max, and you'll find out what's going on your way out with Kidgloz's help. Welcome to the new school scene.



Figure 1

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PLAYER'S PULSE

The anniversary party's over, and, like a litmus of delusions, we're wisely getting back into the swing of things with number 101. This month's big topic tackles the quality of N64 games—do the games emphasize style over substance? Are they too easy to beat?

Did You Feel That?

Here are a few reasons why *Star Fox 64* is a nice game, but isn't something to die for. The graphics are nice, but that's not what the game is all about. The play control is very nice, but I keep hitting the View Change Button while pressing the Boost Button. Then there's the Rumble Pak—it's really nothing special anyway. It's a nice addition but doesn't really increase the game's enjoyment or replay value much.

Jason Koel
Via the Internet

I think the Rumble Pak is rather neat. The slight changes and degrees of vibra-

tion matches what's going on during the game. It actually does let you "feel the game." You just have to have a good imagination and, "POOF!" you're Fox McCloud flying in Arwing. The Rumble Pak enhances your feeling of reality being in the game. Besides, what do people expect it to do, jerk the Controller out of your hands?

Michelle Hinesman
Via the Internet

The Rumble Pak doesn't let you feel the game. Once when I played *Star Fox 64*, I took out the Rumble Pak—I didn't even notice a difference and forgot I had taken it out! I almost never play with it because it's stupid.

Grant Eckels
Via the Internet

The Rumble Pak is so cool! It doesn't just shake randomly; it matches the feel of the game exactly, so the jumbling from accelerating your ship feels different from when you hit the brakes. This small device packs a big time wallop! And it's included with *Star Fox 64*, so I don't see why people are complaining. It's innovative, too—where else besides an arcade racing game can you see your controller jolt!

Joel Nicklaway
London, Ontario

Like it or not, using the Rumble Pak will help your gameplay. In both *Star Fox 64* and *GoldenEye*, enemies can sneak up and shoot you from behind; the only way you'd know it, however, would be that your Controller was giving you a jolt. Despite the few gamers who are overpriced by the Rumble Pak, game developers are enthusiastically making new games to accommodate the accessory. Adult Rating Championships, Top Gear Rally, San Francisco Rush Extreme Kicking, WCW vs. WWF, World Wide Dodge Nuts 64, Lord of the Rings, Yoshi's Story, and GoldenEye are on the Rumble Pak roster of games.

Like Father, Like Son

Recently, my friend and I beat *Star Fox 64* and opened up all the bonus options (Expert Mode, Sound Test and playing in the Bandinator and on lock in Battle Mode). Those options are great, but I've read in various magazines and web sites that you can play as James McCloud. To my knowledge, this option doesn't work. Is this a true option or just another false code on the Internet?

Brian Bates
Vancouver, WA

The rumors are false. People only be mistaking Fox for his father—when you play the Main Game on the Expert Level, Fox will be sporting sunglasses just like his dad once wore.

New Math

I recently purchased *Star Fox 64* and I something peaked my curiosity. Every time I reached a boss, I would receive an extra point. For example, if I



reach a boss while having 150 points and I defeat him so he displays, "x10" when he explodes, my score at the end of the level would appear as 161 points instead of 160. Where does this extra point come from?

Doug Michel
Via the Internet

A easy problem? No one knew those, but we'll try to make this answer painless. You automatically receive five points for destroying anything in *Star Fox 64*. Some targets are worth more points and when you destroy them, they'll display a bonus score that should be added to the one point that you automatically earn. So when you blow up that boss, Doug, the "x10" really means "1 + 10" (However, the entire screen changes if the train you're trying to destroy departs from Macbeth at 10:15 a.m. chugging along at 40 km/h, while you're flying 2.5 times faster, but...)



Illustration: Jason Koel • Review: Michelle Hinesman





Shadow Play

I recently found a mistake in Star Fox 64. In Vs. Mode, you can break your Arwing's wings completely off, but if you fly close to the ground, your shadow will have wings!!!

Aaron Jennings
Piscataway, NJ

You have trouble believing that your wingless ship casts a winged shadow, but you have no problem accepting that little woodland creatures can talk and wage war in outer space? It looks like you caught a flub that the programmers and testers overlooked, but who's to say that the shadow's wrong? Pigs do fly in the Lylat system, so anything's possible.

Easy like Sunday Morn

There are only two words to describe Star Fox 64: FUN and GRAPHICS! I think Nintendo spent too much time on graphics and not enough time on challenge. I must admit that the game is tons of fun and I enjoy the graphics, but I've taken the hardest route and beat the game in 2 days! I also find that I am able to beat many other N64 games in a very short period of time. Original Super NES games are harder. For example I have never come close to beating my old Nintendo game with Link. Is it just me or are other players saying that N64 games are a bit too easy?

"Arduous"
Via the Internet

tain doom and he gets poetry-as if he didn't have to watch his weight as it is. After spending many hours playing a truly engaging game, I'd like to have an engaging ending. I just hope that when I complete

Levi Ginkins • Orange, California



Zelda 64, I'll receive a truly epic, 10-minute capcividing ending, and not just a peck on the nose and a flup.

Josh Kilgore
Via the Internet

People are complaining because the endings of games aren't up to their personal standards? Gimme a break! Excuse me, but I play a game for the game play, not to see what happens at the end! If "satisfaction from hours of game play" is what you want, get whished from the fact that you just spent hours of fun game play to beat the game. As far as I'm concerned, beating the game is its own reward.

Steven Butterfield
Via the Internet

I, for one, don't buy a game for the ending. I enjoy playing games, not because I

Derek May • Milwaukee, WI



All's Well That Ends Well?

The endings for some of the N64 games are dull. Super Mario 64 is probably the best game I've ever played, but come on! A cake! Mario restored peace to the Mushroom Kingdom and saves the princess from cer-

Paul Kiaczy • Montevideo, Tennessee



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POWER CHARTS

Just in October autumn, Harvest Moon rises to crack the top ten. Just what wait, or time than Halloween for Doom 4's demons and monsters and scary. (Wario) to return to the Power Charts? But the most for all seasons has to be Jettin' Bonchon GoldenEye. Does he live up to the hype? Let us know by voting!

NINTENDO 64 TOP 10



GoldenEye is number one with a bullet! Armed with his P97, James Bond shoots up five spots to steal the top position from Star Fox 64, but you can bet that Fox won't give up without a fight!



RANK	CONFRARY	LAST WEEK	WEEKS ON CHART	
1	GOLDENEYE	NINTENDO	6	10
2	STAR FOX 64	NINTENDO	1	5
3	MARIO KART 64	NINTENDO	2	10
4	SUPER MARIO 64	NINTENDO	3	13
5	TURBO: DINO-SAUER HUNTER	ACCLAIM	5	12
6	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	4	13
7	BLAST CORPS	NINTENDO	7	5
8	WAVE RACE 64	NINTENDO	9	13
9	CRUITS'N USA	NINTENDO	8	10
10	DOOM 64	MIDWAY	—	5

SUPER NES TOP 10



RPGs and adventure games dominate the Super NES Power Charts this month as Harvest Moon makes its debut, and Final Fantasy II returns to the top ten after being absent for more than a year!



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	68
2	SUPER MARIO RPG	NINTENDO	3	38
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	2	12
4	FINAL FANTASY III	SQUARE	5	34
5	CARDINAL TRIGGER	SQUARE	8	27
6	SUPER MARIO KART	NINTENDO	6	54
7	DONKEY KONG COUNTRY	NINTENDO	7	36
8	STAR FOX	NINTENDO	9	55
9	FINAL FANTASY II	SQUARE	—	59
10	HARVEST MOON	NATSUME	—	1

GAME BOY TOP 5



Link is firmly recharged in the top spot (their Power Brosolite power him quite a grip). The lower spots are more shaky, so leave it to Wario to bully his way in, while Metroid II tumbles out of this month's chart.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	54
2	DONKEY KONG LAND 2	NINTENDO	2	16
3	DONKEY KONG LAND	NINTENDO	5	33
4	SUPER MARIO LAND 2: A GUY'S STORY	NINTENDO	3	59
5	WARIO LAND: SUPER MARIO LAND 3	NINTENDO	—	28

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. STAR FOX 64 (N64)
4. GOLDENEYE (N64)
5. EARTHBOUND 64 (N64)
6. SUPER MARIO RPG 2 (N64)
7. YDSHY'S STORY (N64)
8. TURBO 2 (N64)
9. MACE 64 (N64)
10. MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO (N64)



MOST WANTED

LETTERS, CONTINUED...

want to see a really cool ending, but because I want to get the satisfaction of beating it. Also, I like the special features you get from beating the game—Nintendo always makes these worth all the trouble you went through to beat the game. Although I enjoy the ending of a game, I couldn't care less about it.

Nick Bracker
Via the Internet

After months and months of playing Super Mario 64, I finally got my prize—a cake. A really, stinking cake that Mario could've bought at a nearby 24-hour rushroom and cake shop! Who cares if Princess Toadstool can talk now? Seriously, my mom can talk and bake cakes, too! And I don't have to feed 75 allies and beat a gigantic turtle to get to her. The game is great, and when I first saw it, I thought it was "fun, fun, fun," but unfortunately the ending is "lame, lame, lame."

Rodrigo Lopez
Via the Internet

When Recycling Isn't Good
I think the N64 isn't living up to its potential. The games themselves are good for the most part, but the originality isn't there. Take Doom 64 and Mortal Kombat Trilogy—these are old games with cosmetic changes so that they can be sold for about \$70 each. War Gods was a bad arcade game to start with. New ideas are needed, not just famous licenses. Out of all the N64 games, only Super Smash Bros. wasn't famous before the game was made, and even he was a comic character at first! Let's see some new

Hoop Dreams

No doubt Joseph Newton, Grand Prize winner at the Volume 90 Player's Poll Contest, is one of the most popular kids on his block. Joseph not only scored Midway's NBA Hang Time for both the Super NES and N64, but he rated himself the arcade game, too! For a chance at shooting some hoops, Joseph's friends must have been trying to break down his doors, but he has beat them to it—literally. The arcade game was so big, that Joseph's dad had to remove the patio doors in order to get the game into the house!

Joseph Newton (left) with his friends Thomas Barrow and Jory McGiffin hanging out with Joseph on his new NBA Hang Time Arcade game.



people, not recycled heroes from yesterday!

Trevor Lashley
Via the Internet

Spinal Tap

I'm sure everyone has noticed the magazine's bindings are forming a picture of our beloved mascot. It's a great idea, but now I've noticed that Volume 99 has one major error—the binding's picture is a duplicate of Volume 97. Mario has three eyes! It makes the entire idea a total loss. What happened?

Randall Schwab
Via the Internet

Would you believe that it's Mario's new fashion statement? You know, that "third eye" thing is really trendy—just look at that little doorknob on the forehead of Gwynn Steffen from No Doubt. But alas, we all know that Mario's never been a fashion plate (over all are soooo 1980s Deary's Midnight Runners), so it's much more likely that we were too focused on making a super-cool Volume 100 that we got careless and goofed up on 99.

WRITE AWAY RIGHT AWAY!

Many critics are hailing GoldenEye as being the best game of the year, if not one of the best games ever. We've heard a lot of your opinions on Star Fox 64 this month, so now it's James Bond's turn for criticism. Does the N64's GoldenEye have the Midsie touch or is the game as sleeky as Roger Moore?

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and Future Product
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Have about enough releases and upcoming games for all Nintendo systems? Call to help us celebrate NES, SNES, GBA, N64, and the Game Boy. Super Mario 64, Super Mario Kart, 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.

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Extreme-G™

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Life in the extreme fast lane leaves no time to breathe, blink or think. But if you sharpen your reflexes to a razor's edge, you might just survive to see the future of racing in Acclaim's Extreme-G.

FAST, FASTER, INSANE

You've heard it said that speed kills. In Extreme-G for the N64, speed wins. It's that simple. This blazing racer, developed by Probe Entertainment, places you in a scaled, two-wheeled rocket and asks you to stay the course on 12 twisting, looping, ribbons of track that blast through eerie, futuristic settings. To make things even more interesting, you and your opponents pick up weapons, armor and warps. There's only one sure strategy in this death race—stay in front and never brake. Take this advice to heart and you may just come through in one piece and win the ultimate prize.



CUSTOMIZED

If you have any sanity at all, start out on the Novice speed—not Intermediate or Extreme. You also have the option to display bike position or bike names. Choose the bike position option. A bar map appears on the top of the screen, showing you where your opponents are in relation to you. You can customize your controller, as well, and save progress and settings with a Controller Pak if your Rumble Pak isn't plugged in. If you're using the Rumble Pak, you can use passwords to return to previously played tracks.



FUTURE CYCLES



INTRO 64

Each of the eight standard bikes have five settings, covering the following attributes: acceleration, top speed, handling, shields and on-board weapons. The bars below the bike on the selec-

tion screen indicate power levels. Most bikes have at least one "hot" attribute, but some are loaded. If you win the Extreme Contest, you'll earn the hottest bike of all.

Raze

You can blaze with Raze. The fast track, top speed of this bike, without turbo boost, is in the high 230s. This bike also has a decent on-board laser and its handling properties are decent, though not exceptional. It's not a bad choice.



Rana

This machine looks cool, but it's nothing special. Decent top speed is not the same as hot top speed. Speed is essential. You can disregard the shield category when you're playing at Motorcycle levels. You should be too far out in front to get hit and you can always pick up extra armor.



Khan

If you're prone to stopping the wheels of the track, and everyone is at fast, then Khan is your man machine. Her nose-mounted jets you back up to a top speed very quickly. With this bike, you can take the lead and never lose it. Smart use of turbo will keep you in the lead.



Grimace

Well named, Grimace won't get a lot of praise from racers. This bike has top acceleration and high top speed and shields. Low weapons don't really hurt Grimace or Khan since you pick up the best weapons along the track.



Mooga

Heavy armor. There won't hide the fact that this bike is so chunky. On the other hand, it handles very well and has super strong shields, making it ideal for multi-lap races. But when it comes to Time Trials, there it is the garage.



Jolt

Very good top speed and pretty good handling makes Jolt a good bike for beginners or for any driver on a course with extreme corners. If you find yourself having trouble staying centered on the track, try Jolt or Mooga and see how it goes.



Main

Big guns can have an impact on the outcome of a race. If you're in the center of the pack, Main has great acceleration, so it may stay in the thick of things. On the upper difficulty levels, you might want to give Main a try.



Apollyon

The name is cool, but names are cheap and this bike will leave you struggling to catch up in the last one if you fall behind. Apollyon handles like a beached whale. Leave this one for the rope man.



SINGLE-PLAYER MODES

Practice

Practice makes perfect, or at least it may. You can practice with any bike on any course that you've speed. Practice races include opponents, pickup times on the track and turbo boosts.



Time Trials

If you want to see your name entered in the Extreme-G Hall of Fame, you need set time records. You won't have to worry about being blasted since you race all alone.



Shoot 'em Up

The Shoot 'em Up mode is all about shooting down drone opponents. No matter how many you blow down, it's not a win. The trick is to keep your speed up and avoid hitting the debris of the bikes you blow to smithereens. It's tougher than it sounds. Use a fast, heavily armed bike like Raze for this mode. You can set records for number of destroyed bikes and see them on your Controller Pak.





MULTIPLAYER MODES

No racing game would be complete without head-to-head matches in which you can establish your dominance over your friends. That's what gaming is all about, right? Extreme-G has

four multiplayer games for up to four players. Three of the modes are true race competitions while the final is a battle mode. With four players plugged in, expect a slower frame rate.

Head to Head

This is just what you would think. Two to four players can join in on a head-to-head race on any open course. An open course is one that you have completed during the Extreme Contest. The race is run just like a regular race with turbo and weapon upgrades. You can win using speed or by callously blowing up your former friends. The graphics are far better in the two-player mode than in the four-player mode.



Flag Game

The goal here is to collect as many flags as you can. If you're in front and know where to look for flags, you have an edge. Also, you won't have much success trying to destroy opponents, because there aren't any weapon upgrades. Since many of the flags have been located with great cunning in areas of the track that aren't easy to reach, a slightly slower speed may prove successful, as well.



Two-player matches can be set up using vertical or horizontal split screens. Depending on the screen, the perspective may give you a better view than the other.

Hail To The Flag Down To Earth

Unlike regular Extreme-G races, you don't want to look for the fastest, most strategic route during Flag Matches. The fact is that flags can be found in all sorts of places you wouldn't normally go. Avoid jumps as you may well be jumping over flags or missing routes that contain flags.



Forget Shorty

Short cuts, like jumps, are to be avoided during Flag Matches since you may miss many flags by taking the shortcut. In fact, it can be an even worse move since your opponents may be collecting all the flags that you skipped by. What it really comes down to is knowing the courses. Take a few practice runs to learn where the flags are positioned.



Cup Race

The Cup Race is a standard race, complete with weapons, that takes place on a designated track in a series of contests. Up to 16 players can compete on the ladder, making this a good party game. You can run races of two, three or four-players, but we recommend going one-on-one so everybody has a good screen view and less experienced players don't have as great a disadvantage. The game keeps track of winners and losers.

Battle Arena

The Battle Mode exists for one reason. It gives you a chance to face down your opponent, look him or her in the eye, then launch your biggest missile. In each of the four battle mode arenas, you have to find your opponent or opponents, then pound them with ammo. You can try to ambush them, just with them, hide from them or bait them, but the contest is always explosive.

The Arenas

The narrowest arena makes for the most difficult battles since you can't hide or set up ambushes. Use the ramps to leap over your opponents and your Right button to make impossibly sharp turns. The multi-level arenas offer areas for ambushing unsuspecting players. We recommend playing one-on-one because the four-player option has a slower frame rate.



The four battle arenas contain weapon upgrades, rings and other features based on the tracks, but they're wide open and you can turn around in 360 degrees.

Well Armed

You'll find plenty of arms and armor in the battle arenas. Use them up and upgrade them at every opportunity. It's always better to have a full rack of missiles than a single missile. If you're left with one item, use it and grab a new one. If you continue to take the same type of item, it will upgrade to a more powerful form. You can repair your bike,

as well, so keep an eye on your shield gauge.





EXTREME CONTEST

In the Extreme Contest, you'll race in three circuits, earning points so you can move up. You begin with four Atomic races, then move on to the eight races in the Critical Mass circuit and

12 courses in Meltdown. Some of the tracks don't change from one circuit to the next, so we've included track tips only once.

Points to Remember

- Course 1 NEW 4
- Course 2 NEW 10
- Course 3 NEW 15
- Course 4 NEW Final

Atomic COURSE 1



The first race winds through an ancient temple and a long tunnel, but the real challenge is learning the manners of driving a high-speed bike. At the one fork in the track, stay to the right.

Back Burner

Just as you leave the tunnel on the back side of the course, one one of your twin headlights and burn through the long curves leading up to the starting line. We'll have to use the Right button to negotiate the turns.

Take it Straight



The shallow S-curve requires a straight-forward tactic. From the inside of each curve, aim straight at the inside of the next curve. You can wind through this area with a gentle touch on the controller. You'll need to be driving at least 16 mph to clear the jump after the curves.

COURSE 2



Long jumps and branching tracks make this second course a real challenge. At the first branch, go to the right. After that, any branch will do. Use the boost off the starting line.

Downhill Flyer

After the first lap, use your rearviewing turboboosts when riding down the blue and white checkered curves. You'll gain as much speed that if you use one up the other side, maintain the tunnel at mid-swinging speed.



COURSE 3



This course blazes a path through a city at night. It looks dramatic, but it's one of the easier courses you'll encounter. On the back stretch, take the right branch of the track.

Flat Out Fast

This straight away the beginning of the track is a good place to use your turbo. It's a long straightaway with a few ramps and power-ups. Stay away from the ramps. If you get air, it will just slow you down.

Keep Left



In the right straightaway before the tunnel, stay on the left side. You'll have a straight shot into the saw row tunnel and don't use turbo you off the wall. If you start out on the right side of the split, look for the gap in the divider about halfway down the stretch and cross over.

COURSE 4 Final Course



This underground track runs through construction sites and tunnels filled with bats. The split tracks make it very narrow and your line of sight is always limited.

Turbo Down

Hit your turbo as you start down the slope of the elevated track. The strategy of blazing downhill rather than uphill almost always pays off, here and elsewhere.

Corkscrew



Stay in the middle of the corkscrew section of tracks and be prepared for a fairly sharp left eagle corner at the end. You'll have to hit the Right button to make it cleanly around the corner.



Critical Mass

COURSE 3

In and around the lake, bikers encounter just about everything possible, from jumps to dramatic shortcuts.



Points to Continue

Course 1	A-1	4
Course 2	A-2	8
Course 3	NEW	16
Course 4	A-3	20
Course 5	NEW	28
Course 6	A-4	34
Course 7	NEW	40
Course 8	NEW	Red

Log Jams

The huge logs that cross over the track can cause you a lot of pain at first. On the opening lap, stay to the right and drive under the first set of logs. You'll then catch speed to jump over the second set.



Jump Off



This is one of the most crucial shortcuts in the game because the computer racers use it. Immediately after the corkscrew, look for a ramp on the right. As you drive up the ramp, head to the right side. The shortcut is below and to the right, so you need to clear a section of rock.

COURSE 6



This inner-city course winds and loops through the industrial area and some tricky turns. You might consider a good handling bike such as Jolt to give you an edge.

A Tight Fit

The tight S-curve through the building beyond the first narrow wall challenge is key. Take the straightest line possible and don't get caught going too far to the right where you can get trapped by a wall.



Turbo Right



Use your turbo boost when you exit the hairpin turn mentioned above as you head into the long, split-track section. Stay to the right and consistently tap the Right button on your bike around the long curves. Tapping helps you maintain your speed and control on long curves.

THE ARMS RACE

If you know the weapon icons and what the weapons and other items can do for you, you can sometimes snatch victory from the jaws of defeat. One basic strategy is to always keep some weapon on your bike, and in the case of multiple racers, if you're running low, shoot the final rocket and pick up another weapon.

Mines

Mines are dropped by bikers along the path. You're best off not to avoid them just to stay out in front, because the mines won't last too long. As you pick up more mines, at any type of weapon, they upgrade to new forms. One type of Mine spreads electric flames from the sides of your bike.



Rockets

These weapons are powerful and useful if you get them near a straight away. Use up your opponent directly in front of you. Once you fire the rocket, steer around the new shape of your fellow competitor's bike. You can snuff flowers from the winner's circle.



Homing Missiles

These are the best weapons of all because they follow the target in spite of the terrain. You have to be within visual range of your opponent though, so don't bother firing missiles from the back of the pack.



Armor

The armor item repairs your damaged bike shields. If you upgrade the armor you can become invincible to other filters, which is the safest power up in the game. Keep an eye on the little shield symbol on the lower left portion of the screen to see how your armor is holding up.



Fusion

When you get this it's like getting hanging off your bike, you'll probably think it gives you a super turbo boost. Think again. It does not a long time of instant heat that will fry any bikes in your wake. That should make the tightest turn think twice about crowding your space.



Warps

This is the weirdest item in the game, but potentially useful. When you drive the first warp field, it acts as the exit. The second warp is the entrance. If you place the entrance ahead of the exit, you like that nature the warp gets next backward.



COURSE 8



This course penetrates a mining complex and digs through narrow tunnels in the rock. The biggest challenge is the limited line of sight in the narrow tunnels and sharp, sloping curves.

Pipeline

The tight corner requires the use of the Right button and it can sneak up on you suddenly. Look for the double river of copper pipes along each side of the track. When you see them, get ready to bank sharply.



Short Hop



The shortcut in this stage is a short distance beyond the pipeline turn, surfaced above. You'll see a curving ramp on the right side of the track. Shedd up the ramp and clear in the far right in order to make a clean entry into the tunnel. The angle is important since the paved entrance is narrow.

COURSE 9 Final Course



Back in the city, the last course in the Intermediate Circuit is a bit easier than you might expect. Don't worry about the giant boulders floating over the track. They're harmless.

Which Way?

After the initial swoop to the left and the short hop, you'll find that the track is split in a left and right path. Stay to the far right going up the hill and you'll take the right branch, which is the fastest.



Big Loops



The big loops in this course aren't too tough to negotiate, but you should stay in the middle of the track and just accelerate. You'll notice quite a few fans in the air along the way. This is a good place to use them if you're being tailed by opponents.

Speed Check

The checkered flag stretch that leads into the golden-carbide corner is a good place to boost up with a turbo boost. The other good boost location is in the lane.



Just Rewards

After winning the Intermediate Circuit, you'll reap the rewards by being given a new bike, the Roady. Every attribute is great or above, but it excels in top speed, shields, and weapons. This is one dangerous pet.



Meltdown

COURSE 6

The ups and downs of city life make this one of the most interesting courses of all. Several splits in the track lead you on shortcuts or long-cuts.



Points to Continue

Course 1	A-1	4
Course 2	A-2	7
Course 3	A-3	11
Course 4	A-4	21
Course 5	C-3	34
Course 6	NEW	51
Course 7	C-5	36
Course 8	C-7	44
Course 9	NEW	50
Course 10	C-8	58
Course 11	NEW	66
Course 12	NEW	Final

Burn Nitro

The straight stretch after the down arrow shortcut is a great place to light up your turbo candle and burn it to the core. We can also see it on the back stretch straightaways.



Get Down



The rule of thumb on this course is, when in doubt, stay down and stay left. Whenever the track stays low or to the left, that's where you should be in one case, the downward pointing arrow clearly point out the way for you to go.

Off Ramp

Near the end of the course, the easiest track to take goes up a steep ramp, but you want to stay to the left. The lower track is much faster and it's a good place for a turbo boost.



COURSE 9



One of the most challenging courses you'll ever see, the lava course makes things particularly interesting by doing away with most of the side rails that separate you from the searing lava.

Hot Stuff

Fortunately, you won't take the heat alone. Even the computer-controlled bikes periodically lose control and drop into the lava. This is the one course that you can take at slower speeds and still win.



Fired Up



There are precious few places to see your turbo boost on this fiery track. When you pass the spin-ten lakes and reach a red tunnel, you'll come to a loop. That's where you want to light up your booster and blast into the loop.

COURSE 11



This course is a wild ride of branching paths, shimmering barriers and loops that will leave your head spinning. Practice is the key to memorizing the many sudden turns.

Light Barriers

What waits on the other side of the light barriers can take you by surprise. Just beyond the first barrier, the track branches sharply left and right. Either branch is fine. Just be prepared.



Boost



Following the first split in the track, you'll come to a long stretch with a blue and white checkered track. You can't miss it. This is the only safe place on the entire course to use your turbo boost. Don't miss the chance.

Y Oh Y!

Which Y in the road should you take? Both are the same length, but if you take the left Y at each junction, you exit the splits much more directly in the tunnel. You could give you a slight edge.



COURSE 12 Final Course



We call this one Oz. Unlike the other courses, Oz has electric grass fields, birds flying in the air, and thick trees. It also has UFOs. It's weird, but great.

Beam Me Up?

Pumper has it that you can boost your way over the lip of this drop off and reach the open tunnel in the UFO. Is it real or just an Extreme-G myth? We haven't made it yet, but we're trying.



Pumped Up



This jump is double only with the help of your turbo boost. You'll find a ramp on the left side of the track at the bottom of the second steep place. Press forward on the Control Stick as you go over the right so your wheels stay on the track. Then let your turbo as you reach the ramp.

Neon Wonder

The ultimate machine is the Neon, which you can't win after winning the final circuit. As you'll notice, every attribute is mixed out of this awesome machine. Even the bike's mirrored surface is cool.



MISCHIEF MAKERS™

Meet the hero of Mischief Makers, as he brings the side-scroller upside-down. In a hodge-podge of anime action and fighting, her game raises the sideways standard by adding in 3-D next generation elements. And this robo-maid doesn't do Windows—you'll see her only on the N64.

MOVE OVER FAMOUS. HERE COMES MARTINA.

Robotic Martina Lifeguards may work for Professor Theo, but she's definitely the boss: Her inventor is a hapless codger who, time after time, gets into trouble, and leaves the green-based rocket girl with the thoughtless task of coming to his rescue and cleaning up his mess. On a trip to the planet Clancor, the Professor gets kidnapped by the ruthless Evil Empire. It's a good thing that Martina, like the kidnappers, operates with an iron fist.

Better yet, we have the tips that'll rocket you past the first three levels.

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SHE'S ALL SHOOK UP!

The Evil Empire and its minions have taken over the planet Cloncia, but Marisa LeMayons is going to shake things up for them. And she'll do it with dramatic results. Give anything that you can grab on to more shakes than a milk shop, because you may be able to rattle out something valuable. Gems may appear if you shake friends or enemies. By shaking a Clamball, you might activate something or make stars, gems, bombs or weapons appear. And by shaking those weapons, you may be able to upgrade their destructive ability. Whenever you're stuck in a stage, shaking something may be the solution!

You'll find Clamballs everywhere. Press their **DOWN** button to grab one, then tap the bottom **C** button to shake it out of it.

Mischief Makers has a list of tricks up its sleeve. By putting certain combinations of objects into a Clonpot, you can shake them up to create a new object.

OOOSH!



The ribbon-wearing Clamball, Ma Hini, will give you a valuable gem up for 10 Red Gems. To pay her, grab her and shake.



To control from the Clonpot, grab one, use the Control Pad to adjust the angle, then tap the bell using the **C** button to extract the coil.



WHOOSH

To ride the Roll Clamball wheel, grab a ball and use the **C** button to rotate the wheel. By shaking the ball away from the axis, you may be able to extend the spoke.

WHOOSH



WHOOSH

GOING FOR THE GOLD & MAKING THE GRADE

The game's mysteries will be explained in the dramatic finale, but you must locate the Gold Gems to watch it. The game will also reward you with a letter grade for each stage, depending on how quickly you finish. While earning an "A" grade is excellent, an "S" grade is even better (and near impossible—our pros have managed to score only about a dozen "S" grades). We've listed both the "A" and "S" target times. How fast are you?



PLANET CLANCER



The mischief begins in Neptune Village. Here, Chomus will teach you many of the game's basics, so when you are visiting or playing special Golden Eggs, tap the 1 or 2 Marina to talk to them. Pay the Hot 10 Red Gems whenever you see her, too, since she's also a source of clues.

1-1 MEET MARINA!

A-048 S-031



Shrink, trap, & bag, because shaking things is the key. But don't shake old Beshi—speak to him instead, and he'll give you a bomb. Only blocks that are orange will explode, so drop your bombs on them.

1-2 MEET CALINA!!

A-047 S-037

To add some boost to your jump, try tapping up on the Control Pad twice after hopping. You'll activate Marina's hover mode, and she'll be able to get to just a height, such as the Gold Egg location.



1-3 CLANBALL LAND

A-046 S-025

Once you clear a stage, you can revisit it as many times as you want. The Clanball Land amusement park is one of the best places to return to, not because of the rides, but because it's an easy place to collect Blue Gems to fill up your health gauge.



To escape, ball hop until you reach the white ball in the upper right. If you pull it, a new star will appear.



Pull on the white roller coaster Clanball to make Clanball 1 appear. Then pull Clanball 1 to make Clanball 2 appear.



If you tag on a Clanball that makes a ringing sound, it will cause something to happen inside a circled area.



Pull Clanball 2 to make a star appear at 3. Jump into the star and you'll warp to the blue exit star.



1-4 SPIKE LAND

A-038 S-005

It's important to make something happen in every circled area. By pulling the white Clanball to the left of the perpendicular beam (labeled 3), you'll make a new Clanball appear in the circle.



Pocket off the grey maze to reach the Gold Gem. Slide or roll to avoid just the rotating chain of Spikes.



1-5 3 CLANCER KIDS

A distraught Clancer mother can't find her three children who are out making mischief somewhere. Minnie's all too familiar with mischief, so she gladly answers the mother's call for help. Each of the three children (who take after their troublesome father) will run the other way when they see Minnie. To reunite the family, you'll have to use some fancy footwork to take out the children.

Art03 5x033



Pull the yellow Orbball above the flames to make a Clancer appear. Bounce off the Clarcoils to reach Clancer 3, then trick him into jumping to you.



Clancer 1 will hop along the four blocks. When you've cornered him, pretend to jump toward him to get him to jump your way.



When you've chased Clancer 2 to the top ledge, approach him and he jumps off. Refuse your steps through the building by heading right. When you meet up with him at the bottom, jump down him while grabbing.



START GOAL



The Clancer woman's husband has also run off. To the Clancer deeply to the right to spray yourself to the roof above his hiding spot. Dig the Clancards out of the basket, then use your markers to dash to the orange wall that traps Clancer 4. Blow up the wall, grab the Clancer, then shake him for the Gold Gem.



1-6 BLOCKMAN RISES

Art05 5x036



Grab the Bomb to turn the Blockman, then use the C Buttons to grab him. When you approach the bomb, press the bottom C Button to avoid getting hit, then tap the Right C Button to kick out the little's statue.

1-7 WORMIN' UP!!

Art02 5x032



The worm doesn't want to go to garden in its G-act. Instead, it's looking for grubbing its head and cooing the worm against the cliff. When it starts breathing fire, grab the worm from behind.

1-8 CRISIS: NEPTON

Art03 5x031

The rooster's teacher, Spud Clancars, want you out of Dodge! In the Nuptank. With the help of, I can and the village's strongest Clancer soldier, battle the cow-boy Clancars by tossing the camera off the platform.



SKRAASH

1-9 WESTERN WORLD

Art09 5x029



Grab the machine gun from the moving tank-car. Remember that you may be able to improve a weapon by shaking it. By shaking the gun once, you'll be able to spray your foe in three directions separately.

1-10 VOLCANO!!

Art02 5x030



The volcano in the distance will spew boulders your way. Run toward the platforms to shield yourself from the rolling rocks. While it's easier to run beneath the platforms, you'll want to make the leap on top of the green platform to attack when they're at Red and Blue Gears.

MIGEN'S SHRINE



The action heats up when Marina infiltrates the lava-filled home of Migen Sr., the famed wizard. Deep inside, his cave, he and his overgrown son, Migen Jr. hold Professor Thon hostage. Just before she can free him, she'll have to keep a cool head inside the boiling lab.

2-1 SEA OF LAVA

A+B 66 S=0.36



The entire area is flooded with lava, so watch your step and patiently wait for the spawning rooms a faint line to spout out or you may tumble into the fiery sea. To clear the game, first float close to the sea, slide across the surface by pressing Down on the Control Pad while holding the A Button.

2-3 SINK OR FLOAT!

A+B 66 S=0.31



The floating platforms will sink if you stand on them too long, so jump frequently to keep the pressure off. While you're making like a jumping bean, enemy Cincars will wait for weak stars of you. If you catch one and throw it back, your projectile may be able to mow through a few enemies at once.

BEEP BEEP BEEP

2-2 VERTIGO!!

A+B 66 S=0.38

The topsy-turvy Vertigo stage would make Hitchcock proud since it burts out psycho thrills and suspense. In her steep climb, Marina must use shock-fused bombs and tug Clobber that will spin the room upside-down.



Face right, grab the bomb, drop it on the ladder, then hug up the orange stick before they explode.



After bombing the orange walls, tug on these belts to make the room rotate, reconstructing the walls in the process.

2-4 HOT RUSH

A+B 66 S=0.38



You'll have to repeat the stage if you get stuck while the orange platform disintegrates.



The orange solids will quickly explode, so leap from Clobber to Clobber instead.

2-5 SEARIN' SWING

A+B 62 S=0.02



Floating platforms and the swinging Cincars can't support your titanic weight. Avoid sinking into the lavvy by staying on the move.

2-6 FLAMBEE

A+B 67 S=0.37

When the giant bee tries to sting you, pelt it with a rod and drag it into the lava. The lava may hurt you, too, so stick upon health replenishing Blue Tents by shaking the bee's head. Be ready to jump when you shock it, because, in all hot to the game, the bee will incinerate a swarm of tiny bees.



WASHOOSH

2-7 TIGHTROPE RIDE

Art018 S0025

Most of the time, Marina won't have her feet on the ground on this Tightrope Ride. Instead, she'll have to grab on to Climballs and pull them in the direction she wants them to take her. Just don't ride a ball down a tightrope that leads to the lava!

After parking the ball on the horizontal tightrope directly above the green Spire, pull down to reach A. Pulling up will send you into the lava.



Pull on the pinwheel-like Ball Climb! twice to fully extend its arm. Rotate it down to collect the gems, then spin it up for more gems. Retract the arm halfway, spin it to the left as it's horizontal, collect the gems, rotate it up for more gems, then rotate the arm downward.



A series of balls slides down three ropes into the lava. Zipping ball to ball to reach the star.

2-8 FREEFALL!!

Art021 S0023

After tumbling through the brown blocks, you'll free-fall through winding columns of Spikes. Touch the exit, always enter the first after that you come across. If you end up taking the next after you miscount, you'll wind back to the top.



It's easy to lose control while you're free-falling, so keep your rockets to slow your descent. Hitting a Spire can also spin you out of control and into other emerging Spires, so be ready to retro rocket away from the walls if you crash.



2-9 MAGMA RAFTS

Art025 S0025

Enemies will drop into your raft, so throw them overboard before it sinks. To keep things simple, catch your enemies while you're in a raft.



2-10 SEASICK CLIMB

Art025 S0025

This room rocks back and forth, so you'll have to time your jumps accordingly or you may not get to the star. The room will be tilted up too high.



2-11 MIGEN BRAWL!

Art021 S0021

To knock out Migen Jr., grab his fist when it's highlighted, then toss his head to send him back to his feet.



As long as Migen Jr. is around, he'll magically heal his signature son. No need out of the equation, throwing his arms back sideways so they smack the supercilious. To replenish your health, catch his balls to change them into Blue Gems.

MT. SNOW

Marine is more like Thor's keeper, rather than his housekeeper. Y.E. right, Marine must rescue the Professor, who gets kidnapped. This time, the AtomicBlast wants him, and gets the Justice Warriors to do his bidding by convincing them that Marine is a threat to the planet.



3-1 CLANPOT SHAKE

A-102 S-052



By shaking certain ingredients in the magical Clanpot, you can create new bombs. While the pot bursts with light to catch its flame, fly catching four small red bombs in the pot, you can shake them into more destructive Clanbombs.

3-2 CLANCE WAR

A-060 S-030



Bombs, land mines, patrol ships, and rocket-powered Air Clancers light up the night sky with their fireworks and explosions. To destroy your enemies, bombard them with almost everything that you can grab. Tumbling Spikes will also get in your way, so repeat fly Top Down on the Cannon Pad to roll past them.

3-3 MISSILE SURF!!

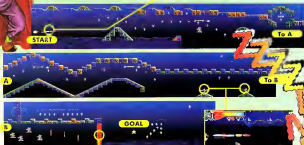
A-020 S-050

Fearless Mamma will get around any way she can, so don't be surprised when she catches a ride on the back of a missile. It's a live missile, at that, so try not to let "hanging ten" turn into a countdown to zero!



To steer the missile, walk forward to walk head to fly down, and/or

walk to toward its tail to fly upward! Walk with baby steps since it doesn't take much to tip the missile.



Grab the Clanbombs that is getting a piggyback ride on incoming missile. Before you fly straight into the enemy barrier, toss your Clanbombs at it to turn down the wall and clear your path.



If a Cannon Tank hits you, you'll be temporarily immobilized and unable to steer out of danger. Jump down to the platform to lose the Cannon's side, then hop back onto your missile.

3-4 CLANBALL LIFT

Ant02 Snt02



Grab on to the Clanball to ride the Clanball Lift up the mountain. Move your ball vertically to dodge any Spikes that may be blocking your path.



After crossing the river, pull the Clanball three times to produce three arrows. Stack them up, then jump off them to clear the last barrier.



Pull the white ball, quickly drop down to the right to catch the Clanball, bomb the left side of the orange area, then rebomb the pot before the fuse explodes. Shake the pot to free an Air Cleric and ride him to the field of gems.

3-5 GO MARZEN 64

Ant00 Snt03

Marzen 64 is one of the Empire's soldiers who pilots a special clawed attack robot. To beat him, try to keep him in one spot by throwing Kid Clancos his way. The Kid Clancos will throw explosives at you. If you toss their bombs at Marzen 64, you can eventually destroy his vehicle. When he's on foot, grab him and throw him.



The Glogot is a lady that Clancos are afraid of. She can shake up a bomb and drop it on the robot that houses the gems.



Shake the Glogot and it will use flowers to create three throwing stars. Shake the pot again to transform the throwing stars into a boomerang.



VSSSHH

3-6 CHILLY DOG!!

Ant03 Snt22



Use your old tricks on this new dog. When Chilly Dog charges you, grab his head, shake it, then toss the martini bowl if you've collected the Blue Gems and maybe even the Gold Gem.



3-7 SNOWSTORM MAZE

Ant00 Snt00



To get the star to appear, park the frayed next to the other hole, and park the Spring Cleric next to the bouncy twin.



Beyond the wall next to the white bells is a star. You'll need the Clanball in your pot to march it, so jump up and toss it over the wall.

3-8 LUNAR !!

Art 645 S#018



The first Justice Warrior you'll encounter is Lunar. While your weapon focuses on the you, however, if you land, he'll either claw you or blast you with the bombs that he'll be using.

When Lunar flies at you, grab the blast to turn it into a Gold Gem or catch it to win the first power back in his direction. If he grabs you, he'll take you into the air. On your way down, he'll put you, so fire up your rocket to avoid landing.



3-9 THE DAY BEFORE

Art 20 S#037



Anyone you need Red Bone, reveal this stage and start the final mission. Clear who wears the top hat. You'll also earn Red Bone and one Gold Gem by jumping race with the Clear who wears the top hat of the Blue Star.

3-10 THE DAY OF

Art 226 S#236



Professor Theo is the prize at this year's Athletic Festival, so Maria must compete in his trick and field events. To win her freedom, Maria must outdo the red team in a competition the seven events which consist of three foot races, the long jump, ball catching and bomb-dodging, hurdles and a mathematics showdown.



3-11 CATASTROPHE!!

Art 41 S#01



Dr. Clawer is too weak to stop Maria from getting Professor Theo, so Maria agrees to enter the arena through a game of dodge ball.



The cat will be excited to let when it's picking up a ball at the edge of the court.



3-12 CERBERUS Q

Art 22 S#02



While using Cat Clawer, you'll be in a difficult position to return Lunar's fire. By hopping on top of a bomb and flying it upward, you'll get a clear shot at the Justice Warrior.



After you shake mistakes into long-stored piggy banks and hurt them in Lunar, your hawking and money will eventually fly off to his. When he tries to steal it from you, grab him.

GOLD GEMS



Hidden in each stage is a valuable Gold Gem. When you've completed the game, each Gold Gem you have will allow you to see a portion of the ending. To show the entire ending along with the surprise finale, you must win all 32 gems.

- 1-1** The statue is worth more than its weight in gold. Throw a Glancer at the sculpture to break it apart and extract the Gold Gem.
- 1-2** Bellow a thud. It must melt the Glancer with the bomb so a green building rockets up to let a purple tower cool so you can get the gold.
- 1-3** Ride the yellow roller coaster. Climb and wedge it to burst the orange. Follow the blocks. Enter at the altar that appears in daylight.
- 1-4** Jump to the ledge above the circle of Spines. Roll past the spiral reflections of Spines to reach the gem at the lady's altar and.
- 1-5** If you shake the statue, it'll drop a Gold Gem. Enter the sliding platform in the building on the right by bombing the orange wall.
- 1-6** Make the Badmen sprint down and have him kick the first bomb-throwing Glancer's pyramid over. Shake the gem out of the bomb.
- 1-7** The party worm that temerous Caladogender carries a Gold Gem, so grab and shake him for it before you get lost in the air.
- 1-8** As long as Teran and the party aren't so wounded that they bow out of the showdown against the Spier Glancers, you'll win the gold.
- 1-9** Leap right along the floating blocks that the Spines orbit until you reach the structure with orange columns. Bomb them to enter.
- 1-10** From the purple block, hop rightward to the perimeter of pipes, then jump left twice. The Gold Gem shines above the leftmost platform.
- 2-1** The gem floats on the level between two platforms. If you slide to skim across the surface, you'll safely reach the gold.
- 2-2** Bomb the orange stairs leading to the star and quickly follow the orange blocks to the elevator platform that takes you to the gem.
- 2-3** From the Blue Star, make a giant leap and rocket boost rightward to the floating platform. Repeat this to reach the next platform.
- 2-4** Yank the white Cordell to make a ball appear in the circle to the left of the Blue Star. If you tug too fast, the gem will pop out.
- 2-5** Before entering the star, grab the swing to the right, then let it fall, then swing left. George of the Jungle will appear and you reach land.
- 2-6** Some lava lava golden honey, but the box has a Golden Gem. For your sweet reward, grab the raised shaft. It isn't the gem, appears.
- 2-7** Search for the blue gem. The Glancer's eyes are your map to find the Blue Star. You'll find the Gold Gem on the platform above.

- 2-8** Drop down the right chisel and fall between the blue blocks and the wall. Stay close to the right of the blue blocks as you fall.
- 2-9** Drop from the Glancer to the Glance with the. Now on the hand. Shakes to get the gem, then flip back onto the Glance.
- 2-10** The gem is between the left wall and a pile of blocks. Walk your way to the top, then jump through the gaps in the block pile.
- 2-11** With swift dodging and jumping (and lots of practice), you can win the Gold Gem by following Wigun all without getting hit.
- 3-1** By shelling a shell Glancer in your Glancer, you can enter the Glance Gem. By using two Shell Glancers, you'll make one Gold Gem.
- 3-2** The bomb-throwing Glancer who wears the Santa hat carries the Gold Gem, so shake him before he gets to blow up by himself.
- 3-3** Ride the mobile cat the star and follow the snow formations of gem-in points the way to the Gold Gem sitting high in the sky.
- 3-4** The Gold Gem glitters above the swinging eyes of Glancers, so grab on to them and use their momentum to boost yourself up next.
- 3-5** Tag the wheelball, catch the bomb, then drop it above the port. Shake the Glancer out of the pet and rollers above the yellow balls.
- 3-6** You'll be a lucky dog if you can capture the Gold Gem from Chilly Dog. Grab the ball and shake it until the flapping gives up the gem.
- 3-7** Hop on the Jump Glancer and spring off the platform that's beneath the star. Leap left twice, using the Spines as springboards.
- 3-8** When Lunar fires his energy ray at you, try to grab its blasts. As you deflect the laser, the beam may shatter into a Gold Gem.
- 3-9** Join the Glancers who are jumping rope. As you hop, Red Gems will appear overhead. If you jump long enough, you'll get a Gold Gem.
- 3-10** Win the gold by finishing the 100-meter dash in under 10 seconds. To do it, you'll have to start at the precise moment you see "Go!"
- 3-11** Beat Cat Clanger at the dogfight game without getting hit and without crashing into the right side of the board to win a Gold Gem.
- 3-12** Shake the gun and missiles to make them more powerful. Because to win the Gold Gem, you must beat Lunar without getting hit.
- ★** No more gems when the first 33 Gold Gems are, but Levels 4 and 5 have 10 more stages, and each one hides yet another Gold Gem.

MORE MISCHIEF

The first three levels are only the tip of the mischief iceberg. There's enough mischief in the final two levels to start an ice age as Marina rides an otterfish, hunts ghosts, and battles Taras, Marco, the Monolith and the Beastector. You'll also get to play as Teran, when he must rescue Marina. Nineteen more levels await, just try to stay out of trouble.



Nintendo Power Picks the

Game of the Future!

Julius Harper Jr.'s winning game design netted him an N64 and a trip to Nintendo Headquarters—and his school scored big, too. It got a complete multimedia computer out of the deal. So, now, everybody's smilin'!



NINTENDO POWER



With J.J. Envisions that busy a N64. He worked with Nintendo Power's Ed DeLo, who, learning he was only a high school senior, wanted to recruit his original cover concept.

At MIAJ's 1997 J.J. fielded questions in Nintendo Power's Summer photo shoot-ed by MIAJ's staff and MIAJ's Envy-DeLo's online work making "Who's the new N64?"

By the end of his senior day at MIAJ, J.J. had finished recording his cover. Of course, he did take some time out to play all the new games while Nintendo Power editors...

J.J. Envisions the Game for Your Brain

It's a simple rule: molded of high-grade plastic, these fit in the hand. It's a... (the rest of the text is obscured by a large green 'X' graphic)

When J.J. was 13, he came to know... (the rest of the text is obscured by a large green 'X' graphic)

... (the rest of the text is obscured by a large green 'X' graphic)

... (the rest of the text is obscured by a large green 'X' graphic)



When J.J.'s principal called him into a room, he wasn't sure what to expect. But he'd gotten the good news: his classroom helped him change. Nothing's better than taking a rest, right?

... (the rest of the text is obscured by a large green 'X' graphic)

... (the rest of the text is obscured by a large green 'X' graphic)

with his name on it at his old junior high. And looking home that N64... (the rest of the text is obscured by a large green 'X' graphic)



Seated in a classroom in the library, J.J. learned via Nintendo Power Source that he was the N64's Virtual Drive Machine. And looking at the cover, the great game where...

winners received Nuts.

The second prize contest ranged from virtual reality systems to hologram systems, including Eric Spencer's HoloBoy, a headworn system, like J.J.'s, that bypasses traditional game viewers entirely to connect directly to the brain. One entry, submitted by Logan Clark, was an actual synthetic nerve implant device, called the NerveKink. Most Games editors (Clark claims) find the implant "works" (cat reaction time drops 40%).

Although the technology is "truly mind-boggling," game editors don't see it as a viable commercial product, at least now, who knows what will be possible by the year 2044.

With the other articles listed to appear in various magazines, we'll continue to be entertaining in the medium. They include: *Smash Bros. Battle in game*, *the Nuts* (March 2004) and *Mario 64* (2005). J.J. also included Luigi, some had interviews updates of other favorites (Zelda, Link, Bowser, King Koopa, etc.), and there was an editorial by J.J. Miyamoto interviewed. David Langley's showed an interview with Shigeru Miyamoto. J.J.'s descendant, the princess, while Chris Canah's entry featured an exclusive interview with Mr. Miyamoto's personal brain.

Finally, from the creativity of the entries we received, in the year 2044, Mr. Miyamoto's preserved brain will have plenty of competition.



Justin E. Asmusen
Mountain High School
Murder, Idaho



Steve Barnes
Selwyn High School
Bellingham, Washington



Chris Canah
Elmer High School
Cincinnati, Ohio



Anthony Dubrowski
Northland Junior High
Edmond, Oregon, WA



Madison Martin
Stevensburg High School
San Jose, California

J.J. HARPER: Honorary Editor



J.J. Harper with NP staffers just outside NAA headquarters. Back row, from left: Tim Garrett, Eric Dymmet, Terry Marston. Center row: Pablo Yoshida, Jason Leung. Paul Shimoda, J.J., Kim Logan, Leslie Swan, Nancy Ramsey. Front, kneeling: Jeff Bates.

Along with winning the multimedia computer for his school and an N64 for himself, J.J. won a trip to NAA headquarters in Redmond, Washington, to act as honorary editor of Nintendo Power. During the two days he was here, he met the whole staff, toured the company and spent several hours working with Design Lead Kim Logan using professional design programs to recreate his winning entry. It wasn't all work, though. He played upcoming games, including GoldenEye, which had yet to be released when J.J. was here. And when he man-

dated that he was pretty good at Star Fox 64, Paul "Fox" Shimoda's eyes began to gleam. He and a couple of the other equally ruthless writers, Terry Marston and Jason Leung, grabbed controllers and a four-player match followed. Paul, who helped write the Star Fox 64 Player's Guide, is our resident Star Fox 64 tip guy. He says that J.J. put up a good fight before going down in flames. He might have been shot down in Star Fox 64, but he was a bit hit with NP staffers. J.J. told Kim Logan that he'd like to have her job. We'll have to see if he's still interested in about eight years—when he finishes college!

CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

GOLDEN EYE

Her Majesty's Secret Cheats

We're kicking off our 701st installment of Classified info with an exclusive list of cheats for GoldenEye. To enable each cheat, you must complete a specific mission at a specific difficulty level within a target time. The chart at right shows the requirements for each cheat. For example, to enable the Paint Ball cheat, you must complete the Dam mission on the Secret Agent difficulty level (A = Agent, SA = Secret Agent, and so on) within 2 minutes and 40 seconds. If you meet the requirements for a cheat, the computer will tell you at the end of the mission. Cheats can be used in the special "Cheat Mission" mode only. This mode allows you to replay missions and difficulty levels you've already defeated. Cheats cannot be used to enable other cheats.



Once any cheat is enabled, the Cheat Options menu will appear. Highlight it and press A.



Now go to the Cheat Select screen and choose any mission.



Highlight any cheat and press A to turn it on or off. Press B to return to the mission list.



You can replay any mission and difficulty level you've completed in the regular game.

MISSION	TIME	CHEAT
Dam (SA)	2:40	Paint Ball
Facility (00)	2:05	Invincibility
Runway (A)	5:00	DK Mode
Surface (SA)	3:30	Grenade Launcher x2
Bunker (00)	4:00	Rocket Launcher x2
Silo (A)	3:00	Fast Mode
Frigate (SA)	4:30	No Radar
Surface 2 (00)	4:15	Tiny Band
Bunker 2 (A)	1:30	Throwing Knives x2
Statue (SA)	3:15	Fast Animation
Archives (00)	1:20	Intvible
Streets (A)	1:45	Enemy Rockets
Depot (SA)	1:40	Slow Animation
Tirin (00)	5:25	Silver PP7
Jungle (A)	3:45	Hunting Knives x2
Central (SA)	10:00	Infinite Ammo
Caverns (00)	0:30	RC-P00 x2
Cradle (A)	2:15	Gold PP7
Artec*	anytime	Laser
Artec (SA)	0:00	Laser x2
Egypt*	anytime	Golden Gun
Egypt (00)	0:00	All Guns
All missions	anytime	Magnum

Notes:

DK Mode = enemies have big hands and guns

Fast Mode = you move at high speed

Fast Animation = enemies move at high speed

Slow Animation = enemies move in slow motion

Enemy Rockets = all enemies have rockets

*To enable the Laser, Golden Gun and Magnum cheats, simply complete the specified missions on any difficulty level in any amount of time

Silver and Gold PP7s have no special capabilities



Cinema Scenes

One of the coolest features in Star Fox 64 is its beautiful cinema scenes, and you can affect the way they unfold. If you meet up with the characters Bill Gray and/or Katt Monroe at any time during your game, they'll fly in formation with your squadron in some of the scenes at the end of the game. In addition, the scenes at the end of the Kattina mission may play out in different ways, depending on three factors: whether or not you destroy the Saucer Carrier, whether or not you destroy any friendly fighters, and, if you do destroy any friendlies, the number of them you shoot down.



If you don't destroy any friendly fighters in Kattina...



...the scene at Kattina's end will change a bit.



Big Heads and All-Stars

After our spotlight on the Konami Code last issue, did you doubt that it would make the leap to an N64 game sooner or later? To give all players big heads, go to the title screen and press top C, top C, bottom C, bottom C, left C, right C, left C, right C, B and A. Immediately hold the Z Button and press Start. To enable six All-Star teams, go to the title screen and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B and A. Hold Z and press Start. The All-Stars are available in the Open Game and E.K. modes. If you enter either code correctly, you'll hear the announcer shout.



Enter either code after the words "Press Start" appear.



We'll like in order of what we're listening!



Stage Skip

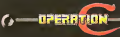
This code arrived over the Internet, just about the time Disney's Aladdin for the Game Boy was rereleased. Press Start to pause your game and then press A, B, B, A, A, B, B, and A to skip to the next stage.



This simple code can be used at any time during the game.



You can skip all the way to the end of the game to face the evil Jafar.



10 Extra Lives

Operation C is scheduled for a full rerelease, so we thought we'd toss out this golden olive. To start with ten extra lives, go to the title screen and press Up four times, Down four times, Left four times, Right four times, B, A and Start.



Yes, it's yet another variation on the old Konami Code.



You'll definitely need the extra lives to battle through this classic side scroller.



Perilous Passwords

We've already printed various codes for Doom 64, but some players like to do things the old-fashioned way, so here are passwords for the entire game. Let's go, marines! Hoo-rah!

MISSION

Staging Area
The Terraformer
Main Engineering
Holding Area
Tech Center
Alpha Quadrant
Research Lab
Final Outpost
Eve Simpler
The Bleeding
Terrorcore
Altar of Pain
Dark Citadel
Eye of the Storm
Dark Etrius
Blood Keep
Watch Your Step
Spawnee Fear
The Void
The Spiral
Breakdown
Pinfalls
Burnt Offerings
Unholy Temple
No Escape
The Absolution

PASSWORD

None
CT6XQBYSVS1FJK7
B7P92H6FRH00Z?TZ
C7BTHJ22S0ZZYQKB
WR5HRTX5C70YSPB
V87NRTZ56CM0N1PB
VR5HRTX56C3PFSB
Y9KCR2ZXDMT6M5B
YSNQVF0LM61NYBEB
X8Z0QFXSLF5NPJMB
5QW3XFXNC73DFHVB
47T3QF048B1F6JLB
405MQKWWBRCXY9VB
37X4XGR6C7HXXMM3B
37F4QK008BXDFLB
293MOXKLC8S06C3B
2RH0KQWRBCGHYJLB
10G0KQWRBCF9PJV
VR9MQK24BDM109VB
1RB184WC9CKHYK3B
06LK38V07CY9PSVB
0RNM7HVWBCC2FSVB
Z50M7HV8BCK26SVB
ZRSM7HV4BCH2YSVB
Y9K47H1MBC56PSLB
W83MDJTC9YH19VB



Up to 99 Extra Lives

We're a little red-faced for not finding this fantastic code ourselves, but we'd like to thank several intrepid code hunters who sent it to us via our Internet site. To collect up to 99 extra lives in the original DKC, start any stage and lose all your lives. Press Start at the Game Over screen to go back to the demo screen. When you see Cranky Kong, press Down, Y, Down, Down and Y. You'll be taken to a special cave where you can select any bonus stage. Repeat the bonus stages as often as you like and collect up to 99 lives. Press Start and Select to return to your previous game.



Repeat the bonus stages and collect up to 99 lives.



You'll continue where you left off with all the extra lives.

THE LION KING

Stage Skip

Like Disney's Aladdin, The Lion King was rereleased in July by THQ. To skip to the next stage at any time, pause your game and press B, A, A, B, A, and A. Hmmm...Disney movie, Game Boy game, stage skip...do we sense a pattern here?



Enter these passwords in normal.



With these buttons, you'll be armed to the teeth.



Press Select to pause and then press B, A, A, B, A and A.



You'll skip ahead faster than you can say Hakuna-matata, we won't go there!

CLASSIFIED INFORMATION

MARIO KART 64

HEXEN

Super Shortcuts

Some of you have been wondering if there are any secret tricks for Mario Kart 64, and, indeed, there are a couple of trick shortcuts we can show you.

Mario Raceway 1

From the Starting line, go past the first two turns and make your way up the hill. Just before the top, turn to the right (toward the wall below) and entering a speed-boosting item, like a Mushroom.



Mario Raceway 2

Make sure you're at a right angle to the wall and jump just before you leave the track. With luck, you'll sail right over the wall and shave a huge margin off your lap time!



Wario Stadium 1

It's possible to jump over the left hand wall (and shave a good 30%-50% off your lap time) on any of the four hills just past the Starting line. Face the wall at a right angle and jump just before you hit it.



Wario Stadium 2

If you make the jump, you can try to cut your lap area short—jump back over the inner wall, but not too far and just before the Starting line. Cross the line to be confident with a full (but very quick) lap!



More Power Cheats

As promised, here are the rest of the Hexen codes. In case you weren't here last issue, we'll start with the Enable Cheat code that must be entered first. Press your game and press top C, bottom C, left C and right C to make the Cheat Menu appear. Highlight the Cheat Menu and press A to access it. 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. If the cheat you want to activate is on the second page of the menu, go to that page before entering the code.

All Artifacts

On the second page of the Cheat Menu, press top C, right C, bottom C and top C to activate the All Artifacts cheat. This gives you 25 of each item. Repeat the code at any time to replenish your supplies.



All Weapons

This code will not only give you all weapons, it will also give you a full change of blue and green mana. On the second page of the Cheat Menu, press right C, top C, bottom C and bottom C.



Puzzle Items

To instantly solve all of the puzzles in the current wave, press top C, left C, left C, left C, right C, bottom C and bottom C on the second page of the Cheat Menu. You must repeat this code in each new area.



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

**Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-8733**

MACE

THE DARK AGE

Wipe off your
blade and get
out of the
arcades—now
you can take
the Mace of
Tanus home
to your N64!
Learn the
latest
moves in
our six-
page
review.



The Mace of Tanus

In A.D. 1300, the sorcerer Amodeus created the Mace of Tanus, a magical weapon that grants its wielder immortality and limitless power. While the Mace was created for the purpose of advancing civilization, its magic had a dreadful side effect: anyone who uses the weapon will be addicted to its power. Now the greatest warriors from all corners of the world have drawn together to fight for control of the Mace of Tanus. The winner will challenge Amodeus for control of the Mace, but a dark question is whispered in every medieval village and castle: Is it possible to defeat the immortal wizard when he has unlimited power?



A Dark Time

Mace is a weapons-based tournament fighting game with characters and settings that blend themes from the Arabian Nights, medieval fantasy and Far East feudalism. Like many fighting titles, Mace has combo attacks and evasive moves, but the game's detailed, 3-D arenas bring new options and innovations to tournament-style combat.

Combos

Combos are a series or combination of attacks strung together to keep your opponent reeling. Mace's small combos are easy to learn, but you'll find it challenging to take them beyond ten or twelve hits. Try linking the special attacks listed on the next four pages to create your own special combos.



Evasions

Each warrior in Mace possesses a special Evasion move. Some are special side-stepping moves that let you step out of the way of a charging opponent, but many warriors can combine an Evasion with another move and to initiate a combo counterattack. Use a well-timed Evasion to turn the tide of battle back in your favor.



Hostile Environments

Combat arenas count for more than setting the mood and atmosphere in Mace, and if you don't take advantage of your surroundings, you'll eventually find yourself backed into a narrow corner or slammed up against a post or wall. In addition to mastering the aspects of your character, you'll have to learn how to take advantage of the terrain. Establish a height advantage over your foes by defending the highest point in the arena. Try throwing juts at your opponents, or pushing them backwards until they fall into a pool of water—or something worse. Knowing how to use your arena surroundings to your advantage can make the task of defeating a formidable foe a little bit easier.



Mace's developers knew that the north isn't flat. We'll appreciate the tactical advantages available in the assortment of realistic, earthy, and surreal arenas throughout the game.



If your weapons or magical spells can't hurt your opponents, try poking eg and waving a few heavy vases or juts in their direction. Consider using everything in this game as a weapon.



You won't find swimming in a lake during a duel system, so don't let your opponent push you into a cliffed pool or the ocean. Long for it? You'll find you get bogged down during a battle.

The Challengers

The key to victory is mastering your warrior's special moves. Since Mace lets you configure each command to any controller button, we've introduced each special move according to the name of the individual commands. If you're having difficulty locating a particular command, consult your game's Control Configure Menu.



The Executioner

The Executioner thrives on inflicting pain and misery on others. His massive axe is rumored to be a cursed blade that was used on captured Crusaders during the siege of Jerusalem. If he wins, he intends to use the Mace to expand his holdings beyond his island fortress at El Katraz.

The Executioner's mighty battle-axe doubles as a devastating weapon. The Corpse Knows is a fast projectile attack you can use to keep your opponent at bay. Tap Down, Forward and let loose a Quick Thrust to spray scolding green gas all over your enemy.



The Necksnapper is a lethal opponent that can lift your opponent up off the floor. Press Back, Down, Forward and use a Strong Thrust to swing your arm around your head and under your foe. Keep in mind that this attack will leave you vulnerable to Quick Thrusts or projectile attacks.



Use the powerful Swampship to literally knock your opponent off their feet. Use a strong sweep from your target and tap Forward, Down, Back and execute a Strong Thrust. Continue the attack with a quick series of Strong Thrusts before your victim has a chance to get away and regain their balance.



Lord Deimos

Lord Deimos knows the power of the Mace. Hundreds of years ago he held it high above his head, and the Mace's energy has kept him young and healthy ever since. But from that day forward Deimos has worn a mask, and nobody has lived long enough to see his face.

While Lord Deimos casually kicks with his left foot, the hammer Soul Kick is a powerful stomp from his right. Stand close to your opponent and press Back, Forward and Kick. The impact of the Soul Kick will knock smaller foes flat on their backs.



Deimos's Helicopter attack is a two-hit, overhead combo apiece. Press Back, Down, Forward and Strong Thrust to pull off the move, then try timing a larger combo by adding the Soul Kick after the Helicopter attack. This move can be tricky, so if you're having difficulty getting Deimos to split, try switching from the Control Stick to the Control Pad.



If you time your Home Run Swing perfectly, you can do just your feet with one of the most special moves in the game—simply press the Quick and Strong Thrust buttons at the same time. Remember that you'll be vulnerable to a counterattack as you step back and start to swing.

The Mega Thrust is a springing move that you can modify to beat lightweight opponents. Hold the Back, Strong Thrust and Quick Thrust buttons at the same time, then release them to execute the Mega Thrust. To hit your foe behind you, press Quick Thrust again as Deimos draws his sword back at the start of the attack. Your feet will take additional damage if you successfully pull off this move when your back is to a pool of lava, acid or quicksand.



Ragnar

A Viking prince, Ragnar Bloodaxe went berserk after a mysterious army destroyed his kingdom. Consumed by fury and a thirst for revenge, Ragnar has joined the tournament to capture the Mace and restore his past.

Striking "Jabber" Ragnar will lift up his foot on the axis as he spins into the Jabber. Seven, Press Back, Down, Forward and Strong Thrust to execute this connectable combo.



Use the Rolling Uppercut to zoom out beneath your opponent and start a devastating juggling act. Hold Back for a moment, then press Forward and release a Kick. If you're lost with your fingers, you can follow up with Ragnar's Hand Rush move.

The Hand Rush is another attack that you can use to juggle hapless opponents. Press Back, Quick Thrust and Strong Thrust at the same moment to make Ragnar charge like a raging bull and fling your foe forward. Slide forward and use the move again before your opponents hit the ground.



Koyasha

Years ago Koyasha embarked on a quest to test her skills against the best fighters in the land. As she traveled, she heard about Al-Rashid and judged him a worthy opponent. The young ninja has joined the tournament to fight Al-Rashid and the other contestants.

Koyasha's hopping Spin Kick is more fluid than the typical gravity-defying moonhouse kicks you may have seen in other fighting games. Stop towards your opponent and press Down, Forward and Kick. Keep repeating the move until you have a bear hit combo.



You'll need room to cast Koyasha's Electric Shocken spell. Stop away from your opponent and press Down, Forward and Quick Thrust. It will send electric jolts to your attack, and Koyasha herself begins to unleash her spell, then press Quick Thrust a second time.

Use the Head Drop to deliver a spitting headache. Koyasha will do a handstand and cartwheel down on her victim when you tap Forward, Down, Back and Kick. This attack is effective on most normally sized opponents. "Turtle," or crouch down and hide behind their shields.



Taria

Born under a dark moon, Taria is a scarred sorceress. The Seers of Iberia prophesied that Taria would destroy Arcadison, so the wizard demanded that Taria's father turn the newborn over to him. Taria's father gave him her brother instead. Now Taria is out for revenge.

The Boile Geyser is a deceptively jumping sword attack. Press Forward, Down and Quick Thrust to launch Taria high above your opponent. She'll spin around before landing toward her victim, sliding out at them as he or she lies on the ground.



Are you dying for a perfect score? By using Taria's Fireball spell on your opponents, if you can jump pressing Down, Forward and Quick Thrust fast enough, you'll defeat your foe before they even get a chance to fix their weapons. You can come out too quick while jumping through the air.



Series Flip Kick is nearly identical to Koyasha's Head Drop, but Koyasha's attack rolls forward while Taria flips backward. Allow room for the back flip by moving close to your opponent before you press Down, Forward and Kick.



Al-Rasid

Considered one of the most dangerous men to walk the earth, Al-Rasid is the son of Khafid, the King of Assassins. Al-Rasid has been offered a mountain of gold for capturing the Mace, but he probably intends to keep the weapon for himself.

Mastering the Blade Tornado demands practice and concentration. Since this spell requires both time and space to execute, move away from your opponents before you tap Forward, Down, Back and Strong Thrust. This spell will initiate a whirling twister that will spin around and throw your foe to the winds.



Al-Rasid's Block Attack is one of the most simple and practical moves in the game. This move blocks your foe's attacks, then reflects a reverse foot chop after your parry. Press Back and Strong Thrust at the same time.



The Sand Devil attack is arguably one of the easiest five-hit combos in the game. Hold the Strong Thrust button for a few moments, then release it. The longer you hold the button, the longer Al-Rasid will spin into your opponent.



Takeshi

Takeshi is a Samurai and the second son of a wealthy Japanese family. His older brother Ichiro, journeyed to the West to study under Amadeus, but when he returned, the subverted brother disgraced his family. Takeshi has come to the West to restore his family's honor.

Nothing can hold back the Moving Samurai at the Steel Wheelmill. Press Forward, Down, Back and Strong Thrust to knock your opponent. Like the Flipping Upgravel, the Steel Wheelmill can be used to start a combo.



The Flipping Upgravel is a devastating blow that will fling your foe nearly out of their boots. Hold Back for a moment, then press Down, Forward and Strong Thrust. Takeshi's blade will flip as he surges toward his victim.



The Zen Dodge is an evasive move that turns the tables on your obnoxious opponent. As your foe attacks, press the Back and Strong Thrust buttons at the same time. Takeshi will spin and hit your foe in the back.



Mordus Kull

When Mordus was a child, his gypsy family was murdered by Amadeus's mercenaries. Impressed by Kull's fighting skill, the mercenaries offered to spare his life if he joined them. Nobody knows if Mordus Kull is fighting for the Mace or to avenge his family's death.

Unleash a scorching upgravel with Kull's magical Dragon Strike attack. Since the preparation for this move exposes you to a counter-attack, edge away from your opponents before you rapidly press Forward, Down, Forward and Strong Thrust.



Both the Block High, Go Low and Block-Low, Go High attacks are classic medieval battlefield moves that let you block and strike your opponents at the same time. To Block High, press Forward, Down, Back and Quick Thrust. To Block Low, execute the same move but change the Quick Thrust to a Strong Thrust. Tap Forward, Down, Back and Strong Thrust.



In close quarters the Shield Bash might look like a projectile move, but it's actually a charging attack. This move electrifies Kull's shield so he can press it forward against his opponent. Since death is your opponent's only quick press: Back, Forward and Strong Thrust. By linking this move with the Dragon Strike to unleash a fiery combo.





Xiao Long

Xiao Long's father is Genghis Kahn, but Kahn drowned him and burned out his eyes when Xiao refused to execute a man. Rained by monks, Long learned to fight using his other senses. He believes that the Maze embodies all evil.

Xiao Long isn't as nimble as that so-much-warrior, but he can paralyze his opponents with the Mystic Orb spell. Hold Back for several seconds, then



quickly press Forward and Strong Thrust. If the orb is fully charged, it will suspend your foes in the air long enough for you to deliver another attack.

Xiao's Flying Kick is a reasonable kick similar to Ken's Spine Kick, except he isn't lumber enough to stretch the attack out into a three-hit combo. To try it, press Back, Down, Forward and Kick. Then try hitting this move with the Low-High attack.



The One Thousand Stunts attack is Xiao Long's fastest four-hit combo. Press and hold the Strong Thrust button, then release it and start walking into your reeling opponent.



The two-hit Low-High combo is a low hit sweep followed by a high, arcing quarter-circle chop.

To execute the move, quickly press Forward, Down, Back and Strong Thrust as you slide towards your opponents.



Namira

Schmiter-survy Namira is a warrior searching for her past. Driven by visions of living in a royal family, she fled her homeland to seek the truth. Are the visions memories? Amosdren promises to reveal all if she wins the Maze.



The Spine Left and Spine Right are simple, crushing three-hit combos that can be linked to special attacks like the Darvish Toid. To Spine Left, press Back and Quick Thrust, then add another Quick Thrust to spin again. To Spine Right, press Back and Strong Thrust, then, like the Spine Left move, add another Strong Thrust to give it an additional go-around.

The Darvish Toid is a quick attack that forces your opponents to crouch and duck or burst a hasty retreat. Move forward your feet and press Quick Thrust, Strong Thrust and Kick at the same time.



Namira's Wheel Drop is very similar to Ken's Wheel Drop in style and purpose. Use it to distract or overpower, crushing opponents. Move towards your foe's and Tap Back, Forward, and Kick to bring Namira's bare feet crashing down on their heads. Add a Low-Thrust while your opponent is on the ground by continuously pressing the Strong Thrust and Kick buttons.



Barker Secrets

Tournament fighting fans know that a good game is stuffed with hidden codes and secrets, and Maze is no exception with special moves like Executions, Counterattacks and extra characters, including Pejo, the magical fighting chicken. You think fighting a chicken is funny? We'll see who the yolk is on when Pejo is finished with you. Look for more Maze secrets in upcoming issues of Nintendo Power.



This is hard to defend. It's best to let you be back, this magical seal will challenge Amosdren for the Maze of Time.



Others persist that Pejo the Chicken was a warrior in the tournament and he's turned him into a chick on. This big bird has some real special attacks. Execute his Big Kick by quickly tapping Back, Forward and Kick buttons on Air Egg in stepping up into the air and stand successfully pressing the Quick and Strong Thrust buttons.

MADDEN

64



Madden 64 came at us out of nowhere with all the force of a 250-pound linebacker. Read on to find out why we think this Pak could be the cure for video football's "been there, done that" blues.



Back in 1991, EA Sports hit on a winning formula with John Madden's Football for the Super NES, combining great control with a huge playbook. The game's success spawned a series of popular annual sequels. New versions offered updated rosters and expanded options, but they all retained the same basic look and feel of the original. If sales figures and fan feedback were any indication, most players felt that the similarities made the sequels accessible, and they were happy with the yearly tweaks.

For cranks, however, the familiarity began to breed contempt, and they clamored for more innovation in the series. Now Madden 64 is being prepared for release this fall, and from what we saw of a prototype version, we think the raycasters will have to give this top draft pick a thorough tryout.



Game views will be a lot tighter than past Madden games, making for a much more intense, in-your-face experience.



The small games of past Madden games have been replaced with big, beefy polygons. These guys aren't pussies!



MADDEN TO THE 64TH



Once the Madden 64 prototype arrived, we immediately set up training camp in a corner of our offices and started putting the rookie through its paces. As expected, much about this Pak felt very familiar, but with the power of the N64 behind it, every aspect of game play and play control was vastly upgraded over anything any past Madden turf bunter could offer. Gone were the small spinto-based players, replaced with big, beefy polygons. Though they precluded a tail at close range, the figures were well animated, and the 3-D action flowed very smoothly. Game views were much higher than in previous Madden titles, making us feel as if we were watching from a point right above the scrimmage line rather than squinting from the backseat of the Goodyear blimp. Once the ball was hiked, the camera panned and zoomed with all the finesse of a network



Broadcast legend Pat Summerall will provide the real-time play-by-play, while John himself will deliver his unique wit and wisdom.

stick gave us complete, progressive control over a player's movement and speed, and lots of controller buttons meant lots of special moves, like charging, jumping and stiff arming. To top it off, broadcast legend Pat Summerall provided the real-time commentary, while John Madden himself tossed out his oh-so quotable "Maddenisms" between downs.

All of these technological enhancements were folded into the usual Madden mix—real NFL players, a humongous playbook, adjustable weather conditions and multiple game modes for up to four players simultaneously—designed exclusively as part of the Madden 64 game plan. Subtle but significant aspects of the game's design will add new depth and realism to the action on and off the field.



One feature that has not changed from past games is the humongous playbook. 31 offensive and 46 defensive options abound.



The instant replay feature will allow you to view the previous action from any angle and distance, and at multiple speeds.



Without an NFL team license, Madden 64 will lack real NFL players, however.



pro, giving us the optimum view of the unfolding play. If a play was particularly good, the computer would activate an instant replay; the camera usually swooping dramatically above and around the charging players. Even better was the incredible "helmet-cam" view, which replayed the action from the perspective of whoever made a big contribution or a hideous mistake on the play. Of course, the N64 controller's analog



TEAM SPIRIT



Football is, by definition, a team sport, but in past games, video football players could usually find success on the field by focusing on two or three key players or positions. Not so

with *Madden 64*. While it won't be too difficult to win Exhibition games with most any team, Season play will demand that you keep an eye on all your players and use the Front Office options, like creating, releasing and trading players, to build and maintain a winning squad. It won't matter, for example, if you have a Steve Young or a John Elway on your team, if your defensive men can't hold the line of scrimmage, chances are your quarterback will spend more time

getting sacked than completing passes. You'll also have to pay at least some attention to your bench, or you may risk the same sort of disaster that befell us in Week 16 of our first Season: both our starting quarterback and our best wide receiver were injured in the same game. With no viable back-ups for either of them, our playoff hopes quickly went down in flames! The next time around, we spent a lot more time juggling the roster and the salary cap, while keeping a close watch on the trading deadline.

Of course, all this Front Office maneuvering won't mean a thing if you can't maneuver your troops effectively on the field. As we continued with our extended

play out, we found that the game's AI wasn't about to let us get away with too many cheap offensive tricks or third down Hail Mary passes, especially in Tournament or Season play. We had to be creative and unpredictable to score consistently, and if a surprise play worked once, it often didn't on the second or third try. On the flip side, the computer seemed out to be better offensively than we had anticipated, and a few bonehead defensive calls on our part led to more than one third quarter emergency!



game. With no viable back-ups for either of them, our playoff hopes quickly went down in flames! The next time around, we spent a lot more



The emphasis here is on realistic play and realistic player performance. Even a guy like, say, Steve Young, can have an off day. Sometimes he'll make those big passes, and sometimes, just sometimes, he'll get poked off!



THE MAKING OF A STAR

Madden 64 will allow you to create players for any one of 23 field positions, from quarterback to tight end to running back and more. You'll be allowed to set a player's primary stats, and his ratings will determine his salary. Among the players we created was quarterback Nick Power, whose phenomenal skills exceeded even those of Steve Young and Troy Aikman, at least on paper. Because Nick was an unproven rookie, he commanded a lower salary than his veteran cohorts, but he still rated a cool \$4.2 million for just one season!



The Front Office will include many management options.



You'll be able to see a wide array of player attributes.



You'll be given a large pool of skill points to draw from.



Star power comes with an astronomical salary!

DRAFT PICKS



Even in our prototype game, the players performed according to their stats, and each player had a whopping 15 skill categories in all. To monitor and evaluate our players during a game, we used the manual Instant Replay, which is different from the auto-replay feature governed by the computer. With this option, you'll be able to watch the previous play from any angle, distance and speed (frame-by-frame, if you wish), and you'll even be able to lock the camera onto a particular player if you want to know who let the opposing team's left tackle through the line on that last play, here's how you find the guilty party!

Madden 64 is obviously heading toward the realistic side of the gaming spectrum,



but there will be one game mode for all you fantasy-football fans. The Fantasy Draft mode will take you through a full, 40-round draft of all the current or soon-to-be free agents without the dreaded salary cap to cramp your style. Up to eight players will then be able to field their chosen squads through a knock-down, drag-out round robin journey.

By now, it's obvious that we fall squarely into the category of Madden 64 supporters. If you've always been in the Madden "yes" camp, we think this latest installment will only justify your continuing faith in the series. If you're currently in the "nay" camp, we think that this game

will have more than enough to make you consider switching to the opposing team. Madden 64 may just end up being your top draft pick!

Stunt Fave: heading the Headbangers? Sticky Walters running with the Hedgehog? With no salary cap in the Fantasy Draft mode, you'll be able to sign top free agents to your fantasy expansion team. Who knows? This might be the year that the Vultures go all the way!



MADDEN
64

THE END ZONE

We spent two weeks in the Madden 64 play-test zone, we played plenty, we pretty much loved it. We're going to make our own Madden 64 players list, and we're



highly excited to see how it turns out. We're excited to see how it turns out. We're excited to see how it turns out.

that's all. We're excited to see how it turns out. We're excited to see how it turns out.

that's all. We're excited to see how it turns out. We're excited to see how it turns out.



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that's all. We're excited to see how it turns out. We're excited to see how it turns out.

LAST LEGION UX

TM & © 1997 Hudson Soft

There are eight Controller configurations in the game: four configurations are for one Controller and the other four are for two Controllers. You won't see all eight options unless you have two Controllers plugged into your system. Two players can also use two Controllers in Live and Let Die Mode.



The Last Legion UX FILES

Even Scully and Mulder would be impressed by what's developing at Hudson Soft. Legend has it that a Power Stone, an omnipotent source of power, surfaced in four different worlds of the distant past. In the future, fragments of the stone would be implanted into a legion of mech soldiers. Thirsty for this source of power, the rampaging robots of the future would travel back in time to steal the original Power Stone. Remains of mech armor resting among ancient ruins indicate that the power-hungry robots were not without opposition. It seems that one heroic Last Legion UX robot ventured to the past to prevent its fellow robots from disturbing the original stone and disrupting the balance of the universe. In November, Midway plans to expose the entire paranormal conspiracy. In the meantime, we're leading out some info related to this robotic war that transcends the millennia. Trust, no one but us, because the truth is out there.

May the Circle Remain Broken

You may have thought that one-on-one combat games were on their final legs when War Gods staggered into the 3-D arena of the N64. Three-dimensional fighters such as War Gods, Dark Kik and Clay Fighter 631/3 merely limed at the new possibilities for battles royal. Mendocapes mean combat game, Last Legion UK has set its sights to laser blast the gladiator genre a few paces into the next generation by replacing the circular confines of previous 3-D fighters with fully navigable free-range motion. Combining the arcade mode style of combat from GoldenEye 007 with tournament fighting and interchangeable weaponry, Last Legion UK will allow up to two players to simultaneously hide, seek, search and destroy their opposition. And while the game doesn't support four players like GoldenEye 007's Multiplayer Mode, it does allow solo players to test their metal metal against the CPU.

Where the 'bots Are

Combatants will be able to pit their robots against nine others (plus one boss robot) in nine different areas (plus one secret stage). Varying terrain and obstacles will supply players with plenty of places to seek refuge or set up ambushes. In the Waterfall stage, players will be able to fly up to any of the terraced mountainside's three levels, or they can mount an attack from inside the cave or river trench. From atop the Floating Castle's roofless embattlement, ruthless robo-lighters can get the drop on opponents by hovering over the top of the tower to wailay

their unsuspecting victims in the room below. The diversity of each environment will force players to develop both strategic and fighting techniques depending on whether they're in the such locales as the wide open spaces of the Motor Site or the lava-filled trenches of the Volcano. Other areas will have players fighting their way through wares, quicksand, labyrinths and unpredictable pyrens that can suddenly catapult a robot into the air.

The Last Legion UX FILES

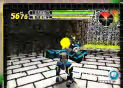
This isn't some paranoid anti-automation theory about robots taking over the world. Mysterious photos of the mechs have surfaced, and we believe they've come from the Federation of the Future. Apparently the Last Legion's future warriors fought for the Power Stanes in ten different areas on four different worlds of land, fire, air and water. Each mech, possessing unique traits, was able to provide over the area which best suited its abilities. Disabots, the strongest of the mechs, easily made his home in the Fire Circle, where it could effortlessly maneuver through the region's viscous quicksand. Deep inside the Volcano, the hovering NI-TP-FP could avoid getting burned by flying above the lava rivers. In the Deep Temple fortress beneath the sea, Amphibians could walk over the maze walls despite the depths' tremendous pressure.



Last Legion UX will provide players with many obstacles that can serve as hiding places. Of course, what is one person's hiding place may be another's ambush spot.



As in the Battle mechs of Star Fox 64 and GoldenEye 007, players will be able to pick their favorite mechs and use them to fully exploit the



The Last Legion

UX FILES

We've uncovered three classes of robots that were battling for possession of the Power Stones. The Humansoids were the only mechs that could use shields, while Amphibians were unaffected by water and Floaters had quick airborne evasive maneuvers. Despite their advantages, Bebeon apparently found weaknesses in the others' attacks, because the red robot left a trail of mech wreckage during its quest to win back the Power Stones. After nine battles, Bebeon would almost meet its final resting place while battling the giant revolving mech in the Underground. Hoarding the Power Stones in its desolate lair, the Remdovour mech would radiate lasers in every direction to give Bebeon its greatest fight.

Tooling Your Terminator

Players begin the game fighting just as Bebeon, the robot without much well-rounded abilities. While other robots may have been built for a few of the specializer nudging through lava, players will be able to abuse them in Last Legion UX's Story mode only after they have won the game. After they will have this choice of mechs, however, in the single round, two-player or CPU matchups.

But before the sparks can fly in combat, players must outfit Bebeon with a weapon and a shield. Each robot, weapon and shield is unique, and with each of their individual benefits also come their drawbacks. Some



The Power Stone is the source of each robot's must devastate the attack. Once your Power Meter is fully charged, hitting anywhere from 20 to 30 seconds depending on the robot, you can blast out your unique Power Stone attack to deal out damage that will drain 25 to 30% of your foe's energy.



robots are equally strong in both long- and close-range combat, but they are unable to use shields. And while beefy-duty weapons can pack an industrial-strength wallop, they're slow to recharge and will inhibit your mobility.

The Power of the Stones

Getting into UX's game play involves the use of elaborately activated combat. If you're controlling one of the select few robots, you may be able to interrupt an combo simply by repeatedly tapping

along the game button. Rather than having (and on) indicating button planning, players must rely upon their wits and strategic planning. The game, virtually non-combo use of combos, requires

Last Legion UX (bringing for accomplished, and less experienced) gauges a lot. With the older, some what overrated, and Last Legion UX will challenge players by requiring them to

You get a few robots with shields, and you can arm all with damage. The weapons, ranging from laser swords to missile launchers. The robots also have their own special, built-in weapons, such as homing missiles or grenade launchers.



GRANDEJUPE



Bebeon is the game's hero. The humanoid robot may not be quick underwater or physically strong, but the mech's average abilities make it the most well-rounded of the Last Legion UX roster.



Rock 'Em, Sock 'Em Robots

Hudson Soft is designing the Rumble Pak-compatible game around the "hide and attack" tactics of multiplayer battle modes. However, with *Last Legion UX*, you don't need two players to enjoy it. Instead, one player can go one-on-one against the CPU. Story Mode is also dedicated to the lone war, requiring players to beat robot after robot until they reach the mysterious, Power Stone-hungry boss robot.

What will most *Mindscap* players plugged into *Last Legion UX* miss? Two-Player Mode, in which gamers face off in a split-screen duello! Like One-Player Mode, Two-Player Mode will allow gamers to arm their choice of robots in their choice of areas. The eight selectable environments are the same as in the One-Player and Story Modes, except for the Floating Castle, which is redesigned into a more confrontational arrangement.



Each weapon has its weak point, such as the robot's dominating power at long distances.



The Cyber Setup

Players can enter combat with the click on or off, and they can also choose to split the screen vertically or horizontally anytime during the game depending on which setup they feel provides the best vantage point. To make hiding, seducing, and especially ambushing more challenging, players can enter the arena without the help of their robot. Without knowledge of their opponent's whereabouts, players will find themselves aimlessly and cluelessly wandering mazes. Even more trying will be finding the opportunity to close in on their enemies to steal the Power Stone. While character AI is quite shy and merciless, outsmarting friends in a two player face-off always seems to be the most fun, and *Last Legion UX*'s army of weapons, landscapes and fighting styles promises to keep it fun.



In Two-Player Mode, players battle to the finish in a split-screen duello.

LAST LEGION UX



Last Legion UX will keep the hits rolling and rumbling. The game supports the Rumble Pak, so you'll share the impact that your mach endures from every hit of a laser blast or lead foot.

The Last Legion UX FILES

Scientists deny the existence of the Power Stones. The *Last Legion UX* robot autopsy seems to indicate otherwise. The Power Stone planted in each robot's chest energized each mech. When fully-charged, the stone allowed them to execute a special attack, such as NI-ET-AP's spiraling laserline from his Omnibus assault. By snatching all eight robots' Power Stones, Rebellion could use the stones as a key to reach the most elusive mech, the Bomb Baron, in its secret lair. Call it a government cover-up if you will, but we can't determine whether or not Rebellion survived the battle and recovered the Power Stones. Perhaps you should make your own conclusion in the Story Mode of *Last Legion UX* when Mindscape unleashes the full story late this fall.

WEAPONS

Tetrisphere may be a thinking person's game, but we're sure that even Einstein enjoyed a little fireworks between problems. Using the explosive weapons in your arsenal of Magic is the quickest way to decimate a large area of your sphere. When you remove 20 or more blocks in a single turn, you'll earn Magic. By performing another combo to remove 20 pieces or more, you can upgrade the weapon you have.



Firecracker

The Firecracker is the first item of Magic you earn, and it's also one of the weakest. Cast your Shadow on the area you want to destroy, then tap the bottom C button to launch your Firecracker at it. When your Magic collides with the sphere, it will blow up a small area of blocks.



Dynamite

Like the Firecracker, the Bundle of Dynamite will quickly destroy a small section of blocks. However, when you detonate the explosion, the blast will spread the small area where you have placed your Shadow, while a single layer of the surrounding pieces will be obliterated.



Electro Magnet

The Electro Magnet is the first of your Magic items that is strong enough to penetrate the center of the sphere. If you rotate the sphere while you're using the magnet, you can pull away large areas a few layers deep. If you loose the magnet in one spot, you can reach the core.



Atom

Do you want to make a quantum leap at reaching the Tetrisphere's core, but too many blocks are in your way? Get in 'on with the Atom! When the energized particle connects with the Tetrisphere, it will give the ball a chemical peel, stripping away the entire outermost layer.



Bomb

The fifth item in your Magic arsenal is the mighty Bomb that's capable of wiping out a couple of layers from almost an entire hemisphere. Target an area for destruction, then drop the Bomb. When it hits ground zero, you'll make almost all the blocks that you can see on your screen.



Ray Gun

If you don't use the first five items, you'll be on your way to earning the final weapon, the Ray Gun, which fires a laser beam that can sweep straight to the core. If you rotate the sphere while the Ray Gun is blasting away at it, you can cut away sections of blocks from the ball.

POWER PIECES

Power Pieces resemble regular Tetrisphere blocks, except that they have a bright glow about them. And they have good reason to be so shiny. Power Pieces are probably the most useful blocks in the game, since you can move them almost anywhere on the surface of the sphere. Whenever you create a combo that removes three to sixteen blocks, you'll earn Power Pieces. (The total pieces you earn will equal one piece less than the number that's displayed in your Combo Counter.)



If you can find information of Crystal Pieces that match the shape of your Shadow, you can convert the Crystals into Power Pieces by tapping the B Button.

To remove pieces, you must first drop your piece by at least two adjoining like pieces. The piece that completes the triality may not always be nearby, so make your own piece that's more maneuverable by converting Crystals into Power Pieces.



Once you've trialed and placed it on the same shape, hit the B button to start your combo. Since you're playing against the clock, creating Power Pieces can be the quickest way out of a jam.

ICES

FUSE COMBOS



Getting to the core of your sphere can be a pretty simple task, but it's a what-if-then catch-all game if you want to get to the core while racking up a high score. Every piece that you remove from the Tetrisphere will be multiplied by your X Count number which begins at a meager one. To maximize your scoring, you'll have to increase your X Count. One way of boosting this multiplier is to use the Fuse Combo, in which you literally fuse two combos together with one common piece.



ONE

The left of the screen shows the next pieces you'll have to place. If the game is dealing the same piece on your next turn, you'll be able to do a Fuse Combo.



Locate two combos that have the same shape in common. Initiate the first combo, then quickly hold the B Button to set the Fuse. Use the red piece that is about to break in the combo. Slide the Fuse away and re-connect it to the second combo.



TWO



THREE

Once you've reattached the unstable Fuse to the second combo, release the B Button to set the new combo in motion. When the pieces are gone, your X Count will increase. You can keep doing this until your X Count number maxes out at ten.



Formed Crystals into a Power Piece of two or more pieces of the



GRAVITY COMBOS

Each TetriSphere is like a tiny brick-covered planet complete with gravity. If you use gravity to your advantage, you can get the drop on the game by making the pieces fall in your favor. When you pull a piece out from under a block, you'll cause the block to fall to the next layer. If, when the block lands, it settles next to blocks of its own kind, it will activate a combo. This Gravity Combo, like the Fuse Combo, can increase your X Count to a maximum number of ten.



ONE

Gravity Combos are easy to set up, especially when you're using an easy-to-manuever Power Piece. Slide a Power Piece so that it's precariously above, and lined up with, a similar piece.



TWO

You can use a piece of any shape to support the block that you want to fall, but it's usually easier if all involved blocks are of the same variety. In the diagram, the block by the yellow arrow buttresses the block that's one layer above. By pulling the support piece away, the upper block will fall to complete the Gravity Combo.



THREE

When the block falls and completes the combo, your X Count will increase. Better yet, you can set up Gravity Combos without using a turn since you can do the combos by simply shuffling threesomes of blocks that are already on the sphere. Because of this, you can easily perform ten Gravity Combos in a row to hit your X Count cap.



MADDEN 64

The background of the cover features a large, stylized American flag with stars and stripes. In the foreground, a football player in a red jersey and a gold helmet with a face mask is shown from the chest up, looking directly at the viewer. The player's jersey has the number 12 on the front. The overall color scheme is dominated by the red, white, and blue of the flag, with the gold of the helmet providing a contrasting highlight.





COMING SOON
TO YOUR NS4
FROM NINTENDO

NINTENDO
POWER

THIS BALL OF CONFUSION CAN BE A HEADACHE, BUT OUR TIPS WILL CURE YOUR MENTAL BLOCK. FOLLOW OUR PRESCRIPTION, AND YOU WON'T HAVE TO CALL OUR GAME COUNSELORS IN THE MORNING.



BEING A BLOCKBUSTER

Puzzled? Parting away every perplexing layer from the Tetrisphere detail leave any gamer feeling like... blackhead. What do you expect when a game rolls up a handful of Tetris fields into a big wad of multi-layered puzzle-solving? Each Tetrisphere is like an onion—the puzzle pieces cover each globe layer upon layer, and trying to reach the core by stripping away those layers can definitely bring tears to your eyes. That is, unless you're in the inner circle of Tetrisphere phenomena. To prepare for your journey to the center of the sphere, you'll have to master maximizing your X Count, completing combos and producing Power Pieces. Training Mode might sound like a drag, but it'll teach you valuable lessons. And once school's out, the real fun can begin.



Each Tetris Sphere contains a unique Tetris sphere. (Don't worry, it's not a real sphere.)

CORE

LAYERS



TIME TRIAL	
NAME	SCORE
ALAN	10,000,000
TIM	5,000,000
YOSHINO	3,000,000
JOHNAN	1,000,000
DAIJI	500,000

After completing Training Mode, you'll have the Tetrisphere know-how to become a high scorer. No prizes to your teacher, though, but Training Mode is just a crash course. We will go even! depth to teach you how to make the fast breaks and beat more blocks for your back. By quickly recognizing combo and Power Piece opportunities, you'll become a pro at leveling the stack and rescuing the Tetris.



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AEROFIGHTERS ASSAULT

FLIGHT SCHOOL

SOLO FLIGHT

Start up and take a spin in some of the best fighters in the world today. The game's training mode introduces aspiring pilots to the mechanics of supersonic flight.

COMBAT PRACTICE

Combat practice is a one-on-one dogfight against each enemy plane featured in the game. The battles become more difficult as you're pitted against more experienced pilots.

REPEAT EVASIONS

The final set of training drills focuses on attacking the toughest enemies in the game. Weak spots for every mechanized monster are highlighted as bright, red targets.

CLEAR THE RINGS



Flying through the rings wouldn't be tough if you didn't have to dodge between the high-speed drills. Keep an eye out for cliffs as you wing through things.

LOCK ON



Every aircraft except Blends A-38A carries an "aim" indicator. What the A-38A doesn't have is an "aim" indicator for its own plane. Keep an eye out for its own plane.

IN YOUR SIGHTS



Line up your attacks on in the game's enemy training mode. These enemies are defenseless, so you can focus on your attack plan without getting hit.

HIGHWAY TO THE DANGER ZONE

Take to the air with the best flying game released for the N64! Aerofighters Assault is a blend of a 3-D flying simulation and an arcade adventure. You experience all the flying realities of soaring through a virtual environment, right down to turbulent bullets from your Rumble Pak, without getting mired in the hardcore physics and limitations you'll find in computer flight simulators. Aerofighters Assault has simple, learn controls, so you'll spend more time playing and less time with your nose in an instruction manual.



CHANGE YOUR PERSPECTIVE

While most flight simulators make it tough to spot a bogey on your tail, AeroFighters uses a unique feature that lets you zero in on immediate threats or close targets with a quick tap on your controller.

PRIMARY TARGET



If you're unsure where your primary target is, press the Top C Button and Down on the Control Pad. The view will show the target's position relative to your aircraft.

MAJOR THREAT



Press the same button sequence when you spot a bogey on your tail to see exactly how far your foe is from your rearview pipe. Give it a shot in dual-player matches.

A QUICK CHECK



If you're looking for a target of opportunity or you need a quick assessment of your closest threat, the extender camera angle lets you know without checking a bunch of views.

PLAYER DUELS



Rolls for the title of top gun in AeroFighters' Multiplayer Mode. While these two play-
er duels might not seem as complex as four-player battles, the wide angle, split screen
perspective allows pilots to see more of the obstacles around their aircraft. You'll be
able to select and fly hidden aircraft as you begin to gain ground against Phutis Morgan
in the Mission Game.

SKY



The sky stage is completely clear of obstacles, including the ground, making this the ultimate flying arena. Your skills and wits are your best offense and defense.

OCEAN



The stormy ocean stage is dotted with seabirds. Since the water and sky are similar colors, watch your or friend's horizon indicator and your aircraft's altitude.

DESERT



If you like using the terrain for cover, the Desert Stage is for you. This red stretch of land features a deep, winding canyon and towering sandstone bluffs.

FIGHT OR FLIGHT

Most multiplayer air duels commence with both aircraft rocketing head-on at one another, but after the first supersonic pass, pilots must jockey for position and an opportunity for a shot. Outlined below are five of the best offensive and defensive multiplayer strategies. If you're looking for additional maneuvers for a specific aircraft, check out the Special Moves section on the adjacent page.

LOCK ON



The most common strategy is to bank your plane and turn until you're flying toward your opponent. If your aircraft is equipped with homing missiles, the missile's weapon system will lock on the enemy the moment your Heads-Up Display (HUD) highlights and locks the target.

STRAIGHT SHOOTER



If your plane doesn't carry homing missiles, slide behind your opponent and engage the enemy directly with your chain guns or a special weapon. This technique demands precise aim and good flying skills.

ATTACK DRILLS

If taking out the bosses in Training is no problem, press your luck by playing hell with the real thing in their own backyard. Boss Attack Mode is a one-on-one match against the major baddest you'll lock on later in the Main Game. The only catch is that these monsters are armed and operational—and you're the only target in the sky.

WEAK SPOTS

LEVIATHAN

Leviathan has one weak spot in the bow and three more by the wing roots. Approaching the ship from the bow or flanks will reduce your exposure to anti-aircraft fire.

SPRIGGAN

Spriggan's weak spots are the two plasma cannons on the aircraft's engines. Keep your distance from the plane so you'll have time to swerve away from the shots.

BAZEL

Bazel's weak spot is between its massive cannons. The only way to survive a hit like with this foe is to approach it when it can burst or turned away from you.

SUPER X WALKER

If the Super X Walker were an insect, you would find its weak spot where its mouth would be located, but the mouth this armor makes it easy to hit almost anywhere.

SPECIAL MOVES

Besides loops, dives, twists and turns, every plane can execute one or two special maneuvers. You can use these moves in any mode of the game, but you'll find that they work best when you're matching wits with a human opponent.

FSX / SU-35



The Cobras are looking maneuver that can force you to fly past you. Pull back on the stick and press the bottom C button twice, then release the controls. Pull back on the stick again and press the top C button twice.

The Cobalt is a fast loop. Pull back on the stick, press the bottom C button twice, then release the controls. Pull back on the stick again and press the top C button twice.



F4 / A-10



A Rubber Reversal is a defensive flying turn. Bank to 450 degrees and keep your nose up at a 30 to 60-degree angle, then tap the left or right C button twice.



ROLL AWAY



A skilled pilot anticipates which way his victim will turn so he can walk his shots up into the target. If you find yourself trailing a superior opponent, try rolling several times before you make your turn so he'll have a tough time predicting what way you'll finally go.

HEAD FOR THE HILLS



If you can't shake the human opponent on your tail, point your nose at the deck and dive between obstacles on the ground. Computer-controlled planes rarely make mistakes, but human players' misperceptions by the threat of a chase often lead the ground at superhuman speeds.



CHAFF

Chaff will confuse enemy missiles coming in on your aircraft. Your aircraft carries a limited supply, so be sure to release the chaff before you release it behind your plane.

PROJECT BLUE



A massive bomb has been dropped on Antarctica, melting the ice pack and flooding harbors around the world. As military fleets move in to rescue the beleaguered millions, a mysterious military organization is snatching up the globe's undefended strategic resources. The AeroFighters team is the only elite fighting force capable of engaging this threat. It's up to you to lead the team and protect the world from imminent destruction.



TOKYO

The Pacific Ocean has flooded Tokyo, submerging all but the tallest landmarks. If this isn't bad enough, a gigantic mechanized walker is demolishing the remnants of the city. The AeroFighters must defend the city by destroying the metal monster.



HAWK

An aggressive young pilot, Hawk is a team player who is always willing to assist in air-to-air combat. He also has a nasty habit of stealing your targets if you give him an opening. Since Hawk prefers dogfights to ground attacks, you'll often find him giving aircover during your bombing runs.



F-14B TOMCAT

Thanks F-14 is the fastest and most powerful aircraft in the sky, making it the ideal choice for beginning pilots. The plane's design and armament are customized for air-to-air combat, so you'll have to improve during your air-to-ground battles.

MAIN 20MM CANNON
MIS SILE PHOENIX MISSILES
SPECIAL TOMAHAWK MISSILES
DEFENSE CHAFF

HIT THE DECK

If you can escape the helicopters protecting the Super X Walker, you'll have no problem taking the primary target. The abandoned buildings offer excellent cover from Super X's anti-aircraft batteries, and any pursuing enemy fighters will have a tough time chasing you down the narrow concrete canyons.



ENEMY FIGHTERS



A flight of slow SU-26s will attempt to distract your squadron and pull you away from the Super X Walker. Take out the fighters as quickly as possible.



The two of lumbering SU-26s won't offer much of a challenge, but if you mistime your wingman during the dogfight, they'll do some thing for you to return the favor.

SUPER X WALKER



When you were told to head to the SU-26s, the Super X Walker was sneaking through the swollen freeways, snatching the remains of downtown Tokyo. You need to decipher this message before it reaches the Metropolitan Building. Your HUD will automatically target Super X's weak spot when you're in range, but you'll inflict more damage if you wait and engage the enemy at point blank range.

PACIFIC OCEAN

The Pacific Ocean stage is a classic air-to-surface engagement. To win the battle, the AeroFighters squadron must penetrate the enemy's fighter umbrella, dodge the fleet's anti-aircraft network, and sink Zhukta Morgan's flagship, the Leviathan. There are rumors that Leviathan may have a sister ship.

THE NEED FOR SPEED

Whether you approach the enemy ships by skimming across the waves or diving out of the atmosphere, speed is your best defense against the fleet's anti-aircraft network. The fragile gunners have very little time to turn and track your fighter if you're flashing by them at supersonic speeds.



ENEMY AIR COVER

Leviathan is protected by a small squadron of skilled fighters. If you can evade in the sky long enough, you'll discover that their leader flies a red Ralek. The Ralek is a fragile fighter, but it's a deadly adversary in the hands of an ace. Keep an eye on this dangerous opponent or he'll add you to his ever-bell-kill tally. You don't have to down the Ralek to complete the mission.



LEVIATHAN



Leviathan is a submarine dreadnought equipped with a deadly arsenal of anti-aircraft bursters. Start your attack run at a low altitude and strike the ship from stern to bow. Since Leviathan's massive coping tower blocks the forward player's view of anything approaching from behind, the ship's anti-aircraft guns won't have time to react and hit you with their combined force.

GLENDA

Glenda is a ground attack specialist. Her powerful A-10A is specifically designed for air-to-ground sorties. Since Glenda prefers to fly low, don't expect her to remain in formation if she has a opportunity to hit a ground target. She'll break for an attack run on the primary objective while the rest of the team is still clearing the skies.



A-10A THUNDERBOLT

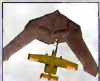


The Trashed A-10A is the hardest plant in the game. While beginners might consider its thick armor good for gaining combat experience, the aircraft's slow speed and limited air-to-air capability make it a pitting duck against experienced fighters.

MAIN..... SONJA CHAIN GUN
MISSILE..... AIR-TO-GROUND ROCKETS
SPECIAL..... NAPALM BOMBS
DEFENSE..... CHAFF

AIR BATTLE

A missile group of Phutro Morgan's stealth bombers is streaking toward the East Coast of the United States. It's up to the AeroFighters team to intercept the bombers while they're still over the Atlantic, and make sure none of them reach their targets. Keep an eye out for enemy fighters.



WATCH FOR FALLING DEBRIS

Just because an enemy plane or bomber has been shot down doesn't mean that it ceases to be a threat. Burning aircraft that run out of control are just as dangerous as inbound missiles. Make sure you clear the air of the tumbling wreckage or you'll end up taking collateral damage from a collision or an explosion.



HEIN

A highly decorated officer in the Japanese Defense Force, Hein is an exceptional pilot—the best formation flier in the squadron and the one team member you can count on to help you out if you're in a tight spot. Win his trust by assisting him and he'll repay the favor a thousand times over.



MONUMENT VALLEY

A massive tank is chugging up the sands in the Monument Valley, and military experts can't predict which direction the enemy will strike. The best defense in situations like this is a good offense—destroy Bazzi! before it can attack an urban area.



TIGHT SQUEEZE

If the battle starts going badly for the enemy, they'll retreat into the desert canyons or behind rocky outcroppings. Only the foolhardy will try to follow; the tank with those dog-eared wheels can finesse. Use bombs or homing missiles to pry Bazzi out of his rocky shell.



FS-X



The FS-X is a light, highly maneuverable aircraft with limited combat capabilities. The FS-X can go to perils in a fragile aircraft, but it's unstoppable in the hands of an experienced pilot.

MAIN NINJA KNIFE SHOT
MISSILE TORNAO MISSILES
SPECIAL NINJA BEAM
DEFENSE MAKIKISHI

FORTRESS

Phutro Morgan's fighters are paralyzing the shipping routes around South America. Our satellites have traced their flight paths to a fortress on the Peruvian Coast. This base is protected by a network of automated guns and floating mines, but you'll have a chance if you can surprise them while their planes are on the ground.



FLOATING MINES

Phutro Morgan has deployed a field of floating mines around their South America coast. These high explosives are suspended by satellite particle beams emanating from the fortification. The mines will explode if you fly too close, so keep your distance and clear them by spraying the area with your cannons or missiles.



ANTARCTIC OCEAN

Enemy fighters are protecting a secret installation buried beneath the ice near Antarctica. So far your missions have been defensive reactions to the enemy's advances, but this attack might turn the tide of the war against Phutia Morgana. The enemy is launching everything they have at you. Whatever they're protecting must be extremely valuable.



TOP GUNS



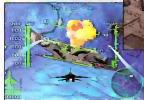
A flight of Phutia Morgana's F-26s is patrolling over the Antarctic. These aircraft have stealth capabilities and can

eliminate missiles. Engage the enemy directly with your guns or your special weapons. There are reports of undetected flying objects in the area, but nobody is sure if they're hostile or friendly.



THE WAR ISN'T OVER

Your discovery of UFOs flying over Antarctica has the world speculating that Phutia Morgana may be more than an international terrorist group. NASA has recently detected radio emissions on the far side of the moon, and they're launching a space shuttle to investigate. The enemy may have intercepted NASA's orders, so you're going to have to protect the shuttle during the launch. While you've turned the tide of the war in the favor of the Aerofighters team, there are still four more missions you'll have to win before you find out the most dangerous secrets about Phutia Morgana.



VOLK

Like Hawk,

Volk specializes in air-

air combat,

but he's the

loose cannon

in the squadron.

Instead of following orders or a flight

plan, he'll break off and engage targets

as soon as they pop up on his HUD.

Don't expect him to stick around as

long as there are enemy fighters lurking

in the sky.

SU-35
SUPER FLANKER

The SU-35's large profile won't hide you from radar, but the jet's powerful turbofans will take you beyond harm's way. The SU-35's weapons system is customized for air-to-air combat.

MAIN FIREBALL
MISSILE FIRE ARROW MISSILES
SPECIAL NAPALM CANISTERS
DEFENSE AERIAL MINES



F1 POLE POSITION 64

©1997 Ubi Soft

What is it like to blaze past a grand stand at over 250 kph, or dodge a spinning car on rain-slickened pavement, or wind through the streets of Monte Carlo at speeds no sane driver would contemplate? Ubi Soft answers all those questions this month by releasing the most realistic racing experience for the N64—F1 Pole Position 64.

REAL RACING

F1 Pole Position 64 is about the total experience of racing. It's about choosing a team of pros, modifying your car for top performance, listening to the advice from your pit crew, and driving through winding courses all over the world at speeds that would make Roadrunner look like a snail. Unlike fantasy racing games (Extreme-G or Mario Kart 64 for example), F1 simulates a real sport. Success on the international Grand Prix circuit requires attention to detail and concentration. It's not a sport for casual drivers. GP events cover ten grueling laps and can last 15 minutes. The AI of competing drivers is as good as it gets, so even though F1 doesn't have a multiplayer option, the competition feels realistic. Even the play control feels real, and you can bet that driving an F1 Ferrari or Mercedes-Benz V10 doesn't feel anything like cruising around town in your dad's Chevy.



ARGENTINE GP
1:09.28



AUSTRALIAN GP
1:05.40



NINTENDO POWER

THE FORMULA

The game designers at Human Entertainment knew that players would want variety in the racing experience, so they included three modes of play and lots of variables, including changing weather, custom car settings, and configuration controls for AI, sound, car damage and road accidents.

MODE WARRIOR

The greatest challenge in F1 Pole Position 64 is to win the international Grand Prix title by accumulating the highest point total during the 16-race season. Before the race begins, you can qualify, which requires a ten lap ordeal in track, or take a free run to get used to the track. If you begin the race without qualifying, you'll begin in 22nd place. The Battle Mode lets you select any course and your choice of opponents to race against. You'll be battling one selected driver, but the real value of this mode is as a practice race with opposing drivers. In Time Trial Mode, the idea is to set the course record. You can save all your greatest feats on a Controller Pak, including your favorite car settings.

DO IT YOUR WAY

You may not want to use the French or German language options in F1 Pole Position 64, but they certainly add an international flair. Other options include six configuration settings for AI, radio communication, damage, accidents, touch and Controller Pak save options. In Battle and Time Trial modes, you can set weather conditions, as well. During GP races, weather changes randomly, forcing you to decide whether or not you want to make a pit stop to change your equipment.



Damage

With the damage option switched on, your car sustains damage which you should be wary to miss after a race. The five damage gauges beside the fuel gauge change color as you take more damage. Beginning with blue, the colors cycle through yellow, red and flashing red. When you reach flashing red, you're about to retire your car.



UNDER THE HOOD

Just as in real FOCA (Formula One Constructors Association) racing, success in F1 Pole Position 64 depends as much on what's under the hood as who sits behind the wheel. Before the race begins, you'll have the option to choose the type of car you want and then modify it to suit your driving style. We've included our recommended cars and settings for starting out in the sections below. Once you're comfortable with the handling of an F1 car, you'll probably want to switch to the expert steering option.

THE RIGHT CAR FOR THE JOB

Not all cars are created equal. In F1 Pole Position, you'll find Ford, Ferrari, Mercedes-Benzes, Renaults, Hondas, Yamahas, Peugots and Haris. When you select a car, you'll go to the Machine Settings screen where you modify the vehicle. There, you can see the default settings for five important categories. We found that handling characteristics were the most important consideration in choosing a car and that the Mercedes-Benz V10 for the McLaren team is the best overall choice. Once you've mastered the feel of F1 racing, we suggest switching to the Williams team. All lap records listed here use the Williams' Renault V10.



When the McLaren team's Mercedes-Benz V10 is properly modified, it hugs the track more tightly than any other car and its acceleration and top speed are high, as well. This is a great car for beginners.

POWER MODIFICATIONS

The following recommended settings for the Mercedes-Benz V10 will give you a fast and highly maneuverable car. Use the Hard setting and crank it down to one for the easiest handling possible. (On Hard, the steering wheel returns to center when you stop pushing left or right and it feels more like an arcade racer.) On dry pavement, choose the D setting on Shift so your tires will give a boost to your acceleration. The transmission can be manual, semi-automatic or automatic, but on all courses except Monaco, you should have six gears for top end speed. At Monaco, use just four gears to increase your acceleration. Crank your brakes and suspension up to seven each. Set the wings at six and fuel tank at 50%. You can go five laps on most tracks with 50% fuel, but the more fuel you take with you, the slower your acceleration will be. The top lap times were run with just 10% fuel. Pit Crew selection is up to you. The real time factor in the pits is how long you take to decide what to do.



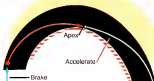
Some attributes counteract other attributes. For instance, when you increase the down force on your wings, the turn-in distance increases but the top speed is reduced. You can use the Suspension and Steering settings to adjust your handling without sacrificing speed.



BEHIND THE WHEEL

There are several techniques that real race drivers use that work equally well in F1 Pole Position 64. The most important thing to remember is that each corner is unique. You can't enter every corner at the same speed and angle. Always cut across corners from the outside of the track, across the apex and let the car unwind to the far side of the track as you exit the corner. Watch the computer drivers to see how fast they're entering the corners or stay right behind another driver and note the speed. You can usually take corners a bit faster than the computer drivers. Use your brakes to slow down before entering the corner, not while you're turning. Passing is also important. When you follow close behind a car, you'll see a green light appear on your dash. That means you're in the other car's draft so you can get an extra boost of power when you pull out to pass. Stragglers are the safest places to pass, but cutting inside another car on a corner is faster since you cover less distance. The final piece of basic advice is to use your brakes whenever you feel like you're losing control. It's always better to brake and stay on the pavement than touch the shoulder. Your car will move 65 kph tops on the grass or sand.

CORNERING



The apex of a corner is the point at which your car is closest to the inside curve. As you enter the curve, steer toward the apex. As you pass the apex, let the Control Stick move back toward the center position, which is like letting a steering wheel unwind. Let the car drift all the way to the far side of the track as you accelerate from the apex onward.

Weather

Weather can change during the middle of a lap, turning dry pavement into a slick mess. It's up to you to decide what to do. If you're in the middle of a race and you need fuel, use the pit stop to change your tires, as well. At the end of a race, it's better to slow down a bit and race more cautiously.



NICE & SUNNY

POSSIBLE RAIN

DEFINITELY RAIN

GERMAN GP
0:05.88

HUNGARIAN GP
0:56.20

ON THE TRACKS

Each of the 16 courses on the international circuit contains challenges that will test even the best drivers. We've chosen two of the most interesting courses on the circuit to give you an edge when you face them. Although advice can help, the most important preparation for any race is to actually attack the course itself. We recommend driving each course in the Battle and Time Trial modes before heading into the World Championship mode.



Course 6. Monaco Grand Prix

Monaco Circuit—3,326 meters
Difficulty ***

Although the course is short at Monaco, it winds through narrow, city streets. You won't find any shoulders or sharper. This is a killer course and you need a great handling car like the McLaren. You should also modify the car for lower gears, which will result in faster acceleration. That's important since you'll have to brake constantly before entering the corners. Your top end speed will be affected, but on this winding course it shouldn't matter.



1 The corner of right angle turns near the end of the course requires you to slow down dramatically and the tendency is to think that the computer drivers will go past you. The fact is that they have to slow down, too. Even if you're only moving at 50 or 60 mph through these corners, you'll stay even with or ahead of the competition.

2 You should accelerate along the front straightaway for as long as possible, passing as many cars as you can.

3 The back straightaway along the top of the tunnel is short, but you can pass cars here, too, and computer drivers don't tend to accelerate nearly as much as they could through this stretch, probably to avoid having to brake dramatically at the end of the straightaway. Since you've got your car for quick acceleration, you can brake and get back to speed earlier than ahead of the competition.



MONACO GP
1:16.48

ITALIAN GP
1:08.00

JAPANESE GP
1:07.60

Course 8. Canadian Grand Prix

Gilles Villeneuve—4,421 meters
Difficulty: **

This course has just a few sharp corners or places where you need to brake sharply. The straightaways are long and allow good drivers to reach their top speeds for some distance. Any major mistake on this course can leave you too far behind to catch up to the leaders, so precision driving is essential. The shallow turns on the back stretch are a great place to practice your cornering techniques by setting up on the outside of the track, cutting across the apex and accelerating out of the curve.



1 There's a little S-curve jog in the track just after the pit area that can cause particular trouble. Tap the brake just as you pass through and you should be okay.



2 On every lap after the beginning of the race, you'll approach the sandy corner at full speed, but you can't carry that speed through the sharp angle. Slow to about 100 kph and approach the corner from the inside wall. Tap your accelerator without braking as you continue through the following corner at the top of the course, then pivot. Tapping on the accelerator maintains a fairly constant speed.

3 The other tough turn is the 180 at the bottom of the course. When you see the large grandstand apex in front of you, hit the brakes. You can take this corner at about 100 kph without any problem if you enter the corner correctly from the outside edge and cut in toward the apex.

The View

You can position the cam at view 11 to see far from the front of the car, to behind and above the car. The cockpit views are the most accurate, but the low angle also makes them the most challenging. The highest position from behind the car is the best for starting out since you can see more of the track ahead of you.



SAN MARINO GP
1:08.44

SPANISH GP
1:08.52

PORTUGUESE GP
0:59.40

This month we're reaching into the archives to bring two classics back, this time to the Super NES. If you were one of the crazed players who pumped countless quarters into the legendary *Space Invaders* in the '70s or the brick-bashing *Arkanoid* in the '80s, you'll find these games just as compelling as ever in their 16-bit versions. If they're new to you, see what makes these games classics.

IT CAME FROM THE...

70's

Space Invaders The Original Game, by Taito, 1978
 A console? No! Not quite. *Arkanoid* and *Donkey Kong* were the first SNES releases to have a console.

80's



ALIEN RITZES

Remember the *Galaxian* finger-watching as rounds slowly decelerated on your space station at ever-increasing speeds? Now you can bring that fantastic experience home with the Super NES release of *Space Invaders*. Not only does this Pak contain the original version of the game, but now it also has multiple graphic features and a great two-player option so you can settle those old grudges about who has the best invader-slopping style. Who says you can't improve on perfection!



STEAKOUT

Working a computerized ball of fire? You're having fun in the *Edison* of video games, and *Arkanoid* took this style of play to new heights. With its strangely addictive, lip-smacking fun, this game was and still is the epitome of style and fun. And with the original version of *Arkanoid* included in this Super NES Pak, the options of style and fun are doubled. Also included is a cool two-player option and an edit option that lets you create your own customized levels!



30 POINTS

20 POINTS

10 POINTS

RANDOM

Each time 100 points are scored by your ship, you'll receive a random bonus of 10, 20, 30, 50, 100, or 300 points.

One-Shot War

One-Shot War is a slow-moving, casual game that can't be played until a shot has been fired or given off the screen. This can be frustrating if you're used to rapid fire, but it makes you think and move strategically.

THE SHOOT SENSATION

While some great new features have been added to Space Invaders, the classic game play remains the same: Waves of aliens slowly rain down from above, while you do your best to blast them into oblivion from the bottom of the screen. There's really no way to wipe out your extraterrestrial enemies, but the different alien ships have varying point values and getting the highest score is still the real point of the game.



Each stage begins with two invader formations, but you can lower the difficulty level.

A BETTER BASH

The goal in Arkanoïd is to destroy food after food falls in all of formations using a shoot ship in a paddle that is bouncing ball at a brick kitchen. It may sound similar to some other brick-breaking games, but Arkanoïd incorporates lots of cool features that set it apart from the crowd. A big addition to most paddle-ball play is the power-up, power-up capsules hidden within some of the bricks. We'll list out the capsules and their powers on pages below. If you catch these capsules as they fall from above, they'll upgrade your shoot ship.

E



An E capsule extends the length of your shoot ship to almost twice its original size.

L



An L capsule gives your ship a second set of balls, which are a handy tool to use in tricky levels.

M



The M capsule enables you to launch ball to destroy one brick at a time.

T



A T capsule makes a ball that will bounce so many times that it will destroy many bricks.

D



This capsule lets you launch ball to destroy one brick at a time.

G



The G capsule gives the ball to your ship and you're pressed the power button.

B



Catching a B capsule makes a warp portal appear, forcing your ship to a higher level.

P



The very special, very rare P capsule adds an extra shoot ship to your arsenal.

S



If you ship in the same enemy ship, the S capsule changes the brick formation.

MAINSTREAM INVADERS

Before Space Invaders debuted in 1978, video games were relegated to arcades and smoky lounges. The public demand for this popular game was so great that consoles soon popped up in convenience stores and restaurants—places where you expect to play video games today.



STAYING SAFE

If you want to share invaders while maintaining a defensive position, try building sniper's nests behind your shields. Blasting a narrow hole through the barricade allows you to attack the aliens while keeping relatively safe from return fire. Your nests won't last forever, but you can do a lot of damage before they're destroyed.



By building your first nest at one of the two outer shields,



Now you can shoot while most sections of your ship stay shielded.

SHARP SHOOTING

A good strategy for fighting invaders is to focus your fire on the outer vertical rows of aliens before you start blasting out the middle forces. Not only will you avoid splitting up the invaders into separate groups (a much harder formation to defeat), but you'll also create a clear firing line between you and the UFOs. When you're finished down the outer rows to just a few left, stay in one spot and fire your shots well. If you chase them around the battlefield, you're sure to be hit first.



If you destroy the outer forces, there will be nothing but air between you and the UFOs.



If you split the invaders up into separate groups, you're going to meet with defeat.



When one invader is left, stay still and wait for it to move past your line of fire.

OTHERWORLDLY INNOVATIONS

Most '70s-vintage video games were based on the "Pong" model of paddles and bouncing blips, but Space Invaders did much to revolutionize game-play concepts. It's then hardly wrong among the first characters to appear in a video game, and playing the game was based much more on instinct and feel, which software analysts now refer to as "intuitive play control."

BALLISTICS

The way the ball bounces off your front ship is not completely random in Asteroids, but you definitely don't have total control over its direction. Instead, the angle of a bounce is determined by where the ball hits the ship and by your craft's up-to-side movements.



Gold bricks can't be broken so directing the bounces is pretty important.



By the angle the ball hits it bounces three, if the bricks are there.



Put a cube just in the way of the ball that you can't move to be broken.



Two more cubes will make three holes, and that's all you can do.



These odd and unpredictable bounces will take your ball to new places.

These little game-like objects are the key to many of the best games.



There are two factors that affect the motion of the ball: the angle at which it hits your ship and the sideways movement of your ship when it hits.



When the bounces don't point toward your ship, it's extra tricky.

ARK SPARKS

Most of the major games are little more than variations, but after completing a lot of them, you'll find a major enemy. They can be really tough to defeat, but with a little quick thinking and some clever strategy, you'll tear them apart in no time.



When you're up against one of the game's most major enemies, you'll find it's not easy.

CLASSIC COLORS

One of the coolest features of Space Invaders is the option to play on any one of four classic game screens. Each of the color schemes came from a different arcade version of the game. You might have a favorite if you played the arcades in the early days; if you didn't, you can check out the video options.



The classic design had white invaders on a full-color backdrop.



The original level one had basic black and white graphics.



The 'celebration' screen displayed a rainbow of alien stripes.



Another version had full-color invaders on a basic black background.

SPACE FOR TWO

Allows the color of your ship drop your foe's rows (and vice versa).



Destroying a green invader will give you a white horizontal row.



Shooting a red invader will give you the rows of both players drop.



If shot, this alien instantly acts like one of the invaders above.



The old strategy of clearing the side rows still works well.



If you can hit a UFO, you and your adversary will swap invaders.

ARRANGE A STAGE

A terrific feature of this Arkanoïd Pak is an editing mode that lets you design your very own levels. Whether you want to build up your block-breaking skills or you're just expressing your creative side, you'll get the chance to position three types of blocks, pick the placement of digits, choose the loss that you'd like, and even decide on a backdrop!



A tough design like the one shown above can put your block-breaking talents to the ultimate test.



Perhaps you'd decide that the odder and stranger level designs can be no different, too, to play.

TWO-BLOCK BASHERS



Players take turns placing blocks in the classic two-block games.



The cooperative mode has players team up to clear the screen.



Players need to have good strategic skills to win in this game.

Arkanoïd has three two-player modes, two that score up limited competition, ones that require cooperation. In one mode, players take turns shooting; in another, they're a split-screen one-to-one who can finish off a stage fast, and in the third, they work together to clear the same stage.



Disney's

TIMON & PUMBAA'S JUNGLE GAMES

TWO OF THE WILDEST CHARACTERS FROM THE LION KING ARE BRINGING THEIR SPECIAL BRAND OF FUN OUT OF THE JUNGLE AND INTO YOUR SUPER NES WITH A

LITTLE HELP FROM THE. TIMON & PUMBAA'S JUNGLE GAMES OPENS THE DOOR FOR LION KING FANS TO EXPERIENCE FAMILIAR SETTINGS AND CHARACTERS WITH FOUR LIGHT-HEARTED GAMES OF SKILL. THE GRAPHICS AND SOUND ARE THE BEST IN THE JUNGLE, BUT THE CHALLENGE IS NICE AND EASY, MADE FOR A YOUNGER AUDIENCE. WITH THE WORLD'S FAVORITE WARTHOG AND MEERKAT,

YOU'LL HOP, SHOOT, SPLAT, BURP, SWAI, AND FLIP YOUR WAY TO FUN.



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NINTENDO POWER

JUNGLE PINBALL

The elephant wheel gives you special bonuses.

Knock down the hyenas to spell Hakuna Matata.

Extra balls are delivered along the skeleton track.

The big wheels the ball back into play.

Light up the GIANT lantern to score big points.

Hit the pinballs to collect the precious rubies.

BE A PINBALL LIZARD



With each flapper movement, the lighted letters in GIANT change.



The gear moves the ball to play when you have Save Ball activated.

PINBALL SAFARI

Here's how to earn big points in Jungle Pinball. If you knock the ball into one of the open hatches, the ball appears in the elephant wheel where it activates Double and Triple options. Even if you don't get the multipliers, you'll get something good such as an Extra Ball or Save Ball. Lighting up the Hakuna Matata sign by bopping hyenas results in a big score. Keep the ball in play by nudging it using the tilt/juggle button, but only hit it once or twice in a row to avoid tilting.



Cotters pop out of the central hatches, offering themselves as targets. If you catch the ball, you can tilt and hit the animals. When the ball is on the side, use the tilt/juggle to clear it.

HIPPO HOP



This game is very much like *Fluggs*, the classic arcade game. Timon must use the drifting hippos and logs to collect logs and points. You can jump on the stones in the middle of the river as well, but watch out for the gators who pass by, piddling on their backs. There's not a lot of strategy, but it is useful to reach any given point on the river from the stones in the middle. Also, make sure you jump squarely onto a piddling object. If you're only partially lined

up, you'll end up floating the fish. Look for special items that appear from time to time and snag the flower on the near side of the river.



Grass the river, then there's the next log. You can't jump the flower. A special item appears.



SLING SHOOTER



The next slingshot is out to be a good guy. Give your name for the card and game.

Sling Shooter is your basic shooting gallery, only you don't want to shoot everything, just the "bad" animals. Although it can be hard to tell the difference between good and bad animals, the action is fast and fun. Animals, birds, fish and even swarms of bees appear in the scene. If you hit bad animals, you'll lose points. But if you shoot a good one, you'll lose points. Fake animals—the ones that look as if they were pasted together using cardboard—are always worth something. You can activate special events, too. For example, if you shoot the fish in the waterfall, you'll open a hidden cave. When you size it all up, Sling Shooter and the other Jungle Games have enough surprises to keep young Lion King fans roaring.



If you shoot the bird's eye, it will turn into a special capsule.



TAMAGOTCHI™



©1997 Bandai

Bandai's Tamagotchi for the Game Boy will have new creatures and new features when it's released this fall. Check out the latest developments in Tamagotchi tech.

Virtual Fun

Chances are you know at least one person who has adopted one of Bandai's immensely popular Virtual Reality Pets, otherwise known as Tamagotchi. Now the Tamagotchi are being rounded up and turned into a Game Boy game, and they'll be gaining new features in the process. The new version will include 12 new characters, a save feature (which will allow you to turn off your Game Boy and return to your pet later), the option to care for up to three pets at once and the ability to set the game clock's speed. Even if you already own a Tamagotchi, the Game Boy version will be more than worth checking out.



Egg-cellent Choice



As in the original game, the point here is to keep your virtual pet healthy and happy for as long as possible, until it returns to its original home in cyberspace. When you start a new game, you'll be sent to the Egg Room to select and name your pet. Your Tamagotchi will then be transported to its new home where it will hatch.



Home Sweet Home

Most of your time will be spent on the Home screen caring for your Tamagotchi and monitoring its progress as it grows and morphs into new forms. While you'll have to take care of most functions manually through the Home control panel, the game will save automatically

with no commands from you. Be warned: the Home option will not take you to your pet's Home. This command will send your Tamagotchi back to cyberspace. While you'll be able to save and view its final stats on the Memory screen, you won't be able to access it again.

Control Panel

We don't think parenting will ever be easy, but feeding, cleaning and monitoring your Tamagotchi will be a snap with the comprehensive Home control panel. We've outlined each of the panel's buttons and its function. To activate a button on the control panel, simply use the Control Pad to highlight it and press the A Button.



If you're having a problem or you need some advice, check with the Professor. He has the answers to some of the more complicated questions on Tamagotchi parenting.



The original Tamagotchi operated on real time. In this version, instead of game time passing minutes, Press the Clock Button to speed up time while your pet is asleep.



If you're caring for more than one Tamagotchi, each will have its own home screen. Highlight a pet and press A to visit it.



The rest of the control panel is laid out along the bottom of the Home screen. You'll be able to control every aspect of your Tamagotchi's environment and upbringing, from feeding and cleaning it to playing educational games and entering it in daily tournaments.

Flush



As with all living things, the Tamagotchi eat and, well, for want of a better term, poop. The Professor has yet to come up with a method for potty training the little buggars, so you'll end up with a pile of a mess several times daily. Luckily for you, you can clean things up with a touch of the Flush button.



Praise/Scold



This is one of the more mysterious areas of Tamagotchi Care. Praise and scolding are important tools for developing your Tamagotchi's character, but you must be careful how you use them. A Tamagotchi will often react well to praise, but too much praise can turn a good-natured pet into a spoiled brat. On the flip side, a scolding can be good discipline for a naughty Tamagotchi, but if you're too harsh, it may become bitter and resentful.



Health Screen



The Health Screen will give you an overall picture of your Tamagotchi's development. If your pet is upset or sick, this is the first place you should look before deciding what to do. If the Life meter is low, you'll know that your pet is hungry. If the Fun meter is empty, then it's time for a snack or an amusing game. An empty Deed meter may indicate that your pet has poor character or is spoiled.



Light Switch



When it's time for a nap or a good night's sleep, be sure to turn off the lights. If you leave them on, your Tamagotchi may not sleep well. That can affect its mood and, in the long run, its overall character. The Lights will snap back on automatically when Fido wakes up.



Tamagotchi Games

Tamagotchi games are not only fun, but educational as well. You'll find yourself playing the Snake game a lot to keep your pet's Fun meter filled to capacity, but you'll also have to play the Study game to develop its IQ and the Sports game to help it build a strong body. Your Tamagotchi may refuse to play a game at first, but it will often change its mind if you ask again a little later.



Watch your pet and press Left when it looks to the left or Right when it looks to the right.



In the Sports game, you can make your pet look in a given direction but it will move on its own.

Meals and Snacks

To help ensure that your Tamagotchi grows up to be a healthy adult, you must feed it good food on a regular basis. Rather than letting your pet go hungry and then making it pout out, check its Life meter often and keep it at a consistent level. Each Tamagotchi has a favorite type of food, but giving it a bit of variety once in a while can't hurt it. Ice cream and cake will build up your pet's Fun meter, but those empty calories won't do anything for its Life meter. Don't give your pet too many sweets, especially when it's young. Besides getting stomachaches, your pet may eventually morph into a character that is always in ill health.



Medicine

If a black skull icon flashes on screen, that means your Tamagotchi is sick, and you'll have to give it a shot or a pill to cure it. Illness is brought on by bad care, so pay attention to your pet's needs. General neglect results in the flu, too many snacks cause stomachaches and falling to Flush causes diaper rash. Different types of Tamagotchi may need different cures for the same ailment. On the following pages, we've outlined basic information on each Tamagotchi type, including which medicine to use for a given illness. Beneath each Tamagotchi is a series of three boxes. The first box shows the cure for the flu, the second shows the cure for a stomachache and the third shows the treatment for diaper rash. Young Tamagotchi may need a double dose of the appropriate medicine.



Tamagotchi Types

As a Tamagotchi matures, it will morph into different forms. We've listed the various types on the following pages according to their relative ages, but keep in mind that there's no set pattern to Tamagotchi development. Individual Tamagotchi may morph

at different ages, and there's no guarantee that a Maowtchi, for example, will always develop into a Tamatchi. As we've said all along, your care will affect your Tamagotchi's growth at every stage of its life, as well as determine its lifespan.

Babytchi



This tamagotchi has the most favorite food is bread (a green), while at least two (a red) food is carrot food (red) only feed it slowly.

Shirobabytchi



All tamagotchi will start off as either a Babytchi or a Shirobabytchi. Shirobabytchi's favorite snack is cake, but make sure to feed it a proper diet.

Marutchi



The round-faced Marutchi is distinguished by its happy-go-lucky attitude. It's fond of naps, so turn out the lights when it starts yawning.

Tonmarutchi



Tonmarutchi may look like Marutchi, but it's much grumpier than its cheery cousin. It's a nervous sort and likes to hide in small or narrow spaces.

Tamatchi



This is probably the oldest animal's life in a Tamagotchi's life. If you care for a Marutchi very well, it will morph into an active Tamatchi.

Tongarutchi



Tongarutchi is not much more developed than Marutchi or Tonmarutchi. It's slow and spoiled, and you'll have a tough time building its Doid meter.

Kuchipatchi



Mellow and easy-going, Kuchipatchi isn't demanding, but it's not antisocial, either. Some extra tending will be required to develop its IQ.

Hashitamatchi



Like Kuchipatchi, Hashitamatchi probably could have used a little more TLC when it was younger. It's usually content, if a bit lazy in the morning.

Mametchi



Count yourself a good parent if you end up with Mametchi. It's the Tamagotchi equivalent of a mathematical genius and very polite, to boot.

Mimitchi



"Mr. Long Ears" loves to study and is not far behind its cousin, Mametchi, in the smart department. Both would do well in the academic tournament.

Ginjirutchi



The quirky Ginjirutchi has to go to bed early and get up late, but sleep must do it a lot of good, since it always has a pleasant disposition.

Pochitchi



Pochitchi's happy face hides its stubborn streak. This dog-like creature likes imitating Earth animals, but it could use some obedience training.

Maskutchi



Maskutchi has to learn, but it can be cranky and a little mean at times. It has the unwavering habit of staring at you from dark corners.

Zukitchi



This four-legged Zukitchi likes to pretend that it's the superhero "Zukin (masked man)", but it sometimes acts like a villain, too.

Kuchitamatchi



Kuchitamatchi is a milder-than-mild kind of guy. It's generally quiet and polite, but neither risk nor its sports skills will light any fires.

Hashizotchi



If you neglect your Tamagotchi when he's young, he could turn into a feisty Hashizotchi. This adult Tamagotchi loves naps and not much else.

Nyorotchi



Nyorotchi is the weakest of the adult types. It's often ill and always hungry. It complains a lot, and neither praise nor discipline will help it.

Kusatchi



This strange, plant-like creature needs lots of sun for photosynthesis but just a little food. It likes to stay up all night and sleep during the day.

Tarakotchi



A voracious appetite and smelly feet are just two of the infamous Tarakotchi's traits. It's also surprisingly selfish for a useful Tamagotchi.

Takotchi



Takotchi has modeled itself after Earth's sports, but its multiple limbs don't give it any advantage in sports. It's an average adult Tamagotchi.

TAMAGOTCHI

SUPER NES

Tournament

If your Tamagotchi is particularly developed in one area or another, you might consider entering it in one of the Tamagotchi Tournaments, held daily between noon and 4:00 p.m. There's a Race for good athletes, a Knowledge test for scholars and a Beauty contest for Tamagotchi of good character. If your Tamagotchi wins any one of the contests, it may qualify for the Tamagotchi Hall of Fame. If you're interested, visit the Professor promptly at noon to sign up.



Crave the Egg



When Bandai released the original Tamagotchi in North America last spring, one of our staffers braved

long lines and crazed consumers to secure us a supply of the brightly colored eggs. We were taken with them immediately, and though their insistent beeps often sounded at inopportune times ("Could you hold on to those sales figures for just a sec? Buffy needs a flush!"), no one seemed to mind the demand for time. Once, a colleague of ours even turned around halfway through his morning commute to retrieve his beloved (but momentarily forgotten) Tamagotchi from home, only to find that it had expired in the meantime. Now with the Game Boy version's save feature, adoptive parents will be able to tuck their Tamagotchi away before class or that important meeting with clients, knowing their virtual pets will be safe when they return. All those "Tamagotchi day care" workers may soon find themselves out of their jobs!



COUNSELORS'

CORNER

► BLAST CORPS



WHERE IS THE SCIENTIST IN TEMPEST CITY?

On the right side of Tempest City stands a massive, gray warehouse. If you keep aiming your Ballista missiles at the middle of the structure, the lights on the building will eventually flicker and go out, and you'll discover a ramp leading up to the roof. Drive up the steep incline and shoot or ram the crates stacked on the roof. The scientist is waiting for you on the other side of the crates.



This large warehouse on the right side of Tempest City hides a secret. Keep shooting it until you find the ramp leading to the roof.



Drive up the ramp and shoot or ram the crates on the roof. You'll find the scientist's secret lab hidden after the crates are cleared.

?

WHERE IS THE J-BOMB IN AGENT TOWERS?

?

You'll need to find and use four other vehicles in Agent Towers before you'll be able to reach the J-Bomb. Spin the Backlash around and slam the concrete block away from the walkway leading down to the pit con-

taining the Ram Dorer. Get out of the Backlash, run down the ramp, and use the Ram Dorer to push the TNT crate next to the wooden door. After the door is destroyed, you'll be able to get inside the train. Drive the train

through the tunnel to the Ballista. Take the Ballista to the other pit on the right side of the stage. Blast the wooden doors in the pit, exit the Ballista, and follow the secret tunnel leading from the broken doors to the J-Bomb.



Slam this concrete block out of the way and head for the Ram Dorer and the TNT.



The train inside the tunnel will take you to the Ballista parked in the adjacent pit.



Shoot missiles at the wooden doors in this pit on the right side of the stage to find the J-Bomb.

► STAR FOX 64



HOW DO I GET THE SUBMARINE?

You'll be able to launch the Blue Marine when you reach Aquas, an ocean planet located on the far side of Sector Y. To get there, you'll have to save Falco and fly through all the stone arches on Cornelia, then follow Falco as he leads the Star Fox team to the Attack Carrier. After you down the carrier, you'll fly on to Sector Y. All you need to do is score 100 hits in Sector Y to reach Aquas and the Blue Marine.



Save Falco, follow him to the carrier, then score at least 100 hits in Sector Y to reach Aquas.



You'll start with the Blue Marine when you reach Aquas. Use the submarine to complete the level.



HOW DO I DESTROY THE COPPERHEADS IN SECTOR 2?



The trick to destroying the six Copperhead missiles is to attack with charged lasers as soon as ROB 64 sounds the alarm. The missiles

always approach the Great Fox from the left side, and if you charge up your lasers, your Arwing computer will lock on each target. The missiles will be

launched in three waves. The safest method for protecting the Great Fox is to engage the missiles while they are far away from their target.



Intercept those Copperhead missiles aimed at the Great Fox when ROB 64 sounds the alert.



If you charge up your lasers, your Arwing's computer will automatically lock on each missile.



If you have time, you can repair your damaged Arwing by flying through the Great Fox hangar.



HOW DO I DEFEAT GORGON IN AREA 6?



Shoot the three energy balls Gorgon launches at you. Then, as Gorgon shuts its inner bay, start shooting at the clawed tentacles before they can whip out

at you. This pattern repeats three times before Gorgon unleashes an energy beam. Barrel roll to avoid the beam and wait until the disk opens again. Shoot the three ener-

gy balls and aim for the Gorgon's core. As you shoot, Gorgon will flash, indicating that you're causing damage. Keep shooting until Gorgon is defeated.



Before you can damage Gorgon, you must dodge his energy ball and tentacle attacks three times.



Barrel roll to avoid Gorgon's energy beam. You can counterattack after the beam powers down.



Shoot away the three energy balls, then target the three yellow triangles on Gorgon's core.

► GOLDENEYE



WHERE IS THE TANK IN THE RUNWAY STAGE?

You don't have to complete Arkangel's Runway Stage on foot. You can drive the tank perched outside the right side of the building where you begin the stage. Grab the airplane ignition key, then run back to the other side of the building to the parked tank. The tank's main gun will make quick work of the missile launcher and the three heavy guns in the runway bunkers.



Grab the plane's ignition key, then run to the tank parked on the other side of the building.



Select the tank's main gun as your weapon and quickly dispatch the runway defenses.



HOW DO I OPEN THE FACILITY'S LOCKED DOORS?



As you explore the Facility, you'll find remotely locked security doors. These doors are controlled by computer terminals. The computers are usually guarded,

so you must aim carefully to avoid destroying the terminal. To activate the door, stand in front of the computer and press the same controller button you'd press to open a

door. If the computer works, a message will tell you that the door has been opened. If not, wait in the restroom for the scientist carrying the master key card.



Some security doors in the facility are controlled by guards at remote computer consoles.



To activate a computer, stand in front of it and press the same button you'd use to open a door.



If you destroy a remote console, wait in the restroom for the scientist carrying the key card.



HOW DO I FOIL ALEC'S WATER CAVERNS TRAP?



The former DOB has a nasty trap waiting for you at the end of the Water Caverns, but you can foil his plans. Leap through the portal and activate the

automatic doors, then quickly retreat and crouch on the left side of the door. Select your AK33 and knock out the drone guns suspended from the ceiling. If Alec can't

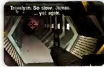
see you, he won't give his guards the signal to ambush you. With the drone guns eliminated, you can shoot the guards behind you and reach the exit unscathed.



Leap through the portal and activate the end of the Water Caverns, then retreat.



Stand outside the doors on the left side and shoot away the drone guns with your AK33.



When the drone guns are gone, you'll be ready for the guards snaking up behind you in the corridor.

► MOLE MANIA



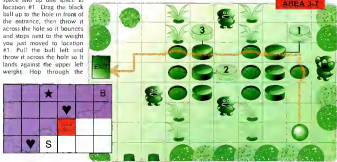
HOW DO I GET PAST THE SEVENTH STAGE IN WORLD 3?

While there are six weights in the seventh stage of World 3, you'll need to move only three of them to solve this tricky puzzle. You don't have to worry about underground obstacles in this stage, but you don't want to plow up any more holes on the surface. Tunnel through the holes and push the upper right weight right one space and up one space to location #1. Drag the black ball up to the hole in front of the entrance, then throw it across the hole so it bounces and stops next to the weight you just moved to location #1. Pull the ball left and throw it across the hole so it lands against the upper left weight. Hop through the

holes and push the center left weight right one space to location #2, then slide the upper left weight up one space to location #3. You're done pushing weights around. All you have to do is get the ball to the exit block. Stand on the right side of the black ball and push it up to the edge of the hole. Toss the ball left so it bounces against

the trees on the left edge of the screen. Dodge the enemy running back and forth and pull the ball down one space. Push it left until it crushes the exit block. If you're going for a 100% score, be sure to grab the cabbage in the upper left corner. With the exit block out of the way, you're off to the next stage!

AREA 3-7



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Q&A FAST FACTS

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PILOTWINGS 64

- Q:** How many endings are there?
A: Three. You'll see the best one when you earn perfect scores on all of the missions and the games.
- Q:** How do I sleep from day to night?
A: Select the jetpack and fly into the tunnel above the waterfall.

FIFA SOCCER 64

- Q:** Why can't I control my goalkeeper in Shootout Mode?
A: No one's control has that the ball has been kicked.
- Q:** Which teams are the best to choose in the game?
A: Try Germany, Italy, Brazil or Argentina.

WAVE RACE 64

- Q:** I topped the best time on a course, but I can't enter my initials.
A: Set the wave conditions to default.
- Q:** Is there a way to turn off the pulsating atmosphere's music?
A: Nope. But you can always turn down the volume on your television.

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Player's Poll—Volume 101

This Halloween you could win some cool treats, but you won't have a ghost of a chance unless you fill out this card! Send it to us, and we'll enter you in this month's prize drawing.

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

A. Super NES 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

B. Game Boy 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

C. Nintendo 64 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

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

1. _____ 2. _____ 3. _____ 4. _____ 5. _____

E. How old are you?

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

F. Sex

1. Male 2. Female

G. Do you prefer games based on familiar characters (Star Fox 64, Yoshi's Story) or new characters (Banjo-Kazooie, Metal Wolf Chameleon)?

1. Familiar Characters 2. New Characters 3. No Preference

H. Do you prefer sports games that feature real players?

1. Yes 2. No 3. It doesn't matter

I. Are you interested in games based on movies or comic books?

1. Yes 2. Sort of 3. No, I prefer games based on original ideas

Name _____
Address _____
City _____ State/Prov _____ Zip/Postal Code _____

Age _____
MEMPH (Please draw your name in the ending slot)
Telephone No. _____

J. Are you interested in Game Paks based on arcade or PC games?

1. Yes, if they're exactly the same as the original
2. Yes, but they should be improved and have bonus features
3. No, not again!

K. Do you like game sequels?

1. Yes 2. No

L. What do you like to see in a game's ending sequence?

1. A long, cinematic finale
2. Bonus options and codes
3. Both 1 and 2
4. The ending is not important to me

M. Do 2-D side-scrolling action games like DKC or Yoshi's Island for the N64 appeal to you?

1. Yes 2. Sort of 3. No

N. Do you like 3-D first-person perspective games such as Doom and GoldenEye?

1. Yes 2. Sort of 3. No

Then Question: Which game featured in this issue is based on characters from The Lion King?

Answer _____

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

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Catch up on the classical Order from among the Nintendo Power issues listed on the back of the form. The prices shown include the cost of shipping and handling.

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With so many new games out this Halloween season, the thought of mastering all of them can be pretty frightening. How do you defeat that spooky boss? How can you creep to the next level? You'll find all of the answers in our back issues and Players' Guides. The pros at Nintendo reveal your favorite games' tricks, treats, and dark secrets—warts and all. And to make your goose bumps go away, spend a dark and stormy night with one of our Graphic Novels. So don't be scared—just send your order form to:

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OFFICIAL CONTEST RULES

No purchase necessary. To enter, simply fill out the Player's Poll coupon card or print your name, address, telephone number, and NA, and the answer to the trivia question on a piece 1/2" x 3" card. Mail your entry to this address:

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PLAYER'S POLL BOX, #1
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MILWAUKEE, WI 53212-5727

One entry per person please. All entries must be postmarked on or before November 1, 1993. We cannot be responsible for lost or misdelivered mail. On or about November 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting these prizes, winners consent to the use of their names, photographs, or other likeness for the purpose of advertisements or promotion on behalf of "Brunswick Power" magazine and Brunswick of America Inc. (BIA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The odds of prizes in entry cards distributed is 1:50,000,000. The subtraction of prizes is guaranteed. All prizes will be awarded to residents of the United States and possessions. In the address above effective November 30, 1993. GRAND PRIZE: The Grand Prize Winner will win a trip for two to the Brunswick World Tournament of Champions. VIP seats for tournament action, a bowling lesson from a star pro, a round-trip Brunswick bowling ball and bag, and a Brunswick World Tournament of Champions Game Pak for the Super NES. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and transportation are included. Exact dates of the trip and destination may be determined. Estimated total value of all prizes is \$1,000. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of BIA, its affiliates, agencies or their immediate families. This contest subject to all federal state and local laws and regulations.

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DONKEY KONG LAND III

Back in the
swing of things

Loosely based on DKC 3
for the Super NES,
Donkey Kong Land 3
for the Game Boy
will feature
familiar
faces in all-
new stages.
Some details
of the game
may change
before it's
released, but this
overview will give
you an idea of the many
dangers

Dixie and
Kiddy will
be facing.

Winkly Refuge & Sheepy Shop

Winkly Kong will take
out Kamek, add to
and "game saving"
services. Winkly
Winkly Refuge, while
the Brothers Bear will host
friendly card-matching games in their
Sheepy Shop. No matter which one you're
in, you'll find them.



Super Game Boy Compatible



Cape Codswallop

Barbos is the self-appointed Queen of Cape Codswallop. The key to surviving her peck will be to bat Lurchies at her party pats.

We'll start off our preview coverage of DK3 with a look at Cape Codswallop, the perfect training ground for developing your acrobatic skills. Dixie and Kiddy will retain their signature moves in this game, and Kiddy's rolling somersault attack could very well be your move of choice in this area. Reiko, the rubber-footed Koopa of DKC 3 fame, is an ever-present danger around the cape. If he hits you as you're rolling, however, he'll ricochet off your back and out of your life.

- A. Red Wharf
- B. Seabed Shanty
- C. Wrinkly Refuge
- D. Ford Knocks
- E. Total Reckl

- F. Sheepy Shop
- G. Koko Channel
- H. Liftshaft Lottery
- I. Barbos Bastion

Primate Plains

Primate Plains will feature many more types of landscapes than its name implies, including the frigid environs of Black Ice Blitz and the leafy boughs of Winkley Mischief. If you can find Squawks the Parrot (just one of the five aerial pals you'll encounter on your journey) in the tree-based stages, you'll be able to proceed with much less risk to life and lousy limbs. Squawks and his egg attack will be more than a match for the acorn-tossing Monkeys.

- A. Coral Quarrel
- B. Minkey Mischief
- C. Jetty Jitters
- D. Wrinkly Refuge
- E. Black Ice Blitz

- F. Sheepy Shop
- G. Riverbank Riot
- H. Miller Instinct
- I. Bleak Magic

Star Power



You'll have to complete a challenge in each Bonus Stage to win a Bonus Coin. In some cases, you'll have to collect all the Stars within a time limit.

Bad Boys



In the Bonus Stages, your odds will be to defeat all the local Kamekings before the timer runs out, which is sometimes easier said than done.

Jackpot



Even if you complete a Bonus Stage challenge, you'll often have to search the stage for the Bonus Coin.

Blackforest Plateau



Blackforest Plateau will include some of the gloomier areas of Donkey Kong Land, including the dark caves of Vertigo Verge and the murky depths of Surface Tension. Look for the rocket-like Booster Burels in the waterfall stages to launch yourself to the high ground. The guardian of the plateau is an eight-legged oaf named Arich, and Arichse will likely be more effective against him than saw power. Kiddo packs a punch, but Donkey's helicopter spin can put you in just the right position to pounce on him as he bounces low on the end of his web.



Great Ape Lakes



The skies will be sunnier in Great Ape Lakes, but your disposition won't be, if the Kamekings have anything to say about it. Elie the Elephant may be both a help and a hindrance in some of the stages. Though her water sprout attack can topple the nearly-indestructible Krurple, it can be awkward to use against other enemies. Kaos will wait for you at the far end of the lakes, and his lightning attack will have you jumping for your life. You'll have to keep an eye out for a way to jump above his metallic naggins.



- A. Jungle Jeopardy
- B. Footloose Falls
- C. Deep Reef Grief
- D. Wrinkly Refuge
- E. Sheezy Shop

- F. Karbine Kaos
- G. Simian Shimmy
- H. Rockface Chase
- I. Krazy Kaos





- A. Rocketeer Rally
B. Vertigo Verge
C. Polar Pittfalls
D. Sheepy Shop
E. Surface Tension

- F. Wrinkly Refuge
G. Tundra Blunda
H. Redwood Rampage
I. Arich Attack

Tin Can Valley will be the last regular area you'll explore before you enter the Lost World, and it has as diverse an

Tin Can Valley

environment as you'll find anywhere in Donkey Kong Land. In some stages, you'll have to switch back and forth between Dixie and Kiddy constantly to defeat the ever-changing dangers around you. In Tropical Tightropes, for example, you'll need Kiddy's somersault attack to deal with ground-based attackers, while Dixie's helicopter spin will give you the needed maneuverability to weave through the maze of "conveyor belt" ropes and vines. To top it off, K. Rool himself will confront you in the last stage, equipped with a jet pack and a death ray!



- A. Tropical Tightropes
B. Clifftop Critters
C. Ricketty Rapids
D. Bazooka Bombard
E. Sheepy Shop
F. Wrinkly Refuge
G. Ugly Ducting
H. Stalagmite Freight
I. K. Rool Duel



The Lost World

Even if you shoot down a K. Rool plane to find and defeat the last World boss like you wish, you still need to make an last visit to the place you wish. There will be a lot of things to see and a lot of things to do, which is the real next item.

Bananas

Where would a self-supporting Kong be without these little bananas? Collect 100 bananas to earn a control life and one more chance at fame and fortune.



Balloons

Balloons will come in several shapes, but they will all give up the same prize: control for life. A balloon may float up and out of range as you approach it, so be ready to jump.



Coins

Both Coins and Bananas are both legal tender in Donkey Kong Land. While each type of coin will serve a different purpose, having a large supply of both types will be essential for unlocking the secret of the Lost World.



Barrels

If you have a good in Donkey Kong Land, chances are you'll find a barrel to fill in. Barrels will transport you to Bonus stages, shoot you across gaps, change you into a new form, and more. Some times, though, a barrel will be just a barrel.



MORTAL KOMBAT™



Double your
fighting fury this
fall when Midway re-releases
Mortal Kombat I and Mortal
Kombat II for Game Boy on one
big twin-tournament Pak!

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MORTAL KOMBAT I



- KANO
- SUB ZERO
- RAYDEN
- SCORPION
- LIU KANG
- SONYA

MORTAL KOMBAT II



- LIU KANG
- SHANG TSUNG
- SUB ZERO
- MILEENA
- KITANA
- SCORPION
- REPTILE
- JAX

TWO IN ONE

If you've been scouring store shelves, searching for the Game Boy versions of *Mortal Kombat I* and *Mortal Kombat II*, your quest is over—now you can get them on one Game Pak. *MK I & II* is a combined rerelease of the first two *MK* Game Boy titles, with every move and feature from the originals packed into one game. Link up with another Game Boy and play a two-player match, or go it alone in Tournament Mode. Your ultimate goal? Goro and Shao Khan!

TOASTY

The Toasty Guy appears when over you or your foe executes 20 opponents. Quickly tap Up and the Start Button when you see the programmer's face. If you react fast enough, you'll win to a secret duel with the game's hidden fighter, Scorpion.



SUB ZERO



Sub-Zero's freezing attacks make him the coolest combatant both in *MK I* and *MK II*. To create a slippery pool of ice beneath your opponent's feet, tap Down, Back and the A Button. You can pull off Sub-Zero's frigid fatality move in *MK II* by pressing Forward, Forward, Down, A, then Forward, Down, Forward, Forward, and the B Button.



Sub-Zero's *MK I* freezing fatality is easy to execute: press Forward, Down, Forward and tap the B Button.



REPTILE



Reptile was such a popular hidden character in the Super NES version of *MK I* that he was added to the regular lineup of tournament contestants in *MK II*. His tongue-lashing fatality is a favorite with fighting enthusiasts, along with his Acid Spit attack. To spew steaming acid in your opponent's face, press Forward, Forward and tap the B Button.



Your defeated opponent will lose his head over Reptile's fatality. While your foe is reeling, press Back, Back, Down and the B Button.



LIU KANG



Liu Kang appears in both *Mortal Kombat* games and has two different fatalities, outlined on the left. Try his bicycle kick in *MK II* by holding the A Button for three seconds before releasing.



Depending on which game you're playing, Liu Kang has two different fatality moves. You can execute his Swamp Cat fatality in *MK I* by pressing Forward, Forward, Back and the B Button. Then your defeated foe in *MK II* by tapping Down, Forward, Back, Back and the A Button.

SCORPION



Come here! Scorpion's Spear Attack is his up-close and personal trademark opener. You can reel in your foe with this move in both games by pressing Back, Back and the B Button. Try teleporting behind your unsuspecting opponent in *Mortal Kombat II* by pressing Forward, Down and the A Button.



Scorpion's searing fire-breathing fatality is included in both games, but you must memorize two different moves to use it. For MKI, press Forward three times and then the A and B Buttons together. For MKII, press Start, Up, Up and B.



For MKI, press Forward three times and then the A and B Buttons together. For MKII, press Start, Up, Up and B.

SHANG TSUNG



A cunning sorcerer, Shang Tsung can morph into his rivals in MK II, but the best attack in his deadly arsenal is the dreaded Flaming Skull attack. To launch a flaming skull, press Back twice and the B Button. To shoot three burning skulls, tap Back twice, Forward twice and the B Button.



body width of your opponent and press Start and Up, then release. Finish your wicked work by pressing Down and the B Button.



Shang Tsung's fatality move will drain the life out of your vanquished opponent. Stand within a body width of your opponent and press Start and Up, then release. Finish your wicked work by pressing Down and the B Button.

MILEENA



Mileena's Teleport Kick will transport you feet-first into your opponent's face. To kick off the move, tap Forward, Forward and the A Button. To throw her pointed sis, hold the B Button for two seconds and release. Remember that you can move around and kick while waiting for the B Button to charge.



Mileena's fatality is the easiest move in the game. Stand close to your opponent and hold the A Button for three seconds. If you time everything perfectly, Mileena will slash her defeated foe and spit out their bones.



JAX



Major Jackson Briggs' basic arms can inflict massive damage. To launch a Sonic Wave at your foe, press Forward, Down and the A Button. To execute a Ground Pound shockwave, make sure your foe is standing, hold the A Button for three seconds, then release it.



opponents the author of all migraine headaches. Hold the A Button and press Forward three times at your foe's feet, then release the A Button when you're standing in front of your foe.



Jack's double-fisted, head-cracking fatality will give your rocking opponent the author of all migraine headaches. Hold the A Button and press Forward three times at your foe's feet, then release the A Button when you're standing in front of your foe.

KANO



Kano is a legendary thief skilled in the art of hand-to-hand combat. To throw a knife at your foe, Press Back, Forward and the B Button. Press Forward, Down and Back to somersault in the air and spin into your opponent.



To execute Kano's kicking laundry move, stand at least two body widths away from your foe and sit on the ground and press Down, Forward and the A Button.



RAYDEN



Rayden possesses a deadly repertoire of electrifying attacks and teleportations. To execute a Lightning Throw, press Forward, Forward and the B Button. If you want to teleport behind your unsuspecting foe, press Down and Forward. You can also fly through the air and dive into your opponent by pressing Back three times then Forward.



Zenith Rayden's electric lightning move is a real charmer. Stand next to your foe (opponent) and press Back, Forward, Down and Up the A and B Buttons at the same time.

SONYA



Sonya has entered the Mortal Kombat tournament to catch the elusive Kano. Execute her Ring Toss attack by pressing Back Twice and the B Button. Try her Scheme Grab by pressing Down and tapping the A and B Buttons together.



Sonya Blade's Square Wave Flight is very difficult to avoid. Take flight by pressing Forward, Back twice and Forward again. With this move Sonya can leap into the air and intercept a jumping opponent. To execute Sonya's laundry move, move away from your foe and press Back Twice, Forward, then press the A and B Buttons at the same time.

SHAO KAHN



Shao Kahn is waiting for you at the top of the mountain in MK II. As the leader of the Mortal Kombat tournament, this overgrown tyrant is your toughest opponent. The real trick to surviving Kahn's attacks is to maintain your distance. If you wear him down with your long-range, projectile attacks, you'll win in the end.



The trick to surviving Kahn's brutal attacks is to always keep your distance and begin the battle with long range, projectile attacks.

NP'S



TOTAL SCORE	1 083 500
HIGHEST COMBO SCORE	40 000
HIGHEST COMBO	12
X COUNT	28
TOTAL PIECES TAKEN	145
TOTAL DROPS	0
PIECES UNCOVERED	0
LEVELS PASSED	3

CHALLENGE #1

TETRISPHERE

This month the arena has the drop on Tetrisphere fun-n-ics. What's your highest score in Single Player, Time Trial Mode—without dropping a single puzzle piece? You'll have to stick to gravity combos to pull off the phenomenal feat. Take a picture of your scoring summary after time trial is over. The 25 highest Tetrisphere scores with the fewest total drops will win four Super Power Stamps.

CHALLENGE #2

MARIO KART 64

How fast can you make tracks avoid the wet twists and turns on Koopa Troopa Beach's sandy track? You should be able to trim some lousy seconds off your score if you leap through the shortcuts and avoid rolling into the sidestepping crabs and towering palm trees. The fastest 25 kart jungs will drive away with four Super Power Stamps, good for cash off against gear at the Intex Nintendo Super Power Supplies Catalog.

FROM KOOPA BEACH
LAP TIME
LAP 1 00:00:00
LAP 2 00:00:00
LAP 3 00:00:00
TOTAL 01:00:00



FROM KOOPA BEACH
LAP TIME
LAP 1 00:00:00
LAP 2 00:00:00
LAP 3 00:00:00
TOTAL 01:00:00

CHALLENGE #3

GOLDENEYE

You may have done it for England, but can you do it for the arena? How fast can you complete the GoldenEye's Facility stage on 00 Agent Level? The best time scored by one of our bug-testing experts here at Nintendo of America is in—stunning 1:17. If you can't beat that time, try completing the stage in 2:05 so you can earn the game's incredible Invincibility Cheat. Just wait until those chaps with the Rocket Launchers meet the Invincible-00s! The 25 Doubled-0 Agents with the best 00 Agent Facility times will collect four Super Power Stamps.



NINTENDO 64 CHARACTER MATCH QUIZ

Are you a good judge of character? It's time to mix and match! If you think you know your N 64 trifles, take a shot at watching these video game buns, heroines and bachelors to their titles. This quiz is strictly for fun. Look for the answers in next month's Arena.

- A. Ken Wu
- B. Liu Kang
- C. Scarlet Zenai
- D. Dimitri Mishkin
- E. Rarutan
- F. Marissa
- G. Rih
- H. Pigma Deegar
- I. Xizee
- J. Glenda

- Star Fox 64
- AeroFighters Assault
- Mortal Kombat Trilogy
- Michael Makers
- PilotWings 64
- Heron
- GoldenEye
- Star Wars: Shadows of the Empire
- Killer Instinct Gold
- Dark Rift

OCTO

NP

ARENA
MCMXCVII

WAVE RACE 64

Best Times for Six Laps Around Portland
(Volume 17)

Tommy Taylor	Whiting, WV	1:11.957
Jason Couch	Nelson, BC	1:18.809
Arnon Schido	Redondo, CA	1:28.823
Mark Thompson	Marysville, MI	1:59.866
Jeffrey Dufkels	New Bedford, MA	1:59.927
Robert Villanueva	Bravo, NY	1:58.952
Arion Kelly	Center City, MN	1:59.804
Nik Merito	Signal Mountain, TN	1:51.806
Cole Hatt	Ottawa, LA	1:23.204
Adam Uhl	Stout City, IA	1:21.563
Travis Allen	Spokane, WA	1:31.586
Adam Pace	Johnstown, RI	1:24.472
Chris Gargale	Pago, AZ	1:21.821
John Magistral	Salinas, SK	1:21.912
Evan Ross	Lawrence, OH	1:22.376
David Schatz	Sunderland, PA	1:22.401
Jeff Drenthofsky	Falton, IN	1:22.623
David Henderson	Crane Lakes, WV	1:22.942
Derek Edwards	Lorton, UT	1:22.945
Robby Miller	Newfield, NJ	1:22.971
Jeffrey Hitts, II	Arlington Hills, IL	1:23.174
Carla Biorio	Mendota, KS	1:23.221
Mark Leno	Albany, TX	1:23.293
Adrian McNeil	Linden, CT	1:23.306
Larry Marsh	Big Dell, CA	1:23.348
Mike Gubelink	Arvon Lake, OH	1:23.376

WAVE RACE 64

Best Times for Six Laps Around Monroe
Fairfax (Volume 16)

Ryan Fritters	Midwesters, DE	2:06.854
Scott Penrose	Barrington, IL	2:06.590
Tommy Taylor	Redlands, WV	2:03.654
Steven Bell	Scarborough, ON	2:03.775
Mark Thompson	Marysville, MI	2:03.984
Chris Schopp	Bethpage, NY	2:05.148
Mike Moss	Shorewood, WI	2:06.177
John Magistral	Salisbury, SK	2:10.199
David Luciani	Cheneyville, PQ	2:17.648
Michael Gebelst	Old York, PA	2:18.887
Scott Bauer	Skaneateles, WI	2:25.188
Tony Nguyen	Lincoln, NE	2:28.129
Zachary Archer	Col. Springs, CO	2:29.334
Brandon Black	Norco, CA	2:29.656

SUPER MARIO 64

Collected 152 Coins in Wet-Dry World
(Volume 17)

Nathan Alderson	Nashville, TN	
Michael Taylor	Stockfield, CT	
Carla Biorio	Madison, KS	
Philip Enay	Wauwatosa, WI	
Chris Carroll	Charlottesville, VA	
Jason Cooper	New Hartford, NY	
Scott Desjardins	Elk Grove Village, IL	
Jason Fricko	Canoe, CA	
Michael Fennell	Hemlock, ON	
Justin Frensdorfer	Madison, NE	
Hector Garcia	Ontario, CA	
Richard Goodman	Valley Mills, TX	
Chris Hecken	Midvale, VA	

Write your name, address and Number Number on the back of your photo. The Arena challenges you to turn in this issue must be received no later than November 10, 1997. The top qualifiers will receive

Matthew Jolar

Kurt Mollap

Roberto Johnson

Alexander Joyce

Mike Krasnapolsky

Alex Kras

David Luciani

Eric Lopez

Larry Marsh

Mark McCracken

Arnon Medelink

Nick Melendez

Brendan Murray

Christopher Mandrus

Josh Nickerson

Cuthbert Peterson

James Plante

Fred Pischard

Joel Richmond

Nelson Reynolds

Alain Savard

David Schwab

Michael Seales

Ernesto Shoss

Jim Stephens

Stephen Swartz

Mark Thompson

JC Tolero

Dae Tipp

Kevin Van Dusen

Robert Villanueva

Ernest Whall

Tori Woodhouse

Lisa Zaslavsky

Sp. med/Mian Afr. Gambia

Jillian, IN

Savoyville, CA

Eugene, Texas, CA

Grand Rapids, MN

Alameda, CA

Chickadee, PQ

Dallas, TX

San Diego, CA

Madison, IN

Tucson, AZ

North Lauderdale, FL

Lithonia, NY

Olathe, KS

Columbia, NY

Arlington Heights, IL

Billings, MT

Lexington, TN

Gainesville, FL

St. Jean Baptiste de

Nacogdoches, TX

Fairbanks, AK

Saskatoon, SK

Mt. Vernon, WA

Santa Barbara, CA

Greensboro, NC

Marysville, MI

Waukegan, IL

Johnson City, NY

Ray City, TX

Bravo, NY

Dorchester, MA

Haddonfield, NJ

Olympia, WA

KEN GRIFLEY JR.'S

WINNING RUN

Best Horse Starts in Derby Month Starts
Griffin, an Out (Volume 85)

John Sanders	College Grove, MN	10 HBs
Sammy Taylor	Belgium, NY	10 HBs
Chris Ziss	Woodbridge, VA	10 HBs
Harley Woodland	Orange Park, FL	8 HBs
Ben Van	Apelton, WI	5 HBs
Adam Rowlett	Greenville, CT	7 HBs
Joel Taylor	Dorchester, MA	7 HBs
Ronald Pinsky	Jefferson City, MO	7 HBs
Daniel Yeager	Waukegan, WI	7 HBs
Jason Yu	San Gabriel, CA	7 HBs

SUPER MARIO 64

Collected 151 Coins in Big Boo's Haunt
(Volume 92)

Steven Bell	Scarborough, ON	
Adam Brander	Aurora, ON	
Chris Brittan	McKeesville, IL	
Henry Franklin	Portland, OR	
John Freeman	Siding, BC	
Ben Gregory	Kaplanville, UT	
Lee Harvey	Newport, NC	
Chris Hecken	Midvale, VA	
Daniel Henderson	Madisonville, NJ	
Tyler Hestie	Bend, OR	
Philip Kras	Memor Island, WA	
Ernest Lusk	Barford, ON	
Kenneth Pischard	Lake Forest, CA	
Arnon Plante	Coltonville, NY	
Fred Pischard	Hayward, CA	
Susan Schmitt	Glynn, WA	
David Schopp	Honolulu, HI	
Matthew Truong	San Jose, CA	
Jeffery Van Valkenburg Jr.	Hoboken, NY	
Keith Wade	Statenville, IN	
Colin Worth	Paso, NY	

STAR WARS: SHADOWS

OF THE EMPIRE

Best Time for Battle of Hoth—Jedi Level
(Volume 96)

STAR WARS: SHADOWS

OF THE EMPIRE

Best Time for Battle of Hoth—Jedi Level
(Volume 96)

Matt Wilcox	Biggles, ON	4:14
David Schwab	Stockfield, MI	4:21
Michael Hula	Chickadee, AZ	4:25
Adam Johnson	Princeton, IL	4:28
Andrew Piccolo	Des Plaines, IL	4:33
Chris Schopp	Bethpage, NY	4:37
Travis Roper	Hatfield, PA	4:42
Cole Pigg	Sullivan, IN	4:46
Mark Horbeck	Lake Geneva, WI	5:02
David Abner	San Gabriel, CA	5:04
Scott Bauer	Stoughton, MA	5:04
Joey & Jane Marquet	San Juan, PR	5:04
John Cook	Shelby, OH	5:05
Lawrence Fales	Brooklyn, NY	5:10
John Enay	Tulsa, OH	5:12
John Green	Lake Geneva, NY	5:12
Dan Kralik	Freemont, NE	5:12

TETRIS ATTACK

Best Score for 1-Player, Time Trial Mode
(Volume 96)

Christopher Green	Little River, SC	30,105
Jason Sir	Port Erie, ON	14,803

STAR WARS: SHADOWS

OF THE EMPIRE

Best Time for Conquering the Asteroid Field
on Jedi Level (Volume 97)

Anthony Rosello	Reynolds, NY	3:59
Paul Jones	Mesa, AZ	3:44
Jackie Flady	Tampa, FL	3:44
Kevin Seardi	Paton Woods, CA	3:50
Robert Collier	Albany, IN	3:53
Danny Janson	New Kensington, PA	3:57
Ryan Cook	Shelby, OH	4:42
Joan Mandell	Clinton, ME	4:48
Kevin Pischard	Madisonville, TN	4:48
Lawrence Fales	Brooklyn, NY	4:48
Ryan Frenkel	Hatfield, MA	4:48
Andrew Beckert	Shelton, MI	4:48
Tim Warden	West Branch, MI	4:48
Jeff Kras	Freemont, NE	4:49
Dan Kralik	Freemont, NE	4:49
Christopher Bauer	Washington, VA	4:52
Joseph Kras	Washington, VA	4:54
David Holsinger	Falton, IN	4:55

Put your name, address and phone on the back of your photo. The Arena challenges you to turn in this issue must be received no later than November 10, 1997. The top qualifiers will receive

ENTER THE ARENA

**Your
Power Guide
To The Latest
Releases
October 1997**



SUPERHERO

EXTREME-G



- Applies 64 Megabits
- 1 to 4 players simultaneously
- Save Features and Passwords
- Controller Pak and Rumble Pak compatible
- 12 Trucks
- Three speeds



The fastest battle on two wheels comes to the N64.



WILEY

Don't blink or you'll miss the futuristic settings and sleek bikes in *Extreme-G*. The speed at the Extreme level is numbing, but the last frame rate and creative use of canceling

walls make it seem very realistic without popping polygons or heavy fog layers. There are times when you lose sight of your hike in the glare from explosions and some rock surface textures are hard to see.

PLAY COMPING Keeping your bike in the middle of the tank is the main challenge, and it can be a BIG challenge. You can set up the Controller to any configuration you like.

which is a real plus.

PRO: GASTON Combining racing and shooting may not be new, but Extreme-G doesn't feel like just a futuristic version of Mario Kart 64.

Final Verdict Extreme-G delivers the thrill of speed, and the multi-player and time trial modes should give it good replay value. Just don't expect a deeply strategic game experience.

SOUND The throbbing engines of the bikes sound very realistic and the music keeps pace with the fast action on the screen.

Scott P: When you get in the FUTURE-G zone, nothing can touch you. Amend: There's a feeling of speed like no other racing game out there. Sonja: Hook it up to your stereo and rock!

weight-8.9 3 vocal-8.0 7.8 calm-8.0 7.8 satisfaction-8.3 sound-8.1

【答案】B

100

100

100

100

8.1

DISCUSSION



MISCHIEF MAKERS

- Nintendo 64 Megabits
- 1 Player
- Game Pak Save Feature
- Two memory slots
- 52 stages



SCORES

6.2

4.5

7.0

9.1

6.0

Two and half dimensions is more than enough in Mischief Makers.

Graphics: This game, and its graphics, grow on you over time. The sheer variety of stuff in Mischief Makers keeps the graphics fresh. There's always something new to see and do. The characters and backgrounds are pre-rendered, like the graphics in Donkey Kong Country, but you'll also find special effects.

Game Strategy: Some of the moves are challenging, but the early stages teach you all you need to know. The variety of moves is unmatched in any recent action game. The feel of movement and hit detection is excellent.

Game Packaging: When you get into Mischief Makers, you find a lot more story than is apparent at first. The action is continually changing as you progress, keeping things interesting.

Comments: All of action gamers give Mischief Makers

a chance, they're going to love it. We haven't seen a side-scroller of this caliber since Super Mario World.

Verdict: Okay, nothing is perfect. The music in Mischief Makers will drive you nuts within the first hour if you leave it on.

Comments: Leslie: Anne's fans will love it, but the play control can be frustrating. Erich: The music made me want to pull my hair out, but the variety kept me interested. Henry: Young themes but tough play control.



graphics: 7.5 Game Strategy: 6.8 Game Packaging: 6.5 Comments: 6.3 Sound: 6.8



AEROFIGHTERS ASSAULT

- Video System/64 Megabits
- 1 or 2 players simultaneously
- Game Pak Memory Save
- Double Pak compatible
- 10 stages
- VS. modes



SCORES

8.24

8.24

8.24

7.9

7.0

Dogfighting takes on a new dimension in Aerofighters Assault.

Graphics: Some of the battlefields, such as the desert and ocean, turn out to be more interesting than others, but all of them are target rich and detailed. The position of the sun has a dramatic effect on your view, particularly if you fly straight at it. (Not recommended.) The explosions are terrific.

Game Strategy: The analog Control Stick is the perfect control for this type of sim. Even so, players who aren't familiar with pitch, yaw and roll may spend a lot of time slapping into the ground.

Game Packaging: Video System: worked

Aerofighters is to be a cross between a sim and an arcade shooter. The game succeeds in much of this. Some of the battlefields are far more sci-fi than you might expect. Less exciting is the two-player option, which can be tedious, especially when it descends into an endless circling chase.

Comments: Flight sim fans prefer realistic control and graphics, and that's what they'll get. But action fans should be aware that Aerofighters is no roller-coaster ride of thrills. It isn't intended to be.

Verdict: The flight sounds are pretty good, but the music is a fairly standard set of action tunes.

Comments: Jerry: We need a flight sim that really translates on the computer after Aerofighters is very close.



graphics: 8.0 Game Strategy: 8.4 Game Packaging: 6.7 Game Strategy: 6.8 Sound: 6.4



MACE: THE DARK AGES

- Midway: 1 Megabits
- 1 or 2 players simultaneously
- Game Pak Save Feature
- Controller Pak compatible
- 12 regular fighters, plus hidden characters
- Release date: October 1997



Watch your step. This 3-D fighter puts you on the edge of peril.

GRAPHICS The animation will get the lion's share of attention from Mace players, who are familiar with the dazzling array of characters, moves and special effects in the arcade game. Like Dark Rik, Mace is usually 3-D, including rotation around the fighters, making good use of the N64's strengths. Also like Dark Rik, the fighters use weapons, although they are medieval rather than futuristic.

PLAY CONTROLS Control response feels fast, but most combos are thrown using simple button sequences. Don't expect complexity like that in *Kl' Gold*. Reversal moves, switching you from defense to offense, are more engaging if you work them out.

GAME DESIGN The use of dangerous settings where spikes or other devices can affect the battle gives Mace an added edge, but the settings aren't usually a deci-

mining factor in the outcome of battle.

SATISFACTION It's more of the same tournament fighter stuff with a few twists.

VERDICT Nothing notable.

COMMENTS Scott P. The characters are cool, but outside are cool enough to stop the yawns for long. Armond The characters aren't balanced. Some totally dominate.



GRAPHICS: 8.0 GAME DESIGN: 8.7 PLAY CONTROLS: 6.8 SATISFACTION: 6.8 VERDICT: 6.5 SOUND: 6.5

OVERALL RATING

6.9



F1 POLE POSITION 64

- Ubi Soft: 1 Megabits
- 1 Player
- Multiple Memory Save slots
- Controller Pak compatible
- 16 tracks
- Release date: October 1997



An ultra-realistic, international racing simulation takes to the N64 road.

GRAPHICS Players behind the wheel concentrate so hard on the road that they tend not to notice buildings popping up all around them. They will notice when the rain comes, however, and the effect is very good. They'll also notice the slow-down when lots of cars are on the screen—a less impressive effect.

PLAY CONTROLS The steering feels precise and realistic—perhaps too realistic. F1 cars don't turn on a dime and first-time players will struggle to keep their cars on the track.

GAME DESIGN On the surface, F1 seems like a standard racing game, but it has a lot to offer serious simulation fans who want strategy and realism. The best part is that conditions change during the race, forcing you to change tactics and equipment. The worst part is that there is no multiplayer option.

SATISFACTION

Once we were comfortable with the game, some of us got hooked while others went back to GoldenEye.

VERDICT The annoying sound of whiney F1 engines has been reproduced with head-splitting accuracy. Thanks also. The radio advice from the pit crew is almost as annoying as the engines.

COMMENTS Scott P. If you learn to stay off the shoulders, you may learn to love this game. Dan-A. A little too specialized for the average racing game player.



GRAPHICS: 8.7 GAME DESIGN: 8.9 PLAY CONTROLS: 7.6 SATISFACTION: 7.9 VERDICT: 7.9 SOUND: 6.9

OVERALL RATING

7.1

TIMON & PUMBA'S JUNGLE GAMES

- THQ/12 Megabits
- 1 or 2 players simultaneously
- 4 Jungle games
- Release date October 1997



The comical pair from The Lion King host four jungle games for young players.



GRAPHICS

Many characters from Disney's movie play the virtual roles in these four games. Timon and Pumba are usually at center stage, but all the characters and animation have a Disney feel.

PLAY PLATFORM: The Jungle Pinball and Sling Shooter games have intuitive controls with quick response. Hippo Hop, a sort of Frogger game, has a problem with hit detection with the result that you may wind up in the drink more often than you should. Lateral control of Pumba in the Slurper game is a bit slow.

GAME DESIGN: Make no mistake, this game will appeal

to young Lion King fans, probably from about the age of five and up, because the graphics and sound are well done. The four arcade-like games don't really link together in any meaningful way, which is unfortunate, and there's no comic relief except for a few simple animations.

STRATEGY/TIPS: Each game is fun, but long-term replay value may be limited by the simplicity of the gaming experience. Of the four games, Jungle Pinball is the most fun and involving, especially as you extend play.

SOUND: The belching sounds in Burger were notably gross—just what the warthog ordered.

COMMENTS: Paul: Why does this game get any score at all? Because it does what it sets out to do for kids. Scott P.: Extra, Paul.

GRAPHICS: 7.8 PLAY PLATFORM: 6.0 GAME DESIGN: 5.9 STRATEGY/TIPS: 5.0 SOUND: 5.0

SPACE INVADERS: THE ORIGINAL GAME

- Nintendo/2 Megabits
- 1 or 2 players simultaneously
- No Save function
- Extra levels of play



An arcade classic returns with some new twists for the Super NES.

GRAPHICS: Before you start thinking that something is terribly wrong with the graphics in this game (like they must have been programmed by a particularly unattractive aardvark,) please remember that video games used to look like this. The graphics in this Super NES version include the following original screen types: the upright cabinet with the asteroid background, black and white with celophane, and without, and regular color.



PLAY PLATFORM

In the original game, you did the gun from left to right and shot the approaching aliens. In this game, you still do

GAME DESIGN

Yes, there are aliens, but don't expect Independence Day. The only difference from the original game is the two-player Vs. Mode, which appeared previously on the Super Game Boy version of Space Invaders.

STRATEGY/TIPS: If you were hooked back in 1978, you may get hooked again. Fans like it. Everyone else will find it simple and repetitive, but challenging.

SOUND: You can play with the sound on, but why would you want to.

COMMENTS: Terry: I used to love this. I can't believe Scott doesn't love it. Scott P.: I was never a huge fan of the original and this is just that and nothing more. Armond: All the game has done is invade our space. Scott D.: It's Space Invaders, what more can I say.

GRAPHICS: 5.0 PLAY PLATFORM: 5.8 GAME DESIGN: 4.0 STRATEGY/TIPS: 3.9 SOUND: 3.0



ARKANOID: DOH IT AGAIN

- Nintendo 4 Megabits
- 1 or 2 players simultaneously
- 10 worlds
- 3 Multiplayer modes
- Endless 1-player rounds



Super NES

SCORES

R-7.5

P-7.5

SP-6.8

SD-4.8

G-9.0

Nintendo and Taito "doh it again" with the best paddle action game over.

GRAPHICS Bright, clean paddles and blocks with a 3-D look bring the DoH It Again graphics up-to-date. Arkanoid has always been a simple game, graphically, but the variety of power-ups and extra character blocks and alien elements gives this version a freshness not found in other paddle action games. On the down side, the little laser bursts and animations in the background can be distracting.

PLAY CONTROL

Generally, play control is just a matter of back-and-forth movement, but some power-ups add an extra dimension such as shooting. It's all very intuitive.

GAME DESIGN

These two-player modes, including one cooperative game and a head-to-head, split-screen match, make DoH It Again a real gem. The 12 character password is ridiculous, but a small price to pay to avoid having to repeat rounds.

PLAYABILITY This is a great game to plug in for some quick fun, but we also found ourselves spending long hours in the Arkanoid world, in both one and two player modes. It's simple, but fun, and it should be priced right.

SOUND The primary sound is a deep, mechanical pounding, sort of like the sound of a spaceship's engine might make if there *was* an atmosphere in space.

COMMENTS Scott P. It was a real blast from the past, especially the two-player mode. Terry and I are now at war! Paul: A classic.



GRAPHICS: 6.1 PLAY CONTROL: 7.6 GAME DESIGN: 8.1 SATISFACTION: 6.9 SOUND: 5.8



DONKEY KONG LAND 3

- Nintendo 4 Megabits
- 1 Player
- 6 Worlds
- 31 stages
- 72 bonus items



Game Boy

SCORES

G-7.8

P-8.0

SP-8.3

SD-7.0

T-6.2

Dixie and Kiddy Kong set out on a new adventure for Game Boy.

GRAPHICS

This is the best of the Game Boy DK games to date. The main characters stand out clearly from the background and the animation is smooth throughout. When playing on Game Boy, you may find some blurring, particularly on self-scrolling stages. Blurring isn't a problem if you plug into Super Game Boy.

PLAYABILITY Precise control combined with excellent animation result in a great game play experience on either Game Boy or Super Game Boy.

COMMENTS Rare created all new stages for this

game, but included many of the characters and themes from Donkey Kong Country 3. Since only one main character appears at a time, the two-character throw moves from DKC3 are missing. On the other hand, you'll find vehicles like the toboggan and animal helpers including Engarde and Squawk.

PLAYABILITY Just as in DKC3, there's a lot to do and see. The bees are back and various Kongs help out, too. The map layout and baddies make for a slightly less challenging game than DKC3, but the fun level is very high.

SOUND Expect good sound on either Game Boy or Super Game Boy.

COMMENTS Henry: Excellent game control. It captures the feeling of the SNES DKC.

GRAPHICS: 7.6 PLAY CONTROL: 7.4 GAME DESIGN: 7.8 SATISFACTION: 6.9 SOUND: 5.9





TAMAGOTCHI

- Gendai's Magbits
- 1 Player
- Battery-backed memory
- 4 Save slots

Strange creatures are hatching out on Game Boy.

GRAPHICS As anyone who has played the original lay-chain version of Tamagotchi can see, the Game Boy graphics are definitely a step up, although they remain fairly limited. In spite of the simplicity of the graphics, the meaning of some of the icons is pretty vague. This game isn't about graphics, though, so don't worry about it.

PLAY CONTROL The controls are so simple for most activities that this category is almost meaningless—with one exception: In the Study Game, choosing the correct answer isn't as easy as it looks since your Tamagotchi's movement is dependent on its intelligence.

CONTENT RATING Bandai added extra games to the Game Boy version of Tamagotchi. You'll also find different types of food, special contests, eight types of Tamagotchi eggs to grow and a handy Help function.

PRICE/VALUE There's a lot more in this version of the

game to keep players actively engaged in caring for their little aliens. The concept of electronic pets may seem a bit strange, but the success of the keychain version of Tamagotchi both here and in Japan has been remarkable.

SOUND The sound becomes annoying after a short time, but if you turn it off you might miss a warning beep (*Warning!*). Henry! It expands on the popular lay chain game by adding something like an actual game. Don't it's hard to tell what's going wrong with the little guys sometimes. Around: it doesn't stay cool for long.



Game Boy

SCORES

97.0

94.9

91.77

94.9

99.0



GRAPHICS-6.6 PLAY CONTROL-5.0 GAME DESIGN-6.4 SATISFACTION-5.4 SOUND-4.6

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we review. Follow your favorite to each issue's Best Playing.

AMERICAN Gaming, PC, Nintendo

FRANK Tignola, PC, Nintendo

DAVE KUSH, Nintendo Sports

ROBERT AL-SIBRI, Nintendo, PC

CHRISTOPHER SPAIN, Nintendo

BLOTT P. Sports, Nintendo, Nintendo

HENRY Fighting, Action Sports

SONJA Puzzles, PC, Fighting

LESLIE GKA, Nintendo, Nintendo

TERRY GKA, Nintendo, Nintendo

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN 25%

GRAPHICS 20%

SATISFACTION 20%

PLAY CONTROL 20%

SOUND 15%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that earn ratings prior to the announcement of the ratings system are designated NR.



Early Childhood



Kids to Adult



Mature 17+



Teens 13+



Adult 18+

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

Big changes are in the air this fall. A new, marquee game appears suddenly from Rare. Hudson Soft teams up with Nintendo and Mindscape to bring N64 titles to North America. And Kirby returns to the Super NES.



DIDDY KONG RACING

The first thing you need to know about Diddy Kong Racing from Rare is that it isn't Mario Kart 64 Part II. Yes, it has funky little cars, but there are planets and hovercraft, too, not to mention houses, special areas, bonus challenges and hidden items. And yes, there are bananas, but you don't drop them in front of enemies. The truth of the matter is that Diddy Kong Racing is a completely and wonderfully new beast, and it's now heading the Nintendo 64 roster for this

fall, replacing Banjo-Kazooie as the hottest title due to be released before the end of the year. (Banjo-Kazooie will now make its debut in March 1998.) So what makes DKR so special? As strange as it may sound, Diddy Kong Racing is a racing game that isn't about racing. Confused? Imagine the castle in Super Mario 64, open the doors and the stars you



need to win before you can explore new areas. Now imagine that instead of running and jumping, Mario is racing around each area in a vehicle, collecting Gold Balloons instead of stars. Those balloons will allow you to enter other areas and meet new challenges. Imagine that you actually race through the different worlds while you're exploring them, so that not only do you have to find silver coins and hidden keys, you have to do it all while beating a bunch of other racers to the finish line. And on top of all that, you have all



sorts of items to pick up—items such as homing missiles, oil slicks, electrical shields and, of course, bananas. (You collect bananas to add to your top speed.) The game has 20 main tracks, eight main characters, three types of vehicles, a huge outer world where you can explore to your heart's content and discover extra Gold Balls, bosses, an Indian elephant guru named Taj. That's Diddy Kong Racing in a nutshell. Let's look under the skin.



Rare is introducing a new proprietary graphics technology in this game which is called Real-time Dynamic Animation. One of the more spectacular results of this technology is the use of skinning. Skinning is a technique that takes a texture map and wraps it completely around a polygonal figure, like a character or machine. The resulting figure is much smoother and rounder than traditional polygon characters that have texture maps painted on each flat surface. But enough of the shop talk. The graphics in DKR would simply blow your mind if you weren't so wrapped up in the game play.

NEWS Source Extra

PUBLISHER - Rare

DEVELOPER - Rare

MEMORY SIZE - 128 Megabits

COMPATIBILITY - Rumble Pak/Controller Pak

TRACKS - More than 20

When your dedicated Pak Worthy reporter sat down with DKR for the first time, he didn't look up from the screen or take his hands off the controller for two straight hours. He missed lunch. He ignored his friends. He was hooked in a way he had never been hooked by a game before. And since he has played and reviewed literally thousands of games over the years, that's saying something. But enough gushing. Look at the screen shots. Picture the action as you fly through tunnels, bounce over waves, or speed around corners in search of an elusive diamond key. The control is smoother and more intuitive than Mario Kart 64. It combines all the best elements of Super Mario 64, Pilotwings 64, Wave Race 64 and Mario Kart 64, then somehow takes them to a new level. This is not Mario Kart 64 with a Rare twist. Diddy Kong Racing is 128 megabits, Rumble Pak and Controller Pak compatible, and it stands apart from ever other game. The multiplayer modes are more varied than Star Fox 64 and GoldenEye. It may well be the best game Rare has ever made, and quite possibly the best game ever made for the N64.



KIRBY 3

Not all the action is on the N64 these days. In Kirby's latest Super NES adventure, players will



explore five worlds in an effort to save Dream Land from disaster. Kirby will be joined by his old friends, Rick the hamster, Kine the fish and Coo the owl, but he'll find help from three new friends, too: Nago the cat, ChuChu the octopus and Plick the bird. Kirby gets an even bigger hand from his new pal, Goopy, who joins Kirby throughout the game. In fact, two players can now team up, one controlling Kirby while the other takes over Goopy for truly cooperative play. With eight power items and six animal friends, Kirby has 48 special moves in all. The graphics are at HAL's colorful best and the variety of Kirby transformations keeps players absorbed. Kirby may be just a pink blob, but he's the coolest pink blob we've ever run into.



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CHAMELEON TWIST

Japan Supply System has been sending us screen shots of Chameleon Twist



for many months now, but we finally received a playable game from the Japanese publisher. As you may recall from previous Pak Watch questions, Chameleon Twist stars a character (or four characters, as it turns out) who use long, controllable, sticky tongues to accomplish many tasks. The 3-D worlds are large and full of platform obstacles and enemies. If you stick out your tongue and scoop up



an enemy, you can spit it back out like a projectile at enemies. Your talented tongue can be used to pull you across rivers and chasms if there's something to curl it around on

the far side. And you can steer your tongue while shooting it out toward an object. If that isn't enough, you can even do a sort of tongue hand stand, then do a jump to reach higher platforms.



The pre-release version of the game we received still has a way to go, but the controls felt pretty tight and the graphics were good if not quite up to par with the best N64 games. There's no publishing deal set yet for North America, but Japan Supply System

has hopes of releasing the game here in the land of N64 opportunity.



IN THE PIPELINE

Zelda 64 and Yoshi's Story are both set for release by the end of the year in Japan, and F-Zero 64's release date is still undecided according to Nintendo Company Ltd. In addition to the pics, we learned a bit more about the games. In Zelda 64, Link is given a mission to find the Triforce, but Ganondorf, king of

the thieves, is also hunting the powerful artifact. With the help of Zelda, three magic Ocarina Stones, and Navi the wood fairy, Link sets off on his greatest quest ever. As for Yoshi's Story, we learned that there will be six Yoshis and that the story begins when Yoshi's world is turned into a picture book. For F-Zero 64, we are told to expect the original four racing machines plus eight new vehicles. There will be approximately 20 courses featuring loops, corkscrew twists, half pipes and a replay option.

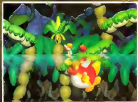
ZELDA 64



F-ZERO 64



YOSHI'S STORY



THERE'S ALWAYS NEXT YEAR

Due to delays in the development process, three Nintendo titles that were scheduled for release this fall won't be showing up until next year. The three titles include Yoshi's Story, Banjo-Kazooie and MLB Featuring Ken Griffey Jr. In each case, the primary decision to delay production until 1998 was due to Nintendo's concern for quality. Nintendo of America's chairman, Howard Lincoln, told reporters at a media conference at NOA headquarters that the games could not be released as scheduled without compromising their quality. Howard made it clear that in the case of the baseball game the original deadline was to release the game by the World Series. When it became clear that the final testing and production of MLB Featuring Ken Griffey Jr. would just miss the fall classic, it was decided to hold off the release until the beginning of the next Major League season. "At that time, our game will feature the American League MVP and the World Series champions," he joked to reporters. As for Yoshi's Story, the story is that the game will be completed for Japanese release by the end of this year, but the translation process will delay the North American release until February 9th.



N64 SPORTS NEWS

The race is on by major publishers to establish themselves as the leaders in N64 sports. In addition to the big news of finally going racing, word from Nintendo in Japan is that an NES golf game is in the works at HAL—the makers of the classic HAL's Hole-in-One for the Super NES. Nintendo isn't stopping at the hole in sports development. Pak Watch just received a report that a snowboarding game is in the middle of development at Nintendo's EAD. The game is slated to be released in Japan in the first quarter of 1996, so expect at least three months delay before the game reaches North America. There's no title for this game yet, but it will bring to three the number of games featuring snowboarding for 1996, and a fourth title is in the works at a Japanese publisher. Although we can't disclose the name of the publisher at this time since North American plans for the snowboarding title remain undecided, we have heard from a rep at the publisher that the game rocks. Kemco's Twisted Edge



Snowboarding, which has some of the most stunningly realistic graphics we've ever seen, may beat Nintendo to market. Test Game Studios hopes to finish Twisted Edge in time for a first quarter of 1996 release. The final player in the

boarding derby is Konami's Nagano Winter Olympics '96, which will feature a snowboarding mode along with other events.

Elsewhere in the world of sports, Wayne Gretzky's 3D Hockey '98 reportedly is nearing completion and should be released by the end of November. Midway also reports that NBA Fastbreak is in the works for release next fall. At Arcades, it's highly likely that a baseball game will join the sporting lineup along with NFL Quarterback Club '96, NHL Breakaway and Ultra Soccer, but there's no word yet on whether the game will carry the Frank "Big Hurt" Thomas license.

EA Sports, the brand name known around the world as the leader in virtual sports games, wants the N64 crown added to its trophy pile. With FIFA Soccer 64 and Madden 64, the company already has staked a claim. Although EA hasn't announced which titles will follow Madden '96, our sources reveal an extensive list of games in expect in the next year, including Andreotti Racing, NBA Live '96, NHL Hockey '96, FIFA: Road to the World Cup '96, Need For Speed, and Road Rash.

MORE N64 IN STORE

Tamagotchi on the N64? The simple, electronic pet game from Bandai will become a 3-D virtual pet in the N64 version of Tamagotchi. Reportedly, Bandai is working directly with developers at EAD and the game will have much more for you and your Tamagotchi to do. As you can see from our exclusive screen shot, Pocket Monsters 64 is very much in the works, also. This early shot is from the first of four Pocket Monsters games scheduled for the N64. Also from Japan, Capcom finally stated publicly that it is working on three N64 titles—a puzzle game, a fighter, and an exclusive N64 title that may be similar to Resident Evil but is not a sequel to that PlayStation hit. No titles were given for the puzzle game or fighter and no release dates were given.



THE NEW SUPER NES

This headline is not a misprint. Beginning this fall, when you buy a Super NES console, the Super NES that you pull out of the box will look considerably different than the venerable unit that has graced television since 1991, and it's considerably smaller, too. The new Super NES reduces the number of internal chips from 31 to just five. There is no eject lever or LED power light. One word of warning: the new Super NES has no RF Switch or RF modulator, so you can't use it with old-style televisions that have no A/V cable jacks.

INSIDER
UPDATE

NINTENDO NITRO

You've heard about the upcoming arrival of Hudson Soft's Super Bomberman 4, but now we're pleased to report that Nintendo will release the game here in North America. Hudson and Nintendo recently agreed on the deal that will see this adventure game for the N64 come to the biggest Nintendo market in the world. For years we've talked about how fun multiplayer Bomberman games can be, but Hudson added a full adventure for single-player fun in the latest Bomberman.

GAME BOY FUTURES

Some of the brightest Game Boy releases ahead will arrive this fall and early next year. After *Dankey Kong Land 3*, the next big hit for Game Boy should be James Bond 007. This adventure game combines the slow, overhead perspective and sense of exploration found in *Zelda* games with the

excitement of *GoldenEye*, although maybe not quite all of the excitement of *GoldenEye*. Following the wee *Bond*, *World Land 2* is scheduled for release in the first quarter of '96. Acclaim also is working on some potential Game Boy hits. *Barok of Barok*, *Dinosaur Hunter* fans will make his first Game Boy appearance in an action game that is not based on the N64 title. Acclaim also plans to release *Bush-A-Move II*—a sequel to Talie's excellent puzzle game. *Game & Watch Gallery II* from Nintendo will continue the sequel theme with five new *Game & Watch* games including *Vennin*, *Chet*, *Helmst*, *Parachute*, and *Drinky Kopp*.



GEX II: ENTER THE GECKO

The one-time unofficial mascot of the 3DO system, Gex the Gecko, will scamper over to the N64 next year in a tale casting from Midway and Crystal Dynamics. The 3-D action-adventure stars TV jinxie Gex, who winds up living a nightmare when he gets zapped into his television. Each multi-branching stage offers up parodies of well-known TV and movie plots, such as a *McG* level with stormtroopers, a James Bond spy parody, and spoofs of monster-movies and *TRON*. The development team at Crystal Dynamics hopes to have Gex II ready for the tube by March '98.



RELEASE FORECAST



RANJO-KAZOOIE
 ROOT HARVEST
 ROMPROMAN R4
 CLAY FIGHTER 63 1/2
 CONNER'S QUEST
 GIGOT KONG RACING
 DRACULA 3-B
 DUAL REMEDS
 DUKE NUKEM S4
 EARTHBOUND R4
 EARTHWORM JIN 3
 F-ZERO R4
 FORESEER

SUMMER '96
 SPRING '96
 FALL '97
 FALL '97
 WINTER '98
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 SUMMER '98
 SPRING '98
 WINTER '98
 SPRING '98



RIGHT 3
MADDEN NFL '88
NHL LIVE '90
NHL '80



FIRST-A-MOVE
DONKEY KONG LAND 3
GAME & WATCH II
JAMES HOND 007
REN CRIFFET JR. PRESENTS MUR
TURK
MARIO LAND 2

FALL '97
FALL '97
FALL '07
FALL '07

WINTER '08
FALL '07
WINTER '08
FALL '07
SUMMER '07
WINTER '08
FALL '07



BACK ISSUES

[illegible][illegible][illegible]

Volume 87, June, 1974—4 Ls. **Highland 80**—3 Ls. **Part 1, War Gods**
 Bards, Dwarves, Elves, Gnomes, Wizards, Knights, the Reddest
 Dragon! The Great Lord of Spicy Springs, Silver Valley, Iron Fingers,
 Jewels, Magic, Knights, Wizards, Knights, Knights, Knights, Knights

[illegible]

Volume 96 (June '07), New Corps Doors-4; Jack Complete Map-1; Joe Fights 80-1; Physics: Waves-Linda-190; Music: Super Musical-Super NLS Doors-Joe-1; Star Trek-Dark Roll-Yves-1; How to Be a Good Gamer-Gene, Game and Mario-Callery, Game Joe-Brian, Steve and Steve.

[illegible]

Volume 10 (Feb. '97). Major Key #6, New York; Shadows of the Empire II: The Ewok Adventure, Golden Age, OOT, Droids, Debonair Heroes, Top Gun: XXX, King of the Ninjas, Mike Mulla, New Expanded Pub. Co. Faber-Less than 1000; Shadows of the Empire comic: Harts and Moon.

[illegible]

Volcano 91 (Dec. '84): Killer Island Gold, Volcano Greenie x 9-0
(Haley, NGA) (Lagrange, New York, Mountains of the Empire, Double,
Kang Country) 1 (New Kangs Double Trouble Part 1) 1 (Nashville, Santa
Cruz) 1 (Miami Super Heroes, Part of the Gogo, Jay, Meno)
Specialty: Mountains of the Empire, New York, Kangs Double Trouble

Volume 98 (Nov. '98): Douglas Brown/Graham J. Hills/Bruce G. Smith/Donald Knudsen: Mary Ellen G. Davis Corps, *Shawmut and the Cooper River*; Kim Marie Jagers: *Marine-Gilbert in 1900*; Mary Mahoney: *Edith Carnegie: An early Carnegie Library*; *Editorial* (50); 1 of 11.

Journal 89 (Oct. 94). Several Southern Arizona members of the Tempe chapter, including Nancy (owners of Silver Knight Double Trailers), Steve Engle, Alpha MA, Inc. 2034, 10401 N. 4th Ave., Phoenix, AZ 85028, and Mark (JPG) and Jerry (JPG) Rogers, 5815 N. 1st Ave., Tempe, AZ 85283, had a meeting at Super Swirls.

Silverman 98 (Sep. '76) Super Mystery, 100 Wings for Remains, 100 Wings for Fear Part 7 Double, Wings/Lost 2 Double Long Crime, Psychofile, Will I ever Cry with L.S.D. Double, David's Story for Horror Double Long Country, 3 Disk Rare Double, Arabian Prince of Persia 2 Main Michael, Star Line War 800 The Revolution

[illegible][illegible]

Volume 43 (June '93): The Marriage of an American to a Japanese Woman (Oshichiyo Inamura, Gailyn Smith, 49); The Marriage Rate among Teenagers, Mothers & Grandmothers (Jack, Part 2: The Story, 128); Drug Industry: Success of Theophrastus (K. Rose of the Sea-Stack Part 2, Volume 44 (May '94): Con-Golly: The American East (Michael, 6).

Volume 82 (Apr. '76) Shadow of the Empire, Pages 317-322

Values: \$2 (Mar '94); Super Mario RPG; all other items \$10 (Mar '94).
 (L) 1 volume Plus 1 copy not listed: Super Mario Kart, M3, 1992/93

Waterskiing (Feb. '90): Kelli Ingram, 2 Pikes, 100% Variable Coverage
Megan May, 55 Mink, 100% Variable
Tina Newberg, Double King, 100% Variable
Tina Newberg, Double King, 100% Variable

Woburn, MA (June 1981) *See* *Journal of the North American Benthological Society*, Vol. 1, No. 1, p. 1-10.

Wokwone 79 (Dance) Wokwone, Kung Chuan-yi, S. Didi's Kung Quart.
Wing Lung Vln, Wang-wong! Super-Sonic Wind, Yvonne Maud, H.
Canada-Louis, Yvonne-Louis [K]. Physical Records [K] Montreal

Volume 78 (June 1975) Moral Crusades & Modernism and Vietnam, Separation Anxiety, Big Men Through Neoplatonism, Egypt, Misadventure of Cuba, Vietnam & Japan, Death of Walter Luteran, 1954, Sugar, Return of the Jews, Defenders, Juan, Whistle-Blowing, Secret of Eternity, M25

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