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NINTENDO 64



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Twelve Tales: Cocker (M)

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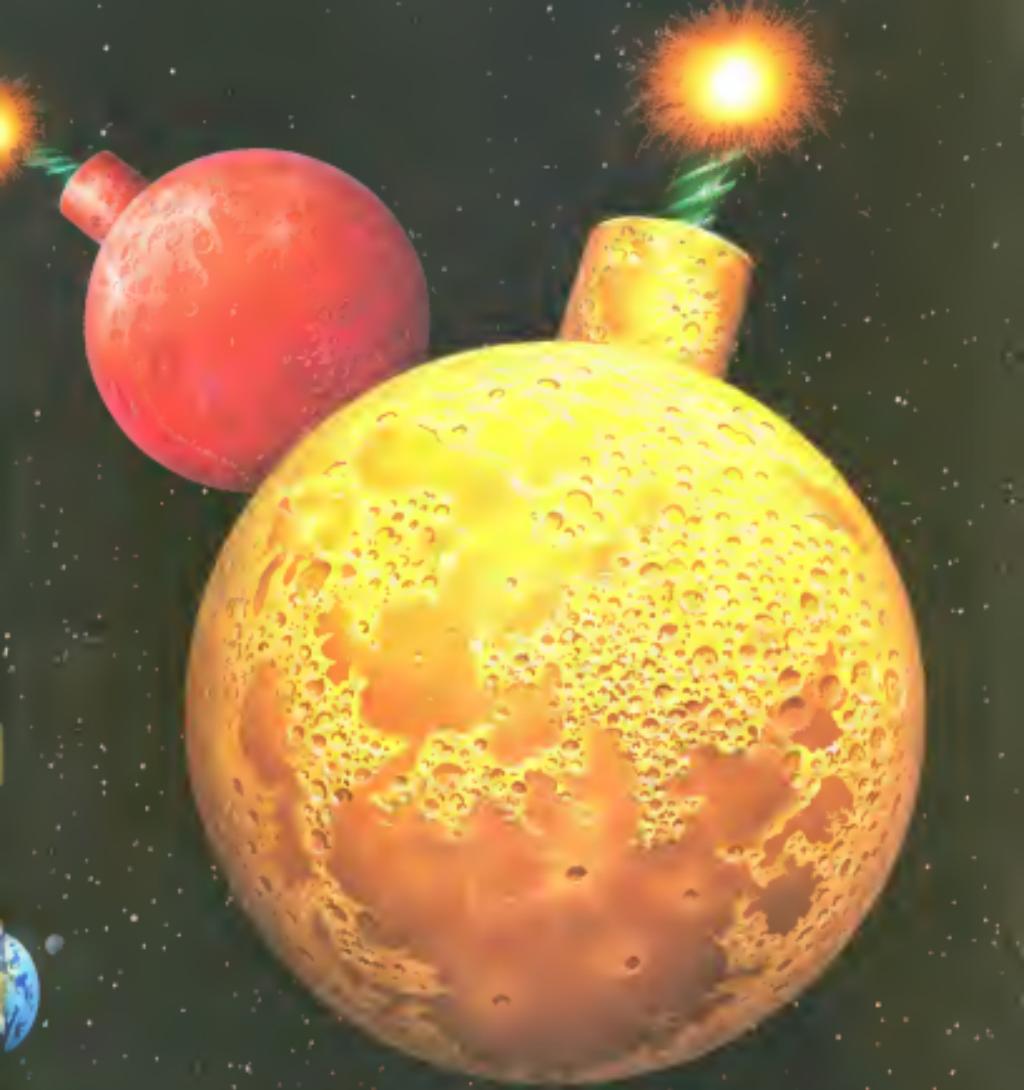
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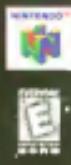
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# F-ZERO X™

There's a new word for fast—it's F-Zero X. Pull up to our starting line and launch yourself into an eye-tearing, face-ripping review of the 24 courses in Nintendo's new futuristic racer.

PAGE 12



# GEX '94™

ENTER THE GECKO

PAGE 128

Gex the Gecko loves TV, but he's not a lounge lizard. This month he whips into action in Gex '94, and we have all the first-run facts on how to pound all of the invading monsters and find every hidden Remote Control in the game.



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PAGE 111

# BOMBERMAN HERO™

Last month, you explored both the pieces in the Bomberman galaxy in the first installment of our in-depth review of Bomberman Hero. This month, we supply you the tips you need to make it all the way to Grendel.



# Cruis'n WORLD™

Midway gives you the world in their racing game. Do you have the street smarts to uncover all the hidden tracks and vehicles? This month, we chart all the power-up options and mapped out all the Championship courses—there's no way you'll take a wrong turn on your run to the winner's circle.

PAGE 96



PAGE 111

# BLITZ™

It's fourth and long, and you know you have to go for it. Luckily for you, you have all of our head-butting strategies for making it into the end zone. We've diagrammed every play and listed the top teams for every skill category, starting on page 68.



## SPECIAL FEATURES

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Second Edition  
September 1998



# PLAYER'S PULSE

Banjo-Kazooie is the flavor of the month, and we have the scoop on gamers' opinions. If you've already licked the game, you can find the answer to the mystery of the ending in this month's edition of Counselors' Corner. Do you think BK's finale is grand or frustrating?

## Say What?

This letter is in regards to Andrew Maragni's letter in Volume 110. Ever since I first heard the Yoshi's Story song I have been trying to figure out what they were saying. At first, I thought they might be singing, "Nintendo." Then it hit me—they were searching for the Super Happy Tree, so they might be saying, "Eat apples." My friends, however, insist that the Yoshis say "Release the doves."

Even Wing  
Via the Internet

I think the Yoshis are saying "We have them," meaning they have eggs, fruits or other items.

Hayden Budds  
Via the Internet

I always thought they were singing "the answer."

Betty Brown  
Coupeville, WA

It sounds like the Yoshis are saying "Me ever, me ever."

Aitch Holland  
Via the Internet

I don't think the Yoshis are singing anything that we could understand. You don't hear them talk in English in the game, so either the baby Yoshis do not know how to talk yet or they are singing in



Lash Davison • Green, California

their own language. If they were singing in English, I would guess they were singing "My knee hurts."

Alayna White  
Via the Internet

My best friend thinks the Yoshis are saying "Eat it all."

Nikhil Kumar  
Via the Internet

My mom thinks they say "the airport."

Kevin Peck  
Phoenix, AZ

I think they are saying "Tiamo," which I think is Italian



Joey Fiske • Ojai, California 93023

or "I love you." That could explain why the heart appears while they are singing.

Joey Miller  
Via the Internet

I think the Yoshis are saying "forever and ever" or "get rid of."

Chris Sack  
Via the Internet

I think the Yoshis are saying "We're happy" or even "next level."

James Rogers  
Via the Internet

I think Yoshi sings "We thank youooou!"

Miranda Fiftebrown  
Via the Internet

"Be happy" I know it sounds like a baby with no teeth, but it's my best guess.

David Plechicki  
Via the Internet

Haven't anyone considered that the Yoshis could be singing in Japanese? The game was made in Japan after all.

Bobby Frumeda  
Via the Internet

While the majority of our readers believe the Yoshis are singing "Eat apples" or "forever," others suggest the dinos are singing more nonsensical lyrics like "the egg roll," "bear into," and "wheatevva." Only the Yoshis know the answer to this mystery, but they like to stay tight-lipped. Maybe that's why we can never understand them. Or maybe not. Wheatevva.

## Super Happy or Super-easy?

While Yoshi's Story may offer more challenge to those who seek out melons only, the question is: Is it still fun? Sure, you might be able to get more challenge out of GoldenEye 007 if you used only Bond's karate-chop attack, but where's the fun in slapping people silly? A game of football would be harder if all the players were



Gabe Gorn • North Reading, Massachusetts

blindfolded, and the pigskin was rubbed down with Vaseline, but that doesn't make the game more fun. What makes a game fun is that it's easy to play and hard to master. In The Legend of Zelda, for instance, it's easy to run around poking critters, but it's hard to find and defeat Ganon. Games should offer easy play, but difficult victory conditions. Maybe then Yoshi's Story would



graphics and, most unusually, cinema scenes with dialogue that make the game very special and perhaps the best fighting game in history.

**Nelson Echevarria**  
Via the Internet

When you beat MK4, the credits roll. Toward the middle of these credits appears "Mortal Kombat 4 has been brought to you by Midway." Notice that the letter "s" is replaced by the number 5. I think this could be a hint that there will be a Mortal Kombat 5. On the other hand it could just be an innocent typo.

**Steven Danneman**  
Via the Internet

*MK* is perhaps the most successful fighting game franchise, and *MK4* is by far the best of the series. Don't be surprised if another sequel appears, but so far there is no official announcement.

### We're off to See the Wizard

My friend and I have a substantial bet riding on whether or not that film about video games called "The Wizard" was released before Super Mario Bros. 3 was.



Steve Melville • Everett City, California

released. Since the characters in the movie refer to the game as new, I assumed that the movie came out first.

**Nigel Lowrie**  
Sugar Land, TX

Not that we condone betting (or viewing "The Wizard," for that matter), but it looks like you'll be able to tell your friend "I told you so!" The Wizard, starring Fred Savage and Christian Slater, hit theaters in November of 1989. Three months later, in February 1990, Super Mario Bros. 3 hit stores (to a much more receptive audience we might add).



**What's That in Her Beak?**  
In the intro to Banjo-Kazooie, I think that Kazooie is playing a kazoo, but my friend disagrees because of its shape. Is it or is it not?

**Zach Kaplan**  
Via the Internet

As their names suggest, Banjo plays the banjo and Kazooie plays the kazoo. In fact, Toey, who plays the piccolo, was originally named Piccolo (see *NP* Volume 100). The exception to the musical instrument rule is Mumbo.

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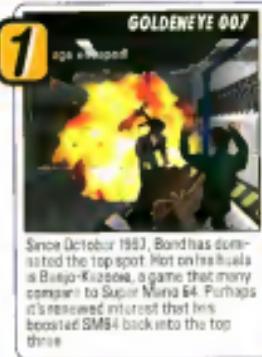
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**VOLUME 112**

# POWER CHARTS

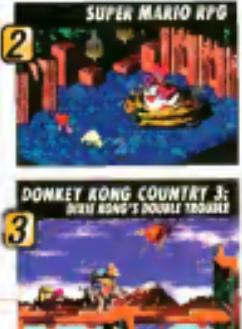
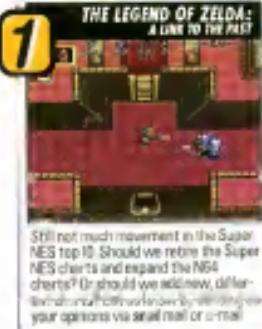
Banjo-Kazooie is wowing gamers, but not enough to dethrone GoldenEye 007 at least not yet. Do the bear and bird deserve top honors? It's your call, so be sure to cast your vote by filling out the insert card between pages 82 and 83. Send it in to us, and you'll be eligible for our Player's Poll Contest!

## NINTENDO 64 TOP 10



GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1 GOLDENEYE 007	NINTENDO	1	21
2 BANJO-KAZOOIE	NINTENDO	8	24
3 SUPER MARIO 64	NINTENDO	5	16
4 STAR FOX 64	NINTENDO	6	16
5 1080° SNOWBOARDING	NINTENDO	2	4
6 WCW VS. NWO: WORLD COLLIDE	THQ	3	8
7 YOSHI'S STORY	NINTENDO	7	5
8 DIDDY KONG RACING	RARE	9	10
9 WWF: WAR ZONE	ACCLAIM	—	1
10 MORTAL KOMBAT 4	MIDWAY	10	2

## SUPER NES TOP 10



1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	79
2 SUPER MARIO RPG	NINTENDO	2	29
3 DONKEY KONG COUNTRY 3: DADDY KONG'S DOUBLE TROUBLE	NINTENDO	3	23
4 FINAL FANTASY III	SQUARE	5	45
5 DONKEY KONG COUNTRY	NINTENDO	4	47
6 DONKEY KONG COUNTRY 2: DADDY KONG'S QUEST	NINTENDO	6	47
7 CHRONO TRIGGER	SQUARE	7	38
8 SUPER MARIO KART	NINTENDO	8	65
9 FINAL FANTASY II	SQUARE	—	70
10 SUPER MARIO WORLD 2: DODGY'S ISLAND	NINTENDO	9	35

## GAME BOY TOP 5



1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	65
2 JAMES BOND 007	NINTENDO	2	6
3 DONKEY KONG LAND 3	NINTENDO	3	10
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	69
5 TETRIS	NINTENDO	—	70



1 THE LEGEND OF ZELDA: OCARINA OF TIME (N64)			
2 NINTENDO 64 DISK DRIVE			
3 BANJO-KAZOOIE (N64)			
4 SUPER MARIO 64 2 (N64)			
5 WWF: WAR ZONE (N64)			
6 TURBO 2: SEEDS OF EVIL (N64)			
7 MISSION: IMPOSSIBLE (N64)			
8 GAME BOY COLOR			
9 WCW VS. NWO REVENGE (N64)			
10 GOLDENEYE 007 (N64)			

# MOST WANTED

# LETTERS, CONTINUED...

Jumbo, but then again, Mr. Sex-and-Violence wouldn't make the greatest sounding handle.

## Dueling Banjo

When Banjo and Kazooie fight Conga in Mumbo's Mountain, Kazooie defeats the ape with her eggs. Then Conga says, "Bear hear Conga." From then on, almost every time Kazooie does something to help someone, Banjo gets the credit! Everyone thinks Kazooie is bad, when Banjo is so lazy that he didn't even wake up when his sister was being kidnapped! Everyone replies with "Thank you, bear," but it's Kazooie who's doing the work.

— Jamie Brill

### Via the Internet

Banjo does help Kazooie eat her eggs. Even so, the bird more than earns her keep in the blue backpack, but ends up playing around banana. It looks like Luigi isn't the only one who gets overlooked sometimes.

## Banjo Pickin'

I must admit, when I first got Banjo-Kazooie, I was pretty skeptical. Even though the game got a 9.2 rating, your highest ever, it just did not appeal to me. However, when I started playing, it quickly changed my mind. The size of the worlds dwarfs those in Super Mario 64! Though everybody says "graphics don't make a game," graphics sure help, especially when they're super smooth like those in BK. If there's a downside to BK, it's that there's no multiplayer mode. I hate games that make you think you're playing No-friend-64, but since Super Mario 64 didn't have a multiplayer

mode, I guess I can let it slide. The bottom line is that anything Super Mario 64 does, Banjo-Kazooie does it ten times better.

Nick Belwicks  
Ballston Lake, NY

Banjo-Kazooie destroyed my social life. I was so engrossed playing my friend's copy of the game that I didn't return from home until 4:00 a.m. My parents decided I needed a curfew, so now I have to be home by 11:00 p.m. Now I'm stuck in bed by midnight all thanks to Banjo-Kazooie.

Dave Bremore  
Cinnaminson, NJ

Banjo-Kazooie far surpasses Super Mario 64 in every way, and it's now my favorite N64 game. The day I got it, I sat down at 11 a.m. to play it and didn't get off my seat until about 12 a.m. the next day! (No kidding!) Of course, the next day I did just about the same thing. I hope that the

people at Rare keep up the amazing work and I look forward to Twelve Tales: Conker 64 more than ever. Thirteen straight hours of playing Banjo-Kazooie! Besides showing off the impressive abilities of the Rare team and the N64, BK has apparently taught gamers how to control their bladders.

## Season of the Witch

Am I the only one who noticed that the beautiful Gruntilda during the "Game Over" screen bears a striking resemblance to *Push Spice*? The Spice Girls are unavoidable, indeed.

Jane Dupuis  
Via the Internet

How disturbing. Come to think of it, *Tooty* does have a *Push Spice* sort of way about her, and Rare, like the Spice Girls, is based in the U.K. . .



## WHITE AWAY RIGHT AWAY!

This month, NP covers F-Zero X, *Cruis'n World*, *Wipeout 64*, and *NASCAR '99*. Is a racing game just another racing game? Is the rash of racers give you road rage? Steer your letters to us at:

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News about recent releases and upcoming games for all Nintendo systems. Call for help on Banjo-Kazooie, Yoshi's Story, *Donkey Kong Racing*, *Mortal Kombat 4*, *Mission Impossible*, *1998 World Cup Soccer*, *Donkey Kong*, *Donkey Kong 64*, *Bomberman 64*, *Duke Nukem 64*, *Bomberman 64*, *Quake 64*, *Mystical Ninja Starring Gennaro*, *Machet's Mission*, *House*, *Wario*, *Corps*, *ClayFighter 64*, *GoldenEye 64*, *Star Fox 64*, *Super Mario 64*, *Turk*, *Duke Nukem*, *Bossen 64*, *Star Wars: Shadows of the Empire* and *Mortal Kombat Trilogy* for the *Nintendo 64*. There's also help for *Super Mario World*, *Yoshi's Island*, *Super Mario World 2: Diddy Kong Country*, *1-2* and *3*, *Illusion of Gaia*, *Leaf*, *R. Super Mario Kart*, *Secret of Evermore*, *Chrono Trigger*, *Final Fantasy 6*, *Super Mario RPG*, *Breath of Fire I* and *II*, *Ultimate Spider-Man* 3 for the *Super NES*, *Wave Race* 64, *Star 64* for the *Game Boy*, and any *Zelda* game. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

## NINTENDO POWER SOURCE

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# F-ZERO X



1998 Nintendo



THE COMPETITION IS FIERCE, THE SPEEDS ARE BLINDING, AND DANGER LURKS AROUND EVERY SURVE. F-ZERO X FOR THE N64 SETS A NEW STANDARD FOR RACING. ARE YOU READY FOR THE CHALLENGE?



The F-Zero experience was made for 3-D, but until the speed of the N64 was available, there was no way to create the sensation fully. The Super NES game was great, but Nintendo's F-Zero X is the ultimate expression of futuristic racing. Thirty machines float inches above the roadway, then launch forward like rockets, gaining extra speed with dash arrows and

boosts during the race. With 24 courses to master in five circuits, F-Zero X will keep players on the throttle for endless laps. On the higher levels, you'll have to be an ace to beat the CPU competition. But perhaps the best part of the new F-Zero is that up to four players can race head-to-head. F-Zero X is a speedster fit for everyone.

# ROAD RULES

## GP RACE

The big event in F-Zero racing is the GP, or Grand Prix racing mode. When you first plug in, there are three GP circuits available at three levels of difficulty. Two more circuits can be opened by winning the first circuits. Drivers earn points for their finishing position in each of the six circuit races, and the top point total takes the first place cup.



The "lead" slot is designated by the generic, whatever opponent is closest to you in your race. Specifically, if you take out a lead, it will be replaced by the next closest driver.

Since the overall cup winner is determined by points earned based on finishing position, you can still win a cup even without winning every race. Closely follow the overall standings to see how you rank.

## TIME ATTACK

The idea of the Time Attack mode couldn't be simpler. All you have to do is drive faster than anyone else ever has. The Game Pak keeps track of five record times on every track. It also saves ghost cars that you can race against.



You can play with the ghost activated or not activated in Time Trial mode. In fact, when the ghost is activated, you'll see multiple ghosts from the best times—that is unless you're in front of them.

## VS. BATTLE

Two, three or four drivers can compete in the Vs. Battle mode. In all races, four machines will start with CPU drivers in the machines not piloted by players. Although it's called a "battle," the mode is really a straight-out race to the finish line in three laps.



In Vs. Battle, if your machine is pulled from the action, a "Get Machine" window will appear. If you manage to stop three symbols in a row, one of the remaining machines will lose some power. Ah, revenge!



The best Death Race strategy is to use your spin attack to knock opponents off the track or into the wall. At first, just concentrate on defeating other machines and staying on the track.



After you become a skilled machine master, you can begin to be rivals by finishing off your opponents in record time. The game keeps track of how fast you can dispatch your foes.

## PRACTICE

Take advantage of Practice Mode to become familiar with the different tracks and machines. You begin with a full field of 10 machines, but the game doesn't keep track of your position just your best lap time. You can choose any open track.



# MACHINES



## GRADING

Each machine has three attribute grades and a letter grade for each. As you might guess, the top grade is A and the lowest grade is E. Look for machines with a balance of mid and high grades rather than a mix of very high and very low grades.

## ROW 1

Six machines are available to you when you first play. Four of these machines appeared in the original *F-Zero*. As you select each machine, you'll see the driver's name and picture, the attribute grades for body, boost and grip, and the weight of the vehicle.



CAPTAIN FALCON  
MACHINE  
BLUE FALCON  
WEIGHT 1200 KG  
BODY B  
BOOST C  
GRIP B



DR. STEWART  
MACHINE  
GOLDEN FOX  
WEIGHT 1420 KG  
BODY D  
BOOST A  
GRIP D



PICO  
MACHINE  
WILD GOOSE  
WEIGHT 1620 KG  
BODY B  
BOOST B  
GRIP C

F-Zero racing machines aren't cars because they don't have wheels, and they're not planes because they don't have wings. Antigrav units suspend them above the track, but they don't really fly. What these machines do is to move very fast!

## WEIGHT

Each machine has a weight measured in kilograms that affects the body attribute and the overall top speed of the craft. Heavy machines have higher max speeds but lower acceleration.

## GRIP

A machine's grip attribute tells you how well the craft will stay on the track when you're racing on an outside curve. Grip also reflects the handling characteristics of the machine.

## BOOST

The boost attribute tells you how much of a kick you'll get out of your boosts. Although this may seem critical, some machines with a low boost grade may have a high top speed to balance things out.

## BODY

This grade reflects the strength of the body design and suggests how much weight your machine can take from hitting other machines and the walls. Heavy machines usually have higher grades, not always.



SAMURAI GOROH  
MACHINE  
FIRE STINGRAY  
WEIGHT 1500 KG  
BODY A  
BOOST D  
GRIP B



JODY SUMMER  
MACHINE  
WHITE CAT  
WEIGHT 1150 KG  
BODY C  
BOOST C  
GRIP A



MIGHTY GAZELLE  
MACHINE  
RED GAZELLE  
WEIGHT 1330 KG  
BODY E  
BOOST A  
GRIP C

## ACCELERATION VS. MAX SPEED

Before each race, you can adjust the balance between your machine's rate of acceleration and its maximum speed. For GP and Time Trials, it's best to increase Max Speed about five notches





## ROW 2

You'll open the second row of machines when you win each cup circuit at the novice level. You can also open the second row by winning the Jack Cup at every level of difficulty, earning three Xs.



COLLECT  
THREE Xs  
**XXX**



**BABU**  
MACHINE: IRON TIGER  
WEIGHT: 1,650 KG  
BODY: B  
BOOST: 0  
GRIP: A



**OCTOMAN**  
MACHINE: DEEP CLAW  
WEIGHT: 950 KG  
BODY: B  
BOOST: B  
GRIP: C



**DR. CLASH**  
MACHINE: CRAZY BEAR  
WEIGHT: 1,200 KG  
BODY: A  
BOOST: B  
GRIP: E



**MR. G**  
MACHINE: GREAT STAR  
WEIGHT: 1,600 KG  
BODY: E  
BOOST: A  
GRIP: D



**BIG RED**  
MACHINE: BIG FANG  
WEIGHT: 1,500 KG  
BODY: B  
BOOST: 0  
GRIP: A



**BILLY**  
MACHINE: MAD MAX  
WEIGHT: 1,450 KG  
BODY: B  
BOOST: B  
GRIP: C

## ROW 3

These machines will become available to you when you win each cup circuit on the standard level of difficulty or when you win all three skill levels of the Queen Cup circuit.

COLLECT SIX Xs  
**XXXXXX**



**SILVER NELSON**  
MACHINE: NIGHT THUNDER  
WEIGHT: 1,500 KG  
BODY: B  
BOOST: A  
GRIP: E



**GOOMBAR & SHOOM**  
MACHINE: TWIN ADORITA  
WEIGHT: 780 KG  
BODY: E  
BOOST: A  
GRIP: C



**JOHN TANAKA**  
MACHINE: WONDER IMP  
WEIGHT: 900 KG  
BODY: D  
BOOST: A  
GRIP: D



**MRS. ARROW**  
MACHINE: QUEEN METEOR  
WEIGHT: 1,100 KG  
BODY: E  
BOOST: B  
GRIP: B



**BLOOD HAWK**  
MACHINE: BLOOD FALCON  
WEIGHT: 1,100 KG  
BODY: B  
BOOST: A  
GRIP: E



**JACK LEWIS**  
MACHINE: ASTRO ROBIN  
WEIGHT: 1,050 KG  
BODY: B  
BOOST: D  
GRIP: A

## ROW 4

If you win all of the cups-Jack, Queen and King—you'll open the fourth row of machines. Alternately, if you win every level of the Joker Cup, you'll open this row.

COLLECT NINE X's

XXXXXX



JAMES MCLOUD  
MACHINE  
LITTLE WYVERN  
WEIGHT 1,390 KG  
BODY E  
BOOST B  
GRIP B



ZORA  
MACHINE  
DEATH ANCHOR  
WEIGHT 1,620 KG  
BODY E  
BOOST A  
GRIP C



MICHAEL CHAN  
MACHINE  
WILD BOAR  
WEIGHT 2,110 KG  
BODY A  
BOOST C  
GRIP E



SUPER ARROW  
MACHINE  
KING METEOR  
WEIGHT 880 KG  
BODY E  
BOOST B  
GRIP B



RATE ALIEN  
MACHINE  
SUPER PIRANHA  
WEIGHT 1,010 KG  
BODY B  
BOOST C  
GRIP B



ROGER BUSTER  
MACHINE  
MIGHTY HURRICANE  
WEIGHT 1,180 KG  
BODY E  
BOOST B  
GRIP C

## ROW 5

You can open the final row of machines by earning either 12 X's or every cup through the first four circuits, including the Jack, Queen, King, and Joker Cups.



COLLECT  
TWELVE X's

XXXXXX  
XXXXXX



LEON  
MACHINE  
SPACE ANGLER  
WEIGHT 910 KG  
BODY C  
BOOST C  
GRIP A



DRAQO  
MACHINE  
MIGHTY TYPHON  
WEIGHT 950 KG  
BODY C  
BOOST A  
GRIP D



BEASTMAN  
MACHINE  
HYPER SPEEDER  
WEIGHT 1,460 KG  
BODY C  
BOOST C  
GRIP A



ANTONIO GUSTER  
MACHINE  
GREEN PANTHER  
WEIGHT 2,080 KG  
BODY A  
BOOST B  
GRIP D



BLACK SHADOW  
MACHINE  
BLACK BOLTZ  
WEIGHT 2,340 KG  
BODY A  
BOOST E  
GRIP A



THE SKULL  
MACHINE  
SONIC PHANTOM  
WEIGHT 1,010 KG  
BODY C  
BOOST A  
GRIP D

# TRACK TIPS

## JACK CUP

Try to hit both dash arrows before this tunnel. Then turn sharply to the right to lower the second arrow. If you don't, you'll slide out and hit the left wall, losing speed as a result.



You can slip in a power boost after the first dash arrow past the starting line. The next dash arrows will come up fast. Don't use your boosts through the dash arrows.

Silence itself about pure speed. In the first part of the course you'll find a series of dash arrows. Save your power boosts for the second half. Where there are no dashes

### SILENCE HIGH SPEED

## MUTE CITY FIGURE EIGHT

On the second and third laps, once you have boost power, hit the boosters before you reach the dash arrow at the beginning of the loop. That should give you plenty of speed for the round trip.



Use another boost as you leave the loop and head toward the jump. On the final leg, save one final boost to carry you over the finish line. This last tip is good advice for every track.



This course seems straight even though it's an oval. The only turns you need to make in this section of the track are through the dash arrows. The sequence is left, middle, left, middle, right, left and middle.

## YOU'RE BOOSTED!

After one lap on every track, you'll suddenly get boost power. Every time you boost, you'll gain some energy. Boosts will do you the most good in places where other drivers lose speed, such as on uphill and loops. You can boost through corners, as well. You can even boost on the tail ends of jumps.



The pipe is a good track for a machine with a high grip grade. Keep to the lower left side of the tunnel. You'll be able to pass other machines and hit the first dash arrow.



If you stay on the left wall of the tube, you'll pass many of the drivers. They tend to stay on the floor. Try to exit the tunnel close to the floor so you don't fly off into space.

### SAND OCEAN PIPE

When the tunnel shrinks, the smallest oversteer can result in your machine spinning around the inside of the tube. Here it's smart to stick to the yellow line on the floor.

## DEVIL'S FOREST

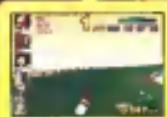
OUT-ASUREY



Although this section of track looks straight, it curves slightly to the right. Hit the dash arrow to the stretch, then stay on the right side and use a boost when the dash wavers off.



The first S-curve after the starting line is a great place for getting the jump on your opponents. Start banking to the left early, then bank hard back to the right at the next curve.



This next curve comes up quickly. Bank hard to the right, then get ready for another fast left. On the left curve, stay in the middle of the track so you can hit the dash arrow.

## HEALTH WATCH!



The safety rails along most of the tracks may keep you from crashing on the planet far below, but each scrape will drain power from your machine's body. Drain it all and you'll explode. Hit as many of the pink energy zones as possible!



Another danger comes from the crush of other machines as they close in on you. If you bump a machine, you'll lose energy. CPU drivers often purposely try to run you. Watch out!



This is one of the wildest tracks ever. When you're on the pipe, stay to the inside curve. You should see three dash arrows, and the curve will keep you on the track at high speed.



Boost up this hill after the starting line and keep to the center or slightly left. You'll land on the inner curve of the pipe and be banked up for the first two dash arrows.

**BIG BLUE CYLINDER**



The S-curve following the pink power strips near the end of the course is a good place to sneak past opponents. Begin your banking turn before the pack, and you should move up a spot or two.



You'll have to bank left to avoid sliding into the upper rail on this curve following the big jump. Stay as tight to the inside rail as possible and use a boost coming out of the turn.

**PORT TOWN**  
**HIGH JUMP**



After the tunnel comes an S-curve. Hug the inside or left rail using your banking maneuver. As you exit the turn, use a boost to pick up speed for the jump.



Point your nose down slightly when you make the big jump to increase your speed. Before landing, raise the nose slightly to keep the speed up and get ready to bank left.





# QUEEN CUP



Begin boosting on the uphill stretch as you enter the loop. Since most of this track is straight, or only slightly curved, you can boost almost everywhere.

## SECTOR X DOUBLE SOMERSAULT



Most of your opponents will swing wide on this deceptive corner. By taking the inside track, you'll gain ground and set yourself up to take the dash arrow just beyond the corner.



The narrow passage is no place to be in a crowd unless you want to play bumper cars! If you have the option, boost ahead of the other machines! If you can't, hang back until the track widens.



The four sharp corners on Red Canyon 2 give you little room for error. Bank into them early and keep to the inside of the turn to avoid crashing into other machines.



Keep up your speed on this jump by tilting your nose down and landing flat on the far side. This is the longest jump on the course, and it's preceded by a dash arrow.

## RED CANYON ROOF JUMP



Each side of this track has a power strip. Pick up some power on one side, then cross diagonally to the opposite strip. You'll cross over the dash arrow and pick up extra speed.



You'll be traveling at high speed after the three jumps and three dash arrows that lead into this corner. Aim for the inside edge to avoid sliding. You may need to bank for a short time.



The area leading up to the power strip contains a wicked S-Curve. If you're prepared for it, a quick bank to the left then to the right will see you through safely.

## NO-SLIDE SHOW!

Never slide around a corner when you can bank around it instead. You'll get more speed sliding, and you'll lose control, too. Even worse, the longer a slide lasts, the more speed and control you'll lose. If you feel a slide starting, immediately bank to recover control.



After hitting the first jump, end while you're still in the air and toward the next dash arrow. When you get there, jump and set your sights on the third dash arrow.

## DEVIL'S FOREST 2 UP AND DOWN





## MUTE CITY 2 TECHNIQUE

Take the ramp to jump the gap. Most of the other machines will head to the right and clamp up in the narrow passage. Just keep your nose tilted down so you gain speed when in the air.



You can't jump over both bottlenecks in this area. When you have to pass through the spot, try to avoid contact with other machines and the walls.



The track veers sharply left right after the starting line. You'll have to use the banking maneuver. Stay to the inside and you'll be able to move up several positions.

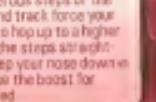


This long, narrow stretch of track has no rails on the edges. Even a slight jostle with another machine can send you over the edge. Use the dash arrow to zip past potential danger.

## BIG BLUE 2 QUICK TURN



The right turn out of the second tunnel is a blind corner that you must anticipate. Stay on the left power strip in the tunnel to give yourself the most room to bank through the corner.



Although the sections are straight, it's very narrow and it lacks side rails. If you hit the dash arrow at the beginning of this open, be careful when passing other machines.



## WHITE LAND DANGEROUS STEPS



This tunnel is filled with twists and turns. Don't even think about using your boost in here instead, be ready to bank sharply to the left, right, and left again.





# KING CUP



Use boosts with caution on the very straightaway. Depending on the grade of your machine and the straightness of your course, the extra boost could send you off into space.



Like a skijump slope, this downhill before the big jump is a great place to boost up your speed! Boost just as you start down the slope, before you reach the first dash arrow.



This uphill ends up in a jump. Keep your nose tilted down or your machine will float in the air and lose considerable speed. Get back on the track as fast as you can.

## FIRE FIELD ZIG-ZAG JUMP



During the big jump, keep your nose pointed down slightly. Use a boost near the tail end of the jump to gain more distance. Aim for the final curve. When you land, keep right and bank.



## SILENCE 2 WAVY ROAD



Tire down! This curve is one of the few places where you can make or break the race on the first lap if you stay off the gravel, and avoid other machines, you can gain lots of ground.



This curve looks gentle, but few machines can hold the long turn without slipping into the far rail. Use short banking maneuvers to keep yourself lined up for the turn and dash arrow.

## DASH DO'S AND DON'TS!



Always try to maximize your boost and dash opportunities. Use every dash, but don't use a boost before a dash or you'll waste boost power. The key is to memorize the positions of all the dash arrows.



On the second and third laps, land flat off the first jump and head straight down the track. Use a boost to accelerate going into the loop. There aren't any rails, so keep a straight line.



As you approach the top of this hill, keep to the left and bank over the curve to keep from rubbing against the wall. If you stay right, there's a chance that you might fly off the track.



Although it's generally a good idea to boost coming out of a loop, in this case it's risky. The track following the loop has no rail, so a boost could send you off into the great unknown.



## SECTOR 3 DOUBLE SOMERSAULT



This right spiral turn is the best place on the track to move up in the rankings. Bank early to the left and hug the left wall. All the other machines take the long turn wide and lose ground.



With such a track, Red Canyon 2 is sure to take its toll on the body of your machine. Even the power strips are narrow, but it's vital that you replace lost energy as much as possible.



## RED CANYON 2 SLIM LINE



Bank sharply through this right-angle corner and through virtually all of the other turns on Mute City 3. In few cases you can cut nearly straight through a pair of right-angle corners.

## MUTE CITY 3 JUMPS OF DOOM



Go for the dash arrow and hit the bump to gain extra speed. Once you're airborne, point downward to get back to the track. Avoid the bump and take the next corner on the track.



Don't boost near the crest of this hill. On the far side is a steep dropoff. If you boost, you'll probably wind up flying off into the background and blowing up.



This stretch of the pipe is tight and fast. Since it's easy to rock back and forth, keep banking to keep your machine centered in the pipe. A machine with good grip also helps considerably.



In this early part of the pipe, you'll have good grip, so it's the best place to use boosts. If you begin wobbling through the pipe turns, use the banking maneuver to steady things.



## WHITE LAND HALF PIPE



Unless you have a tight grip and superior control, use your boosts on the flat stretch with power strips and early in the pipe. Other wise, just use the dash arrows in the pipe.



Use this jump to cut a corner. Readjust your machine while in the air so that you'll be lined up to hit the dash arrow once you land.



## REGULAR CHECKUPS!



When opponents circle in behind you, it's best to use the bottom of the screen showing their relative positions on the right or left. Use the arrows to block them out, and boost at the next opportunity.





# JOKER CUP

Once you complete and win the Jack, Queen, and King cups on the standard difficulty setting, a new circuit will open up. The Joker Cup includes six new tracks, including one that Mario Kart 64 fans may recognize.



The fourth cup circuit, the Joker cup, becomes available once you win the first three cups at the standard difficulty level. The six new tracks will be the toughest challenge yet.

Most of the corners on this track dip or rise as they curve, making it difficult to judge how hard to bank. Take some practice runs to get familiar with them. The course has no dash arrows.



## DEVIL'S FOREST 3 MIRROR ROAD



This is the first half-loop. The mirrored part of the course contains a second half-loop. Use a boost going into each of them to keep your speed high.



None of the straightaways on Devil's Forest 3 have walls. Watch out for other machines nearby that might bump you. Use boosts to get ahead of traffic jams.

## FLIGHT PLANS!



You may have to tilt the nose of your machine up when going over some jumps to catch air and take flight. But once you're airborne, tilt the nose down to pick up extra speed.



If you're looking for a thrill, hit the boost while you're in the air. You can gain extra speed and go farther on your jump. Look at your machine's exhaust. If it's white, you can boost.



Land flat or level to maintain the speed you gained in the air during a jump. If you land tilted down or up, you'll lose all the speed that you gained and more.

Avoid the mines by sticking to the pink power strips. At the end of each step is a diagonal stretch of the road that's free of mines and that leads to the next power strip.

## RAINBOW ROAD PSYCHEDELIC EXPERIENCE



Once you have boost power, use it to boost into the air at the starting line. Lift your nose to take flight, then tip down slightly to see your landing point straight ahead.



This is the sharpest corner on the Rainbow Road. Head into the turn early, banking hard to the left, and keep close to the inner edge. If you take the turn smoothly, you should gain ground.





## SPACE PLANT CYLINDER AND HIGH JUMP

The tunnel near the end of the track has a long stretch of ice in the center. Hug the outer wall so you'll be set up to hit the power strip just outside the tunnel.



Boost up the hill after the second tunnel and catch some air. When you're in the air, nose tilt down, you can boost again to increase your speed for the final run of the finish line.



Use the dash arrows on the track rather than your own boosts on most areas of this wavy track. Boosting over the jumps won't give you an even tape—it can even slow your machine down.

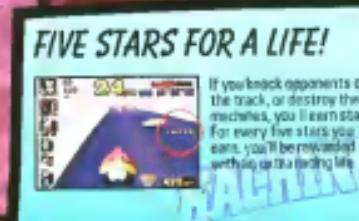


This picture shows the wavy nature of Sand Ocean 2. Try to keep your machine in the center of the track. This will give you the most time to react to sudden turns, dips and corners.



Once you're inside the tunnel, it's hard to see the track ahead. Remember that the combination of turns is left, right, left. Power strips are the edges of the track just beyond the tunnel.

## SAND OCEAN 2 WAVE PANIC



## FIVE STARS FOR A LIFE!



If you knock opponents off the track, or destroy their machines, you'll earn stars. For every five stars you earn, you'll be rewarded with an extra racing life.

## BATTLE MOVES!



Use the sideswipe move on straightaways to nudge opponents into a wall, rail or over the side. Just tap the R or Z button twice when your machine is alongside the hapless victim.



Hold R and Z, then tap either R or Z twice, depending on which direction you want to spin for the spin attack. Attack groups of machines, spinning into them from the inside edge of curves.



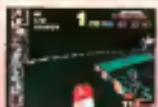
You and your rival will start out each race close to each other, since the top-ranked machines aren't always in last place. Use your position to double tap the R or Z button for a side attack.

**CRASH!**

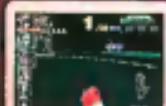




Most CPU drivers can't negotiate a turn to save their lives. On the early curves of Port City 2, bank into curves early and stay to the inside of the track. You'll pass up much of the traffic.



This narrow stretch ends with a brutal S-curve. If you know it's coming, you can do a sharp braking maneuver, beat it, then right, and cruise through the curve at high speed.



This is just a sharp, flat 180-degree corner, but it's tough. Go into the turn early, banking sharply to the left. You should be able to hold the curve without hitting the outer rail.



### PORT TOWN 2 SNAKE ROAD



Let's give a big hand to the designer of this track. This one finger has no rails, so take extra care as you round the tip. You don't want to boost before coming up to this corner.

### BIG HAND DEADLY CURVES

## X CUP

One more test awaits the avid F-Zero X racer: the mysterious X Cup. If you win the Joker Cup at standard difficulty, the final circuit will open. The six races take place on six tracks that are randomly selected from a set of X tracks. You may experience variations of these tracks, too, such as mirror or night versions.



After winning the Joker Cup at standard level, or the first three cups at the Expert level, the X Cup appears along with the Master skill level on your selection screen. The challenge never ends in F-Zero X.



At the beginning of each X Cup race, there won't be any track diagram as in the previous races. That's because tracks are randomly selected. Each X race is a total surprise for the driver.



On laps two and three, boost on all the straightaways of the fingers, then bank hard around each fingertip. You may have to ease off the gas on some or risk hitting the rails.



Up in the center of the track and no rails on the side makes this stretch one of the most dangerous in the game. Stay on the edge. If you slip on the ice, bank to regain control.

## TROPHY CHALLENGE!

Even more challenges can be had in F-Zero X. The trophy challenge is the quest to capture all the cup trophies for each machine. On the machine selection screen (on the left side beneath the attribute grades), you'll find five slots where trophies will be displayed. If you've won a circuit with the selected machine, the trophy for that circuit will appear in the proper slot. Mastering all of the cup circuits in all of the machines is the ultimate challenge. But F-Zero X isn't just about challenge. It's about multiplayer fun, as well, and variety and experimentation. It's the best F-Zero ever, and that's quite a compliment.



All the trophies won by a machine will appear on the left side of the screen when you highlight the machine. The ultimate challenge would be to win every cup with every machine.



This is the true story of a gecko picked to star in an N64 game parodying TV and film. Find out what happens when we reveal how to finish every level of the game. Could you possibly lose? Get real.

# GEX 64

## ENTER THE GECKO

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It's New to You

Stayin' Tuned

Gex first appeared in games for other platforms, and now the TV-loving lizard is premiering on the N64. In Midway's Gex 64: Enter the Gecko, gamers venture through over a dozen silly worlds spoofing everything that's TV and Hollywood. Set inside various TVs, Gex 64 pokes fun at James Bond, Indiana Jones, Austin Powers, The X-Files and just about every other TV show or movie this side of Dawson's Creek. Variety is the name of the game, and each level is set in a different TV show genre, with Gex donning suitable attire ranging from Star Wars Stormtrooper gear to something out of the Jurassic caveman casuals collection.

Gex may love TV, but he's no couch potato. The gecko is equipped with a talented tail, which he can use to high-jump or whip enemies. Along his way to mashing Rex, the TV tyrant with Big Brother ambitions, Gex must gather a bevy of collectables. The collectables will correspond to the theme of the area. In Toon TV's worlds, for example, the goods will be cans of spinach, while in Scrappy-TV they'll be hockey masks.



Items will abound in each level, since Gex will have to find 30 of one item, 40 of another, then 50 of a new variety, before maxing out his collectible quota.

Gex can defy gravity with his ability to cling to certain surfaces. In the scene above, Gex is actually standing on the ceiling.

## TV Dinners

TV and flies to feast on sound like the ingredients for a nice night at home for Gex, so keep your lizard happy by seeking out bug-filled boob tubes. Each serves as a checkpoint or power-up. Activate them by tail-whipping the TV, then hit the R Button to slurp up the fly you've released.



Health Boost



Fire Power



Ice Power



Extra Life



Checkpoint



To find the TVs, stay in tune with your surroundings. Be sure to look around, because many of the sets will be far off the beaten path.

Instead of eating a fly, let it buzz around Gex's head. If an enemy attacks you, the orbiting insect will act as a shield and absorb one hit.



Once Gex is armed with Fire Power, hold the B Button while running circles around enemies or items to defrost them or earn more collectibles.

After eating an Ice Power Fly, hold the B Button while circling foes to freeze them into ice. Once they're chilled, shelter them with Gex's tail.

## Touch That Dial

Try to break everything in sight, since you can find many collectibles hidden inside objects and engines. Once you've found an item, keep that tail writhing. Rather than walking over items to collect them, you can swipe them up with Gex's tail.



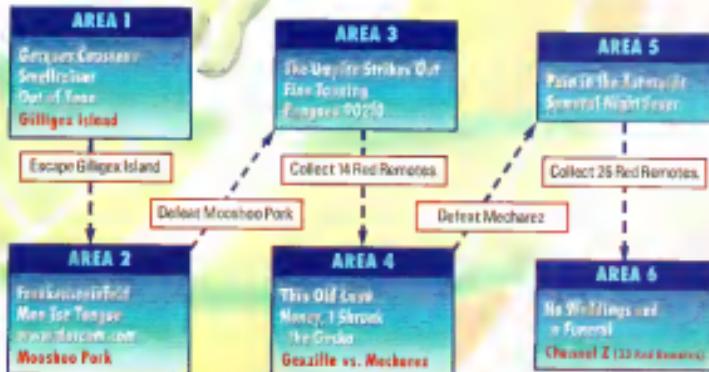
## A Remote Charge

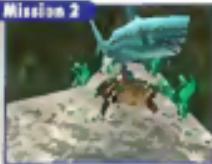
In most family rooms, the one who possesses the remote control is the one in power. The rule applies to Gex 64, too, since possession of Red, Silver and Gold Remote Controls will gain you access to the different worlds, boss arenas and bonus areas. To unlock most levels, you can use the Red Remotes, which you'll earn after completing missions.



## Channel Surfing

Each area is a TV show appearing on one of the sets in the main TV area. The "overworld" is divided into six areas separated by gates or space. To open the gates or cross the gaps, you must first earn a certain number of Red Remotes.



**Area 1****Geeques  
Courteau****Mission 2**

Sharks patrol these waters, and you can easily outswim them. To avoid their jaws, swim out to one of the turtle toads. As long as you're hitching a ride on one, you'll be safe from shark attacks.

**Mission 3**

Follow the arrow on the "Titanic Toss" sign to the iceberg floating on the surface. Break the shell by swimming into the opening in the ice, then flip the switches to open the hatches. Shut the entryway before opening any exit doors.

**Mission 3**

Hop into the geyser spewing at the foot of the stairs in the Titanic's ballroom. If you ride it to the ceiling, you'll be able to flip to a cache of collectibles.

**Hidden Remote**

Not all treasures are surface. Head to the top when you see the "Fresh Fish" sign to load up on gills. In a similar cave that is inhabited only by a shark, you'll find the Hidden Remote floating on the surface.

**Area 1****Smellraiser****All Missions**

All those in favor of collecting every single item should peek into the cracks, because the eyes have it. When you spy the red eyes peering out of a shadowy well opening, hit the Z Button to stare them down, and they'll surrender a few collectibles.

**Area 1****Out of  
Toon****Mission 2**

Be very, very quiet. Two hatters want to kill the weebit, and, as luck would have it, Goo has emerged from the rabbit hole wearing a bunny suit. For extra help, enter the stump marked "Dex loves TV."

**Mission 3**

Probably the most elusive purple mushroom to whack is the one growing across the gap bridged by the hanging steel girder. Board the beam from the Hard Head Area, then cross it to clear the brick wall.

You'll have a devil of a time scaring up the whereabouts of Smellraiser's entrance. To find the house of horrors, scale the archway by the hint block that reveals, "You can climb some walls!" Climb to the roof, then leap onto the platform to shuttle to the entrance.

**Mission 3**

To activate the haunted elevator, you must flip the hidden lever. Push the book case by the second blood cooler. Behind the shovable shelf you'll find the KFC's level, which you can pull by pressing the B Button.

**Hidden Remote**

By dicking in front of the painting in the elevator, you'll set the lift in motion. When the elevator stops, exit, then jump into the water to find the Hidden Remote floating class by.

**AREA 1: BOSS****GILLIGEN  
ISLAND**

Use the rainbows to leap up the waterfall, then head for the wintry area. When the retracting snow bridge with the rabbit in front extends, scurry across to leap to the Hidden Remote floating site.

To make your little buddy's battle shorter than a three-hour tour, tail-whip the blue fireballs and bat them into the badballs, then leap the incoming flame walls to avoid going up in smoke.

## Area 2

## Frankensteinfield

## All Missions



After passing through the world's first door, circle the well and enter the door situated in the greenish light. Turn right, hop to the TV in the corner, then tail-whip the wall to uncover a second power-up.

## Mission 1



After picking up the power-up positioned to the left, leap back to the main path and work your way up the ramp to the pick-a-litter. The wall behind it is an illusion. Walk through it to nab a few collectibles.

## All Missions



Beneath the ramp with the grandfather clock is a secret passage concealing a Up-Ball entry by hopping on the platform floating beneath the ramp leading to the two see-wielding knights.

## Hidden Remote



After passing through the first door in the area, enter the reddish door by the well. Hop onto the pick-a-lantern's floating platform, then jump into the diamond-shaped portal on the wall behind it.

## Area 2

## Mao Tse Tongue

## All Missions



Showing in the downtown speakeasy you begin your journey is a green neon sign. Whisk it to open a secret passage in the red pillar across the street. Inside you'll find a Up-TV.

## Mission 1



Break down all the brown doors and panes you come across—you'll probably find some goodies hidden behind them. In the room with the spinning wooden platform, leap to the going. Bang it, then break down the door.

## Mission 1



To reach the canon, scale the gold wall, then leap to the platforms. Push the canon to aim it, then press the B Button to fire. After blasting both gongs, climb the stairs you've magically summoned.

## Hidden Remote



In the room with the spring wooden platforms, spring from the stairs to the section of roof near the "Good Time Message" sign. Follow the roof to the alcove, then break down the door.

## Area 2

WWW.  
dotcom.com

## All Missions



Pass through the green spheres to temporarily energize Gex. As long as he's glowing green, he'll be able to live from the green spring boards as well as charge the energy bridges that will emanate from the green floor panels.

## Mission 2



Wait for the energy pulse to begin its path across the circuit of floating "stepping stones." Once Gex has begun its journey, quickly navigate the platform before the subsequent pulse catches up with you.

## Hidden Remote



On your way to scaling the launch tower for Mission 1, take one of the two floors up from the first green energy sphere. Instead of bouncing from the green spring board, hop along the blocker setting out of the wall.

## AREA 2: BOSS

MOOSHOO  
PORK

Fry Mooshoo Pork by throwing the switch on the far wall. Short-circuit the pig four times, but avoid crossing the center platform or you'll be zapped by an electric charge.

**Area 3**

## The Umpire Strikes Out

**All Missions****Mission 2****Mission 2****Hidden Remote**

Agent Muller, take note: when you have a close encounter with an alien, aim for its head. If you aim for its body instead, the alien will flip up its light saber, which could impale you on its way back down.

Scale the platform supporting the satellite dish to the left of the starting point. Empty space prevents it from separating from the TV across the way, but an unengaged bridge actually connects the arms.

You can cling to the sides of the towers to climb them, but do so quickly. A blue energy ring will surge up the tower, and if it hits you, you'll be deep-fried in deep space.

Head from the starting point to the rocket. When you reach the first air booth, jump to the nearby plateau with the red-and-white base. Smash the tower, then ride the flying saucer that floats up.

**Area 3**

## Fine Tooning

**All Missions****All Missions****Mission 2****Hidden Remote**

Collectible goodies may be concealed in the trees, but the items' shadows will give away their hiding spots. Stand on any dark areas on the ground, then hop to reach the item that casts the shadow.

When the domesomes come marching in, quickly jump while pushing the Control Stick toward the black-and-whites. If your attack is consistent, you'll get past the parade after knocking over three or six blocks.

To reach the items on the platform above the barrels, create star steps. Jump up to tail-whip one of the barrels in the second row, then tail-whip two of the barrels in the top row.

After riding the boat to the castle and docking at its dockshop, cross the drawbridge. Rather than entering the fortress, follow the ledge around the side of the castle to find the Hidden Remote.

**Area 3**

## Pangaea 90210

**All Missions****Mission 1****Mission 2****Hidden Remote**

The dragonflies are particularly pesky. To swat them, first provoke them by approaching. Retreat as soon as they charge, then tail-whip them as they close in.

The twin platforms work in cahoots. If you stand on one, it will sink, causing the other platform to rise. Leap to the second when both platforms are on fairly even ground.

Fire good! Dinosaur fire! Using Fire Power, you'll have better luck making the dinos extinct by surrounding them with fiery rings around them.

Just beyond the first large, one-horned dinosaur is a gap in the ledge. Leap over it, then follow the tumbling boulders off the cliff. Hidden on the ledge below is a Remote Control.



## THIS OLD CAVE

After earning 14 Red Remotes, you'll be able to open the gate behind the entrances to www.dolcom.com and Man Tse Tongue. Once you're in Area 4, enter This Old Cave, a place which will appear to have been fixed up by Fred Flintstone rather than Bob Vila.

### All Missions



You can cling to any of the white patches of rock. Your prehistoric trip will also be easier if you use the green flowers as trampolines. Hold the A Button while Gex is on top of one to make him jump higher.

### All Missions



It's survival of the fittest, so you should be aggressive and attack the pterodactyls. The fliers will zoom in and out of your way, and exterminating them with a midair tail-whip is a sure way to clear the air and earn collectibles.

### All Missions



Before geckos evolved into the TV-loving reptiles we've come to love, they started out as primitive cave-dwellers. Change is good, so whack the terrible lizards into extinction, then smash their tails, which will also put up a fight.

### Hidden Remote



When the final platform above a stone vent floats you to the ledge, hop off, then spring from ledge to ledge along the wall of the cave. About half way around the cave, you'll reach the ledge with the Hidden Remote.



## Honey, I Shrunk the Gecko

From the land of the lost, Gex heads back to the future. Cacun Central has more high-tech high jinks in store with Honey, I Shrunk the Gecko and programming that's a megabit tougher than the channel's previous offering in Area 2.

### All Missions



Altimeters branch from the roads with the Checkpoint TV. A two-legged robot patrols the area and will chase behind a trailer some bushes. The explosive will count down, so make tracks when they near zero.

### Mission 2



The satellite platform will orbit around the pentagon-shaped pad until you swing Gex's tail. Execute the move when your satellite is approaching the pad across the rooms. When the whip releases you from orbit, you'll sail to the second pad to become its satellite.

### Mission 3



For Mission 3, use the green sphere to energize the green platforms. Once they're juiced up, they'll move to form stair steps that you can reach by leaping from the yellow barrel.

### Hidden Remote



Overlooking the Checkpoint Room is a C-shaped hallway with a green sphere flanked by two robot guards. Directly above the sphere is the Hidden Remote. Energize Gex, take the left passage, then bound from the green rampboard to the yellow wall tiles to the right.

## AREA 4: BOSS

### GEZILLA VS. MECHAREZ

In this monster bout worthy of pay-per-view TV, Gex will go on a rampage through the city streets with the robotic go-kid, Mecharez. As a Godzilla-sized gecko, Gex won't be able to use his flying kick, so assault with his tail.



Keep your feet moving so you're never buried. Mecharez, the mechanical monstrosity, rears up to knock you as hot as an episode of *Melrose Place*, so don't get caught behind him, or you'll be toast.



When it has the chance, Mecharez will station itself on a roof top to unleash its shaking, radioactive breath. Knock the robot off its soapbox by whipping the building.



When you've drained about half of Mecharez's power, the military will intervene with tanks and choppers. Play it safe, and avoid taking unnecessary damage by staying focused on Mecharez.



Movies have always been good for Gex. When the lizard is low on health, head for the cinema for a thumbs-up remedy. By pulverizing this movie house, you'll release a Health Boost Fly.

**Area 5**

## Pain in the Asteroids

After riddling the city of Mechanize, head through the gate between Moonland Park and Mao Tingte. Follow the path, then board the floating platform on the right. At the end of the line, you'll reach Area 5 and find that it's more than just a Pain in the Asteroids...

**All Missions**

Rip the very first lever to use the separate panels into a bridge. While standing on the first section of bridge, tap the lever again to move the bridge section that you've plated with an ice Power TV.

**All Missions**

If you're low on air, whip the space mantis rays. They'll leave behind a bubble of air that you can burst to refill your oxygen meter. The space fish will also drain your air if they latch on to you, so jump and spin to shake them off.

**Mission 2**

Take on your objectives for Missions 2 and 3, scale the elevator tower. Mechanical bugs will chase in on you, so use your tail to whup the robotic bugs into the outer limits.

**Hidden Remote**

After climbing to the top of the elevator shaft, ride the floating platform to the next space station. Once you've docked, leap into the pink warp gate. On the far side, you'll find a Remote among other goodies.

**Area 5**

## Samurai Night Fever

Despite the show's name, *Samurai Night Fever* doesn't mix disco with martial arts. Sure, everybody will be kung fu fighting, and those cats will be as fast as lightning, but aside from the fancy foofacock, there won't be a pair of bell-bottoms in sight. Yet...

**Mission 1**

Beneath some of the wooden houses are hidden crates. Look for sears in the food, then whip Gex's tail while standing on top of the trap door to open it.

**Mission 1**

Touch the Tap on the geisha's roof, using the gong. When you sound it, the block with the hand-mirror will briefly rise up. Scare up on top off it, then use the tail-swing jump to bounce to the top.

**Mission 3**

You won't be able to begin Mission 3 until you've reached the ends of Missions 1 and 2. When finishing either mission, hit the gong by the TV to open a gateway to the third mission.

**Hidden Remote**

In the garden area, stand in the corner with the two vases. If you peer over the ledge and look down at the adjacent tower, you'll be able to see the golden panda that Gex can cling to. Make the leap of faith to the sticky surface, then follow it to the Remote.

**Area 6**

## No Weddings and a Funeral

Once you've claimed 25 Red Remotes, head through the gate between Man-Tee-Tomuu and Moonshoo Park to hop onto the left shuttle platform. You'll fly into a lion-shaped temple, and inside you'll find Rezo-pool, the TV-watching ruled by Gex's arch rival Rezo.

**All Missions**

The speaker you're not standing on will orbit around you, while the speaker you're parked on will be stationary. Once you jump to the mobile speaker, it will stop, and the other will become its satellite.

**All Missions**

The mirror room in Area 6 will plunge Gex into the last days of death. Hop onto one of the three blocks, then look in the mirror. By jumping on the blocks with the glass reflections, you'll open the exit.

**All Missions**

Get the drop-on-a-hot-topped pie by using the springy-mo-Hop onto the mirror head, then press the A Button right before you land to pound the energy with an extra bouncy jump.

**Hidden Remote**

Work your way up to the stereo speaker plant farms housing the roses with the need-to-be elevator platforms. Guide the speakers to the far side of the room, where you'll find your prize.



## FINAL BOSS

## CHANNEL 2

Rez wants to brainwash TV viewers with subliminal messages like "No thinking." But TV-loving Gex has other things on his mind, like "Get ready to rumble," "Make my day," and "Yabba dabba doo" ...or something like that.



When Rez is ready to fire, the camera will change to show Gex in its sights. As soon as its targeting system appears, jump wildly around the arena to dodge Rez's missiles.



After the missile assault, Rez will charge you. If you dodge the attack, Rez will be stunned temporarily. Take advantage of the downtime by whipping the robot into the energy field in the middle of the arena.



After a few jolts, Rez will "bulk-out" to become an even-larger menace than before. Stationing itself in the hole in the middle of the arena, Rez will swing its giant hands at you and shoot lasers from its eyes.



Hide behind one of the green cylinders to lure Rez's flailing arms into crushing the cans. If the mech smashes them, the overhanging TVs will fall on Rez's head. After that, it's hasta la vista, baby.



## Bonus Areas

Each of the mission levels contains two Silver Remotes. Open the Hidden Remotes, and the reward is the Reward Remote, which you can earn by gathering up enough collectibles to meet the level's requirements. By collecting Silver Remotes, you can unlock the game's Bonus Areas, where the prize will be a coveted Gold Remote. Win it by finding the collectibles within the time limit. A few recent hints should help you beat the clock.

## AZTEC 2 STEP



## THURSDAY THE 12TH



## IN DRAG NET



## THE SPY WHO LOVED HIMSELF



## Season Finale

While Enter the Gecko is available for other platforms, Gex 64 isn't a carbon copy of the other versions. The N64 version does retain almost all of the other versions' environments, but it also adds a new level, the underwater Geckos Caves area. With TV puzzles aplenty and even more variety than its counterparts, Gex 64 should appeal to fans of pop culture and action games alike. And that broad appeal could spell "blockbuster" for Gex. Stay tuned.



# CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #



## Swing Away!

Sports titles make up 50% of current video game sales, so it should be no surprise that half of this month's Classified Info lineup falls into that category. Leading the pack is Major League Baseball Featuring Ken Griffey Jr. Codes that are entered on the batting screen can be used in one- and two-player games, and in any mode except the Home Run Derby. When entering a code on the batting screen, you must enter it before the pitcher winds up to throw. Use the Control Pad to enter directional commands. With the Home Run code in hand, you'll break Roger Maris's record for sure!

## Called Home Run

When Griffey comes up to bat, press Left, Left, Right, Right, Right, Left and Left. If the code is entered correctly, Griffey will point with his bat. If you hit the very next pitch, you'll get a home run.



## Do a Little Dance

When you're batting, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up and Up before the pitcher begins his wind-up. Your batter will start shake his groove thang!



## Get Down Tonight

If you're pitching, and you want your pitcher to strut his funky stuff, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up and Up. "Show 'em how to do it now!"



## Angel in...

This code will allow one of your fielders to fly. After fielding a ball on a play, run to any base except first. Throw the ball around the bases in this order: 1, 2, 3, H, 3, 2, H, 1, 2, 3 and H.



## ...the Outfield

On the next play, instead of picking up the ball, press A to do a running dive. Your fielder will leap into the air. Press A, or B to "swin" through the air. If you let off the controls for a second, the fielder will land.



## Better Blowup

When batting, press Right, Left, Down, Right, Left, Up, Right, Left and Down to make your batter blow up. He'll reappear after the next pitch.



## World Series Win

To use the World Series code, before the game begins, press A and press Left C, Right C, Left C, Left C, Right C, Bottom C, Top C and Z on the Stadium Select screen.



## Fireworks

Before you begin a game, press Z on the Stadium Select screen to do a "fly-through" of the ball park. Look toward home plate and press Z and R simultaneously to see some fireworks.





## Alien Abduction Mode

Now we know why aliens are always abducting people—they just want to play baseball! Type in ATENMYBUIK on the Enter Cheat screen, then begin an Exhibition or a Quick Play game. On the Stadium Select screen, scroll down until you find Alienopolis Park. When you start your game, the home team will have the same stats as the team you picked originally, but they'll look like aliens. Do you think we should call in Mulder and Scully on this one?

### ENTER CHEATS

`ATENMYBUIK`

A	R	C	D	E	F	G	H
J	K	L	M	N	O	P	Q
S	T	U	V	W	X	Y	Z



Press Start to lock in a cheat, then press B to exit the Cheat Menu.



## Like Oranges On Toothpicks!

Here's one that we forgot to toss your way last month. This code will make all the players' heads—what else?—big. Pause your game and press Right, Right, Left, R, Z, Start, A, Start, A, Start and Z. Use the Control Pad for the directional commands. Now resume your game.



After the code is entered, press Start to resume play.



They'll cry themselves to sleep every night on their huge pillows!



## Eating Bonus

Here are a few codes you can use as you eat your way around the globe. You may use either the Control Pad or the Control Stick, and codes will last for one stage only.

The first code will give you triple bonus points for each person you eat. When you start a World Tour, you'll ride an airplane to the next country. When the ride is over and the name of the next city appears, hold Up and press Jump three times if you're George, Punch three times if you're Lizzy or Kick three times if you're Ralph.

## Bad Food, Good Food

When a World Tour is over and the name of an American city appears on screen, hold Down and press Jump three times if you're George, Punch three times if you're Lizzy or Kick three times if you're Ralph. This code will change bad food to health-boosting good food during the next stage.

## Level Skip

If you're about to enter Cleveland, Fargo, Oklahoma City or Reno, press Jump, Punch and Kick if you're George; press Punch, Kick and Jump if you're Lizzy; or Kick, Jump and Punch if you're Ralph. If you enter the code before the name of the city fades and the stage begins, you'll skip anywhere from seven to ten days ahead.

## Bad Food Begone

If you're about to enter Casablanca, Kiev, Kediak, London, Mead, Nashville, Rio de Janeiro or Washington D.C., press Jump if you're George, Punch if you're Lizzy or Kick if you're Ralph. If you press the correct button before the city name fades, all the bad food in the city will disappear.

### LIVERPOOL

When traveling abroad,  
be sure and sample  
the local cuisine.  
MAY 3



If a code is entered correctly, a message will appear below the city name.

Yay, y'all! This one has a nice, chewy center!



# TOPGEAR RALLY

## A Full Roster of Codes

We'll round out our baseball coverage with this lineup of codes for Mike Piazza's Strike Zone. Use the Control Pad to enter directional commands.

### Easy Homers

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Now press L, A, Down and Right. Press Start to make the cursor reappear. Start your game. Every hit will now be a home run.



### Extra Speed

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press Left C, A, Down, top C and Z. Press Start to make the cursor reappear. Start your game. All players will run very fast.



### Hidden Stadium

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press Right, A, top C, L and A. Press Start. When you begin your game, you'll be in the Devil's Thumb Stadium.



### Crazy Pitch

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press right C, A, Z, top C, R and B. Press Start to make the cursor reappear. Now all pitches will move in wild patterns.



### Crazy Ball

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press right C, A, Z, B, A, L and L. Press Start to make the cursor reappear. If a ball is hit, it will now bounce all over the field.



## Mirror Cars

Back in Volume 109, we asked if anyone knew the quick code for the Mirror Car option, and our pal Colin Gordon from Boss Game Studios came through. Start a race and, using the Control Pad, press Right, Up, Left, bottom C, bottom C, A, Right and Z. Now exit the race and start a new one. On the Decal screen (the last option screen before a race begins), press bottom C to change your car's paint job to a mirrored finish. Thanks again, Colin!



Start any race, enter the code, then exit.



Press bottom C on the Decal screen for a new paint job.

# Wetrix

## Hidden Game Boards

To gain access to a different set of game boards, first complete all 16 Practice rounds. Once this is done, the background on the main menu will turn red. Go to the Options screen to find a new "Floor" option. Use the Control Pad or the Control Stick to scroll through the various options.



Once you complete the Practice rounds, the "Floor" option will appear.



You'll be able to choose from many different game boards.

# CLASSIFIED INFORMATION



## Kombat Kodes

No MK game would be complete without Kombat Kodes, and we've found 27 of them so far for MK 4. In case you're a Kombat rookie, here's how they work. Kombat Kodes can be entered on the Vs. screen before any two-player match. Each number in a Kode sequence shows how many times you must press a particular button. The first three numbers in a Kode are entered by Player One and the next three by Player Two. For example, to activate the Free Weapon Kode (111-111), Player One must press Low Punch once, Block once and Low Kick once, while Player Two must press Low Punch once, Block once and Low Kick once. If there's a zero in the Kode, you don't have to push that button.



As another example, try the Double Throw Kode (100-100). Go to the Vs. screen.



To activate the Kode, Player One and Player Two must each press Low Punch once.



Both players must enter their part of the Kode before the match begins.



Now you won't be able to throw each other. A Kode lasts for one match only.

Code	Description
111-111	Free Weapon (One weapon on the ground)
444-444	Armed and Dangerous (Weapons drawn at the start)
666-666	Silent Kombat (No music during the match)
050-050	Explosive Kombat (Foe explodes when defeated)
123-123	No Power (First hit wins the match)
555-555	Many Weapons (Many weapons in the arena)
002-002	Weapon Kombat (Can't drop your weapon)
020-020	Red Rain Mode (Rain falls in Wind World)
222-222	Random Weapons Throws Disabled
100-100	Max Demaga Disabled
010-010	Throws and Max Damage Disabled
120-120	Fight in Goro's Lair
011-011	Fight in The Wall
022-022	Fight in The Elder
033-033	God's Sanctuary
044-044	Fight in The Tomb
055-055	Fight in Wind World
066-066	Fight in Rattile's Lair
101-101	Fight in The Shaolin Temple
202-202	Fight in The Living Forest
303-303	Fight in The Prison
001-001	Unlimited Run
321-321	Big Haeda
012-012	Noob Selbot Mode (Effect unknown)

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

**Nintendo Power**  
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# BOMBERMAN HERO

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BOMBERMAN'S HEROIC QUEST  
CONTINUES THIS MONTH AS WE  
WHISK YOU THROUGH THE SECOND  
HALF OF THE GALAXY.

LEARN THE TIPS AND TACTICS FOR  
OVERCOMING THE TRAPS AND ENEMIES  
IN THE LAST TWO PLANETS LEADING UP  
TO THE FINAL CONFRONTATION WITH THE  
GARADEN EMPIRE.



## PLANET 3: KANATIA

### AREA 1: LAVANA VOLCANO



Your adventure on Kanatia begins with a sizzling start inside the Lavana Volcano. The stifling heat radiating from the planet's core will inflict more damage than the marauding enemies. Do your best to keep your cool and toss bombs at anything that jumps in your way.

### HADES CRATER

TARGET SCORE: 8,000

You'll have to master the Bomber Copter and blast the four Control Towers to open the exit door to this scalding-hot, vertical level. Remember to hold, not tap, the A Button to keep climbing higher.



Use your A Button to pace your descent so you can collect the string of Blue Crystals high above the bubbling pool of lava.



Line yourself up directly above the Control Towers can be tricky. If you hover close to the target, you can use your shadow to position yourself over a target.

## MAGMA LAKE

TARGET SCORE: 4,400



A narrow path bridges Magma Lake's sizzling surface. The heat is unbearable, so you'll have to replenish your energy at the cooling chambers found along the way. Beware of the lava bombs thrown from the cinder cones.

## BOMBERMAN HERO



The fire-breathing turtles are no problem if you throw bombs at them when their shells are open.



## MAGMA DAM

TARGET SCORE: 5,400

The Magma Dam keeps molten lava in Magma Lake from engulfing surrounding lands. Opening the dam's two lava floodgates won't make this hot spot easier, but it will release more treasures, including the Special Bomb, and expose a second exit that leads to the cooler Crystal Hole stage.



Jump up on the floating block rock and quickly throw a bomb at the first lava gate to earn a Gold Diamond.



If you blast open the second lava flood gate, the surging lava waves will wash the rock block, exposing the Special Bomb inside.



## CRYSTAL HOLE

TARGET SCORE: 8,400

If you backtracked after blasting the second lava gate at the Magma Dam, you probably stumbled across the exit leading to the Crystal Hole. This level is short, but you'll have to make some tricky jumps to reach the exit.



To collect the items down at the bottom of the crystal crater, walk across the glass until you tumble into an invisible hole.



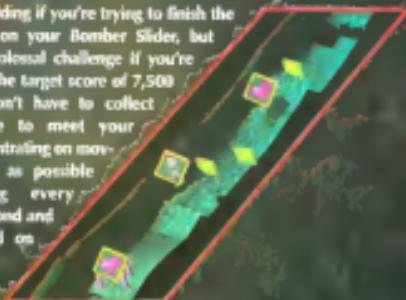
Wait for the spikes to recede into the wall before you run up the path and leap for the platform leading to the stage exit.



## EMERALD TUBE

TARGET SCORE: 7,400

It's smooth sledding if you're trying to finish the Emerald Tube on your Bomberman Slider, but you'll face a colossal challenge if you're trying to earn the target score of 7,500 points. You don't have to collect every treasure to meet your goal. Try concentrating on moving as slowly as possible and snagging every Rainbow Diamond and Gold Diamond on the course.



Press Down on the Control Stick to turn the Bomberman Slider sideways, reducing your speed and making it easy to grab items.



Rainbow Diamonds are the grand-daddy treasures that will help you make the target score. Steer toward each one you see.

## AREA 2: DEATH PYRAMID



### DEATH TEMPLE

TARGET SCORE: 2,000

The Death Temple is actually a dungeon deep inside the basement of the Death Pyramid. The cells are located at the lowest point in the complex, suspended above a bottomless pit. Watch out for the pharash-faced traps or they will head-butt you, shoving you off into the dark abyss.



Kick a bomb through the gap in the jail bars to blast the switch that opens Bomberman's cell.

### DEATH ROAD

TARGET SCORE: 4,000



You'll exceed your target score if you take heads of the floating knives and blast all the crates along the walls.



Clearing this ticking time clock isn't very difficult. Jump and toss bombs at it as you slowly retreat down the hallway.



Enter the Teleporter on the Temple's right side to warp across the rooms to the Force Field Key.



Use the Force Field Key to open up the exit leading into the dreaded Death Garden.

### DEATH GARDEN

TARGET SCORE: 2,000

You'll have to collect four Key Crystals to open the exit leading out of Death Garden. Three of the Key Crystals are on the ground, but the fourth and final key is on a platform high above the terrace. If you keep jumping up and left along the stone platforms, you'll eventually stumble across a Special Bomb.



Pick off the flower before you grab the first Key Crystal to the left of the garden exit.



Blast the three blue boxes in the center of the terrace to uncover the second Key Crystal.



The third piece is high on the terrace wall. Go left until you find the fourth Key Crystal.

### FLOAT ZONE

TARGET SCORE: 3,000



The effects of the Bubble icons are temporary. Quickly make your way up through the hole between the bubble pads and you drop.



Defeat the enemies as each floor, then collect the Items in the corners. Blast the enemies or you won't make a safe escape.



Use the Bubbles to float over the spikes inside the dark tube on the fourth floor, then collect the Special Bomb and the 1-up.

You'll have to touch a Bubbles icon to float up between floors inside the Float Zone. If you aim for the holes in the ceilings, you'll rise to the next level. Be sure to keep an eye out for the pressure-cooker enemies waiting to blast you out of the sky.

## AQUA TANK

TARGET SCORE: 3,000



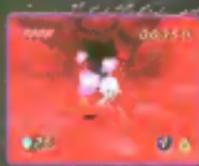
Press the switches to activate the floating platforms leading to the top of the stage. Bomb any enemies on or above the platforms before you jump up to them.

## AQUA WAY

TARGET SCORE: 9,000



Things look grim as the serpent closes, but you'll raise your score by collecting the treasures in its belly.



Use your torpedoes to blast away the globs of serpent food blocking your way, then swim forward and collect the treasures.

## VS. NITROS

TARGET SCORE: 6,000



You can't beat Nitros until you destroy the three force field towers. It's critical to demolish the towers quickly if you want a low time and a perfect score.

You'll have to destroy the massive blue water tank at the top of this stage to close the flaming geysers blocking the exit. Take your time and carefully dispose of the monsters and robots before you start your climb, or you may take a tumble and end up hitting the spiked floor.



After you reach the highest platform, throw a bomb or two at the blue tank in front of you. The cascading water will open the exit.



The Bomber Marine will help you navigate the Aqua Way, a hexagonal hallway lined with powerful missile launchers. A giant sea serpent lurks in this hall, and if you're not careful, it will open its mouth and swallow you before you can slip away.



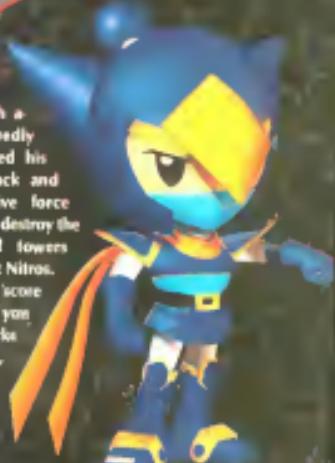
After you leave the serpent, you'll end up at the other end of Aqua Way. Swim in reverse and blast away the remaining globs before you swim towards the exit.



If Nitros hops away from your thrown bombs, try dropping bombs around him or kicking bombs into his feet.



Nitros is back with a new bag of deadly tricks. He's ditched his disk-throwing attack and added a protective force field. You'll have to destroy the three force field towers before you can hurt Nitros. Hitting the target score will be tough, but if you vary your attack with bomb tossing, dropping and kicking, you'll finish Nitros in no time.



## AREA 3: KANATIA SHRINE

HARD COASTER MOVE STONE VS. BOURSAN  
DARK MAZE MAD COASTER

The Kanatia Shrine has some of the biggest and toughest stages in the game so far. Even if you slip past the whispering quicksand, slippery slugs and heavy artillery, you'll still have to crush a missile-toting, stone-toothed sphinx named Bourban.

### HARD COASTER

TARGET SCORE: 4,300

Hard Coaster is possibly the largest stage in the game. Far below the automated platforms and white columns is a desert of shifting sand. Stay out of the desert or you'll be swept away by the current and pulled into a canyon of quicksand.



To avoid falling into quicksand, wait until the platforms are side by side before you make your leap.



The Glove is great for destroying distant enemies. Switch to lighting if you get too close for comfort.



You'll need to find the four Key Crystals before you can open the blue door at the end of the stage.

### DARK MAZE

TARGET SCORE: 3,500



Blast the bouncing block and barrels before you go looking for a Salt Bomb to use on the slugs.



Even if you're off the mark, the Salt Bomb's expanding white clouds will make up for a near miss.



Salt Bombs won't break open boxes, but be sure to dispose of all the slugs before you switch bombs.

Slimy slugs ooze throughout the Dark Maze. Salt Bombs will eliminate these slimy pests, but the gritty explosives won't scratch any other enemy. Be sure to dispose of everything but the slugs before you pick up the Salt Bomb. You'll need to blast every enemy in the stage and find every treasure and power-up to match the target score.

### MAD COASTER

TARGET SCORE: 4,000

Mad Coaster won't be hard to complete, but you'll have to defeat all of the enemies and find all of the treasures and power-ups to earn a perfect score. Just like you did in the Dark Maze, be sure you destroy all the slugs before you switch back to your regular explosives.



It's easy to dodge the gun shells, but you need to blast off all the artillery to match the target score.



Don't blow this crate away until you've used it as a stepping stone to reach the Gold Diamond.



If you switch back to regular bombs too soon, you'll miss some slugs and the target score.

### MOVE STONE

TARGET SCORE: 3,100



The lower-left stone can be placed in either of two holes. It doesn't matter which one you pick.



You'll find that this stage is easier to complete if you defeat the enemies before you move the stones.



A green beam of light will appear after you place the stones. Step into the light to fight Bourban.

This sounds like a strange name for a stage, but the title tells you exactly what you need to do to reach the exit. There are four stone blocks that you'll need to push into four holes to activate a beam that will teleport you to your battle with Bourban, the stone sphinx that controls Planet Kanatia.

### VS. BOURSAN

TARGET SCORE: 7,000

Bourban's misty breath will temporarily paralyze anything it touches. His weak spot is his tail, so run around him until you have a clear shot at it. Don't waste your time trying to blast Bourban from the front, especially when he hides behind his force field.



Bourban will always try to face you, but try to be as far away as possible from his unprotected tail.



You can't break through Bourban's force field unless you sneak around and hit him from behind.



Keep moving when Bourban stamps his feet or you'll be pummeled by bricks falling from the ceiling.

### AREA 1: LOUIE'S JUNGLE

HOPPER LAND → FREEZE LAKE  
JUNFALLS → COOL CAVE

#### HOPPER LAND

TARGET SCORE: 4,000

Even experienced gamers will probably be stumped trying to find the exit in Hopper Land. You'll have to master riding Louie and using the wall jump to climb up the ledges. Leap against the wall, then jump again to bounce diagonally up the narrow gaps in the cliff.



Instead of throwing bombs to level enemies, you can attack your foes by directing Louie to stomp on their heads.

#### JUNFALLS

TARGET SCORE: 4,000



Exercise caution as you collect the treasure in the river. If you let the current push you too far, you'll pop off the waterfall.



With the exception of the snapping blue fish in the river, all of the enemies in Junfalls take two bomb blasts to defeat. Wait until the enemy stages floating before you bomb it a second time.

#### FREEZE LAKE

TARGET SCORE: 4,000

You'll easily pass the target score by 1,000 points if you concentrate on picking up all the treasures and eliminating the missile launchers and bobbing blocks of ice. You can escape the falling chunks of ice if you head toward the ceiling as you flee in reverse.



Max out your bomb inventory at the start of the level—you'll need the extra firepower to blast the bobbing blocks of ice.



Scooping up gems at the bottom is easy, but you'll have to swim fast to push the treasures in front of the water jets.

#### COOL CAVE

TARGET SCORE: 4,000



Freeze the ray-beam enemies when they stretch their necks to create a tall block. Jump on top of the block and climb up on the high ledges along the wall.



You'll find the Special Bomb on top of the ice blocks on the left side of Cool Cave. Freeze an enemy to climb up on the blocks.



If you freeze the enemy next to the stage exit and stand on top of the ice block, you'll be able to jump and grab an extra life.

The lush jungles and cool, watery caves of Mazon are a welcome change from the arid wastes of Kanata. This green planet is the home of Louie, a green, hopping hare who is always willing to help friendly visitors cross the wilderness.



Use Louie's strong legs to wall jump up the narrow gaps in the cliff. Mastering the wall jump requires practice, but this is the only way you'll be able to reach the exit.



Stomp on the "heads" heads as they pop out of the shadows. Watch your timing or they'll wipe you with their tongues.



There's nothing cool about this difficult stage. Indestructible enemies wander across slick ice floes. If you find a Freeze Bomb, you can temporarily turn your foes into frozen blocks of ice, but if you lose your grip and slip once, you'll be finished.

## AREA 2: SLUSH MOUNTAINS

SNOWLAND HEAVEN SKY EYE SNAKE  
STORM VALLEY SNOW CIRCUIT

Slush Mountain is a lethal concoction of two parts ice and stone mixed with an unhealthy dose of danger. You'll have to keep an eye on your footing, especially when you're battling robots and snowmen on slick surfaces, in order to survive this stage.

### SNOWLAND

TARGET SCORE: 4,300

Snowland is a maze of platforms and passages winding up a narrow canyon. Avoiding the skidding snowmen in this stage can be tough, so it's a good idea to hit your enemies from a distance. If you've mastered bomb kicking, try knocking a few into the snowmen before they spot you. If you're an excellent bomb thrower, try lobbing some of your enemies, then take a few steps backward and throw more before they can start their counterattack.



The platforms in Snowland are connected by slick, icy walkways. You'll find it easier to take it slowly and throw or kick bombs from a distance.



If you blast the four snowmen in the risk, platforms will slide out of the walls, allowing you to climb up on the surrounding cliffs around Snowland.



You'll spot the Special Block on the left ledge above the snowman's skating rink. Keep working your way up the ledges until you've found all the gems.

### STORM VALLEY

TARGET SCORE: 3,800

Your rabbit buddy, Louis, is back to help you hop to the top of the steep walls in Storm Valley. As you wall jump toward the mountain summit, be sure to stomp down the spinning screws throughout the stage. If you pound down all the screws in the valley, you'll create a snow bridge leading to the exit.



The spinning screws will build you a bridge to the exit, but first you'll have to find them and push them into the snow.



You must defeat every enemy and collect all the treasures to earn the target score. Look for the gems next to the exit.



If you're careless, the fans on the wood signs will blow you off the cliff. Jump up on the signs before their fans start, and crash them with a big stomp.

### SNOW CIRCUIT

TARGET SCORE: 4,000

The Snow Circuit is a Bomber Slider stage that will probably remind you of the Emerald Tube in Kansaria. But unlike the Emerald Tube, this snowy trail doesn't require you to collect every treasure to match the target score, making it fairly easy to complete. Stay in the middle of the course through the bottlenecks, and spin your board into the foes that block your path.



These big, blue bad guys are the last enemies before you reach the stage exit. Spin your board into them to pick up extra points as you shoot past.



Blue Goats are ready, but the Gold and Rainbow Diamonds are your best friends. If you have to pick a trail, steer for the one with the diamonds.

## HEAVEN SKY

TARGET SCORE: 7,500

There's nothing heavenly about flying down this dangerous corridor. You'll be using the Bomber Jet, and you'll have only one chance to grab an item for points before it flies past you. You won't have to defeat all the enemies or collect every treasure to meet the target score, but you'll have a tough fight when you encounter a towering hydra blocking the exit.



If you quickly slide between the spinning ball and chain, you won't take any damage from this invisible obstacle.



Halfway through the course you'll see a brown pillar jutting up from the floor. If you steer around it, you'll find a Special Bomb in the middle of the floor.



Load up on the plentiful power-ups throughout this corridor. You'll need to be at full strength to defeat the hydra.



Blast away the hydra's ugly burls, then aim your bombs at the weak spot on the center of the monster's great torso.

## EYE SNAKE

TARGET SCORE: 4,400

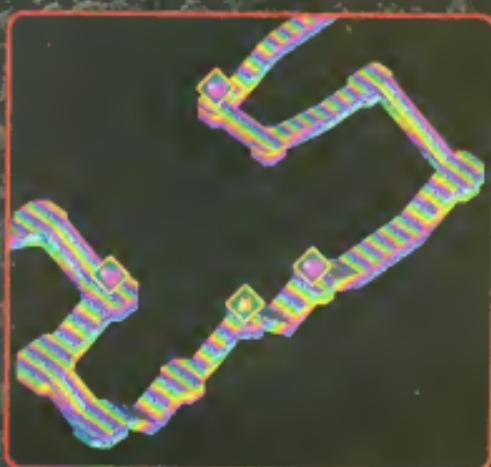
The Eye Snakes cruise the skies and rule a rainbow road high above the Slush Mountains. An Eye Snake has exceptionally thick skin that can't be harmed by explosives, but you'll find a weak spot on top of its head. Aim for the Red Diamond between the snake's eyes to hit every time.



Take advantage of the high side of the elevated paths to hit your enemies long before they can reach you. If you jump and throw your bombs, you'll add range to your attack, allowing you to quickly gain the upper hand on fast-charging interlopers like the Heating Knives and the Eye Snakes.



Eye Snakes start their spiral attacks off the screen, so you'll have to react quickly to stay clear of their fangs.



VOLUME 112

BOMBERMAN HERO



NINTENDO 64

## AREA 3: MAZONE DOME

V.S. NITROS MIRROR ROOM VS. MANTA  
AIR ROOM ZERO G ROOM BONUS STAKER

The high-tech MaZone Dome is a secret Garaden laboratory. The gold Data Disc that Princess Millian gave Bomberman will work in the computers here, although nobody really knows what the Garadees have planned. If Bomberman can locate the remaining three discs, the universe will be saved and Princess Millian will be free at last.

### V.S. NITROS

TARGET SCORE: 6,100

Nitros is easier to defeat here than in other areas, especially if you're carrying a full inventory of powered-up bombs. Stay out of the corners and away from the orange squares. You won't take damage running across the orange circles unless Nitros sets off his flame geysers. Throw or kick bombs into Nitros to stun him, then surround him with additional bombs to keep him reeling.



If you hit Nitros with a thrown or kicked bomb, you'll temporarily stun him. Keep him stunned by surrounding him with bombs while he's still reeling.

You can run across the large orange circles, but stay off them whenever Nitros summons his explosive flame geyser assault.

### AIR ROOM

TARGET SCORE: 4,800

You must collect all the items and defeat every enemy in the Air Room to match your target score. Hop in the air vents to soar to the top of this towering, vertical chamber. You won't take any damage if you fall, unless you tumble into the pit on the right side of the room. The Data Disc is above a hovering platform in the upper left corner of the stage. Once you have the Disc, you'll have no problem opening the stage exit.



Jump from the floating platforms to the center of the room and ride the center air vent up to the Special Bomb.



As you shoot up the air vent, hold Left on the Control Pad to land on the floating platform just below the Data Disc.

### ZERO G ROOM

TARGET SCORE: 4,500

This chamber isn't entirely zero-gravity, but you won't have any problems collecting treasure once you start making super-high jumps. Gravity retains its pull until you bomb the red switch just above the exit. Once you've found the Special Bomb, continue hopping up the platforms to the Data Disc.



Blast the red switch to change the chamber's gravity. You'll be able to make super-high jumps once you hit the switch.



The final Special Bomb in the game is in a corner above the red switch. Hit the green and red switches at the top of the room to reach the Data Disc.

One glance at the Mirror Room will tell you that this is probably the coolest and toughest puzzle room in the game. You'll have to collect the items, defeat the monsters and break open the crates on both sides of the looking glass to match the target score.



You won't be able to see the invisible walls on one side of the looking glass, but you can see them clearly in the mirror.

Hit the switch on the far right side of the room to walk through the mirror. You'll find the Data Disc on the other side.

## V5. NATIA

TARGET SCORE: 3,000

Natia and her spider-like robot pet, Cronus, first tripped you up and threw you into the dungeon in Death Pyramid on Planet Kanaria. Now it's your turn to get even. Concentrate on Cronus by hitting him whenever his eye is open and looking at you. Once Cronus is defeated, dodge Natia's whip attacks and bomb her until she surrenders.



Jump and throw bombs at Cronus's eye. If you keep moving, you won't have any problem dodging his laser beam attack.



Once Cronus is down, you'll be able to give Natia your full attention. Dodge her whip and knife assaults, then quickly throw a bomb or two at her.



## BONUS STAGE

All of the Bonus Stages at the end of each world are fairly easy to solve—except for Mazeron's Bonus Stage. Place a bomb underneath each rocket platform, then jump onto the platform before the bomb goes off. If your timing is perfect, you'll shoot up to another platform and the gems on the ledge.



Place a bomb beneath the rocket platform, then jump on board before the rocket explodes and shoots up to the ledge.



Once you're up on the ledge, carefully walk along the sloped passage and grab the flag and the Red and Blue Gems.



You'll save time if you pick up the gems above the four rocket platforms before you close up everything on the ledge.

## MORE EXPLOSIVE DETAILS ON THE WAY

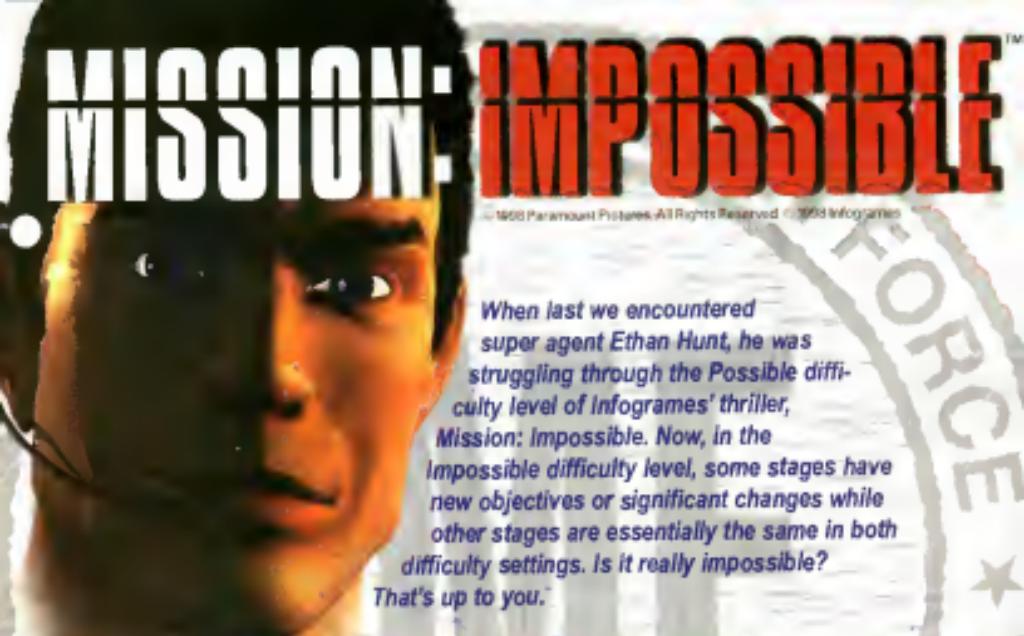
Bomberman's battle isn't over yet. Next, disguised as Princess Milena, Natia will trick our helmeted hero into letting her borrow the Data Discs. With all four discs, the Garaden Empire will be able to resurrect Lord Bagular, the most despised tyrant in

the galaxy, and rule the universe with an iron fist. If that's not enough, the Special Bombs you worked so hard to collect will open up a hidden world. Look for all of the details in our advanced Bomber-strategy section in next month's issue.



# MISSION: IMPOSSIBLE

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When last we encountered super agent Ethan Hunt, he was struggling through the Possible difficulty level of Infogrames' thriller, *Mission: Impossible*. Now, in the Impossible difficulty level, some stages have new objectives or significant changes while other stages are essentially the same in both difficulty settings. Is it really impossible? That's up to you.

## CODE-BREAKING

Before you begin your impossible task, you might want to consider earning one or all of the special codes in the game. Codes appear once you clear certain objectives cleanly, which means without losing a life. Once obtained, the code should be written down because the game won't save it. You can then enter the

- FINISH RECOVERING NOC LIST MISSION TO EARN THE SHM
- FINISH CIA ESCAPE MISSION TO EARN SILENCED GUN

code before choosing a mission and stage. The result of all this code-breaking is that you'll have a special weapon in your inventory. The only mission that won't accept the codes is the CIA mission. After all, the CIA guards are good guys. If you earn these codes, it may help you on your quest to achieve the impossible.

- FINISH MOLE HUNT MISSION TO EARN UZI
- FINISH ICE STORM MISSION TO EARN ROCKET LAUNCHER

## ICE HIT

There's one new objective in the Lundtwist Base mission, which shouldn't be very difficult for an agent of

your caliber. In the frozen stage, you'll have the same objectives as you did on the Possible difficulty setting.

## LUNDTWIST BASE

### OBJECTIVES:

- CHARGE IDENTITY
- FIND EXCUSE FOR ERAND
- DESTROY ELECTRIC POWER PANEL
- GET TO SUBPEN WITH CLUTTER

The early stages are still learning stages, even on the Impossible difficulty. The added objective is a fairly simple matter of destroying the power panel near the electrical substation. The other steps—using the Facemask, getting the excuse and giving the excuse to the driver—remain the same.

## MAINTAIN YOUR COVER



Be sure the guard isn't in the guardhouse near the electric power panel, then open the panel and select your gun. Never reveal your weapon until it's necessary.

## SUBPEN

### OBJECTIVES:

- FIND MAGNETIC MINES
- GIVE MINES TO CLUTTER
- SABOTAGE THE GUNBOAT
- JOIN DOWNEY FOR GETAWAY

This stage remains the same on the Impossible difficulty. One objective appears only after you begin the mission. You'll have to destroy a patrol boat to ensure your team's escape.

# RECOVER ROC LIST

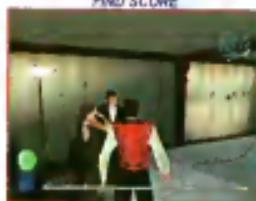
This mission has several new objectives that will make things tough if you try to repeat the steps from the Possible difficulty level. In the Warehouse, K.G.B., HQ and Escape stages, you'll have a greater challenge than before. The other areas remain essentially the same, but enemies are harder to defeat.

## EMBASSY FUNCTION

### OBJECTIVES:

- FIND FACEMAKER
- FIND SWORD
- FIND NAUBA POWDER
- FIND DRINK
- PLACE SMOKE GENERATORS
- ELIMINATE KILLER
- ASSUME AMBASSADOR'S AIDES D.O.
- ACCESS RESTRICTED AREA

The objectives don't change in this stage, but some of them require more strategy than we offered in our previous review. The musical score for the piano player and the toast with the Ambassador's aide are critical.



FIND SCORE



MAKE A TOAST

The musical score is on a chair in the embassy hallway. If you talk to the man sitting there after talking to the piano player, you'll be able to take the score.

After you've received the poison from the bartender, and once the Ambassador's aide has arrived to hear the march, use the drink item to make a toast and poison the aide.

## WAREHOUSE

### OBJECTIVES:

- VIBRO PROTECTION SUIT
- SABOTAGE FIVE SPECIAL CRATES
- FIND EXIT KEY
- ACCESS KGB HQ

The Warehouse is where things become truly impossible. In addition to new objectives and a new location for the gas suit, the Warehouse has guards and crates that now take more hits. Ammo is a serious concern.

### SABOTAGE FIVE CRATES



One of your objectives this time around is to destroy the five green crates that hold the Russian satellite parts.



FIND PROTECTION SUIT

The gas suit is now located around the corner from the first medical unit, close to the center of the complex and a satellite piece.



### FIND EXIT KEY



The Exit Key is still found with a guard who is lurking near the middle of the Warehouse complex, close to a satellite crate.

## KGB HQ

### OBJECTIVES:

- TALK TO BARNES
- FIND VIDEO PRINTER
- FIND FACEMAKER
- FIND DAUTGUN
- SABOTAGE VIDEO LINK
- FIND EXIT PASSCARD
- GET TRANSFER ORDER
- ESCAPE WITH CANDICE

This stage is still one of the most diverse in the game. One new task involves using a beeper, which can be found in the communications room that is straight ahead as you enter the room.



USE BEEPER AS DISTRACTION

You'll have to place the beeper device around the corner from the utility closet to distract the guard. Then, quickly enter the closet and grab the Facemaker.



FIND EXIT PASSCARD

The exit passcard now sits on the far-left counter in the video security room. You'll have to disable the guard with a dent piece. Use the card to escape with Candice.

## SECURITY HALLWAY

**OBJECTIVES:**

- SECURE PASSAGE FOR CANDICE
- ACTIVATE MASTER SWITCH

The objectives haven't changed in this stage, but meeting them in the impossible setting is much tougher than before. The tiles don't glow red for as long, and a single shock can kill Ethan. When you approach the tiles, memorize them, then shoot the guard who appears.



One misstep can end the game, so take care when jumping between the blue floor tiles. Try to land in the center of the tiles.

## SHOOT GUARD



Each section of the security hall has its own guard. One shot from your dart pistol will stop them. Don't waste your darts.

## ACTIVATE MASTER SWITCH



Once you're through the maze of tiles, let the switch on the wall. Now Candice can safely follow you.

## SEWAGE CONTROL

**OBJECTIVES:**

- FIND SUPER COMPUTER
- PROTECT CANDICE
- GET NOC LIST
- ESCAPE

Once again, the mission objectives in this stage haven't changed in the harder skill level, but the time limit has been reduced. Fighting your way back to the computer room becomes a race against the clock.



### PROTECT CANDICE



After activating the bridge, shoot the guard who accosts Candice. You have only a few seconds to take out the guard.

### GET NOC LIST



After unlocking the computer room from the security station, return to the computer room, but don't leave Candice behind.

## ESCAPE

**OBJECTIVES:**

- SECURE PASSAGE FOR CANDICE
- FIND THE MASK OF GOLEM
- TAKE BACK THE NOC LIST

In this stage, don't wait around for Candice. Shoot the overhead guns and keep moving. Your new extra objective is to take back the NOC list from a guard. The other objectives remain the same.



Candice won't make it unless you destroy the overhead security guns. You have to move fast and hit the guns to set them spinning.

### PROTECT CANDICE



If you're too slow in taking out the guns, Candice, who is trailing behind, could be shot by a gun coming back to life.

### TAKE BACK NOC LIST



This guard has stolen the NOC list. Catch him leaving the room near hall C-21 to regain the list. If he escapes, you'll lose the stage.

## FIRE ALARM

**OBJECTIVES:**

- SECURE ACCESS TO THE LIFT
- FIND JACK
- DRESS AS FIREMAN
- GIVE CANDICE FIREMAN OUTFIT
- ESCAPE THIS EMBASSY

This stage remains much the same, except that the guards are even more suspicious and likely to arrest you than before. Your objectives are still to meet Jack, don the disguises and escape.



Jack is one of the firemen in the embassy's main lobby room. Contact him, then go to the bathroom to get the firemen's suit.



### GIVE CANDICE FIREMAN OUTFIT

Once you're disguised as a fireman, you must return to Candice in the elevator to give her the other fireman's suit so that the two of you can escape.



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# EXCLUSIVE

# AGE M IN THE WORKS

How does a game become a gem? In the case of *Zelda*, it's an intense process of shaping, polishing, cutting and crafting by the best team in the world. This month's exclusive peek into the *Zelda* workshop reveals magic at every glance.



Now that the countdown to November 23rd—the release date for *The Legend of Zelda: Ocarina of Time*—has begun, it seems that gamers can't get enough news about *Zelda*. To fan the flames of frenzy further, we're bringing you the latest information and screen shots from inside Mr. Miyamoto's development team in Kyoto. Of course, the details are subject to change up to the last moment. So, get set for the latest breaking news on the biggest game of the decade.

## WISDOM PREVAILS

In this first set of screen shots, young Link meets with Zelda for the first time, even though Zelda, who has extra senses, has foreseen that they would meet. At this time, the princess has also felt the growing evil of Ganondorf, and she knows that something must be done to stop his quest for power. During this cinema cut-scene, Zelda will explain to Link how the wise Sages built the Temple of Time to protect the powerful Triforce from evil. It is also at this time that Zelda reveals what keys are necessary to open the door to the temple. In this fateful meeting, Link and Zelda decide that they must work together in order to save Hyrule.



## YOUNG AND OLD LINK

A lot of people have been asking whether the time-travel aspect of *Ocarina of Time*. Actually, the Ocarina isn't the agent of time travel at all; rather, it is the Master Sword that alters Link's time line. As a young boy, Link collects the Kokiri's Jewel, Goron's Baby and Zora's Sapphire, then the Ocarina of Time. Each gem represents one dungeon quest for Link. After opening the temple, something terrible happens (we're not about to give the entire plot away) and Link finds himself in a changed world seven years later. Now he must restore the three gems in the temple. He finds major mayhem in the land. For instance, Death Mountain, where Link first fights the Dodongo in a dungeon, is now an erupting volcano ruled by a dragon. In all, Link must visit six more dungeons, sometimes traveling back and forth in time to accomplish his tasks.

After seven years of suspended animation, Link is taller, leaner and spelling for a fight. When he leaves the Temple of Time, he'll discover that the world has changed, and not for the better.

## HALTED HYRULE

Veterans of previous *Zelda* conquests won't be surprised to find a graveyard in the N64 version of Hyrule. Link discovers that this cemetery is haunted by Poe, a ghost who remains close to the hut where he once lived. Another enemy has the ghoulish name of ReDead. This foe takes the form of a mud doll that can paralyze its victims with a look from its evil eyes. If all this weren't frightening enough, Link must weather the spells of twin witches. It's all in a day's battle in the magical realm of Hyrule.



Ever since the first *Legend of Zelda*, Link has had to explore cemeteries and deal with ghosts. So, far Poe is the best fighter from the afterlife.



The mud doll stalks after Link, having to subdue the lad with its horrible gaze. Fortunately, Link's ability to move in any direction allows him to keep out of sight of ReDead's evil eyes.

These ancient witches cast spells of fire and ice respectively, and they can combine their powers for a truly awesome attack.



## PUZZLING PICS

Puzzles have always been a major part of any Zelda adventure, and *Ocarina of Time* has many forms of puzzles. The hedge mazes inside the castle are patrolled by guards. Link must sneak past them if he is to reach Zelda's courtyard. Another sort of puzzle requires the ability to manipulate blocks, switches and other objects. Link may look like a scrawny elf, but in reality he has the strength of ten scrawny elves. That strength comes in handy when he has to push and pull giant blocks shown at right. Some mysteries involve characters that Link encounters during the adventure. The masked character is known only as Sheik. When Link meets Sheik, he learns a new tune.

Link must keep out of sight of the guards. Each section of the maze has a different secret.



The Sheik and Link make beautiful music on their harp and ocarina.



## MASTERFUL MOVES

Like King Arthur and the magical sword Excalibur, Link also has a fantastic sword that he must pull from a stone. Since the Master Sword is one of the main items in the game, it's only fitting that Link should become a master swordsman. Link's sword fighting moves include the powerful Swing Cut and Beam Attack revealed here. Notice the Magic Meter beneath the Heart Life Meter in the upper left portion of the screen. The power of the swing depends on how long you hold back the Control Stick. Once Link uses either the sweeping Swing Cut or shot-like Beam Attack, the Magic Meter will lose energy depending on the strength of the swing.



The Beam Attack sends a shockwave of energy blasting out of the tip of the sword as Link can hit enemies at a distance.

## GALLOPING GALLERY

Young Link first meets young Epona at Lon Lon Ranch in Hyrule. Talon is the owner of the ranch where he lives with his daughter, Malon, and his helper, Ingo. Although Link meets Epona, they won't team up until later in the game. Some of the other fowl inhabitants of Hyrule also leave a lasting impression on Link. Seven years later, even this peaceful setting will fall under the shadow of Ganondorf. We could tell you more, but then we'd have to...sorry, you know the routine.



Like the fowl in *A Link to the Past*, these chickens have a lot of pluck.

Link meets his future steed in the meadow when both of them are still young. Epona will grow up to be a strong and valiant mount several years down the road when Link returns to Hyrule.



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Talon and Malon befriend Link at once, but the surly Ingo seems to have something else on his mind.

## MORE LINKS TO COME

We leave you with this cut scene image of Ganondorf pledging loyalty to the King of Hyrule while scheming to overthrow him. Even though Zelda knows the mind of this king of thieves from the desert tribes of the Gerudo, she can't stop him without help from Link, her servant Impa, and the wise sages who themselves are concealed among the people of Hyrule.

What will it take to defeat Ganondorf? First, it will take a final push by the development team. EAD reports that all the final pieces of the game are now being put together, which will be followed by a period of tweaking-placing items, adding final graphic touches, adjusting enemy behavior and so on.

By the time you read this, the game should be in that last stage before bug-testing. That's when Nintendo Power really gets busy, as well, creating the upcoming magazine articles and the Official Player's Guide that you'll need to restore the balance in Hyrule. We will travel to Japan to bring you an exclusive full preview next month.



今はお父様に出頭を要つていいけど  
私にはむかから…彼の惡意を生みが—

# Cruis'n WORLD

TM

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READY...SET...GO! HIT HIGHWAYS AND BYWAYS  
AROUND THE GLOBE THIS MONTH WITH OUR TURBO-  
CHARGED RACE THROUGH CRUIS'N WORLD.

## ROAD RULES

In 1996 Midway released its arcade racing hit, *Cruis'n USA*, on the N64. The coast-to-coast speedfest across the nation's roadways was an instant crowd pleaser among racing enthusiasts. This year Midway is back with a racing sequel of global proportions, *Cruis'n World*. It's a Rumble-Pak-compatible title that mixes in all the best elements of its predecessor and adds a high-octane mixture of two wild play modes, pinpoint play control, miles of hidden tracks, and a packed parking lot of hidden cars from all around the world.



## THREE WAYS TO CRUISE

In *Cruis'n USA*, you had two ways to play—you could cruise the roadways across the USA or you could pick and practice on individual race courses. *Cruis'n World* includes all the elements of *Cruis'n USA*, plus a really cool Championship racing mode.



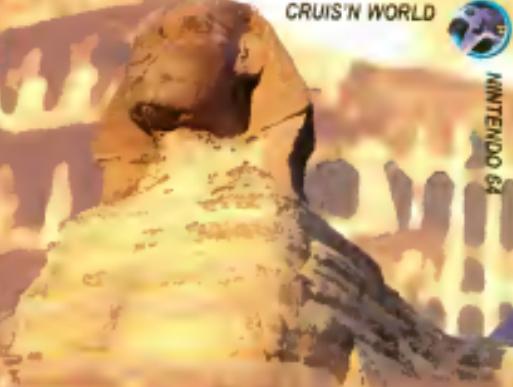
### CRUISE THE WORLD

Cruise the World Mode is a lot like *N64 Cruis'n USA*, except the tracks are rich in international flavor. The 15 courses are packed with historical landmarks, native animals and other indigenous road hazards, but the most important thing is to know which side of the road to drive on.



### CHAMPIONSHIP

Like *Cruise the World* Mode, Championship races take place on tracks throughout the world, but these courses are shorter and often tougher. You'll have to complete several laps and develop a winning strategy to dominate this challenging circuit. Look for more tips for this mode on the next four pages.



### PRACTICE

*Cruis'n World*'s Practice Mode isn't just for improving your skills on the *Cruise the World* and *Championship* courses. Most of the courses have target times, and if you beat them, you'll earn the right to drive one of the hidden vehicles. The locations of the hidden cars are shown on the next six pages.

## A WORLD OF SECRETS

Racing fans and even Sunday drivers will love the secrets hidden in *Cruis'n World*. Win points in *Championship* Mode to upgrade your car, then use your souped-up wheels to unlock hidden tracks and more vehicles in *Practice* Mode.

### HIDDEN TRACKS

You'll start *Championship* Mode with eleven tracks, but if you race to a top-three finish in all three circuits on both the Beginner and Pro difficulty settings, a flying saucer over Stonehenge will swoop down and whisk you off to the Bonus Circuit. Earn another top-three finish on the Bonus courses and you'll experience racing that's out of this world—you'll bounce between crates and over rocks on a wild ride across the surface of the moon.



### HIDDEN CARS

In addition to the 12 cars available to you at the start of the game, there are a dozen more waiting to be found and taken for a spin. To find more cars, you'll have to beat the target times in *Practice* Mode on the *Championship* Courses. While three of the tracks are ranked as Easy, don't assume that it's a cinch to unlock the hidden vehicles here. For example, the target times for Germany's and Egypt's tracks are set so low that you'll need to work your cars up to Power Level 5 or earn the Speed Demon, the fastest car in the game, to earn these cool rides.



### STYLE POINTS

If you place in the top three in *Championship* races or pull off wickedly cool stunts while jumping ramps or other vehicles, you'll earn points to upgrade your ride. Check the chart below to see how to do tricks and how many trick points you'll earn if you do them right.

TRICK	MOVE	PTS
TURBO	TRIPLE JUMP A BUTTON	0
TWO WHEELS	TRIPLE JUMP A WHILE TURNING	0
BRAKING DRIFT	PRESS A & B WHILE TURNING	0
JUMP FLIP	TURBO OVER RAMP OR OPPONENT	1
SUPER HELI	DO A BRAKING DRIFT OVER RAMP	1
MEGA FLIP	GOTO OVER RAMP ON TWO WHEELS	2

POINTS	UPGRADE AWARDED
0	PLAYER LEVEL 2 MAX SPEED 140
20	CUSTOMIZE PAINT JOB
100	POWER LEVEL 3 MAX SPEED 178
150	CUSTOMIZE TWO-TONE PAINT
500	POWER LEVEL 4 MAX SPEED 189
4,500	POWER LEVEL 5 MAX SPEED 208
9,999	SPEED DEMON FASTEST CAR

COURSE	LEVEL	POWER	TIME	VEHICLE	EARNED
HAWAII	P1	3:47.00		MUNISTA	
ENGLAND	P1	1:46.00		BULLDOG	
CHINA	P3	1:14.00		ENFORCER	
JAPAN	P3	2:48.00		ROCKET	
AUSTRALIA	P4	1:49.00		THE SURGEON	
KENYA	P4	2:06.00		CONDUCTOR	
MEXICO	P4	1:46.00		HOWLER	
NEW YORK	P4	2:11.00		GRASS HOPPER	
GERMANY	P5	2:27.00		NY TAXI	
Egypt	P5	1:07.00		SCHOOL BUS	
FRANCE	P5	2:15.00		TOMMY	
RUSSIA	P5	1:58.00		EXCIC	

## GERMANY

Germany is the first course you'll race in Championship Mode and probably the easiest track in the game. Numerous jumps will pop up along this high-speed autobahn, so beginners can perfect their mid-air flips and rolls until they're doing stunts off every bump. Use the trick points you earn to upgrade your vehicle.

### NY TAXI



TOP SPEED: 144 MPH/231 KPH  
SKD PMD: 1.01 G  
AERO COEFF: 0.25  
0-60 MPH: 2.86 SEC.  
POWER: 472HP V12 6000 RPM 48V



For an easy Mega Flip bonus, jump this hill on the first sharp turn after the start and ramp. Double tap A to Turbo, then nudge the Control Stick left to do a Two-Wheel turn on the embankment.



Getting off to a great start can make the difference between first and second place or a new record time. To earn a free Nitro at the start, keep your RPM gauge revved in the orange until you hear the starter shout "Go!"



Just before the last ramp before the finish line, steer left so your vehicle leaps toward the grassy knoll outlined in red. If you hit the small hill just right, you'll earn an additional Jump Flip bonus.

## EGYPT

While Egypt's course is rated Easy, the track's deceptively sharp turns, soft shoulders and soaring sand dunes will sneak up on even the most experienced cruisers, spinning racers off into the desert or wrapping their cars around palm trees. The best strategy here is to stay on the pavement as much as possible.



TOP SPEED: 145 MPH/231 KPH  
SKD PMD: 0.79 G  
AERO COEFF: 0.36  
0-60 MPH: 2.35 SEC.  
POWER: 388HP DIESEL 88V



The Braking Drift is the only technique to use around Egypt's sharp turns to avoid losing control of your car. If you Brake Drift through the S-curves and off the side of the dune, you'll launch into a Super Heel trick.



Safely jumping the last sand dune on the Egypt Course is one of the toughest moves in the game. If you blast off the right side of the dune, you'll land in the center of the road, easily dodging the palm trees on the left shoulder.



Most of the track in Egypt is curved, so it's tough to find spots where you can use your Nitro. Try burning rubber on the stretch between the last sand dune and the finish line.

## HAWAII

You won't find a buckle in the pavement on the Hawaii course, which leaves you hand-pressed for finding ways to catch air. If you're in the middle of the pack, use your Turbo to jump flip over cars, but don't try these tricks in a tunnel or on a curve. Save your Nitro for the straightaway as you exit the final tunnel.



**TOP SPEED:** 147 MPH/231 KPH  
**SKID PAD:** 1.65 G  
**AERO COEFF:** 0.36  
**0-60 MPH:** 3.43 SEC  
**POWER:** 535HP BRAND 1800 RPM



It takes a sharp eye to spot the shortcuts in *Cruisin' World* Mode. You'll see a sign pointing to a Secret Lookout right after the first check point. Follow the dirt road up the hill and off a cliff above the track.



Since you won't find any bumps to jump on the Hawaii track, you'll have to make your own. Of all the rival racing cars, the Scarab and Zombie cars are the easiest to hurdle. Drive closely behind the cars, then tap the A Button twice to blast over them for an easy Jump Flip bonus.

Narrow stretches like Hawaii's tunnels are perfect places for your rival racers to bump you off. While driving through tight spots, keep some space between you and other drivers.

## NEW YORK

You won't find a wide shoulder along the twisted and narrow streets of New York. One wrong turn will send you careening off the graffiti-covered walls. Several overpasses cross the course, and you'll have to keep a steady hand on the Control Stick to blast between the gaps in the forest of concrete support posts.



**TOP SPEED:** 144 MPH/231 KPH  
**SKID PAD:** 1.55 G  
**AERO COEFF:** 0.74  
**0-60 MPH:** 2.83 SEC  
**POWER:** DUAL AXLE COWL



The sloped curbs on the New York course are great for pulling tricks like Jump Flips, but you'll lose time and speed bouncing and spinning off the walls. Resort to the strategy when you don't care about finishing last.



Steer for the off ramps if you're playing *Cruisin' Mode*. Not only is it easier to avoid the support posts under the bridges, but you'll catch air for pulling off some stunts and getting ahead of your opponents.



Multiple-car pileups will often make or break your chances of winning a race. Double tap the A Button to Turbo over the first couple of vehicles, then swerve around any remaining wreckage to get back on track.

## ENGLAND

England's track is rated Intermediate, but aside from some narrow stretches and a few twists through the city, this course plays it flat like a flat version of the German circuit. The trickiest spots are in the countryside near the start/finish line, where your rivals can easily bump you into hedges or stone markers.



As you earn and drive faster cars, you'll find it tougher to stay on the road through England's final turn. One way to keep off the sidewalks is to use the Braking Drift by pressing and holding the A Button and tapping the B Button as you enter a turn.



TOP SPEED: 142 MPH/228 KPH  
SKID PAD: 1.05 G  
AERO COEFF: 0.92  
0-60 MPH: 3.88 SEC.  
POWER: 360HP V8 TURBO ET



Burn off your Nitro the moment you spot the first stone bridge leading into the city. If you have a car with a low Skid Pad rating, you'll have no problem carrying the extra momentum halfway through London.

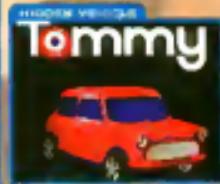


## FRANCE

All you need is a car with a high top speed to consistently finish best on France's Intermediate track. The gentle curves around this flat course are built for opening up the engine, and even if your car doesn't turn well, you won't have to let off the accelerator-unless you space out and bounce into a Poplar tree.



If you have to pass, use your radar to check the road ahead and dodge through traffic.



TOP SPEED: 142 MPH/228 KPH  
SKID PAD: 1.03 G  
AERO COEFF: 0.95  
0-60 MPH: 3.83 SEC.  
POWER: 360HP V8 TURBO ET



High-speed cars will eat up the straight, long stretches throughout the French countryside, but watch out for your rivals or they'll bump you off along the narrow, tree-lined sections.

## KENYA

Kenya's two-lane, dirt track seems deceptively wide, but the bumps and jumps throughout the course will conspire to throw you off the road. There are two ways to race in Kenya: you can shoot for first place by keeping your tires on the ground, or you can slow down and go for trick points by bouncing off every bump.

## HIDDEN VEHICLE



TOP SPEED: 147 MPH/226 KPH

SKID PMD: 1.12 G

AERO COEFF: 0.88

0-60 MPH: 3.25 SEC.

POWER: V12 SINGLE SET XOL



Watch the road—there are endangered species ahead. You can't bump into any of the animals near the speed in *Cruis'n World*. These critters are here to distract you, so you won't notice other racers stalking up behind you!



The first jump on the Kenya track is behind a dip in the road, so you probably won't spot it unless you're ready for it. If you're trying to land on the track, take your jump off the left side of the ramp.

Beware of the fork in the road. You may earn trick points off the jump on the left, but you'll lose a lot of speed through the air and probably fall a piece or two behind.

## ITALY

Italy's smooth track and gradual turns make it a perfect course for high-speed racers. Most of the narrow sections on the course are in the straight stretches, and as long as you're not mixing it up with your fellow racers, you won't have any problems staying on the road or standing tall on the winter's podium.

## HIDDEN VEHICLE



No hidden car? That's right—no matter how fast you roll down Roman roads, you won't find a hidden car here.



Beware of the catch up curse. If you're not careful, some racers will try to pass you past before the finish line on the Italian course. Use a Nitro to blow them away.



Italy's *Cruis'n World* course is relatively flat, but after the third checkpoint you can catch air off a jump beneath an ancient aqueduct. Veer left onto the dirt road and ride a steady hand as you squeeze between the rock walls.



## CHINA

Most of China's course is situated on the narrow walkway along the top of the Great Wall. Your first priority should be to put space between you and your rival racers. Expect at least one or two big crashes along the wall walkway. If you leave Robin to react, you'll be able to weave around the wreckage.



TOP SPEED: 144 MPH/231 KPH  
SKID PAD: 1.05 G  
AERO COEFF: 0.35  
0-60 MPH: 2.55 SEC  
POWER: V8 TWIN CAM VVT



If you try the free Nitro Trick off the start, you'll probably plow into the wall and create a destruction derby. Consider your car's turning radius before you burn your tires.

## AUSTRALIA

Australia's course is probably the toughest in the game. Large mounds of red dirt and bumps prevent you from seeing and preparing for the sharp turns ahead of you. If you use your radar to anticipate the turns in the course, you'll have the best—but still slim—chance of beating the target time in Practice Mode.



TOP SPEED: 147 MPH/238 KPH  
SKID PAD: 0.95 G  
AERO COEFF: 0.36  
0-60 MPH: 2.55 SEC  
POWER: INJECTOR 318 AXIS



If you watch closely after the third set of hopping kangaroos, you'll spot a dirt road on the left. The road leads to a jump where you'll have enough room to earn an automatic Mega Flip.



The bumpy Australian course has more twists than a red-bellied black snake. If you use the first-person perspective and rely on your road radar, you'll have a wider view and a better idea of what's in store on the track ahead.

## MEXICO

Mexico's track has fewer bumps than Australia's course, but it still has plenty of twists and turns. Use your Nitro to blast through the straight corridors inside the linear runs, then cut your speed before you slide into the tight turns through the jungle. You'll lead the pack if you drive around the bumps, not over them.

## HIDDEN VEHICLE



TOP SPEED: 144 MPH/231 KPH

SKID PAD: 1.01 G

AERO COEFF: 0.42

0-60 MPH: 3.08 SEC.

POWER: 400HP VEE 8 DIESEL



Twice along the Cruisin' World track you'll see a step pyramid along the right side of the road. If you drive through the broken section of wall, you'll catch air over a stone ramp.



If you're racing with a large vehicle, like the Conductor double-decker bus or the Grass Hopper delivery truck, you'll find it easier to see the road if you adjust your view before the race. Press the right D-Button to zoom out.



## RUSSIA

The rough Russian course is one of the first courses you'll uncover in Championship Mode's bonus level. If any of the other racers hit a bump in the pavement, they'll spin out of control. Speed past them, avoid holes in the road, and use your Nitro on the smooth streets paved with red bricks.

## HIDDEN VEHICLE



TOP SPEED: 145 MPH/233 KPH

SKID PAD: 1.03 G

AERO COEFF: 0.32

0-60 MPH: 2.65 SEC.

POWER: V8 TURBO INJECTION

## JAPAN

The scenic track around Japan resembles an advanced version of the German course you raced back at the start of Championship Mode. While this bonus course has plenty of banzai turns, you'll have to rely on the Breaking Drift or Two Wheel Drift to straighten out the tight spots just before the finish line.

## HIDDEN VEHICLE



TOP SPEED: 145 MPH/233 KPH

SKID PAD: 0.98 G

AERO COEFF: 0.47

0-60 MPH: 2.88 SEC.

POWER: VEE 8 TURBO

## HIT THE ROAD

If you're a player who measures the value of a game by how long you can keep playing it and finding new surprises, you will get your money's worth with Cruisin' World. The 15 courses in Championship Mode play very differently from the 15 tracks in Cruisin' World Mode, so you'll feel like you're cruising on 30 unique tracks and playing two types of games all in one Pak. Add in the varied performance of all the normal and hidden cars, and you'll quickly realize that this is a racing title that you'll return to play over and over again.



You'll hit the highways of the very fast and notorious flat Florida track after you finish Expert levels and place in the top three in Beginner and Pro levels.

Racing on the moon is cool, but you won't find any long, low-jump courses. Conspiracy theorists should probably note that this course looks suspiciously like the Australian track.



# WIPEOUT 64™

## WIPEOUT 64

is still in development, but this month we're giving you an early preview of one of the hottest futuristic racers soon to arrive on store shelves. While the Wipeout name is probably familiar to most players, the developers at Psygnosis are adamant about letting everyone know that this is an entirely new game.



## A Racer with a Past

In 1994, Wipeout debuted on the Sony PlayStation and was quickly heralded as the best in 32-bit software. The game was later followed by Wipeout XL in 1996. The object of both of these futuristic combat racing games is to drive fast and seek out weapons to use against opponents, sort of like a twisted Mario Kart, without the cute graphics. The advanced ship weapons systems, dark environments and gratuitous advertising give the

games a feel of something between formula-one racing and Blade Runner. This year, the developers at Psygnosis will introduce

### Wipeout 64

a high-speed thriller that uses the best graphics and game elements from past titles, plus pinpoint play control, new ship designs and innovative play modes.



## Anti-Grav Rides

**T**here are four racing classes, or difficulty levels, in the game: Vector, Venom, Rapier and Phantom. Vector is the easiest class, ideal for beginners or players figuring out how to race an advanced ship. Venom is for intermediate racers who are still perfecting their techniques for switching between racing and operating their weapons control systems. The Rapier and Phantom classes are for experts only.



How fast can you go and still stay alive? Wipeout 64 features four racing classes to challenge racers of all skill levels.



## Hostile Takeovers

**I**n less than a hundred years, five international corporations will dominate the fast lane on Wipeout's race circuit. Ship designs often reflect the sponsor's corporate vision. For example, Finair is a balanced European consortium that builds stable, driver-friendly, anti-grav platforms, while the aggressive American Varicom team sacrifices control for speed. Wipeout 64 ships even feature secret corporate weapons.



## Lock and Load

**I**f you can't beat 'em, blast 'em. Depending on where you steer, you'll find a special Weapon Grid that will randomly activate mines, rockets, missiles, electro bolts, plasma bolts or thunderbombs carried in your ship's arsenal. Wipeout 64 introduces an exclusive elimination mode never before seen in other Wipeout games. To move on to the next stage, you'll have to eliminate a designated number of your rivals.



MINE



E-PAK



AUTO PILOT



TURBO BOOST



ROCKET



MISSILE



ELECTRO BOLT



THUNDER BOLT

## Roads to Ruin

**W**hile 64 features completely different tracks from its predecessors, but the programmers at Psygnosis saw to it that the new tracks feature the previous titles' best elements. This

means you can expect narrow straightaways and long jumps punctuated by wild, free-falling drops that leave you feeling like you're on a roller coaster instead of a race course.

### KLIES BRIDGE

The Klies Bridge track winds around an arctic outpost. Much of the race standings and results are beamed back to the masses via remote cameras and satellite feeds. The wide, gentle turns throughout the course make this track ideal for beginners or veterans looking to break world speed records.



### SOKANA

The numerous banked turns around Sokana make this a racer's race course, but the enormous jump at the crest of a mountain ridge is strictly for daredevils. Expert racers won't have a problem navigating the twisted canyon, but most players will probably lose shield energy bouncing off the walls.



### MACHAON II

Machaon II is a long track built high above a moss-covered jungle. The course's long straightaways are connected by sharp turns. This course is perfect for intermediate racers still building on strategies for balancing their driving skills and developing long-range combat tactics.



### GORON IV

Goron IV was built for spectators. This winding course features ten-story bleachers that tower over the tight turns, huge drop-offs and many narrow straightaways where anti-grav racers can smash into one another. New drivers can use the long stretches to sharpen their targeting skills.



### DYRONESS

Dyroness is an advanced track drilled into the canyon walls on the edge of a city. This challenging course will test the driving skills of the fastest anti-grav pilots. The narrow tunnels, breathtaking jumps and blind corners will either make you a better driver or reduce you to wreckage.



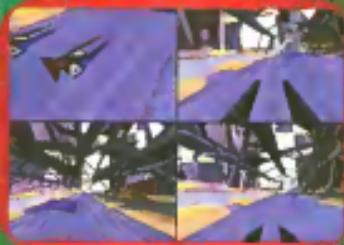
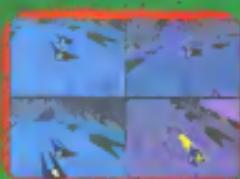
### TERAFUMOS

The track on Terafumos is suspended on a high, I-beam scaffolding. A little over halfway through the course, racers will be stampeded by a fork in the course. You won't save time if you pick one way over the other—this fork is used to create ambushes where the roads rejoin.



## Multiplayer

While previous Wipeout games had an option for split screen, two-player duels, Wipeout 64 will be the first to feature a four-player, split-screen challenge for the ultimate in anti-gravity combat. Multiplayer Mode is a subsonic duel of wits and reflexes between you and up to three other racers. It also features an opponent catch-up option, so danger is never far behind, and disaster may be around the next bend.



## Life in the Fast Lane

Recently, Power editor Scott Polland had the chance to jet over to Pynopsis in Liverpool, England and interview the developers firsthand about the new tracks and features in Wipeout 64. The programmers were very enthusiastic about developing the game for the N64. One of the biggest compliments the Pynopsis team gave the N64 was on the extremely accurate play control of the Nintendo 64 Controller. "Wipeout has always been a visual game, but it has to play brilliantly," explained Andy Satterthwaite, Senior Producer. "The Control Stick on the N64 Controller allows you to glide around and tilt your line perfectly; something you couldn't do before." The team fired up its latest version of the game, jamming to nine new cuts from techno bands like Fluke and The Propellerheads. Over a quarter of the entire memory on the 96-Megabit cartridge is dedicated to the soundtrack. Andy added that he wanted to send a key message to gamers back in the United States and throughout the rest of the world: "We aren't calling this a port at all. We've changed the game structure, we have all new tracks and have added loads of other stuff.

This is a new game, and it's the best version of Wipeout. People will be playing it for a very long time."

We couldn't agree more.



In the tradition of other Pynopsis titles, Wipeout 64 has a hidden track and secret ship. Look for the revealing details in an upcoming review in *Nintendo Power*.



The programmers at Pynopsis couldn't give enough praise to the precision of the N64 Controller and its ability to curve turns without sacrificing speed.

# Blitz



# "THEY'RE GOING POSTAL!"

Midway's over-the-top coin-op is coming to the N64 this month, so break out your helmets and pads, 'cause it's time to get Blitzed!

## OUTRAGEOUS FUN

**C**omparing past video football games with Midway's Blitz would be like comparing mere raptors to *Godzilla*! From the face-slammimg action to the wise-guy commentary, everything about Blitz is bigger, badder and more outrageous than anything we've ever seen in a football title. This is not to say, however, that Blitz is only about mindless, button-mashing action. Sure, the quarterbacks can leap up and fire 60-yard bullet passes from midair, while frenzied defenders butt-stomp every opponent in sight in order to reach the full camer. On the other hand, it does take a lot of strategy to win consistently in Blitz, and there's even a now, sim-style Play Editor that lets you see in the arcade version of the game! It allows you to build custom plays from scratch and save them to a Controller Pak. In the end, Blitz combines solid, strategic challenges with a crazed sense of humor for a fantasy football experience that is as fun as it is unique.



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Of healthy bone is a product of the National Professional League Players' Pacific engine Organique and is a side product of the Le Trading Cards, Inc. Compensation Health, Inc., Miami, Okaloosa, Jacksonville, Louisville, KY, and the USA.

We'll begin our review with a look at the game's play modes, followed by a rundown of the entire Blitz playbook and our favorite strategies. There are lots of different ways to win at Blitz, though, so don't be afraid to experiment on your own.

## ARCADE MODE

**A**merica Mode features one- and two-player matchups. Players may choose from all 29 NFL teams, complete with their real-life rosters and uniforms, but that's where the realism ends. The game is still football, but everything about it has been exaggerated. For example, players must gain 30 yards, not the regulation 10, to



make fast down. This isn't a problem, since players can cover 10 yards in just two or three steps. On top of that, the rulebook has been all but eliminated. There are no penalties at all in the game, pass interference is legal, and you can even punch or kick the ball carrier to bring him down!



Blitz is also full of funky codes. For example, to give the ball corner a huge head, go to the Vs. Screen and press B four times then press Down on the Control Pad or Control Stick.



There are also fifteen characters in the game that are accessed through the PIN system. To access a certain Mortal Kombat hero, enter Raiden as your name and 3891 as your PIN number.

## SEASON MODE

S evon Mode takes you and your chosen team through a full 17-week season. If you make the cut, you then proceed through the playoffs and on to the Superbowl! The computer keeps track of your schedule and your stats, including passing yards, rushing yards, sacks and so on. As the season progresses, your opponents become more aggressive and more skillful, so you'll really have to work to make the playoffs. One of our staffers made it to the end of the regular season with a perfect record, so the computer gave him a "bye" week and let him skip the first playoff game. He went straight to the second round!



**PLAY EDITOR**



The new Play Editor feature allows you to create and save up to nine plays from scratch. You select the starting formation then map how each running back or receiver will move on the field. Besides charting their running patterns you can even tell them where to spin, juké or run at turbo speed. Custom plays are available in both Arcade and Season mode.

You can choose between five formations and two quarterback positions. The nice thing about custom plays is that their patterns are not displayed on the Playbook Screen.

## OFFENSIVE FORMATIONS



### UPPER CUT

Any play in this game can work as a passing play or a running play, but Upper Cut works best as a passing play. If you go for a long toss, just make sure that the receiver on the right doesn't run out of room.



### H.B. BLOCK

This is a dirty little one of the better running plays. Just make a wide loop to the right or the left and gun it. H.B. Block can also be played in the same way as Up the Gut, where you leap over the line of scrimmage for a few yards.

### TURMOIL

Forms a very valuable and can be played fast. Short, sprint or long, pass or run. You can fade the ball to the running back and wait for an opening, or duck to the right for a run or a short, fast pass.



### SWEEP

Sweep pushes the defense over to the right side of the field while you sneak up the left side. You can run to the right, too, and if things get hairy, you have the option of dumping the ball on the running back behind you.



### DOG HOOK

As with X Cross, Dog Hook needs a lot of time to play itself out, and it's not one to use if you want a quick 10 yards. Give yourself lots of running room on the left and hope your opponent doesn't have lots of pass coverage.



### U.T.B. DEEP

U.T.B. Deep works much the same way Da Bomb does, though the man pattern is different. You might consider moving the "man in motion" over to the left and letting him run interference for you while you run the ball.

### BLIZZARD

Blizzard works best as a running play. Your line usually creates enough chaos to keep the defense occupied while you run in a wide loop to the right or the left. You can pass, but your receivers are often surrounded.



### SLANT

Start it tough to read (even for the computer), making it a great first down play. If you dash to the right, the receiver on the right will run interference. If you dash back and wait, that same player will often break into the open for a pass.



### SPLIT

This is the play of the game, and it was nearly impossible for us not to gain 10 yards with this play. Just make a quick lateral pass and then pass again or run. The lone receiver is usually covered, but a short pass isn't much of a risk.



### MIDDLE PICK

Middle Pick is a middle-of-the-road play that can be used in almost any situation. On the other hand, it's not particularly overpowering. If you just want to use up the clock, call a Middle Pick and hang out behind the line.

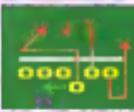
### UP THE GUT

Up the Gut is a few yards of the goal line and there are only two seconds left. What should you do? Call an Up the Gut, and as soon as you have the ball, take a header over the line. Time to bring down the dance, buddy!



### SUB ZERO

This classic "New Flicker" play is one of our faves. Fade back, later to the right and then run the ball to the left until the near receiver appears. Defenders often don't see him until it's too late to block the pass.



### HAIL MARY

When you call this play, the computer will almost always see it coming and set up some pass coverage. Jumping while the ball is in the air can help you beat it in, but it also leaves you open for a sudden tackle.



### REVERSE

As with the Hail Mary, just hang on to the ball (hand it to the running back, if necessary) until your receiver is clear. You have to trust your "go-to" guy on this one, so save this play for the likes of Favre and Levens or Young and Rice.

### X CROSS

The X Cross is just another play of the day. Your receiver will always be to the right of the running back, so need to an open receiver. There should be some form of defensive protection on the line to make a good run.



### DA BOMB

Da Bomb is not just a great passing play if you run the ball up the right side, your receivers will block if the defense forms up right on the line of scrimmage, this will open up the left side of the field for a big run.



### SCREEN

Call a Screen only if you think your opponent isn't going to set up any pass coverage. If there's any interference at all, you probably won't connect. If you shoot for the receiver on the left, make sure the pass will be in bounds.



### SUPER FLY

Super Fly is great for using up the clock. Place the man in motion on the left side. After you take the ball, follow along behind him and use him as a shield. You can wait for an open man or run the ball up the right side.



## DEFENSIVE FORMATIONS



### MAN COVER

With Man Cover, each defensive picks a particular receiver and guards him, no matter what offensive play is being run. It provides great pass coverage as well as good defense against the run.

### MED ZONE

In a zone-type play, each of your defenders patrols a small area of the field. The Medium Zone is designed to guard against medium-range pass plays. Try to anticipate the pass and tackle the receiver before the ball reaches him.



### BLITZ 1

In a blitz-type play, one or more of your players will try to blow past the line of scrimmage and sack the quarterback. We like Blitz 1 because it affords you up to three players for pass coverage.

### GOAL LINE

This play should be used when you're in a position of stuff the goal line. It's designed to pass short plays like Up the Gut. Two linemen dash out to the sides to stop the run while two players hang back to watch for passes.



### SUICIDE

Suicide is an option you may want to be used only when you're returning the ball. If you pull it off, you will have more momentum carries, chances are high to keep in your end zone.



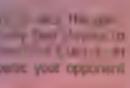
### NEAR ZONE

Near Zone is used to defend against a short pass. To call this play, you must be confident that any receivers who come out to pass before the ball is passed will be ready to block or intercept.



### BLITZ 2

Blitz 2 is similar to your standard blitz, but it's designed to stop the run. Two linemen try to blow past the line of scrimmage to stop the run and one player your opponent into the end zone.



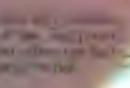
### DEEP ZONE

Deep Zone is called for when the offense tries to pass. If you guess right, you may be able to spoil their play. Your opponent will have a hard time catching the ball, but it's still pass-oriented.



### ZONE BLITZ

Zone Blitz is called when the offense tries to pass. The Team Blitz is a variation of the Zone Blitz. It's a blitz where two players from the same defensive unit blitz the quarterback.



## TOP FIVE PASSING

1. DALLAS
2. DENVER
3. GREEN BAY
4. MIAMI
5. NEW ENGLAND

## TOP FIVE RUSHING

1. DENVER
2. DETROIT
3. KANSAS CITY
4. NEW ENGLAND
5. TAMPA BAY

## TOP FIVE LINEMEN

1. GREEN BAY
2. CAROLINA
3. KANSAS CITY
4. SAN FRANCISCO
5. TAMPA BAY

## TOP FIVE DEFENSE

1. DENVER
2. NEW ENGLAND
3. WASHINGTON
4. GREEN BAY
5. SEAHAWKS

## TOP FIVE SPECIAL TEAMS

1. DALLAS
2. ATLANTA
3. KANSAS CITY
4. NEW JETS
5. SEATTLE

## SPECIAL MOVES

**B**ig is chock full of special moves, and we've listed them below, using the default controller setup. As you can see, some moves use the same controller commands. The move you do will depend on the situation and the button you press. Check back next month for more special moves.

## OFFENSIVE STRATEGY

COMBO	OFFENSIVE MOVE
Double Tap Z	SPIN MOVE
Z+A	STIFF ARM
Z+Double Tap A	DIVE FORWARD
Z+B	OFFENSIVE HURDLE
B, A	JUMP PASS
B	JUMP CATCH
O or O	MAN IN MOTION
Z+A+B	EXTRA BLOCKER
Z+S	UP AND OVER
Z+A	TURBO PASSING
S	LATERAL PASS

COMBO	OFFENSIVE MOVE
A	CHANGE PLAYER
Z+A	PUSH
Z+B	DIVE TACKLE
Z+S	DEFENSIVE HURDLE
Z+A	BLOCK KICK
Z+A	STRONG TACKLE
S	STRIP BALL
Z+A	FUMBLE RECOVERY



### SIDELINES

Use all possible ways to bail up the sidelines on running plays. The paths are often clear, and if you fumble, there's a good chance the ball will go out of bounds and allow you to retain possession. If the ball bounces, your opponent may recover it for a turnover.

### STIFF & SPIN

If a lone defender is rushing straight at you, use the stiff arm move to plow through him. Use the spin move to evade tackles or shake off multiple attacks from different directions. Spinning does increase your chances for a fumble, though.



### TAKE A DIVE

If you're surrounded and about to be tackled, press Z and double-Tap B to take a power dive. You'll gain another 10 yards on average, which may be all you need for a first down.

### USE CLOCK

Depending on the score and the time remaining, let your opponent score quickly to give yourself another scoring opportunity. If you have the ball late in the game, use up the clock or stop the clock as needed. A few seconds either way can make all the difference.



### JUMP PASS

As we mentioned, jumping can be useful for receivers, but it can be useful for quarterbacks as well. A well-timed jump or spin can help a quarterback avoid a sack and make the pass. To jump up and pass the ball in mid-air, press B, wait a split-second, then press A.

### EXTRA POINTS

Practice making **extra points** to increase your chances on two-point conversions, at least in the rest half of a game. An extra two or three points can be very crucial when the clock is running down.



### EXTRA BLOCKER

To move one of your receivers (the so-called "man in motion") to a different spot on the line of scrimmage, press Left or Right on the Control Stick or Pad before you take. To change him from a receiver to an extra blocker, press Z, S and A simultaneously to hike the ball.

### LATERAL

A lateral is a sideways pass to a player who is still behind the line of scrimmage. This is done to fake out defenders or give a receiver time to move into the open. You can lateral the ball as many times as you like, but once it crosses the line, you can't throw it again.





## DEFENSIVE STRATEGY

### HIDE CURSOR

Real NFL players aren't allowed to see each other's plays, so why should you? To make the cursor on the Play Select screen disappear, just move it to the top-left corner of the first page of your playbook and press Up two or three times.



### PUNT RETURN

When you call a Punt Return, the computer automatically gives you control of the receiver. Switch to a different player before the ball is kicked. The computer-controlled receiver almost always makes it to the ball before it drops, unless it's punted out of bounds.



### MANUAL TACKLE

Computer-controlled defenders aren't always as aggressive as they should be. Switch to a defender and tackle the ball carrier yourself. A well-timed hit or jump just as the ball is coming in can break up the play or even give you an interception.



### BLOCK KICKS

Try your best to block field goals and punts. You can't go outside, so before the ball is snapped, charge ahead of the line at turbo speed, making sure you're lined up between end zones. Charge the ball holder and jump on him before the ball is kicked.



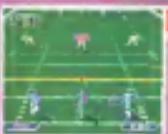
### MAN COVER

Man-Cover is, in our opinion, the best AI-reduced defense and play in the game. It adapts itself to passing and running plays, and it leaves you free to sack the quarterback. Some of our staff members use it almost exclusively, except for the occasional blitz.



### BREAK IT UP

If your opponent is close to a first down, resort to a zone defense. If a running play is called, you'll have a tough time stopping it anyway. If a pass play is called, you might be able to break it up and hold off the first down.



### ONSIDER KICK

If you've scored but you need to score again quickly, call an Onside Kick. On the return, try to strip the ball from the computer-controlled halfback. This is a risky strategy, but it can work if your defenses are strong.



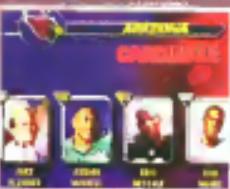
### SLIDE TACKLE

He's going for the sack, man! In this situation, it's best to be early. When you take a running leap, you slide a long way, and that slide tackle is very tough to avoid. If you so much as touch the ball carrier's foot, she can't will usually fall down or stumble out of control.



## AN EXTENDED SEASON

Blitz for the N64 is a ton of fun, translated on the count-up game and the only thing missing is the first video screen you have in the arcade. You can, however, use the Save Screen and Shut Screen options on screen, the graphics are made them still more of an N64 original. In addition, the Play Editor feature gives the N64 version more depth and makes it in our opinion even more fun than the original. Blitz has a lot of replay value here, and even if you've played the original to death, this version is worth a look. As for codes, we'll be featuring more of them in future issues, so stay tuned. Blitz season is not over yet!



In Kemco's *Knife Edge*, you don't even have to steer. All you need to worry about is blastin' bad guys, and that's good.

# KNIFE EDGE

© Kemco 1993

**CUT TO THE CHASE!**

## Riding the Rails

Playing the "rail" shooter *Knife Edge* is like taking a demented roller coaster ride through swarms of hostile alien invaders. The computer handles the piloting chores, leaving you free to frag as many enemies as possible with your high-tech arsenal. Though the game will undergo a few graphic changes before it's released, the version we received was essentially complete, and a good time was had by all.



## The Many Paths To Victory

There are only six stages, but there are multiple paths through each one, and you're able to select at least part of your route during the first four stages. Your arsenal includes a rapid-fire Vulcan gun and five special weapons as standard equipment.

### Story



The Story Mode is a standard, one-player game, chronicling your battle with an alien invasion force. There are unlimited Continues, but if you're defeated, you must start over from the beginning of the stage.

### Team



The Team Mode allows two to four players to jump into the mayhem, giving each player control over a separate gunnery station. Play is cooperative, with everyone contributing to a single score.

## Special Weapons

### Homing Missiles



You can shoot up to four targets at a time with the Homing Missiles. Press and hold A to lock on to a target, and release the button to fire.

### Plasma Torpedoes



Plasma Torpedoes charge up and fly very quickly. They're more accurate than missiles, but keep in mind that not all enemies can be target-locked.

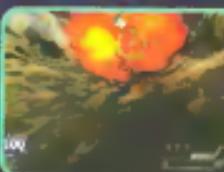
You can use any one of your special weapons at any time, and ammo is unlimited. You can boost! Vulcan gun and Shield power by shooting power-ups, but once your shield is toast, so are you.

### Battle



In Battle Mode, two or four players compete to see who can tally up the highest score. There are two separate scores, shield readouts and so on. In this Mode, you must earn special weapons individually.

### Practice



The one-player Practice Mode allows you to hone your gunnery skills or just have fun blasting away. This mode plays exactly the same as the Story Mode, except, of course, you can't progress from one stage to the next.

### Nukes



Even if you don't get direct hits with Nukes, the shock wave will cause some damage. Nukes fly very slowly, so your aim had better be good.

### Flak



Press and hold A to charge the Flak gun, then release the button to fire shrapnel straight ahead. This gun charges quickly but is not very powerful.

### Lasers



Like the Flak and Nukes, Lasers always shoot straight ahead, wherever the nose of your ship is pointing. It's best to use them at close range.



## Amethyst Ravine

As the game opens, you're ordered to repel the first wave of alien attack ships. While there are multiple paths through each stage, there are crossroads you always pass through. We've focused

most of our strategies on these common areas and outlined tips for defeating the mini-boss (usually found near the halfway point) and the final boss of each stage.

### ① Canyon Run



Point your targeting cursor in the direction you're moving to head off incoming threats.



The points on the targeting cursor turn red when your special weapon is charged. Torpedoes every!



Look for red Vulcan gun icons and blue shield icons. The Vulcans get can be boosted up to level six.



### ② Mech Threat



Concentrate on the mech as much as you can. Ignore other enemies unless they're firing at you. When the mech starts firing back, press the C Buttons to dodge upward, downward, to the left or to the right.



The first mini-boss is a remote-controlled mech. Its entire body is vulnerable, but it can absorb a lot of punishment. Keep the Vulcan trained on it at all times. If other enemies come on screen, you can still lock on to them without taking the targeting cursor off your main target.



### ③ A River Runs Through It



More enemies will come out of hiding along this stretch. Look out for long lines of ships or aerial mines.



Power-ups will zip by quickly, so stay alert. Some enemies will leave them behind when they're destroyed.



Some canyons are guarded by huge gun emplacements. Use Homing Missiles to fly up to them at a time.



### ④ Crack the Whip



Shoot the laser at the top of the ship to disable it temporarily. You can destroy the side-mounted Plasma Torpedo launchers, but you can't shoot the torpedoes they fire.



This unusual craft will fire missiles at you from pods along its top and bottom.

Take them out first. Once the missile pods are gone, destroy the ship's tail, section by section. When the core opens, focus all your weapon on it.



# The Living Ruin

An Earth colony was all but destroyed in a recent attack, but sensors detect a faint signal coming from somewhere within the colony asteroid. If there are any survivors, they may have information vital to the war effort. As you comb the city streets, be careful of alien mechs hiding in doorways and alleys or hunting in large packs. If they get the jump on you, it will be nearly impossible to dodge their shots.

## ① Urban Assault



Mechs will jump at you from all sides with no warning. After an attack, press R to center the cursor.



Use the rapid-fire weapons on long-range targets. Don't give them a chance to shoot back.



At close range, it's a trade-off between speed (Rapids) and power (missiles). Use missile-toting mecha first.



You'll have one chance at these power-ups, so make it count. They'll appear just before the tank does.

## ② Tanks a Lot

### ② Tanks a Lot



Every so often, a group of aerial mines will appear above the tank. These are controlled by a white command pod. Shoot the pod to destroy all the mines simultaneously.

Concentrate your fire on the rotating "eye" on the front of the tank. Mechs will pop out of a rear hatch or from off-screen, but they won't pose a big threat.



## ③ Underground



Watch out for ships in the sky. Keep your cursor just below the "horizon" to catch them as they emerge.



You can target shower ships a split-second before they emerge, but they'll still have time for a shot.



## ④ Star-Crossed



As you destroy common enemies over time, you'll earn up to three Super Bombs. These are especially effective against the core of this star-crossed boss.

Target the robot's outer limbs and destroy them one by one. Once again, you can use the Vulcan gun to destroy any missiles or torpedoes directed at you. When the robot turns on its side, its glowing core will appear. Hit it hard and fast.



## Crimson Lake



Central Command has traced the alien forces back to a huge asteroid. You must penetrate the outer defenses and destroy the base at the center of the asteroid. Power-ups will be few and far

between in enemy territory, so keep an eye on your shield. If your ship is destroyed and you continue the game, it will be back to level one for your Vulcan gun.



### ① Be Tank-ful



There are two ways to enter the asteroid. One is through the eye, and one is through the mouth.



Few ships in here can be target locked. You'll have to rely on your Vulcan gun and your deadly aim.



Both paths are lined with gas. The "mouth" route is slightly easier but good luck finding power-ups!



### ② Mini-Boss



You can't lock on to the tank, so use Lasers or Nekko or it unless it gets closer, if your Vulcan gun is below level three, you may not break through the tank's armor before it retreats.



This assault tank has been modified to withstand the searing heat of the asteroid's molten core. Its AI, however, is just as dense as its armor plating. Just aim for the upper hull and use the C Buttons to dodge the tank's return fire.



### ③ Lava Falls



After hitting the tank, you'll see these falls. You'll find a rare (or this stage) Shield icon here.



You may see a Vulcan gun icon just before or after these launchers. It will appear for just a second.

### ④ Siege Perilous



If you don't destroy the launchers quickly, they'll soon start shooting dozen of missiles or torpedoes at you. If that happens, you won't stand a chance!



Destroy the four launchers at the center of the base before you shoot out the rest of the guns. When the base transforms, ignore the blue pyramids and go after the yellow one. Shoot or dodge the incoming torps, especially the orange ones. Super Bombs definitely come in handy!





# The Shrine Without The Master

The battle is about to cool off, but not in the way you'd like. The aliens have a new base on an icy planet on the galactic rim, and they've succeeded

in adapting their technology to the cold. Their new ice bombs are invulnerable to your weapons, so you'll have to dodge a barrage of incoming fire.

## ① Shock Wave



Some fighters carry proximity bombs, which can damage you considerably even without a direct hit.



Shoot these ships before they fire. You can destroy a bomb once it's launched, but you'll still feel its effects.



After you pass this gun tower, fighters will come out of these caves. Some may leave power-ups behind.



As you enter the caves, more fighters will pop out from around corners. Keep your torpedoes charged.

## ② Cold Canines



After the first round, the first dog-droid will be joined by a second one. Try to wear down their shields evenly. Once one is destroyed, the other will attack even more furiously.



The ice bombs that these dog-like droids carry can't be destroyed, so avoid them as best you can. Luckily, all parts of these robots are vulnerable.



## ③ Deep Down



If you survive the battle with the dog-droids, you'll enter a series of narrow tunnels.



Steve Hocke can't be destroyed. Use the C Buttons to steer around them.

## ④ Tut, Tut!



Dodge the tiles and bricks that your enemy will throw at you. Shoot back whenever you have a chance, even if it's just for a second or two.



This stone-faced dog's only weak spot is on its head. If you see it flashing, you'll know you're doing some damage.

## Creature (Return to Space Station)

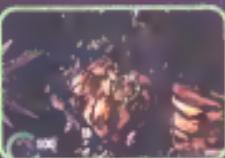
The alien leader has retreated to a huge, living space station. A horrible truth awaits you inside, and a secret link between the aliens and a friend long thought dead will be revealed. This mission is actually broken up into

two parts, and though you won't see another title screen after the first mini-boss, you will receive a stage-end tally of your score.

### ① Boulder Battle



The computer will bring you on a slow approach to the station, which is part asteroid, part living tissue.



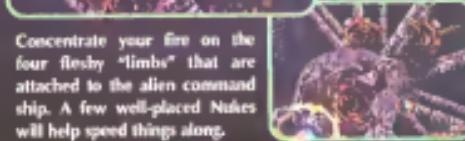
As you approach, ships will appear from the side or from above. Plasma Torpedoes are your best defense.

### ② Command Ship



The fight with the command ship will be swift but brutal. The ship's limbs will fire Plasma Torpedoes at intervals. As you destroy this arms, the remaining ones will shoot faster and faster.

Concentrate your fire on the four fleshy "limbs" that are attached to the alien command ship. A few well-placed Nukes will help speed things along.



The boulders can't be destroyed by your weapons. You'll have to weave a path through them.



### ③ Abandon All Hope



You won't be able to lock on to most of the defenders, so you'll have to rely on the Vulcan gun mostly.



Use Lasers or Nukes to punch through doors before the computer smashes your ship right into them.



The ship will twist and turn, so your special weapons that fire straight ahead won't be very useful.



### ④ Mortal Monuments



The computer will steer the ship from side to side, but try to fire off a Nuke or two at these statues when you're in range.

These statues have torpedo launchers in their heads and missile launchers in their chests. Some may leave Vulcan gun or Shield icons behind.





## © Man Trap

You'll have to be quick to dodge this monster's two-pronged attack. It will first vomit boulders at you then try to bite your ship twice. After the second bite, shoot the beast in the head. A powered-up Vulcan gun works best.



You'll have a few seconds to shoot the monster before it retaliates. Take advantage of that time!



You can't destroy the rocks it spits out. If you can dodge and shoot simultaneously, so much the better.



## © Into the Light



Wing-shaped ships will spin out of the gloom. Shoot them before they release their missiles.



You can lock on to these craft only after their wings open. Use one or two torpedoes per ship.



## © Final Conflict

The alien leader will alternate between firing torpedoes and charging straight at you. You can destroy the torpedoes, but dodging to the right is actually much easier and much more effective. When its left arm opens, shoot the red pod inside.



These boulders can be destroyed, but they'll regenerate quickly. Hold your fire and wait for the real threat.



The alien leader can regenerate its right arm, so don't bother with it. Focus your fire on its left arm.

## Hungry for More

Knife Edge plays much like the "gunnery" stages in *Shadows of the Empire*, where you're hunting TIE fighters in the asteroid field. The camera work is more dynamic in Knife Edge than in *Shadows*, with your ship swooping and diving all over the landscape, rather than speeding along in a straight line. In the final analysis, *Knife Edge* is fast and fun to play, but with only six stages, the action is over just too quickly.



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Country Club, Two Golf Classes. Dues: \$10 for the Masters and \$12 dues will be specifically matched to women's physical size and may not be the same as the studio pictured. Least date of the trip is to be determined by WQA. If under 16, the woman must be accompanied by a parent or guardian. Moral accommodations are requiring writers are included. Estimated total value of all prizes is \$5,000. Same restrictions apply as in the 1990 and 1991 "No Cancer" contests, produced by International Media. Women are encouraged to enter WQA via affiliate studios, or studios in their immediate families. The contest is subject to all federal, state and local laws and regulations.

# COUNSELORS' CORNER

## ► DUKE NUKEM 64



### WHY WON'T THE SHRINKER CHANGE ME BACK TO NORMAL?

Shrinking was never a problem until we released Duke's Cheat Menu code. If you're stuck running around looking like a small soldier, it's because you activated the Invincibility code while you were a little Duke. If you use Invincibility while Duke is small, you'll be stuck as a little runt. The only way to solve your problem is to restart the level. If you're trying to figure out how to access the Cheat Menu, see page 31 in NP Volume 106's Classified Information.



Using the Shrinker is essential for completing at least 10 downstages in the game, but you'll be stuck if you use Invincibility when you are small.



Since the aliens usually ignore small targets, you'll probably be safe without Invincibility when you're running around as a mini-Duke.



### WHERE ARE THE LAST SECRET PLACES IN LEVEL 1?



There are 13 secret places to find in the first level, more than in any level except Toxic Dump. Three of them are particularly hard to find. The first spot is in a building near the Cinema. Walk to the palm trees to the right of the Cinema

Fly up to the first tree on the right, then fly into the window. The other two commonly missed places are in the same spot. As you walk across the bridge to the east, walk right onto the ledge. Keep pressing the A Button, and you'll find a telephone

You'll find one secret place when you warp, but there's also a second secret place here. Blast the automated gun and go into the office. Press the A Button as you stand in front of the middle bookcase on the right side of the room to find it.



Fly through the window near the Cinema to find a secret spot inside the building.



Walk right onto the ledge near the Exit and search around for the hidden telephone.



Stand in front of the middle bookcase and press the A Button to find another secret place.

# ► QUEST 64



## HOW DO I ESCAPE FROM THE ISLE OF SKYE?

**M**wi-ha-ha-ha!!! Once you reach the Isle of Skye, there is no escape! At least that's what your enemies want you to think. You won't find any wings that will whisk you away from this island, but if you're defeated, you'll start outside the isle. If you wish to return among the living, follow the path to the left of Colleen's House and stand between the pillars. You'll find a warp to the bottom of the sea. The door in back of Colleen's House isn't an exit. You'll be able to open it after you defeat Nefty.



You can't use a wing to leave the Isle. You'll have to reach the bottom of the sea to leave.



The back door to Colleen's House isn't an exit, but you can open it after you defeat Nefty.

## HOW DO I OPEN THE RIGHT GATE IN CONNOR FOREST?

**Y**ou'll be able to get through this gate after you defeat the rubber Solvaring. Your magic levels should be around six or seven before you

challenge the brigand. Solvaring has 210 hit points, but if your Water Magic is at Level 7, you'll be able to cast Healing Level 1, which will aid you greatly in



If you decide to fight the thief in close quarters, cast Water Pillar on him.

battle. There are two easy ways to defeat Solvaring: you can stand close to him and use the Water Pillar, or you can stay away from him and cast the Wind Cutter



If you want to keep your distance from this brutal brigand, select the Wind Cutter.

## HOW DO I GET THE FIRE RUBY?

**Y**ou need to defeat Fargo in Boil Hole to earn the Fire Ruby. After you enter the desert, walk southwest so the town of Greenwich. Follow the road out of town until it forks. Take the south

road until you see a large rock. If you stand around the rock, you'll spot a large crack in the ground. If you walk along the smaller rocks, you'll cross a crack and spot the entrance to Boil Hole. There's



This rock hides the entrance to the Boil Hole. You'll have to walk around it to find the opening.

only one way to go to reach Fargo at the back of the cave. If your magic levels are around 13 and you have plenty of bread or morning dew, you shouldn't have any serious problems defeating him.



As you walk across the smaller rocks, look for the crack. The tunnel leads to the Fire Ruby.



Keep following the dusty road out of Greenwich, then follow the south path at the fork.

# BANJO-KAZOOIE



## HOW DO I PLAY BANJO-KAZOOIE??

If you collect all 100 Jiggys, Munzo will show you photos of a game called Banjo-Tooie. Since the photos include landmarks in your game, it's almost natural to assume that your current game has a second quest. It doesn't! You're seeing a special preview of Rambi's planned sequel for Banjo-Kazooie, which uses a few places you've already seen in your game, including the key you probably spied behind the ice in Wizza's Cave at Freezey Peak.



If you collect all 100 Jiggys, Munzo will show you his snapshots of Banjo-Kazooie II.



Don't worry about the key in Wizza's Cave—you'll find it in the next Banjo-Kazooie game.

## HOW DO I GET INSIDE THE BEAVER'S HOUSE?

After you Break Bust the rock blocking the entrance to Gnawty's house during the summer in Click Clock Woods, you'll find that the slick passage is

too steep for Kazooie to trot up. To get inside, you'll need to visit Gnawty in the fall. Trip the fall entrance switch in the shallow water directly below the branch

connected to the beehive. You'll earn a Jiggy when you see Gnawty in the fall, but be sure to take the cold plunge to reach his house during the winter too.



After busting this rock, the grateful Gnawty will invite you inside his humble abode.



This muddy passage is too slick to climb. You'll have to wait for the water to rise in the fall.



If you remember to swim inside Gnawty's house in autumn, you'll earn another Jiggy.

## HOW DO I GET TO THE HONEYCOMB PIECE BEHIND THE ICE?

The Honeycomb Piece beneath the ice in winter in Click Clock Woods is possibly the toughest to earn in the game. The water beneath the ice takes air away twice as fast as normal water. Dive through

the hole and follow the right wall to the entrance of Gnawty's home. Getting back out is twice as tough—memorize the location of the hole in the ice when you swim back outside or you'll turn into a beehive.



Start your return trip through the chilly depths with a splash—use the Beak Buster to dive



Turn left and follow the ice above your head until you can swim up through the hole in the ice.

The frigid water around Gnawty's home will deplete your air twice as fast as normal water.

# ►FINAL FANTASY ADVENTURE



## HOW DO I EXIT DARK CASTLE?

If you're stuck in Dark Castle, it's probably because you've run out of keys. Final Fantasy Adventure is an awesome role-playing game with one flaw: you need to carry keys or you'll lock yourself inside a castle or castle. The golden rule among experienced players is to carry a minimum of four keys at all times. If you don't have a key to get out, you'll have to start where you last saved or face up to the harsh realities of restarting your entire game.



Leaving Dark Castle won't be a problem if you have enough keys. Always carry four.

4 Soft	0	906P
4 Moogles	1206P	
4 Key	4	156P
4 Muttak?		606P
<b>Buy</b>		<b>68086P</b>
<b>Sell</b>		
<b>Exit</b>		

Don't get locked out of your adventure. Buy extra keys at the shops throughout the game.

## HOW DO I DEFEAT JULIUS?

You'll have to defeat Julius three times to win the game. First he'll appear as triplets. Hit each image three to four times, then watch as he turns into a lightning-bolt-tossing demon. Stay at the bottom

of the screen and wait for your Will Power Meter to fill before you swing Excalibur. If you are hit, you'll be invincible long enough to counterattack. Julius turns into a fiery face in the last battle. To dodge his

invisible attacks, walk to the spot where Julius was standing when he disappeared. By the time he reappears, your meter will be full, and you can hit him. Keep repeating this technique until Julius surrenders.



Take a swing with Excalibur at the three images of Julius during the first battle.



Wait for your Will Power Meter to fill before you counter Julius's monstrous attacks.



Julius never reappears where he disappeared, so wait on that spot for your meter to fill.

In the USA [Call]:  
1-900-288-0707  
(\$1.50 per minute. Callers under 18  
need parental permission to call.)

## Q&A FAST FACTS

Or write to: **Answers' Corner**  
P.O. Box 97633, Redmond, WA 98073-9733

In Canada [Call]:  
1-900-651-6400  
(\$3.00 per minute. Callers under 18  
need parental permission to call.)

### ROBE BRYANT IN NBA COURTSIDE

- Q: Can I break the backboard?
- A: Nope.
- Q: How do I do an alley-oop pass?
- A: Position a player with a high dunk ability near the basket, then press the top C Button to pass the ball to him. If he's close enough, he'll slam it in.

### HEROGRUVE

- Q: What's the best Aerobike race in the game?
- A: Any of the four vehicles that you win after you finish the GrandPrix in Expert Mode.
- Q: How do I get the Turbo start?
- A: Hold the A and B Buttons when the announcer says, "Set," and let go of the B Button as he says, "Go!"

### ALL-STAR BASEBALL '99 QB

- Q: Why do I get only one strike per out?
- A: You have Play Mode set to "Quick."
- Q: Which teams are the best?
- A: We like New York, Florida, Atlanta, and Cleveland, but any team can win it all.
- Q: Why won't my numbers advance?
- A: To advance, press the B Button and the direction of the desired base on the Control Pad.



# NASCAR '99

©1998 Electronic Arts

## THUNDER ON THE N64

EA Sports' newest game for the N64 focuses on an American sport that's bigger than football, bigger than basketball and bigger than the national pastime, baseball. What is it? It's NASCAR, now celebrating 50 years of thunderous motorsports. If you're not a fan already, it's about time you picked up the pace car.

### WHAT MAKES NASCAR SO COOL?

Is it the brightly painted cars, the blur of speed, the spectacular crashes or the pro drivers who race around the superspeedway ovals like they're on greased lightning? The appeal of NASCAR includes all of that, and the 96 megabit NASCAR '99 recreates it all for the N64. What's more, the video game simulation comes from a company that knows a thing or two about the sport since it sponsors the EA Sports #72 Monte Carlo. Our preview copy of the game shows the attention to detail that you get only from people with insider knowledge. From the license with 31 cars and drivers to the aerodynamics of drafting, NASCAR '99 puts you on the starting line of 18 Winston Cup Series races. We suspect that Jeff Gordon, the youngest NASCAR champion of the modern era, may soon have some virtual competition from N64 drivers.



### OFFICIAL NASCAR

How real do you want it? EA Sports lets you be the judge with a set of eight NASCAR options. For instance, the true red, white and blue fan will thrill to the race length option that lets you set the race percentage on any track from one to 100% of the real race. For instance, at Talladega, a 100% race length would equal a cool 180 laps.



We suggest going to the bathroom before you start. Other options include three damage springs, an equipment breakdown setting, choice of physics and AI settings, a yellow flag option, x MPH or x KPH option, and a computer cars competition option.



# SPEED

At 200 mph, steering doesn't feel the same as cruising along 70-80 mph on the freeway. Centrifugal forces act on the car, pulling it outward. Even with the steeply banked turns of the ovals of NASCAR tracks, you'll feel the pull. NASCAR '99's 18 tracks include Atlanta, Senior (day and night), California, Charlotte, Darlington, Indianapolis, Las Vegas, Martinsville, Michigan, North Carolina, Phoenix, Pocono, Richmond, Sears Point, Talladega, Texas, and Watkins Glen. Although NASCAR racing took place primarily in the southern United States in the last half-century, races have been held in 35 states and even in Canada and Japan. The real feel of the speed on real tracks is a big part of the thrill of this game, but other factors in the game also lend a hand, like nice graphics and realistic physics.



If you carry too much speed into a banked corner, you'll likely end up on the wall.



The much speed can get you into trouble. That's the brakes.



Winning drivers use the drafting technique to align themselves to the front.



The starting line of cars can give you a big draft boost.



Speed is just part of a winning formula. Position is critical.

## GEARED-UP GRAPHICS

The N64 NASCAR '99 development team included some virtual effects that you won't find in most video games. For instance, if you burn rubber or skid and leave your mark on the track, the tire marks will still be there when you come back around. Special effects like smoking brakes can actually blind you for a moment when you pass through a cloud. The game gives drivers multiple camera perspectives, including a cool driver's seat view that shows a working tachometer and other dashboard instruments. Background elements appear smoothly as you approach, and the grandstands look very realistic. You can even relive your brilliant maneuvers with an instant replay option.



NASCAR '99 lets you replay exciting moments of the race or stop the action.



# CARS

## CHEVYS, FORDS, & PONTIACS

With a flaming Hot Wheel or a banana-yellow Cheeles logo on the hood, these cars have about as much in common with a stock GM or Ford car as the Pink Panther has to a house cat. But the great equalizer is that all of the cars in *NASCAR '99* start off with the same attributes, so every car has a chance to win. That's particularly important in the two-player mode. Setup options include a menu in which you customize your settings for the transmission, rear spoiler, wedge, the pressure and gear ratios. How these settings affect speed, acceleration, handling and pit distance is shown by graph bars below.



Watch the results of your adjustments on the lower graph bars.



Three stockcars are used in the Winston Cup, including a Chevy...



...a Ford



...and a Pontiac.

## CUSTOMIZATION

If you really want to get down to the nitty gritty, you can also control five AI and physics settings individually. For instance, you can reduce opponent strength, which is like handicapping the CPU drivers. You can increase the drafting effect to get a bigger boost when you pass opponents. You can also increase (or decrease) your car's horsepower, the car balance effect, and the speed sensitivity of your steering. The two presets for all of these settings are Arcade and Simulation. In the custom option, it's all up to you.



Customize your car to optimize your driving strategies. If you prefer to draft the weaker in front of you, tweak the general drafting percentage so you're a blur when you slingshot past your opponents.



## DRIVEN BY NINTENDO 64

### NASCAR

→ Jeff Gordon posted another record-breaking 1997. He not only won the Winston Cup, but also won the most races (15) and the most consecutive wins (six). Gordon became a record 30th champion on his way to capturing his second *NASCAR* Series championship in three years.



## DRIVEN

Our headline might sound like a sequel to *Myst*, but it accurately describes the men and women who drive cars at speeds approaching 200 mph for a living. They are driven to perform feats of skill, daring and strategy, week in and week out. EA Sports salutes this drive by including a Driver Info option for checking on your favorite drivers or on your opponents. The bios include pictures of the cars and drivers and highlights of the 1997 season.



# CRASHES

Although you may think that roll bars are placed in racing cars just to protect the driver, in fact the first roll bars in NASCAR racing were installed to stiffen the car chassis as much as to protect the occupant. The results were higher speeds and spectacular crashes from which drivers often walked away with just a few scratches. There's no denying that crashes are spectacular as well as horrifying, and *NASCAR '99* captures the spirit of real motorsports by letting you flip, roll, lose parts, puncture tires, blow engines and wind up in a smoking heap beside the track. This may not be the first racer that shows car damage, but it may be the first to let you feel the damage. With the Damage option switched on, the Bumble Pak lets you know when your car is seriously wounded. In our quest for full disclosure, we mashed our cars head-on into CPU cars to test the crash characteristics of *NASCAR '99*. Our conclusion—excellent wreckage!

EA SPORTS **NASCAR '99**



## TRACKS

The tracks in *NASCAR '99* fall into two categories: oval courses and road courses. Oval courses allow for high speeds while road courses test your driving skills on a winding track. Only two of the tracks are road courses—Watkins Glen and Sears Point—but every track presents a challenge from other racers.



Not all of the race takes place on the track. The pickup is also key.



Ovals and ovals emphasize passing and strategic skills.



Road courses emphasize precision cornering skills, as well.

## NO Fs IN *NASCAR*

With so many racers either now or soon to be available for the N64, a game needs to do something different to be noticed. *NASCAR '99* is the only stock car racer, the only racing sim featuring a popular American motorsport, and one of the most realistic racing games ever. Apparently you don't need an F-1 or F-Zero in the title if you want speed. All you need is an N64 and *NASCAR '99*.



# DEADLY ARTS

Do you want to brew up your own bruiser? Take in this recipe for creating the perfect foil for Konami's Deadly Artists. With some training, you'll have Deadly Arts down to a science.

## THE ART OF AGGRESSION

Konami's Deadly Arts isn't just like birthin' them come—that tournament fighter. In this 3-D brawler, arenas contain interactive obstacles like cars, goal frames, and tombstones, plus walls that can break away to reveal additional fighting space. Better yet, the game features a Character Edit Mode that will allow you to engineer the looks of your own personal fighters. You'll have to train them too, and their success and survival will depend on how well you know each of the Deadly Artists.

### FEATURES

- 1- and 2-Player Battles
- Team Battle
- Tag Battle
- Customizable Characters
- Controller Pak compatibility
- Rumble Pak compatibility



# CHARACTERS

The Deadly Arts roster contains eight main fighters, plus additional boss characters that you must earn. For each character we've recommended a pair of moves, which we think will be relatively easy to mash into your controller to help you get out of most jams.

## DEADLY ARTS



NINTENDO 64

Simultaneously press the L and R Buttons while scrolling through the fighters to display their alternate outfits

**KEY**  
 ☐ Control Pad ☐ GamePad  
 ☐ Pencil ☐ Kick



**KAI**



Back Spin Combo

○○○

Flesh Combo 2

○○○○○○

Kai is the most well-rounded of the fighters. As an opponent, he tends to have a slow response time, but when he does manage to squeeze in some hits, he'll do considerable damage. Use combos if you fight with him, since they're his strongest suit.



PLAYER SELECT

KAI

KAZUMI



**KYOYA**



Killer Missile

○○○

Bloody Finisher

Beastly Kyoya battles using stony, searing, and his brutal style will seem to lack subtlety. His trademark move is hitting opponents when they're down. The best way to get them up is with Kyoya's Killer Missile move.



**KAORU**



Arm Lock

○○○○

Sea Raid 3

○○○○○○

One of the drier fighters, Kaoru will attack with throws and grapples. When he's not thrashing his foes, the skater will be on his guard. With his evasive skills, Kaoru is the ideal combatant to use for keeping close-combat fighters out of range.



**KONGOH**



Killer Head Butt

○○○

Hyper Giant Swing

By far the largest of the main fighters, Kongoh is also one of the strongest. Most of his moves involve his upper body, so stay low and crouch. Players who choose to use him will do best with his devastating throws and grabs.



**MIKI**



Swift Rush

○○○○○○

Energy Crush

○○○○

After dealing a few blows to Miki, jump back or risk being entangled in a combo. Her hands are fast, and most of her combos will involve a bit of fancy handwork. Her kicks are quick, too, and they'll floor most foes after a combo.



**SAKAI**



Middle Crush Tam

○○○○○

Cancel Kick Combo

○○○○

Tall Sakai's specialty is footwork, which gives her greater range than other fighters. Light on his feet, Sakai will kick fighters out of close-combat range. To avoid being kicked by his kicks, fighters should use long-distance attacks as their offense.



**SERINA**



Sleek Side Brawl

○○○

Slashing Round Combo

○○○

The female contenders tend to be the faster fighters, and Serina is no exception. In addition to her speed, Serina's long-range fighting skills will make heads spin and roll. Her side, sweep and jump attacks will swiftly earn her a victory.



**AZAMI**



Front Spring Attack

○○○

Ren-Geki Final

○○○○○○

Azami fights using hyperactive gymnastics. The upline is speedy with her flips and jacks, and the only way to keep her on the defensive is to revolve around her as you fight. Since her combos are simple to execute, beginners will find her easy to use.

# DESIGN A FIGHTER

## IF LOOKS COULD KILL

The standout feature of *Deadly Arts* is its Create-a-Fighter feature that allows players to build their own characters from the ground up. Choosing from a bank of hairstyles, faces, outfits, complexions and body types, you can mix and match parts to assemble a new fighter, whom you can train and eventually enter into Battle Mode competitions.



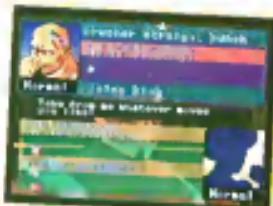
Character Edit Mode lets you design fighters who can sport the looks of Carol Tsai, Michael Stipe, Dennis Rodman, Björk or anyone else you'd like to see in battle.

## BASIC TRAINING

Once you've designed your fighter, give him or her a name, then enter your creation into Training Mode. Select the fighter you'd like to train under, then defeat your instructor in battle. By winning the fights, you'll be able to win special moves from your teacher. Your trainer won't always give out the secret, so you may have to score multiple victories to prove you're worthy of learning.

## INTO THE MIX

When your fighter has earned enough training experience, save your progress to a Controller Pak, then load your rookie to Battle Mode to enter the *Deadly Arts* competition. You can also pit your student fighter against another in 2-player Battle if the character is saved to a separate Controller Pak.



Your customized fighter can acquire dozens of moves by training under different fighters. Choose your moves carefully because your fighting repertoire will be limited.



Put your customized fighter to the test by entering your creation into Battle Mode.

## DEADLY SPECIALISTS

### VS. POWERHOUSES



With their ability to do plenty of damage with a minimum of moves, Kensei, Sekai and Kai qualify as powerhouses. To counter them, design a small lightweight who can quickly dodge their blows.

### VS. GRAPPLERS



Grapplers Koen and Kyoya fight using a hands-on approach. Create a brawlier character to keep the grabby batters at arm's length, and train under Koen to learn his defensive escape maneuvers.

### VS. SPEEDSTERS



Miki, Series and Ariele are the swiftest of the bunch, and once they get in close, they'll unload combo after combo. Counter with a tanky creation who can outreach them to keep them at bay.



# FIGHTING FIT

## INTERACTIVE ARENAS

Deadly Arts takes place in 3-D arenas cluttered with interactive obstacles and breakaway barriers. What may begin as a fight confined to a single room can eventually become a battle fought in multiple areas if a fighter is thrown through a wall and into a neighboring room. In more deadly scenarios, walls may crumble to reveal drop-offs rather than annexed areas. In either case, the fighter who is launched into walls, cas, caskets or other obstacles will take more than damage than usual. And some objects can work in your favor, too. By fighting with your back against stacks of boxes or trees, you can reduce the damage you'd receive from a knockdown by cushioning your fall with the softer breakables.

## THE POINT OF IT ALL

The matches are timed, and if the clock runs out before someone's been clocked, a winner will be declared based on a complex point system. Most fighting games reward the fighter who has the most "life" at the end of the round, but in Deadly Arts, the other scoring categories could put a critically wounded contender into the lead.

### TECHNICAL POINTS

Basic moves can quickly drain an opponents' Life Meter, but unless a variety of combos and special moves are punctuating the punches, a high score won't be guaranteed. Technical Points are your style points, and although a technique won't earn many, fight with flash and panache.

### PENALTY POINTS

The scoring system isn't very forgiving, and any Penalty Points you rack up will be deducted from your score. The game's called Deadly Arts for a reason, and if you're not aggressive enough, you'll lose points.

## THE MAIN EVENT

Once you've defeated the eight fighters competing in the normal Deadly Arts tournament ladder, you'll face off against the masked Gouriki. If you manage to defeat him, you'll spar against the deadliest martial artist of all, Reiji. The mysterious man in the hat attacks with the reflexes of a cobra, and just when you think you've got him figured out, he'll morph into a new opponent.



Force your opponent into the arenas' obstacles to inflict more damage. The walls aren't just for breaking, either. By pressing the Control Pad diagonally up toward a wall, you can make your fighter perform an aerial kick from it.



### LIFE POINTS

It's better to be a Deadly Arts champion almost-dead one. The Life Points category rewards fighters who avoid taking hits. If you emerge from your bout unscathed, you'll earn 5,000 points. Just make sure you didn't do it by cowboying, or you'll pay in Penalty Points.

### SPECIAL POINTS

The hardest category to score in is the Special Points: consider this. In this area of judgment, fighters must prove their skill by getting in the first hit and performing other noteworthy assaults.



Once Gouriki has you in his clutches, he'll toss you like a rag doll then stomp on you as you helplessly struggle to come to. Surprisingly, simple, basic attacks will take him down. By attacking with rapid punches, you'll be able to keep the gant on the defensive.

Reiji is fast, and once he gets started, he's hard to stop. United long combos on him to keep him from attacking. In round two, he'll morph, and you'll face his alter ego. Among them: savage Yami, a slow powerhouse, and mysterious Mikai, a quick grappler.

# WINBACK

© 1998 Koei Corporation



Terrorists have taken over a weapons satellite and armed it at the earth. Assuming the task of single-handedly saving the world, a lone commando is left to rely on his wits and plenty of bullets. *WinBack* may seem out of place among the RPGs and strategy games that have been Koei's bread and butter, but this action shooter could be the company's burger with the works.



## A NEW STRATEGY FOR KOEI

A third-person shooter is probably the last thing gamers would expect from Koei Corporation. Then again, *WinBack* promises to be more than just another exercise in halfway warfare. Combining the stealth and gunfire of *GoldenEye 007* with the perspective and camaraderie of *Mission: Impossible*, *WinBack* is a considerable departure for a company founded on strategy and role-playing games like *AeroBir*, *Uncharted Waters* and *Romance of the Three Kingdoms*. *WinBack* is Koei's attempt to get its foot in the N64 door with a more accessible game genre-action. Despite the category, *WinBack* does not betray Koei's RPG/strategic pedigree. Developing strong stories, settings and characters has been Koei's specialty, and *WinBack* delivers a compelling drama. Enter hero Jean-Luc, separated from his fellow Strategic Covert Action Team (S.C.A.T.) members, out to single-handedly foil the Crying Lions terrorist organization from achieving global domination.



### CRYING LIONS

## KENNETH COLEMAN

Leader of the "Crying Lions"

HEIGHT: 6'0"

WEIGHT: 172

AGE: 41



### CRYING LIONS

## CECILE CARLYLE

Coleman's right-hand man

HEIGHT: 5'13"

WEIGHT: 150

AGE: 24



## TERRORISM VIA SATELLITE



After years of leading a losing rebellion in his home country of Belize, Kenneth Coleman finally has the upper hand, and he's got the whole world in it. Aided by Cecil Carlyle, his cold-blooded right-hand man, Coleman leads a band of mercenaries

to exact revenge on the nation of Agent Larke. Agent, a super-power, had quashed the anti-government efforts of Coleman and his "Crying Lions" terrorist group when it intervened to end Belize's civil war. For a time, Belize grew more stable, but now the entire world hangs in a precarious position. Tipping the balance is Coleman's possession of Agent's GULF Weapons System, a killer sat-

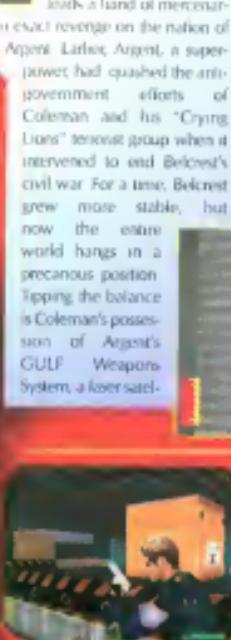
ellite capable of wiping out entire communities. By infiltrating the Space Development Center that monitors all satellites in orbit, the Crying Lions are able to control and cloak the whereabouts of the GULF satellite. Playing as Jean-Luc Cougar of Agent's S.C.A.T. commando squad, you must reach the SDC's tracking room either to regain control of the satellite or to sabotage the mainframes in order to disable it.



## WINNING MOVES

The mission to the Space Center spans four stages that confuse multiple floors, open areas, and nearly 90 rooms containing 60 drums, helicopters, train cars, and 18-wheelers. Lurking behind them may be terrorists or any of the ten or so boss characters.

Like the soldiers in *GoldenEye 007*, enemies must hear or see you before they will be aware of your presence. Programmed with over 350 movements, Jean-Luc will be able to realistically creep, duck, or jump out of your sight.





## DEPLOYED TO DESTROY



gun set on the center's front doors, Lila expects a full-scale S.C.A.T. attack, but she'll meet up with only one of the operatives. After the Crying Lions announce their revenge on Argent, they begin to indiscriminately unleash the

GULF satellite's wrath on the countryside but S.C.A.T. is on call for just such an emergency. Called into action by Argent's Secretary of Defense, the 10 members of the S.C.A.T. team, each specializing in a different field, take flight in



their helicopter, but the trip is soon cut short. A bad omen in the form of fog and engine trouble forces the team to parachute one by one from the helicopter.

Separated from his teammates and with three hours to secure the satellite, Jean-Luc heads to the Space

Development Center to carry out the mission on his own. Cinema scenes will reveal much of WinBack's story, which is first told through flashbacks. As players fulfill

their missions, defeat key enemies or reach certain check points, cut scenes will unfold more of the story, which will vary depending on the player's performance. How quickly and successfully Jean-Luc secures a stage can affect the story's direction, and he'll be packing quite an arsenal to help him get to the top with a bullet.



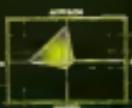
## SMART SOLDIERS

Handguns, submachine guns, flamethrowers and explosives will be at Jean-Luc's disposal, but his enemies will be just as lethal. They'll also be smart. Crying Lions assassin Jin will be one of the game's most intelligent boss characters, which isn't to say the regular enemies won't be crafty. Unlike most shooting games, WinBack won't assault with enemies who recklessly run into your line of fire. Instead, enemies will have a variety of artificial intelligence patterns to make soldiers lie low during gunfights, spring into point-blank range, or jump or roll for a surprise attack. Luckily for gamers, Jean-Luc is a deadeye.



### CRYING LIONS LILA "BAD LUCK"

HEIGHT: 5'4"  
WEIGHT: 115 LBS  
AGE: 23



### CRYING LIONS JIN

Assassin  
HEIGHT: 5'4"  
WEIGHT: 195 LBS  
AGE: 24





## AIM MISBEHAVING

With "Bad Luck" Lila's machine gun fixed on his head, Jean-Luc rolls off of stage, arms his gun, and hits his mark. WinBack will help gamers develop their marksmanship skills by equipping the game's arsenal with laser sighting. As in GoldenEye 007, precision aiming will be important, since head shots will inflict more damage than body and limb shots. Also like the Bond game, characters, including Jean-Luc, will respond with appropriate reactions suited to wherever they take a bullet. Just a single hit to the leg could drop Jean-Luc to his knees, while a hit to the arm could jolt his gun away from his target.



## MULTIPLAYER WARFARE

Initially, the developers in Japan weren't planning on creating a multiplayer mode for WinBack. Nowadays, the multiplayer option is preferred and games without them are somehow lacking. In response to this new standard, the developers have revamped the game with a multiplayer option. According to them, WinBack will feature a one-on-one shootout, and possibly three or four variations of "capture the flag."



## S.C.A.T. HITS THE SCENE



WinBack is still very early in development, so the screen shots are basically a taste of what is to come. Even so, the graphics and animation in the rough version look strikingly real, and the characters move naturally and smoothly, exhibiting stunts and acrobatics straight out of the action movies. Coming to a TV screen near you, WinBack should be deploying Jean-Luc, S.C.A.T., and explosive N64 adventure in February of 1999.



# AREN'T YOU GAME?

## THE CHALLENGES

### THE TRIALS OF MR. VILE

Slash through

Banjo-Kazooie's Bubble Gloop Swamp to enter Mr. Vile's setting contest. Snap a photo of your best bingo, then send it to ArenA. If your score for any round is one of the highest we receive, you'll be frosting your eyes on some Power Stamps.

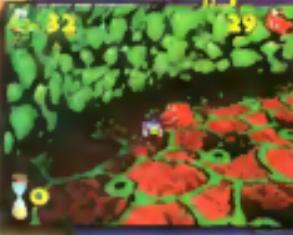
### DEMOLITION COMPETITION

Go on an N64 rampage with George, Lizzy or Ralph to leave the world in a pile of rubble. Cleat the buildings, scarf down bystanders and pound out a Godzilla-sized score for a chance to be one of ArenA's record wreckers.

### EAT MY PROTON DUST

To coincide with the N64 update of F-Zero, the original version of the futuristic hovercraft racer is being released by Nintendo. Take the Super NES game for a spin, then send us your best times for any course to see if you qualify as being ArenA's king or queen of the road.

#1



BANJO-KAZOOIE

#2



RAMPAGE WORLD TOUR

#3



F-ZERO

## NP SCOREBOARD

### STAR FOX 64

Most Venomian Loids Destroyed (Vol. 103)

Chris Warren, Lexington, MS	3,714
Michael Daniels, Plano, TX	3,713
Robert Hayes, Long Beach, CA	3,713
Andrew Kuchan, Oceanridge, CA	3,710
Kevin Finnegan, Memphis, TN	3,708
John Cassidy, Westtown, NY	3,706
Angelo Lutano, Plymouth, HI	3,705
Robert Gould, Bronx, NY	3,701
Kevin Bies, North Bend, OH	3,697
Ryan Chase, San Jose, CA	3,696
Brian Olson, Albert Lea, MN	3,692
Joey Flores, San Jose, CA	3,689
Hanh Nguyen, Baldwin Park, CA	3,687
Arthur Edmonds, Flower Mound, TX	3,684
Corey McMillan, New Hartford, NY	3,681
Clinton Poll, Orlando, FL	3,681
Sinan Dwan, Newhall, CA	3,680

### SAN FRANCISCO RUSH

Best Lap Times for Track 5

Timothy Hartman, Lakewood, NJ	1:33.34
Jed Rivers, San Jose, CA	1:33.59
Brad Bousman, Manchester, NH	1:52.73
Eric Diao, Kirkland, WA	1:56.97
Paul Yang, Victoria, CA	2:03.80
<b>SAN FRANCISCO RUSH</b>	
<b>Best Lap Times for Track 6</b>	
Jed Rivers, San Jose, CA	2:10.51
Charles Driscoll, Johnston City, IL	2:13.46
Eric Diao, Kirkland, WA	2:29.36
Jonathan Ross, St. Louis, MO	2:49.04
Michael Yau, Pittsfield, MA	3:11.46
Paul Yang, Victoria, CA	3:12.34
Brad Bousman, Manchester, NH	3:42.85

## HIDE + SEEK

This screen shot appears elsewhere in this issue. Do you recognize which game it's from?

# TRY THIS!

## Banjo-Kazooie Scavenger Hunt

To defeat Gruntilda, you must pay close attention to your surroundings or you'll fall the witch's wicked quiz. This Rusty Bucket Bay brain-teaser will require you to pay even more attention to detail, so revisit the port to scout out the answers and discover that the bay harbors more than just an ol' rickety steamship.

- 1 How many boats are in the area? \_\_\_\_\_
- 2 On which side of the Rusty Bucket does the sun shine? \_\_\_\_\_
- 3 How many stove burners are in the galley? \_\_\_\_\_
- 4 What pattern appears on the captain's bedspread? \_\_\_\_\_
- 5 How many pillows are onboard the ship? \_\_\_\_\_
- 6 What appears on the buoy flag? \_\_\_\_\_
- 7 Which whistle sounds like an old jalopy horn? \_\_\_\_\_
- 8 How many Flight Pads are in the area? \_\_\_\_\_
- 9 Where is the Rusty Bucket's home port? \_\_\_\_\_
- 10 What is the grand total of egg tolls? \_\_\_\_\_

Can you land your plane on the dinosaur's head in Diddy Kong Racing?

A Twisted Tako race, see [www.nintendo.com](http://www.nintendo.com)

GoldenEye 007: Can you knock Travyan off the cradle using only your karate chop?

A Twisted Tako race, see [www.nintendo.com](http://www.nintendo.com)

## NAGANO WINTER OLYMPICS '98

Best Times for the Bobsluge

Robert Coulson, Phoenix, AZ	0:42.07
Bill Workman, Pittsburgh, PA	0:52.25
Charlie Kintz, Webster, IL	0:52.54
Sean Meltzer, Concord, CA	0:53.35

## NAGANO WINTER OLYMPICS '98

longest 800 Ski Jumps

Josh Lipp, Mandan, ND	323.0
Cameron McDougall, New Westminster, BC	316.0
Charlie Kintz, Webster, IL	314.0
Kyle Houff, Luray, VA	309.5
Robert Coulson, Phoenix, AZ	309.0
Bill Workman, Pittsburgh, PA	309.0
Claude Lefebvre, Etobicoke, ON	302.0
Anthony Calabria, Estero, SC	299.0
Andrew Sargent, Columbia Heights, MN	295.0
Bob Duke, Goshen, NY	291.5
Sean Meltzer, Concord, CA	278.5
Audrey Perry, Oklahoma City, OK	278.5

## DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to [www.nintendo.com](http://www.nintendo.com).

## HOW TO BE PICTURE PERFECT

- Include your N64 or Super NES in the photo of your high score.
- Dim the lights, then take a few photos without a flash.
- If you're taking a photo of a Game Boy, place it on a flat surface.
- Write your name, address and Member Number on the back of your photo.
- The Arena challenges featured in this issue must be received no later than OCT. 16, 1998.

E-mail us with challenges and suggestions at: [arena@nintendo.com](mailto:arena@nintendo.com)

OR send entries to:

Power Player's Arena, P.O. BOX 97033  
Redmond, WA 98073-9733

## QUIZ

### What's My Line?

So many catch phrases are being thrown at gamers, it's getting hard to keep those quotables in check. Take in the following earful of sayings to see if you can identify who said (or sang) what in which N64 game.

- 1 "Time for a little payback."
- 2 "Groovy."
- 3 "That guy's got a cannon."
- 4 "I lose more boyfriends than way."
- 5 "I hope you choke on my jokes."
- 6 "That one loosens up the sinuses."
- 7 "Shake! Shake!"
- 8 "I get knocked down, but I get up again."

### ANSWERS TO VOLUME 11

WIND AND LURE

PUTTING THINGS IN PERSPECTIVE

- 1 Super Snowboarding
- 2 Banjo-Kazooie
- 3 Duke Nukem 3D
- 4 GoldenEye 007
- 5 Mario Kart Racing
- 6 San Francisco Rush

MARIO IS A KOWTOW

- 6 AeroGlide, 25-Der 35-Aladdin
- 7 Games 81-Doom, 80-Maze, The Dark
- 8 Age, 71-Zoap, 81-Duke Nukem
- 96 Mission of Cain, 101-Mega Man





## F-ZERO X

- Nintendo/128 Megabits
- 1 to 4 players simultaneous
- 24 tracks
- 30 vehicles
- 60 frames per second



SCORES

6-7.8

8-8.0

8-8.3

P-8.6

TM-8.8

**The fastest N64 racer on—or off—the planet.**

**GRAPHICS** Speed is everything in *F-Zero X*. The development team at Nintendo wanted the experience to be involving, whether one person was playing or four. They succeeded. Multiple camera views allow players to pick their perspectives. The graphics are futuristic and clean.

**PLAY CONTROL** *F-Zero X*'s greatest achievement may be the silky play control, even at the incredible speeds of the game. Like most Miyamoto and EAD products, making the play control intuitive is the number one job. For racers, this is as good as it gets.

**GAME DESIGN** The tracks are varied and full of surprises, including wacky jumps, inside-out tracks, and killer curves. Although some of the track names and themes were borrowed from the classic Super NES game, all the tracks in this game are new. The four-player mode is a huge addition to this sequel.

**SATISFACTION**

If you enjoy racing or high velocities, you'll love *F-Zero X*. If you're expecting something radically different from the Super NES style of game, you may be disappointed.

**COMMENTS** Some of the tunes were borrowed from the original *F-Zero*. New music would have been better.

**RECOMMEND** Scott—The speed, variety and play control put *F-Zero X* in a class all by itself. Terry—Fast! Fast! But I would've liked more detail in the backgrounds.

**8.0**

OVERALL RATING

**GRAPHICS—7.8 PLAY CONTROL—8.8 GAME DESIGN—8.0 SATISFACTION—8.2 SOUND—7.5**

## CRUIS'N WORLD

- Nintendo/16 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 13 tracks
- 12 cars (plus hidden vehicles)
- *Cruis'n* and Championship Modes



SCORES

T-8.2

P-8.0

SP-8.5

ED-8.6

TM-8.8

**An arcade hit gets even better for the N64.**

**GRAPHICS** *Cruis'n World* looks and plays better than Midway's arcade game thanks to a super refit by the development team at Eurocom. From excellent frame rates to textures that swap out at high speed to give a realistic motion blur, the second *Cruis'n* game does it all.

**PLAY CONTROL** If *Cruis'n* USA fans will notice the superior play control of this sequel at the very first turn.

Handling is tight and smooth. Even better, drivers can make special moves, some of them spectacular.

**COMMENTS**

The biggest difference between the N64 and arcade games is

the addition of the Championship Mode, in which racers cruise on lap tracks. The options provide customization for just about everything you could want, including Rumble Pak options.

**RECOMMEND** Ed—*(Satisfaction)* Excellent graphics, play control, track variety, multiplayer races, special moves and options all add up to the best *Cruis'n* game ever.

**COMMENTS** Even the sound stands out. The music includes themes based on the geographic location of tracks. The sound effects are right on track, as well.

**RECOMMEND** Todd—There's a lot more to the game than I first realized. It gets tougher as you go. Sanga—it's not often that the sequel is better than the original, but this game is surprisingly good. Ed—The flip tricks are a cool addition, but I never had a real feeling of speed.

**7.7**

OVERALL RATING

**GRAPHICS—7.4 PLAY CONTROL—7.9 GAME DESIGN—7.8 SATISFACTION—8.0 SOUND—7.8**



## GEX 64: ENTER THE GECKO

- Crystal Dynamics/128 Megabits
- 1 player
- Controller Pak compatible
- 25 stages



### Great Gexpections!

**GRAPHICS** Excellent animation and lots of fun details fill every world. Gex himself has tons of attitude. The only problem comes from the camera position when you try to shift the view near walls.

**PLAY CONTROL** Gex feels a little skittish at the start, which might be expected from a gecko, but you'll learn to compensate for the looseness in a short time. After that, it feels very natural.

**GAME DESIGN** The mix of humor and action in widely varied worlds works very well in Gex. Regular stages give players several main tasks, but there are hidden goals, as well, plus bonus stages and boss stages.

**SATISFACTION** A two- or four-lizard mode would have been Gex-treme, but we'll just have to live with a single Gex. Otherwise, Gex 64 pulls almost all the right strings. If there's any weakness, it's that few stages have a true

white-knuckle challenge. The enemies aren't very smart.

### Evaluations

Dana Gould's comments are funny and sometimes surprising, but after repeat performances, eventually even these comments get old. The theme music is always well suited to the stage.

**Evaluations** Scott-Gexploration is the name of the game. Paul-I love the trashy, pop culture references. Jason-As slick as any non-Rare game can get. Bango-life

**N  
64**

SCORES

HOLI

TM-7.8

P-8.1

SP-7.8

T-8.1

**GFX-7.7** **PLAY CONTROL-7.0** **GAME DESIGN-7.7** **SATISFACTION-7.7** **SONG-7.7**

## DEADLY ARTS

- Konami/96 Megabits
- 1 or 2 players simultaneous
- Controller and Ramble Pak Compatible
- Create-a-Fighter option
- Tournament, Team and Tag Modes

**N  
64**

SCORES

HOLI

TM-7.0

P-8.4

SP-8.7

T-8.3

### Does practice make perfect in Konami's Deadly Arts?

**GRAPHICS** Konami turned to the popular anime-style of characters for this 3-D tournament fighter with the result that it looks like a lot of other fighters with very little to set it apart. That is until you create your own fighters and let your imagination run wild. Arenas have some nice details and fighters can interact with some background elements.

**PLAY CONTROL** You'll have almost as much luck mashing buttons as learning the long list of moves. Controller response is fast, but the game uses too few buttons and move selection can be confusing.



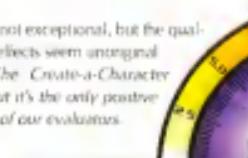
- Deadly Arts includes

several extra modes, not normally found in tournament fighters, particularly the tag match. But the feature that really stands out is the Create-a-Player option. Although this type of option has become almost standard in sports games, this is the first time a tournament fighting title has one.

**Evaluations** The fighting is not exceptionally difficult or engaging, but the custom character option is cool. The awkward training mode makes it a chore to teach custom characters how to fight.

**Evaluations** The music is not exceptional, but the quality is good. The sound effects seem unnatural.

**Evaluations** Scott-The Create-a-Character option isn't enough, but it's the only positive thing mentioned by all of our evaluators.

**N  
64**

SCORES

HOLI

TM-7.0

P-8.0

SP-8.5

T-8.0

**GFX-7.2** **PLAY CONTROL-6.7** **GAME DESIGN-7.0** **SATISFACTION-6.5** **SONG-7.0**

# KNIFE EDGE



# KNIFE EDGE

- Kemco/64 Megabits
- 1 to 4 players simultaneous
- Remake Pak compatible
- 4 game modes

**N  
64**

SCORES

8.5

7.2

7.6

7.5

6.3

## A nose gunner nightmare on Mars.

**GRAPHICS** The landscapes and enemies have a sharp sci-fi look. Explosions and special effects also look cool. Since your Knife Edge fighter moves along a pre-set track, the camera angles are all set. The camera often jerks away from a target too fast and doesn't give you a straight shot.

**PLAY CONTROL** This game takes some getting used to, and even once you've figured out the basics, the speed of the game makes for a great challenge.

### PROS/CONS

Knife Edge breaks ground on the N64 as the first ion-boosting, shooter-on-a-track. Basically, it's a highly animated



target-shooting game with a sci-fi theme. The multiplayer option is a nice extra.

**DISADVANTAGE** For players who want a shooting challenge, or for those who want a fast multiplayer game, Knife Edge fits the bill. Other players may be disappointed that they don't get to fly the spacecraft in missions. There's a feeling of just being along for the ride, even though you can select different paths.

**SOUND** The sound effects and music are good enough so that you won't turn them off, but not so good that you'll want a CD.

**COMMENTS** Scott-I really wanted to fly the ship. Target practice on Mars just isn't enough. Dan-Mindless fun never got so mindless. Todd-Awful fun never got so awful. Jason-It seems frenetic, but there's a sense of urgency.

**GAMING** 7.0 **PLAY CONTROL** 7.2 **GAME DESIGN** 8.2 **SATISFACTION** 8.8 **\_SOUND** 8.6



## 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 receive. Follow your favorite pro in each issue's Now Playing.

ARMED Fighting, RPGs, Adventures

BAM Action, Adventures, Sports

EAT Sports, Action, Action

HARSH Fighting, Action, Sports

JASBON Adventures, Action, Puzzles

PAUL Fighting, Sports, Simulations

SCOTT Fighting, Sports, Simulations, Adventures

TODD Action, Puzzles, RPGs, Fighting

TOMMY Action, RPGs, Simulation, Puzzles

TRAVIS Sports, Action, Adventures

### 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.

SOUND: 10%

GRAPHICS: 10%

SATISFACTION: 25%

PLAY CONTROL: 20%

AGE RATING: 10%

GAME DESIGN: 20%

GENRE: 10%

### AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

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

All Ages

Early Childhood

Teen (13+)

Mature (17+)

Adult (18+)



Buck Bumble



The buzz begins

## THIS MONTH

NHL '99



It's hockey season already!

PENNY RACERS



Finally, a racer that makes cents.

EXTREME-G 2



Flying Extreme-G 2.

GLOVER



Needs an Healer's first aid kit.

# PAK WATCH

The inside source for all  
Nintendo News.

## USA INVADED BY POKéMAN NINTENDO TAKES BLAME

TOPEKA, KANSAS — Sightings of strange creatures in the vicinity of Topeka, Kansas have been identified as the precursors to an invasion of Pokéman in North America. These cute but mysterious creatures from Japan are the first in what is expected to be a tidal wave of Pokéman to arrive this fall. According to Gail Tilden, Nintendo's Supreme Commander of Pokéman forces in North America, the full-scale invasion will begin on August 27th and escalate over the following month until the red and blue Game Boy Pokéman games are released at the end of September. Why begin an invasion in Topeka? "In the Pokéman language," Commander Tilden explains, "Topeka is translated as Topeka-chu. It just seemed a natural place to start." Meanwhile, an unnamed source at Nintendo of America has revealed the top secret invasion plans, including primary targets: Ten special VW Beetles disguised to look like a Pikachu—a character that will be starring in the Pokéman animated TV series beginning on September 27th—will spread across the United States, heading for ten

strategic urban locations including Topeka, Tampa, Boston, Atlanta, Denver, Minneapolis, Dallas, San Francisco, Los Angeles, Cincinnati and Seattle. Citizens are urged to approach these seemingly friendly invaders with caution. "It takes courage, dedication and a lot of Game Boy

**"It takes courage, dedication and a lot of Game Boy hours to capture all 150 Pokéman."**

**—Gail Tilden, Supreme Commander of Pokéman**

hours to capture all 150 Pokéman," advises Commander Tilden. Therein lies the great potential of a Pokéman invasion. There are simply so many of the creatures to collect that people will likely become obsessed, as they have in Japan. In little more than two years, that island nation has been reduced to a state of Pokéman preoccupation. Could it happen here? "We hope so," says Tilden. "Our allied invasion force also includes promotions with KFC, bean bag Pokéman, and collectible figures from Hasbro." So the million dollar question is, can anything stop this invasion? We asked Pikachu, the star of the Pokéman TV show, to comment. Mysteriously, it replied, "Pika pika!" We fear the beginning is near.

# NO MORE MISTER NICE MADDEN

**E**A Sports learned a hard lesson last year with the release of its first Madden football game for the N64. You can't make it in the dog-eat-dog business of sports video games without the official licenses. In the football was last year, Acclaim's NFL Quarterback Club '98 cleaned up, in large part because it offered all the goodies Madden 64, based on the longtime leading football series in the

game modes than ever before, the best play



selection options around, and animation that is as smooth and realistic as the action in World Cup Soccer. Every character moves with ultra-realistic animation that reflects the play called and the situation on the field. When you check out a play in Instant Replay Mode, you'll see that players take every step, lean into their blocks and leap to catch passes. The smooth-skinned models are so real that you almost feel as if you could touch them. For the ultimate realism, though, put yourself in the middle of the action with the helmet-cam view. You may not win a lot of games this way, but you can practically feel the punishment. In

fact, with a Rumble Pak plugged into your controller, you can feel it.

## Mode meltdown

There are so many modes and options in Madden NFL '99 that you may spend days just trying them all. Game modes include exhibition, season, custom season, franchise, tournament, fantasy draft, and practice. The Franchise Mode lets you guide a team over a number of seasons, so you can build a dynasty to rival the 49ers, Packers or Cowboys of recent years. The Practice Mode puts you on the field at a practice facility where you can run plays against a CPU defense until you master them. Both of these modes are great improvements to this year's game. As for team selection, in addition to the current NFL squads, you can select from more than 60 of the best teams in history, back to the 1964 Browns



## Play-by-Play

But the real test takes place on the field, and that's where the new Madden truly shines. As always, the play selection and play control are intuitive and sharp. Players can set up their favorite controller configurations and game settings, then save the profile on a Controller Pak. Madden NFL '99 supports both the Controller Pak for saving seasons and other data and the Rumble Pak for direct feedback. The AI on the field may be the most impressive part of the game, since every character on offense and defense seems to carry out assignments and react to the play as it develops. To sum up, Madden is back and the football wars have just begun.

industry, lacked the NFL license. In spite of its good reputation and excellent play, Madden 64 was outsold by a large margin.

## A Madden future

This year, with Madden NFL '99, all of that has changed. EA Sports has pulled out all the stops to recapture its traditional leadership in the video game football category. The EA Sports team, and the developers at Tiburon, have included all the licenses you could want, plus hi-res graphics, more

**This year it really is in the game.**

# Pak Play

Hands-on previews of upcoming games.

## THE BUCK BUMBLE STOPS HERE

**B**uck Bumble from Ubi Soft is no ordinary bumble bee, nor is it an ordinary N64 game. The mix of exploration, aerial battles, humor and adventure makes for a truly captivating game. Recently, we played a nearly finished version of Buck Bumble and found that it exceeded our expectations on virtually every front. Buck can carry up to eleven weapons, such as a fusion cannon or guided missiles (which you can guide on screen), as he seeks to destroy the invading herd of alien insects. Missions consist of clearing 3-D areas of

enemies, opening doors, finding secrets and solving puzzles. The levels take place in a garden, a forest, a house and subterranean tunnels. The environmental scale is bee-sized, of course, so human implements appear huge. The action involves everything from humungous down-hill enemies and destroying their high-tech bases to lapping up nectar in order to restore Buck's energy. We'll have a full preview of Buck Bumble next month, preceding the game's release in November.



## EA SPORTS ON THE ICE AT LAST

**T**he N64 version of NHL '99 is on the way, and it looks like a formidable challenger to the Gretzky dynasty, although it's more of a simulation. The development team at EA Canada sent Pak Watch a preview version of the game that looked better than most finished games. The animation looks like televised action, a result of EA's motion-capture of NHL players such as Markus Naslund, Mathias Ohlund and Donald Brashear, of the Vancouver Canucks, and Mike Sillinger and John Vanbiesbrouck, of the Philadelphia Flyers. The AI seems realistic because it's based on the insights of Stanley Cup-winning coach Marc



Crawford. And the voice-over sounds realistic because ESPN commentator Bill Clement adds some of the most enthusiastic play announcing in any video game. Other features include analog control, 27 NHL arenas, Controller and Rumble Pak support, 18 top international teams, one- to four-player matches, expansion draft for the Nashville Predators, hot and cold streaks for players during a season, multiple game strategies that can be

accessed during game play and a new Beginner Level that makes NHL '99 a snap



to learn. EA Sports plans to release NHL '99 in November. It's going to be hard to wait that long.



# BOWLING GETS AN INTERSTELLAR BOOST

PAK WATCH

**M**ilo's Astro Lanes combines one of America's favorite family sports with a nutty cast of aliens, robots, and humanoids. The result of this mix for this N64 title from Crave Entertainment is beginning to look promising, particularly because of special items that alter the bowling ball and an innovative multiplayer mode. The use of items that can shrink, expand, or in other ways warp the ball gives players an added strategy. That's particularly important since many of the lanes in Milo's are seriously warped themselves, zig-zags, pits, bumps, and other obstacles. In an exclusive Nintendo Power play test of a pre-alpha version of the game, Milo's creative director and designer from Player 1, George

Wesling, enthusiastically demonstrated the range of the madness. We were most impressed with the use of special items in the multi-player mode. Here's how it works: players attempt to gather special item stars when they appear on the lanes. While the player is bowling, they can use the items to enhance their chances of getting a strike or a spare. But when one of the other three players is bowling, the items belong to the remaining players, turning into anti-specials that can be used to mess up the current bowler's throw. The current bowler can counter these wicked attacks by using one of his or her own specials. So in addition to the exciting physics of bowling, including power and spin, Milo's players must contend with

bowling balls turning into marbles and go on the lane. Bowling may never be the same.



## A PENNY FOR YOUR TOTS

THQ's Penny Racers appeared on the Pak Watch doorstep like a little lost puppy—completely unexpected, but cute, fuzzy and fun. The game sports toyish cars based on the Penny Racer line of mini-vehicles. It also features cartoonish graphics in settings such as a port town and the mountains. The racing takes place at a slower pace, making it ideal for younger players. But the best part of this fall release is the presence of a track editor. Players can build entire tracks and save on Controller Paks. They can place the curves, slopes, puddles and obstacles, then take their custom tracks to a friend's home to give them a challenge. Penny Racers may not move at the speed of F-Zero X, but it goes where no other racer has gone to date.



**It makes cents for the N64**

# Pak Focus

Behind the scenes of game development

## Acclaim

### CHARTS A NEW COURSE



**S**ince the release of its first N64 title, *Star Trek: Dinosaur Hunter*, the once floundering Acclaim has charted a new course for itself and game publishers throughout the industry. Less than two years later, Acclaim stands atop the video

game world, rubbing shoulders with Rare and Nintendo. Gamers now expect Acclaim to produce hits like *Turk 141*, *Star Wars: All-Star Baseball*, *WWF Warzone* and *NFL Quarterback Club '98* as a matter of course. So how did a company once known for hit licenses and big deals



gain such a golden reputation? A large part of the answer comes from Acclaim's super studio system.

#### Five is better than one

Acclaim has five development studios in Texas, Utah, New York, and two in England," explains Gregory Fischbach, Cochairman and president of Acclaim Entertainment. "All of the studios work together to create product. The really great thing about our structure is that when a new technology is developed for one game, it is shared with all the studios and incorporated into other games." In recent visits to Iguana, Iguana West and Probe, your *Pak Watch* reporters witnessed a remarkable exchange of ideas and technologies between the studios, just as Gregory described. In all, Acclaim now has over 450 development people located at the five studios. That's more development people than at Rare and Nintendo's END group combined. But what the Acclaim studios have in common with Rare and Nintendo is the ability to

find talented programmers, designers and artists, without which the creation of great games isn't possible.



Probe's Extreme-G 2 development team set out to make the game faster and friendlier. The creation of wider tracks was a big improvement.

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#### For the record

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The Extreme-G 2 graphics are awesome. Just one of the best features—the sound—can't be shown in a screen shot. In this year's game, players can break the sound barrier on their bikes, causing an audible whiz in the sound. It's another way of giving players a sense of incredible speed.



The new tracks pass through cities, ruins, and even a jungle. Tracks will have jumps, loops, weapon upgrades and secret shortcuts. There's also a new map feature and a rearview mirror.

every platform, but no more. "Turok: Dinosaur Hunter really opened our eyes with regard to the capabilities of the Nintendo 64," confessed Gregory Fischbach. "For the first time ever we were able to take a first-person shooter out of the dark and gloomy corridor and into a lush and colorful jungle setting. Following Turok, the Nintendo 64 quickly became our developers' system of choice." With WWF...  
Warzone, NFL Quarterback Club '99 and Turok 2 ready to set new sales records this fall, it looks like Acclaim has become the publisher of choice for N64 gamers.

## So where's East Croydon?

East Croydon—a suburb south of London—is where Probe Entertainment makes its home. There in a modern office building, one of two British studios in the Acclaim family is busily finishing Extreme-G 2. In a recent visit, we asked the team about their experiences working within the Acclaim studio structure. The development team said that programmers share code, special tools and knowledge of the N64 and its many secrets. Artists may lend a hand where it's needed as a project nears completion. And games are play-tested by the other studios to provide critical feedback to the designers. The shar-

ing of resources, talent and knowledge, combined with some of the best programming talent on both sides of the Atlantic is a hard combination to beat.

## Extreme improvements

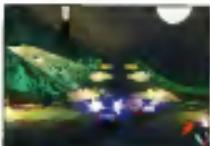
In practice, the studio concept has paid off with great titles. Extreme-G 2 is a case in point. The development team at Probe sent out versions of the game to the other studios for feedback, and they've used

the comments they received to make the game better. This year's Extreme-G features

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**—Gregory Fischbach, cochairman and president of Acclaim Entertainment**

greater depth, new bikes and weapons, better play control, a vastly improved multiplayer mode, more animation



around the tracks and a cast of usually characters to drive the extreme machines. Each of the three

tracks has three variations, so players actually have 36 tracks to master—that's about three times the depth as last year's game. The tracks themselves have been widened to accommodate the high speeds of the bikes—another request of testers—and the camera AI makes subtle adjustments to help players see around corners. Other touches include rich, ambient sound effects and great lighting effects. This is a highly refined Extreme-G, and the studio structure helped the team finish it in less than 12 months.

## Well-deserved Acclaim

The result of Acclaim's expert management of the studios is another extraordinary crop of games headed your way this fall. With this kind of success, we will certainly see other publishers attempt to put together their own super studio systems. Soaring development costs and advancing technology make it difficult for small developers to survive. Thanks to Acclaim, we've seen how big companies can maintain the creativity and dynamics of close development groups.



**At Iguana Entertainment, Turok 2 is nearly done. It's expected to be one of the biggest hits of the year, suggesting Acclaim is right on target.**

# Pak Peeks

What's breaking in the world of games.

## Rogues' paradise

Lucasarts sent us a couple of exclusive screen shots of Star Wars: Rogue Squadron featuring intense fighter action. Lucasarts, and Factor 5—an N64 developer located in Germany and San Rafael, California—are pulling out all the graphic and audio stops for this December release. With some of the coolest looking spaceship models in the gaming world, excellent special lighting effects, and the most powerful soundtrack imaginable, Rogue Squadron promises to be an incredible play.



Star Wars: Rogue Squadron



Star Wars: Rogue Squadron

## Give Hasbro a hand

Hasbro Interactive's first N64 game may well burn into the surprise action hit of the fall. GLOVER is a little guy who comes to life when a wizard drops his glove into a magical cauldron. Then the wizard falls into a hole and only GLOVER can save him. To do that, GLOVER must recover a bunch of gems, which have turned into beach balls. Okay, so it all sounds a little silly. But the game is full of variety and definitely worth a look. The fun part is figuring



out the many ways that GLOVER can carry, push, throw, dribble and otherwise transport the ball through stages filled with obstacles, enemies and collectible items. The development team at U.K.-based Interactive Studios seems to have mastered the N64 in record speed. Let's give 'em a hand.

## Shift into overdrive

Our most recent look at Top Gear Overdrive showed beautifully rendered road courses full of flowing waterfalls, spectacular highlights, and interactive backgrounds. Overdrive will have other arcade elements, as well, such as Nitro boosts and cash that you can use to upgrade your car.



Top Gear Overdrive

or buy a new model. Since this racer is due for release in November, the team at Snowblind should be shifting into overdrive right about now.

## Utopian dreams

A new N64 developer called Utopia Technologies out of Dallas and the Big Apple is working on several games, including Montezuma's Return shown here. The idea behind Montezuma is that you are a sort of



Montezuma's Return

Indiana Jones hunter of antiquities, particularly those left by the ancient ruler of the Aztecs. The game takes place in interactive 3-D environments featuring first-person action. But this isn't your standard shooter. In fact, it's not a shooter at all, but more of an adventure featuring platform action and a range of movements, puzzles, obstacles and enemies. Since Utopia is looking for a publisher, there is no release date set at this time. But it looks like a sure fact that Montezuma will return soon.

## News wrap-up

Let's start off with Mickey Mouse Capcom's first N64 title will be Magical Tetris Challenge. Featuring Mickey, The Tetris-based puzzle game will feature other Disney characters, as well, such as Minnie Mouse, Donald Duck, Goofy and had just like Pete and the Big Bad Wolf. The game, which Capcom hopes to release by the end of the year, is virtually finished and includes both Puzzle and Vs. Modes. In a related update, it seems that the volatile tale of GameTek's Rohotech is finally over. Capcom was going to distribute the game, but GameTek has closed up shop, which suggests that Rohotech's Crystal Dream is finally dead. RIP.

On a cheerier note, Cave Entertainment is just gearing up to develop and publish a truculent of N64 and Game Boy titles over the next year. On the N64 side, Virtual Pinball 64 is deep in development and



Coming Next Issue...

Volume 113 October 1998

The Lost World beckons...and you know you can't refuse. Next month, open our Turok 2 survival kit and prepare to be blown away by the game's new weapon arsenal and deadly Dinosoid armies.



NFL QUARTERBACK CLUB '99  
AND MADDEN NFL '99



Last year we asked the pros at Nintendo whether they thought *Qb Club* or *Madden* was the better gridiron game for the SNES. With the new season upon us, and the upcoming release of Acclaim's *NFL Quarterback Club '99* and EA Sports' *Madden NFL '99*, we're asking them to score this year's crop. Watch the turf fly as the experts sound off—it's better than a quarterback controversy.

## WCW/NWO REVENGE



You might have been the World Heavyweight Champion in WCW VS. NWO: World Tour, but that was last year! The stars of the WCW and the renegades from the NWO are back looking for revenge in THQ's latest and possibly greatest wrestling import.



The only thing standing  
between you and the alien slime  
that's controlling the weapons, vehicles,  
and machinery on Mars  
is the experimental fighter aircraft,

# KNIFE EDGE

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