THIS YEAR FRIEND WILL IN THE

Wrap job on friend sold separately!
If you've dominated the video action all year long, maybe this holiday is a good time to give your best buddy a fighting chance. Give the best gift of all, and get your friend wrapped up in the Nintendo Power Super Power Club. Just send in this form, and we'll send your pal the best of the best from the Club. And it's just $18.

When you give the Club, you and your pal get 2 FREE Super Power Stamps. Each one is worth a buck toward anything in the Nintendo Super Power Supplies Catalog. So sign up a friend, and get a couple Super Power Stamps for yourself.

CALL 1-800-255-3700!
Nintendo game players demand the information that gets them into the game. The new 168-page Street Fighter II Turbo and Super Mario All-Stars Player's Guides take you deep into the action with all of the best tips and strategies for all of the games--plus a whole lot more!!

*How much information are you prepared to handle?*
DECEMBER 1993
VOLUME 55

SUPER NES

DISNEY'S ALADDIN ............................................. 8
NHL STANLEY CUP ............................................. 16
CLAY FIGHTER .................................................. 22
DAFFY DUCK: THE MARVIN MISSIONS ................. 30
BATTLE CARS .................................................. 36
SUPER SCOPE ROUNDUP .................................. 42

GAME BOY

TOM & JERRY: FRANTIC ANTICS ....................... 66
MEGA MAN IV .................................................. 70

NES

MEGA MAN VI .................................................. 76
TETRIS 2 ........................................................ 92

TIPS FROM THE PROS

NESTER'S ADVENTURES ................................. 35
CLASSIFIED INFORMATION ...................... 48
COUNSELORS' CORNER ................................. 84

THE INFO ZONE

RAYA SYSTEMS ............................................. 88
NEXT ISSUE .................................................... 114

VIDEO UPDATES

NOW PLAYING ............................................... 102
PAK WATCH .................................................... 108

COMICS

STAR FOX ........................................................ 52

PLAYER'S FORUM

PLAYER'S PULSE ............................................... 6
POWER PLAYER'S CHALLENGE ...................... 64
PLAYER'S POLL CONTEST ............................. 98
TOP 20 ........................................................ 100

NEXT ISSUE ..................................................... 114

ON VIDEO UPDATES ........................................ 102

NOW PLAYING ................................................. 108

PAK WATCH .......................................................

COMICS ...........................................................

STAR FOX ...........................................................
Bock in Volume 5, we asked you to tell us which Street Fighter you thought was the baddest of them all—and why! We knew that this question would draw numerous responses, so we took a tally of the votes. Chun Li and Ryu came out on top, but it was too close of a race to call!

Ryu is the most well-rounded fighter. I asked 30 people this and 19 said “Ryu.” The others picked Ken. The only thing different about them is the speed, and who’s stronger.

Tony “SF II” Shiu
Memphis, TN

Chun Li is by far the most skilled player. Her Lightning Kick is easy to do and is extremely effective. Her high-jumping makes it easy to avoid others’ moves and easy to attack from above. The Whirlwind Kick will take any opponent by surprise—what more can I say? Chun Li is THE choice!

Nari Mann
Austin, TX

Chun Li is the best street fighter. Her moves are some of the easiest to learn and she is unique, being the only woman fighter. Plus she’s fighting for a good reason, to avenge her father. She’s a strong fighter and can jump off the wall; an ability no other fighter has. Chun Li is awesome!

Lindsay Johnson
Middlesboro, KY

Guile, Ryu and Ken are the most skilled World Warriors and consistently win more matches.

Sean Kelly
West Long Branch, NJ

Chalsim is definitely the best. He’s not only the thinnest, he can out-stretch his body and breathe fire.

Adam Grandmaison
Nashua, NH

Who is the best fighter? I don’t care! I play against anyone with any player and I obliterate them. I like to use different players that are a challenge to use. A match with me using Chun Li or Blanka is over too soon with me victorious, as usual. So, try using different characters that you’ve never used before, and master them.

Brian Lambrecht
Elmwood Park, IL

Every well-educated person should know that if you want results, choose Guile. He’s the most versatile fighter and can destroy a fighter on the ground and in the air. Besides, you gotta love the hair!

Malcolm “Beat‘em in a Day” Fine
Woodstock, NY

Guile, Ryu and Ken are the most skilled World Warriors and consistently win more matches.

Sean Kelly
West Long Branch, NJ

Chun Li is by far the most skilled player. Her Lightning Kick is easy to do and is extremely effective. Her high-jumping makes it easy to avoid others’ moves and easy to attack from above. The Whirlwind Kick will take any opponent by surprise—what more can I say? Chun Li is THE choice!

Nari Mann
Austin, TX

Chun Li is the best street fighter. Her moves are some of the easiest to learn and she is unique, being the only woman fighter. Plus she’s fighting for a good reason, to avenge her father. She’s a strong fighter and can jump off the wall; an ability no other fighter has. Chun Li is awesome!

Lindsay Johnson
Middlesboro, KY

When our question was asked, SF II Turbo was just becoming available. Now Vega can jump from the side wall with his excellent flying Wall Leap move.

Player's Pulse

Are there any particular items that you would like to see included in the next Super Power Supplies catalog? More games? More T-shirts? Please let us know!
Devon Kennedy, from Portland, Oregon, was selected as the lucky Grand Prize winner of the Player's Poll Contest from Volume 49. The Palace at Auburn Hills, just outside of Detroit, was the location for the WWF's SummerSlam. Televised on Pay-Per-View, the event drew thousands of pro wrestling fans and Devon brought along his mom, Donna, and his cousin, Ian Findley. Part of the prize package included meeting some of the pro wrestlers and playing WWF Royal Rumble against them. Devon first got in the video ring with Razor Ramon and promptly proceeded to body slam the bruiser without mercy. Tatanka was Devon's next victim. The match was closer, but it was clear that Devon would again emerge from the ring victorious!

Devon took care of Razor Ramon in no time flat playing LJN's WWF Royal Rumble Super-KES game! Fortunately, he took his defeat gracefully.

If you've been a Super Power Club member for more than a month, you obviously know that Nintendo Power features the best contests. We give away the biggest and best (not to mention the most exclusive) prizes in our monthly Player's Poll Contest. This month's contest is no different. Have you ever dug up a dinosaur? You can if you send in your Player's Poll card and you're selected as the lucky Grand Prize winner. You'll join the famed paleontologist Dr. Jack Horner, in Montana on the site of an actual dinosaur excavation! Dr. Horner was a technical advisor for the movie, Jurassic Park. But wait, the great prizes just keep coming! How would you like to be a member of Ivan "The Ironman" Stewart's chase team for the Baja 500? Learn more about it next month!

Gail Tilden
Editor-in-Chief

EDITOR'S CORNER

If you've been a Super Power Club member for more than a month, you obviously know that Nintendo Power features the best contests. We give away the biggest and best (not to mention the most exclusive) prizes in our monthly Player's Poll Contest. This month's contest is no different. Have you ever dug up a dinosaur? You can if you send in your Player's Poll card and you're selected as the lucky Grand Prize winner. You'll join the famed paleontologist Dr. Jack Horner, in Montana on the site of an actual dinosaur excavation! Dr. Horner was a technical advisor for the movie, Jurassic Park. But wait, the great prizes just keep coming! How would you like to be a member of Ivan "The Ironman" Stewart's chase team for the Baja 500? Learn more about it next month!

Gail Tilden
Editor-in-Chief

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS & CONSUMER SERVICE
1-800-255-3700
(PDB 1-800-422-4391)

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. French- and Spanish-speaking representatives are available.

GAME COUNSELING
1-206-885-7529
(PDB 1-206-883-9716)

Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's a long distance, so before you call, be sure to get permission from whoever pays the bill.
His month Capcom brings the characters from last year's mega-hit movie to the Super NES in a six-stage, one-player action game that captures all of the magic of the legend. Follow Aladdin through the streets of Agrabah and to the Cave of Wonders to meet the Genie. Outstanding animation and excellent play control make it an entertaining game for players of all ages.

According to the legend, Scheherazade, wife of an Arabian king, was sentenced by him to die at dawn, but she eluded death by telling the king a story every night and leaving the ending until the next morning. So eager was he to hear the ending that he allowed dawn to pass without the execution. Finally, after 1,001 nights—and 1,001 tales—the king granted her a reprieve, and thus were spun the tales of the Arabian Nights. Aladdin among them.

The video adventure begins with Jafar sending the ill-fated Gazeem into the Cave of Wonders to retrieve the Magic Lamp. The cave, however, swallows him up, roaring that only one person would be allowed to enter. That one chosen person is "a diamond in the rough," a description that fits Aladdin well.

From the big screen to your home
The game's opening scene is just like the movie's: Aladdin runs through the streets, accompanied by Abu, stealing food as the merchants try to nab him. Poor but proud, he is the "Diamond in the Rough" who will one day enter the Cave of Wonders to pick up the Magic Lamp and free the Genie. He has fallen in love with Princess Jasmine, a captive girl he is destined to find. Also in the picture is the greedy vizier, Jafar, who covets the Magic Lamp. Aladdin's ultimate battle takes him—and trusted companion, Abu—deep into the shadowy and mysterious Palace of Jafar.

Young and adventurous Aladdin has fallen for Princess Jasmine.

The beautiful princess falls for the "Diamond in the Rough".

The greedy Jafar turns kidnapper and holds Jasmine hostage.

The Genie who inhabits the lamp grants Aladdin's wishes.

Where Aladdin goes, Abu follows. He is a trusted but troublesome companion.

Following the law of the land, he forbids his daughter to marry a commoner.

Unusually smooth, detailed animation brings Aladdin to life, and he has a variety of great moves that are fun to use. The play control is excellent. He can jump and make fingertip grabs to land on distant ledges. He also runs at different speeds and stops on a dime.

Press B when you're next to an enemy to make Aladdin knock it out by doing a handspring off its head.

Press R while in the air to make the Rug pop out like a parachute. Control the glide with R and L.

Every Apple Aladdin picks up adds ten to his supply.

Press the A Button to throw Apples at enemies.

If you jump toward a ledge, Aladdin will automatically grab it if he's close enough.
The Marketplace

The game begins on the streets of the mysterious city of Agrabah. Aladdin runs through the Marketplace, stealing whatever food he can find. At his side is his mischievous monkey pal, Abu. The pair tries to stay one step ahead of trouble, but guards are posted along the way. Aladdin can bop them with a somersault kick or stun them with the Apples he finds in jars.

STEP RIGHT UP
Watch the windows when you're in the Marketplace. Sometimes men stick their heads out to see what's going on in the street. Time jumps so you can bounce off their heads to reach areas high above.

APPLE TOSS
The safest way to make it through the Marketplace is to throw Apples at enemies as soon as they roll onto the screen. Apple attacks won't evade them, but they will stun the enemies long enough for you to land somersault kicks.

STAGE 1-1
AIR TIME
Use the Rug often to avoid enemies. You don't gain anything from fighting, so if you fly overhead you can avoid potential injuries.

STAGE 1-2
1-UP LAMP
If you rush by here you'll miss out on a 1-Up Lamp. Instead of jumping over to the next roof step off the right edge of the building and use the Rug to glide over to the Lamp, then swing off the pegs over to the next building.

STAGE 1-3
TRAMPOLINE
At the beginning of Scene 1-3, jump up to the ledge, then leap over to the white awning on the right. It will fling you to the roof, and you can grab the Gems on your way up.

PLATFORMS
These platforms swing back and forth. To pick up the Gems, hang off the edge. Jump to the next one when it comes into view.
Although it looks kind of like a roll of paper, this is the Rug that you use to glide through the air. Jump and press the R Button to use it. It's easy to control, so it makes picking up Gems a piece of cake.

Pull yourself up to the third ledge to snag the 1-Up Lamp. It automatically adds another life to your meter. You'll often find the Lamps in hard-to-reach places or spots that aren't visible.

The red orb in this Treasure Chest instantly adds a Heart to your energy meter.

Several Treasure Chests in the game hold Scarabs. If you open the chest and free the Scarab and catch it, the Scarab will show up at the end of the stage and let you play the Bonus Game. You might win extra Hearts, Lives or Continues.

Another way to beat up the bad guys is to hang from the wall pegs and kick them as you swing forward. One kick is all it takes to get rid of them and they'll often walk right into you.

A big bully with a scimitar is tormenting Jasmine. Stand either to the left of the barrel or on top of the tent with Abu. Wait until he swings his sword behind his head, then jump before he draws it down. He'll fly into a rage after you hit him. As soon as he stops jumping again...
The Cave of Wonders

After escaping from Agrabah with Jasmine, Aladdin is seized by her father's guards and imprisoned in the palace dungeon. There he is approached by an old man who promises to free him if he will retrieve the treasure from the Cave of Wonders. Not knowing that the old man is actually Jafar in disguise, Aladdin quickly agrees and departs for the cave, eager to be free.
ADD A HEART
If you listen, you'll hear great stones drop and roll towards you. You can either jump them or kneel at the edge of the ledges and let them roll by overhead.

LEVEL OFF
Stay steady as the goal level off here, and stay tight to the ceiling to avoid the rising tide of lava. There's a long way yet to go—don't lose it here.

1-UP
A Bat flies in quickly from the right here. Either jump off the ledge to bash it or kneel quickly and prepare to throw an Apple at it.

D On't miss out on an extra Heart. Drop down through either the gap or the next one and land on a raft. Ride the raft off the way to the right, pick up the Heart, then slip over the rafts to the stairs that lead back up to the exit.

STONES
If you listen, you'll hear great stones drop and roll towards you. You can either jump them or kneel at the edge of the ledges and let them roll by overhead.

DOUBLE JUMP
It's hard to make the quick jumps from mound to mound here, but if you use the Rug, you can slow things down and land more precisely.

MEET THE MAGIC CARPET
When you reach the end of Stage 2-1, Abu tells you to jump off the ledge. You'll land in the sandy cave bottom. Walk to the right avoiding the skeletons that emerge from the sand until you find the Magic Carpet.

GET A LIFE
Use the Bat here to spring up to the ledge on the left, then swing across to the 1-Up Lamp on the right ledge. If you miss the first time you try bouncing off the Bat, scroll back to the left a couple of screens. When you return, another Bat will appear.

TO 3-1

TO 3-2

TO A

EXIT
Inside the Genie’s Lamp

Aladdin is in for a real adventure when the Genie invites him into his Lamp. Inside, he finds a fanciful world with billowy clouds and bobbing balloons. The Genie, all decked out in his finest tux, appears suddenly from time to time to help Aladdin get through tough spots. There are few enemies to avoid, so this stage is one of the easiest ones to complete.

**Stage 4-1**

**Balloon Bop**

Wait for Balloons to rise from the gaps and use them to stop access to the right. You can also grab the rings on the Balloon strings and hang from them.

**Fly High**

Time it right. If you jump on the Balloon before it’s high enough you’ll fall into the gap. If you wait too long, you’ll be impaled on the ceiling spikes.

**Stage 4-2**

**Spring Up**

This is the first vertically scrolling stage in the game. Long tongues snake out from the walls. Jump from tongue to tongue before they retract back into the wall. In the upper area, bounce on the springs to get a lift as you avoid the flying pots.

**More to Come**

The remainder of Stage 3 takes Aladdin through the rest of the Genie’s Lamp. Don’t rest on the boxes with faces. They begin to drop as soon as you land on them. There are also several pegs on the walls to swing on.
THE LATER STAGES

There are three more stages to complete before Aladdin's adventure draws to a close. When he leaves the Genie's Lamp, Aladdin learns that Abu has gotten himself lost in an ancient Pyramid. He can't leave his pet in his time of need, so he traces his path to find him.

THE PYRAMID

The Pyramid is an ancient and mysterious maze. Slipping, sliding waves of sand make flat footing unstable and birds quickly emerge from the sand to attack. In some areas, Aladdin must swing from creaking chains to reach safety. Where does he finally find that mischievous Abu? In the Treasure Room, of course.

JAFAR'S PALACE

When Jafar takes the Magic Lamp and Jasmine, Aladdin has no choice but to enter Jafar's Palace to save his sweetheart and recover the Lamp. The palace is packed with brazen guards and other perilous obstacles. When he finally does track Jafar down, he's in for the fight of his life.

THE BONUS STAGE

Before returning to Agrabah, Aladdin becomes a prince by way of a witch, and he and Jasmine take a wondrous flight aboard the Flying Carpet. Here, they collect as many gems as they can as the appallingly city moves swiftly in the background.
What's it like to play 84 grueling, physically demanding, full-contact, high-speed games of hockey in a year? NHL Stanley Cup puts you on the ice, in the player's skates, so you can find out! The only hockey game that uses Mode 7 to create a full 360 degree view of the rink, NHL Stanley Cup is about as close as you can get to actually being there. You'll make the same decisions a real NHL hockey player does; take the same shots, make the same passes, set up the same plays, and give (and take) the same thunderous hits! NHL Stanley Cup is a full feature hockey game with loads of options. You can play against another player or the computer in a full season or single exhibition game. However you play, the on-ice action has never been faster or more challenging!

How does NHL Stanley Cup stack up against the recent crop of video hockey games? Let's take a look.
OPTIONS

INSTANT REPLAY
With the puck reaching speeds of 100 miles per hour, blink and you might miss some action! Use the instant replay feature to review all your great goals, sweet passes and awesome body checks!

LINE CHANGES
You can substitute different "lines," or teams of players, as your guys get tired. Changing your lines strategically becomes important when you play a full game with grueling 20 minute periods.

SPORTSCASTER STAT REPORT
Between periods, and after the game, the Nintendo Sportcaster will wrap up the stats. In the full season mode, your stats will be saved over the course of the 84 games, and into the playoffs, if you make it!

PENALTIES
The penalties of real NHL ice hockey are here: roughing, high-sticking, cross checking, and many more. If the refs catch you playing dirty, be prepared to spend some time in the penalty box!

TECH TALK

SKATE AND SCROLL
Mode 7 has been used very effectively in NHL Stanley Cup to provide a realistic view of the hockey rink. On this 3-D rink, the action can rotate and scroll to show the view from any possible position, as if you were actually there!

REALISTICALLY RENDERED PLAYERS!
To create the large, detailed, and realistic players in NHL Stanley Cup, the developers of the game, Sculptured Software, used footage of actual hockey players to guide their designers. The artists took frames from the film and duplicated them in a computer paint program. The result is super realistic animation!

Super Slap Shot
Virgin's Super Slap Shot has fun of stats, but no real players or teams. The action and player art are cartoon-like.

NHL '94
Electronic Art's newest installment in their hockey series has both real players and NHL teams. Game play is much the same as previous versions, with small players and no full season.
**EASTERN CONFERENCE™**

**NORTHEAST DIVISION**

**COACH'S PLAY**

**SLAP SHOT**

The slap shot is fast and powerful, but takes a little time to set up. Players' accuracy with the slap shot may vary. The best slap shot in the game belongs to St. Louis Blues #16.

**WRIST SHOT**

Fast and accurate, the wrist shot is best used as close to the net as possible. Scoring wizards like Buffalo #89 and Pittsburgh #66 are the best with this shot.

**BREAKAWAY!**

The most exciting play in hockey is the breakaway, where a single player goes up against the opposing goalie. Don't hit a player who has an open course to the goal!

**HOCKEY HINTS**

Each team has at least one "star" player. Among the best are Pittsburgh #66, Toronto #93, Buffalo #89 and Detroit #19.
BOOK: OFFENSE

CENTER THE PUCK!
A standard play in hockey is to carry the puck down the side of the rink, and then attempt to pass it to a player in the center of the rink, in front of the goal, for a shot.

PASS IT BACK
If there isn’t an open path into the opposing team’s zone, pass the puck back and take another look at the play. Taking the puck through traffic is a good way to lose it.

TAKE HIGH PERCENTAGE SHOTS!
Shooting straight at the goalie is usually not a good idea, as the puck will just bounce off his pads. Try shooting from an angle and use the Control Pad to aim the puck.

HOCKEY HINTS
The best goalies in the game are Montreal #33, Pittsburgh #35 and Chicago #30. If you score against them, consider yourself a pro!
WESTERN CONFERENCE™  
CENTRAL DIVISION

Chicago Blackhawks™

Offense  
Skating  
Defense  
Goalie

Dallas Stars™

Offense  
Skating  
Defense  
Goalie

Detroit Red Wings®

Offense  
Skating  
Defense  
Goalie

St. Louis Blues®

Offense  
Skating  
Defense  
Goalie

Toronto Maple Leafs®

Offense  
Skating  
Defense  
Goalie

Winnipeg Jets®

Offense  
Skating  
Defense  
Goalie

---

**COACH'S CORN**

**HIP CHECK**

The hip check is aimed at throwing your opponent for a spill on the ice. Although it’s a little more difficult to do than a shoulder check, it is very powerful!

**SHOULDER CHECK**

A well-placed shoulder check will send the puck handler sprawling onto the ice. It can also send you to the penalty box! Use the shoulder check sparingly to avoid penalties!

**POKE CHECK**

The best way to steal the puck from an opponent is to use this stick check. Once the puck is loose, chase it down and take possession!

---

**HOCKEY HINTS**

If you are down a man because of a penalty, you won’t be called for icing.
ER: DEFENSE

DON'T PLAY CATCH-UP!

As soon as your opponent gets the puck, think about setting up your defense! Press the A Button to gain control of the defender and meet the puck handler as he enters your zone.

DUMP THE PUCK!

Press the X Button to dump the puck in the direction you are facing. Use this to waste time off the clock or wear down your opponent. This isn't a good shot unless the goal is empty.

GOALIE CHALLENGE!

It can be risky to take manual control of your goalie. On a breakaway, however, you can bring the goalie out to challenge the attacking player and knock him out before he takes his shot.
ozing from a cesspool of radioactive clay, the remnants of a huge meteor form a cast of hilarious malleable characters—the Clay Fighters! The meteor struck right in the heart of Playland, once a thriving circus and amusement park. Now known as Clayland, the park apparently isn't big enough for all of the comical Clay Fighters. Interplay's game is actually a breath of fresh air amidst the recent onslaught of street fighting games. Each comical character has the ability to make you laugh and your opponent cry in his or her own special way!
Uddville's Playland was instantaneously transformed into Clayland when the suspicious purple meteor struck and contaminated the whole place with toxic goo and clay devastation. The place went from being an out-of-business amusement park to an out-of-business amusement park with clay figures beating up on one another! Each fighter has staked out his or her own claim on Clayland and has built it up to suit his or her own needs. There's no telling who will wind up claiming all of the sections of Clayland. It will remain a mystery until you decide the outcome!

**CLAY FIGHTER**

**Fighting Functions**

Most street fighting games have an option that allows you to rearrange the Controller functions. The configuration outlined on the diagram to the right is our recommended setup for maximum playing efficiency. The most important thing to remember is to use the configuration that works best for you. Experiment.

**Limbs of Clay**

The Kicks and Punches that the Clay Fighters throw range from Quick to Brutal. Quick Kicks and Punches won't do much damage but because they are quick you can land several in a short period of time. Brutal Kicks and Punches do the most damage but cannot be thrown repeatedly.

**Clay Tosses**

Tosses, or throw moves, vary from one fighter to the next. Most fighters have the ability to do a throw move but it depends on the situation that they find themselves in. Throw moves require that you be near your rival. If you can't reach him you can't throw him! To experiment with these types of attacks you may want to choose the Vs. Mode and fight against a rival that has no one controlling the character.

**Close Attacks**

Close attacks vary slightly from normal kicking and punching attack moves. The combinations of moves that you can put together at close range, however, are limited. At first glance it may look like the larger fighters may have an unfair advantage over some of the smaller fighters. This is not necessarily true. All of the fighters are fairly evenly matched in the amount of damage they can dish out at close range.

**Clay Shaping**

Hold moves are similar to throw moves in the fact that you have to be close to your opponent to pull them off. When you grab your rival try to squeeze the clay right out of their pliable physiques. Most of the moves are very funny to watch. The Blob's hold move exasperates his opponent inside his body and squeezes him until he bursts. Bonker pays tribute to the Three Stooges and delivers repetitive eye pokes.
Bad Mr. Frosty

Bad Mr. Frosty has his way and wins the Clay Fighter tournament, things will get mighty chilly around Clayland. He thrives in sub-zero temperatures. The colder the better. He's bad, he's cool, he's no one's fool. And he shows no mercy whatsoever in battle. Bad M.F. has more bulk than the average Clay Fighter, but that doesn't seem to slow him down!

SNOW BALL
Press Away from your opponent for about two seconds and then press Toward plus any of the Punch Buttons to do the Snow Ball move.

SHOULDER CHARGE
The Shoulder Charge is executed the same way as the Snow Ball attack but don't hold Away for two seconds. It's a really quick move!

SNOW SLIDE
Press Down. Down/Toward and then Toward plus any Kick Button to quickly slide into or under your shape-shifting rival. Score a hit!

Taffy

Taffy resembles Gumby in many ways. If any of the Clay Fighters knows how to elongate their elastic limbs to increase their fighting efficiency, it's Taffy. Although very thin and rather unassuming in stature, Taffy has some fierce moves and will more than likely be a top contender for the King of the Circus title.

CRUNCH PUNCH
Press the Controller Pad Away for two seconds and then press Toward plus any Punch Button to execute a long double punch attack. If done right your opponent will be sandwiched by the upper and lower punches.
To execute the Frozen Fist special attack move just like the Snow Slide, but end up pressing a Punch Button instead of a Kick Button.

Tiny proudly prides himself on being very muscular. We think it’s just creative clay placement, though. Either way, Tiny is certainly a force to be reckoned with. His moves, while somewhat limited in comparison to other fighters, are very powerful. Tiny’s ability to come from behind and win is legendary with the Clay Fighting elite.

TINY

HATES: Wimps
WANTS: Fights
JOB: Flexing
MOTTO: “Destroy”

**SUCCER PUNCH**
A long left jab will occur if you press Down Down Toward and then Toward plus any Punch Button. Reverse the motion for a right jab.

**QUICK PUNCH LEAP**
Tiny can sometimes score two quick hits if you press Up/Toward plus Quick Punch. You can use this move to counter special attacks.

**TAFFY WHACK KICK**
The Taffy Whack can also be used with a Kick instead of a Punch. Use one or the other depending on your current battle situation.

**TAFFY TORNADO**
Wind him up and watch him go! Press Away and then roll the Control Pad down and Toward your opponent and press any Punch Button.

**MEDICINE BALL**
Depending on which Punch Button is pressed, the Medicine Ball spins toward your rival if you press Away and then Toward plus Punch.

**FLYING MEDICINE BALL**
A Medicine Ball of a different variety occurs after you press and hold Down for two seconds and then press Up plus any Kick Button.

The Taffy Whack can also be used with a Kick instead of a Punch. Use one or the other depending on your current battle situation.
**Blue Suede Goo**

He's not the first Elvis impersonator to show up in a video game, but Blue Suede Goo probably has the most personality and talent. He's also the most conceited, thinking he's the real King. He spends far too much time with his hair.

**Hair Blade**
Press Down, Down/Away and then Away plus any Punch Button to send Goo's oily mane flying toward your rival. Split some clay hairs!

**Humming Attack**
The Humming Attack sends a deadly musical note flying toward your opponent. Press Down, Down/Toward and Tilted plus any Punch Button.

**Belly Buck**
At close range, Blue Suede Goo can thrust his gigantic belly toward his opponent if you press the Button designated as Medium Kick.

Clayland's resident ghost also inherited the supernatural powers of clay when the meteor hit. Now Clayland's ethereal spook is scaring the daylights out of his rival Clay Fighters. Equipped with only a ragged sheet and a jack-o-lantern head, Ickyboy Clay fights for the undead.

**Haunted House**

**ECTO PUNCH**
Ickyboy's powerful punch is executed by pressing Forward, Down, then Down/Toward plus any Punch Button. Use it against grappling attacks.

**Teleport**
Ickyboy's Teleport is a good move to use to avoid an attack. With our recommended Controller configuration, Press Down then Y plus B to move right. Press Down then L plus R (or Y plus A) to move left.

**Likes:** Music  
**Hates:** Helga  
**Wants:** Guitar  
**Job:** Musician  
**Motto:** "Oh Baby"
CLAY FIGHTER

ROCK 'N ROLL THROW
Another move only possible at close range,
Goo's throw move can be accomplished by
moving in and pressing the Brutal Kick Button.

CLAY
LIKES:
Clay
HATES:
Hair
WANTS:
Clay
JOB:
Claymaken
MOTTO: "Bounce!"

BLOB
His powers blazing, Ickybock unleashes a ball of
ectoplasmic energy if you press Down/Down/Toward
then Toward plus any Punch Button.

ECTO BALL
A dynamic move: Ickybock zooms head first
toward his rival if you press Away for two seconds
then press Toward plus any Punch Button.

PUMPKIN BUTT
Taking the form of a giant butt, Blob kicks
clay if you press Down plus Brutal Kick. You
can score two hits if you're close enough.

CLAY SPIT
"Phlop!" Press Down/Down/Toward and then
Toward plus any Punch Button to make Blob
spit a globule-like wad of clay toward his rival.

CLAY BLADE
This one hurts! Pressing Away for two seconds and then
pressing Toward plus any Punch Button causes Blob to
assure the shape of a saw blade and slice toward his rival.
This move often scores multiple hits and should be used often.

ROLLING CLAY PUNCH
Blob can call himself up spring forward and score several hits
if you press Down/Down/Away and Away plus any Punch
Button. The Rolling Clay Punch is best used if your opponent
is stunned and is positioned against the side "wall."
Bonker was once a friendly circus clown, but when the meteor hit, he was caught by the blast of clay and was transformed into a Clay Fighter. He couldn't bring himself to leave Playland, even after it had gone out of business. Ultra-confident, Bonker uses the same clown tricks that used to make people laugh to fight off the other clay combatants. Bonker is a very “active” fighter. He is quick and uses many different moves.

**FLYING PIE**

Press Down, Down/Toward and then Toward plus any Punch Button for the Flying Pie move. A clay pie will be hurled at your opponent. This move is best applied just as your opponent is descending from a jump, so they won’t be able to avoid the attack.

**CUTTING CARTWHEEL**

Press Away for two seconds and then press Toward plus any Punch Button to make Bonker spin toward his rival in cartwheel fashion.

**BONKER BUMP**

If you are under attack while descending from a jump, press Up plus any Kick Button to make Bonker jump again before landing.

The title of Valkyrie was given to Helga by the Norse god Odin. Valkyrie designates a maiden who transports souls of slain warriors to Valhalla. Heck with that! Helga has her own mission—to slay some major clay! A warrior of the robust variety, Helga loves to use her impressive girth, especially during her Valkyrie Ride attack. More pounds equal more power. This certainly ties into Helga’s motto!

**LIKES:**
- Food
- Healthy

**HATES:**
- Salad

**WANTS:**
- Cookies

**JOB:** Singer

**MOTTO:** "Eat!!"

**AT THE OPERA**

Pressing Down, Down/Toward and then Toward plus any Punch Button causes Helga to fly into the air and spin as she slams a pig on a spit. Her spiked helmet does damage as she crashes into her rival.

**VALKYRIE RIDE**

Hold Away for two seconds, roll the Control Pad down and around Toward your rival and press any Kick Button to do the Valkyrie Ride.

**VIKING RAM**

Pressing Down, Down/Toward and then Toward plus any Punch Button causes Helga to fly into the air and spin as she slams a pig on a spit. Her spiked helmet does damage as she crashes into her rival.

**LIKES:**
- Pies

**HATES:**
- Crying

**WANTS:**
- Buzzers

**JOB:** Clowning

**MOTTO:** “Play”
A variation of the Flying Pie attack, the Spinning Pie move sends a clay missile flying toward Bonker's unsuspecting rival at a low level. Instead of using a Punch at the end of the move, press any Kick Button for the Spinning Pie attack.

The mystery is solved! The Clay Fighters didn't really come from meteor remains, they were created in an art studio! Kinda blows the whole mystique, huh? Well, anyway, we thought you'd enjoy seeing behind the scenes, into the virtual gruntworks of how Clay Fighter came to be. Interplay worked closely with Visual Concepts to produce the game, but Danger Productions, a growing company in Brisbane, California, tossed around about what kind of characters should be in the game. It finally came down to eight main clay competitors. Some characters required more modeling than others to capture all of their planned movements. There were approximately 70 different Blob models made! The actual process of constructing the characters and capturing their various positions in digital form took only a few months, but the real work came in translating those images into the moving characters you see kicking clay in the video game. A video camera routed through an Amiga computer running a graphics editor program captured the images digitally. Those images were combined and animated so the moves could all flow together. All the work was worth it—the animations really lend themselves to the game play!
Saving the galaxy from Marvin the Martian is hard, but Daffy Duck is determined to do it. Sunsoft has made the jump from cartoons to video games a short one with this Super NES adventure. Using ACME weapons, Daffy will need your help getting out of some pretty feathery situations. You must rescue galactic ambassadors, stop waves of instant Martians, and destroy the P-38 Space-Modulator. These challenges await the greatest super hero in the world, Duck Dodgers!

Crisp graphics and sound make Daffy Duck: The Marvin Missions feel like you're playing a cartoon! With so many stages to explore on foot and by way of your Jet Pack, this game is hours of fun. Throw in five weapons and lots of hidden items to ensure enjoyment for players of all skill levels. You face enemies all through this space-blasting adventure that are straight out of some of Daffy and Marvin the Martian's greatest cartoon adventures.
ACME WEAPONS SHOP

You'll need weapons to defeat the fiendish Marvin the Martian, so why not use the best? That means ACME brand weapons! Here at the weapons shop you can buy anything you need, from weapon Power-Ups to extra lives and Continues. Remember, the more expensive an item is, the better it is for you, so spend your money wisely!

FREEZE GUN

Give an alien a cold shower with this gun. It'll stop 'em in their tracks! Watch out, they thaw out quick.

ELECTRICITY GUN

What a shock! This gun will do really heavy damage, but don't count on hitting everything that you aim at. DUCK!

THREE WAY GUN

Next to the Anti-Matter gun, it's the best gun ACME makes. Three shots at once make enemies very easy to dispose of.

BOMB GUN

Do heavy damage to maddening Martians by shooting time bombs at them. CAUTION: The bombs can bounce back and hurt you.

ANTI-MATTER GUN

It sounds good, it is good! This is the best gun money can buy. Use it when you come face-to-face with Marvin.

FUEL

Something that every flying duck needs! Fill your tank every time you visit the ACME Weapons Shop. Happy flying!

NUddy ATTACK

Woo! Woo! Fly around the room in a blaze of feet and feathers doing heavy damage to all that get in your way.

CONTINUE GEM

This gem is worth its weight in gold and hard to find. If you can't find them, buy them at the ACME Weapons Shop.

EXTRA LIFE

The most expensive item ACME carries. A good purchase when you can't find any Continues and you're low on lives.

ATTACK TIPS

The indubitable Duck Dodgers has a bunch of weapons at his disposal, which are a lot of different methods to defeat the minions of Marvin the Martian. Here are the basic tactics that will help you put an end to his evil doings. The shield is an indispensable tool when fighting the big green aliens. It blocks most alien shots and lava rocks, too! If you're low on lives and surrounded by bad guys, use the Nutty Attack. Though few and far between, this attack will get rid of the bad guys in a fury of feet and feathers. Good Luck!

GUN FORCE

Anytime you fire a gun, watch where you are standing! The force of the shot will push Daffy off cliffs and into lava pits. This can be helpful when you are trying to guide Daffy through tough jumps and small gaps.

While standing next to the overhang, Daffy should face away from the ledge. After jumping up, fire your Blaster to be carried back onto the ledge.

DUCK & SHOOT

Martians aren't too flexible and can't, or won't, hit you if you duck, but you can shoot at them. This is a big help when you're up against aliens like the Lava Men too. Use this tactic to beat some mini-bosses.

When you duck down and shoot you will end up in a shooting position. This is a good stance to blast the aliens from, as most shots will go right over your head.
WHERE THERE'S DUCK THERE'S FIRE

Our first mission finds Duck Dodgers on the planet of Magma searching for Marvin and the abducted ambassadors. Watch out for the scorching lava pools and flying lava rocks. On this planet, cacti pack a real punch and there are even bad guys hiding in the walls. Your Jet Pack and Shield are going to see lots of action in this vacation hot spot.

HIDDEN STUFF
The key to this area is finding all the hidden items. There are continues lives, money and weapons to be found. Use your Jet Pack wisely to reach the hard to find items.

SAVE FUEL
Conserve fuel on your way over the top here. If you are low on fuel when you return, grab the fuel can on this ledge to keep going.

CONTINUE GATE
These gates mark your progress through each level. Hit them to ensure that you don't go back to the start when you get defeated later in the level.

PART TWO
Welcome to the main area of the resort. Martians have overrun the place and are hiding in the hallways. Marvin is holding some hostages in the sub-basement, so go down the elevators to save them. Be sure to explore all the passageways to find the many items that have been left behind by the fleeing guests.

WAIT AND RIDE
Here at Lava Lakes Pleasure Resort they don't have any stairs, they have the best elevators around. But Marvin the Martian has taken the place over. It is best to use the elevators rather than your Jet Pack to get around. To defeat Martians standing around the elevators just shoot them while riding the lift up and down. The other guests left a number of valuable items in the elevator shafts on the way out, so be on the lookout.

MANY ITEMS
Throughout this section of the game there are Power Ups and other items to be found. Be sure to explore every level of the hotel to find all the goodies that have been left behind. There is a Juice Glass at the top of the first elevator can you make it that far?
PART ONE

Welcome to the fabulous resort planet of Magma, where the cool people come to heat things up! You need to work your way up and to the right to find the entrance to the amazing Lava Lakes Pleasure Resort. Among the items that are hidden here in the first area are; a continue gem, an extra life, and some moneybags. Keep in mind that your primary goal is to rescue the ambassador.

BATTLE ON

Looks like the Martians have you surrounded! Defeat these two green meanies and you'll get into the hotel where Marvin is hiding. The Freeze Gun will be useful in this fight, keeping you from becoming the main course at a Martian feast. Use your Shield and Blaster once you cut their numbers in half.

SECRET PASSAGES

The passages are hidden in the walls, just like in Death Valley Rally. Jump up and press towards the wall to find these hidden wonders.
If it's wet and muggy, it must be planet Aquarion-4. Marvin has millions of instant Martians (just add water) that he plans to unleash on the galaxy. It is a good thing that Daffy's a duck, there's loads of swimming on this planet. The Jet Pack works in water so be sure to top off the tanks before diving in. Since you're in a water world, the movement is a little weird. The fish here aren't exactly friendly, they want Daffy for dinner!

Welcome to the ocean on Aquarion-4. Moving around in the water is strange, all your actions will be exaggerated so be very careful. Watch for angry fish and scuba diving Martians who really want you to stay down here. Your Jet Pack will be a big help down here as well.

GEAR UP
Is it radical weight loss for Daffy?! The Gear Box is here to crush him flatter than a proverbial pancake. The main gear is right in the middle and set really high. Fire straight up at the top gear to stop the walls from closing in. Shooting the walls will do no good. The best guns to have at this point are the Anti-Matter Gun and the Electricity Gun. Just keep shooting as fast as you can!

BUBBLE BONUS
These bubbles are a big help. But they can be evil! In order to make some of the higher cliffs, you need use the bubbles to your benefit. Watch out though; bubbles are coming out of a deep pit, don't fall in your map by pressing START to see where you go, and the bubbles should help...
**PART ONE**

Marvin has a bad motor scooter and he is trying to stop you with his gang of instant Martians. Watch for the mines and use the Jet Pack to miss the pesky green guys. The big spikes work as a ladder for climbing the walls!

**FIRD MOVEMENT**

is helpful in making big jumps high flying fish. When you want to fire your blaster to get a little your landing spot. This same be used on bad guys as well.

**SEA SURPRISE**

CAUTION: These tunnels can be very dangerous. Blowfish hide in them and can make a quick lunch of Daffy. Stop every few steps and blast away to soften these guys up.

In order to progress, you will need to...
BUT WAIT....
THERE'S MORE

There are more places in this game than we could ever have imagined. To finish off the second mission, make sure that your Jet Pack has a full Fuel bar and that you have a lot of the high-powered weapons. The rest of the missions are quite an adventure. You'll be sent to the ice planet of Zeus-3, where the ground is very slick, to rescue Earth's biggest brain, Dr. IQ High. Then you travel to the jungle planet of Amazonius to stop Marvin's Shrinking Ray. The final mission is the destruction of the infamous P-38 Space Modulator. Do you have what it takes to help Duck Dodgers save the world as we know it?!
COMING SOON TO YOUR SUPER NES FROM CAPCOM
COMING SOON TO YOUR SUPER NES FROM CAPCOM
SIGMA

Sting Armadillo

Chill Penguin

Boomer Kuwanger

Flame Mammoth

Launch Octopus

Spark Mandrill

Armored Armadillo

Goth Penguin

Bionic Repeater
PART THREE

You have now reached the deepest sub-basement of the resort. Marvin can't be far away now. There are a lot of Lava Men and big green Martians down here so be careful. In order to finish this area you'll have to defend yourself with your Shield and use your special weapons against these guys. When you get to this area it is a good idea to have most, if not all, of your Fuel left. There are even more moneybags and Power-Ups down here.

FUEL ANYONE?

A hell Fuel box will help right here. The only way to get the stuff up here is by using your Jet Pack. There are a couple of different caverns to explore and it will take a bunch of Fuel to find the Nutty Attack, MoneyBags and Power-Ups in this area. Good luck and happy flying!

MENACING MARVIN

You found Marvin, now get rid of him! Make sure you have a few special weapons when you reach him in his escape ship. Kneel down under his seat and shoot straight up; that will get rid of him in a hurry. Once he brings out the big gun, use the Shield and keep blasting away.
What happened? You run out of Barney show?

We lost power and a few of the dinosaurs broke out. These are wild animals.

You shouldn't have done that. They've been trained.

Yes. These are wild animals.

What happened? We lost power and a few of the dinosaurs broke out. These are wild animals.

This thing wouldn't stop the Energizer Bunny.

You trained them to sneeze on command?

We had a date on Letterman.

No, that's where we serve the T-Rex's lunch.

Can he see us?

Stay near the trees where it's safe.

Why? More stupid dinosaur tricks?

Sure, he just hates vegetables.

I guess my carrot top finally paid off.
It will take a lot more than just pressing the pedal to the metal and your heel to the steel if you want to make it in the fast-paced and sometimes fatal world of Battle Cars, the latest futuristic racing release from those super speed demons at Namco. No one can cower behind the wheel. It's a ferocious fight from start to finish line against the cutthroat competition. Earn Cash and Credits to help put together the ultimate combination of a sleek speed racer and an armored battle-ready bomber. Do you have the nerves of steel it takes to tough it out? Strap on a helmet and find out...
GENERAL STUFF

Hey hot shot! Don't speed over to the racetrack just yet. Show them what you're made of as soon as you've had a chance to check out all the cool options you can pick in the pits. In Battle Cars, the possibilities are plentiful! You can try going solo against those daredevil drivers, or grab a friend and face your fearsome foes together. Any way you choose, get set for some gearbox grinding action!

1 OR 2-PLAYER ACTION

Capture the pole position for yourself in the 1-Player Mode or play simultaneously with a pal in the split-screen 2-Player Mode for double the fun and excitement. You can even add to the challenge of a friendly competition by using the split screen feature to send a homing missile up your partner's tailpipe! Be careful, or they may return the favor.

2-8 PLAYER VS. MODE

In Vs. Mode, the whole gang gets to jump in the race. Up to eight people can enter their names on the roster and race two at a time on 14 different tracks. You can even take a spin in one of the Boss Cars! As soon as the winner grabs the checkered flag, the scoreboard displays the fastest times and tallies up the wins and losses.

BUILD UP YOUR BATTLE CAR

After a fortuitous finish, head straight for Crazy Gramps, Fix-It Garage for some essential super-powered accessories to pump up your racing machine. Collect Cash by causing your competitors to crash, and earn Credit by finishing with a super fast time. Cash Items include a better Engine, Tires, Shocks and Dampeners, whereas Credit will buy you better Discs, Grenades and Missiles. Smart shopping means spending!
TRACK TACTICS

Not every death-defying driver is going to be a pro the first time out in the wild world of Battle Cars, so here are a few tips and techniques on the first five tracks to help the rookies get started. You may also find it helpful to choose the Easy difficulty level on the Options screen until you get the hang of what it feels like to be behind the wheel of a 3000-pound pure performance machine.

NEWTROIT

Welcome to the first track, Newtrot. Metal Head Mike thinks he's the master racer here and may make you want to shiver in your driving suit with his taunts and threats. But remember, he's just full of hot exhaust. Don't sweat it!

CROSS COUNTRY

The name of the game in the Cross Country challenge is cutting down your time, causing crashes and collecting as much Cash and Credit as possible. The Homing Missiles are especially effective in these beginning stages to knock the competition out of the way for good.

OVERVIEW

Finish Newtrot in the Hard difficulty level for an extraordinary twist on traveling through the track.

A Missile from behind works every time
Tally up your earnings after each win

A bird's eye view allows you the advantage of being able to anticipate all the upcoming curves
WEAPON TACTICS

Although he probably would like to, Mario Andretti can't launch a Grenade when he's passing Al Unser in the final lap of the Indy 500. But you can in Battle Cars! In fact, these sorts of measures are strongly encouraged to help cause your opponent a swift and timely spin-out.

Homing Missiles are easy to use and quite effective.

Discs are easy to use but are less accurate than the Homing Missiles.

Grenades work best along the straightsaways when you have time to aim. One hit is all it takes!

EVASIVE MANEUVERS

Caught in a tight spot with a terrifying tailgater coming up from behind? When your competitor is much too fast to outrun and you just can't seem to shake them, try one of these surefire evasive maneuvers. With a little practice, they'll get the message and back off!

For a surprise Instant Reverse, press and hold the Left and Right Buttons to jump, then press Down while you're in the air. Once you get this move down, you can shoot the car behind you while reversed in the air!

Homing Missiles tend to stay close by you until they have a target. Launch a missile then slow down. The next car that passes you is in for a big surprise!

BOSS CAR

How can you get to drive the Boss Car in the 1-Player Mode? Only a patient and winning driver will be rewarded with this mystery feature...

Build up that Jump ability so that you can hop right on top of a car and cause it to spin out.
Ladies and gentlemen, start your engines, because here are all the tracks you can try on the Easy difficulty level. Even though they get harder and harder to negotiate as you go, enjoy these tracks while you can because later you'll come across some courses that are literally out of this world! Each track is home to a nasty pit boss who's waiting to crush you and your second-rate little scooter. Good luck!

**KATMANDU**

Dirty Knuckle Ned may be a dirty dog, but if you can stay clean in the driver's seat, Katmandu will be a breeze.

**MELTDOWN**

That dirty daredevil Doctor Diana has a degree in destruction and you're her next patient! Give Diana a taste of her own medicine and send her straight to the hospital and out of the race for good.
There are no fun and games here—you're gambling with your life while racing in Nuevo Vegas. Beat Buffed Bachmed and overwhelming odds for a sweeping victory in Easy mode!

**FUJI**

The motor mayhem in Fuji makes those other tracks seem like a Sunday drive. You'll have to really watch your bumper because not only will you be shooting at your fellow competitors, they'll be returning fire!

**MANIACAL MARIKO**

**NUEVO VEGAS**

**BUFFED BACHMED**

**MORE TRACKS**

These were only the tracks in the Easy difficulty level. Try Medium or Hard for even more challenging courses.

Who knows where you'll end up!
When Nintendo first released the Super Scope, its incredible abilities impressed most players. The main question that players had, was when more games would be coming out for the Super Scope. Well here is your chance to check out four more great titles that challenge your shooting skills. Grab your Super Scope, take aim and open fire!
Yoshi's Safari is a Super Scope game that will appeal to younger players. The play is easy to control, and the familiar characters are colorful and bright. This game is a hit!

Many of the bosses are protected by armor. Just when you have them beat, they begin attacking again.

You will recognize many of the enemies from the Mario games you have played in the past.

Metal Combat Falcon's Revenge

The sequel to Battle Clash, this game offers players hours of shooting fun. The game has been greatly improved over the original, with better graphics and all-new bosses!

You can play three different game modes. After finishing the Battle Mode you can try the tougher levels.

Watch the Demo Mode of the game to learn more about your enemies before the battle begins.

SUPER SCOPE

Most TV's scan the image onto the screen, starting at the top of the screen, and working across line by line to the bottom, drawing the complete picture. The Super Scope keeps constant track of where on the screen the scan is. When you fire the Super Scope, it looks to see where the scan is, then it tells the Super NES to place the shot on the screen during the next scan.

T2: The Arcade Game

All the thrills of the popular arcade shoot-'em-up has arrived on the Super NES. The incredible digitized graphics and two-player action will keep you coming back for more.

Cybernetic Systems has created an army of Terminators bent on destroying the entire human race.

Even though you are not a human, they will try to stop you from destroying the cause of mankind.

SUPER SCOPE ROUNDUP
Here is your chance to hop into Mario's shoes and go for the ride of a lifetime. With the help of your pal Yoshi and your trusty Super Scope on your shoulder, you take on the forces of the dastardly King Koopa and his clan of Koopalings. Take aim and good luck!

**DIFFERENT WORLDS**

There are a total of 22 worlds for you to play. After you finish the first seven worlds, you travel to the dangerous Underworld.

**DEFEATING BOSSES**

The bosses of each level are well armored, and are ready to take you on. Every boss has a weak point that you must try to hit with your shots. To clear some levels, you must defeat the boss several times in a row.

**FAMILIAR FACES**

You may recognize most of the characters from other Mario games that you have played. When you encounter a new enemy, remember how they attacked you in previous games. If you do, you will know what to watch for when you shoot them. For example, if you shoot a Koopa, watch out for its shell when it comes back your way.

To save the Prince, you must travel to the Underworld and beat King Koopa.

When the boss is completely armored, aim for any weak point, then fire.

When the boss returns, fire at his head. This way you will do maximum damage.

If you play the Hard Mode of the game, some of the bosses will be more difficult to beat.

Shoot Goombas while they are still in the distance or they can swamp in from the sides of the screen and land on top of Yoshi.
The fighting on Earth has been destructive ever since the creation of the Standing Tanks, or STs. Advanced technology has been twisted to create these monstrous machines, originally designed only to compete in the Battle Game. Your only chance to stop the destruction is to defeat the evil Anubis and his ST Thantos.

**CONQUER THE PLANETS**

Each of the ST Chiefs controls a portion of the Earth, but as you defeat them, you learn that their control spreads much further. The entire Solar System suffers beneath the iron fist of the STs. It will take a steady hand and a quick shot to stop them.

**2-PLAYER ACTION**

Players can challenge each other in the 2-Player mode. One player plays normally, using the Super Scope to defeat the boss. The second player controls any boss with Controller I.

**TEAR 'EM TO PIECES**

When you encounter a new boss, it is important to locate all of its weak points. Shooting Energy Beams at weapons and limbs will often be the quickest way to stop any enemy.

When you first start fighting a boss, aim your Energy Beams at the points. If you aim well, you can knock off the enemy's limbs.

If you succeed in knocking off all of the limbs, the boss will have trouble firing back. Knocking off the legs will keep it from moving.
All the action of the big arcade hit has been slammed into the Super NES with a bang. LJN has created a great Super Scope game with enough action to please any T2 fan. The graphics are great, using images and photos from the movie, but the color gets bleached out when you use the Super Scope.

TWO-PLAYER ACTION

It is much easier to defeat all of the enemies when you team up and play with a friend. You can play the game with two Controllers, or with a Super Scope and a Controller.

TOP SCORES

All of your top scores are recorded while you are playing. You can keep track of your progress as you get better at defeating the Endoskeletons. All the scores are reset when you shut off the game.

STAGE BOSSES

Some of the stages in the game have a boss that you must defeat to finish the stage. When you fight a boss, you must defeat each part in the correct order, or your shots won't harm it. You can tell you're doing damage when you see the boss catch fire. Many of the weak points are also the where the weapon systems are located.

When you encounter a boss, shoot at the weapon systems first.

46 NINTENDO POWER
Out on the battlefield it's an all-out war. If you start running out of energy during the fight, shoot at the supply boxes.

The machines have found the last stronghold of the humans. Stop the enemy assault before all of the humans are destroyed.

The machines are going to send a T-1000 into the past to destroy John Connor. You must protect the humans as you try to stop them.

In Stage 1, shoot everything you can except for the humans. It may be easier to hit the Endo skeleton if you clear all of the walls.

When you are in the Human Hideout avoid shooting the humans dressed in green. Everything else on the screen is fair game.

During the Truck Stage, protecting John Connor is your top priority. Shoot all the enemies on the screen or the truck may explode.

When you are playing a racing game, have you ever wanted to blast that car that keeps beating you? That’s just what you can do with a Super Scope during this wild racing game.

Super Scope Racing

When you are racing in the Super Scope Mode, you can steer your car by shooting where you want to go.

To improve your position in the race, you can take out your opponents with a quick shot from the Super Scope.

You can’t defeat your rivals in the Normal Mode but the graphics and the colors are a little clearer when you play.
From Agent #364

Hard Mode
Many players will be able to defeat King Koopa and finish Yoshi's Safari without much trouble, but if you wait through the credits at the end, you'll learn there is more to the game. Enter the code below when you are on the Title Screen to increase the challenge greatly. If you finish the Hard Mode, you can see the real ending.


The first time through the game will prove easy for most players.

When you enter the code above, the game colors will change, and the game will get harder.

From Agent #213

Name Change
Normally, when you play Metal Combat, your fighting companion will refer to you as "Partner" throughout the game. With this special code, you can access the Name Select screen and personalize the game with your own name. On the Title Screen, press L, A, B, L on Controller 1 to make the screen change. After entering any name you want, press Start to begin playing.

On the Title Screen, press L, A, B, L on Controller 1.

The code above will allow you to enter any name you desire.

From Agent #991

Radar Screen
Many of the missions in Wings 2: Aces High require players to pilot their airplanes in combat against German aces. When a dogfight includes several enemy planes, the fighting can become dangerous. Players can increase their chances of survival by entering this simple code before they start playing the game. On the Title Screen, hold the L Button, R Button and Up, then press Start. If you enter the code correctly, a small radar screen will appear in the bottom left corner of the screen when you are flying in a dogfight.

On the Title Screen, hold Up, L, and R then press Start.

Dogfighting can be tough, especially when you can't find the enemies. Enter the code above to spot them with your handy radar.

Normally you will be called Partner all the way through the game. Enter the code above and you can change your name to anything you want.
Special Move Select

Most fans of Street Fighter II Turbo have mastered the moves of their favorite characters, but with this code, you can try your hand against an opponent without your best moves. When the game begins, select the Vs. Battle. After both players have picked out their favorite fighters, you will go to the Stage Select screen. On Controller II, press Down, R, Up, L, Y, and B. On the new screen you will be able to shut off the fighters’ special moves.

Down, R Button, Up, L Button, Y, B

Special Move Shut-off

If you want to challenge an opponent to a fight with all the Special Moves shut off, use this code instead. When you first turn on the game, wait until the music starts and enter the code above on Controller I. If you enter the code before the Capcom logo fades, the Special Moves won’t work.

From Agent #750

Strange Finish

Agent #803 has found a strange trick that works every time if you use Sub-Zero. Finish off your opponent in the first round any way you can. During the second round you must run your opponent’s power meter all the way down without the “Finish Him” flashing across the screen. Use Sub-Zero’s freeze to make the “Finish Him” appear, then hit him with the Finishing Move. Sub-Zero will shatter the ice around his opponent and leave the body standing.
When you begin a new game, you will start on the stage you selected. When you go back downstairs you will lose all of your gold. In return, you will begin the game with eight new combat spells.

From Agent #204
Stage Select
This great trick will allow you to test your kendo skills on any of the seven stages that you want. When you are on the Title Screen, press X, Y, A, B, X, Y, A, B, then Start on Controller 1. In the Special Presents Mode, the stage number will appear. Press Left or Right on the Control Pad and then select Exit. When you start the game, you will begin on the selected stage.

On the Title Screen, press X, Y, A, B, X, Y, A, B and Start.

Quick End Code
This code can come in handy when you want to reset the game, but be careful not to use it by accident. At any time while you are playing the game, you can return to the Title Screen by holding the L Button, R Button, Select and Start all at the same time.

From Agent #043
Sound Test
This code will allow you to sample all of the different background music in the game. On the Option Screen, hold L, R, X and A then press the Start Button. The screen will switch to the Sound Test, where you can select the music you would like to listen to.

From Agent #829
Easy Spells
Agent #829 has sent us a trick that lets you begin the game with eight combat spells. When you start a new game, immediately go see the King in Alihan. In the town, create characters until you are told to erase one. When you leave, you will lose all of your gold, but your character will gain eight combat spells.

If you get stuck while you're playing the game, you can reset the game with your Controller.

Press the L Button, R Button, Select and Start all at the same time to start over.

When you go back downstairs you will lose all of your gold. In return, you will begin the game with eight new combat spells.
**From Agent #807**

**Free Bow**

Use this trick to get yourself the powerful Bow without spending any of your precious Rupees. After you have earned enough Rupees to buy the Bow, return to the shop in the town. Pick up the Bow and carry it over to the Shopkeeper. When he asks you if you want to purchase it, go ahead and buy it. While the rupees are being deducted from your purse, quickly save your game. When you return to the game, you will have the Bow and all the Rupees, too!

- **Weapon**

  Our agents have found a great new weapon that you can use against enemies that are vulnerable to bombs. Equip the Bow in one hand and the Bombs in the other. Using both Bombs and Arrows you can shoot an exploding arrow by pressing both buttons at the same time. This weapon is great for hitting enemies with a Bomb from across the screen, keeping you safe from attack.

**Secret Agents Wanted**

A popular activity among Nintendo gamers is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

- **Our Address is:**
  - Nintendo Power
  - Classified Information
  - P.O. Box 97033
  - Redmond, WA
  - 98073-9733

**Bomb Arrows**

At one point in the game, Marin will follow you wherever you go. While she's following you, take her to the Trendy Game and talk to the Man Inside. She will take the controls of the game and use the crane to pick him up. This trick doesn't do much for you, but it's fun to try out.
Vixy! Can it really BE YOU?

SHE WAS THE MOST BEAUTIFUL CREATURE IN THE CYLAT SYSTEM!

WHAT? YOU DON'T REMEMBER HER?

WHAT ARE YOU GOING ON ABOUT?

SHE'S IN DANGER!
Why do they disagree?

Something went wrong in the transformation.

Physically, they're identical, but their minds are different!

What are you doing? Are you insane?

Attention all ships! Return to base!

Repeat, return to base!

!
THEY'VE STOPPED THEIR AIR ATTACK! I DON'T UNDERSTAND!

BE CAREFUL, FOX. I SMELL A TRAP!

TRAP OR NOT, WE'VE GOT TO TAKE THIS CHANCE!

FOLLOW ME INTO THE CORE BASE!
I'VE NEVER SEEN A CORE BASE I COULDN'T TOAST!

THEN LET'S GET COOKING!

DO IT, TEAM!

WHAT'S HAPPENING?
ALL COMMUNICATIONS HAVE GONE QUIET!

WHAT'S HAPPENING?
ALL COMMUNICATIONS HAVE GONE QUIET!

VIXY! CAN YOU HEAR ME? HAVE YOU REALLY RETURNED?

VIXY? DON'T YOU REMEMBER ME? IT'S ANDROSS! WELL, ACTUALLY, I'M A CLONE OF ANDROSS!

WHO'S VIXY?

HE M-M-MUST THINK YOU'RE FOX'S MOTHER, FARADAY! YOU D-D-DO LOOK LIKE THAT PHOTO FOX SHOWED US.

BUT I DON'T THINK THAT SHOULD STAND BETWEEN US SINCE YOU ALSO DIED ONCE!
I, I HAVE SOMETHING TO SAY. FORGIVE ME, PLEASE. IT WAS AN ACCIDENT... I WOULD NEVER HURT YOU!

SHUT UP, NUMBER ONE! QUIT BLUBBING!

YOU SEE, FOX SENIOR NEVER LOVED YOU LIKE I DID!

HE WAS JUST IN THE WAY, SO I TRIED TO FIX THAT WITH HIS CAR!

YOU WEREN'T SUPPOSED TO GET IN THE CAR!!

ANDROSS KILLED MY MOTHER! I'LL NEVER REST UNTIL HE'S DESTROYED UTERLY!

FORGIVE ME, VIXY. I WAS YOUNG, IN LOVE, AND HAD A SPARE BOMB!

STOP THIS! YOU'RE MAKING ME SICK!

YOU ARE WITHOUT A DOUBT THE MOST PATHETIC EXCUSE FOR A CLONED EVIL MASTERMIND I'VE EVER SEEN!

WAIT! HALF OF ANDROSS' DNA IS MINE! I'M HALF OF WHAT HE WAS!

TOUGH! I NEED A WIMPY HALF-ANDROSS LIKE A KICK IN THE HEAD!
NO MORE MR. NICE-APES!

HMM, THAT FELT GREAT!

YOUR HIGNNESSSESSS, FOX APPROACHES THE ENERGY CORE IN THE BASE.

FOX IN THE CORE COULD PRESENT PROBLEMS...

THEN STOP HIM, YOU BLITHERING LIZARD!

A TURKEY SHOOT!

WATCH IT, PEPSTER! I HAVE A COUSIN WHO'S A TURKEY!

IT WASN'T AN ACCIDENT!

ANDROSS SABOTAGED HIS SHIP...

AND THAT'S WHY IT WAS LOST IN THE BLACK HOLE!

PAYBACK TIME IS OVERDUE!
WATCH THE STABILIZERS! TARGET THE CORE!

STEADY! LINE IT UP! ALMOST THERE...

FALCO!

I NEED TO DO THIS ONE MYSELF!

PAKKK
I'VE NEVER SEEN HIM SO... TWISTED! I'M GLAD I'M NOT ANDROSS!

...FOX?

HE'S BOILING OVER!

TAKE THIS!

RIGHT ON!
YES, FOX, COME AFTER ME. YOU'RE AS FOOLISH AS YOUR FATHER!

ANDROOS, YOU WON'T GET AWAY WITH THIS!

NOTHING WILL STOP FOX NOW!

LET'S TAKE CARE OF THE REST OF THESE LIZARDS!
The miserable whelp trashed my insector! Number one must have really got him steamed up!

Yahoo!

Looks like I'll have to hide out in the black hole!

Follow me, Herbert!

VOLUME 55  61
YOU REALLY THRASHED THOSE STINKING LIZARDS, MISTER MCLOUD, SIR.

You really thrashed those stinking lizards, Mister McCloud, sir.

FOX, I CAN'T BELIEVE YOU LET ANDROSS GET AWAY!

I CAN'T BELIEVE YOU LET ANDROSS GET AWAY!

OH, HE DIDN'T GET AWAY!

Oh, he didn't get away!

I THINK HE DESERVES THE FINAL SHOT AFTER ALL THESE YEARS! ANDROSS WILL BE SORRY HE WAS EVER CLONED!

I think he deserves the final shot after all these years! Andross will be sorry he was ever cloned!

I THINK WE'VE SEEN THE LAST OF THAT APE!

I think we've seen the last of that ape!

LET'S FINISH THE PARADE! AND NO INTERRUPTIONS!

Let's finish the parade! and no interruptions!

THAT POD WON'T GO FAR IN THE BLACK HOLE, AND THAT'S EXACTLY WHERE MY FATHER WILL FIND HIM!

That pod won't go far in the black hole, and that's exactly where my father will find him!
Long live the Star Fox Team...

The End

Story & Artwork by Benimaru Itoh
Here is the last batch of challenges for 1993. Think you can beat any of these? Hurry up and send in a photo so you can be one of the first Power Players of the New Year. Players are still sending in high scores, so we'll be back next year with a whole page of great challenges, plus the all-new Super Challenge. Tune in next month and check it out!

### CHALLENGE

<table>
<thead>
<tr>
<th>Challenge</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SHADOWRUN</strong></td>
<td>How low can you keep your body score and still defeat the game?</td>
</tr>
<tr>
<td><strong>GOLF</strong></td>
<td>What is your lowest score after 18 holes?</td>
</tr>
<tr>
<td><strong>R. C. PRO-AM</strong></td>
<td>How many trophies can you win?</td>
</tr>
<tr>
<td><strong>PILOTWINGS</strong></td>
<td>Can you get perfect scores on all four events on the fourth stage?</td>
</tr>
<tr>
<td><strong>THE LEGEND OF ZELDA: LINK'S AWAKENING</strong></td>
<td>What is the fewest number of Hearts you can wake the Wind Fish with?</td>
</tr>
<tr>
<td><strong>FINAL FANTASY</strong></td>
<td>Can you defeat Chaos with four White Wizards in your party?</td>
</tr>
<tr>
<td><strong>THE ADDAMS FAMILY</strong></td>
<td>Can you finish the game without picking up any extra Hearts?</td>
</tr>
<tr>
<td><strong>TOP RANK TENNIS</strong></td>
<td>How soundly can you beat Master Joe, the top-ranked player?</td>
</tr>
<tr>
<td><strong>TECMO SUPER BOWL</strong></td>
<td>How many yards rushing can you tally by the end of the season?</td>
</tr>
</tbody>
</table>
POWER PLAYERS

SUPER BLACK BASS

Biggest Bass Caught.

John Horton  24lbs 11oz
  Speedway, IN

John Bestor  24lbs 4oz
  Kansas City, MO

Keith Simpson  24lbs 3oz
  Fresno, CA

Doug Schultz  24lbs 1oz
  Urania, LA

Ray Baldrick  23lbs 11oz
  Cincinnati, OH

Brian Heasley  22lbs 8oz
  Presto, PA

Lance Weedon  22lbs 6oz
  Bristol, TN

Bryan Padgett  21lbs 2oz
  Winter Garden, FL

Anthony Keller  20lbs 2oz
  Memphis, TN

YOSHI

Highest Scores.

Casey Hench  36.775
  Enola, PA

Kelly McCoy  29.465
  Beaveren, OR

Verna Osburn  20.915
  Sacramento, CA

Louis Buono  16.905
  Brooklyn, NY

Aldivich Bautista  12.885
  Vallejo, CA

Karl Warsup  11.560
  Gastonia, NC

WORDTRIS

Highest Scores.

Victor Hohnberger  246,230
  Albuquerque, NM

Joyce Thompson  246,230
  Long Beach, CA

Sonni Copeland  120,994
  Lawton, OK

Darlene Gochnauer  119,522
  Willow Street, PA

BATTLE CLASH

Best time on the Time Trial.

Jason Shen  1:31:76
  Colorado Springs, CO

Rick Fisher  1:37:57
  Grand Haven, MI

Peter Chase  1:47:18
  Ft. Leavenworth, KS

SUPER STAR WARS

Highest Score after finishing.

Jeffery Kelly  1,142.700
  Lilburn, GA

Aaron Schoenhofer  304,450
  Girard, KS

SUPER SCOPE 6

Highest Scores on Mole Patrol.

Chint Alvarez  615.498
  San Antonio, TX

Jewe McCormack  598.482
  Des Lacs, ND

Nicholas Sellazzo  591,712
  Cornwall Hudson, NY

FINAL FANTASY MYSTIC QUEST

Fastest time to Doom Castle.

Braun Bauer  2:54
  Ashwaubenon, WI

Eric Entyre  3:37
  Boise, ID

Terry Tolman  4:54
  Ogden, UT

Jason Mikle  5:08
  Cottage Grove, MN

Shane Perea  5:15
  Denver, CO

Alan Goodman  6:30
  New Hartford, NY

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Nintendo Power Player's Challenge

Send to →

P.O. Box 97933
Redmond, WA 98073-9733

VOLUME 55 65
Frantic Antics!

Tom and Jerry are arriving soon in their second big Game Boy title by Hi-Tech. The popular cartoon heroes are evicted from their home at the beginning of the game and must find a new place to stay. During his search, Jerry stumbles across Robyn, a young runaway girl. After learning that she is searching for her real father, Tom and Jerry put aside the search for a new home, and help her find her family. Along the way, they are confronted with danger from all directions. Tom and Jerry: Frantic Antics! is a 1 or 2-Player action game with good graphics and easy-to-understand play control. There are ten stages of increasing difficulty that will challenge most Game Boy players. If things get too tough, the password feature is a great help when you run out of continues.

CONTROLLING TOM & JERRY
ALL THE RIGHT MOVES!

Both Tom and Jerry move similarly throughout the game. Take the time to learn these moves to ease your journey. Because you only have one attack to use, you should avoid the enemy whenever possible.

RUN
By holding down the B Button, Tom and Jerry can run. Use this to escape from enemies or to jump great distances.

JUMP
Press the A Button to jump up in the air. By pressing Left or Right on the controller, you can jump to one side.

ATTACK
The only way you can attack enemies is with the Roll Attack. Hold the B Button to run, then press Down to attack.

Robyn has run away from her cruel Aunt Figg, but she is unable to find her missing father. Only Tom and Jerry can piece together the clues and reunite Robyn and her father. Can they save her in time? Grab your Game Boy and find out!
USEFUL ITEMS
FIND THESE TO AID YOUR QUEST

Most of these Items can be found spread throughout the stages of the game. Collect all that you find to boost your score and help you along the way.

LV1: THE STREET
Tom must work his way through the hazards of the street to find his house. Can he make it before his home is destroyed?

LV2: THE LOUNGE
When Tom enters his house, he finds out that the wrecking crew is already at work. Hurry and get out of the house before it's too late!

LV3: THE LOUNGE REVISITED
After Tom escapes from his house, he realizes that Jerry is still inside. Rush through the house and rescue him as fast as you can.

LV4: THE ALLEY
Jerry explores the sewers and back alleys in search of a new home. Along the way he discovers Robyn, a lost little girl

LV5: THE KITCHEN
Ferdinand the dog will try to stop you at all costs. Avoid the dog and all the other culinary hazards as you enter Robyn's evil aunt's house.

LV6: THE LIBRARY
There is an important telegram hidden in the Library. Explore the hidden passages to find the telegram. What does it say?

LV7: DR. APPLECHEEK'S BASEMENT
Escape from Dr. Applecheek's Basement before it's too late! When the lights go out, you must find the light switch to find your way.

LV8: THE ATTIC
Find Robyn's backpack in the attic of Aunt Figg's house. She can't escape from her evil aunt without it. Jerry's spring shoes will help you find it.

LV9: THE CARNIVAL
One of the balloons at the carnival has Robyn's locket attached to it. Jerry must find it before Robyn can return home.

LV10: THE CABIN
Tom and Jerry have found Robyn's father, only he is trapped in a burning cabin. Rescue him from the flames, and reunite him with his daughter.

HEART
Feeding a Heart will add a 1-Up to your total number of lives. If you find one of them, be sure to pick it up.

STAR
If you find a Star, your lifetime will be completely refilled. Try to save these until you need them.

FISH
If you are playing Tom, try to collect all the Fish possible. You get extra points for each Fish you find.

CHEESE
If you are playing Jerry, you collect Cheese instead of Fish. Change them for points at the end of the stage.

PIZZA
There are four pieces of Pizza in each stage of the game. Try to collect all four pieces to boost.
Hurry Tom! Get back home before the wrecking crew starts tearing down the house. The street is in pretty bad condition, so avoid the sink holes and broken fire hydrants. Try borrowing a scooter for a little extra speed.

**WRECKING BALL**

Just when you think it safe to run, a wrecking ball swings down and takes you for a ride. If you see one swinging at you, jump over it.

**BOUNCING ON CHAIRS**

Tom can jump high enough to reach some of the areas overhead. If you press the A Button just as you are landing on a chair, you will spring high enough to reach the upper areas.

**THE LOUNGE REVISITED**

**JERRY IS IN DANGER**

After escaping from the falling house, Tom's conscience urges him to re-enter it. Working his way back through the rubble, Tom looks for his lost friend Jerry. Search the upper area of the house to find him.

**NEW ENEMIES**

Avoiding all of the new enemies can be tough. Use the Rolling Attack to clear your path. If you time it correctly, you won't be hurt.

**THE LOUNGE**

**MAKE YOUR WAY TO SAFETY**

As soon as you make it back home, the wrecking crew sets to work on your house. Escape from the house before you get caught in the falling rubble. Don't worry about collecting all the Fish, or you may find yourself stuck in a dead end.
After Tom and Jerry escape from their old house, the search for a new home begins. While Jerry searches the alley and sewers, he comes across Robyn. Can you help her find her way home?

**LEVEL 5**

**THE KITCHEN**

**WATCH OUT FOR FERDINAND!**

Only Aunt Figg knows who Robyn's parents really are. Tom must sneak into the house before he can reunite Robyn with her family. Getting through the kitchen can be tricky!

**LEVEL 6**

**THE LIBRARY**

**FIND THE TELEGRAM**

Jerry searches the Library for the lost Telegram. If he can find it, he and Tom will know where to take Robyn. Search inside all of the hidden areas to get all of the bonus items. When you climb up the bookshelves be careful of flying books.

**USE THE DUCTS**

The trick to finding all of the different hidden areas is using the airducts. If you hop inside one, Jerry will slide down to a new area. Remember which ducts you have already explored so you don't miss anything.

**WHO'S ROBYN'S FATHER?**

Who is Robyn's father? If you can save him from the cabin fire in the final stage, the mystery will be solved. Good Luck!
THE NEW MEGA MAN'S HERE!

That's right—it's time to get ready for yet another exciting chapter in the Game Boy Mega adventure series from Capcom, one of your favorite sources of finger-tingling action and adventure games. Mega Man IV for Game Boy draws from some of the elements that made up the incredible Mega Man IV and V for the NES to deliver one of the most powerful and fast-paced challenges your two hands have ever taken on. Plus, there are some new additions that will blow you and Dr. Wily's harrowing henchmen away. Try holding down the B Button for charged-up Power Shots from the Mega Buster, and don't pass up the particularly helpful purchases you can obtain in Dr. Right's shop. Best Mega Luck to you!

DR. WILY RETURNS . . .

No matter how many times our Mega hero faces the devious and demented Dr. Wily, he always manages to return and torment Mega Man with another perilous plot of doom and destruction. Justice has prevailed so far, but can our courageous crime fighter continue conquering Dr. Wily's campaigns of calamity? He has a new secret weapon named Ballade, whom you'll have the displeasure of meeting later, but Dr. Right has a trick up his sleeve for you too! You'll meet your new partner Beat after completing four levels.
P-Chips are as good as gold, so grab them when you can. After completing each grueling level, head for Dr. Right's Lab to redeem those P-Chips for valuable items:

- **2 P-Chips**
- **8 P-Chips**

### TOAD MAN STAGE

The Toad Man Stage is a slippery and slimy ordeal that won’t give you much time to come up for air. There are flash floods, rapid waterfalls and ferocious fish, but nothing can keep our Mega hero from tracking down the terrible Toad Man.

#### BEAT THE SNAIL

Jump across the waterfall and shoot the snails in the eyes while they’re open. You’ll soon be dining on an escape!

#### AVOID THE BIRDS!

Wait until the last second and then slide right under those pesky pigeons.

#### HIDDEN ENERGIES

Your energy may be low at this point, but you can recharge once behind the waterfall. Press and hold Left as you drop to find another hidden refit in the wall.

#### TOAD MAN

Now you get to meet Toad Man face to face — he’s not so tricky! His main weapon is a Rain Flail which you’ll receive as soon as you beat him. Use your Power Shots against him and be sure to slide to the opposite side of the room if he jumps toward you. Now go ahead from behind.
**BRIGHT MAN STAGE**

Water isn’t the obstacle in the Bright Man Stage, but that doesn’t make it any less challenging! There are numerous moving platforms, crazy creatures and even switches that will keep Mega Man literally “in the dark!”

**PRESS THE SWITCH**

This appears to be a dead end, but looks can be deceiving. Just jump up to flip the switch and move on.

**PHARAOH MAN STAGE**

Get ready for some hot Mega action because the Pharaoh Man stage will leave you breathless and in the dust! Those Items you nabbed in the previous levels are really going to pay off.

**USE RAIN FLUSH**

You can rain on those nasty scorpion parade by leaving the sand with a little Rain Flush.

**SCORE AN (A)**

The letter A you need is too high for Mega Man now but if you come back later after you have received the Ring Boomerang, he can reach it — no sweat!

**PHARAOH MAN**

Pharaoh Man proves to be a nuck solid foe. Shoot from a high spot in the middle while using the Flash Stopper to slow him down.
RING MAN STAGE

SLIDING ON THE MOVING PLATFORMS

These conveyor belts are no problem if you watch your step. Just hop on when they're going your way or slide if they're moving away from you.

The Ring Man Stage is worse than a three-ring circus of terror, and Mega Man is not amused. Between the homing cannons on the walls and the discombobulating conveyor belts around every corner, completing the final stage before reaching Dr. Wily's castle is going to require plenty of practice, patience and perseverance.

MEGA BUST AWAY!

Charge up your Power Shots, jump and shoot right when this gruesome guy is most vulnerable—as he tosses out a body part!

RING MAN

Ring Man isn't all fun and games. Dodge his Ring Boomerangs and use Powered-Up Pharaoh Shots to vanquish this joker. He will jump toward you but don't be intimida ted; this just makes your job a little easier.

START

BOSS
**DR. WILY'S CASTLE**

After completing the first four stages, a Dr. Wily Stage will appear on the Stage Select screen. If you choose this stage, you will have to defeat a mini-boss before facing the menacing Dr. Wily himself. Ballade comes to the rescue, though, and Dr. Wily is able to escape before you are able to get him once and for all. Return to the Stage Select and two more stages will be available.

**YOUR FRIEND, BEAT!**

In each of the first four stages, you received a letter. These letters spell out BEAT. Beat is your powerful new ally who will help you from now on. Dr. Wily won't get away again!

**CHARGE MAN STAGE**

This is no time to be taking a train ride through the countryside, but it is a good opportunity to collect some hard-to-reach items with the Ring Boomerang.

**NAPALM MAN STAGE**

Don't let the name scare you away. Mega Man is holding up well against all that Dr. Wily has thrown at him so far. Be sure to look for a surprise visitor hiding in this stage.

**STONE MAN STAGE**

Remove the hippopotamus from your path by using the Rain Flush or by shooting out the platform he is standing on. Find a hidden item in this stage by using Rush Jet and the slide technique.

**CHARGE MAN**

Watch for lava! Keep jumping and using the Flash Stopper to take the charge out of Charge Man.

**NAPALM MAN**

Use the Rain Flush and item 1 to put out the fire and get in to face Napalm Man.

**STONE MAN**

Pharaoh Shots are most effective on Stone Man but he is invincible at times.
CRYSTAL MAN STAGE

The sky's falling! Actually, it's just the ceiling but be careful nonetheless. This is a tough stage, especially when you meet "Flip Top."

CRYSTAL MAN

Charge up those Pharaoh Shots and let Crystal Man have it right in the Crystal Eye! He'll jump toward you to be prepared.

SPECIAL TIPS FOR BEGINNERS

Having a bit of trouble? Not a problem. After several continues, Dr. Right will be kind enough to give your Mega Blaster an extra boost of that will last all the way up until you turn off your Game Boy. What a deal!

BALLADE STAGE

After the next four stages are wiped out, select the Ballade Stage, collect the extra items and defeat Ballade. As soon as Dr. Wily's Castle begins to collapse, stand back, use the Ballade Cracker or Ring Boomerang to destroy the walls and escape!

BALLADE

Ballade is not going to make it easy for you to get to Dr. Wily but Pharaoh Shots are your best bet.

FINALLY, DR. WILY

Mega Man isn't the only survivor of the castle's collapse. Dr. Wily also makes it out and gets to his spaceship, but Mega Man in his Rush Jet is hot on his tail. Just like the prequels, you'll have to defeat all eight bosses again before disposing of Dr. Wily for good.
MR. X TAKES CONTROL!

In the 21st century, eight of the world’s most powerful robots were gathered together by Mr. X. A competition was slated to be held to see which one of them was the mightiest. The contest never started because Mr. X took control of the robots in an attempt to take over the world. Mega Man is called upon to intervene.

GET MORE RUSH

Thanks to Rush, Mega Man has two new Power-Ups to use as he chooses. They are completely different in what they do for Mega Man, but both provide the little blue guy with necessary capabilities.

**RUSH POWER**

Use Rush Power to break through barriers and find numerous Power-Ups and secret passages.

**RUSH JET**

Like using a jet pack, Mega Man can fly into the air to reach high places or escape danger.
THE APPROACH TO VICTORY

While it is possible to defeat any of the bosses using no special weapons at all, taking the course that we have outlined in this review will provide you with more potent firepower to use on each successive enemy.

2 BLIZZARD MAN
B. ATTACK

3 PLANT MAN
PLANT B. /RUSH JET

5 YAMATO MAN
Y. SPEAR

6 KNIGHT MAN
KNIGHT C.

8 WIND MAN
W. STORM

1 FLAME MAN
F. BLAST/RUSH POWER

4 TOMAHAWK MAN
SILVER T.

7 CENTAUR MAN
C. FLASH

FLAME MAN STAGE

FLAME DROPPERS
The innocent and harmless-looking liquid harm to a fiery inferno if one of those flying red machines spits a fireball into the liquid. Be advised, the flames are deadly!

START

Being that this is Flame Man's turf, you should plan on seeing a lot of flames licking at your shiny blue boots. The fire pits should be avoided like the plague. Charge up the Mega Buster for a lot of the enemies.

SHOOT FOR A STEP
Shoot these odd pellet shooters with a Mega Buster blast to flip them over into the pits. Jump repeatedly on them and get a ride across the flames.

BURNING MAD
Incensed that you've uncovered his lair, Flame Man will unleash a fiery fury upon Mega Man. Jump over the round fireballs he shoots at you. While the flame columns move toward you, jump up and land between them and stay put until they clear.
BLIZZARD MAN STAGE

Meltdown
Using Flame Man's weapon, thaw the ice that blocks access to the 1-Up. Use caution jumping back.

Power for Life
Use Rush Power to break through the cracked ice block in this area. Mega Man will earn a needed 1-Up!

BO Squidley
A sizable squid blocks Mega Man's path! Several Mega Buster blasts should take care of it. Watch out for its missiles and ice cubes that it shoots.

PLANT MAN STAGE

Plant Man's domain is fairly flat, but it can be deceivingly difficult. There are a lot of enemies that come at Mega Man from unconventional angles.

START ABOVE IT ALL

BARREL BREAKIN'
Make sure that Mega Man dons the Rush Power suit at the beginning of this stage. Break the barrels to find valuable Power-Ups!

ABOVE IT ALL
Switch to Rush Jet and fly up to the ladder in this area. At the top, fly to the right from platform to platform. Goodies await you!

TOMAHAWK MAN STAGE

If you want BEAT on your side, you'll have to tangle with all four true bosses. Tomahawk Man is first!

START HARD HAT MACHINE
Stand just to the left of the spout that drops the Hard Hats and jump up and shoot it. Blast them when they peek out from their shafts.

BO Trak
Twice during this stage. Mega Man will encounter this mini-boss. Jump up and shoot for its eyes. Use a special weapon or charge up the Mega Buster for the long shots. Repeat the same thing.
SECRET STASH
Items that you won't want to pass up are located in a secret room here. Use Rush Power to blast away the block of ice that obstructs the passage.

NOT TOO COOL
One of the easiest ways to defeat Blizzard Man is to move all of the way to the right side of the screen and start shooting. Start with your Flame Blast until it's depleted. When Blizzard Man rolls up into a ball and zooms toward you, just jump out of the way—he'll bounce back away from you. You may have to move a bit to weave through his Blizzard Attack when it comes your way.

HE GROWS ON YOU
Jump over the circular Plant Attack and hit Plant Man twice with the Blizzard Attack, turned initially after being thrown away. Plant Man should charge at you, but wall retreat and try again.

PROTOMAN PRESENT
Hang from the ladder and use Rush Power to break the block that covers the entrance to a secret room. Protoman will give Mega Man a mysterious gift when he enters the room. What could this strange item be used for?

WAR CRY!!!
Power Up with the Plant Barrier and slide under the tomahawks that fly your way. This particular weapon does a lot of damage to Tomahawk Man. Don't waste it.
YAMATO MAN STAGE

There is a lot of territory to cover in this stage. Check out the map to make sure you take the route that will lead you to the true boss.

KNIGHT MAN STAGE

A letdown in the action, Knight Man’s stage isn’t quite as challenging as it could be although there are some tricky spots. Check the map for those areas.

FROGBOT
Power-Up with a long range special weapon like the Silver Tomahawk when you cross this green mechanical monstrosity. Slide under the laser shots.

CENTAUR MAN STAGE

The laws of gravity (and aquatics) are thrown out the window for Centaur Man’s stage. No one knows why. Precision will go a long way in your struggle for survival in this stage.

SPIKE DANGER
With patience and some deft jumping and sliding, Mega Man should be able to escape deadly puncture in this area.

JAR DWELLERS
Switch to the Rush Power suit when you reach this area. The jars can easily be destroyed with the power of this special suit. Otherwise wait for the head to pop up before you shoot.

Spike Zone
The trick here is to hold down the Jump Button for as long as you want to jump. You’ll stop rising when you let go of it.

WHAT’S GOING ON?
It’s not every day that you can jump up onto water, but that’s what Mega Man will have to do here. You can use the power of the Rush Jet to avoid the hazard, too!
TRUE BOSS

WHAT'S A YAMATO?
If you have more than one Energy Tank in reserve, the battle with Yamato Man will be no problem. If you get low on power just draw one of your tanks. However if you have to fight on the upper upper past slide under the arena they hech and blaze him with the Silver Tomahawk.

FALSE BOSS

SPRINGS
Use the Rush Jet suit to fly through this area. Try to stay off of the springs as much as possible because it's very difficult to control where you'll land.

MACE MASTER

FALSE BOSS

TRUE BOSS

Knight Man is actually very easy to defeat if you have the steam pack. Just hop over the Mace shots that fly at you and continue to chuck spurs. Knight Man will soon go night night.

TRUE BOSS

NEIGH!
Centaur Man has three main forms of attack. First he shoots a shot that will go over your head, but when it reaches the other side of the room it will break up into numerous shots and they will spread out on the return trip. Second he can freeze you for a moment, and last he can disappear and then reappear right on top of you. Use the Knight Dash and keep moving.

FALSE BOSS
Out of the initial eight stages in Mega Man VI, this is probably one of the most difficult stages to complete. Riding on the air blower currents makes it especially demanding.

**POWER BLASTIN’**

It’s not a bad idea to suit up with Rush Power. Don’t charge the weapon up fully; its regular shots are more powerful than normal Arm Cannon shots.

**BLOW HARD**

Wind Man is quite active. Slow him down with Centaur Flash and then let him have it again! When he starts up his fans, you’ll be sucked toward him. Quickly turn away and slide in the opposite direction until the suction subsides. Dodge the crossing fan blade shots.

**OK, now comes the tough part!** The action is so much more intense in Mr. X’s castle. Frequently switching between Mega Man’s weapons and Power-Ups will be a necessity.

**You can take care of the track machines with Plant Barrier and Rush Power.**

**You should try the Silver Tomahawk, Centaur Flash and Rush Jet on this wall boss.**

**This boss can be taken out using Blizzard Attack and proper use of Rush Jet.**

**Mr. X’s spiked pendulum ship can be brought under control with Flame Blast.**

It’s not like we’re givin’ anything away here. Mr. X doesn’t really exist. It’s... of course, Dr. Wily again. He won’t go away! His castle has been rebuilt (again) and his arsenal of crazy contraptions is fully stocked.
MEGA MAN VI

NINTENDO POWER READERS DESIGN NEW ROBOTS!

Knight Man and Wind Man, boss robots in Mega Man VI, were sent to Capcom by Nintendo Power. Thousands of our readers submitted designs for brand new mechanical maniacs for Mega Man to battle. Capcom interpreted the ideas of the winners into what you see in the game.

MEGA MAN X

Ever since the Super NES was released well over two years ago, everyone has been wondering when Capcom would released a Mega Man game for the powerful 16-bit system. The time is finally upon us. The most massive Mega Man game, Mega Man X, is coming your way. As you may have already guessed, it's fantastic. The great graphics, sound and play control that have been a fundamental ingredient of Mega Man games for so long are only enhanced in the first Super NES installment. We're giving you a sneak peak here, but you'll have to wait until next month's issue for the total scoop!

NEW EQUIPMENT FOR MEGA MAN

**BODY ARMOR**

After he receives this new metallic skin, X will experience a 50% reduction in the damage he takes from enemies.

**HELMET ENHANCEMENT**

A new durable alloy allows X's helmet to withstand greater forces than before. X can use his head to break things by jumping up and ramming into them.

**NEW MEGA BUSTER**

The power of the Arm Cannon, and any special weapon that you decide to use with it, is boosted up after X receives a gift from his buddy, Zero.

**ACCELERATION SYSTEM**

X can execute a very quick dash maneuver after acquiring a new acceleration system. It can help him to attack, evade and also jump long distances.
**E.V.O. THE SEARCH FOR EDEN**

**HOW DO I GET THROUGH THE BIRD-KING FORT?**

Enter the castle, go to the right and fall to the next level. Go right and fall down again. Continue to the right. Run and jump over the next gap, then step into the teleporter. After teleporting, go to the right, fall down the hole, then walk all the way to the left to the next teleporter. Step off the teleporter then step right back on it again. Exit and jump over the teleporter on the left to pick up the Red Crystal, then seek out the Bird-King. When you fight the Bird-King, being a winged creature helps.

**HOW DO I DEFEAT THE MOTHER YETI?**

The easiest way to defeat the Mother Yeti is to become a four-legged mammal before you fight her. That way, you'll be able to kick backwards to attack her. Stay in the center of the screen with your back to her. When she hops toward you, kick her. She'll fall back a bit, then she'll breathe frost at you. Stay in the center and jump to avoid the frost. After breathing the frost, she'll hop toward you as she did before. Keep repeating these steps to defeat her.
**DUNGEON MASTER**

**HOW DO I GET THROUGH THE NEVER-ENDING ROOM ON THE FIFTH FLOOR?**

This room appears to go on forever, but it really doesn't—it's just fooling you. If you face the entrance and step backwards, you'll see what's happening. You're actually stepping into a line of silent, invisible teleporters that send you back to the entrance. Go to the southwest corner of the room and push the wall switch there to turn off the teleporter next to the north wall. You can now follow the wall clockwise around to the Treasure Room.

---

**HOW DO I GET THROUGH THE FIFTH FLOOR'S SLIDING BLOCK ROOM?**

There's more than one way to get through this room, but they all involve pressing switches to open walls up. At first, there's only one visible switch. Push it to open the wall behind you. Turn around and press the switch there, then push the first one again to open a wall three spaces to the north. Move north three spaces, west one, then press the switch there to open two sections of wall, one to your left, the other behind you. Don't press the switch on your left. Turn around and go north one space, then east four spaces. Flip the switch to open the Treasure Room on the east wall.

---

**WHAT DO I DO IN THE RIDDLE ROOM ON THE SIXTH FLOOR?**

There are four riddles on the walls in this room, and four alcoves where you must place the items hinted at in the riddles. Placing the items in the right alcoves will make a hidden alcove that holds an Iron Key appear. Pair the following items with the corresponding riddles: the Mirror of Dawn by "I am all, I am none", a Gold Coin by "A golden head and tail but no body", a Bow by "I arch, but have no hack", and a Blue Gem by "Hard as rocks, blue as sky." Pick up the Iron Key when the hidden alcove appears.
The Legend of Zelda: Link's Awakening

What Does the Clue, "First a Pols Voice, then Last the Stalfos," Mean?

In Level 2, you'll get the clue, "First a Pols Voice, then last the Stalfos" when you read a wall tile. Soon after, you'll enter a room that is inhabited by a Pols Voice, a Keese, and a Stalfos. You must defeat the Pols Voice first, the Keese second, and the Stalfos last in order to get the Nightmare Key. Shift a block to free the Pols Voice, then hit it with a bottle. The Sword works well on the Keese (the hat) and the skeleton-like Stalfos.

When you reach this wall tile, you'll get a clue about beating the three enemies to come.

Throw a bottle to take out the Pols Voice, then use the Sword on the others.

Why Should I Go Fishing?

There's an avid angler fishing at the lake north of Madame MeowMeow's house. For ten Rupees, he'll let you use his pole. Use the Control Pad to direct your cast, and press the A or B Button rapidly when you've hooked a fish to reel it in. There are five fish, big and small, in the lake. When you land a small fish, the fisherman will give you five Rupees, but if you land a lunker, he'll reward you with 20 Rupees. And best of all, when you land the last fish and empty the lake, you'll get a Piece of Heart.

The fisherman at the lake north of Madame MeowMeow's house charges ten Rupees per cast.

When you land the last lunker, you'll get 20 Rupees and a Piece of Heart.

How Do I Reach the Cave Entrance Near Martha's Bay?

Reaching the hidden cave entrance near Martha's Bay is tricky. Link can jump the gap, but there's no place for him to land. Jump the pit and swing your Sword on the way down. You might fall into the pit, but at least you'll clear a landing site that will still be there when you reappear. Now you can jump over and hack a path to the entrance to a tunnel that leads to a Mad Batter's Shrine.

Jump over the pit and swing your Sword down as you come down.

When you reappear after falling, the cleared space will still be there. Jump over to it.

Cut through the bushes to the hidden entrance. Go in and find the Mad Batter's Shrine.
You're in for a wild ride when you hang from the Turbo Cable in Level 3-3. You'll have to move up and down the cable quickly to dodge the mini electric fields, and you'll also have to watch out for those pesky Ravens. You can actually use the big birds to your advantage, though. When you kick them, they'll bounce back against the walls. As they bounce off the walls, kick them again. If you can keep dribbling them long enough, you'll earn a 1-Up, which will probably come in handy by this point.

**How Do I Defeat The Robo-Manus?**

Boss of Level 5, the Robo-Manus is a speedy blue robot with an extendo-neck. In the first phase of the attack, his neck glows only when he fires. Later, his neck glows all the time. You'll have to punch or kick him about 30 times to reduce him to spare parts. During phase one, he shoots one high laser then two low ones. Stand still to avoid the high shot, then jump over the low ones and punch or kick him repeatedly. When his neck starts glowing all the time, he'll fire a single low laser followed by a high shot. The high shot will fly over your head as long as you don't jump before it passes by. After it flies by, jump over the low one and continue to punch and kick until he's a basket case.

**TAP THE POWERLINE FOR THE HOTTEST TIPS**

WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon - Sat, 4:00 a.m. to Midnight and Sun, 6:00 a.m. to 7:00 p.m. Pacific time.
Raya Systems teamed with Novo Nordisk Pharmaceuticals, the world's largest manufacturer of insulin, to produce Captain Novolin, the first game of its kind. Recognizing that video games are a big part of most kids' lives, they set out to make a game that would not only teach kids how to cope with their diabetes but also entertain them in the process. Kids diagnosed with diabetes have to learn volumes of information about monitoring their blood sugar levels and controlling them using insulin and good eating habits. Captain Novolin makes learning all of that critical information easier—and a lot more fun—than traditional, non-interactive methods.

Captain Novolin is a buff superhero who also happens to have diabetes. When aliens land on Mount Wayupthar, he's the one who sets out to hunt them down, and the people's safety depends on him—and on his health. Kids learn about handling the condition by following the superhero on the adventure, making him eat the right foods and helping him assess his blood sugar and administering insulin as necessary. If they fail, so does the Captain, so they have to steer him around sugary junk food and feed him only what will keep him strong, fit and feeling good. By keeping Captain Novolin in the green zone, players also learn what they need to do to keep themselves healthy.
Rex Ronan—Experimental Surgeon is the first in a series that Raya plans to use to address the issue of substance abuse. Rex takes on tobacco and goes to unusual lengths to try to reverse the effects of smoking. By tagging along on Rex's adventure, players see firsthand how smoking damages the body.

The story line has Rex, a brilliant surgeon, being shrunk to microscopic size so he can journey into the body of tobacco salesman Jake Westboro and reverse the damage caused by years of smoking. In side-scrolling action and behind-the-controls flying stages, Rex uses his cleaning laser to remove the plaque, tar, phlegm and cancerous cells from Jake's embattled body. The action starts when Rex and his tiny ship are placed on Jake's tongue. From there, they travel through the mouth, down the trachea and through the lungs, bronchial tubes, heart and arteries before going on to the brain, where Rex takes on the most difficult problem of all: Nicotine Addiction. Players must learn what kinds of damage to look for in the different parts of the body, and they must make quick decisions based on their knowledge of the effects of smoking.

Rex Ronan—Experimental Surgeon is a new, fast-paced way to look at the effects of smoking, and like Captain Novolin, the game also has an option that lets players choose either English, French or Spanish screen text.
You might wonder how Raya Systems became involved in producing games based on health-related issues. President and founder Steve Brown originally worked in supplying more traditional software applications to medical companies. It became clear to him in his contact with those companies that there was a real need for a new way to deliver important medical information to kids.

Children diagnosed with diabetes are a case in point. "They have to learn so much to stay healthy," Brown observed. Also recognizing that video games were hot items with kids, he thought that applying them as learning tools was a natural pairing of fun and facts.

When he talked with officials at Novo Nordisk Pharmaceuticals, he met Erik Jensen, whose son was an avid player of Super NES games. He thought Brown's ideas would work, and the pharmaceutical giant signed on to help fund the production of Captain Novolin. Brown knew computer software, of course, but was relatively new to Super NES games. He set out to learn everything he could about them, buying up every Super NES game his local video store had on hand. And he started playing.

After playing until his eyes hurt, Brown started forming his first ideas for Captain Novolin. He realized that creating a successful game would be a challenge, and wondered, "How do we get the message across but still make it look and feel like a regular game?"

Although Raya employs programmers of its own, the company went to what Brown referred to as "the industry pros," Sculptured Software, for development of Captain Novolin. Sculptured Software, known for developing stand-out games such as NCAA Basketball, Super Star Wars and Super Empire Strikes Back, took on the project. Sculptured, too, realized that it would be a challenge to make a game that was fun to play but that still delivered the information so vital to the health of the players with diabetes.

What evolved was superhero Captain Novolin on the quest to rid the city of aliens and rescue the mayor. The game's main strategy is in using the knowledge gained in introductory cinema sequences to eat the proper amounts of the right kinds of food. Captain Novolin must defeat the aliens and save the mayor, who also has diabetes. Since he's been without insulin for two days, Captain Novolin must determine what his blood-sugar level is and provide proper treatment.

The game has been a big hit with the kids who've played and learned from it. According to John Ratzenburger, formerly "Cliff" from NBC's "Cheers" and a celebrity volunteer for the Juvenile Diabetes Foundation, "Not only is this game really fun, but it helps kids learn a lot about managing their diabetes."

"They have to learn so much to stay healthy..."

"How do we get the message across but still have it look and feel like a regular game?"

"Not only is this game fun, but it really helps kids learn a lot about managing their diabetes."
In addition to the funding provided by Novo Nordisk, research grants from the National Institutes of Health have helped make the Health Hero games possible. Raya Systems has also worked closely with Stanford University to help ensure accuracy and educational value. Sculptrued Software shares Raya Systems' commitment to accuracy Jeff Peters, Production Manager and Director of Rex Roman—Experimental Surgeon, said that he's never seen so many medical books in his life. He and his development team studied the effects of smoking on every part of the body before determining the route that the miniaturized medic would take through the diseased body. When asked what he learned in preparing for the project, Peters responded, "I think I could just about do brain surgery now!"

When first approached about handling the project, Peters said that he was intrigued, but he, too, thought that it would be difficult to create a game that would be both fun and educational. Since players traditionally play for fun rather than "work," the trick, in his mind, was to make a fun game that taught something valuable without players realizing that they were learning.

Rex Roman incorporates plenty of the action that video gamers are accustomed to. When the development team tested the game in focus groups, they found that it was a hit with gamers in the five- to twelve-year-old target audience—and they found that they learned a lot, too.

Raya Systems has other projects in the works, too, including Bronkie the Bronchiasaurus, which is coming for the Super NES in 1994 to teach kids self-management skills for dealing with asthma, and the AIDS Avenger, which sends players on a mission to correct misconceptions about HIV and AIDS. Splat the Safety Cat, another Super NES game in the works, stars cool, clever Splat, who navigates a world full of obstacles and hazards that children face daily.

If funding comes through, the company hopes to produce even more games focusing on health and social issues. Captain Novolin was introduced last summer at Diabetes Camps across the country to kids who were amazed that there was a game just for them. Raya Systems now hopes to produce a second diabetes game (tentatively titled Camp Insulin.) And Shawn Valdez, an eight-year-old boy who attended Paul Newman's Hole in the Wall Gang Camp for children with life-threatening illnesses, is the inspiration for another possible game about dealing with leukemia. He described his dream for a game that let him fight leukemia cells in I Will Sing Voices From the Hole in the Wall Gang Camp. Thanks to Raya Systems, some kids with special medical needs are having their dreams come true.
Back in 1989 the NES classic, Tetris, was released, and people have been intrigued ever since. This year brings us the long awaited sequel, Tetris 2.

Welcome to advanced Tetris 201. I am your professor, Dr. Izomov.
Three Great Ways To Play

Tetris 2 has three different play modes. First, there's the One-Player Mode, which you can play for high scores or just to practice your technique. The second mode is Player vs. Players, which delivers frantic head-to-head puzzle action at its best! And finally, there is the Player vs. CPU Mode that lets you test your speed and wits against the computer.

**ONE-PLAYER**

In the One-Player Mode, you'll learn all about how to rotate and drop a whole new set of Tetris pieces. This time, the objective is different. Instead of trying to complete lines, you'll try to line up three or more blocks of the same color in a horizontal or vertical line. Your goal is to get rid of the Flashing Blocks, which are usually near the bottom of the screen, and progress to the next level. When you line up chain reactions, you can rack up a high score.

**PLAYER VS. PLAYER**

If you've ever played Dr. Mario's Two-Player Mode, you know how intense a two-player puzzle game can be. In the Player vs. Player Mode, your good moves can really mess up your opponent's playing field. If you drop more than one set of three blocks or remove a flashing block from your side, you'll send a surprise package to your buddy. And if you get a Super Tetris...well, more on that later.

**Player vs. CPU**

If you're just itching for a two-player game, but there's no one around to challenge, or if you just want to practice before you take on a friend, select the Player vs. CPU Mode. It lets you hone your stacking skills by playing against the computer—and the programmers of Tetris 2 have done a great job of making your computer a worthy adversary. With three levels of computer intelligence, the CPU is smart enough to challenge players of all skill levels.

Before you start, you can assign your computer one of the three skill levels shown. You can also up the challenge by changing the starting level.

The playing screen looks just like it does in the Player vs. Player Mode. The first player—human or computer—to win three games takes the match.

Now that you know your options, it's time to start learning some strategy!
Single Player Strategies

If you've played the original Tetris, you already know how to spin and drop Tetris pieces. There's more to Tetris 2 than spinning and dropping, though—now you have to match colors, too. Try the techniques shown on this page to become a Tetris 2 master.

Chain Reactions

The first step to success in Tetris 2 is learning how to trigger a Chain Reaction, which clears more than one set of blocks with a single dropped block. Chain Reactions not only result in high scoring combinations, they are also very useful for disrupting an opponent's game in the Two-Player Mode. When dropping a block, try to line it up so the individual blocks will fall down onto lower blocks of the same color later.

Think ahead... think like a tetrad.

Break 'Em Up

Some of the shapes break apart when they land. After the shape touches down, you can still maneuver the pieces that break off. If you're quick and clever, you can use those pieces to fill in small nooks and crannies that may exist deep in your play field.

Spin the tetrad counterclockwise. The red block will keep falling after the yellow and blue part lands.
Super Tetris!

If you can lay six blocks of the same color in a straight line, they'll disappear and you'll score a Super Tetris. This move is especially devastating in the Two-Player Mode because it makes all of the blocks of that color disappear from your playing field. Cleaning up your board can make a big difference when you're playing head-to-head.

Color Bonus

Here's a really tough stunt with a big payoff. Usually, you just need to get rid of the flashing blocks to complete a level. If you can manage to clear out all three of the flashing blocks with the same drop, you'll earn a special color bonus. This is extra credit material, for sure. If you can pull this one off, give yourself an A+!

ROUND CLEAR!
ROUND CLEAR!
BONUS! 12400

The Color Bonus really boosts your score!

Thirty-something

On the Level Selection screen, you can choose the level you want to start with. Although you can choose only up to Level 30, there are still more levels to go through in the One-Player Mode. After you finish Level 30, you'll see a cinema scene that shows a man on the moon with a little blue orb, then the game will restart on Level 31 and the play gets really hairy. The upper levels demand total concentration.
It's a safe way to pummel your friends!

If you've played Dr. Mario in the Two-Player Mode, you'll feel right at home playing Tetris 2 head-to-head. The object is the same. Try to make your opponent's pieces stack up to the top while clearing out all of the blocks on your side. Remember that every time you pull off a radical move, it can really make a mess of your competitor's play field. Work as quickly as you can—the play can get fast and furious in short order.

Quick Drop

If you create a Chain Reaction by eliminating more than one set of three blocks in one drop, you'll send one or more pieces plummeting on your opponent's side of the screen. It's possible for your opponent to rotate the pieces as they fall, but they move so fast that it's really tough. If you practice setting up Chain Reactions in the One-Player Mode, you'll be armed and dangerous.

Watch Yourself

It can be tempting to look at the other side of the screen to survey the damage you're doing, but if you do, it's very possible that you'll miss your next golden opportunity. If you lose your concentration, even for a block or two, the pieces will really start to pile up. If all else fails—ignore colors and fill holes!

You're catching on!
**Player vs. Computer**

When you want to play a two-player game but no one else is around (or if you're so good that no one wants to play against you), the next best thing is to play against the computer in the Player vs. CPU Mode. It has three different difficulty levels, so there is plenty of challenge, even for a Tetris 2 expert!

---

**Line Up Colors For Chain Reactions**

Look at the colors of the blocks that are in the rows under the spot where you're placing the current block. Plan ahead and line up colors vertically so that they will eliminate the blocks below when they fall. Watch the blocks disappear—and listen to your opponent howl as they reappear on the other side of the screen.

---

**Chain Reactions Revisited**

Probably the most important skill for Tetris 2 players to master is putting together Chain Reactions. They're the key to high scores and clean screens. Not only do they score you lots of points in the One-Player Mode, but they also make strong offensive moves when used in the Player vs. Player Mode. Line 'em up, and let 'em drop!

---

**Look for Tetris 2, coming later this month for Game Boy!**
Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. What do you think of the new Super Power Supplies and the Super Power Stamps?
   1. I think they're great
   2. I like them
   3. They're O.K.
   4. I hate them
   5. I don't understand how they work

B. How do you like the merchandise that is offered in the Super Power Supplies catalog?
   1. It's all really cool
   2. I like some of the stuff
   3. I couldn't find anything I like
   4. Catalog? What catalog?

C. Do you plan on getting a friend to join the Super Power Club so you can get extra Super Power Supplies?
   1. Yes, as many friends as I can
   2. I'll try, but I'm not sure they'll join
   3. I can't think of any friends that want to join
   4. I'm not a subscriber yet

D. How old are you?
   1. Under 6
   2. 6-11
   3. 12-14
   4. 15-17
   5. 18-24
   6. 25 or older

E. Sex
   1. Male
   2. Female

F. Please indicate, in order of preference, your five favorite Super NES games.

G. Please indicate, in order of preference, your five favorite Game Boy games.

H. How do you like the merchandise that is offered in the Super Power Supplies catalog?

I. Trivia Test: If Marvin Martian can create 125 instant Martians an hour, how long would it take to make 1500 Martians?

Answers to the Player's Poll - Volume 55

Name ____________________________ Tel ____________________________

Address __________________________

City ____________________________ State/Prov ____________________________ Zip/Postal ____________________________

Membership Number ____________________________ Age ____________________________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 4 5  B. 1 2 3 4
C. 1 2 3 4  D. 1 2 3 4 5 6  E. 1 2

F. Indicate numbers from 1-99 (from the list on the back of the card) 1____ 2____ 3____ 4____ 5____

G. Indicate numbers 100-162 (from the list on the back of the card) 1____ 2____ 3____ 4____ 5____

H. Indicate numbers 163-221 (from the list on the back of the card) 1____ 2____ 3____ 4____ 5____

I. Trivia Answer ____________________________________________

PLU.S... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732
Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762

BACK ISSUE / TIP BOOK ORDER FORM

If you missed these classic Nintendo Power issues, don't miss out now! Prices listed include the cover price plus the cost of shipping and handling.

Name

Address

City

State/Prov

Zip/Postal

Phone

Membership No.

Please check method of payment:

☐ Check or Money Order
☐ MasterCard
☐ Visa

(Payable to: Nintendo)

Credit Card Number

Expiration Date

Cardholder's Signature

Telephone No.

Cardholder's Name

Quantity (Limit 5 of each issue)

Issue

Price

Subtotal

Washington State residents add a 6% sales tax (multiplied by 5). Offer valid while supplies last. Allow six to eight weeks for delivery. Envelope this card along with your payment or credit card information to Nintendo Power Magazine P.O. Box 97062, Redmond, WA 98073-9762.
GRAND PRIZE

GO ON A REAL DINOSAUR DIG WITH "DR. DINOSAUR" JACK HORNER, TECHNICAL CONSULTANT FOR JURASSIC PARK

FROM NINTENDO POWER AND OCEAN OF AMERICA

MEET THE REAL "DR. GRANT," DR. JACK HORNER, PALEONTOLOGIST AND TECHNICAL CONSULTANT FOR JURASSIC PARK

GO ON A REAL DIG WITH DR. HORNER AT HIS RESEARCH SITE IN BOZEMAN, MONTANA

GET A V.I.P. TOUR OF THE MUSEUM OF THE ROCKIES AND ITS LABORATORIES

GO ON A LLAMA TREK THROUGH YELLOWSTONE NATIONAL PARK

A JURASSIC PARK GAME PAK FROM OCEAN FOR THE SYSTEM OF YOUR CHOICE
SECOND PRIZE: 10 WINNERS

A JURASSIC PARK GAME PAK FOR THE SYSTEM OF YOUR CHOICE

A PREHISTORIC POWER PACKAGE FROM THE MUSEUM OF THE ROCKIES
- CASTINGS OF A T-REX TOOTH AND TROODON EGG
- AN OFFICIAL MUSEUM PATCH
- AN AUTOGRAFED COPY OF DIGGING UP DINOSAURS, Co-AUTHORED BY DR. HORNER

THIRD PRIZE: 50 WINNERS

NINTENDO POWER T-SHIRTS

YOU, TOO, CAN BE PART OF THE BIG DIG!
By sending your contributions to the Paleo Endowment at the Museum of the Rockies, you'll be helping researchers discover how dinosaurs lived—and what caused them to become extinct. To contribute, send your check to Money Order to:
Museum of the Rockies
Montana State University
Bozeman, MT 59717-0272

Please note on check or M.O. that your contribution is for the Paleo Endowment.

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 55, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL VOL. 55
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person please. All entries must be postmarked no later than January 1, 1994. We are not responsible for lost or misdirected mail.

On or about January 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc., without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after January 31, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and three guests. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.
The big news this month is Mortal Kombat. It took the number one spot on the Super NES chart, but the Legend of Zelda holds the top spots on the other two charts in another strong showing this month. Other noteworthy newcomers include Disney’s Aladdin and Madden’s NFL ’94.

### SUPER NES

1. **Mortal Kombat**
   - Points: 26,100
   - Months: 1
   - What a debut! Mortal Kombat goes straight to number one in its first month on the Top 20 charts. The crowd goes wild!

2. **Street Fighter II Turbo**
   - Points: 23,157
   - Months: 4
   - The new and improved Street Fighter II is a hit, and everybody knows it. Try out all the new moves.

3. **Super Mario All-Stars**
   - Points: 15,369
   - Months: 2
   - This four games-in-one Game Pak has proven to be popular with the Players this month.

4. **The Legend of Zelda: A Link to the Past**
   - Points: 14,704
   - Months: 1
   - Link’s Super NES adventure will keep the crowds playing for a long time to come.

5. **Star Fox**
   - Points: 9,124
   - Months: 5
   - Fox McCloud and his rag-tag band of fighters take on Andross in the fight of a lifetime.

6. **Super Mario Kart**
7. **Street Fighter II: The World Warrior**
8. **Disney’s Aladdin**
9. **Final Fantasy**
10. **Mario Paint**
11. **Secret of Mana**
12. **Super Empire Strikes Back**
13. **F-Zero**
14. **SimCity**
15. **Zombies Ate My Neighbors**
16. **Super Mario World**
17. **The Lost Vikings**
18. **Alien III**
19. **Bubsy in Claws Encounters of the Furred Kind**
20. **Madden’s NFL ’94**
The Legend of Zelda: Link’s Awakening

Link has done it! His newest quest has taken the country by storm. Players and Pros alike agree, Link is number one.

Super Mario Land 2 – Golden Coins

Mario has slipped out of first place for the first time in a long while. It’s a great game and a close battle for first place.

Super Mario Land

Mario’s first Game Boy title was the number one game on the Dealer’s Picks this month.

Kirby’s Dream Land

Kirby’s original adventure is still rocking the charts. Check it out!

Metroid II: Return of Samus

Samus has the power to take on the Metroids. Does she have enough to stay in the Top 5?

The Legend of Zelda

Link is the man of the hour. His original adventure is still thrilling fans around the world!

Super Mario Bros. 3

Mario has the moves that put him back in the number two spot again this month. Grab that P-Wing and fly!

Kirby’s Adventure

Seven fantastic worlds wait for you to explore in Kirby’s first adventure for the NES.

Jurassic Park

The roar of the Tyrannosaur thunders through the park in this great game by Ocean.

Tecmo Super Bowl

Hut, Hut, Hike! The football season is in full swing with the action in this game.
LOOK FOR THESE RELEASES SOON

**DISNEY’S ALADDIN**
Company: Capcom
Suggested Retail Price: Not Available
Release Date: December 1993
Memory Size: 16 Megabits
Game Type: Comic action for one player

Disney’s animated classic comes to life on the Super NES. Check out the dazzling graphics and moves in this month’s review.

+ Beautiful graphics, excellent animation and superior play control
- Not as challenging as you would expect from Capcom

**DAFFY DUCK: THE MARVIN MISSIONS**
Company: Sunsoft
Suggested Retail Price: $59.99
Release Date: December 1993
Memory Size: 8 Megabits
Game Type: Comic action for one player

Daffy meets Marvin the Martian in Sunsoft’s latest Looney Toons action game, which is reviewed this month.

+ Excellent graphics and sound. Engaging play
- Daffy has some awkward moves, like bouncing backwards from recoil when he shoots

**NHL STANLEY CUP**
Company: Nintendo
Suggested Retail Price: $49.95
Release Date: December 1993
Memory Size: 16 Megabits
Game Type: NHL hockey for two players

Ice hockey so real it’s cold. Take a look at the stats behind the game play in this month’s special sports report.

+ Exceptional graphics and realism of play. All the options you want including season play, play-offs, instant replay, penalties on/off and a battery to save it all
- The perspective isn’t easy to master. The skating motion, although realistic, makes getting to the puck tougher than in more basic video hockey games. Limited substitution of players

**BATTLE CARS**
Company: Namco
Suggested Retail Price: $59.95
Release Date: December 1993
Memory Size: 8 Megabits
Game Type: Combat racing

What happens if you cross F-Zero with Rock ‘N Roll Racing? Probably Battle Cars. You’ll crash, you’ll burn, but if you read the Power Review you might just learn what it’s all about.

+ Intense, high speed action with some cool moves. Multiple player options
- The graphics of the cars could be clearer. Game goals aren’t very clear
**INSPECTOR GADGET**

Company: Hudson Soft  
Suggested Retail Price: $59.95  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Comic action for one player  

The mechanized sleuth of television fame brings a sense of humor and a lot of fun game play to the Super NES. Gadget must save his niece, who has been kidnapped, and to do it he must use every trick (or gadget) in the book. His assortment of nutty gear includes grappling hooks, punching glove arms and many more handy items that you pick up along the way.

- Excellent play control and good moves  
- The story is nothing you haven't heard before, and the graphics are good but uninspired. Not challenging enough, although fun while it lasts.

**SKYBLAZER**

Company: Sony Imagesoft  
Suggested Retail Price: $39.95  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Side-scrolling action for one player  

Fans of action games like Ninja Gaiden should take note of Skyblazer from Sony Imagesoft. You have good control of the hero character and lots of moves like the ability to cling to and climb walls.

- Fun graphics and play. Exceptional music and sound with full vocals on the intro song  
- A fairly quick play against the computer. It's the most fun in the two-player mode.

**SUNSET RIDERS**

Company: Konami  
Suggested Retail Price: Between $49-55  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Arcade shooting action  

The popular arcade shooter featuring a side-scrolling view of the Old West moseys into town this month from Konami. There's more action here than you'd find in Dodge City on a Friday night after a stage coach robbery, and everyone is shooting at you. The idea of the game is that you shoot back, then shoot back some more.

- A fun, challenging game with some humor thrown in  
- Controlling Gadget's items isn't always easy. Gadget can't take many hits, so the challenge can be frustrating.

**PINK GOES TO HOLLYWOOD**

Company: TecMogik  
Suggested Retail Price: $64.95  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Comic Action  

The Pink Panther springs into action in this inventive game from TecMogik. Pink makes his way through movie sets, picking up power-ups that he pulls from his magic hat, like an instant bridge for crossing wide gaps or a hole in which enemies can vanish. The most intriguing part of this game, however, is that you must explore and find all sorts of hidden levels within levels. For instance, in a kitchen area you can go into a refrigerator that seems like part of the background. Once inside the fridge, you can go inside a turkey on the bottom shelf where you'll find yet another stage.

- Excellent music and graphics plus lots of hidden levels and items  
- Using Pink's magic items is often awkward.

**CLAY FIGHTERS**

Company: Interplay  
Suggested Retail Price: Not Available  
Release Date: December 1993  
Memory Size: 16 Megabits  
Game Type: Comic street fighting action for two players  

Everyone from Elvis to the Blob wants to get into the street fighting scene in this claymation classic from Interplay. This month's review shows you the hot moves and gives you a look at how the clay figures came to life.
**NOBUNAGA'S AMBITION**

Company: Koel  
Suggested Retail Price: $59.95  
Release Date: December 1993  
Memory Size: Not listed  
Game Type: Historical strategy

The classic game of strategy, politics, economics, and war makes its Super NES debut. In your efforts to defeat your untrustworthy neighbors, or at least stay alive, you'll have to control your resources, make diplomatic overtures, and wage war when all else fails.

- Lots of strategic game play and challenge. Nobunaga has a battery save feature and Super NES Mouse compatibility, which is the best way to play it.
- The graphic menu icons are confusing.

**WORLD HEROES**

Company: Sunsoft  
Suggested Retail Price: $74.99  
Release Date: November 1993  
Memory Size: Not listed  
Game Type: Fighting action for two players

Another arcade street fighter comes to the Super NES. Oh joy!

- Good graphics with some cool moves. Definitely one of the better street fighting titles.
- There's nothing new here, but if you're a World Heroes fan, that's probably good news.

**TOTAL CARNAGE**

Company: Malibu  
Suggested Retail Price: $54.99  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Not listed

The ghost of Smash TV returns on this futuristic battlefield where you must survive hordes of gun-toting attackers. One or two players can face the onslaught and mow them down with a great arsenal that includes anti-mutant rockets, defensive spikes and more cool sci-tech Power-Ups.

- Good graphics and fast, constant action for one or two players.
- The aiming control takes a while to get used to. Not much different from Smash TV.

**LAMBORHININI AMERICAN CHALLENGE**

Company: Titus  
Suggested Retail Price: $54.99  
Release Date: December 1993  
Memory Size: 4 Megabits  
Game Type: Road rally racing

Put your money where your lead foot is and take the challenge. This unique racing game lets you bet on your performance and win a purse for each race. You have to beat 16 top rally drivers on roads all over the U.S. Two players can compete.

- You can use the Super NES Mouse and Super Scope controllers.
- Good performance on the car.
- Steering with the Mouse is awkward. The password is also awkward.

**TIME SLIP**

Company: Vic Tokai  
Suggested Retail Price: Not listed  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Action

The Tartarians are invading Earth in five different periods of time - and Dr. Gilgamesh is the only human who can stop them. This plot leads you into six levels of non-stop shooting, jumping, ducking and grabbing of Power-Ups.

- Fun, fast action.
- Mediocre graphics and not a lot of variety of play.

**OUT TO LUNCH**

Company: Mindscape  
Suggested Retail Price: $64.95  
Release Date: December 1993  
Memory Size: 8 Megabits  
Game Type: Action

You'll begin your culinary adventure in Switzerland and move on to exotic locales like China and the jungle where you'll have to collect a wide assortment of reluctant food stuffs. There are many stages within each country, and the
The cartoon dinosaurs of the Spielberg movie star in this five-stage Super NES action game. In this traditional scrolling platform game, you'll be able to run, jump, swipe your tail at enemies, throw things and collect Power-Ups of various kinds. You can also use Elsa, Woog and Dweeb—your dino friends—once you've found them.

- These dinosaurs won't scare the daylights out of you like those in Jurassic Park. The theme is more suitable to young players.
- Poor play control and repetitive play make it a tiresome journey.

Once you join the elite helicopter gunship squadron known as the Steel Talons, you'll take off on dangerous missions behind enemy lines in this 3-D flight sim. The 12 missions generally involve penetrating enemy airspace and blasting everything in sight with machine guns and missiles. This game also features an Expert Mission and a Training Mission for getting started.

- A two-player option allows a second player to take over the position of gunner.
- The blocky graphics aren't impressive. Control of the chopper is rough.

### SUPER BATTLESHIP

**Company**: Mindscape  
**Suggested Retail Price**: $59.95  
**Release Date**: December 1993  
**Memory Size**: 8 Megabits  
**Game Type**: Combat strategy

You are in charge of a small fleet in each Super Battleship scenario. You're usually outnumbered, so you have to make clever use of your ships. When you fire guns, the screen becomes a side-angle view where you aim at the enemy on the horizon line. Missiles can be controlled directly in a Mode 7, fly-by-wire sequence. You can even play a one-man version of the classic game of Battleship.

- A unique approach combining some strategy and some action. Some fun graphics and sound effects.
- The action element requires only simple skills and the strategy element may not satisfy hard-core strategy players.

### BIOMETAL

**Company**: Activision  
**Suggested Retail Price**: $59.95  
**Release Date**: December 1993  
**Memory Size**: 8 Megabits  
**Game Type**: Space shooter

You must pilot the galaxy's top fighter to save the world. Expect realistic looking backgrounds as the Halbard fighter wings its way through countless enemy BroMetals. Biometal doesn't cover any new ground, but it does a good job of going where shooters have gone before.

- Good graphics and play control.
- No innovation and medium challenge.

### CHAMPIONSHIP POOL

**Company**: Mindscape  
**Suggested Retail Price**: $64.95  
**Release Date**: December 1993  
**Memory Size**: 8 Megabits  
**Game Type**: Pool

Mindscape puts it all together in their multi-player, multi-game Championship Pool Game Pak. There are 12 different pool games including Three Ball, Eight Ball, Nine Ball, Ten Ball, Rotation, Cut Throat and even a freestyle option that lets you make up your own game.

- Lots of variety and options that make the game great for one- or multi-player sessions.
- The controls for setting up shots and some views are awkward.

---

**WE'RE BACK: A DINOSAUR'S STORY**

**Company**: Hi-Tech Expressions  
**Suggested Retail Price**: $59.95  
**Release Date**: December 1993  
**Memory Size**: 8 Megabits  
**Game Type**: Action

The theme is more suitable to young players.

- The challenge may not keep players engaged.
- Fun graphics and music.

---

**STEEL TALONS**

**Company**: Left Field  
**Suggested Retail Price**: $49.99  
**Release Date**: December 1993  
**Memory Size**: 4 Megabits  
**Game Type**: Air combat for one of two players

This game also features an Expert Mission and a Training Mission for getting started.

- The blocky graphics aren't impressive. Control of the chopper is rough.

---

**VOLUME 55 105**
### METAL COMBAT

<table>
<thead>
<tr>
<th>Company</th>
<th>Nintendo</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>$49.95</td>
</tr>
<tr>
<td>Release Date</td>
<td>November</td>
</tr>
<tr>
<td>Memory Size</td>
<td>8 Megabits</td>
</tr>
<tr>
<td>Game Type</td>
<td>Super Scope combat</td>
</tr>
</tbody>
</table>

Climb aboard your ST (Standing Tank) and enter the brutal sporting action of the future with Metal Combat. Check out our Super Scope round-up to focus on all the new features.

- A much-improved sequel to Battleclash. The two-player option offers some unique, fun play.
- It can be difficult seeing enemy shots. The challenge of the one-player game is a bit weak.

### THE REN & STIMPY SHOW: BUCKEROO$!

<table>
<thead>
<tr>
<th>Company</th>
<th>THQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>$44.95</td>
</tr>
<tr>
<td>Release Date</td>
<td>December 1993</td>
</tr>
<tr>
<td>Memory Size</td>
<td>2 Megabits</td>
</tr>
<tr>
<td>Game Type</td>
<td>Comic action</td>
</tr>
</tbody>
</table>

The weirdest pair on TV is back for another video game adventure. In fact, Ren and Stimpy actually have adventures in three locales: the Old West, Sherwood Forest, and Outer Space. If you're expecting hilarious hairball antics, go watch your cat. This is basic action, just jumping and shooting.

- The graphics capture the artistic flavor of the cartoon series.
- Play control is poor and many of the game elements aren't engaging.

### BONK'S ADVENTURE

<table>
<thead>
<tr>
<th>Company</th>
<th>Hudson Soft</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>Not Available</td>
</tr>
<tr>
<td>Release Date</td>
<td>December 1993</td>
</tr>
<tr>
<td>Memory Size</td>
<td>3 Megabits</td>
</tr>
<tr>
<td>Game Type</td>
<td>Action</td>
</tr>
</tbody>
</table>

The biggest head in the video game universe belongs to Bonk, and in his latest adventure he uses it to bonk his enemies. Bonk and bounce through a wild assortment of levels including a trek through the bowels of a dinosaur. Expect multiple stages of platform action.

- Unusual play with inventive stages.
- Play control isn't as sharp as the Game Boy version of Bonk.

### MEGA MAN Vl

<table>
<thead>
<tr>
<th>Company</th>
<th>Capcom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>Not Available</td>
</tr>
<tr>
<td>Release Date</td>
<td>December 1993</td>
</tr>
<tr>
<td>Memory Size</td>
<td>4 Megabits</td>
</tr>
<tr>
<td>Game Type</td>
<td>Action</td>
</tr>
</tbody>
</table>

The Blue Bomber's sixth trip to the NES may be his best. This month, Power focuses on the latest action.

- Excellent graphics, play control and challenge.
- The only real weakness is the lack of originality.

### TETRIS 2

<table>
<thead>
<tr>
<th>Company</th>
<th>Nintendo</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>$39.95</td>
</tr>
<tr>
<td>Release Date</td>
<td>December 1993</td>
</tr>
<tr>
<td>Memory Size</td>
<td>2 Megabits</td>
</tr>
<tr>
<td>Game Type</td>
<td>Puzzle Action</td>
</tr>
</tbody>
</table>

Let the blocks fall where they may. NOT! The latest action puzzle with falling blocks may give you brain lock. To avoid that, check out the tips in this month's review.

- Great challenge for one or two players.
- Plain graphics and original design play that doesn't vary greatly from Tetris or Dr. Mano.

### MEGA MAN IV

<table>
<thead>
<tr>
<th>Company</th>
<th>Capcom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>Not Available</td>
</tr>
<tr>
<td>Release Date</td>
<td>December 1993</td>
</tr>
<tr>
<td>Memory Size</td>
<td>1 Megabit</td>
</tr>
<tr>
<td>Game Type</td>
<td>Comic action</td>
</tr>
</tbody>
</table>

Mega Fun for action fans. Check out this month's review of the fourth Mega Man game for Game Boy.

- Play control, graphics and challenge are all exceptional.
- The theme is the same as always. No real surprises.

### TOM & JERRY: FRANTIC ANTICS

<table>
<thead>
<tr>
<th>Company</th>
<th>Hi-Tech Expressions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suggested Retail Price</td>
<td>$29.95</td>
</tr>
<tr>
<td>Release Date</td>
<td>December 1993</td>
</tr>
<tr>
<td>Memory Size</td>
<td>1 Megabit</td>
</tr>
<tr>
<td>Game Type</td>
<td>Comic action</td>
</tr>
</tbody>
</table>

Tom and Jerry appear on Game Boy for the second time, and this game has more variety and challenge than the original. Power plays cat and mouse in the review this month.

- Fun and simple.
- The graphics are dark and can be unclear.
Ren and Stimpy are back on the Game Boy circuit with Veeldots, which looks remarkably like the Super NES game of the same name. Expect some humor along the way as you run, jump and throw items at your enemies while the clock counts down.

### SUPER NES TITLE

<table>
<thead>
<tr>
<th>BATTLE CARS</th>
<th>NAMCO</th>
<th>2P-S/8B-A</th>
<th>3.1</th>
<th>3.1</th>
<th>3.5</th>
<th>3.6</th>
<th>COMBAT RACING</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIOMETAL</td>
<td>ACTIVISION</td>
<td>1P</td>
<td>3.7</td>
<td>3.5</td>
<td>3.0</td>
<td>2.8</td>
<td>SPACE SHOOTER</td>
</tr>
<tr>
<td>CHAMPIONSHIP POOL</td>
<td>MINDSCAPE</td>
<td>8P</td>
<td>3.1</td>
<td>3.3</td>
<td>3.4</td>
<td>3.5</td>
<td>POOL</td>
</tr>
<tr>
<td>CLAY FIGHTER</td>
<td>INTERPLAY</td>
<td>2P-S</td>
<td>4.4</td>
<td>3.3</td>
<td>3.4</td>
<td>3.9</td>
<td>STAGE FIGHTING</td>
</tr>
<tr>
<td>DAFFY DUCK: THE MARVIN MISSIONS</td>
<td>SUNSOFT</td>
<td>1P</td>
<td>3.8</td>
<td>3.2</td>
<td>3.4</td>
<td>3.9</td>
<td>STAGE FIGHTING</td>
</tr>
<tr>
<td>DISNEY'S ALADDIN</td>
<td>CAPCOM</td>
<td>1P/PASS</td>
<td>4.2</td>
<td>4.2</td>
<td>3.9</td>
<td>3.9</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>INSPECTOR GADGET</td>
<td>HUDSON SOFT</td>
<td>1P</td>
<td>3.3</td>
<td>3.2</td>
<td>3.5</td>
<td>4.0</td>
<td>ACTION</td>
</tr>
<tr>
<td>METAL COMBAT</td>
<td>NINTENDO</td>
<td>2P-S/BATT</td>
<td>3.4</td>
<td>3.6</td>
<td>3.6</td>
<td>3.5</td>
<td>SUPER SCOPE</td>
</tr>
<tr>
<td>NHL STANLEY CUP</td>
<td>NINTENDO</td>
<td>2P-S/BATT</td>
<td>3.9</td>
<td>3.1</td>
<td>4.0</td>
<td>3.9</td>
<td>NHL HOCKEY</td>
</tr>
<tr>
<td>NOBUNAGA'S AMBITION</td>
<td>KOEI</td>
<td>1P/BATT</td>
<td>3.8</td>
<td>2.5</td>
<td>3.8</td>
<td>3.8</td>
<td>STRATEGY RPG</td>
</tr>
<tr>
<td>OUT TO LUNCH</td>
<td>MINDSCAPE</td>
<td>2P-A</td>
<td>3.1</td>
<td>3.2</td>
<td>2.8</td>
<td>2.8</td>
<td>ACTION</td>
</tr>
<tr>
<td>PINK GOES TO HOLLYWOOD</td>
<td>TECMAGIK</td>
<td>1P</td>
<td>3.8</td>
<td>2.8</td>
<td>3.1</td>
<td>3.5</td>
<td>COMIC ACTION</td>
</tr>
<tr>
<td>SKYBLAZER</td>
<td>SONY IMAGESOFT</td>
<td>1P/PASS</td>
<td>3.4</td>
<td>4.1</td>
<td>3.5</td>
<td>3.7</td>
<td>ACTION</td>
</tr>
<tr>
<td>LAMBORGHINI AMERICAN CHALLENGE</td>
<td>TITUS</td>
<td>2P-S/PASS</td>
<td>2.8</td>
<td>3.1</td>
<td>2.8</td>
<td>3.2</td>
<td>RACING</td>
</tr>
<tr>
<td>STEEL TALONS</td>
<td>LEFT FIELD</td>
<td>2P-S</td>
<td>2.8</td>
<td>2.8</td>
<td>2.8</td>
<td>3.3</td>
<td>SIMULATION</td>
</tr>
<tr>
<td>SUNSET RIDERS</td>
<td>KONAMI</td>
<td>2P-S</td>
<td>3.4</td>
<td>3.6</td>
<td>3.4</td>
<td>3.3</td>
<td>ARCADE ACTION</td>
</tr>
<tr>
<td>TIME SLIP</td>
<td>VIC TOLKI</td>
<td>1P</td>
<td>3.3</td>
<td>3.3</td>
<td>2.8</td>
<td>2.9</td>
<td>ACTION</td>
</tr>
<tr>
<td>TOTAL CARNAGE</td>
<td>MALIBU</td>
<td>2P-S</td>
<td>3.0</td>
<td>3.0</td>
<td>3.3</td>
<td>2.9</td>
<td>ACTION</td>
</tr>
<tr>
<td>WE'RE BACK: A DINOSAUR'S STORY</td>
<td>HI TECH</td>
<td>2P-A</td>
<td>3.3</td>
<td>2.7</td>
<td>2.3</td>
<td>2.7</td>
<td>ACTION</td>
</tr>
<tr>
<td>WORLD HEROES</td>
<td>SUNSOFT</td>
<td>2P-S</td>
<td>3.3</td>
<td>3.4</td>
<td>3.4</td>
<td>2.9</td>
<td>STAGE FIGHTING</td>
</tr>
</tbody>
</table>

### NES TITLE

<table>
<thead>
<tr>
<th>MEGA MAN VI</th>
<th>CAPCOM</th>
<th>1P/PASS</th>
<th>3.8</th>
<th>3.8</th>
<th>4.0</th>
<th>3.0</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>TETRIS 2</td>
<td>NINTENDO</td>
<td>2P-S</td>
<td>3.1</td>
<td>3.6</td>
<td>3.8</td>
<td>3.4</td>
<td>ACTION PUZZLE</td>
</tr>
<tr>
<td>BONK'S ADVENTURE</td>
<td>HUDSON SOFT</td>
<td>1P</td>
<td>3.0</td>
<td>3.2</td>
<td>3.2</td>
<td>3.5</td>
<td>ACTION</td>
</tr>
<tr>
<td>THE REN &amp; STIMPY SHOW: BUCKEROOS</td>
<td>T*HQ</td>
<td>1P</td>
<td>3.3</td>
<td>2.3</td>
<td>2.8</td>
<td>3.3</td>
<td>ACTION</td>
</tr>
</tbody>
</table>

### GAME BOY TITLE

<table>
<thead>
<tr>
<th>MEGA MAN IV</th>
<th>CAPCOM</th>
<th>1P/PASS</th>
<th>3.5</th>
<th>3.8</th>
<th>3.5</th>
<th>3.5</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>TOM &amp; JERRY: FRANTIC ANTICS</td>
<td>HI TECH</td>
<td>2P-A/PASS</td>
<td>2.5</td>
<td>3.7</td>
<td>3.0</td>
<td>2.7</td>
<td>ACTION</td>
</tr>
<tr>
<td>THE REN &amp; STIMPY SHOW: VEEDOTS</td>
<td>T*HQ</td>
<td>1P</td>
<td>3.5</td>
<td>2.7</td>
<td>2.8</td>
<td>2.7</td>
<td>ACTION</td>
</tr>
</tbody>
</table>

### CHART KEY

<table>
<thead>
<tr>
<th>PLAY INFO</th>
<th>POWER METER</th>
</tr>
</thead>
<tbody>
<tr>
<td>You can get the most out of your game chart by understanding the categories; Title, Company and game type are self explanatory. Use this Key to understand your play info and the valuable Power Meter ratings.</td>
<td>The Pros at Nintendo HQ rate each game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.</td>
</tr>
<tr>
<td>#P = NUMBER OF PLAYERS</td>
<td>G = GRAPHICS AND SOUND</td>
</tr>
<tr>
<td>S = SIMULTANEOUS</td>
<td>P = PLAY CONTROL</td>
</tr>
<tr>
<td>A = ALTERNATING</td>
<td>C = CHALLENGE</td>
</tr>
<tr>
<td>8ATT = 8 BATTERY</td>
<td>T = THEME AND FUN</td>
</tr>
</tbody>
</table>

### POWER METER RATINGS

- Good graphics
- Poor play control and challenge
More clay is on the way from Interplay. Although Claymates was first reported by Pak Watch more than a year ago, the Super NES game featuring Interplay’s claymation characters is only now finishing up in development, and what a finish it is turning out to be! This Game Pak really packs in the game play for one or two players in the alternating mode. As you progress through a given stage, you begin as an unmolded ball of clay. When you pick up a colored ball, you’ll transform into one of five clay critters: a mouse, a gopher, a cat, a bird or a fish. Each of the characters has special abilities that allow it to get through a certain area or reach one of the dozens of hidden areas in the game. Besides terrific graphics and good play control, Claymates boasts tons of hidden items. Because there’s always something new to discover, this Pak Padre never tired of the play, even when having to repeat a stage.

Claymates also contains puzzle games between the action stages. In an overhead view you have to manipulate some objects to get past an obstacle. You’ll also find bonus areas. To wrap it all up, the music and sound effects are excellent in a clownish, slapstick way, adding to the sense that you’re off on a nutty adventure.
PIRATES OF DARK WATER

Cartoon and adventure fans, grab your swords. The Pirates of Dark Water has finally shown up at the Pak Watch desk and the game is scheduled to walk the plank early next year. The story line of this eight-level action game remains true to the cartoon as the heroes search for 13 lost treasures while being plagued by a pirate named Bloth. The graphics convey a sense of dark adventure. This Pak Pirate was pleased to see that the game has an option for two-player simultaneous action. Although most of the areas feature side-scrolling action along the lines of Double Dragon, the three characters—Ren, Tula and Ioz—can use martial arts moves as well as weapons and magic. The game also includes some flying and shooting stages to add to the variety. From caves and jungles to Bloth’s evil pirate ship, The Pirates of Dark Water covers a lot of ground...and sea.

X-KALIBER 2097

Activision gave us a first look at X-Kaliber, a cyberpunk action game featuring street action with a super sword that fires bolts of energy. Your Pak Punks are always into futuristic justice and mayhem, but X-Kaliber has a second cool feature—a two-player challenge mode in which you can battle your friends. The story is about an incorruptible agent in Neo New York, circa A.D. 2097 who must fight an army of mutants and shape-shifting morphs commanded by a warlord. All you have is your trusty sword to help you through the six levels. Your sword moves include thrust, parry and swipe, plus it can shoot energy across the screen. With music from Psykosonik, X-Kaliber seems to capture a lot of the atmosphere of a dark techno-future.

FIGHTER STICK SN

Asciiware sent their most recent Super NES controller to Pak Watch for a test drive and this Stick Watcher was impressed. First off, the new Asciiware Fighter Stick SN is super solid. It has the weight and the smooth action that will stand the test of time no matter how hard you wail on the thing. Second, it’s got all sorts of great gizmos like independent turbo for every button, auto turbo and slow motion. With the turbo power cranked, you’ll unleash up to 36 punches per second. That’s playing with power. The button configuration is a bit different, as you can see in the photo, and it took a little getting used to, especially trying to find the Start and Select buttons way up there on top of the controller. The Fighter Stick should be available now for a suggested retail price of $49.95.
WINTER OLYMPIC GAMES

The games haven't begun in Lillehammer, Norway, quite yet, but when they do, you'll be able to try out many of the Olympic sports in this Super NES game from U.S. Gold. Your Pak Participants strapped on skis and skates and sluiced down mountains via bobbed and luge. Skiing events included downhill, slalom, ski jumping, biathlon (shooting and cross-country) and freestyle. The luge and bobsled courses place you in the sled in a wild 3-D ride that may remind you (at least while you're learning) of the Jamaican bobsled team. Ya, mon, it's cool running. Winter Olympic Games lets you compete in a tournament that includes every event, or you can practice your favorite events, trying to set a record in the downhill or the ski jump course. Although the events are individual, you can hold tournaments with three friends in your own mini Olympics. Winter Olympic Games should be out by the opening ceremonies.

CHOPLIFTER III

This hit arcade game from Extreme hove into view the other day and your Pak Pilot immediately took to the air for some challenging rescue missions over hostile territory. The graphics looked good and play control felt tight. The missions consist of destroying enemy troops and equipment, dodging incoming shots and missiles and picking up prisoners. Rough terrain and lots of anti-aircraft fire combine for a good challenge. Once you rescue enough POWs, you'll move on to the next, tougher mission. You're also able to pick up lots of new missiles and extra weapons that boost your arsenal tremendously.

MICKEY'S ULTIMATE CHALLENGE

Mickey's Challenge is five different games in one, each linked by a common story and adventure-like interface. Mickey or Minnie (take your pick) travels to the Kingdom of Beanwick, a magical place inhabited by Disney characters. The mini-games include several types of puzzle and memory games. One involves remembering patterns of sounds while in another you must remember the order of items. Good music and animation help bring the interface alive, but the games are designed for players five years old and up, and the adventure element is limited to moving around Beanwick and talking to characters.
Chip and Dale are back for more adventure in this Disney action romp from Capcom. Your Pak Watcher expected a sequel similar to the original NES Rescue Rangers game, and that's exactly what he got. Using Chip or Dale, you squirrel through multiple side-scrolling stages both inside and outside. There are enemies, puzzles and lots of stuff to throw.

Although there didn't seem to be anything radically new in the game, the control seemed excellent and the play was always fast and fun, just what you'd expect from Capcom.

Once we popped this Pak into the Game Boy, it became immediately clear that Peter Parker, a.k.a. Spider-Man, is looking better than ever. Fans of the Super NES version of Spider-Man and the X-Men will recognize the play in this small-screen version. If you're more familiar with previous Game Boy Spider-Man games, however, you're in for a welcome surprise. Play control and graphics are both improved in this game. Using the web-shot is no longer a chore and the game has a lot of variety, from fighting to figuring out how to work through mazes.

Look for Spidey early this winter.

The best Turtles game yet for Game Boy is on its way. This Pak Watcher was impressed by Radical Rescue's graphics and game play. Controlling Michelangelo (and the bros. once you rescue them) players have free scrolling access to every area of a stage, and the stages are big places where you must explore, fight lots of enemies and collect Power-Up pizzas among other things. In the story, three of the Turtles charge off to save April while Michelangelo returns with pizza. Now, not only April needs saving, but Raph, Don and Leonardo, too. Look for this game in January along with Batman: The Animated Series.
Speedy Gonzalez will move up from Game Boy to a Super NES version next year as Sunsoft continues its cartoon crusade to convert every Looney Tunes character into great gaming action. Word from Sunsoft is that after Bugs and Speedy, Porky Pig may be next. In the opposite direction, Taz has been made into a Game Boy game after beginning life as a Super NES title. Taz should be out early next year along with the awesome looking Bugs Bunny Rabbit Rampage.

Some pretty haunting Super NES games are on the way for '94, including a Super NES version of the popular board game, Nightmare, and a game based on the movie, Warlock. Less frightening, but just as fun, will be Konami's Super NES version of Batman. The Animated Series. At this time the game is only in the earliest stages of development and no screen shots are available, but your Pak Hounds will track down info as soon as it is available.

A game that is guaranteed not to scare anyone is coming from TecMagik and stars the famous cartoon pair of Sylvester and Tweety. Also in the works at TecMagik are Andre Agassi Tennis and a Steven Segal fighting game that uses digitized figures similar to Mortal Kombat.

Other Super NES news includes an update from Sony Imagesoft on its ESPN series of games. Originally, Sony wanted to release the games by this month, but development fell a bit behind. Sports fans will be pleased to hear, however, that the Football and Baseball games are back on track and should be on the shelf in the first half of '94.

Troy Aikman Football won't be coming out as soon as anticipated. Tradewest wants to polish the game as much as possible before releasing it. This Pak Watcher applauds that kind of thinking, especially when the game already looks like a winner. Incidentally, Tradewest and Troy Aikman really did get together to develop this game, as can be seen in the snapshot they sent us. Apparently the Super Bowl-winning quarterback is a major video game fan.

Game Boy news this month includes a soon-to-be-released racing game from Ubi Soft, F-1 Pole Position, which features a two-player Game Link option for racing around the world. Ubi is also getting close to completion on Tip-Off and John Madden Football, both of which should appear by March.

Kemco has announced the development of a game starring the Stone Protectors characters. The new action figures have been doubling sales in recent months over such
heavyweights as the Teenage Mutant Ninja Turtles.

Game Boy isn’t the only video game system on the go thanks to Nintendo’s Gateway System, a commercial version of the Super NES that has already been installed on several Northwest Airlines 747 jetliners and which will soon be found in more jets, hotels, and cruise ships. Developed by Nintendo’s R&D group in Redmond, the system offers travelers a chance to choose from ten Super NES games, movies, audio CD, shopping and informational services.

Speaking of games on the go, your Pak Watcher boarded a train in New York last August along with twenty journalists and Game Boy fans to partake in the first ever cross-country video game contest. From New York to Seattle, the contestants fought the Nightmares of Link’s Awakening. The gamers could buy info in exchange for Rupees, but most of them were so involved that they didn’t even ask for the time of day. Talk about game crazy. Deprived of their Game Boys during a brief layover in Chicago, many of the contestants ran off to Battletech for a quick video war. In the end, Nintendo World Champion Jeff Hansen took the honors by reaching the Wind Fish first. As you can see, some contestants, like Warp Magazine’s Mike Chantry, wouldn’t put down their Game Boys for anything.

Howard Phillips, former Nintendo Fun Club President, has moved on from T*HQ to start up a new development team for Absolute in Redmond, Washington. Howard will be working closely with Absolute’s West Coast programming group headed by David Crane. Absolute opened another new development office in Baltimore with former Microprose programmer, Paul Coletta.

Mortal Kombat fans can pick up some free tips from Acclaim by requesting a copy of The Pit. This newsletter contains information on characters and answers the most popular questions about Mortal Kombat. You can also order MK merchandise. For a free copy, write to: The Pit, P.O. Box 9005, Oyster Bay, NY 11771.

The Starlight Foundation, a nonprofit organization dedicated to granting the wishes of seriously ill children, held a fund raising evening in October and Nintendo licensee TecMagik was on hand to help the effort. There was a carnival, lots of games and entertainment and celebrities such as Mel Gibson and Emma Samms. The Pink Panther, star of TecMagik’s Pink Goes To Hollywood and the official mascot of the Starlight Foundation, was on hand to meet hundreds of kids at the event.
POWER CERTIFICATES
SAVE BIG with these certificates worth $14.00!
But only if you use them.

**SAVE $5.00**
WHEN YOU PURCHASE ONE SUPER NES GAME PAK.

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized GameTek retailer by the printed expiration date at the time of purchase or order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discounts or promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in conjunction with the purchase. Good in the U.S. and Puerto Rico only. Consumer expires March 31, 1994.

**SAVE $5.00**
WHEN YOU PURCHASE ONE SUPER NES GAME PAK.

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized GameTek retailer by the printed expiration date at the time of purchase or order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discounts or promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in conjunction with the purchase. Good in the U.S. and Puerto Rico only. Consumer expires March 31, 1994.

**SAVE $4.00**
WHEN YOU PURCHASE ONE NES OR GAME BOY GAME PAK.

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date at the time of purchase or order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discounts or promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in conjunction with the purchase. Good in the U.S. and Puerto Rico only. Consumer expires March 31, 1994.
SPECIAL BONUS FOR MEMBERS ONLY!

MANUFACTURER COUPON

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized GameTek retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail price. Limit one coupon per specified game pak purchase. No other discounts or promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in conjunction with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100c.

RETAILER: GameTek, Inc. will reimburse the face value of this coupon plus eight (8) cents handling provided it was accepted from your customer and the face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized GameTek retailer who returned coupon. Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: GAMETEK, INC., P.O. Box 880479, El Paso, TX 88588-0479.

IMPORTANT: If you purchased your store's Game Pak(s) through an authorized Ocean distributor, you must indicate that distributor to be reimbursed.

NAME OF DISTRIBUTOR: ________________________

Jurassic Park, TM & © 1992 Universal City Studios, Inc. & Amblin Entertainment, Inc.

SELECTED CODES

License No. T605208

MANUFACTURER COUPON

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized GameTek retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail price. Limit one coupon per specified game pak purchase. No other discounts or promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in conjunction with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100c.

RETAILER: GameTek, Inc. will reimburse the face value of this coupon plus eight (8) cents handling provided it was accepted from your customer and the face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized GameTek retailer who returned coupon. Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: GAMETEK, INC., P.O. Box 880479, El Paso, TX 88588-0479.

IMPORTANT: If you purchased your store's Game Pak(s) through an authorized GameTek distributor, you must indicate that distributor to be reimbursed.

NAME OF DISTRIBUTOR: ________________________

Jurassic Park, TM & © 1992 Universal City Studios, Inc. & Amblin Entertainment, Inc.

SELECTED CODES

License No. T605208

MANUFACTURER COUPON

CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail price. Limit one coupon per specified game pak purchase. No other discounts or promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in conjunction with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100c.

RETAILER: Nintendo of America, Inc. will reimburse the face value of this coupon plus eight (8) cents handling provided it was accepted from your customer and its face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized Nintendo retailer who returned coupon. Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: NINTENDO OF AMERICA, INC., P.O. Box 880481, El Paso, TX 88588-0481.

IMPORTANT: If you purchased your store's Game Pak(s) through an authorized Nintendo distributor, you must indicate that distributor to be reimbursed.

NAME OF DISTRIBUTOR: ________________________

Jurassic Park, TM & © 1992 Universal City Studios, Inc. & Amblin Entertainment, Inc.

SELECTED CODES

License No. T605208

MANUFACTURER COUPON
**MEGA MAN X**

Everybody asked for it, so here it is! Mega Man hits the Super NES in style. Great graphics, great sound and a great game, all in next month's issue.

**T.M.N.T. TOURNAMENT FIGHTER**

If you are a Turtles fanatic and you dig street fighting games, then this title is for you. Control all the hard-hitting action in this great game from Konami.

**BATMAN: THE ANIMATED SERIES**

There's a new bat in town, and he's showing up on the Game Boy system first! Batman gets a whole new look in his newest game.

**CHIP 'N DALE RESCUE RANGERS 2**

Fat Cat has escaped from prison and is once again terrorizing the town. Chip, Dale and the rest of the Rescue Rangers must stop him before it's too late.
GET A **FREE GAME CARD & FREE TWISTY BREAD**

**Nintendo**

YES! A **SUPER MARIO ALL-STARS** SCRATCH & WIN GAME CARD WITH EVERY ORDER**

1000 SUPER NES® CONTROL SETS WITH **SUPER MARIO ALL-STARS**

7000 **NINTENDO PRIZES**

- HOTTTEST TITLES AND GAME BOY® BAVC SETS WITH **SUPER MARIOLAND**
- **GOLDEN COINS**

16 MILLION WINNERS OF **SAVINGS ON DOMINO'S PIZZA**

**FREE!**

**SOMETHIN' FOR JOTHAN®**

TRY OUR NEW CRUNCHY THIN CRUST PIZZA AND GET AN ORDER OF TWISTY BREAD

DOMINO'S PIZZA®
The whole team at Nintendo wishes you a bright holiday season full of fun and games! Let our official seal of quality on Nintendo products be your guiding light to a new year full of great entertainment!
Our goal is to try and preserve classic videogame magazines from years gone by before they are lost forever.

Thanks goes out to all the people who make this possible. From the original editors and writers, to everyone involved in acquiring and digitizing these magazines.

People interested in helping us out, in whatever way possible. Either by donating classic magazines, scanning, editing or distributing them, visit us at http://www.retromags.com

We are only interested in preserving classic magazines that are at least 5 years out of print.

We have no desire or intention to profit from these in any way. So please, if you come across people trying to sell these releases, don't support them!

Thank You and ENJOY!