NEW COMIC ADVENTURE
Star Wars: Shadows of the Empire
MORTAL KOMBAT TRILLOGY
IN-DEPTH STREET FIGHTER ALPHA 2

Inside Look

Special Interview
Cop: Development

OFFICIAL CONSUMER ITINERARY

EXPLOSIVE FIGHTING GAME BLOWOUT
IF YOU MISS THIS TOUR, YOU’RE ROADKILL.

When you enter the exciting new world of Nintendo 64, you’ll see video gaming in a whole new perspective—3-D! Not only is Nintendo 64 a quantum leap in action, adventure, and fun, it seriously increases your chances of becoming the road kill.

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A full year is just $19.95.* (That’s a savings of $40 off the cover price!) Subscribe now and you’ll get your choice of one of three Player’s Guides—a $11 value. Just call 1-800-255-3700 to subscribe.

Or send in the card that’s stuck in the middle of this ad. Don’t wait, if you miss the bus, you’ll have to hitch a ride. And there’s no telling who, or what, may stop for you.

*Canadian residents pay $27.95
Williams ups the ante with MK Trilogy. More selectable characters. New, detailed backgrounds. Explosive new Brutalities. Betcha can't fight just once!

Donkey Kong Country 3: Dixie Kong's Double Trouble

Dixie pairs up with an unlikely simian sidekick, and the result is double trouble.
**Full Coverage**

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The Star Wars: Shadows of the Empire comic starting on page 24 is the first comic to grace the pages of Nintendo Power since Metroid in Volume 61. What do you think of this three-part series and about comics in general? Send us your opinions pronto!

Comicon Relief
I have been a subscriber for about a year now and I like the changes you have made. One change I do not like however is the cover I like the glue binding better because my magazines with staples in them tend to fall apart. I also noticed you cut down on pages, I don't like that either. And last but not least I think you should bring back the comics, they were cool.

Eli Barry
Nevada City, California

Moustache Bash
I just got Super Mario RPG for my birthday and it is great! The battle modes are so easy to comprehend that my 5-year-old brother plays like a pro. The countless mini games, great graphics, hidden treasures, and numerous jokes about Mario's mustache give this game the highest replay value of any RPG, even Chrono Trigger. Thanks for such a hilarious game, you rule!

Anson Davis
Spring, Texas

You Missed a Spot!
First, I would like to say that I thoroughly enjoyed the Classic Epics in Volume 87 and I especially liked the fact that Crystalis was reviewed since it is, after all, the best game ever made. But I was rather shocked to learn that you claimed that "It all started with Zelda." That is not true. PCs had RPGs long before Nintendo even made Donkey Kong! But even more than that, you were neglecting three games which were really important to the RPG history of Nintendo. The first two were what really started the trend from mindless action games, up the ladder to more complex games. The first being Solomon's Key. This game had over 100 rooms, all of which were startlingly different. That added with the fact that it had two different endings made this a HUGE leap forward from the regular games. Also, you didn't mention Rygar, which was the first game on the NES to introduce dual perspectives (Bird's Eye view and side view). It also had an experience system which wasn't truly matched until Dragon Warrior. It also introduced the concept of magic aiding battle. And the last, Magician, was thoroughly forgotten.

Anyway, I've said my piece. If you will, could you provide reviews on these three oft-neglected games in a future issue? I'll be watching.

Chris Schumacher
via the Internet

The games you mentioned are all classics by definition but none of them can be called an epic without raising an argument. And, according to this next letter, neither PC RPGs, Oh, and by the way, Solomon's Key has three endings.

Cowboy Art:
Page 8: top to bottom: James Rigozzi - Thunder Bay, WI Matthew Rigg - Ottawa, IL Brian Roberts - Madison, WI
Page 1: top to bottom: Andrew Eaves - Meriden, CT Mike Gatto - Burlington, WI
Page 1-2: top to bottom: David Vazquez - Nashville, TN Michael Schumacher - Canada
Page 9-10: top to bottom: Matt Zimny - Woodbury, MN
Page 10-11: top to bottom: Chris Stachman - IA
Epicly Boring
Recently, games like Eye of the Beholder have been getting into Epic Center. What do they have to do with epic games? They are just boring mazes.

Devin Anderson
via the Internet

Psyche Souffle
Yes, I love your magazine and all but you print Waaaaayyy too much info on the N64 My brother and I probably won't get it until Christmas and showing us all this coverage on the N64 will just rip our psyche to shreds!

Gregg Fuller
via the Internet

Who Cares?
I would like to say that I am sick and tired of people writing letters about wanting the old manila folder background in Classified Information. What difference does it make what the background is? Even if the background was pink it would still have the best information on all the games. What are you more worried about, the background or the information?

Mike Stewart
Mt. Morris, Michigan

More or Less?
I just wanted to say that Super Mario 64 at £3 was most impressive. DKC 3 and Kirby Super Star looked great, too. But Game Boy Pocket? What's the point? Who's really going to shell out more dollars for something that's a little lighter and smaller?

Richard Caywood
Colorado Springs, Colorado

Lighter, smaller, and most importantly an improved screen with higher contrast!

Devin Anderson
via the Internet

Download the Goods
I just wanted to say that the Nintendo web site is GREAT except for one thing: No videos! It would be a lot better if it were possible to download videos of games on the web site.

Sébastien Rossignol
Québec, Canada

You should feel lucky, Gregg, imagine all those poor fans who won't be getting one this year at all!

Let's Argue, Shall We?
I would like to see more arguments, such as the dispute over Sarah LeBrie's letter about girls in games. I thought it was very interesting hearing about other people's thoughts over that issue. I might like to start an argument over people asking you to put reviews of arcade games in your magazine. This magazine is about Nintendo products.

Ryan Coulston
via the Internet

More or Less?
I just wanted to say that Super Mario 64 at £3 was most impressive. DKC 3 and Kirby Super Star looked great, too. But Game Boy Pocket? What's the point? Who's really going to shell out more dollars for something that's a little lighter and smaller?

Richard Caywood
Colorado Springs, Colorado

Lighter, smaller, and most importantly an improved screen with higher contrast!
No surprise at who's atop the first-ever Nintendo 64 chart. Why, it's the world's most popular plumber! Mario continues his domination of the Super NES chart, too, with his fourth straight month in the number one slot. Do you want to be heard? Vote it loud by sending in your Player's Poll card at the back of this issue!

**SUPER NES TOP 20**

<table>
<thead>
<tr>
<th>GAME</th>
<th>COMPANY</th>
<th>LAST MONTH</th>
<th>NEW MONTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPER MARIO RPG</td>
<td>Nintendo</td>
<td>1</td>
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<td>THE LEGEND OF ZELDA: A LINK TO THE PAST</td>
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<td>CHRONO TRIGGER</td>
<td>Square Soft</td>
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<td>15</td>
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<tr>
<td>TETRIS ATTACK</td>
<td>Nintendo</td>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>SUPER METROID</td>
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<td>8</td>
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<tr>
<td>KEN GRIFFEy JR.'S WINNING RUN</td>
<td>Nintendo</td>
<td>6</td>
<td>5</td>
</tr>
<tr>
<td>SUPER MARIO WORLD 2: YOSHI'S ISLAND</td>
<td>Nintendo</td>
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<td>12</td>
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<tr>
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<td>Natsume</td>
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<tr>
<td>OGRE BATTLE</td>
<td>Enix</td>
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<tr>
<td>SECRET OF MANA</td>
<td>Square Soft</td>
<td>17</td>
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</tr>
</tbody>
</table>

**MOST WANTED**

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUIS’N USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. DOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO RPG
10. MISSION IMPOSSIBLE (N64)

**GAME BOY TOP 10**

<table>
<thead>
<tr>
<th>GAME</th>
<th>COMPANY</th>
<th>LAST WEEK</th>
<th>NEW WEEK</th>
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<tbody>
<tr>
<td>THE LEGEND OF ZELDA: LINK'S AWAKENING</td>
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<tr>
<td>OKL 2: DIDDY'S KONG QUEST</td>
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<tr>
<td>MEGAMAN X3</td>
<td>Capcom</td>
<td>2</td>
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<tr>
<td>FINAL FANTASY II</td>
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<tr>
<td>MORTAL KOMBAT 3</td>
<td>Williams</td>
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<td>OGRE BATTLE</td>
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<tr>
<td>SECRET OF MANA</td>
<td>Square Soft</td>
<td>10</td>
<td>7</td>
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</tbody>
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**TOP FIVE FOOTBALL GAMES**

Falling leaves, the crisp cool weather, muddy cleats; the roaring crowd, touchdown! Yep, it's football season once more! Here's an all-star lineup of gridiron faves for the Super NES. Rah Rah Rah! Sil-boom-bah!

1. NFL QUARTERBACK CLUB '96
2. TECMO SUPER BOWL III: FINAL EDITION
3. MADDEN FOOTBALL '97
4. NFL MVP FOOTBALL
5. MADDEN FOOTBALL '96

**POWER EDITORS' NINTENDO 64 TOP 5**

<table>
<thead>
<tr>
<th>GAME</th>
<th>COMPANY</th>
<th>LAST WEEK</th>
<th>NEW WEEK</th>
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</thead>
<tbody>
<tr>
<td>SUPER MARIO 64</td>
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<td>PILOTWINGS 64</td>
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<td>WAVE RACE 64</td>
<td>Nintendo</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>STAR WARS: SHADOWS OF THE EMPIRE</td>
<td>Nintendo</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>TURDK: DINOSAUR HUNTER</td>
<td>Acclaim</td>
<td>-</td>
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</tbody>
</table>
Volume 84 Grand Prize Winner Kris Lehman of McCAdoo, Pennsylvania, took a once-in-a-lifetime trip to Atlanta to witness a once-in-a-century occurrence: Kris and his mother Dianne took part in the opening ceremonies of the Centennial Olympic Games and hung around town for four more days of basketball, rowing, and gymnastics galore. Between events Kris partied at Hard Rock Cafe and visited the Nike complex, where he measured up to some of the world’s best athletes.

**Craig Sutherland**

via the Internet

Hey Craig, take note! The launch date has moved up to Sunday, September 29th! Don’t expect Mario to write you a note if you play through school on Monday!

---

**RETraction**

We goofed! In Volume 88 we told you that your N64 would not be packaged with an A/V cable for connecting to your TV. Well, we take that back. Now even those of you who don’t own a Super NES and the A/V cable that came with it will be able to hook-up hassle-free. See this month’s Pak Watch for complete hook-up instructions.

That’s-a-right! The N64 does-a-come with an A/V switch.

---

**WRITE AWAY RIGHT AWAY!**

Is your household being Tetris Attacked? Has Mario 64 replaced someone’s Saturday morning cartoons? How much time is your Game Boy Pocketing? Send us the goods!

**NINTENDO POWER PLAYER’S PULSE**

P.O. BOX 97033

REDMOND, WA 98073-9733

E-mail: NDAPulse@Nintendo.com
The folks at Williams have outdone themselves in porting over Mortal Kombat Trilogy to the N64, even ramping up the graphics and special effects in the process! Awesome new features make this Mature-rated game (recommended for players 17+) a fighting tour-de-force. We'll open with a brief run-down of what's new before we dig into the meat of this latest chapter in the MK saga.

**Aggression**

The Aggression meter will tell you who's takin' a lickin' and who's still tickin'. Fill 'er up for a Shadow move payoff...and maybe something even better!

**Brutality**

You knew it was only a matter of time before the game gurus at Williams would add yet another -ality to the list of outrageous Mortal Kombat finishing moves. With the new Brutality in your repertoire, there won't be enough of your opponent left to fill a doggy bag!

**Tag Team**

The new 2-on-2 and 3-on-3 Kombat options allow up to six players to take the controls in a totally raucous tag team endurance match! These modes play just like the endurance rounds seen in the one-player tournament, except that both sides are allowed to select multiple Kombatants. You can mix and match your fighters to counter any threat to your supremacy.

**27 Battlegrounds**

All your favorite MK, MK II and MK 3 battlegrounds are here, boasting more detail and more animation than ever before. There are also several new arenas in which to host your deadliest bouts.
**FIVE NEW KOMBATANTS**

You may have fought some of them before, but now you get to be them! Five fighters join the ranks of the selectable kombatants, including fan faves Noob Saibot, Rain and Ermac. Some fight for the forces of good, some battle for the hordes of evil. Which side are you on?

**TOURNAMENT**

Looking for a really good fight? Now you don’t need a code to find out which one of you is truly the best of the best. The Eight-Player Tournament mode will allow you and your opponents to fight for the title in a simple elimination competition. If you take the top spot, you may also take home a juicy reward...if you choose wisely, that is!

**MK CHRONICLE**

Since keeping track of all the MK games is likely to make your head spin, we’ve charted the changes the series has gone through over the years. Only one bonus character in the original MK? It’s almost inconceivable!

<table>
<thead>
<tr>
<th>Game</th>
<th>Characters</th>
<th>Bonus Characters</th>
<th>Fatalities</th>
<th>Animalities</th>
<th>Babalities</th>
<th>Brutalities</th>
<th>Friendship</th>
<th>Kombinations</th>
<th>Running</th>
<th>Kombat Kodes</th>
<th>Multi-Level Stages</th>
<th>Tournament</th>
<th>Endurance Rounds</th>
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<tr>
<td>Mortal Kombat</td>
<td>7</td>
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<td>Mortal Kombat II</td>
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<tr>
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<td>N</td>
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<tr>
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</table>
The MKT artificial intelligence is tough, but you can take advantage of a couple of patterns on the low to middle difficulty levels. The computer-controlled characters sometimes operate in a "my turn, your turn" mode, where they'll attack and then pause, giving you an opening. Your opponents may retreat if you attack during a pause phase, but they won't respond until it's their turn. Opponents may also let themselves be hit by a particular attack or respond to it in the same way for most of a round. You may be able to knock someone down to about 40% energy before they start blocking that attack.

The Aggression meter works like the various power bars in other fighting games; the more you hit your opponent, the more energy you store up. Normal punches, kicks and combos (not special moves) work best. Once your meter is full, you'll begin to "shadow," and you'll be able to pull off some extra-special moves. As for the new Brutality, just punch in the proper control sequence while your opponent is reeling, and you'll unleash a storm of kicks and punches that will eventually reduce your victim to a squishy pulp! Can you say, "food processor?"
MKT offers the career kombatant more multi-player options than any previous MK title. You can set up multi-player challenges any way you want to prove once and for all who's the King of Pain or the Diva of Damage. C'mere!

**Endure This!**

The 2-on-2 and 3-on-3 Kombat options allow players to go to the mat in a tag team endurance match. Each player chooses two or three characters. If one character is defeated, the next takes over. Each round continues until all the fighters on a team are history. If one of your buds is an expert with a certain fighter, pass off the controller to him or her when that fighter's turn comes up. This way, up to four or six players take part in the match, depending on the option you choose.

**Tourney Terror**

If you’re skilled (or foolhardy?) enough to stand on your own, you can plunge into the Eight-Player Tournament option. This pits up to eight brave souls against each other in a simple elimination tournament. Eight become four, four become two, and then the final duo battles for the right to choose a “reward.” This is not without risks, though. Depending on the Kombat Kode symbol you select, you may be shown a display of Fatalities, have your future foretold, or be given the “honor” of battling the worst of Shao Kahn’s minions in an ultra-tough endurance round!
Even old kombatants can learn new tricks. Rayden’s Reverse Lightning blast will fly off the screen and crash into your foe from behind, while Baraka’s Whirling Blade attack (which began as a glitch in an earlier MK game) makes its official debut here. Even some combos have been tweaked, including Sonya’s six-hit head buster, which now has a nasty juggle thrown in for added abuse.

They’re mad, bad and dangerous to know! Here are the newest Mortal Kombatants, complete with their signature special moves. Will you tap an untried fighter, or will you stick to an old favorite? Make your picks and take your chances!

Rain

Once a fugitive from Shao Kahn’s extermination squads, Rain has betrayed his world of Edenia and himself by agreeing to fight on the side of evil.

Lightning

Turn on the power by pressing Back, Back and High Punch. You’ll call down a bolt of lightning from the heavens to shatter your opponent’s dreams of victory. With power like that, it looks like you could give Rayden a run for his money!

Tractor

Rain’s Tractor Fireball is one of the best new moves. Press Down, Down/Forward, Forward and High Punch to toss out a cool, blue fireball. Once it strikes its target, you’ll be able to move your opponent around via the Control Pad. Set ‘em up and knock ‘em down!
Jade has been ordered by Shao Kahn to bring the treasonous Princess Kitana back to Outworld. She will be forced to choose between betraying her childhood friend and her emperor.

**Boomerang**

Jade’s razor-sharp Boomerang can hit any part of a challenger’s body. Press Back, Forward and then High Punch, Low Punch or Low Kick to target the head, body or legs of your opponent. Hello, viewers! It’s slice and dice time with your favorite ninja chef, Jade!

**Glow Kick**

Cruise into action with this powerful sliding kick. Press Down, Forward and Low Kick to set yourself in motion. The only problem with this flashy move is that once you execute it, you’ll be in a stall for about two seconds. If your intended victim successfully blocks your attack, you’ll be in for a world of hurt, for sure!

**Invincibility**

This defensive move will render you invulnerable to projectile attacks. Press Back, Forward and High Kick to activate it. It will force any no good, fireball throwin’, from-across-the-room-spear-hurlin’, can’t-take-it-on-the-chin-for-nothin’, current and former Lin Kuei ninja types to finally get up close and personal!

**Ermac**

The origin of the brooding warrior known as Ermac remains shrouded in mystery. Rumor has it that he is the embodiment of the life forces of three slain warriors, brought back from the nether regions and fused by Shao Kahn’s foul magic.

**Teleport Punch**

Press Down, Back and High Punch to disappear in a ball of flame, only to reappear on the opposite side of your hapless foe and deliver the mother of all sucker punches! It’s a quick move and very tough to counter, even when it’s expected.

**Fireball**

If there’s anything the “mysterious ninja” knows how to do, it’s throw a good Fireball! Press Down, Back and Low Punch to try out Ermac’s pulsing, emerald green version of this perennial MK favorite.
Noob Saibot is one of the Brothers of Shadow, dark warriors who serve a fallen elder god in a dimension far beyond the borders of Shao Kahn's realm. His mission is to observe the conflict between the Outworld and Earth and report back to his ominous lord.

**Ghost Fireball**
Press Down, Down/Forward, Forward and Low Punch to unleash a seething cloud of negative energy that will engulf your opponent. We must admit, bad ol' Noob makes the old seem new (and cool!) again.

**Booby Double**
Double your pleasure and double your fun by pressing Forward, Forward and High Punch. Your double will grab your opponent and toss him or her back over his head—right at your waiting fist!

**Teleport**
Press Down and Up for a quick shift in your priorities. You'll shoot up off the screen and literally pop up somewhere else. If you're on target, you'll grab your opponent and give him or her a face-to-face introduction with the cold, hard floor!

Betrayed by the Lin Kuei, Smoke has become their third cyborg assassin, charged with seeking out his former friend and ally, Sub-Zero.

**Trident**
Mimicking the Spear move he used when he was fully human, the cyborg Smoke now uses a high-tech Trident instead. Press Back, Back and Low Punch to cast your line and reel in your prey. Be ready with a combo or a quick uppercut to turn your opponent into fish bait!

**Invisibility**
This trick is only for the cleverest cyborgs. Not only will your opponent not know where you are, but you often won't know where you are, either! Press and hold Block (optional) and then press Up, Up and Run to become invisible to the naked eye and all enhanced cyborg senses.
10 Grand Prizes include:
One walk-on role on the hit Nickelodeon series "The Secret World of Alex Mack" including a trip for four to Los Angeles, plus a Nintendo 64 system with a Super Mario 64 Game Pak.

10,000 1st Prizes:
One free Nintendo 64 rental package with hardware system and one game for three evenings at Blockbuster Video.

25,000 2nd Prizes:
One free issue of Nintendo Power Magazine.

POWER MAKES IT EASY TO PLAY!
Nintendo Power scored game pieces for all subscribers, now it's up to you to win! Take the game piece out of your magazine and watch for the red dot on the new half hour of "More Nickelodeon" October 7th through October 20th every night at 8:00 p.m. Eastern/7:00 p.m. Central. When you see the red dot, hold the scrambled image of the game piece up to the television screen to reveal the secret message. The next time we see you, you might be on TV!

All first prizes must be claimed at participating Blockbuster Video stores by 11/30/96. Second prize claims must be received at address shown in official rules by 11/30/96. See official rules on game piece for details on how to claim your prize.
The Wubbulous World of Dr. Seuss

Oh the places you'll go—and the things you'll think—when the magic of Jim Henson Productions brings to life the world of Dr. Seuss and his famous feline, the Cat in the Hat. From Horton the Elephant to the Collapsible Frink, you'll meet old favorites and some new faces too.

Sundays

Hey Arnold!

Nickelodeon's newest Nicktoon is about a fourth grade kid who's got street smarts, imagination and a head shaped like a football. Meet Arnold, a city kid whose problems are a lot like yours: playground bullies, crushes, school plays and more. With a little help from his best friend Gerald, Arnold always finds a unique way to solve them.

Mondays & Wednesdays

The Secret World of Alex Mack

Alex Mack wasn't born with special powers. In fact she was pretty average until she was doused with a top-secret compound in a freak accident. Now she can turn herself into liquid and shoot bolts of electricity out of her hands. But Alex isn't a superhero. She's using her powers for a job much tougher than fighting evil—surviving the ups and downs of junior high school.

Tuesdays & Thursdays

KaBlam!

What happens when animation goes KaBlam!? Find out in this new sketch comedy show crammed with cartoons. Henry and June, two cartoon kids, host their own show from inside a comic book filled with all different types of cartoons.

Fridays

Kenan and Kel

Follow the adventures of Kenan Rockmore and Kel Kimble, a duo who dauntlessly chase after the things most teenagers dream about, but few dare to pursue. Kenan's dreams and schemes always include his loyal pal Kel who, unable to resist his buddy's infectious enthusiasm, inevitably finds himself along for a bumpy ride filled with wild predicaments.

Saturdays
Forget Bay Watch. Once Nintendo’s Wave Race 64 hits the video beach this fall, the best seaside action on TV will be found on the Nintendo 64. There’s never been a game that looks or feels anything like this: realistic wave action, dynamic control, stunning 3-D courses with graphics effects that rival reality. Whether you’re racing for the championship or hot dogging for stylin’ points, Wave Race 64 delivers fun, sun and thrills. Get set for a teeth-rattling Tour de Surf in the next four pages. As for the Japanese screen text, we just couldn’t wait for the translation. Next month, we’ll have it all for you.

LOADS OF MODES

How many ways are there to play? Let me count the waves. You can race for the championship, challenge a friend, master acrobatic skills, or set new time records. Wave Race 64 also contains three levels of difficulty and Dolphin Park, where you can practice your wave-hopping without clocks, judges, or opponents to stress you out.

TWO FUN

Who rules the waves in your house? There’s only one way to find out. Plug in two N64 Controllers and select the Two-player Mode for a match race to determine the best in your nest. Each player chooses a jet ski, you agree upon a course, then the race begins. The vertically split screen shows the watery course-times-two with all the 3-D details intact. You can even set a handicap to even things up between beginning and advanced riders.
As you zip about on the waves of Dolphin Park, perfecting your acrobatic skills and general skimmanship, you'll notice friendly dolphins racing ahead of your bow. No, you can't hit the dolphins! They are too quick and they don't trust crazed jet skiers at all. You'll find jumps and obstacles in the park that you can hit, though, and in the case of the jumps, it's actually the right thing to do. When you've caught enough air, try racing at full speed through the arch of rock, or diving underwater after a jump. Once you feel confident on your fiberglass rocket, launch into one of the competition modes.

The four sleek and powerful Kawasaki Jet Skis in Wave Race 64 features unique driving attributes, which are determined by the combination of the rider and the machine itself. Players can adjust three settings: handling, engine and grip, then save the custom settings in the Controller Pak so they can take their own setup on the road to play on someone else's Game Pak.

**Rider:** Ryota Hayami, Japan
Handling ..... 3  Grip ..... 4  Collision Stability ..... 3  Maximum Speed ..... 4  Acceleration ..... 3  Skill Level ..... Beginner to Advanced

**Rider:** Ayumi Stewart, USA
Handling ..... 4  Grip ..... 3  Collision Stability ..... 2  Maximum Speed ..... 2  Acceleration ..... 5  Skill Level ..... Beginner

**Rider:** Dave Mariner, USA
Handling ..... 1  Grip ..... 2  Collision Stability ..... 4  Maximum Speed ..... 5  Acceleration ..... 2  Skill Level ..... Advanced

**Rider:** Miles Jeter, Canada
Handling ..... 5  Grip ..... 1  Collision Stability ..... 3  Maximum Speed ..... 3  Acceleration ..... 3  Skill Level ..... Intermediate
For the ultimate racing challenge, enter the Championship mode and jockey through three circuits: Normal, with six courses; Hard, featuring seven courses; and Expert, in which you battle it out on eight courses. You earn points depending on your finishing position, then advance to the next race in the circuit. Below, you can see the variety of the race courses. There's something for everyone, from saltwater surfing to urban trawling. Every course has marker buoys that you have to pass on the left or right, so it's like a slalom at high speed.

**SUNDAY BEACH**

The straight are long, but the buoys will keep you waggling through the waves on this sun-drenched race course. The sandy beaches are forgiving if you lose control and skid up onto the land.

**SUNSET BAY**

The stunning graphic effects of the N64 lend all of the courses a sense of reality, but the low, glaring sun reflecting off of Sunset Bay may be the most impressive game graphic effect ever. The course is choppy with tight turns that will keep you swallowing saltwater as you squint into the setting sun.

**MILKY LAKE**

It's a peaceful morning. Trout swim by in the clear, inland water. Suddenly the quietude is ripped apart by four maniacs in wet suits and helmets cranking thunder from their machines. As they surge forward, churning the glassy waters into a boiling froth, they catch sight of pylons sticking out of the course ahead and narrow, twisting channels.

**PORT PIRATES**

This bustling port is no place for timid riders. High tides, a narrow passage through a ship's hull, and wrenching turns will test every rider to the max. You'll find jumps and obstacle buoys, as well.

**CASTLE CITY**

Surging breakers crash on the rocky shore of Castle City, tossing riders and jet skis into the air. A shortcut through the city can give you the edge in competition, but don't try it during a Time Trial. Prepare to be punished.
The Time Trial mode gives you the chance to post speed records on any of the courses that you have reached in the Championship mode. Without other riders on the course, though, you'll have to push yourself to the limit, shaving off precious seconds wherever possible. You can save your best time on the Controller Pak and take it to a friend's house for a Time Trial competition.

In the stunt mode, players shoot for high scores by performing amazing feats of balance and dexterity while racing along at high speed. With a little practice, you'll be able to twist your jet ski in the air, dive it under the waves, perform barrel rolls, flips, handstands, spins and other special moves. The course is marked by hoops and timed stages. Your score is determined by the number of stunts you perform and how quickly and accurately you ride through the course. This is one time when showing off really counts.
What follows is a chapter of the Dark Horse Comics' graphic-novel epic, *Star Wars: Shadows of the Empire*. Dark Horse has been publishing original Star Wars comic books and graphic novels since 1991, beginning with *Star Wars: Dark Empire*.

Dark Empire presented an entirely new approach to Star Wars comic-book adventures. As opposed to earlier comic-book adaptations, Dark Empire closely followed the tone and style of the Star Wars novels. Tom Veitch’s story tied directly into continuity previously established in the books and motion pictures, and it brought a sense of majesty and grandeur unseen in earlier Star Wars comics. Additionally, Cam Kennedy’s artwork set a new standard for the medium, with his vibrant colors and painstakingly detailed machinery.

*Star Wars: Shadows of the Empire* picks up after *Star Wars: The Empire Strikes Back*. The Rebels are on the run after the Empire smashed their base on the ice-planet Hoth. The dreaded Galactic Emperor Palpatine schemes to deal the final blow to the Rebel Alliance. Luke Skywalker, reeling from Darth Vader’s revelation on the cloud city of Bespin, ponders his own destiny and that of the Rebel Alliance. Meanwhile, Leia, Lando and Chewbacca search for Han Solo, captive of the notorious bounty hunter, Boba Fett.

Since the release of that first successful series, Dark Horse has continued to produce new Star Wars comics stories. You’ll find them at your local comic-book specialty store (phone 1-888-266-4226 to locate a store near you), or you can order them directly from the publisher by phoning 1-800-862-0052.
WE'LL BE IN RANGE OF THE IMPERIAL CRUISER IN THREE MINUTES, WEDGE.
YOU HEARD COMMANDER SKYWALKER, ROGUES.

GALL DEAD AHEAD!

DASH RENARD LEADS THE CHARGE IN THE OUTRIDER.

ATTACK FORMATION! WE'RE GONNA STIR UP A BULZER'S NEST!
I hope Lando's right about this, Skip. We're taking a big chance! What if Boba Fett's not on Gall--?

Fett was on his way to deliver Han to Jabba when another bounty hunter attempted a little smash-and-grab. Fett's ship Slave I was badly damaged! The safest place to make repairs was the Imperial Enclave on Gall--it being heavily fortified.

But thought fills us with great comfort, Lando.

I assure you my information came from a very reliable source.

Oh, dear! This all sounds most dangerous.

Any risk is worth taking for Han. He... the Alliance needs him.

Sure--in our own different ways!

Of course the princess loves Han, everyone we all love him.

Time to part, company. Luke? Happy hunting!

Be careful, Lando! May the Force be with you.

So while Luke and Rogue Squadron draw out the opposition, we just sneak in the back way and find Slave I and take Han.

Grrowarrhh.
STAY TIGHT ON MY TAIL, LANDO! HERE’S YOUR CHANCE TO PROVE YOU’RE STILL THE REGARDO BEST PILOT AROUND.

I CAN’T SAY I’M HAPPY ABOUT PUTTING OUR FATE IN THE HANDS OF A MERCENARY LIKE DASH RENDAR.

WE USED TO DO A LITTLE SMUGGLING IN THE OLD DAYS—GUESS DASH NEVER GOT OUT OF THAT LINE OF WORK. THAT’S HOW HE KNOWS THE SET-UP ON CAIL.

SOMETIMES I THINK HE’S A LITTLE TOO CONFIDENT FOR HIS OWN GOOD.

DASH? OH, HE’S OKAY. HE’S NO FRIEND OF THE EMPIRE ANYWAY AND HE DID GIVE A GOOD ACCOUNT OF HIMSELF FOR THE ALLIANCE ON HOTH.

WELL NEED ALL THE CONFIDENCE HE CAN MUSTER FOR THIS ONE.

DON’T WORRY, PRINCESS—
"If anyone can get us to Boba Fett, he can..."

You should have a clear run to your target, Lando!

"Still with me, buddy?"

Hot on your heels!

That's good, because Fett's ship is docked at the space port. Straight ahead— and I am outta here!

What're you talkin' about, Dashi? You're not backing out on us..."

Sorry! I was paid to guide, not to shoot— and I don't take risks I don't get paid for.

Blast you, Rendar..."
FORGET HIM! WE DON'T NEED HIM!

CHEWIE! GROUND FIGHTERS COMING OUT TO MEET US!

HURRY! FETT COULD BE BACK ANY TIME!

I HAVE SOME BAD NEWS FOR YOU, A-LOM!

 Этот бушет, вы не попадете, иначе как на куски!

FETT: AHHHHH!

THIS IS ONE BOUNTY YOU WON'T COLLECT!

BZAP!

BZAT!
WEAPONS SYSTEMS ARE DOWN! WE'VE LOST EXTERNAL COMMUNICATIONS, TOO!

WE'RE TOO BADLY DAMAGED TO FOLLOW BOBA FETT! WE CAN'T EVEN CALL LUKE TO LET HIM KNOW!

ALL WE CAN DO NOW IS RUN!

WELL! THERE'S NO ALTERNATIVE BREAK OFF THE ATTACK!

GET US OUT OF HERE!
SO SOMEONE PAID ONE OF OUR TECHS TO TAMPER WITH ROGUE SIX'S COMPUTER SO THAT IT TARGETED ON LUKE.

WEDEWAS FORCED TO BLAST THE TECH BEFORE WE COULD GET ANYTHING OUT OF HIM. BUT WE TRACKED THE PAYMENT BACK TO A DUMMY CORPORATION RUN BY THE EMPIRE. IT'S GOT DARKHOLDERS MARK ALL OVER IT.

BUT VADE SAID HE HADN'T SEEN LUKE ALIVE.

SO HE LIED?

PERHAPS.

BUT THIS COULD JUST AS EASILY BE THE WORK OF BLACK SUN. THE TROUBLE IS, WE DON'T HAVE ENOUGH HARD INFORMATION.

WE'VE GOT TO GET TO SOMEONE INSIDE BLACK SUN'S INTELLIGENCE NETWORK. THEY HAVE EYES...

Rouuuurrrr... Too RighT Chewie! You Don'T WANT TO SET NEAR A CRIMINAL ORGANIZATION AS BAD AS BLACK SUN. PRINCESS. THEY'RE DANGEROUS.

IF THERE'S A PLOT TO ASSASSINATE LUKE, IT'S VITAL WE KNOW WHO'S BEHIND IT.

LUKE, I WANT YOU TO GO TO TATTOoine. FEITT MAY ALREADY BE ON HIS WAY THERE WITH MAN...

RIGHT! I'LL TAKE ARTOO. STAY AT BEN'S PLACE- KEEP OUT OF MOS EISLEY. IT'S BEST IF YOU'RE NOT SEEN AROUND UNTIL WE KNOW WHAT'S GOING ON.

TO BE CONTINUED—ON TATTOoine!
While Nintendo's Donkey Kong Country 3: Dixie Kong's Double Trouble is still being designed, we're tantalizing your taste buds with tidbits of exclusive information on a few of the game's coolest and creepiest creatures, and a sneak peek at stage and level features. The basic story is that Dixie and her baby cousin, Kiddy, are trying to catch up with Diddy and Donkey Kong. But a Kremling robot named Kaos is trying to capture all of them! This 32-Megabit, battery-backed game has so much detail that we don't have enough pages to cover it all here, but you can count on more tips and strategies in the future issues of Nintendo Power!
Kong Country has changed quite a bit since your last adventure. Swanky has a new game and Funky is earning extra bananas at a boat rental shop. But what's up with the bears running around?

**THE BEAR NECESSITIES**

Business is hardly bearish for a bear family living on the island around Kong Country. You'll find them at the store and listen to their tales. A few give you advice or information, while others need help solving a problem. If you assist the bears, they'll help you on your quest.

**SWANKY’S TENT**

Step right up and throw a ball! In Swanky’s Tent, you might win it all! This is the only game in town where you can toss at targets and win bunches of bananas and bear coins. Cranky won't let you take a turn unless you challenge him to a match.

**FUNKY’S RENTALS**

When Funky isn't catching a wave, he's hammering away at his boat shop repairing watercraft. If you need the parts he needs, Funky will reward you with a new watercraft. You'll find the booth for the Horseless when you defeat the Giant Spider, Arthi. In Knothead Forest, solve Funky's puzzle, and he'll plug up that annoying leak in the side of the boat.
GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

Besides including your favorite old friends like Cranky, Swanky and Funky Kong, DKC 3 introduces a jam-packed jungle of new animal acquaintances with innovative abilities.

A JOB FOR KIDDY KONG

Don’t expect Kiddy to sit around whining about her 300-6000 days in the jungle. This baby behemoth has no problem trucking Kringles across her very own private pectorals. Kiddy can also lift Dixie and toss her in high places. If the going gets tough, let Kiddy roll up into a ball and clear a path to the end of the stage.

WRINKLY SAVES THE DAY

Looking for a place to save your game? Go see Wrinkly Kong! After years of teaching in the Kong Country School District, Wrinkly has finally hung up her ruler and grabbed her aerobics shoes. If she’s not too busy watching workout tapes, she’ll gladly save your progress.

ELLIE THE ELEPHANT

Ellie is one of five animal helpers that can assist Kiddy and Dixie during their adventure. Each animal has at least one special ability. Ellie can pick up and throw barrels with her trunk or inhale water and spray foes out of her path.

BANANA BIRDS

Banana Birds are frozen inside hidden crystal caverns throughout the land. If you can reproduce the musical notes of the crystalline melody that echoes through each cave, you’ll shatter the spell and release the Banana Birds.
THE ARMY OF KAOS

No diabolical plan would be complete without a bevy of baddies. Kaos has an army of Kremling kreeps. These fanatical followers will obey any order given by their mechanized master of mayhem.

**Klasp**

Klasp hunts for prey on overhead lines. He is a natural predator of apes, birds, and utility workers.

**Bristles**

Bristles can trip up anyone if he gets underfoot. Take him out with a barrel or leap over him.

**Nibbla**

Nibbla's insatiable appetite drives everyone out of the water. Try tossing him a Kremling snack or two.

**Kooper**

Kooper dives down on unsuspecting simians. Get some altitude by repeatedly jumping on his head.

**Burtz**

Burtz's buzz-saw blade has a nasty sting. Use a barrel to knock the green Burtzes out of the sky.

**Koin**

Koin's tough armor makes him invulnerable—unless you can find a way to hit him from behind.

**Formidable Fiends**

DKC introduces tougher, bigger baddies, with frantic brains as well as new, unseen innovations that will delight experienced players. While the Kremling leaders in previous games were vulnerable to barrels and bounces on the noggin, you'll have to think of new strategies and find new weapons to use to defeat the varied vanguards in the Kremling army of Kaos.
**THE WILD WORLD OF DKC 3**

**Dixie Kong's Double Trouble** features seven vast regions, and if you keep talking to Blunder Bear, he'll spill the beans about a secret Lost World!

**TIDAL TROUBLE**

Get ready to get wet when you dive into the Lakeside Limbo and Tidal Trouble stages on Lake Orangatango. If you want to find hidden secrets, use Kiddy and Dixie's team throw technique on the dilapidated docks.

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**1 Lake Orangatango**

The once-placid shoreline of Lake Orangatango has been invaded by scores of Kaos's krooked Kremling crew. This six-stage lake resort has a little bit of danger in every terrain, ranging from undersea uncertainties to alpine altercations. Either Dixie or Kiddy can complete each stage, but you need the talents of both primates to find all the hidden items and bonus levels.

**DOORSTOP DASH**

Hang in the dusty workshop of Doorstop Dash and you'll figure out how to pull down the door control levers suspended from the ceiling. After you grab a lever, you'll have only a short time to run through the door as it slowly closes.

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**2 Kremwood Forest**

A gurgling river runs through the dreary, dark woods of Kremwood Forest. Brash Bear, champion river racer, makes his home here. If you actually think you can beat his fantastic time, test yourself on the Riverside Race stage. But watch your hairy step—there's a tale or two about a giant spider lurking somewhere in the forest's shady glades.

**TEAM THROWS**

Use the team throw technique to uncover high and low hidden items throughout the game. If Kiddy throws Dixie, she can get to hard-to-reach locations. If Dixie tosses Kiddy, he can use his extra layers of baby fat to break through flimsy floors.

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**3 Mekanos**

Slime from the heavily industrialized island of Mekanos is polluting the water north of Funky Kong's rental shop. There's been some strange goings-on late at night around the factories and wild tales about low gravity gases in underground chambers. Could this be where Diddy and Donkey are monkeying around?
Nearly every area in the game has at least one underwater stage. While apes are good swimmers, they can’t paddle faster than the fish. Every school of fish has a pattern, and you can avoid being eaten by diving between the gaps in the fins.

Cotton-Top Cove is a lovely series of tiered lakes connected by roaring waterfalls. This region was a popular tourist destination before all the Kremlings showed up and chased everyone away. With the exception of a bummed-out bear named Blue, the Cove is deserted. Perhaps Blue could help you out if you found something to cheer him up.

Winter always has an icy grip on the slick summit of K3. This is the hunting ground of Bleak the Snowman, the most ruthless right-hander to ever chuck a dirty snowball. Watch your step on the slick slopes or you might slide into a bottomless crevasse. And be sure to warm your frozen toes at Blizzard Bear’s Base Camp.

Pipeline Perils

Before their adventure is over, Kiddy and Dixie will log more miles of precarious pipeline than any other Kong family member. The toughest part is in the Kaos Kore plumbing. Where’s Mario when you need him?

Kaos Kore

Unless you believe those silly bears and their rumors about a Lost World, Kaos Kore is the last area in Donkey Kong Country 3. Kaos, the most menacing mechanical monster ever built, has surrounded his secret complex with possibly the roughest, primate-proof stretch of jungle, water and subterranean levels in video game history. Look for more coverage in the months ahead.
Unless you're the luckiest sailor on the high seas, sooner or later you're going to be outgunned and forced to flee. If you can, retreat to a port and wait until dark. Ships won't fight at night, so try to make your escape under the cover of darkness. The best way to avoid battles is to have fast ships. The best ship overall is the full-rigged ship, sold in the port city of Antwerp.

When you're outgunned, flight is a better choice than a fight. If you have fast, full-rigged ships, you can outrun any threat on the seas.

If your vessels can't keep pace with jellyfish, try running from your foes under the cover of darkness. No fleet will dare to fight at night.

There are five skills you can learn in New Horizons. These skills are Accounting, Cartography, Celestial Navigation, Gunnery and Negotiation. With the right attributes, fame and experience, your character can acquire some of these skills. Celestial Navigation is taught by Professor Juliano at the Observatory in Naples. You can learn Gunnery from Dr. Wolf in Hamburg and Cartography is taught in any city or town that has a cartographer. If your character cannot learn a certain skill, try recruiting a crew member who has the talent you're looking for.

Any cartographer can teach you about map making if you're willing to pay their fee.

See Dr. Wolf in Hamburg to learn about Gunnery. Your Courage rating should be at least 80.

Professor Juliano can teach you about Celestial Navigation if your Knowledge is at least 80.
HOW DO I REMOVE OR TRANSFER AN ITEM?

If you've lost your Ogre Battle instruction manual, you might have a tough time trying to figure out how to remove or transfer an item. Locate an empty spot on your inventory and transfer the item from the character to the main inventory list. If your inventory is full, discard items you don't need before you try to transfer valuable items. Then go find your instruction manual.

HOW DO I DEFEAT GARES, THE BLACK KNIGHT?

Conserve your Tarot Cards for the battle against Gares on Avalon Island. Tarot Cards are the quickest method for defeating the knight. Deal the cards prior to doing battle. The Fool card will banish Gare's force of Black Dragons, while the Magician, Chariot, Emperor, Justice and Moon cards eliminate the Black Knight's hit points. If you're a bold tactician, try leading a force of magics to mop up the remainder of the forces around the knight's castle.

Before engaging Gares the Black Knight, deal out your Tarot Cards and soften up his armor.

Gare's Black Dragons are duped by the Fool Tarot Card. Use one or two and wipe them out.

If you don't have enough cards, risk your reputation and trade a few cities with the enemy.

HOW DO I GET TRISTAN TO JOIN MY ARMY?

There are several criteria you must meet before Tristan, heir to the throne of Zeteginea, will join you. Your character must have high alignment, good charisma, and possess the Herostar. Your reputation gauge should be nearly full and you must forgive Deneb the Witch. Make sure you have the Key of Destiny. Look for Banya in Kal Robst at the Slums of Zenobia. She is the keeper of the key. If you tell her that you are not fighting to become the ruler, she will give it to you. Tristan joins you when you present the Key of Destiny at the battle for the City of Malano.

You must possess the Herostar and the Key of Destiny before Tristan will join the rebellion.

Tell Banya in Zenobia that you don't want to be a ruler and she'll give you the Key of Destiny.

Give Tristan the Key of Destiny at the City of Malano or he will never fight at your side.
The Paladin Shield casts the Ultima Spell in battle. Visit the armor shop at the Village of Narshe in the World of Ruin. Let Locke lead your party. Buy the Cursed Shield and equip it and the Ribbon on Locke. Now go pick some fights with random monsters outside town. After 255 battles, the Cursed Shield will transform into the mighty and magical Paladin Shield.

Let Locke lead your party to the Armor Shop at the Village of Narshe in the World of Ruin. Equip the Cursed Shield and the Ribbon. After 255 battles, the mysterious curse will be broken.

The Phantom Train is the end of the line for some inexperienced role-players. The key to victory is making use of all of your adventurers' resources. Your party members' levels should average 15. If you have Shadow and Interceptor on your team, you'll win the battle by sheer numbers within a handful of attempts. If you only have Cyan and Sabin, concentrate on using Cyan's Sword Tech Level 1 and Sabin's Pummel or Fire Dance attacks. Finally, use the soothing Fenix Down and Revivify on the ghostly express. Healing items damage all the undead creatures.

And rain is a pain when you're running from this train. Your characters' must be at least level 15. Cyan's Sword Tech and Sabin's blitz attacks eventually derail the underworld express.

The Fenix Down and Revivify devastate all undead creatures, including the Phantom Train.

The Atma Weapon lurking on the Floating Island likes to burn its victims with the Flare spell and finish them off with the paring Quake spell. Launch your own preemptive strike by casting the Osmose Spell and stealing a portion of the Atma Weapon's magic points. Cast the spell repeatedly until Atma cannot use the Flare or Quake spells. The average character level of the members in your party should be at least 27. Shadow can blunt Atma's bite by using the Scroll or Bolt Edge attacks. If you're still having a tough time, call in the Moogles Mog's Vanish Spell, coupled with the Doom Spell or the Dusk Requiem dance, will ruin Atma's day. Mog can also use Cave-In and Snare to demolish him.

Don't get burned by the Atma Weapon's Flare spell. Cast Osmose and steal the weapon's MP.

If you have Shadow in your party, use Scroll or Bolt Edge. You did wait for Shadow, didn't you?

If you have Mog in your party, let him cast the Vanish and Doom spells on the Atma Weapon.
WHERE IS THE SECOND BONUS ROOM IN LEVEL 4-7?

This hidden bonus room in Oil Drum Slum is one of the most commonly missed areas in Donkey Kong Land. From the second Continue Point in Level 4-7, scamper and climb until you encounter a Klump, the big lizard that Diddy can't hurt. Let Donkey Kong stomp on Klump, then run left and pick up the TNT barrel. Carry the TNT back to the right and throw it at the flaming oil drum. This blasts open a hole. Drop down to a ledge, then trot right to the Barrel Cannon. Hop in the barrel, shoot into the Bonus Room, and grab as many 1-up balloons as you can.

HOW DO I GET PAST THE SWIRLWINDS?

Level 2-7, Swirlwind Storm, is a turbulent zone filled with stone tornadoes and diving bees. While you must do your best to avoid the bees, there is a trick to getting around the stone tornadoes. Treat the tornadoes like spinning tops. If you carefully jump up and run on top of the tornado, you can ride them through the stage. Use this technique to navigate hazardous crossings and avoid the buzzing bees.

Q & A FAST FACTS

**FINAL FANTASY MYSTIC QUEST**

**Q:** How do I raise my companion's levels?
**A:** You cannot increase your friend's levels, just your own.

**Q:** What does the Giant Tree spell out while it walks?
**A:** It spells out "Go on Kid!!"

**Q:** What is the best sword in the game?
**A:** The Excalibur Sword. Look for it in Pazu's Tower.

**ROBOTREK**

**Q:** Why won't AKIHABARA speak to me in Fortress Ent?
**A:** You haven't defeated Bugbug in the computer yet.

**Q:** What is the timer on the Battle Screen for?
**A:** This is a Bonus Point Timer. If you defeat all of the enemies before the timer runs out, you'll receive some bonus MEGS at the end of the fight. MEGS are the same thing as experience points.

**STAR WARS**

**Q:** How do I make an extra long jump?
**A:** Execute a Super Jump by holding down the B button as you run, then hit the A button to leap.

**Q:** How do I board the Millennium Falcon in the Death Star?
**A:** Stand in front of the gangplank and press Up on the Control Pad. If you can't find the gangplank, look for it on the left side of the ship, directly below the cockpit.
The series that jump-started the street fighting craze returns to the Super NES after a two-year absence, and Street Fighter Alpha 2 is well worth the wait!

WHO NEEDS A NUMBER THREE!
More amazing than the fact that none of the Street Fighter games has ever had a number "3" in its title is the phenomenal success the series has enjoyed. Many of the fighting faithful hail the SF series as the one for purists, those who value play control, speed and tactics above all. Street Fighter Alpha 2 reemphasizes the series' focus on true hand-to-hand combat. In fact, SFA 2 is a lot like a Jackie Chan movie: there are some really spectacular stunts in it, but the real fun is in trading kicks, punches and combos in a whirling frenzy of limbs. SFA 2 somehow manages to contain all of that action, along with 18 characters and a slew of animated backgrounds, within its 32-megabit architecture.
GETTING REACQUAINTED

For those of you who are unfamiliar with the Street Fighter Alpha series, here's a quick run-down. SFA (which did not appear on any Nintendo system) was a "prequel," shoehorned in between the original SF arcade game and SF II. SFA 2 is a sequel to SFA, but still set before SF II. Got it? All of the new tactics in SFA 2 are powered by the Super Combo Gauge at the bottom of the screen, and you punch, kick and execute special moves to build up your energy. There are three power levels, and once you pass Level 1, you'll be able to perform a Super Combo, Custom Combo or an Alpha Counter.

SUPER COMBO

Once you have enough energy built up, you can execute a Super Combo, which is usually a longer, more powerful version of one of your special moves with a few extra punches and kicks thrown in for good measure. The more energy you have stored up, the more powerful your combo will be.

ORIGINAL COMBO

Pressing two punch buttons and a kick button (or vice versa) simultaneously starts the Custom Combo timer. As long as the timer is on, any punches, kicks, throws and moves you perform will automatically form a combo!

The strength of a Custom Combo will depend on the energy you have.

ALPHA COUNTER

With so many terrific ways to deal out damage, Capcom's engineers had to make sure that you could also defend yourself well. Enter the Alpha Counter. Press Back, Back/Down, Down and any punch or kick after you've blocked an attack to immediately counterattack and put your opponent into a stall.

The Alpha Counter is also fueled by Super Combo energy. You must be at least to Level 1 to use the Alpha Counter.
ADON
A master of Muay Thai like Sagat, Adon considers his former training partner a failure for losing to Ryu. Adon's reach is second only to Dhalsim's, making him nearly impervious to jump-in attacks. His crouching Middle Punch can ward off foot sweeps with ease, and he can cross vast distances quickly with the Jaguar Tooth.

AKUMA
Akuma studied under the same teacher that Ryu and Ken did, so his tactics are similar to theirs, but he has developed a few moves of his own geared to his larger size. His Hyakki-shu special move is very effective against "turtling," and the Zanku-hadoken works well on offense and defense. The Shun-goku-satsu is extremely powerful but slow to start.

BIRDIE
Birdie's size belies his maneuverability. To counter fireball attacks, execute a Bullhorn to slip past the projectile and then grab your opponent for a throw.
Charlie

Charlie is Guile's old comrade-in-arms, and it shows in their similar fighting styles. With such a limited repertoire, however, you'll need to be very clever to prevail against your opponents. Foot sweeps and jump-ins will be the only consistent ways to score a first hit, but this will get old pretty fast. You'll have to rely on feints and fake-outs.

Somersault Justice

Sonic Boom +Charge, +P
Flash Kick +Charge, +K
Sonic Barrage +Charge, ++P
Crossfire Blitz +Charge, ++++K

3-Hit Combo
Jump in, FP, +Charge, +M

5-Hit Combo
Jump in, WP, +WK, +FK

Charge, +++K
This combo starts with mid-level hits and ends with a flip. Depending on the range, you may end up behind your opponent.

Gadoken +P
Ko-ryu-ken +P
Dan-ku-kyaku +P
Shinku-gadoken +P
Ko-ryu-rekka +P

Hissho-buraiken +K

3-Hit Combo
Jump in, MK, WK, ++++WP

DAN

Dan is another Shotokan devotee, but he's not as accomplished as Ryu, Ken or even Akuma. He can fake a fireball to fool his opponents, but only his Dan-ku-kyaku special move sets him apart from the other practitioners of karate.

Hissho-buraiken can strike up to four or five times, but it must be performed right next to the target.

So-ryu

So-ryu: Shi-ten-shu

Press all three punch or kick buttons to switch from the Ki-ryu style to the So-ryu style and back. When using So-ryu style, try a crouching Weak Kick, a Medium Punch and a Strong Kick as the basis for a combo. Add on other blows and special moves and see what develops.

So-ryu: Zen-ei

Sonic Boom +Charge, +P
Flash Kick +Charge, +K
Sonic Barrage +Charge, ++P
Crossfire Blitz +Charge, ++++K

3-Hit Combo
Jump in, FP, +Charge, +M

5-Hit Combo
Jump in, WP, +WK, +FK

Charge, ++++K
This combo starts with mid-level hits and ends with a flip. Depending on the range, you may end up behind your opponent.

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Shinku-gadoken +P
Ko-ryu-rekka +P

Hissho-buraiken +K

3-Hit Combo
Jump in, MK, WK, ++++WP

So-ryu

So-ryu Jump in, SK, MK, SK

3-Hit Combo
Ki-ryu Jump in, SK, WP, +Charge, +SP

So-ryu

Hyaku-ren-ko P,P,P
Gaki-ro +K
Zan-si +P

Ki-ryu

Jya-san +Charge, +P
Ouga +Charge, +K
Kouga Jump, ++K
Jya-ko-ha +K

3-Hit Combo
So-ryu Jump in, SK, MK, SK

3-Hit Combo
Ki-ryu Jump in, SK, WP, +Charge, +SP

K=Kick Button, P=Punch Button, W=Weak, M=Medium, S=Strong
**GUY**

Guy doesn't have much variety, but he's very quick on the draw. For a swift mid-range attack, join with a Medium or crouching Strong Kick, then execute a Weak Hayagake and follow it up with a body-throw. This Guy has warp drive!

**Bushin-gou-rai-kyaku**

Bushin-hassou-ken

The Shadow Barrage will have your opponent down on the mat in no time.

This is another attack that's effective from the air.

**KATANA**

Close combat is Katana's strength, and a Weak Jigoku Scrape will keep any jump-in attacks at bay. When your enemy closes in, block until he or she is in your face, then whip out a crouching Medium Kick and a Ten-chu-satsu Super Combo.

**Meido-no-miyage**

The Plummeler Super Combo is fairly easy to block, since it strikes mostly at the center of the body.

**ROLENTO**

Rolento's military training gives him a lot of combat options, and his speed gives him the ability to multiply his strikes at the ends of combos with the Patriot Circle. Use the sliding Strong Kick to get close quickly. You'll either get a knockdown or, if your opponent blocks, be able to move right into a combo.

**Mine Sweeper**

The Mine Sweeper is unpredictable and can throw your opponent off balance, but it has limited range.
**ROSE**

Rose is a flower of the darkest variety, and her basic hold/throw move (press Medium or Strong Punch right next to an opponent) will drain up to 20% of a hapless victim’s life force! For more short-range action, lead off with an Alpha Counter, then break out a crouching or standing Medium Punch and a Soul Spiral.

![Soul Spiral](image)

**Aura Assault**

This pumped-up version of the Soul Spark will strike for multiple hits, but it's not hard to block.

**Soul Illusion**

The Soul Illusion will split Rose into two entities, each as cunning and diabolical as the other!

**Aura Soul Throw**

The Aura Soul Throw drains so much energy, your opponent won't survive too many of these!

---

**SAKURA**

Sakura's great skill belies her tender years, and she has taken more than one opponent by surprise! Her Strong Kick is relatively slow, but it's good as a feint. If your opponent blocks or tries a counter, execute a Shun-pu-kyaku and follow it with two crouching Weak Kicks and a Sho-o-ken. If you can get the timing down right, you might even insert a Weak Kick or two before the Sho-o-ken.

![Sakura](image)

**Haru-ichiban**

This low-hitting combo will sweep your opponent off their feet and out of the battle.

---

**Midare-sakura**

Sakura's uppercut Super Combo is impressive to see. Her idol, Ryu, would certainly be proud of her!
If this is a prequel, are these characters already “classic?” Any way you look at it, these World Warriors won’t let you down!

**RYU**
Possibly the most popular World Warrior, Ryu will forever be associated with the Hadoken and the Sho-ryu-ken. Mix things up with the Sen-pu-kyaku and the Collarbone Breaker to keep from becoming too predictable.

To avoid being blocked, try to execute this combo once your opponent is already in the air.

---

**KEN**
Former training partner to Ryu, Ken has a few unique moves that set him apart. The Fake Fireball may not fool anybody, but in the heat of battle, it may just be the thing to throw your opponent’s timing off. The Forward Roll is also a good move, since most people would expect an attack from on high.

---

**CHUN-LI**
Chun-Li’s speed is legendary, even among the ranks of the World Warriors. Jump-ins are the best combo opener for her, since her kicks have such a long range. If you’re being blocked high on a jump-in, you can switch immediately to a Tensho-kyaku to catch your prey unawares from below.

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**DHALSIM**
Dhalsim is still hampered by a lack of raw power, which is balanced only somewhat by his wide array of long-range attacks. Use the Yoga Teleport to confuse your opponent, then follow up with a flurry of Weak blows and a Yoga Fire or Flame. Medium and Strong blows will be too slow.

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**Shinku-tatsu-maki-senpu-kyaku**

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**Hedoken** +P +P +P
**Sho-ryu-ken** +P +P +P
**Tatsu-maki-senpu-kyaku** +K +P +P
**Collarbone Breaker** +MP
**Sen-pu-kyaku** +MK
**Shinku-hadoken** +P +K +K +K

---

**3-Hit Combo**
Jump in SK, SP, +SP

**4-Hit Combo**
Jump in MP, WP, +WK

---

**3-Hit Combo**
Jump in WK, WP, +WP

**5-Hit Combo**
Jump in MK, +MK, +SP

---

**3-Hit Combo**
Jump in WP, WK, +WP

---

**3-Hit Combo**
Jump in SP, MP, +SP

**5-Hit Combo**
Jump in SK, +MP, +SK

---

The Yoga Strike has a longer range than most Super Combos.
SAGAT

Sagat would be insulted at the suggestion, but his moves bear some resemblance to Ryu's and Ken's. Most of his moves involve an uppercut motion, but his Tiger Shots give him some flexibility, with one version hitting high and the other hitting low. If all else fails, you can feint with a Ground Tiger shot, then move into a Tiger Knee or Tiger Uppercut. It's easy to mix up the commands for the Tiger Raid and Tiger Genocide, but the latter is much more devastating.

M. BISON

The human-controlled Bison doesn't seem as quick as the computer-controlled version, so you'll have to make up for the loss with cunning. Most of Bison's attacks strike at mid- or high-level, so when your opponent throws up the inevitable block, come on strong with two crouching Weak Kicks and a Somersault Skull Driver.
Eat to the beat in Williams’ faithful adaptation of the monster arcade smash. No food form is safe when America’s cybersweetheart gets a serious case of the munchies.

Ms. PAC-MAN

A CONSUMING PASSION

Flash back to 1983, when the B. Orchid of the arcades was a little round ball with the cutest red bow you can imagine. Ms. Pac-Man wanders through a series of baffling mazes, eating up every dot in her path. If one of your colorful ghosts bumps into her, she’s toast. But if Ms. Pac-Man eats a flashing energizer, the ghosts turn blue and head for the hills while Ms. P. tracks them down. A choice of four mazes, four difficulty-levels, three two-player modes and two speeds guarantees hours of bomp-happy fun!

PAC LOVE

In the beginning was Pac-Man. But Mr. P. was lonely. Sure, he could eat all the dots he wanted and bust ghosts until the chickens came home to roost, but he had no one to share his hopes and dreams with. Enter Ms. Pac-Man. Just one look at that cute little dimple and that big red bow and Pac-Man will have forever-widened eyes, a whoop-dee-doo smile, and his phalangey fingertips sending his hand into a frenzied motion.
**IT TAKES TWO TO TANGLE**

Pac-Man returns in competitive and cooperative mode. In alternating mode, each player takes a turn as Ms. Pac-Man. In the other two modes, one player is Ms. and the other is Mr. Pac-Man. When one player is caught, the round ends.

**FOUR MAZE MODES**

The wakka-wakka wizards at Williams pulled out all the stops with Ms. Pac-Man. They packed this fun-feast with four modes and 36 different mazes. You'll find yourself bending your brain by the hour. So go ahead. Fig out!

**TWO-PLAYER ALTERNATING**

In alternating mode, you and a pal each take turns as Ms. Pac-Man. The system keeps a running total of your scores. Remember that, in all the mazes, you can exit on one side and re-enter on the other. But be careful. A pair of shrewd ghosts can trap you in a tunnel!

**TWO-PLAYER COMPETITIVE**

Every time you eat an energizer in the Competitive mode, your hapless rival can't eat as much as a dot. However, ghosts can't spook a discombobulated Ms. Pac-Man or Pac-Man.

**TWO-PLAYER COOPERATIVE**

When playing competitively, if one player eats an energizer both see chew up ghosts and dots. This mode posts both individual and combined scores. With teamwork, you and a friend can rack up an impressive combination.

**ARCADE**

First off those old paperback guides to Ms. Pac-Man. Williams has re-created the classic arcade mazes that baffled millions of Pac fans.

**MINI**

In two-player competitive or cooperative modes, one player will disappear when the other player is at the end of the maze. Players who prefer to see what they're eating can reduce the scrolling by choosing Mini mode.

**BIG**

1st timers often err by concentrating on eating the ghosts instead of the dots in these behemoth labyrinths. It's a sure recipe for becoming a ghost dinner!

**STRANGE**

Long hair draws in weird and wild ghosts. They make these crazy courses especially tough! You'll have to leave your usual tactics and find a handy retreat in order to survive these mazes in one piece!
Your Ms. Pac-Man

Ms. Pac-Man is a deceptively simple game. At first, you should try to figure out the fastest route through mazes. Since the big points come from eating ghosts, though, you'll want to learn the most opportune moments for eating an energizer.

Eat Everything

Circle around in search of all dots. Otherwise, you'll wind up having to dodge four hungry ghosts as you seek out the remaining couple of dots on the other side of the maze. In the tougher mazes, you'll have to pass right by the ghosts' home on your way to the top of the maze.

Gulp Down Lots of Ghosts

After munching an energizer, the first ghost you eat is worth 200 points. The next gives you 400 points, the next, 800, and the last, a whopping 1,600 points! So wait until all the ghosts come close before turning them blue. The ghosts will run like mad, then flash white just before reverting to their normal, Ms. Pac-Man-hunting selves.

Fruits of Your Labors

Frolicking foodstuffs cavort across your course. Snack on them if you want plenty of vitamins, minerals and points. As soon as you eat one, another will appear.

The Pac Booster

Whoosh through a maze with the Pac Booster. You can choose to have it always on or as an option that you activate by pressing the A or B Button. If Ms. Pac-Man and Pac-Man collide while both are using the Pac Booster, they'll ricochet crazily.

<table>
<thead>
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<th>Points</th>
<th>Image</th>
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<tr>
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<td>5,000</td>
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In order to practice on the later rounds, you should just try to survive the early rounds. Once you become proficient at dining on dots, you should focus on eating four ghosts at a time. Learn how long they stay edible before they can turn around and eat you! Don’t be deceived by Inky, the blue ghost. It’s hard to tell when this clever poltergeist changes from being edible to being able to attack!

Back in the heyday of Ms. Pac-Mania, many a game-player blew a month’s worth of quarters on a single arcade session. Time marches on, though, and now you can enjoy this classic chase game in the comfort of your own home without having to worry about your finances. Is this a great country or what?

Mini mazes provide ample opportunity for gobbling ghosts. But remember that the ghosts can get to you that much quicker, too!

**BIG**

Keep your eye on the dots in these mega-mazes. Clearing out the dots in the nooks and corners that are far from any energizer is particularly tough. Some players try to hold off eating any energizers until they absolutely have to, but this is a high-risk strategy. One slip of the thumb and you’re ghost grub!
If you’re looking for ways to make the grade in PilotWings’ final tests, spend some time looking over the scoring breakdown for each exam. Landing Accuracy and Landing Impact are two of the most important aspects in almost all of your Class P certification tests. The points in these two areas account for nearly one-third of the points in each Hang Glider test and equal fifty percent of the score for the third in out of the nine Class P tests.

In two Rocket Belt tests, Time Points account for 100% of your final score. While time is always of the essence, it’s important not to become flustered or impatient when you waste a second or two on a minor error. You’ll find more Class P test strategies on the back of this month’s poster.
You have only four minutes to ascend to the highest thermals above the Little States Island. Look for thermals that ascend in a stairway pattern. Kiwi and Lark have great Hang Glider skills and are the easiest to use for this test.

The Dark Cavern is one of the most difficult exams in the game. The key to earning a high score is to avoid hitting the walls and to use the Air Brake sparingly. A few long blasts from the Air Brake can consume your entire fuel supply.

Memorize the locations of all nineteen rings so you can adjust your altitude and heading long before you ever have the next ring in sight. Keep the throttle open. These strategies give you more time to spend lining up your landing approach.
Reaching the Class P exams is a major accomplishment, but earning your gold wings in all three divisions is a true flying feat. Get your head out of the clouds and follow these tips for making the grade. If you pass, you’ll enter Jumble Hopper stage!

**CLASS P**

**RIISING CREEK**

Instead of diving down through the canyon, ignore rings A, B and C and veer right to pick up the D ring first. This strategy saves you an extra thermal ride and adds some points to your time score. You need only eight of the fifteen rings.

**CLASS P**

**DIAMOND HEAD**

A strong wind hampers your efforts to drive the ball into the goal. Before you start, place the ball between yourself and the goal. As you fly at the ball, use the Strong Jets to gain momentum and slam into it at least 37 km/h.

**CLASS P**

**BALLOON RUSH**

Unless you are an unbelievable marksman, save yourself valuable time and fly through all the balloons floating in this stage. Remember that you can launch only two missiles before your Gyrocopter weapons system pauses to reload.

**CLASS P**

**13Dm**

**IIDm**

**Bllrii**

**225m**

**Siam**

**15dm**

**7Dm**

**1D5m**

**12dm**

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Your three photos account for sixty percent of your test score. Study the sample photos and use the C Buttons to change your view so the subject is centered in the photograph. Take two pictures of each object. Try to avoid hitting Missi.

SHUTTER BUG 3

Miss the Monster
Passenger Boat
Space Shuttle
Land here

TOUCH & GO 2

Ny winds make it difficult to touch down on all pads in this exam. Keep your finger off the fire or you'll run out of power. Master using your R Button and the C Buttons. You can keep your next sailing point in view.

MECA HAWK AGAIN

You can't hit Meca Hawk when he's submerged. Watch his pattern and line up for a shot when he broaches the surface. Flying close makes you an easy target, but you might get two hits on a single attack run. Sink the robot with five hits.

General vicinity of Meca Hawk's high seas reign of terror.
DONKEY KONG
COUNTRY 3
DIXIE KONG'S Double Trouble!
COMING SOON TO YOUR SUPER NES FROM NINTENDO
the biggest and most involving building simulation of all time. SimCity was just the beginning. In Japan, Imagineer brought this game to the Super Famicom shortly after it appeared here on the computer platforms. The Black Pearl/T•HQ version is virtually the same game with English text.

In your new cities, you'll be able to control everything from plumbing to space ports. The number of facilities that you can build has grown exponentially over the original SimCity. Your options which now include providing tax incentives to industry and collecting special revenues from income and excise taxes. You'll even find a provision for legal gambling. Keeping your SimCitizens has never been easier with so many services available. You can build schools and colleges, hospitals, prisons, stadiums, parks, a yachting marina, libraries and museums. Gifts appear at critical junctures, just like in the Super NES version of SimCity. With all of these resources at your command, you might think that the job of mayor has suddenly become a piece of cake. Not so. The complexity of play is much greater than before. You begin by providing the full infrastructure that your SimCitizens and SimIndustries require. The same problems that plagued cities in previous versions of SimCity also haunt your life in city hall here, pollution, traffic, high tax rates, disasters, and crime. Your success at dealing with these problems, while managing the budget and keeping citizens happy, will determine your success as mayor.

The Super NES version of SimCity 2000 includes most of the features found in PC and Mac versions of the game, but you don't have a map editor for sculpting the landscape before you begin. Once you've begun play, however, you can raise or lower land as in the computer games. The other noticeable differences include the graphics, which can't compete with the crispness of a computer monitor, and the use of the controller rather than a mouse. For players who don't have a computer at home, but who love SimCity, this game provides the most bang for the buck. Within half an hour, you'll get used to the controls and be headed for a megalopolis in the future. You'll be able to begin construction this fall, probably by November.
A HYRULEAN ADVENTURE: A LINK TO THE FUTURE

POWER SOURCERS PLUG IN AGAIN

Where do you find moblins, wizzrobes, wartike monkeys, heroes named Link, the Energizer Bunny and Bob Dole all wrapped up in a raucous, rollicking room with few rules and a life force all its own? This riddle has but one answer: Nintendo Power Source on America Online, in the Epic Center, where our third interactive adventure has been exploring brave new worlds.

For those of you who haven’t connected to Power Source, or clicked through the Hyrulean folders, the interactive adventures are composed of bulletin-board postings concerning fictitious characters set in a fantastic world. It’s a place where you can create an adventure or just have fun reading the imaginative postings from other gaming fans.

This summer’s adventure took place in an unexplored corner of Hyrule where a shipwrecked people had to start a new home amidst a bunch of very angry monkeys. The characters portrayed by our Sourcers included humans (Shigrami), monkeys (Kani), and beings that crawled from beneath the rock in the fantasy universe. There were glorious battles, of course, and even more spells than you’d find in a ritual for witches, but there was something completely unexpected, as well. The residents of this bit of cyberspace created a unique community. They elected a governor. They built a city. They held a live trial. They ran shops and fairs and rock concerts. Official and unofficial scribes recorded and summarized the major events of the community.

None of this was suggested by the organizers at Power Source. It all came about spontaneously from the players in the game. In the following pages, you’ll find excerpts and art from the Soursers. And, if you like the look of this adventure, just wait for the next one.
Strange, monstrous creatures are said to inhabit the wasteland. Scattered, forgotten ruins are also said to exist. The entire Wasteland is as silent...except for the constantly howling wind. Use extreme caution when exploring!

Some of the best bits of the Hyrulean Adventure were the news updates from the three official scribes. In this excerpt, one of Power Sources' most dedicated scribes, DarkPanda, otherwise known as the Scribe of Power, summarizes the recent events.

Recently, in the Northern Mountains, adventurers have located a passage to the eastern part of the island. This passage opens into a desolate, deserted area known as “The Wasteland.” The Wasteland was once inhabited by the Kani, until overuse of the land led to its current state. Now, the ground is cracked open, much like a certain “Death Valley” in a far away land. The sun baked soil is completely lifeless, save for a few struggling weeds. A thin layer of dry dust covers the region, constantly blowing here and there. There have been rumors of possible inhabitants of the region. Armored soldiers have been spotted marching through the desert. The mysterious “Sirius Empire” is believed to originate from somewhere in the vicinity.

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Self-proclaimed unofficial scribes also added their take on the scene. Ekaa had fun satirizing some of the personalities and storylines. For instance, the weird appearance of Transformers and Decepticons in Hyrule was cause for merciless teasing...but even the official scribes, one of whom began a series of snack attacks, received a verbal ribbing.

Ekaa: Hey, look! It’s transformers from Rawley. (a.k.a. RawleyCorp, Scribe of Wisdom and Twinkie Master.)
MogXXX: Yes! Ding dongs!
Kupan: He truly is the Scribe of Wisdom.
Scorp: Are you sure? It could be a trick. It might be a Foodicon.
NO, BUT SERIOUSLY, FOLKS

But most of the citizens of Shigamaru just wanted to have fun, and fun they did. Many adventurers razzed their own characters, other characters, the scribes and even real personalities in current news such as Bob Dole and President Clinton.

Writers such as Ultraminky just had an excuse with the language:

"Herbie the Wonder Monkey was playing in his pot of boiling oil when, suddenly, a bolt of lightning erupted from Herbie's toilet, and zapped him in the eyeballs. He awoke in a strange land, and he knew he wasn't in Cancun anymore.

The most ambitious prankster of them all was a character named Splat (created by MogXXX) who had a unique way of great ing people.

2XL, an inter-dimensional traveler, was now traveling in Hyrule. "Yes, this will be a nice world to conquer," 2XL said to himself.

Then came Splat.

"Hey, funny-looking dude! What's your name?" asked Splat.

I am 2XL, dictator of 47 galaxies, and soon to be the ruler of this one," answered the funny-looking dude.

Splat had his pie ready.

"I am the owner and chief pranking officer in this place!"

Splat was walking in a park when he noticed a man sitting on a bench. He put a pie behind his back, walked up to the man: "Excuse me, sir," Splat giggled, "what's your name?"

The man looked at Splat for a while and then said, "My name is Forrest, Forrest Gump. People like to call me Forrest Gump." Forrest picked up a box, and said, "Would you like a box of chocolates?"

Of course, Forrest got a pie in the face, just like Dorothy and her companions from the Wizard of Oz, Godzilla and others. Apparently, life in Hyrule is like a pie in the face.

THE TURTLE ROCK INN

At one time or another, most of the characters stopped by The Turtle Rock Inn for a chat with the owner, Apel Sider, or just to throw mugs of函水 or other refreshments at each other. If you want to know what was happening in town, the TRI was the place to be.

Apel Sider was drying a few mugs when the oddest-looking man walked in. He was only four feet tall, wore court-jester's clothing, had a pure white face, and a funny red nose. He walked up to Sider and said, "Are you Apel Sider?"

"Yes," Apel replied, "that is me."

The clown man then said, "Well then, you're in luck. I got a present for you." He was giggling loudly.

"Really? May I have it?" asked Sider.

"Here it is," and with that, the clown threw a big pie in Sider's face.

Sider, Apel Sider, owner of the Turtle Rock Inn, was shocked. He spat on the floor.
The trial of the century (Umm... the only trial I guess) is about to begin! The Wizzrobe Trading Company vs. Jackson News trial is ready to roll! But, of course, how can you have a trial without Judge, Jury, and Executioner? (???)

If you are interested in participating in the trial as a juror, or maybe some other official position (Deputy Dusty?), attend Governor Gaplaza's Town Hall Meeting tomorrow at 6:00 PM EST, 3:00 PST.

We never did find out what a Deputy Dusty was, but the trial took place and justice, it seems, was served. You could also hear tales of epic struggles in the Turtle Rock Inn. A group of heroes created by Dragon3465 explored the Eastern regions, having many adventures there. Fighting, spelunking, escaping from moblins, and discovering the wise rock creatures known as the Galehb-Duhr. Their goal was to discover a missing piece of the map of Hyrule, and in the end, they did just that.

"You fought well... I am Lyrix," the lion head spoke, and these are my brothers, Drake, and Garthok." We have protected this map piece for six-hundred years... you are the first to defeat us," Garthok said, his voice high-pitched but still intimidating.

Conflict, of one sort or another, has always been a hallmark of Power Source's interactive adventures. Mighty battles seem to be almost pedestrian for their frequency. But Infinity 21 may have found a better way to deal with megalomaniac leaders; you put them on TV as in the case of the following interview with the evil Emperor Dharkon on the Turtle Rock Entertainment channel.

We caught up with Emperor Dharkon inside his tower recently, where our reporter, Tripp Wharton was able to obtain an exclusive interview with the man known only as "Emperor Dharkon." He's a rather intriguing guy, and ladies, he's single!

TR: So, Dharkon—
ED: Call me "Emperor," or "My Liege," or I shall have your head removed.

TR: Right, Emperor. So, Emperor, what's it like being one of the biggest villains left here in Hyrule, what with Kenoh gone and Zeron not really doing anything at the moment?

ED: Well, Tripp, I kinda being at the top. But you know, I think it may get to be a bit of a nuisance eventually, what with do-gooders everywhere trying to rid the world of all evil and all that.

Yes, there's no real for wicked rulers of the universe. It seems that the Hyrulean Adventure Writers didn't get much rest either. In the first three months of the adventure, well over 6,000 postings were made. Even now, the adventure continues. What will become of Emperor Dharkon? Who will Splat splat next? Will Governor Gaplaza survive the rebellion? What will happen to Eastern Hyrule now that it has been discovered? The answers to these questions and more can be found only in one place: Nintendo Power Source, on America Online, in A Hyrulean Adventure.
Mario and Co. have pulled up their side-scrolling roots and planted themselves squarely in epic territory. Combining the charm and humor of the Super Mario Bros. series with the intricate plots and strategies of RPGs, Super Mario RPG: Legend of the Seven Stars is introducing a horde of new fans to the fun and grandeur of epic entertainment!

### A NEW CAREER

Mario: now that’s a name you may never have expected to see in this column, but by all accounts, Super Mario RPG: Legend of the Seven Stars is an unqualified hit among long-time Mario fans and RPG enthusiasts alike. This single game currently accounts for about 15% of the game play calls that Nintendo receives, and we’ve been hailing in bushels of letters asking us all sorts of questions about this breakthrough title. In response, we’ve expanded this month’s Epic Strategy to four pages and dedicated them to your Super Mario RPG FAQs.

### Treasure Boxes

One of the questions we’ve received most often is, “Where are all of the hidden Treasure Boxes?” There are 39 hidden Treasure Boxes in the Mushroom Kingdom, and the chart above shows how many there are in each area of the game. Finding the boxes is not essential, but most contain valuable goodies, like Frog Coins.

<table>
<thead>
<tr>
<th>Area</th>
<th>Boxes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mushroom Kingdom</td>
<td>3</td>
</tr>
<tr>
<td>Bandit’s Way</td>
<td>1</td>
</tr>
<tr>
<td>Rose Town</td>
<td>2</td>
</tr>
<tr>
<td>Forest Maze</td>
<td>6</td>
</tr>
<tr>
<td>Pipe Vault</td>
<td>2</td>
</tr>
<tr>
<td>Yesterfile</td>
<td>1</td>
</tr>
<tr>
<td>Booster Pass</td>
<td>2</td>
</tr>
<tr>
<td>Booster Tower</td>
<td>4</td>
</tr>
<tr>
<td>Marrymore</td>
<td>1</td>
</tr>
<tr>
<td>Sankun Ship</td>
<td>1</td>
</tr>
<tr>
<td>Land’s End</td>
<td>1</td>
</tr>
<tr>
<td>Monstro Town</td>
<td>1</td>
</tr>
<tr>
<td>Bean Valley</td>
<td>3</td>
</tr>
<tr>
<td>Nimbus Land</td>
<td>5</td>
</tr>
<tr>
<td>Factory</td>
<td>1</td>
</tr>
</tbody>
</table>

Most of the boxes can be retrieved at any time, even after you’ve moved on to another area. The only exception is the box in the Mushroom Kingdom Castle, which was discussed in last month’s Counselors’ Corner.

The Signal Ring will make finding the boxes a lot easier. We don’t have enough space to give you the exact location of every hidden Treasure Box, but if you find the Signal Ring, it will sound an alarm whenever you enter a screen that has one in it. (The locations of all hidden boxes are shown in the Super Mario RPG Player’s Guide.)

### Fungi Lamp

One particularly puzzling item is the Fungi Lamp, which is a table lamp that looks like a mushroom. You’ll usually find one sitting on a shelf or a dresser in a room. It has the power to restore your hit points and Flower Points, just as if you had slept for a night at an Inn. You activate it by standing in front of it and pressing A.

### Seed & Fertilizer

A number of players have obtained the Seed, which is the reward for defeating Smile Yosh from Bean Valley, but many are unsure what to do with it. Like many of the trinkets and bobbles you’ll find in SMRPG, the Seed is connected to several other items and events, but these connections aren’t readily apparent at first glance. You won’t be able to use the Seed until after you defeat Valentina in Nimbus Land.

After you’ve rid the world of Valentina’s evil (and poor fashion sense), go back to the main town square in Nimbus
Land. From the entrance, walk to the right until you see one of the townfolk. Walk up along the wall, pushing right at the same time. After a jumping from barrel to barrel to reach a higher position on the steep slope. If you get high enough, you'll be able to grab a beetle.

It's not surprising that many players never find the Fertilizer.

Few steps, you should come across an invisible path that leads you out into the open air. Follow the path to find a Shyster. He'll give you some Fertilizer to keep you quiet.

Now take the Seed and the Fertilizer and head back to Rose Town. If you give them to the Gardener, he'll grow a vine that will lead up into the clouds. Climb the vine and search the clouds to find surprise! the Lazy Shell and the Lazy Shell Armor. The Lazy Shell is the most powerful weapon in Mario's arsenal, and it will increase his attack power by 90 points. The Lazy Shell Armor can be worn by anyone in your party, and while it decreases your Speed, Attack, and Magic Attack stats by 50 points each, it will boost your Defense and Magic Defense ratings by 127 points each.

The Beetle Box

The last item we'll cover at this point is the Beetle Box. This is a special cage that will allow you to collect valuable insects at Booster Hill.

Once you've beaten Yandovich, the Seaside Town Item Shop will be bought out and turned into a Beetles R Us franchise. Pay the Snifit 100 coins as an initiation fee and 50 coins for the Beetle Box. Return to Booster Hill and run the race as you did when you chased Booster.

Coins are cool, but a Frog Coin would be even better!

Now go back to Beetles R Us and redeem your catch for legal tender. A Female Beetle will net one coin, a Male Beetle will fetch fifty coins, and a rare Golden Beetle will be worth a Frog Coin! Even if you don't have a Beetle Box, you can run the race and earn some extra Flower Points.

Portrait Puzzle

Now on to some of the trickier areas in SMRPG that weren't covered in our regular reviews. The first thing you need to do is the Booster portrait puzzle in Booster Tower. You'll see paintings of Booster's ancestors when you first enter the tower and again when you exit down and right from the tower's first Save Point. When you complete the puzzle correctly, you'll receive the Elder Key, which unlocks the door to the Elder's Room to your left. There you'll find the Chomp Bowser's first weapon.

Sweet Suite

When you reach Marrymore, Bowser will be preparing for his shotgun wedding to the Princess. But before you take care of that situation, you may want to make a quick detour to the Marrymore Inn. There's a hidden Treasure Box in the regular guest room on the second floor, and you won't have to pay the room fee of 10 coins to get in. If you need to restore your strength, though, you may as well spend the night before you rescue the Princess.

If you want to splurge, you can crash in the Honeymoon Suite on the third floor for 100 coins. Room service is available in the suite by ringing the bell. The Pick Me Up goes for twice the normal price, but the KeroKero Cola is a bargain at 25% off regular retail. If you spend one night in the suite, the staff of the Marrymore Inn will show their appreciation for your patronage by giving you a Flower Tab. If you extend your stay to three nights, they'll give you a Flower Jar, and if you stay five nights, you'll get a Frog Coin. Make sure that you have enough cash, though. If you can't pay your bill, you'll have to work as a bellhop until you've cleared the debt.

Under the Sea

Another big mystery that has a lot of players stumped is the password puzzle in the Sunken Ship. In the first puzzle room, jump up and force the Koopa Paratroopa to knock the ball onto the switch. In the second room, hit the blocks to line up the trampolines so that the ball will hit the switch. In the third room, work your way through the maze, jumping often to find invisible blocks in the fourth room, run and grab the coins before they vanish. In the fifth room, hit the block to fire the first cannon, then hit each cannonball in turn. In the sixth room, jump on the barrel and guide it around using the Control Pad. Place the barrel on one switch and then stand on the other one.

Once you have the clues, use them to figure out the password (If the answer still eludes you, it's PEARLS.) Go to the password blocks and,

**Ship Password**

| Block 1 | M | C | O | T | P |
| Block 2 | O | T | E | S | Y |
| Block 3 | A | R | E | T | S |
| Block 4 | A | T | R | S | C |
| Block 5 | T | E | R | L | O |
| Block 6 | S | T | E | K | R |

starting in the upper left corner, hit them to scroll through letters and spell out the password. Now speak into the pipe to open the door. King Calamar awaits!
On the Road to Monstro Town

After you complete your missions in Land's End, you'll head over to Monstro Town by way of an underground passage. In the underground area of Land's End, drop down to the lower part of the chamber and make your way to the exit. Walk up and right to the next screen. Walk up and right again, then drop down the hole. You'll appear in a large room with a few Gekits. Defeat them, then search behind the crates in the left corner to find a wandering peddler selling an Invincibility Star for 400 coins. Walk up and right to the exit. Work your way up and right to the stairs. Go down the stairs, then walk up and right to the exit.

Now this is where things get interesting. You must pay the cloaked Shaman 50 coins if you want to go on. He'll ask you to flip the Gargoyle switches to make your fortune appear. The order in which you flip the switches will determine your fortune and the path you'll take beyond this room. You can consult the chart below to see the different paths you can take and see which ones will allow you to exit the maze.

Sequence five will either give you double your money back or give you a Frog Coin, so you may want to loop through the maze several times with this fortune before you move on to Monstro Town.

After you pay the fee, flip the Gargoyle switches, read the scroll that appears, then go up and right to the next room. Drop down the green pipe. Depending on your fortune, you'll either see enemies or a Treasure Box. Defeat the enemies or open the box to open the gate. Follow the path there's only one way to go until you see the Shaman again. Flip the lone Gargoyle switch for your second fortune. If you used sequence one, two, three or six to get your first fortune, then your second fortune will say, "Mrs. I'm so hungry! Wish I had something to eat!" This means that Belome will fight you and try to make a snack of you. Go down and right to the exit. Belome will challenge you to a duel, and you'll have a chance to defeat him and open the path. If your second fortune says, "Sorry, I'm not accepting visitors past my bedtime," then Belome will refuse to fight you and the path will remain closed. If Belome won't fight, but you want to move on, go back to the first fortune room for a different reading. Once you defeat Belome, jump on the switch to open the gate. Go to the chamber beyond and jump down the pipe to get to Monstro Town.

Use the chart below to select the fortune and path you want.

<table>
<thead>
<tr>
<th>Sequence</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Left-Center-Right</td>
<td>Receive Yoshi's Cookie or a Mushroom, Belome will fight</td>
</tr>
<tr>
<td>2. Left-Center-Right</td>
<td>Receive Yoshi's Cookie, Belome will fight</td>
</tr>
<tr>
<td>3. Center-Center-Right</td>
<td>Battle three Chows, Belome will fight</td>
</tr>
<tr>
<td>4. Center-Center-Left</td>
<td>Battle three Chows or one Shy Away</td>
</tr>
<tr>
<td>5. Right-Center-Left</td>
<td>Receive 100 coins or one Frog Coin, Belome won't fight</td>
</tr>
<tr>
<td>6. Right-Center-Right</td>
<td>Receive 100 coins, Belome will fight</td>
</tr>
</tbody>
</table>

If it's past Belome's bedtime, go back for another fortune. If it's past Belome's bedtime, then Belome will refuse to fight you and the path will remain closed. If Belome won't fight, but you want to move on, go back to the first fortune room for a different reading. Once you defeat Belome, jump on the switch to open the gate. Go to the chamber beyond and jump down the pipe to get to Monstro Town.

The Locked Door

The Locked Door (the middle door on the lower level) is another oft-discussed feature of Monstro Town. This is another case of several different items and situations interacting at one point. To unlock the door, you must first buy some Fireworks from the Moleville Item Shop. Leave the shop and go up and right to find a baby mole wearing a pink ribbon. She owns and operates the imaginary Purpend Store, and she'll trade the Fireworks for the Shiny Stone. This seemingly innocent hunk of rock will actually allow you to open the Locked Door and reveal Calyx, a hidden boss. If you defeat him, you'll be awarded the legendary Quartz Charm, which protects the wearer from fatal attacks, multiplies your Attack ratings by a factor of 1.5 and doubles your Defense ratings.
Culex may seem very familiar to many of you, especially long-time Final Fantasy fans. You should be at least key balancing precariously on a ledge above the door. Every time you speak to the Thwomp, he'll want to experience level 26 before you confront him. Culex has about 4,320 hit points, and he'll be aided and abetted by the Fire Crystal (2,700 HP), the Water Crystal (1,890 HP), the Earth Crystal (3,270 HP) and the Air Crystal (800 HP). Mario’s Lazy Shell, the Princess’s Frying Pan and Bowser’s Drill Claw would be the best weapons to whup out of your arsenal for this battle. You should also note that the Shup Stone has another purpose in the game. If you take it to the Moleville Item Shop, you can trade it for the Carbo Cookie, a favorite snack among Moleville children. You can then give this treat to the little mole on the far left side of town that’s sitting on a bucket. The bucket will take you back to the Midas River, the site of the Waterfall Challenge and the Barrel Jumping Event.

The last Monstro Town mystery takes us back to the Thwomp’s Room on the lower level. There’s a strange talk to the Thwomp seven times and watch him make the earth move! demonstrate his earth-shaking jumping ability. After the seventh jump, the key will come tumbling down. This item, which many players mistakenly believe will open the Locked Door down the hall, is actually the Lost Temple Key, which will unlock the entrance to Belome’s temple. With the key in hand, jump on the trampoline at the top left corner of Monstro Town to return to Land’s End. Work your way back through the tunnels to the first fortune room. Use sequence four or five to choose a path in which Belome will not fight. Go on through the second fortune room and confront Belome. If you give him the key, he’ll open up Belome’s Temple, which is really his personal treasure vault. Take advantage of his uncharacteristic generosity and grab all the loot: a Royal Syrup, a Max Mushroom, a Fire Bomb, eight Frog Coins and Four Flowers. Belome’s ill-gotten gains can finally be put to good use!

**Grate Guy’s Casino**

Like so many of the situations in SMRPG, finding Grate Guy’s Casino is the result of several sequences of events that are easy to miss. If you’d like to get a membership to this exclusive establishment, you must return to Booster Tower sometime after you’ve rescued the Princess. You must follow a looping route through Bean Valley to make the path to the Casino appear path back to the main World Map. The path to the Casino will now be open. The Bright Card will be your ticket into the Casino, and the Slot Machine, Blackjack and Look Away are the three games you can play. Frog Coins are the usual prizes, but if you play Look Away with Grate Guy (talk to him several times to get him started) and win about 100 times, he’ll give you a Star Egg. The Star Egg is a reusable item that will inflict about 100 HP of damage to all enemies in battle. That’s not a bad take for a single evening’s work, wouldn’t you say?
In August, Famimaga 64, a Japanese gaming magazine, interviewed Mr. Shigeru Miyamoto regarding the N64 and upcoming games for it. This month, we’re letting you listen in to hear what he has to say about the future of gaming.

Ed.: When did you start planning Super Mario 64?
SM: I’d had the concept for the game for a long time but didn’t write the specs for it until just before Shoshinkai last year. I had wanted to make games using polygons even before the Super Famicom was released. Of course, polygon graphics originally didn’t work well with the Super Famicom. When the FX chip became available, I tried and tested polygon graphics many times while making Star Fox and Wild Trax (Stunt Race FX in the U.S.) and slowly constructed basic ideas about using them. It was about three years ago when I finally understood what specs were needed to move a certain character or object. I was finally able to visualize the N64 at that time. Then it took another year and a half to translate to N64. In the beginning, we weren’t sure whether or not the N64’s specs and abilities were real.

Ed.: So, it was about a year and a half ago that you came up with Super Mario 64?
SM: Yes, we made samples and tested them for the first half year, then we spent about a year in actual development and production. The development/production process took a year, but in total, it took 5-6 years for us to complete the game from early idea to finished product.

Ed.: Which part did you develop first?
SM: We spent a year or so developing the characters and camera angles before we went into details. Mario and MIPS, the rabbit in the basement of the castle, were the only characters we had in the beginning. We used them repeatedly for testing. For example, we had the rabbit follow Mario to a mountain summit, then we changed the viewpoint there, and so on. We thought about using a different character in the basement of the castle for the final version, but we couldn’t ignore the rabbit. We must say that the whole process of developing this game began with Mario and the rabbit.

Ed.: How did you decide what the world of Super Mario 64 would be like?
SM: I always decide on the basic ideas/concepts (such as Mario’s moves) first, then I add other things until it takes a certain shape. After that, I start the total concept of the game. In the case of Super Mario 64, I began creating the world after Shoshinkai (November, 1995). Before that, I had only general ideas, such as what kinds of monsters we wanted, and that there would be no blood. Ideas such as the structures of courses or hanging pictures on the walls in the castle came up later.

Ed.: So you started with Mario’s actions, or movements, when making the game?
SM: Yes, they’re the core of this game. Mario’s actions came first, then we made the courses that fit his movements.

Ed.: There are lots of actions and moves in the game, but some of them are not necessarily critical to defeating enemies or clearing obstacles. Did you put them in on purpose?
SM: The leg sweep, trip move was supposed to be a useful skill at first. It could be used to knock bamboo poles down or to defeat Goombas. There are lots of things I planned, but of course, not everything came out exactly as I wanted. I just wanted to create as many moves as possible that could be controlled with a combination of the Control Stick and buttons, not only for a practical purpose but also to have fun while playing. A player may discover a new one as he plays and say, “Whoa! I’ve found a cool move!”

Ed.: Yeah, and controlling the moves isn’t very complicated, is it?
SM: Basically, only the A and B Buttons are used in the
game for control. Other buttons are not necessary for gameplay, but they are quite handy once you learn to use them. I spent quite a bit of time coming up with the functions of the C Buttons. I wasn't sure how I should set the C Buttons. Should the camera angle move to the right, or should you see Mario's right side when you press the right C Button? In the end, I set the C Buttons so they work like the controls of an airplane. The camera zooms in when you press the top C Button, and it turns to the right when you press the right C Button.

**Ed.** Regarding the viewpoint, there are places where the player can't see, such as in narrow areas. Do you think it's a problem?

**SM:** The N64 may be the only home machine that can create a correct, three-dimensional view, no matter which direction you're looking. Because of this ability, Mario cannot be seen when he's behind a wall, and this agrees with natural physical law. It wouldn't have been right if we had changed the settings so that Mario could have been seen through the wall. On the other hand, if we had set the viewpoint to shift each time Mario moved, it might have been quite confusing. I believe we have done everything to get the best possible viewpoints.

**Ed.:** Will the viewpoint be improved in the future?

**SM:** Of course we should improve it to a certain degree, but we can't do much with the things that are physically correct. We can only suggest that players move around or stop for a better view.

**Ed.:** What differences, other than the language, are there in the Japanese and English versions?

**SM:** In the English version, characters speak much more than they do in the Japanese version.

**Ed.:** Where did you add voices in the English version?

**SM:** For example, you'll hear Mario's voice say, "Here we go!" when you enter a course. Also, Peach talks during the final scene. I wish we could sell this version in Japan for the one-year anniversary or as a Christmas special. But, realistically, I don't think we can sell the English version in Japan, since so many players already bought the Japanese version as soon as it was released.

**Ed.:** By the way, do you make changes in American games to fit the Japanese market?

**SM:** We translate them from English to Japanese, and basically, that's all. Of course, there are some games, especially sports games, that we make some changes in order to sell them in Japan. If we released Ken Griffey Jr. Baseball in Japan, we would need to make minor changes, like adding scenes and the sounds of fans hitting bells and drums to make it fit better in our culture.

**Ed.:** There are more puzzles to solve in Super Mario 64 than in other Mario games. Why is that?

**SM:** I was also developing Zelda 64 while I was working on Super Mario 64, and I had lots of ideas for Zelda. Since Mario was going to be released earlier, I used some of those ideas in it. I did the same thing when the Super Famicom versions of Zelda and Mario were being developed. I switched ideas between the two games.

**Ed.:** Is Zelda 64 going to be similar to Super Mario 64?

**SM:** They resemble one another in some parts. Of course, about half of Zelda will be completely different.

**Ed.:** Are the characters in Zelda 64 going to move around in 3-D fields like the ones in Mario do?

**SM:** Yes, in some places.

**Ed.:** So, will Zelda 64 be like an RPG with a sword?

**SM:** No. I'm sure everyone would complain if we did that. They'd think that Zelda 64 looked too much like Super Mario 64.
Ed.: Then what makes Zelda 64 different from Mario 64?
SM: I can't say anything yet. Well, the camera system.
Ed.: We saw the video of Zelda 64. Have you made any changes since that video?
SM: Yes, scenes in the final version will be quite different from those in the video, but you will still see some scenes from the same angles that you saw in the video. We aren't sure if it's the best angle for actually playing. It's possible to make demo scenes from that angle-they aren't difficult to create. By the way, some people thought that the demo scenes at Shoshinkai were playing on development equipment, but they were actually playing on the N64.

Ed.: We were shocked when we saw that demonstration video.

ZELDA

SM: What parts of the video were most amazing to you? Were you surprised by the shining, metallic-looking soldiers?
Ed.: I couldn't believe that those amazing characters were in the actual game. I thought images like those were possible only with development equipment.
SM: But you saw them actually move in the video. You might have noticed the soldiers stop for a moment just before making a move, such as just before swinging a sword. Their action didn't look natural because of those brief breaks. We need to adjust this problem in the final version.
Ed.: Regarding Wave Race 64, why did you make such big changes in the watercraft? They're very different from the ones we saw at first.
SM: Before Shoshinkai, we concentrated on making the water as realistic as possible on the screen, and we concentrated on the vehicles after the show. Although we used boats in the video, we decided on jet skis later. Boats looked pretty good at the show, but I didn't think that Wave Race 64 would be unique from similar games on other systems if we used boats. Jet skis can show many maneuvers that work well in the realistic water of Wave Race 64.
Ed.: How is Star Fox coming?
SM: Everything is going well. That game is no, I must not give anything away. Well, its graphics are sharp and clear.
Ed.: How about the player's vehicle? A tank was used in the Shoshinkai video.
SM: Player's vehicle? I shouldn't make comments on this, I can only say that the tank is a player's vehicle.
Ed.: Everyone is really looking forward to seeing Super Mario Kart R. How's it going?
SM: We are working on high-speed processing and other technical improvements. We want to design this game so that users can play in four-player mode as well as in one-player mode.
Ed.: The video version looked nearly complete. Do you still need time for adjustments?
SM: Yes, that's one of the reasons we're still working on it. We are also spending time creating different driving styles. The Control Stick will control the cars, and the cars in this game will run very differently from one another. Some cars have very touchy handling, while others have straightforward handling. We're also spending lots of time on the characters, like changing Donkey Kong to Super Donkey Kong.
Ed.: Regarding the control, is the Control Stick just for handling the wheel?
SM: Well, I can't tell you. How to use the Control Stick is the most critical part of the game, but, again, I can't tell you.
Ed.: Almost all of Nintendo's new games, including Super Mario 64, use polygon graphics. Are you going to use polygon graphics in your future games?
SM: One of the major reasons that I wanted to develop for the N64 is that it makes it possible to draw precise, realistic 3-D images and scenes. The video world will not expand without accurate graphics and scenes. For that reason, we will be using polygons more in designing games.

Quality per pixel of a picture is very high, so even 2-D games look totally different. Pictures can also be reduced or enlarged without any problem.

Development of Super Famicom games depended on the specs of the hardware. We needed to know how many sprites were possible on the hardware. On the other hand, that made it easy to create a game. But the N64 is programming-free hardware. A designer can create whatever he wants without worrying about sprites or cells.

Unlike programming for the Super Famicom, we don't have to consider the specs of the hardware when making 2-D games for the N64. Designing games will depend on what the programmers do. They can use the N64 to do whatever they want, such as morphing.

So we may see games that make us wonder how they were created. The N64 is really an interesting and exciting machine. In some cases, 2-D images created on the N64 may be more interesting than 3-D graphics. We can create high quality and cool 2-D graphics. Right now, we're making Yoshi's Island in 2-D.
Ed.: Nintendo released Yoshi's Island for the Super Famicom after Donkey Kong Country. The graphics for Yoshi's Island were, by contrast, softer and more pastel.
SM: Yes, you're right. Regarding the release of Yoshi Island...
for N64, we want to wait at least six months after the release of Super Mario 64 to release it.

Ed.: What do you think about connecting the N64 to a network system?

SM: Networking is one of the important ideas in the long run, but I don't think that we need to discuss a long-term plan with consumers right now. Frankly, I wouldn't be interesting in networking right now if I were a consumer. Why do we need to worry about things that might be available in the future? We should consider networking when it becomes truly available. I believe that recent debates on networking are discussed primarily to profit hardware manufacturers and stores. It's like the multi-media boom - we may get extra telephone lines for networking in the future, but it isn't realistic in Japan right now. I am more focused on simultaneous multi-play.

Ed.: What about 64DD?

SM: You will see it at Shoshinkai in November. I can't say anything else right now.

Ed.: I heard that the 64DD uses a writable disk. If that's true, how will you use it for the upcoming Zelda game?

SM: That's a top secret.

Ed.: How is the controller Memory Pak used?

SM: It can be used as an optional accessory. You can use the Memory Pak for backing up certain game data. Of course, the 64DD will be used for back-up in the future, too. I am hoping that players use the Pak to save their personal data for sports games, then play together. That will be fun.

A message to readers from Mr. Miyamoto:
Isn't it a great feeling to complete courses, or to discover secret shortcuts? All players like to discover tips and figure out new ways to do things. It's the same all around the world. Figuring things out in games is common ground for players everywhere. It's possible only in the virtual world, and that's what we want to create with the N64.

The N64 enables us to create completely different scenes and new games that no one has ever experienced before, and we're working hard to do that. Even if people see what we've done and say that it's not a game, we want to continue to create new experiences, things that people hasn't seen before. We're going to produce many excellent games for the N64. I assure you that you'll never regret buying an N64! Please look forward to it.

POWER GOES INSIDE EAD

Last summer Senior Editor Leslie Swan went to NCL in Kyoto to work with Nintendo's exclusive EAD group on the English version of Super Mario 64. She wrote the English screen text, then had her voice recorded and digitized for the game. (She's Princess Toadstool.) "They asked me to sound 'sweet,'" she said. "It was a stretch."

Her impressions of Mr. Miyamoto: Interesting, creative, busy. "He's directing several projects at once, and he oversees even the smallest details to make sure that they're right. But as hard working as he is, he also has a fun, creative side. He likes music and plays in his own band. When it came time to take a break, he'd get out his guitar and play right there in the office."
Williams Entertainment rocks the Super NES world one more time with the ultimate in 16-bit tournament fighting power: Ultimate Mortal Kombat 3!

**Ultimate Kombat begins!**

Following in the bloodied footsteps of Mortal Kombat 3, Ultimate Mortal Kombat 3 is being readied for release this fall, much to the joy of fighting fans everywhere. UMK 3 parallels MK 3's plot, but most other feature in the game has been expanded. The one-player tournament now includes four Kombat classes: Novice, Warrior and two Master classes, the latter of which has two endurance rounds. Even a roomful of kombatants can get in on the action with a new four-player, two-on-two challenge and an eight-player, no-holds-barred tournament. Once the fighting is done, tournament victors get to “choose their destinies.” By selecting one of the Kombat Kode symbols, you'll be rewarded with anything from a new chapter in the MK saga to a dazzling display of fatal fury!
New Kombatants

Williams has also expanded the roster of selectable fighters from 15 to a whopping 24 characters, including the new and classic versions of Sub-Zero, the dark and deadly Noob Saibot, formidable newcomers Ermac and Rain, and the ever popular human version of Smoke. We expect that many of the fighters’ special moves will remain the same, making it easy for long-time fans to jump right into the carnage!

Kombat Chart

Do you need a scorecard to tell you who's who? Here's a list of all the selectable UMK 3 fighters and the games they've appeared in previously.

<table>
<thead>
<tr>
<th>RAIN</th>
<th>NEW</th>
</tr>
</thead>
<tbody>
<tr>
<td>REPTILE</td>
<td>MKII</td>
</tr>
<tr>
<td>STRYKER</td>
<td>MKIII</td>
</tr>
<tr>
<td>JAX</td>
<td>MKIII</td>
</tr>
<tr>
<td>NIGHT WOLF</td>
<td>MKIII,3</td>
</tr>
<tr>
<td>JADE</td>
<td>MKII</td>
</tr>
<tr>
<td>NOOB</td>
<td>MKII</td>
</tr>
<tr>
<td>SONYA</td>
<td>MK, MKII,3</td>
</tr>
<tr>
<td>KANO</td>
<td>MK, MKIII</td>
</tr>
<tr>
<td>MILEENA</td>
<td>MKII</td>
</tr>
<tr>
<td>SMOKE</td>
<td>MKII</td>
</tr>
<tr>
<td>SUB-ZERO</td>
<td>MK, MKIII</td>
</tr>
<tr>
<td>SUB-ZERO</td>
<td>MKIII</td>
</tr>
<tr>
<td>KUNG LAO</td>
<td>MKII,3</td>
</tr>
<tr>
<td>SEKTOR</td>
<td>MKIII</td>
</tr>
<tr>
<td>KITANA</td>
<td>MKII</td>
</tr>
<tr>
<td>ERMAC</td>
<td>NEW</td>
</tr>
<tr>
<td>SCORPION</td>
<td>MK, MKII</td>
</tr>
<tr>
<td>CYRAX</td>
<td>MKIII</td>
</tr>
<tr>
<td>KABAL</td>
<td>MKIII</td>
</tr>
<tr>
<td>SINDEL</td>
<td>MKIII</td>
</tr>
<tr>
<td>SMOKE</td>
<td>MKIII</td>
</tr>
<tr>
<td>LIU KANG</td>
<td>MK, MKII,3</td>
</tr>
<tr>
<td>SHANG TSUNG</td>
<td>MK, MKII,3</td>
</tr>
</tbody>
</table>

Brutal!

Of course, no MK game would be complete without a full range of Fatalities, Babalities and any-other-ali-ties that the programmers can cram into it, and UMK 3 doesn't disappoint. In fact, there's a new category of finishing move taking a bow in this Pak: the Brutality! The Brutalizing player unleashes a flurry of punches until his victim explodes in a spectacular, messy way! We'll update you on this and other features of UMK 3 in a future issue.
Later this fall, a cartoon classic will shine on the Super NES when Pinocchio takes center stage in his very own game. This time, players get to help the wooden puppet become a real boy!

Disney's Pinocchio has long been a family favorite, and now a generation of gamers will get to experience this classic in a whole new way! With Pinocchio's near cinema-quality graphics and terrifically fun, yet simple, game play, younger would-be puppet masters will become instant fans of this fine and timeless fable. Folks who have already fallen in love with the film will be pleased to know that many of the cartoon's other characters, including Honest John the fox, Geppetto, and Jimmy Cricket, all make special guest appearances in the game.
Ten Challenging Chapters

Pinocchio for the Super NES closely follows the movie storyline about a puppet who hopes to someday become a real boy. The story unfolds in ten separate levels, and each chapter of the tale has its own distinct look and style of play. As players progress through Pinocchio, they'll need to master a different set of moves for each stage of the game. For example, in one stage they'll need to mimic the dance steps of some nimble marionettes, while in another, they'll have to grab tuna tails to avoid winding up as a whale's lunch!

Skipping School!!!

As the game begins, players will have to help Pinocchio get to school by picking a path across the streets and rooftops of a tiny town in Italy. Unfortunately for Pinocchio, Gideon the cat and Honest John have devious diversions in store for him.

Playtime on Pleasure Island

Thinking that he's found a boys’ paradise on the shores of Pleasure Island, Pinocchio will take a trip on a big, bright balloon and go for a wild ride on an old, rickety roller coaster.

The Coachman's Clutches

In order to escape the life of a mule in Pleasure Island's salt mines, Pinocchio must carefully climb the island's rocky cliffs, where he'll fight the evil Coachman and his creepy cohorts.

A Whale of a Time

The last few levels lead Pinocchio through a watery world where all the creatures of the sea seem to have a grudge against him. If you've ever wanted to see the inside of a whale, get ready for a grand tour!
Williams is pounding the boards and shooting from downtown to bring you the Super NES version of their latest arcade sensation, NBA Hangtime!

**NBA HANGTIME SCORES BIG TIME!**

If you spend any time in arcades at all, you can’t have missed the long lines and anxious stares of people waiting to play NBA Hangtime. Now Williams is bringing one of the biggest quarter-munchers in history to the Super NES, and if the early prototype we sampled is any indication, NBA Hangtime will be poised to change the face of platform basketball games. All of the features that have made NBAHT an arcade phenomenon are already evident in the home prototype, including the beefed-up AI, the realistic speed and movement of the players across the court and their true-to-stat performance. The Super NES version will also retain the “Create a Player” option, complete with cash card-style “PIN” ID numbers that allow you sole access to your player!

The computer-controlled partners and opponents in NBA Hangtime are much more creative and unpredictable than those in any previous basketball game.

You’ll have a humongous roster at your beck and call: 29 pro teams, 145 real NBA players and a choice of 20 squad combinations per team!

Call your personal player off the bench by inputting your name and entering your secret PIN number. You can pump up your dunking ability, 3-point percentage and other stats by winning games.
WOULD YOU LIKE TO SWAP HEADS?

How would you like to play pro basketball with green skin and a lizard's head? Or be seven feet tall but only a measly 200 pounds? You can be all that and more with the innovative and uproariously funny Create Player option. Serious or silly, you can set every one of your player's attributes, even down to the uniform color, nickname and special cheat options! For every game you win, you'll receive two points to add to your skill ratings.

HANGIN' WITH MIKE RUBINELLI

Any video basketball fan would likely point to NBA Hangtime's incredible AI as its key feature. The computerized players are much more creative than what we've seen in past basketball games, but they also don't perform superhuman feats constantly. We spoke with Mike Rubinelli, William's Vice President in charge of Third Party Development, about the philosophy behind the design. "We wanted to make Hangtime more true-to-life, but also fun to play," he said. "The players in Hangtime are truer to their ratings. Maybe there's been too much sports fantasy before this, but Hangtime will make people look more closely at personnel decisions." Mike cited passing as one area in which past games have been fairly forgiving. He assures us that in NBAHT, you'll have to work for your money. "The ramping is subtle enough to allow you a certain amount of success, but against better or more creative players, you're going to get picked off. That's the challenge. That's the fun!"
In Titus’s new Super NES offering, you’ll have just 73 minutes as the game clock ticks down to help a dethroned prince recapture his crown. Hot-foot it through scorching sands and booby-trapped temples—15 levels in all—to find and confront the nefarious Jaffar, who stands between the Prince and his thrown.

Unseated by a sinister impostor, the young Prince is forced to flee the palace while guards follow in close pursuit. The fighting will be fast and furious, so while the Prince is racing across the rooftops, he should keep his scimitar drawn to deal with any sudden, and deadly, surprises.

To avoid being driven off the precarious edge of the palace, the Prince must anticipate the sword-wielding guard sneaking up from the right side of the action.

Without dilly-dallying or slowing down for swordplay, dash across the dock and make a last-minute leap for the stern of a seagoing ship.

This long leap is sure to leave the Prince dangling from his fingertips, but make sure he doesn’t let go or he’ll find him self back at the beginning of the game.
The sole survivor of a sudden, unexpected storm, the Prince stands on a distant shore where five, large stepping stones are floating on a pool of quicksand to the left. To the left lies the shorter path, which takes less time but offers fewer rewards. The route to the right presents greater problems but also offers up two powerful potions.

To open the gate, jump to the right side of the ledge and turn back to the left. The floor will fall out, the door will open, and you'll be ready for the next section.

Go up onto the platform on the left and make a way pieces of timber so that they land on the pressure plate before jumping through the opening. The gate will fall and the exit opens.
While there are plenty of passages crisscrossing this underground cavern, you can make it to the exit without navigating your way through them. If you can locate the potion that allows the Prince to fall long distances without sustaining damage, you can simply drink it and slide down to the exit door! Sure, it's tempting to explore, but just think of all the time you'll be saving for later levels.

If you take a tumbling leap off this ledge, you'll land on a bonus one where the potion drops. Follow your way to the exit door and step off the ledge. If you take a running leap off this ledge, you'll land on a bonus one where the potion drops. Follow your way to the exit door and step off the ledge.

Try to avoid this area at all costs! If you lose your grip on the upper ledge, you'll be sent flying down the well.
To open the gate that leads to an important potion, step onto the right side of this crumbling ledge, then immediately turn back to the left.

**Stage 6: A CRUMBLING KINGDOM**

Having barely escaped the Gardens of the Black Magic Carpet, the Prince now stands beside the remnants of an old and decaying castle. While he is certainly wary of the new dangers and pitfalls that lie ahead (especially since he lost his precious scimitar), he also knows that in order to complete his mission, he must proceed on this perilous path.

The blades hidden within the palace walls can easily slice the Prince into pieces. If you see a narrow opening, carefully crawl past it, on your hands and knees.

If you can sneak past the snake, you will find only a disorienting potion and a bottle of poison as rewards for finding this room.

The old scimitar that lies on the floor of this room has definitely seen better days. Luckily for you, it's still sharp enough to do a great deal of damage.
In this level of the decaying castle, the Prince is bound to have some close encounters of the slithery kind! It's very important to keep in mind that these sinister snakes can finish you off with a single strike. Trying to fight them is pointless, so you'll have to figure out some clever strategies for avoiding their deadly fangs.

When you reach the exit door, run to the right and climb up on the ledge. Now dash across it, drop down on the pressure plate, and crawl back under the blade!

One of the levels' greatest challenges is making the enormous leap across this chasm. Try to begin your running jump from the far left side of the screen.

In this passageway, it's no problem to jump past the slithering serpent, but you'll have to be very careful to avoid the blade trap that's just beyond it!

Stage 3: A Hall Full Of Fiery Heads

Like all the other levels in this deserted kingdom, this stage has terrors and traps around every turn. But what sets this section apart is the long hall full of fiery heads that will try to fry you before you reach the exit door. Luckily, there's little to fear from these flamin' fiends.

While you can find several beneficial health potions along this hallway, this last bottle holds only a mouthful of bitter poison.

You have two choices as you head down the hall. You can either fight every fiery head that you encounter, or you can run by them all and sneak out the exit.
This final run through the ruins will lead the Prince down a path to exotic locales, surreal surroundings, and a final fight with Jaffar! If you can get the Prince past the flaming ghouls and uncover the secret of the statue at the end of this difficult stage, you may actually be cunning enough to complete the six levels that are still to come!

Try to time your leap so that you don’t end up on the lower ledge. If you have to climb up, you’ll be impeded when the ledge above you comes crashing down.

When you start this stage, a large, lower area will open up as you walk to the left. Unfortunately, exploring this lower level will reveal little of value.

Leaping along these crumbling columns will require lots of practice and plenty of patience, but you’ll be well-rewarded for picking this tough upper path.

If you find this blade trap in the lower passage, you’ll want to jump as close to the trap as possible to avoid the viper that will soon appear on the screen.

If you want to fight this ghoul on solid ground, just draw your weapon, take a few slow steps backwards, and wait for it to fly down to fight you face-to-face!

You may think this tunnel is trouble when you spot the serpent and the blade trap on the other side, but it’s actually a sneaky way to the end of the stage!

To open the gate, crawl past the blade, press the pressure plate, and carefully crawl back. Now leap off the ledge, making sure that you miss the plate below.
Chip Enhancer
In Mega Man X3, the Blue Bomber’s special abilities can be supercharged with special Enhancement Chips from Dr. Light. Normally, you can carry and use only one chip at a time, but there’s a special Chip Enhancer that will let you use all four at once. To find it, you must have all eight Heart Tanks, all four Sub Tanks, the four Robot Suits, the Dash Boots, Mega Buster, Armor and Sensor/Helmet Upgrades. Now, make your way through the first stage of Dr. Doppler’s Lab until you reach an area where spiked metal balls are raining down. Jump into the pit and slide down the left side of the shaft until you come to a secret tunnel. Go left to meet up with Dr. Light. He’ll give you the Chip Enhancer and all four Enhancement Chips! You can’t use Zero to get to the room, and all your tanks must be full for Dr. Light to appear.

Stages Passwords
It’s nearly Halloween, and the Jack Bros. are ready for some bewitching adventure on the Virtual Boy. We have no tricks for this game, but here are a few sweet treats for you puzzle/adventure fans.

Jack Frost
Grim Reaper’s Cavern 3267
Temple of Nightmare 8453
Dragon’s Belly 1309
Mecha Fortress 7285

Jack O’Lantern
Grim Reaper’s Cavern 4965
Temple of Nightmare 5923
Dragon’s Belly 0919
Mecha Fortress 2827
Crystal Palace 6313

Jack Skelton
Grim Reaper’s Cavern 0248
Temple of Nightmare 2745
Dragon’s Belly 9537
Mecha Fortress 3598
Crystal Palace 0531

Which Jack will you choose for your adventure?

Being a “Jack at all trades” may not be a bad thing!
Extra Landforms and Clear Data

To mark the rerelease of this Super NES classic, we printed a detailed review of Sim City last issue, including the millionaire code. This month, we'll tell you how to clear data from your game and access hidden land forms. To clear all saved cities and reset the scenarios, press L, R, Select, Start and B simultaneously on the title screen. If the 1,000 standard landforms aren't quite what you're looking for in a city site, there are 1,000 extra landforms hidden in the game. To access one of the hidden landforms, start a new city but don't build anything. Wait for at least 15 seconds, then go to the Load/Save screen and select the Go To Menu option. Don't save your game. Now start another city. When the Map Select screen appears, the map number displayed will be the same as the one you chose previously, but the landform itself will be different.

Chapter 4
BBJM51PB3KXF
8J8DJ?1HN3YW
KBQDY917JYS8
5M1746FV23QT

Chapter 5
JGBH33PH8LXF
8X8DJ?1J6DW
KCQDY1W3JYS7
5M276VC7K54S

Chapter 6
JBBH33PNHSWF
8X?DJ?1JB2JT
YCFDY1X3JYS7
5M29ZD2-RNW6

Chapter 7
JDB195PS6SYF
8X9WJ?1HH9JQ
2CQDYHT4GZS7
5C29VJMRRHJK

These passwords may take you to parts of the game you've never seen before.

Follow the instructions given to tear this landform...

...into this one. All of the extra landforms are unique.

Stage Passwords

In Volume 85, we gave you a special password for a “bosses only” game. Now we have passwords to the regular stages. Bombs away!

<table>
<thead>
<tr>
<th>Password</th>
<th>Stage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sinister Forest</td>
<td>2695</td>
</tr>
<tr>
<td>Desert of Desolation</td>
<td>1038</td>
</tr>
<tr>
<td>Doom Castle</td>
<td>6934</td>
</tr>
</tbody>
</table>

Enter these passwords as normal.

And whatever you do, don't panic!
**Free Soldiers**

This trick allows you to create as many extra soldiers as you'd like for free, without drafting! Choose the War command and select one general to go to battle. Assign the maximum number of soldiers possible to his unit (up to 300, if you have that many men), but say "No" when the computer asks for final confirmation to go to war. Take the general off the list of commanders then reassign him to it. When you return to the soldier assignment screen, the total number of men available will have increased by the number assigned earlier. Repeat this process until you have the number of men you want. Now you may select as many generals as you want to go to war and give them up to 300 soldiers each. If you are victorious in battle, the soldier "clones" will remain in your service. If you retreat or are defeated, they will disappear. Do not return to the main menu at any time during the cloning process or the extra men will vanish. If the number of men you take to war exceeds the number of men you originally had in the province, the attacking province will have no soldiers once the battle is over, regardless of the number of clones left behind.

**Max Lives and Best Co-Pilot**

We printed special passwords for Campaigns One through Six back in Volume 80; these passwords will take you through to the final mission. They'll give you the maximum number of lives allowed (255) and the option to use Wild Bill, the best co-pilot in the game.

Campaign 7: 8B45MP8YNMPT
Campaign 8: 8B45YP89NMPT
Campaign 9: 8B45FP8VNMP

**A New Perspective**

To get a new perspective on your racing, press Select and the L and R Buttons simultaneously at any time during a race. The game "camera" will float at a distance, showing your vehicle from different angles.
Legends, Rookies and More

Here are the last of the hidden players we know of for NBA Live ’96, including NBA legends, promising rookies and players created by the game’s programmers. To add a player to any roster, select the Edit Players option from the Roster Setup menu. Highlight a player and enter any of the names below. The player’s stats will change to match those of the person you’ve named. If a name includes a first initial, leave a space between the period and the last name.

Archibald
R. Barry
Laimbeer
Russell
I. Thomas
Thompson
Thurmond
Bennett
Bodiroga
T. Brown
Burrough
Caffey
Garnett
D. Marshall
Meek

Ostertag
Parks
Popa
Ratliff
Reeves
Respert
Snow
Sura
Wallace
Whitfield
Nelson
Andy R.
Ranata
Reddekopp
Willard

All Passwords

Aright, listen up, dog faces! Since you’re having sooo much trouble breaking through enemy lines, we have all of the passwords for War 2410. Now get out there and get the job done, Marine! Hoo-rah!

Mission 2: KMDNNMLVY
Mission 3: CRTNYLGH
Mission 4: SHLYMR
Mission 5: DRRNMRNL
Mission 6: SLVTRMRL
Mission 7: DRRNMRCL
Mission 8: HRMRCL
Mission 9: DNMSTR
Mission 10: CNLNSMN
Mission 11: STVNSMN
Mission 12: DJRCRMSTR
Mission 13: NTHNVRDCC
Mission 14: JNNMRPH
Mission 15: TMMLVY
Mission 16: JSPHRMRNL
Mission 17: JNNYSMN
Mission 18: SLJRSMN
Mission 19: PTMMRGN
Mission 20: SLVTRSMN

Experts, shmexperts! If you’ve got an awesome tip or a killer code, send it in! We’ll print your stuff alongside the pros’ codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!
Player's Choice Spotlight
Two more blasts from the past are joining the exalted ranks of the Players' Choice series: Mega Man: Dr. Wily's Revenge for the Game Boy and Super Star Wars for the Super NES! In honor of their rerelease this fall, we've put together a slew of passwords and codes for these classic Paks. If you weren't lucky enough to get your mitts on these puppies the first time around, here's your chance!

Passwors Galore
The first four stages of the game can be completed in any order, but we recommend defeating Fire Man first, then Cut Man, Elec Man and Ice Man. The passwords for that sequence are given in the column to the right. If you prefer a different route, you can use any of the passwords below to get a one-stage jump on your robotic competition.

MM: DWR was the first Mega Man title for the Game Boy, and it's still one of the best!

Elec Man will be history right from the start if you plug in this password.

When you enter this password, Ice Man won't have a chance against Mega Man.

This password will eventually take you to a showdown with the dreadfully Dr. Wily...

...but you'll have to plow through a few more menacing mechsoid firsts!
The Force Will Be With You...Always!
With Shadows of the Empire for the N64 right around the corner, the re-mastered Star Wars: The Special Edition slated for release next year, and the new "prequel" films to come after that, Star Wars mania is once again at a fever pitch! Super Star Wars became an instant hit when it first hit stores in 1992, and we fully expect history to repeat itself this fall.

Debug Menu and Invincibility
This two-part code gives you access to a debug menu and gives you invulnerability in side-scrolling stages. First, turn your Super NES off then on. When the "Start Game" box appears, quickly press A, A, A, X, B, B, B, Y, X, X, X, Y, Y, B, A, Y and B. Once the game starts, you can clear any stage by pressing Start on Controller II. To access the debug menu, press L and R simultaneously on Controller II. To become invincible in side-scrolling stages, press and hold Select, A, B, X and Y in that order on Controller II, then release all the buttons simultaneously.

Extra Continues and Lightsaber
If you want some help battling the Empire but still want to preserve most of the challenge, then use one or the other of these two codes. These codes can only be used alone and will not work if any other code has been entered. Be sure to turn your Super NES off then on before you enter them.

Sound Test
Last, but not least, is the Sound Test code. Anytime during the game, press and hold A, B, X and Y, and then press Start to make the Sound Test screen appear. Use the Control Pad to select different music themes or sound effects and press A, B, X or Y to play them.

You can select any stage or character and increase your health or number of lives.

You’ll start your adventure with your Lightsaber already in hand!

You’ll start off the game with five continues instead of the usual three.

Press Start to get back into the action. The Death Star awaits!

Use Controller I to change any of the options on the debug menu.

Use Controller I to play your selections. John Williams’s music sounds terrific!
TETRIS ATTACK

©1995, 1996 Nintendo/Intelligent Systems
Tetris Attack Licensed to Nintendo by The Tetris Company

THE PUZZLE GAME EVERYONE IS FLIPPING OVER ON THE SUPER NES IS NOW AVAILABLE FOR GAME BOY! NINTENDO’S PASSWORD-BACKED TETRIS ATTACK HITS THE ROAD AS THE PERFECT PORTABLE PUZZLER FOR ONE OR TWO PLAYERS. LOOK FOR IT IN STORES NOW!

IT'S FLIPPIN' FUN

Now you can take your puzzle fun with you! Tetris Attack for Game Boy features seven different modes of play and a ton of customization options.

Only a handful of differences separate the portable version from its Super NES counterpart. Since you’re playing on a smaller screen, you won’t be able to see your rival’s stack of blocks, but you can follow your opponent’s progress with two status gauges beside your stack. The only other item not included in the Game Boy version is the teaching tutorial, a feature few players use after they learn the game’s basic strategies.
SEVEN WAYS TO PLAY

If the name of your game is variety and high replay value, Tetris Attack fills the bill. Choose one of seven different ways to play. One-player mode has five different games, and two-player mode has both vs. and Time Trial games. If you're looking for a tough challenge, you can alter the options in many modes. Make it hard on yourself and crank up the game speed or bounce between one of the three difficulty levels.

ONE-PLAYER

ENDLESS
How long can you last against an eternity of towering tiles? Endless mode is a grueling endurance test. When the tiles stack up and the game ends, a Result Screen will tally the number of combos you scored.

TIME TRIAL
How many tile chains and combos can you create and clear in two minutes? Time Trial mode is a timed stage with three difficulty levels. If you want to score big, shoot for large combos and chain reactions.

STAGE CLEAR
The tiles quickly pile up, and you need to knock them down below the blinking stage clear line. Use a big combination or chain reaction to temporarily stop the stack so you can plan your next move.

PUZZLE
Unlike the other Tetris Attack games in which you race to flip tiles, Puzzle mode lets you pause and think about your moves. The tough part is clearing the stage with the limited number of flips allowed.

VS. PLAYER 1
Drop blocks on your opponent by linking chains and combinations of four or more tiles. A hit point gauge on the right side of the screen tells you how well your opponent is faring against your attack.

VS. COM
This mode is much like the two-player Vs. mode game, except that this time, you play against the computer. The Hit Point gauge on the right side of the screen tells you how well your opponent is faring against your attack.

TWO-PLAYER

Link up and attack a friend! To play two-player Tetris Attack, you'll need a second Game Boy and another game pak. Two-player modes include a handicapping option.

TIME TRIAL
It's a race to clear as many tiles as possible in two minutes. When the last chain is dropped, the player with the highest score wins. Remember that you can earn points by just raising your stack of tiles.

VOLUME B9
Few puzzle games offer more playing variety than Tetris Attack, but with all those options some gamers don't know where to begin. Listed below are some basic strategies for racking up a stack of Tetris Attack scores. If you're looking for additional tile tips and hints, make sure you check out the Super NES Tetris Attack strategies on page 10 in Volume 87 of Power

**Endless Play**

Endless mode is ideal for working on your scoring technique or going for an all-time high score. The scrolling stack gradually speeds up as you eliminate tiles, but you can get a running start by adjusting the Speed Level gauge from 1 to 100 before you begin the game.

**Time Trial**

If you're going to match the game's high score in under two minutes, you need to clear more than five tiles at a time and set off long series of chain reactions. As the tiles fall, line up matching blocks beneath them to create more chains. Tap the B Button to raise your stack near the top of the screen. The more panels you have on the screen, the more options you'll have available to make high scoring chains and combinations.

**Stage Clear**

While the rising stack of tiles is barely moving when you start Stage Clear, you'll soon be scrambling to keep up. Whenever you clear a four-tile combination or set off a chain reaction, the ascending stack will stall for a few seconds. Many experienced players wait until the tiles start hopping along the top of the screen, then execute a combination or chain to stop the stack for an extended period of time. Rearrange your tiles during the stall time to create the next big chain or combination.
PUZZLE MODE

Puzzle mode doesn’t require fast flipping, but it does require plenty of thought. This mode has sixty levels, and you can record your progress by writing down the password given to you when you complete a stage. A counter tells you the number of moves you can make to solve the puzzle. The most difficult puzzles are not measured by how many blocks you have to clear, but how many moves you are allowed to make.

Puzzle 3-03

Flip the lowest heart tile to the right one space, then slide the diamond tile above the heart tile one space to the right. This sets off a chain reaction that removes all hearts and drops the remaining diamond tiles down into a horizontal row.

Puzzle 4-05

You can make only one move to set off a chain reaction and clear all nineteen tiles in stage 4-5. Slide the lowest star block on the left side of the stack to the left and watch the panels fall down. Most solutions for chain reaction puzzles are found near the bottom of a pile.

ONE-PLAYER VS. MODE

Bowser has cast a spell over the inhabitants of Yoshi’s Island and it’s up to Yoshi to save the day! As you complete the stages in One-Player Vs. mode, more characters join Yoshi in his fight to save Yoshi’s Island. If you want to fight Bowser in the final round, you must complete all the stages on the Hard Game Level.

Hit Points and Power Meter

Whenever an opponent’s Power gauge is full, a block will drop on your stack of tiles. The Hit Point gauge indicates how well your opponent is doing in the game. Each time you clear a combination of tiles or set up a chain reaction, the Hit Point gauge will shrink. When the HP gauge is empty, you’ve won the round.

Pick a Character

After Yoshi frees his seven friends, you can select them and use them in the final rounds. Move the Select cursor to the character you want to use before you enter a new stage. If you lose a match using any character but Yoshi, you won’t have that character when you continue the game.
An Early Breakthrough in 3-D Battling

Although a bit primitive by today's standards, Battlezone was a real breakthrough in 3-D gaming when it first debuted. While its wire-framed tanks and scenery may seem simple, no game of its time even approached its sense of real space, something that game companies have been striving to perfect ever since!

THE ZONE OF BATTLE

The game's futuristic battlefield is full of objects that can be used for offensive and defensive advantage. Hide safely behind squares, rectangles, and pyramids while you watch the enemy, then sneak out and fire a few rounds of ammo at your foe.

THE ENEMY ARMY

Your enemy has four types of fighting machines, some definitely deadlier than others. While the stationary ships and slow-moving tanks are easy targets, the kamikaze crafts and streamlined assault tanks are real trouble.

The Best Way to Battle

Understanding your opponent's strengths and weaknesses is the best way to develop a strong offensive strategy. Your best defense is to keep your distance from your foes.

The slow tanks would rather flee than fire, but you'll have to do some quick dodging and shooting to survive the faster tanks' rapid shelling. The kamikaze crafts are the toughest to defeat, but just back up and blast 'em when they turn towards your tank.
BLASTS OF THE PAST
With nearly 20 years under their belts, Battlezone and Super Breakout are still as cool as when they were mainstays in every arcade across the country. Now Game Boy players can pick up both of these classics in a single pakt.

Breakout
This mode is the classic version of Breakout. The objective is to keep bouncing the ball off the different colored tiles until the entire screen is cleared. Like most of the other variations, the ball speeds up and your paddle shrinks as the game progresses.

Double
Double is like Breakout but trickier because there are two balls and two paddles in play! Thankfully, the paddles move together so that you don’t have to control them separately. You can use either paddle to bounce both balls, but if you miss a ball, you won’t get the second one back until after you’ve lost them both.

Progressive
In Progressive mode, there are three big rows of tiles to bash, the bottom row being worth the fewest number of points. For a fun (and frustrating) twist, the tiles keep moving down and become less valuable as new rows start to drop from the top of the screen.

Cavity
Cavity mode, in which three balls can be activated at once, requires fast reflexes and complete concentration. You begin with two paddles, one bouncing ball, and a big row of tiles with two more balls trapped inside. Once they’re freed, you’ll have to work fast to keep all the balls bouncing.

Block Breaking Basics
It’s fine to focus on just keeping the ball in play, but you can also aim the ball by bouncing it off the sides of your paddle. To pick up the big points, aim the ball so that it bashes a path at the edge of the blocks and ricochets around the very top row.
**CHALLENGE #1**

**PILOTWINGS 64**

Take part in the first Arena challenge for the Nintendo 64! How fast can you bust up twenty floating balloons in Balloon Rush, the second P Class test in PilotWings 64? Capturing your flying feat on film can be a little tricky, and you might have to try a few times. You need to snap a picture at the exact moment the words “Landing Accomplished” appear. The words are only on the screen for about three seconds, so make sure you get it right the first time. The top 25 times will fly off with four Super Power Stamps.

**NAME THAT GAME!**

It's the ultimate game fanatic quiz! Take this quiz for fun and see how many games you can identify. Look for the answers in next month's issue.

1. It's the only sports game that features Mega Man.
2. Bombard your opponent's fortification then scramble to rebuild your own castle walls in this one or two-player Super NES game.
3. You have precious seconds to defuse the cortex bomb in your head as you wander the streets of Seattle in this futuristic game.
4. Palom and Porom are two powerful twins in this epic adventure.
5. Kough up 15 Kremcoins so Klubba will let you cross his bridge and explore part of this game's Lost World.
6. If you're a charming player, you might be able to steal the Blue Mail from the Mother Brain in this role-playing game.
7. Can Bolt Lightning strike out Frank Liberty? Step up and take your best swing in this sports sequel.
KIRBY'S BLOCK BALL
Highest scores for Stage 1 (Volume 85)
Peter Dyred Brookpark, MN 184,810
Kevin Chariton High Ridge, MS 146,300
Zachary Miller Anchorage, AK 136,330
A. Seaton-Elhott Hightstown, NJ 132,800
Dennis Frohlich Devils Lake, ND 128,820

SUPER MARIO KART
Best Times on Choco Island 2 (Volume 83)
J. Berrychowski Niagara on the Lake, ON 1:18:36
Geoff Tottle Fountain Hills, AZ 1:18:40
Brian Perry Folsom, CA 1:18:51
Vincent Ridonour Bellbrook, OH 1:18:53
Chris Scott Hamptondale, NC 1:18:53
Michael Roehnachtsa Santa Rosa, CA 1:18:51
Andrew Everett Hudson, OH 1:18:49
Donald Hornell Tuckerton, NJ 1:18:89
Jarrett Wiley Roland, AR 1:18:53
Brian Rice Plymouth, KY 1:18:54
Jason Bensfer Kress, TX 1:19:04
Arthur Sudin Palm Bay, FL 1:19:32
Alan Gostin Plano, TX 1:19:74
Andrew Beckett Sheboygan, WI 1:19:79
Justin Seegmiller Phoenix, AZ 1:19:56
Jason Mundell Okotoks, AB 1:20:75

MEGA MAN X3
Completed Rhino Stage first (Volume 84)
Mosafa Alattar Marietta, GA
Matt Bane Wheeling, WV
Drew Banister Clarkston, GA
Giovanni Batz Los Angeles, CA
Jose Beltran Naples, FL
Lee Berlin Lexington, KY
Robert Bonner Pal Sam Springs, FL
Matt Brannen Palm Bay, FL
Nick Canale Poughkeepsie, NY

BATTLE ZONE
SUPER MARIO RPG
Best Time on the Moiveille Mountain Mine Cart Ride
Mike Brodie Kitchener, ON 1:18:38
Vincent Chan New York, NY 1:15:97
Trevor Ma Arcadia, CA 1:18:70
Pablo Reyes Davie, FL 2:03:13
Austin Mohr Marion, IL 2:03:38
Dennis Peabody Bellevue, WA 2:03:76
Simon Ringsmuth Lincoln, NE 2:03:76
Jim Hendricks Mound, MN 2:04:48
Keith Chamberlain Phoenix, AZ 2:06:71
Matthew Dombush Waterford, MI 2:06:75
Jeff Derrenberger Fishers, IN 2:07:35
Robert Walker Redlands, CA 2:07:35
Kevin Chamberlain Phoenix, AZ 2:07:53
Derek Sacolo Palmstead, CA 2:08:16
Brian Cripps Tulsa, CA 2:10:56
Ryan Tolley Rockville, MD 2:11:65
Stephen Murphy West Roxbury, MA 2:11:98
Israel Knight Dove Creek, CO 2:13:00
Dwayne Rogers Barstow, CA 2:13:06
Lee Phillips Kelkier, MN 2:13:53

Canada rocks the Battle Zone this month, dominating the top times for the Moiveille Mountain Mine Cart Ride. Mike Brodie and Vincent Chan, the dynamic duo from Ontario, smashed the two minute barrier. Trevor Ma’s sizzling time of 1:18:70 was enough to pull the West into second place. Check out the regional averages on the map above and the top twenty finishers on the left.

ENTER THE ARENA
Write your name, age and Member Number on the back of your photo. Challenges in this issue must be received no later than November 10, 1996. The top qualifiers receive Super Power Stamps.
Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you’re taking a photo of a Game Boy, please it on a flat surface.
Address entries to POWER PLAYERS’ ARENA
PO BOX 97033
REDMOND, WA 98073-9733
VOLUME 89
Two classic arcade games come together on Super Game Boy.
Black Pearl continues the recent run of classic arcade games that are headed for release this fall. This Super Game Boy pak contains Battlezone and Super Breakout, both originally released by Atari way back in 1979. The green, vector line graphics of Battlezone were considered to be pretty sophisticated in their day as they suggested a 3-D world. The object of the game is simple, though: You target and blow up enemy tanks, missiles and planes that are hunting you. Super Breakout has an even more basic premise. You have to hit the bouncing ball against blocks to make the blocks disappear. Of course, that's just for starters. If you want to clean up on either of these classic games, turn to page 80 for this month's Game Boy review.

- Two games in one Game Pak. Simple but involving game play.
- Confusing selection screen.

An arcade classic ape-dated for the '90s.
Before Donkey Kong ever heard of Kremings, there was a little guy named Mario who made life difficult for the big ape. Years later, the arcade game that made DK and Nintendo famous returned as the first Super Game Boy enhanced title. Now, as one of the Game Boy Player's Choice series games, Donkey Kong '94 returns again. The classic construction-area stages are just the beginning of the fun. Nintendo has packed in dozens of new areas to battle fans. Along with the greater complexity of the new stages, you'll find greater challenge, too. In all, DK has 100 areas to keep you going ape.

- A $19.99 MSRP is hard to beat. New stages and old.
- Arcade style control may seem awkward.
Lufia II: Rise of the Sinistrals

Company .......... Natsume
Release Date ...... August 1996
Memory Size ...... 20 Megabits

Natsume's sprawling adventure finally reaches the stores.

Last May, Nintendo Power first covered Lufia II: Rise of the Sinistrals, but Natsume didn't get the game out the door until recently. No epic game fan will want to miss this one, though. The Dual Blade is resonating and the Sinistrals see it as a sign to challenge the leadership of the earth. Your hero, Maxim the monster hunter, sets off on a quest to stop them. He will be joined by a party of characters and beasts, some of them fighters and others magicians. Lufia II crosses some of the boundaries between RPGs and adventures by using a number of features that you find in games such as Legend of Zelda: A Link to the Past. Maxim can push blocks, shoot arrows, hit switches and use other skills. The magic system varies from most RPGs in that spells can be focused on one enemy or cast on an entire group. In dungeons, the Skills feature lets you deal with foes in real time rather than sending you to a battle screen. Using a ring menu similar to the one used in Secret of Mana, you can choose a skill and use it against baddies or use it to solve puzzles.

A sprawling epic with RPG and adventure features. Player friendly. Good graphics. Lots of play value. Four slots of battery-backed memory.

Play control is a bit quick.

Mortal Kombat Trilogy

Company .......... Williams Entertainment
Release Date ...... November 1996
Memory Size ...... 64 Megabits

The biggest MK of all time comes to the N64.

Williams Entertainment set out to create the definitive Mortal Kombat game for the new Nintendo 64. After all, the most powerful video game system deserves the most powerful MK. And that's exactly what they did. Mortal Kombat Trilogy includes more fighters than any other game, including special characters from previous games, including Rain, Smoke and Noob Saibot, all of whom can be accessed right from the start in this new game. The play control and moves remain classically MK in style, featuring dozens of Fatalities, Animalities, Babalities, Friendship moves and Brutalities. You can also score on Aggressor moves and Kombos. Use of the Control Stick or Cross Pad on the Controller is up to the player, along with other setup functions, including music channel separation and difficulty levels. In addition to one-player and two-player vs. modes, you can play two character vs. two characters, three vs. three or an eight-player tournament mode. It's big in ever sense of the word. Nintendo Power enters the tournament this month and shows you how to score that flawless victory. At press time we learned that the game will ship in early November.


If you're looking for radical differences from previous MK games, you won't find them here.

Mario Paint

Company .......... Nintendo
Release Date ...... October 1996
Memory Size ...... 8 Megabits

Create a masterpiece on your Super NES.

Mario Paint gives users the power to create art, animation and music on their television screens. All they need is imagination. The Creativity Pak includes the Mario Paint Pak, a Super NES Mouse and a special mouse pad. Paint tools include various pens, brushes, an airbrush, fills, color palettes and the Stamp tool that lets you copy and paste images endlessly. The animation tools let you move figures along a path and cycle between frames for true, multi-frame animation like you see in cartoons. The music editor includes a variety of sounds that are placed on the musical staff just like written notes. Every Mario Paint feature can be learned quickly, but the results can be startlingly good. In many ways, including user-friendliness, Mario Paint is more powerful than many PC paint and animation programs. If you don't have it, you're missing out on a world of possibilities.

Open-ended, creative fun. Easy to learn and use. Powerful graphics effects.

Only one picture can be saved at a time.

VOLUME 89
Are you hungry for a classic arcade feast?

This classic arcade game from Williams Entertainment never looked better. Ms. Pac-Man for the Super NES recreates the mazes full of energy pellets and ghosts that once ruled the video arcades. The experience on the Super NES is pretty much the same, but Williams has added a number of options that will keep Ms. Pac-Man entertaining for a long time. In addition to the normal Arcade mode, you'll find Mini Maze mode, Big Maze mode, and Strange mode (which mixes the map modes). This month's review reintroduces the amazing Ms. Pac-Man:

- Fast, fun and simple.
- Play Control is not responsive enough in Booster mode.

Puzzles, traps, sword fights and the sands of time are running out.

The classic Prince of Persia format is given a new breath of life in this Super NES game from Titus. The idea is simple. You are a young, Arabian adventurer who must sneak through the sultan's trap-strewn palace to rescue a princess. Along the way, you'll battle magicians and swordsmen, solve fiendish puzzles, and probably wind up dangling on a spike about a million times. Prince 2, like the original game, is unforgiving if you make one false step. This month, Power will reveal the path through the peril.

- Excellent animation. Variety of puzzles and traps.
- Lots of repetitious play. Play control is touchy.

The original street fighting series returns for the Super NES.

Capcom's Street Fighter II series started the whole fighting game craze that has led to Mortal Kombat, Killer Instinct and a horde of tournament fighter also-rans. But there's something special about Street Fighter, and Street Fighter Alpha 2, which is being released in North America by Nintendo. It returns to the basic formula that made SF II one of the biggest names in video games. For players familiar with earlier SF II games, Alpha is faster. It has more new moves, new characters and a distinctive comic book style of graphics that looks great. Nintendo Power started digging into this game as soon as it was completed. Now you can get the first, in-depth look in this month's review.

- Fast, fun. New and familiar characters plus Super moves.
- Uneven character balance.

The first Mario game for Game Boy is back in time for the release of Game Boy Pocket.

Super Mario Land for Game Boy appeared with the release of the hand-held system back in 1989. SML is a charge-straight-ahead-and-stomp-the-baddies kind of game, refreshing...
for its simple approach and nice graphics. Sarasaland may look a bit different from the Mushroom Kingdom, but players will have no trouble discovering the Coins, Stars and Superballs. Mario also uses vehicles, flies an airplane and dives underwater in a little sub. This is a great addition to the Game Boy Players’ Choice series.

Four worlds and lots of fun. A MSRP of only $19.99

Some characters blur on the animation in some parts.

Toy Story

Company ...............Nintendo
Release Date........October 1996
Memory Size........32 Megabits

Disney’s Toy Story returns to the Super NES in 1996.

No, history isn’t repeating itself and time hasn’t reversed. Toy Story, one of the megahits from last year, will find its way back onto shelves this fall, thanks to Nintendo. Thanks should also go to Disney Interactive for creating the incredible graphics and varied game play of Toy Story in the first place. In the game, players take on the role of lovable Woody, the Cowboy, and Buzz Lightyear, the brash space ranger, in side-scrolling, racing and first-person stages. Surprisingly, the game contains some fairly challenging levels that will keep expert gamers jumping for joy and leave less-experienced gamers sprawling in the dust. With the introduction of the Toy Story video this holiday season, it’s a good bet that demand for the game will increase. If you missed it last year, this year’s curtain call may be your last chance.

Beautiful graphics. Variety of game play.

Young Toy Story fans may find some areas frustrating. Play control is awkward at times.

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The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

**PRO PLAYERS**

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

Scott
Sports, Simulations, Adventures
Leslie
RPGs, Puzzles, Adventures
Paul
Fighting, Sports, Simulations

Henry
Fighting, Action, Sports
Dan
Action, Adventures, Puzzles
Terry
RPGs, Simulations, Sports

**IOSA Ratings**

These independent Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IOSA regarding the rating system, call 1-800-771-3772.
HARMING!

BLAST CORPS

Trap on your hardhat and power up your dozer, because Nintendo’s Blast Corps for the N64 is virtually ready to knock your door down. The development team at Rare has been making changes, improvements and adding finishing touches to this demolition action-thriller. As you will recall from earlier episodes, the maverick missile carrier is rolling across the planet, leaking radiation and ready to blow if it so much as rubs against a lamppost. But not to worry. All you have to do is climb into a special demolition vehicle and smash everything in the path of the leviathan. The latest version of the game that arrived at Pak Watch contained virtually all of the levels and vehicles. The game begins with an easy learning stage with the bulldozer, then several paths radiate out, giving players a choice of the direction they will take and which vehicle they will use next. Practice stages are included during the game to introduce you to destruction with different vehicles, which include trucks, cars, giant robots and more.

SOURCE Extra

Publisher – Nintendo
Developer – Rare
Memory – 64 Megabits
Levels – More than 60
Vehicles – 12 (possibly 13)
Killer Instinct goes for the gold and gets it with Rare's extraordinary N64 fighter based on KI 2 from the arcade. KI Gold has it all— incredible speed, a gazillion cool options for every level of player, all your favorite characters from KI 2, brilliant new 3-D graphics, and play control that's as smooth as silk. This is quality, through and through. What a difference a few months can make. The last time we saw KI Gold, back at E3, the limited number of stages worked as a basic demo of the game, didn't yet include detailed animated backgrounds or the new and revolving camera options that make KI Gold seem more like a cinematic event than a 2-D fighter. The game following modes of play: Arcade, Team, Team Tournament, Practice, and Training. Everything seems to be done better than the special graphics effects that look sharper on a television screen than graphics on an arcade monitor and the music is probably the best arcade fighting music out.

Next month, KI Gold debuts. Don't miss it.
The Turok: Dinosaur Hunter development team at Iguana continues to churn out some of the coolest graphics for the N64. But, although the graphics are virtually finished at this time, the word from Acclaim is that it will hold off releasing Turok until early in 1997. That news may be disappointing to N64 fans, but the reason is a good one: Acclaim is determined to add as much game play as possible. The idea is to make Turok more than a 3-D shooter. Story and puzzle elements should make Turok a true adventure. In the meantime, we thought we'd serve up the next course in the feast of graphics. Bon appetit.

Incantation is the fifth Super NES title of the fall will be arriving in stores in October. Incantation skews younger than most of the European company's titles, both in theme and play challenge. The hero is a young wizard who uses magic in a side-scrolling adventure full of beautifully drawn backgrounds and cartoonish enemies. You'll run across goblins and guardians and a somewhat confusing series of warps. Some of the warps lead to bonus areas while others take you to the next area you need to go. Your main goal in every area is to collect golden arrows. A toll keeper collects the arrows from you before you can face the guardian of the stage. The play control feels a lot like that of Prehistorik Man, but the hit detection is more forgiving. Again, that's good for younger or less experienced players. Another big help comes from the upgradeable wand attack. As you progress and collect Power-Ups, your wand will be able to launch a variety of fire balls and other shots. Although the simple side-scrolling action might seem a throwback to an earlier age of video games, if you're not careful, Incantation may cast a spell over you.
f it’s good enough for 32-bit, it’s good enough for Game Boy. The popular fighting game will appear for Game Boy this fall, thanks to Takara and Nintendo. Although you won’t find 3-D graphics, you will find lots of fighting action in this four-megabit game. The Super Game Boy enhancements add to the look, but Toshinden plays just as well on Game Boy or Game Boy Pocket. Play modes include a one-player tournament and a two-player VS. match. You have eight fighters from which to choose: Duke, Fo, Eiji, Kayin, Sofia, Rungo, Ellis and Mando, and several hidden guardian bosses are waiting in the wings, including Gaia and Uranus. As in the original game, you can fight your opponent to the brink of the ring, then force them out into the void for a Ring Out! victory. Toshinden for Game Boy features fast furious play control, classic characters and excellent graphics for the smaller screen.

- **SOURCE Extra**
  - **Publisher**: Nintendo
  - **Developer**: Laguna Video Games
  - **Memory**: 4 Megabits
  - **Modes**: 1P, 2P VS.
  - **Fighters**: 11

Last August, gamers in Tokyo had a chance to check out some of the latest games, including some games in development for the Nintendo 64. The biggest surprise was the appearance of several titles from Konami, including a baseball game and an adventure that looked a lot like Legend of the Mystic Ninja for the Super NES, albeit with superior graphics. The crowded show also showcased several projects such as Blade and Barrel from Kemco, which Pak Watch introduced several months ago. Although there were few surprises at the Japanese show, several new publishers announced that they were working on N64 titles, including Japan Supply System, which is working on a game titled Chameleon Kid. The game is still in early development, but it has some fun ideas. The kid hero, for instance, uses his super long and sticky tongue as a tool and weapon. The 3-D graphics we saw had few texture maps or special effects, but it was very early. Stay tuned for Shoshinkai this November.
**THE SPORTING LIFE**

Black Pearl's connection with EA Sports continues to pay off. This fall, you'll see Super NES versions of College Football USA '97, NHL '97 and the already released PGA European Tour. The news on NHL '97 is that it will include both NHL and NHLPA licenses, increased on-ice speed, trading, full schedules, last year's all-star teams, season stats and special moves that include fighting. One new feature that looks promising is the line coaching option. You can give each line a different strategy so that when you switch lines, the new scheme takes effect.

On the Game Boy front, Black Pearl will include two titles that you've already seen in Nintendo Power: Urban Strike and FIFA Soccer '97. A third title, Madden '97 for Game Boy, will be released in November or December.

**LODE RUNNER FOR N64**

Big Bang Software of Bellevue, Washington, is working on an N64 game based on the classic Lode Runner. For longtime video game fans, the name Lode Runner conjures up images of ladders, treasure and danger. The game featured maze-like rooms through which the miner/explorer had to puzzle his way to reach the treasure or Mother Lode. In the new N64 version, Lode Runner goes 3-D, but not in the way that other titles have added depth. The viewpoint will be controlled by the game itself, with the camera shifting to give players the most dramatic or useful view. As in the original Lode Runner games, you'll be able to see the entire level, but those levels will now exist in three-dimensions and be filled with highly detailed items, obstacles and enemies. Recently we saw a quick demo at Big Bang. The game seemed to preserve the feel of the classic Lode Runner while bringing the game into the richer environment of the Nintendo 64. Although Big Bang is a relative newcomer to the development scene, the company contains veteran talent from such companies as Bullet-Proof Software and Microsoft.

**MORE NINTENDO 64 NEWS**

This month's quick-takes on Nintendo 64 development include a couple of notes from Nintendo Company Ltd. in Japan, where Super Mario Kart R and Star Fox are reportedly in the thick of development. Super Mario Kart R should be ready shortly after the new year. Star Fox will follow Kart by several months.

Wayne Gretzky 3-D Hockey from Williams is scheduled for a November release along with NBA Hang Time, although these dates may shift. Wayne Gretzky is getting some extra development with the addition of the full, simulation mode first mentioned in our Nintendo Power preview. Doom 64 from Williams should be available during the first quarter of 1997. War Gods is scheduled for that period, as well.

**STREET RACER, JR.**

Ubi Soft plans to release a version of Street Racer for Game Boy by the end of the year. The Super NES version of Street Racer included multi-player modes and Mode 7 scrolling for a wild ride against some pretty oddball drivers. The Game Boy Street Racer may be a bit tamer, but it should retain plenty of speed, twists and weird characters. In a related development, Ubi Soft recently went public in its home country of France. The North American subsidiary plans to expand its presence in the gaming market here.
DARK RIFT DEMOS
ALIAS/WAVEFRONT

Kronos Digital Entertainment, the developer of Dark Rift for Vic Tokai, is showcasing its early N64 work at the Siggraph show in Tokyo. Alias/Wavefront asked several developers, including Kronos, to demonstrate products created with Alias technology. An early look at the game graphics here at Power impressed us all. Kronos, which has worked with 3-D graphics for television and interactive media, has mastered the use of special effects. Vic Tokai hopes to send us some shots for our November issue.

WIRING INTO N64

Good news, Contrary to what Nintendo Power printed last month about the N64 containing no A/V Cable, a Stereo A/V Cable is included for easy hook-up to most modern television sets. Some owners, however, may have older TVs that require an RF input instead of A/V Cables, and the N64 does not come with an RF adapter. But not to worry. Owners will be able to purchase an RF adapter kit at their Nintendo retailers. If all this seems a bit confusing, it won’t be once you’ve read the N64 manual. Everything you wanted to know about hooking up a video game system through your TV or VCR at home is covered in extensive detail, featuring diagrams and hints.
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