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As I read through many of my magazines, I see only a real lack of reviews for two types of games. As anyone can clearly see, both the RPG and Simulation games combined usually take up less than one-tenth of the pages in most NP issues. Even then, most of the reviews are in Counselors' Corner and, on occasion, Classified Info. In contrast, I find that the emphasis on Action, Sports and Street Fighting games to be far beyond the necessary limit if compared to RPG's. I especially find this aggravating when good games receive only 4-6 pages of review. For example, the review of Seventh Saga didn't make the game look very impressive. When I bought the game, however, I was totally blown away! More credit should be given where credit is due!

Mike Hlavacek
Buena Park, CA

First off, I'd have to say that you should review more action games because they are the most popular, but I'd cut down the size of the maps and just show pictures of the trouble areas. You should do the opposite with RPG's, because these types of games are more complicated and players tend to get lost a lot. As for Sports and Simulation games, I think a good four pages could be dedicated to them, because these types of games should be played, not seen.

Daniel Dimon
Los Angeles, CA

My name is Sharon Kinn and I am 50 years old. I don't think many 50 year olds play action and shoot-em-up games. I absolutely love role-playing games. Therefore, I feel you should review less action games and review more role-playing games. Role-playing games are much harder and take a lot more thinking. Action games—all you do is shoot and jump. Why take a whole section to tell someone when to jump or how to shoot an enemy when you could use a section for a map on games such as Seventh Saga? I purchased this magazine for help on RPG's and I am highly disappointed.

Sharon Kinn
Prescott Valley, AZ

We think it's probably a safe bet to say that you are enjoying our expanded coverage of Secret of Mana, huh?

GIMME RPGS!!

That about says it

Dennis Starker
Vevey, IN

If you're in the mood to write, we're in the mood to read!

Many gamers have written to us demanding more coverage for role-playing games. In response, as you can see, we've gone hog wild with Secret of Mana. How do you like our expanded coverage?

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One day I had to write a poem for a school project. I got stuck until I decided to write about certain video games. I decided to send you a copy.

In SoulBlazer and ActRaiser,
you'll save the world from
monsters and evil you'll see

In the story of Star Fox,
you'll fly into space.
You'll blow up those lizards
all over the place.

Playing Mario All-Stars
you will meet an old friend.
You'll go through those kingdoms
until you conquer the end.

The Seventh Saga
is a very big race.
To find those ruins
is a really long chase.

Street Fighter II Turbo
lets you play every one.
With twelve great characters
it's a whole lot of fun.

Zelda II lets you meet
Link as a child.
You'll see him defeat Ganon,
find the Fairies in style.

Cecil in Final Fantasy
will fly to the moon.
He'll fight all the enemies
and be victorious soon.

I hope you like it!

Thomas Dubec
Utica, NY
age 9

Thanks for the poem, Thomas! We're pretty sure that there are other "video game poets" out there in Super Power Club land. Send us your best!
Cammy, the smallest new challenger, has also become the most diminutive World Warrior. Don't let her size fool you—she is a Special Forces ace.

Capcom's Street Fighter II craze just won't die. Sure, its appeal has been waning over the past year or so, but Capcom still makes the best street fighting game for the Super NES (or any other system). What we have here in Super Street Fighter II is yet another improvement and set of refinements to the reigning king of the street fighting game genre. Those of you who have each fighter's moves down to an exact science will appreciate the adjustments that Capcom made. The battles are all so fair now that it's nearly impossible for one fighter to have any kind of a real advantage. Street Fighter II freaks will instantly be able to see that all of the graphs have been nicely updated. The backgrounds are more animated and are more detailed. The characters themselves have also received various degrees of graphic make-overs. Long gone are the days trying to figure out how to make Guile do a Flash Kick or cause Ryu to throw his awesome

A victim of M. Bison, Thunder Hawk is yet another World Warrior who is voiling revenge against the dastardly Shadow-lee crime organization kingpin. He hails from Mexico, but it's not his homeland.

Cammy, the smallest new challenger, has also become the most diminutive World Warrior. Don't let her size fool you—she is a Special Forces ace.
Dragon Punch. We've got a group of new characters to learn! Four new characters to be exact. The New Challengers—Thunder Hawk, Cammy, Dee Jay and Fei Long are each welcome additions to the ranking of World Warrior. A short refresher course should be enough to bring you back up to speed with the original 12 World Warriors. So with this review, we're going to go light on the veterans and concentrate heavily on the four new fighters. Just a little tip—if you are interested at all in Street Fighter II, but have somehow missed out on purchasing one of the previous two games, now's the time!

**BATTLE MODE**

The Battle Mode consists of Match Play and an Elimination round option. Each player can choose up to eight World Warriors to have on his team. Win/Loss statistics are kept.

**TOURNAMENT**

Choose a group of World Warriors and watch them duke it out in a round robin tourney. There are 16 players, 8 brackets, and the whole works! It's a cool option and allows a large group of people to play.

Influenced by the likes of Bruce Lee, Fei Long dreamed of becoming a movie star, but discipline has kept him focused on the tournament.

It's all about rhythm. Dee Jay is a kickboxer hailing from Jamaica. His fighting technique features some special moves we haven't seen before.
A question that popped into our minds when we first heard about Super Street Fighter II was, “Besides the new characters, is there going to be anything new?” The answer is “Yes!” One major improvement for this version of the game is the addition of new ways to score points. Your total score no longer only depends upon your Energy level and time remaining.

NEW SCORING SYSTEM

Basically, the most important thing to do is to win matches, but scoring more points than your opponent can earn you bragging rights, if nothing else. There are four ways to earn Bonus Points.

<table>
<thead>
<tr>
<th>FIRST</th>
<th>Whoever strikes first will earn themselves a 3,000 point bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>REVERSAL ATTACK</td>
<td>Turning the fight around with a counter attack will earn you this bonus</td>
</tr>
<tr>
<td>X-HIT COMBO</td>
<td>A flurry of successive hits earns you a bonus multiplied by the number of hits.</td>
</tr>
<tr>
<td>RECOVERY</td>
<td>If stunned, but recover before getting hit, 1,000 points will be yours.</td>
</tr>
</tbody>
</table>

ENHANCED ATTACK GRAPHICS

Many attack moves have been refined with more detailed graphical representations of the attacks. You can really tell the difference with fireball-type attacks.

KEN

Ken has perfected his awesome Dragon Punch move and can now set his opponent on fire if he executes the move correctly. It’s flaming and ferociously fast.

CHUN LI

Chun Li has a new technique for throwing a Kioken fireball. Instead of just using her arms to create the fireball, she gets her whole body in on the act.

RYU

Ryu’s fireball has grown since last time. He can also throw them faster than ever before. He can throw a second before the first has landed!
NEW DESTINATIONS

When Street Fighter II Turbo hit the streets last year, everyone was thrilled to be able to play as one of the four boss characters. Now, things are even better as four totally new fighters enter the competition.

ENGLAND

Cammy's hangout is set high on a hill in the English countryside. Fight on the bridge.

MEXICO

This Mexican street scene is active with numerous locals and tourists.

JAMAICA

One Jay's Jamaican fighting turf looks more like a Hawaiian luau than anything else, even.

HONG KONG

Who knows what kind of strange creatures Feng Long keeps as pets. You figure it out.

LIKE CHAMELEONS

Each World Warrior has a few fighting outfits, each colored differently. This is just in case you choose the same fighter as your opponent. A wardrobe color change also comes into play if you happen to lose a match and are forced to Continue. It's a new addition to the World Warrior fighting handbook this year.

RYU

Ryu has trained diligently and has learned a new technique since last time around. The Red Fire ball is a stunning addition to his already impressive repertoire.

E. HONDA

Looking as svelte as ever, good ol' boy Edmond hasn't really learned any new tricks since the last go-around, but then again, he already knows that he's the best fighter. Why even try?

BLANKA

The beast that roared, Blanka is always striving to perfect his extremely agile fighting style. A great new move, the Beast Leap, makes him all the more unpredictable in a fight.

GUILE

Guile hasn't been training as much as he used to. Maybe he's spending more time with his family. It seems like he isn't as dominant a fighter now. We may speak too hastily, though.
Despite his immense size, Thunder Hawk needs to be able to protect himself against attacks. And he does it, quite nicely.

**TERROR FROM ABOVE**

The Hawk, followed by a Weak Punch and then a Thunderstrike, is a deadly combination for Thunder Hawk's opponents to experience.

---

**DEFENSIVE MOVES**

A Strong Kick will be enough to repel most jumping attacks.

A jumping Medium Punch can counter an air attack very well.

A Strong Punch sends a jumping Honda soaring back wards. The party's not over yet though.

---

**FIVE-HIT COMBINATION**

Two Strong Punches followed by three Rekka Ken's in a row is a great combination of attacks for Fei Long.

Fei Long is not out for revenge as other World Warriors are. He just wants to test himself against the very best fighters in the world. It's a personal challenge for him.

---

**DEFENSE COMBINATION**

Fei Long has a special treat in store for challengers who decide to use a jumping attack on him. Look out!

A Strong Punch sends a jumping Honda soaring back wards. The party's not over yet though.

---

**FEI LONG**

Date of Birth: 4-23-69
Height: 5'8''
Weight: 132 lbs.
Blood Type: 0

Fei Long is not out for revenge as other World Warriors are. He just wants to test himself against the very best fighters in the world. It's a personal challenge for him.

---

**T.HAWK**

Date of Birth: 7-21-59
Height: 7'7''
Weight: 357 lbs.
Blood Type: 0

Most impressive in size, a veritable monster if you will, Thunder Hawk attacks like a giant bird of prey. He uses a no-nonsense wrestling fighting style, and his jumping attacks are second to none. Especially The Hawk, his only long range attack.
THE HAWK
JUMP + 3 Punch Buttons

While in the air, press all three Punch Buttons simultaneously to execute this excellent, high-flying attack move. It's pretty easy to do and it's very powerful.

THUNDERSTRIKE

Thunder Hawk will thrust a powerful shoulder directly at his opponent with this move. It's very quick, very powerful and very painful.

THE STORM HAMMER
360° Control Pad + any Punch

Rotate the Control Pad all the way around and then press any Punch Button to pull off this tricky move. It's not easy to do.

REKKA KEN
→ \ + any Punch

Fast and furious, Rekka Ken punches can be thrown and landed in rapid succession. Fei Long should use this move as often as possible!

RISING DRAGON KICK
← \ + any Kick

One word: Ouch! What Ken and Ryu can do with their fists, Fei Long can do with his feet. This is really quite an awesome move.

SYU SYU GAI
← or → + Medium/Strong Kick

A nice move that can score a couple of hits and a throw, Syu Syu Gai is sure to catch an opponent off guard and when they're not expecting it.

BALROG

Balrog has perfected a move that's nearly unstoppable. It takes a little time to set up, so he can't always use it. However, it can be quite effective for catching an opponent off guard.

KEN

Ken has improved and his Dragon Punch is now stronger than Ryu's. The element of fire has been added to it. The jumping Hurricane Kick can be good for two to three hits, as well.

CHUN LI

Generally more powerful now, Chun Li is proud of her skills with the Koken fireball. She throws it in a different manner than she did before. The Lightning Kick remains her best move.

ZANGIEF

New variations of pre-existing moves highlight the improvements that Zangief has made to his powerful fighting style. He's really gonna crush some fighters this time around! Count on it.

SUPER STREET FIGHTER II
RHYTHMIC COMBO
A jumping Strong Kick followed by a Medium Kick followed by a Strong Punch works wonders.

DEFEND YOURSELF!
The best single move to use when defending against a jumping attack is to press Down plus Strong Kick. You can really get under your opponent because this particular move involves a forward sliding motion.

ANTI-AIR COMBINATION
Opponents will be thinking twice about jumping at Cammy after they see this incredible combination move.

FLAILING COMBINATION
Cammy derives a lot of force from her wildly flailing limbs. A couple of Strong Punches with a Medium Front Kick chaser should be more than enough to put her into a favorable position.
Still up to his fire-breathing ways, Dhalsim appears to have gained a little strength since the last tournament, but he hasn’t learned any new moves. He could use more attack variety.

The Tiger Uppercut has been honed to new levels of perfection. Defending against it is impossible if you’re out of position. It’s not a situation that you want to get yourself into.

As vain as ever, Vega does have a new move, but overall, his attack power may not be what it was. He’ll have to beef up his training schedule if he wants to be a top contender.

Just when you thought defeating Bison was within reach, he goes and adds another impressive move to his wild style of fighting. The Flying Psycho Fist can strike with great accuracy.
When the game begins, your character is not very powerful, but he's determined to save the world. Luckily, as the game progresses, his powers grow stronger. He might be able to save the world after all!

A dark and powerful army has begun its march to take over the world. Hoping to gain strength from an old and evil goddess, they will stop at nothing to awaken her powers.

NEW BREATH OF RPG!

Square Soft brings players yet another fantastic world for RPG players to explore. While players will be reminded of Final Fantasy II because of the combat and play style, Breath of Fire requires players to explore a larger world to finish the quest. With several side quests as well as the main story, players will get hours of enjoyment out of this great game!

As you discover new areas of the game, new characters will help you in your quest.

With a total of eight different characters in your party, the combinations are endless.

THE HERO

FOUND IN WINLAN

If you purchase Rods when you are in town, you can go fishing in the ocean. Sometimes you'll find special items!

When the hero discovers his powers, he'll be able to change into several types of dragons, each with a special attack.

When the game begins, your character is not very powerful, but he's determined to save the world. Luckily, as the game progresses, his powers grow stronger. He might be able to save the world after all!
THE STORY

When our hero awakens from his dream filled sleep, he finds the house on fire! As the building crumbles around him, his family tries to escape, only to find that the evil Dark Dragons have blocked off the exit. Only the Light Dragons have stopped the evil dragons in the past, so the Dark Dragons are going to finish them off once and for all! Little do they know, the Light Dragons have lost their powers, and can offer little resistance to the attack. Sara was the only Light Dragon with any power, but she has sacrificed herself to save the rest of her family. With the loss of Sara there seems to be little hope for the world. The next morning, her brother, a hero in training, sets out from the burned remains. He will avenge his sister, or he will die trying. Only time will tell his fate.

COMBAT

The Combat System in Breath of Fire uses an easy-to-control icon system. As long as you know what the icons represent, you should have little trouble learning to fight. Although you can have up to eight members in your party, only the four characters at the front of the party will engage in combat.

Select this icon if you want to fight your enemies. When you select this, other icons will appear, allowing you to cast spells or use items.

If you know that you can beat the enemies without much trouble, you can select the Auto Battle option. Press the B Button if you want to stop.

You can protect your weaker allies by moving them to the back of the group. Monsters tend to attack the characters in the front.

If you begin a fight with the wrong characters at the front of the party, you can switch the fighting order with this command.

NINA

FOUND IN DROGEN

Nina is a winged warrior that is still learning to master all of her powers. She begins the game with a fair selection of useful spells.

When Nina first joins your party, she has mastery of several spells, including the Warp Spell. Later in the game, Nina will be able to change into a bird and fly wherever she needs to go.
**THE WORLD**

When you begin a new quest, it is always a good idea to bring along a good map. All of the towns have been labeled on the map to help you find your way, but you will still need to explore each area to find everything. Once you have reached a town, you can return to it with the Warp Spell.

---

**DRAGON TRAINING**

Your hero is relatively weak at the start of the game, but he can grow in strength as the game progresses. Because he is a member of the Light Dragon family, he has the ability to change his form in combat, but he will need training before he can use this power.

When you locate a Training Center, pass the tests they give you to increase your power. If you change into a dragon in combat, your attacking ability grows tremendously! It's worth the effort to gain the extra strength.

---

**BO**

**FOUND IN BLACK DRAGON DUNGEON**

Bo is a member of a hunting clan, and has a wide range of hunting skills. If you let Bo lead the party, you will be able to walk through the forest areas without any problem. He can also hunt the animals on the overworld screen and collect special items. When you equip him, remember that he needs both hands to use a Bow.
**KARN'S TRAINING**

Karn will learn new tricks that will allow him to combine powers with another character. The new character will have the qualities of both, making an even stronger warrior. Each new character will have totally new powers as well!

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OEOB</td>
<td>Karn can combine the powers of Gobi and Shin to create a powerful warrior of the sea. This spell only works when you are underwater.</td>
</tr>
<tr>
<td>DOOF</td>
<td>Dool combines the great strength of Ox with the powers of Gobi. Use this character to move heavy objects.</td>
</tr>
<tr>
<td>PUKA</td>
<td>When Karn uses this spell, the powers of Ox, Gobi, and Bo are combined to create a powerful new character.</td>
</tr>
<tr>
<td>SHIN</td>
<td>Shin has both the skills of Bo the hunter and the strength of Gobi. This is a great character to have lead your party.</td>
</tr>
</tbody>
</table>

**DIGGING**

When Mogu joins your party, you can use his sharp claws to dig in special areas. Although you don't get Mogu until later in the game, you will want to backtrack and use his digging power in the spots you've already passed by. The items that you find will help you out!

- Explore the underground areas when you have Mogu at the front of your party. Beware of the enemies in these areas, they can be very difficult to defeat. The treasures they are guarding are worth finding!

**KARN**

When you find Karn in the Desert Krypt, south of the Town Arad, you will gain the abilities of a powerful thief. When he is at the front of your party, you can unlock doors, and safely trigger the traps you may find inside chests. You will need to find the Book inside the Krypt before he'll join the party permanently.
With a large world for your party to explore, it can be easy for you to get lost. Here is an overview of the first areas of the game to help you get started. You will still need to explore the different areas of the game if you want to find everything, but this should help keep you moving in the right direction!

**1. DROGEN**

The game begins with the Dark Dragons torching your hometown of Drogen. After the flames subside, you will be able to buy needed supplies and weapons from the merchants in the top left corner of the town. Even though the town has been burned, business goes on as normal!

**2. CAMLON CASTLE**

When you arrive in town, the King asks you to rid the castle of the evil monsters. This is the perfect opportunity for a young hero to prove himself!

The King of Camlon has been dead out of the castle by hordes of evil monsters.

When you find the throne room, the Frog is going to put up quite a fight.

**3. NANAI**

You must sneak into the city of Nanai to find the powerful earthquake machine. Wait until night or else you will be thrown out of town. After you find the machine, Nanai will be destroyed.

When you sneak into town, make sure that it’s at night so you can sneak past the sleeping guards.

You may be too weak to defeat the Knight with normal weapons, so stock up on combat items. The extra power from these items will help you overcome the boss’s attack.

**GOBI**

**FOUND IN AURIA**

After Gobi joins your party, you will be able to explore the many underwater areas of the game. Before he will join the group, though, you must play as Gobi. After you find the Gills, return to the party and everyone can travel underwater.

When Gobi increases in level, he’ll gain the power to control the seas. All of the different spells that Gobi can cast work best when he is in the water. Some just won’t work when he is on land. Keep him out of the fight if you are out of the water!
The Town of Winlan is the roost of the Birdpeople. When you arrive, you find that the King has been poisoned. Nina, the King's daughter, leaves the town to find the cure for this terrible toxin. You will take control of Nina while your hero rests at the castle. Don't worry, she brings along soldiers for extra help.

When you first reach Winlan, your hero falls asleep. You will control the new character. Nina, when you begin playing again.

Deep in the forest, you will find a Dark Dragon stronghold. After you save the chief, he will capture your party, and reveal his true evil nature. Bob will join your party and help you defeat the fake chief.

Nina soon discovers that the evil Wizard controls the Tower of Karma and plans on destroying the people of Winlan. He has invented a powerful gas that disables Nina and her companions. Your hero will have to defeat the Wizard if you want to save her.

The first time you encounter the boss, he is easy to beat, but when the Wizard reappears, Nina's party is weakened by the Gas Attack.

You can't beat the Wizard with Nina, but you will return with the Hero and finish the job that she started.

These sister cities sit on either side of a dry riverbed. When you enter the town of Tuntar, the people tell you about the strange changes that have come over the chief, and the evil things that go on in the forest. If you bring the Ore to the blacksmith in Tantar, he will make you a saw so you can clear the tree that blocks the forest path. Explore the forest to locate the real chief of Tuntar.

Bring the Ore to the blacksmith in Tantar so you can get the Saw.

Chief's been acting odd lately, but he can still tell you about the Robot.

Use the Saw to enter the forest and find the real Chief of Tuntar.

Ox

Ox hales from Gant, and has the muscles of ten men. He will join your party after you defeat the ghost that threatens to take him to the netherworld. Ox's strength can be used to bust through walls and destroy rocks when he leads your party. Because he is large and slow, many monsters will attack him when you fight.

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Chief's been acting odd lately, but he can still tell you about the Robot.

Use the Saw to enter the forest and find the real Chief of Tuntar.

Ox
BLEU

FOUND IN WISDOM

Bleu's powerful magic makes her a force to be reckoned with. Once she has joined your party, place her in the fighting half of the party. Her strong attack spells will stop your enemies fast! She also has mastery of spells that will allow your party to escape from dungeons and warp back to a safe town. Unfortunately, she won't join your party until late in the game.

Bleu is the master of many powerful and useful spells.
THE STORY CONTINUES....

The magical powers of the Dark Dragons are getting stronger, and the world is still in danger. You must complete your training as a Light Dragon, or you will be overcome by the armies of the evil Dragons. There are many new lands left for you to explore, as well as many powerful treasures for you to find. The best adventuring is yet to come!

MOGU
FOUND IN GRAMOR

Although Mogu may not be the best or strongest fighter in your party, his sharp claws will allow you to explore the deep recesses of the underground world. Many treasures are hidden throughout the world that only Mogu can find. You may want to keep him toward the back of your party until you need him.

When the Stone Robot breaks the rock that is damming up the river, the lake cave will appear to the north.

When you return to Tanlar to see the wedding, the Shogun takes control of the Stone Robot.
Marked by a high volume of sound, once Matt put his head in Donkey Kong Country, Matt noticed a rush in his ears. Buzzcut, Orange Tongue, Diamond Studded Platinum Shoes. A brilliantly bizarre and explosive experience.
That which stands out, surpasses you have one chance to save Earth from Merle the mutant space ball.

That which stands out, surpasses you have one chance to save Earth from Merle the mutant space ball.

Exceeding all limits, its 186,000 miles per second. Shoot the Tank! Put your head in the fire, hold on to your mast.
Findings from a recent study at the Institute of Loudicity: "...never before seen such...stunning, graphic...soundtracks multi-layered, ambient..."
unheard of...unmatched...unexpected...unusual...uncompromising...unconditional..." "LOUD..."
I wanted a new game, something bigger, badder, as vast as a March. I wanted new sights, sounds, adventures. I needed new lives to peel back the covers that threw them all back in the dust. My journey had ended, eyes open, ears ringing, mind basking.

For more on...
of victory and the horror of the dead at night and I knew that

joy, the soaring heights and the slapstick and the raw justice and the thrill

I longed to play—loud

of a life lived aloud, the games to measure my limits

what I wanted was loud, the quiet

the quiet
It appears that Virgin Games has once again turned the story of a man cub who is raised by a pack of wolves into a choice video game. Disney's The Jungle Book, previously available for the NES, is going to make a big splash in the Super NES ranks. This game features truly great graphics and ultra-smooth animation. The great tiger, Shere Khan, has caught wind of Mowgli and has not taken kindly to the fact that a man cub is living in the jungle. You'll have to guide Mowgli to safety.

© 1994 The Walt Disney Company
© 1994 Virgin Interactive Entertainment

Mowgli's dangerous trip through the perilous jungle will take him through eleven levels. Like any good adaptation, Disney's The Jungle Book follows the Jungle book story line faithfully. While other adaptations may stray in their direction, this game remains truly focused. It's a treat! Great game play, a great story line, and tremendous graphics and sound, adds up to a winner in our estimation.
WAY OF THE JUNGLE

Graphically, the Super NES version of Disney’s The Jungle Book is one of the most beautiful games available. The sheer number of animations used for Mowgli and the various enemy characters is fantastic.

The programmers achieved the actual look of how Mowgli walks, climbs, pushes, jumps, spins and throws. The motions are all very fluid and realistic.

1. PARROT RIDING
   If you time your jump correctly, you can ride on the backs of these large, colorful birds! You can't throw bananas from a seated position, though. You'll have to jump off of the Parrot first.

2. SPRING SNAKES
   In the world of video games, it's usually a good idea to avoid all things that slither. Not these spiraling serpents! They will actually help you to reach vines and ladders.

3. LIL' SWINGER
   Mowgli will automatically grab onto a swinging vine if he is close enough to do so. You'll need to press the Jump button to let go, though.

4. BANANA HURLER
   Where is Mowgli getting those bananas? He can fire off the elongated fruit in rapid succession to the right, left or upward, but not downward or diagonally.

5. DO A JIG
   If you leave Mowgli standing around for too long, he'll become bored and will start to dance and juggle bananas to pass the time. Great animation!

FRAME BY FRAME

These are just some of the many frames of animation that are packed into the Super NES version of Disney's The Jungle Book in order to make Mowgli behave like a true jungle boy. All of his movements are smooth and precise.
Chapter I: THE BEGINNING

Reluctantly, Mowgli begins his trek. The Beginning seems like a fine place to start. King Louie has dispatched his monkey troops throughout the trees. Baloo the Bear will always be waiting at the end of each Chapter to ensure Mowgli’s safety and to show him to the next Chapter.

SWING TO A 1-UP

Move the boulder under the vine, then jump to the swinging vine. Jump again to another vine and then finally over to the right to get the 1-Up.

THE GEM EFFECT

If you collect enough Red Gems during a given chapter, you will be granted a Continue. Collecting enough Bonus Gems allows Mowgli to enter a Bonus Level. Many Gems are out in plain sight, but many are hidden behind things.
Chapter II: JUNGLE BY DAY

Chapter 2 looks much like Chapter 1 did—we’re not out of the jungle yet, Mowgli! There are more elevations of ledges, more vines and, unfortunately, more enemies to deal with than in Chapter 1.

BEAR HELPER

Baloo makes an appearance to toss Mowgli a tribal mask. Invincibility is the power that it grants.

BIRDS & SNAKES

Mowgli can use the birds to fly him over the gap here. Jump on their backs to ride them. Leap off of the bird on the right to shoot a banana at the cobra. You should be able to jump over to the bird on the left without a problem.

MONKEY BASH

Climb the vine to the left of the monkey in this area and then leap off of the vine to land on its head. It’s easier to prevail this way.

TWO 1-UPS!!!

Jump left from the vine over the bridge and push the boulder over to the left. It will drop down. Keep pushing it and then use it to jump to a hidden vine.

Invincibility — Recommended Route
COMING SOON
TO YOUR SUPER NES
FROM ACCLAIM

Matt Groening
Chapter III: KAA THE SNAKE

GOAL

Kaa's home is a very large, very tall tree. He resides at the top, waiting for some innocent creature to fall under his transfixing glare. Use the branches to help you climb the tree. There are many Gems concealed in the tree. Seek them out!

1. BIRD NESTS

Even though the birds in the nest are innocent enough, they're hungry and their beaks are open and ready for food. Don't step on them. Wait until they stop chirping.

2. THE HOLLOW

There is a section of the giant tree that has been hollowed out. Mowgli can fall down through the trunk and then go out onto a branch to find a 1-Up.

3. WISE OLD OWL

If you toss a banana at an Owl, it will throw you back a Heart if you need one.

4. INVISIBLE ITEMS

A hollowed out section of trunk at the top of the tree hides a secret. Go get it!

START

SLITHERING KAA

Kaa's main attack are the hypnotic rings that he shoots out from his eyes. He can also attack with the end of his tail. Don't touch him anywhere, just toss bananas at his head. He can appear from three different sides of the screen, but there is a pattern to his movements.
SOCER SUMMER

Hey soccer fans, 1994 is the year of the World Cup and the U.S. is on fire with soccer fever. A lot of video game companies are betting that the worldwide interest will translate into soccer game sales. Like my cousin from Austria wrote in a recent letter, "Maybe Amerikaners become finally like der rest of whole world und use der heads. Wunderbar!" One thing is for certain—you'll have plenty of choices. This special soccer report covers the latest seven games, all of which should be released by this month. In all, the Super NES now has a library of 15 soccer games! There are one, two, four and five player games, all sorts of views and options, licenses and more. To find the game that will pay off for you, read on.

FIFA ROCKS PG. 36

EA's FIFA International Soccer is one of the best of the bunch and features five-player action.

NO MEGA MAN PG. 37

Don't expect any super heroes in this game. Capcom Shootout is just plain soccer fun.

GET THE KICKS PG. 38

Imagineer reaches into the hat and pulls out one of the hottest soccer games of the year.

WORLD CUP SOCCER INVADES USA

By U. S. Gold

San Francisco, CA—U.S. Gold picked up the biggest prize in the soccer war when they took the official World Cup license and gained instant recognition in World Cup USA '94. They also picked up a decent little game that includes all 24 real World Cup teams and their true strengths. The overhead view makes the characters look small, but the speed is quick, making for tons of action. If not great realism, Automatic switching of players in this two-player game makes it easy to concentrate on the ball rather than on the controller. Other features include World Cup tournament or exhibition play, selecting lineups and formations, a battery save feature, instant replay and nine of the stadiums being used in the actual World Cup matches. You can even set the game for one of eight different languages.

"...the speed is quick, making for tons of action."

World Cup USA '94 does a good job of simulating soccer on a basic level. It's easy to pick up the play mechanics. It is less easy figuring out the icon-based menu system. Striker, the soccer-playing dog who is the World Cup mascot, appears in mysterious poses that are meant to suggest options such as Game Save or Select Team. So unclear are these icons, however, that you can spend five frustrating minutes just getting to the game. Like Striker, this menu system is a dog. Too bad. Aside from the awful menu system, World Cup USA '94 is a kick.
FIFA ON A POWER KICK

By Electronic Arts

San Mateo, CA—Arguably the best new soccer sim of all comes from Electronic Arts. FIFA International Soccer stands out from the crowd with realistic graphics, animation, Artificial Intelligence (AI), play control and sound. EA also included the multi-player option that allows up to five players to compete at once—a huge plus on sports games! There are so many outstanding features that it is hard to name them all.

Like most soccer games, FIFA switches automatically with passes and on defense to the player closest to the ball. You can also set up corner kicks using an aiming box that lets you target one of your players in front of the goal for a very realistic feeling and some spectacular scoring opps. The range of movements by each player includes passes, shots, diving headers, fancy dribbling and the ability to power up a kick. The Power Kick is one of the best options available in any soccer game. By pressing and holding the B Button, you can power up the player to deliver a super hard kick that can flash past the goalie or carry across the field to a distant teammate. Overall, the play control is exceptional and the speed of the characters and the ball seems perfect. All of these factors add to the realism and the fun.

Another strategic feature is the pause option screen that lets you change your Team Coverage and Team Strategy at any time. It also allows you to run Instant Replays, which are so impressive due to the many frames of animation used for every player action. Seeing your goal in slow motion is great for the ego. Your ego will also take a boost if you can make it through the league and tournament options for one player. The game includes 30 international teams and a World Cup-type of playoff system in which teams must win in their group to proceed. As in all EA games, you can set period lengths and many other options. When you can play and win with all penalties and a manual goalie on a drenched field, you’ll really know you’re in the game.

“The Power Kick is one of the best options available in any soccer game.”

PROTECT YOUR NOGGIN WITH THE ELVIS HEADER HAIR PIECE

“Play soccer like the King!”

36 NINTENDO POWER
**CAPCOM SOCCER SHOOTOUT**

By Capcom

Sunnyvale, CA—Even the big guns like Capcom are riding into the soccer showdown. *Capcom's Soccer Shootout*, in fact, is one ball-slinger to watch out for. It’s an overhead, side-angle view with a real sense of depth. The excellent animation and large player characters add to the feeling of watching a real soccer match. Even better, the play control feels entirely natural. You always control the player nearest to the ball, but you never have to select the player or even identify him because the viewpoint moves with the ball. The AI can be impressive, too. Computer players sometimes set up plays and execute them with skill, which makes CSS a real challenge as a one-player game. Unlike Capcom’s Megaman Soccer, CSS is the real thing and then some. The game includes both field and indoor soccer, plus a training mode where you can hone your skills in five areas including: dribbling, shooting, corner kicks, free kicks and sliding tackles. Since the AI is so tough, it is recommended that you at least try the training session so you know how the controls work, especially how to curve a corner kick into the goal. Although the AI is often good, you should also expect some frustrating moments when the computer players continually boot the ball out of bounds. Like most sports games, you’ll have the most fun competing against your friends.

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**SONY’S CHAMP**

By Sony Imagesoft

Santa Monica, CA—*Championship Soccer '94* weighs in at only four megabits, but it has an astounding 115 different teams including national and European city football clubs. As impressive as all that may sound, the teams don’t seem to have widely varying skills, so the difference is really in name alone. The overhead view of Championship ‘94 presents a flat field with tiny characters—a sort of blimp-cam view. The action is fast and smooth with auto-switching to the player closest to the ball.

Although it looks unrealistic—like a bunch of ants playing soccer—the game play can be entertaining in the two-player mode. For one thing, you can make lots of jokes about the size of your team. One difficulty about the Liliputian players is that the ball is also puny, so much so that you often lose sight of it. World Soccer ‘94 from Atlus and U.S. Gold’s World Cup USA ‘94 both do much more realistic jobs of providing fast, overhead action with small characters, but at four megabits, you can expect the price of Championship ‘94 to be pretty lightweight, too.

Up to four players can hitch up their controllers in the exhibition mode using a multi-player adapter. Alternately, two players can challenge each other or team up against a computer-controlled team. There are only twelve teams in the game, but they represent a wide range of soccer competency. The one thing that will drive you nuts is the Latin background music that repeats after every few measures. Turn it off and enjoy the action or hire a real Mariachi band.
KICK OFF TO FUN

By Imagineer

Redmond, WA—Kick Off 3 from Imagineer combines the quick play of a World Cup USA '94 with the skill moves of FIFA and Capcom's Shootout. Although the players appear small, they have enough animation to make them fun. Control is smooth with auto-switching to the closest player to the ball, but you can manually switch if the computer doesn't change quickly enough for your style of play. The options seem endless, including a World Cup tournament, a ladder-type tournament and league play all saved by rather long passwords. Up to four players can choose teams and play according to the schedule in two-player matches. The training mode helps you learn dribbling and shooting—skills that are critical to winning. Play options that can be activated include fouls, injuries, game length, game speed, or three levels of ball control.

One of the best parts of Kick Off is the variations of players and their skills. If you play in the simulation mode, you'll be able to select players for your squad according to their special skills. Some players have exceptional vision that allows them to pass far down the pitch while others have super agility. Most teams have several players with multiple talents and others who are just an extra set of legs. Using the Team Talk option, you can choose from eight tactics at any time during the game. Matching team formations, players and tactics makes Kick Off 3 one of the most strategic sports games available.

SUPER NES SOCCER STATS

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THE SOCCER ELITE

By Gametek

North Miami Beach, FL—Gametek puts all the basics together in their multi-player Elite Soccer, plus they add in some goodies that die-hard soccer fans will eat up. The low overhead view scrolls straight up and down the field so that one goal is at the top of the screen and the other is at the bottom. Characters move very fast, making for some of the quickest soccer action around. It may not be realistic, but it will leave you breathless. One bit of realism is the close-up screen used for penalty kicks. One kicker and the goalie face off in a guessing match to see which direction the kick will go.

Players can pick up Elite Soccer and feel at home in seconds, but the game has enough depth to make it interesting over a long play period. Each player is rated in six categories, so you get an excellent idea of your team strengths. Six tactics can be selected before and during the match along with eight formations, and unlike Kick Off 3 or FIFA Soccer, you don’t have to pause the action to change your tactics. Up to five players can join in the fun by using a multi-player adapter and extra Controllers. You can also play a World League, World Tournament, and World Championship Cup scenario that is saved by passwords.

PELÉ ON THE PITCH

By Sport Accolade

San Jose, CA—Sport Accolade puts its foot into the soccer wars with the biggest name in soccer history, the legendary Pelé from Brazil, in a game appropriately named Pelé. Although Pelé is no longer an active soccer player on the international or World Cup scene, his status as soccer’s all-time greatest superstar continues. In this game, Pelé describes strategies of different formations when you set up your team. A more important tip for winning is to enter the team roster menu and increase the capabilities of your players. Pelé allows you to control an entire team of superstardom like the immortal one himself. Play options include exhibition games for up to two players, a tournament, season or practice mode. Extended schedules can be saved with a password. On paper, all of this sounds pretty good. Unfortunately, the pace of the game is definitely slow and the graphics, although large, seem unfinished. Due to the slowness of the graphics, it is easy to push control buttons repeatedly in anticipation of a pass or shot. The result is confusion and mayhem with players booting the ball back and forth. Even when you’ve mastered the timing delay, the jerky motion of the animation can be distracting. Overall, the graphics have a two-dimensional feel rather than the full 3-D appearance of games like FIFA and Capcom’s Shootout. This Pelé! could use an early retirement.
As Great Britain threatens the harbor with its powerful fleet, the American Colonists take up arms against the Empire. As the banner of war waves, the people cry out, "Give us . . .

Liberty or Death

Koei brings strategy game players a history lesson unlike any they have ever experienced. The American Revolution comes to life in this great war simulation, where players can control either side of this bloody conflict.

LIVING HISTORY

Unlike the long and difficult history lessons you might find in a textbook, Liberty or Death gives you a chance to experience the American Revolution firsthand. You'll not only fight the fierce battles of the war, you'll also need to raise the support of your country and the financial aid of foreign allies.
As the war began, the American colonies appeared weak and helpless when compared to the battle-ready British troops. The war looked like it would be over in a matter of months. Great Britain didn't realize that the American Colonists were willing to risk everything for freedom, even their lives.

STRENGTH IN NUMBERS

Because you are the Commander-in-Chief, you are responsible for all actions in your districts. You will need to purchase supplies for your army, as well as ready the troops for battle. If you send them to war without the proper supplies, your army will fall to even the weakest enemy.

READY FOR COMBAT

As your territory grows, you will need to recruit armies to defend the land. When you find new generals, send them on furlough to raise their loyalty, then recruit them with a small bonus. When you draft new troops into your army, they come unarmed and untrained, so be sure to prepare them before sending them into battle.

MORAL SUPPORT

A war is not won by force alone. It is your job to maintain support from the country, as well. Keeping the citizens happy will increase the funds and supplies that you receive every few months. It is also important to keep your troops and commanders happy, or they will desert. Send platoons on furlough when their moral and loyalty get low.
As the sun rises over the hills, the armies of two generals march towards battle. Muskets and bayonets ready, the lines charge at each other. As the roar of cannon fire subsides and the smoke clears, the best general will have won the day.

A CALL TO ARMS

Whether you are trying to win back the colonies for the King, or break free from a tyrant's evil grip, you will need to go into battle. Try to attack neighboring districts when they are weak, this way your armies won't be damaged beyond repair. Use the Spy Command to locate weak spots in your enemy's front.

USE YOUR FLEET

Once you have built up a powerful fleet, you can use it to help your ground war. If you have enough ships, you can privateer enemy supply ships and deliver troops across the sea. Fleets cost 50 dollars a ship.

OPTIONS

Fighting is not the only option you have during a battle. You can dig entrenchments with Infantry units before a battle, or cross rivers by building bridges with your Artillery.

POSITION

At the beginning of a battle, you must position your troops wisely. Look for the shortest path to the enemy, or look for areas that you can set up a surprise ambush.
It is important to have your troops well trained and armed before you head into battle, and you can increase your chance of winning by using the terrain. If you can, try to fight from hilltops or forests, so your enemy can't get a clear shot. Hiding your Guerilla and Cavalry units in the forest will give you a chance to spring a trap on the enemy.

Artillery units can fire at the enemy from two spaces away, weakening the enemy without getting hit. If you run out of powder, you can't use the cannon!

Guerilla units can hide in rough terrains and surprise the enemy.

Cavalry units can travel through forests, remaining hidden from prying eyes. When they charge an enemy, they inflict heavy damage!

Thomas Paine has written a pamphlet, "Common Sense".

Historic events can help or hurt your war effort. Some events won't happen unless certain conditions are met.

Sympathetic governments have sent aid.

Because Great Britain is a strong power, many other nations help support the Colonists' cause, hoping to weaken the British trade routes.

Natural disasters and foreign aid can change the outcome of the war, so be ready for anything.
Choosing which side of the war you want to command can be difficult, so be sure to weigh all of your options. While the American Colonies won the war in the history books, you'll find that it wasn't easy for them to beat the British. The American commanders are strong in leadership and tactical ability, but lack the funds necessary to keep their armies strong. It will take a strong military mind to lead these men to victory without losing the support of the nation. Use your power carefully.
The armies of Great Britain have all the funding of the Empire but lack true military skill. Many of the British commanders bought their commissions rather than earning them, so they lack leadership and tactical ability.
MULTI-MODE PLAY

Tetris 2 for the Super NES offers three tantalizing types of play—Single-Player Mode, Versus Mode and Puzzle Mode. That's one more way to play than in the NES version, and that means there's one more way to turn, twist and twirl those shifting, stackable shapes. Line up three or more of the colorful blocks and they'll magically disappear. Try taking each Mode for a test spin, and you'll soon have a favorite, or perhaps even three favorites!

SINGLE PLAYER

Those of you who have been playing Tetris since the beginning will see that the Single-Player Mode is the same type of familiar one-on-one challenge between you and the blocks that you've enjoyed for years.

TWO PLAYER

Try taking on a friend, or challenge the computer in the Two-Player Mode to add an extra edge. Not only are you racing to clear the level, you're attempting to thwart your opponent's efforts as well!

PUZZLE MODE

The Puzzle Mode proves to be a fascinating and fabulously frustrating new feature. The object is to clear each level with a certain number of pieces. Sometimes you're only allowed one piece!

It first grabbed your interest on the NES. The madness then spread to the Game Boy. Now the be-all end-all prize of puzzle games goes to Tetris 2 for the Super NES! It has wacky graphics and all your favorite little colored blocks building up to bury you. Tetris is back and better than ever!
The brain-twisting test of Tetris 2 is tough because you are positioning pieces by color as well as by shape—it blends the best of the original Tetris and Dr. Mario. You'll have to be much quicker in deciding where to place a piece, though, as the object of Tetris 2 is much more complex and mistakes are not nearly as easy to overlook. That's why it's twice the fun!

A well-placed block, or perhaps a lucky one, will begin a chain reaction of exploding blocks. You never know when one piece will cause others to fall in your favor.

It's good to get on a roll as you practice placing pieces, but keep in mind that the ultimate goal in both the Normal and Puzzle Modes is to destroy the Flashing Blocks, usually buried near the bottom.

Once a Flashing Block is destroyed, all the remaining blocks of that color disappear as well.

Once the Flashing Blocks are gone, your duty is done—until the next level!
You'll probably start to develop your own little tricks after many hours of play and dozens of daydreams about little colored blocks, but here are a few of ours to help you along.

**FLASHING BLOCKS FIRST**

Whether you're advancing Levels in Single Player Mode or outsmarting your opponent in Two-Player Mode, the best plan is to eliminate the Flashing Blocks first and finish the round. Doesn't the saying go, "He who finishes first, laughs last?"

At this point, the round can be cleared with one piece. The Blue Block falls as soon as the Red Blocks explode, thereby taking out the Blue Flashing Block. Bravo!

**BETTER BAIL OUT!**

This is an unfortunate spot to be in. As soon as you find yourself in a heap of trouble, it's time to cut a fast path to the bottom as soon as possible! Getting to the buried Flashing Blocks is your only chance at making it through.

**SUPER TETRIS**

A Super Tetris is a super lucky and super helpful move to master! Once you connect six blocks of the same color in a row, all the blocks of that color will explode. Creating a chain reaction is especially exciting when you have a full screen of blocks.

Crazy is exactly what the Puzzle Mode will make you, but you'll love every second of it! The pieces in the Root Beer Foam on the right are the only pieces with which you get to solve the Level. Often, it's just one piece! Plan the placement perfectly to start the correct chain reaction. Press the Right and Left buttons simultaneously to pause and peek.

Stack the pieces like so. The row of Yellow goes, then the Blues, the Pinks and then the Yellows.

Level 10 looks trickier than it really is. One piece to the left brings the whole thing down.

Patience is the key to completing Level 12. The first two pieces shouldn't destroy blocks. It is the third that will zap the Yellows and cause the chain reaction.
Once the Red part has landed, the piece will split. Maneuver the Blue to the left quickly.

As you advance in Levels, you'll have to deal with splitting pieces more and more.

Place the first piece, blue side down, on the far right. As soon as it settles, quickly press Left on the Control Pad to get the single Red to the left before it stops.

Once the Red part has landed, the piece will split. Maneuver the Blue to the left quickly.

As you advance in Levels, you'll have to deal with splitting pieces more and more.

Place the first piece, blue side down, on the far right. As soon as it settles, quickly press Left on the Control Pad to get the single Red to the left before it stops.

Whether you are a logic novice or a puzzle pro, each player is able to go at precisely the right pace by choosing the Level and Speed at which to start. Handicaps can help even the playing field. You can also pick different Tetris tunes.

You can send things crashing down on your opponent every time you get a chain reaction. Look for these opportunities to bury your foe. Beware, though, that mastered misfortune can work both ways!

Playing a two-player game is a perfect opportunity to do some serious block blasting for yourself and some devastating block dumping on your opponent! Plan your attack carefully, and when the time is just right, lay down a Super Tetris that will knock socks off the competition. As you can see, all your Reds are cleared away, as well.

Thee who wins three matches and collects three Life Rings will become the top Tetris 2 guru. Keep trying to beat better opponents and tougher Levels to really hone your game-playing and logic skills. Who knows what lies beyond in the wonderful world of Tetris temptation?
THE SHADOW FALLS

Darkness and fear have fallen across Metro City once again now that the dastardly Shadow Boss is back to his old tricks. Take on the Shadow Boss's troops as one of the Lee brothers, or challenge a friend as your favorite character from the Double Dragon TV show. Either way, this tournament-style fighting game by Tradewest will keep the punches flying!

JIMMY'S BACK

Despite their differences, the siblings' skirmishes seem settled for now. Jimmy Lee has denounced the dishonorable dark side to join brother Billy in the Double Dragon duo!

THE ELDER CALLS

Jimmy and Billy's reunion has come none too soon! The Oldest Dragon has gotten wind of Shadow Master's plot to produce a virulent virus—the Shadow Plague. They must stop it!
DOUBLE DRAGON'S PAST

In the past, the Double Dragon series has proven to be some of the most popular fighting games around. Double Dragon has picked up new fans from the cartoon television show, but veteran game players have been helping the Lee Brothers beat the Shadow Boss for years. Check out all of the action in these classic fighting thrillers.

DOUBLE DRAGON (NES)
The Lee Brothers began their battle with Tradewest's big release of 1984: Double Dragon. The video game was one of the first fighting games for the NES, appearing in the very first issue of Nintendo Power in July 1988.

DOUBLE DRAGON II (NES)
Just when Billy thought the Marian was safe, the Shadow Warriors gunned her down. Billy enlisted the help of his brother Jimmy on his quest for vengeance. Two player action helped make this the hottest game around when it was released in January 1990. This game was first featured in Volume 10.

DOUBLE DRAGON 3: THE ARCADE GAME (GAME BOY)

Two players can link up their Game Boys and take on the bad guys together with this powerful Pak! The Shadow Boss took a break when this game was released in 1992, but there are still many enemies left for the Lees to beat. Catch your punch in the review featured in Volume 44.

THREE MODES OF PLAY

Now that you're caught up on all the past action, it's time to get down to the business at hand and test out the three thrill play modes you can choose in Double Dragon V: Try going solo against the cunning computer or take the two-player route and make mince meat out of a friend. Best of luck, bro!

TOURNAMENT

In Tournament Mode, one player may test his prowess against the other opponents. You select your character and distribute its attributes. Then the computer selects an adversary and the venue.

QUEST MODE

Quest Mode is a one player mode in which the controller chooses to play as either a Lee Brother or as one of the remaining villains. You must win two out of three rounds to go on to the next adversary and fight location. Tie rounds go to the computer.

VS BATTLE

Choose VS Battle Mode when a second player wants to get in on the action. The contestants choose the characters, attributes, and the location of the event. If one person is playing Tournament or Quest Mode, a second player may join any time and it becomes Battle Mode.
Billy Lee

A country boy at heart, Billy Lee may sometimes prefer line dancing to thug-thwomping, but with special moves like the Dragon Shock and the Dragon Spin, this Art of the Dragon dude isn't likely to stay out of the action for long.

**Dragon Shock**
Press Left, Right and Y on the Control Pad to perform the delightfully dangerous Dragon Shock move. Your opponent will be literally shocked out of his bones!

**Sickle**
Sickle dares anyone to wipe the scary sneer off his menacing mug. He not only has looks that kill, but the Whirly Spin and the Energy Blade as well.

**Whirly Spin**
Blade will be hung out to dry once he's been through Sickle's Whirly Spin cycle—just press Left, Right and Y on the Control Pad.

**Energy Blade**
It's been said that Sickle has a "cutting" personality—can it be the truth? Press Down, Left and Y to start the Energy Blade stoning.

Sekka
Sekka started out as a strange but sensitive girl. Years of ostracism by her schoolmates made her skin so thick it turned to armor. With some martial arts training, Sekka transformed into the warrior she is today.

**Horizontal Spike**
Press Left, Right and B and Sekka can suddenly shoot herself as straight as an arrow with the Horizontal Spike.

**Crawl Roll Attack**
Heads will roll with the surprising somersaults of the Crawl Roll Attack. Press Down and Left on the Control Pad then Y to spring into action.
JIMMY LEE

Those who have played the previous Double Dragon dramas know that Jimmy and Billy have had their fair share of sibling rivalry. Although Jimmy's haughtiness often hinders the pair, he has the helpful Dragon Fire and Dragon Spin to offer.

**DRAGON FIRE**

Press Left, Right, and Y to toast the competition with a blast of Jimmy's fatal Dragon Fire.

**DRAGON SPIN**

Jimmy's dreaded Dragon Spin is similar to Seika's Spin, and is just as effective! On the Control Pad, press Down then rotate Left and press Y to blow into your opponent.

JAWBREAKER

Jawbreaker is one gigantic jock with the mightiest of mandibles, and he's going to eat his enemies for lunch! Check out some of the grody goodies he has in store for you.

**SONIC YELL**

Jawbreaker will bowl over the stoutest of enemies with his stentorian Sonic Yell. Press Down, Left, and Y on the Control Pad and let loose a shout louder than thunder.

**KILLER HOERK**

Have a horridous hairball with the coveted Killer Hoerk move. Press Left, Right, and Y to send some fabulous phlegm flying toward your unsuspecting enemy. Yuck!

**TONGUE WHIP**

Press Down and Left to reel out the red carpet for your opponent. That's a tongue lashing he'll never forget.

TRIGGER HAPPY

Trigger "Happy" is a misleading name for such an unsavory character, but he perks up when masterminding the Missile Shot or preparing to incinerate the opposition with the Flame Thrower.

**MISSILE SHOT**

Down, Left, and B delivers a devastating deterrent to any conceivable counterattacks.

**FLAME THROWER**

Reach out and "toast" someone with a flash of Trigger Happy's fiery Flame Thrower. Press Left and Right on the Control Pad, and Y for a burning blast that will incinerate your enemy into a puddle of molten muscle.
**BLADE**

Blade is one bad-blooded bone-crusher. An old war injury has left him heartless, literally, so don't expect any compassion from this cookie.

- **SPIN KICK**
  
  Use your free flowing momentum to perform a perfect Spin Kick. Left and Right on the Control Pad then B should do the trick.

- **TORPEDO**

  Press Left, Right and Y and the Torpedo attack shoots you straight into your opponent with your sharp and shiny spikes ready to do heavy damage.

**ICEPICK**

Icepick is one cool customer when it comes to crushing the competition with his slick special moves.

- **ICE BALL**

  Send a flurry of frosty flakes flying with a blast of Icepick's famous Ice Ball. Just press Left, Right and Y to give the other guy the cold shoulder.

- **PICK TOSS**

  Press Down, Right and Y to pick off your opponent with a precise pitch of the Pick Toss.

**COUNTDOWN**

Countdown was once a second-hand Cyborg scrap pile that was rebuilt into a lean, mean crunching machine. Check out his awesome arsenal of skull-splitting moves.

- **LASER SHOT**

  The recipient of Count Down's Laser Shot had better count his blessings as the blast is bad to the bone! Press Left, Right and B to test the theory.

- **SPIN KICK**

  Press Left, Right and Y to swiftly send a side-sweeping Spin Kick. This move is crucial when attempting to avoid an oncoming attack.

- **MISSLE SHOT**

  It's hard to miss with a master blaster move like the Missile Shot. Press Down, rotate Left and press Y to pulverize the enemy.
You accepted the Elder Dragon's challenge, and now the entire balance of good versus evil rests on your shoulders—we're all counting on you!

**BONES**
Sticks and stones can't break this ghoulish guy's bones. He may be as old as water, but Bones still has a few good tricks up his sleeve.

**HEAD THROW**
Hold on to your heads as well as your hats, because Bones will borrow anything he can get his hands on for his deadly Head Throw. Press Left, Right, and Y to catapult the old cranial across the screen.

**LASER GLARE**
Jeepers creepers, Bones really ought to keep his peepers on! One raise of the spectacles sends a blast of blinding beams. Press Down, rotate to the Left then press Y to get an eyeful. Don't look too long, though.

**DOMINIQUE**
Dominique, Shadow Master's right hand woman, is a devastating dominator on the street and a beautiful body-building babe to boot. You'd better not say that to her face, though, or she'll show you a thing or two!

**SHADOW**
Simply put, Shadow Master is evil incarnate—the product of your own worst nightmares and not someone you'd want to meet in any alley, any time. If you're tough enough to make it to the Master, you've accomplished a most difficult feat.

What techniques work best against the Shadow Master? This will most likely be determined by trial and error. Hopefully, you'll last long enough!

You accepted the Elder Dragon's challenge, and now the entire balance of good versus evil rests on your shoulders—we're all counting on you!
What do NBA Jam, Mortal Kombat, Mortal Kombat II, Smash TV, Total Carnage, N A R C, T2: Judgment Day, and many other popular arcade games have in common? A Chicago-based company by the name of Williams. If you play arcade games, chances are you've enjoyed pumping quarters into many Williams products. However, you may not have seen the "Williams" name on the machine. Williams (WMS Industries) often markets their arcade products under the names "Midway" and "Bally/Midway."

Looking to the future, Williams has obtained a long-term, worldwide license to produce arcade games utilizing Nintendo's new 64-bit technology. In an enthusiastic endorsement of the new Williams/Nintendo relationship, Howard Lincoln, Chairman of Nintendo of America, has stated that "WMS has the creative talent and technical expertise to develop and market mega-hit arcade games using Nintendo's new 64-bit technology."

Williams and Nintendo are teaming up to introduce software titles utilizing Nintendo's 64-bit technology.

Nintendo's new 64-bit technology. You should expect the first Williams arcade game utilizing Nintendo's new 64-bit technology to reach arcades sometime in 1995.

In other big news, Williams' arcade games that utilize this state-of-the-art technology will be available to the home market exclusively on the Nintendo Ultra 64™ home video game system and other Nintendo systems. These games will be marketed by "Williams/Nintendo Inc.," a new joint venture company owned equally by WMS Industries and Nintendo.

"Williams evaluated all the new 32-bit and 64-bit video game technology now under development in the U.S. and Japan and chose Nintendo's new 64-bit technology. That's a tremendous vote of confidence in Nintendo's technology," said Lincoln. Nintendo Ultra 64 will push the envelope of technology in video game system hardware to new extremes. The 64-bit cartridge-based home system will be available in the second half of 1995 at a suggested retail price of less than $250.

Do you have a killer instinct?

Killer Instinct, a futuristic fighting game, and Cruis'n USA, a racing game, will be the first two arcade games from Nintendo that will become home games when the Nintendo Ultra 64 home system is introduced in the fall of 1995. In their arcades forms, these two games will be distributed by Williams under
the Midway brand name. While the general themes of these games aren’t anything new, the graphics and sound should prove to be nothing short of fantastic! Besides living up to the excellent standards of game play that all Nintendo games have, the technology used to bring these games straight from the arcades into your home will be a big highlight. Killer Instinct has been created under an exclusive development agreement between Nintendo and U.K.-based software developer, Rare Ltd. You’re probably already familiar with some of the work that Rare has done. They are the company responsible for giving us the Battletoads games for all three existing Nintendo game systems as well as other hits like Solar Jetman, R.C. Pro-Am, Wizards & Warriors and Pinbot.

**ETERNAL JAMNATION!!!**

In recent years, no company has produced more compelling and popular video arcade games than Williams. NBA Jam and Mortal Kombat have gone through the roof! As luck would have it, these games have made their way to the Super NES platform. And we’re waiting for MK II.

Nintendo Power spoke with Roger Sharpe, Director of Marketing Support Services for WMS Industries. He commented, “We try to provide you with a new universe. Our video games immerse you in the experience.” That's exactly what happens when playing NBA Jam. Even though one might want to call it a sports game, it goes beyond that. Some of the moves that players can make are super-human. Sharpe also relayed the fact that some of the actual players who are featured in the game have made comments like “It would be great if I really could shoot three-pointers like that!” or “I wish I could do the end-over-end spinning slam like I can in the game.”

**GOING HOME: ARCADE STYLE**

Quite often, popular arcade titles are a precursor to what game players will see offered on home video game systems. “We try to supply what the market dictates,” commented Sharpe. “(Arcade games) have a very heavy influence on activity in the home market.” This statement rings true because if you glance through a listing of titles released for the three Nintendo systems, you will find a wealth of titles that were first released as arcade games. Obviously, arcade games have come a long way since the days of Asteroids, Pac-Man and Space Invaders. The processing power and memory capabilities of modern-day arcade machines are pushing video games to new extremes. Sharpe went on to say that “N.A.R.C. was our first game, in fact the first game, to use digitized graphics. Now, with NBA Jam, we’re using digitized graphics extensively.”

**MORE JAMS!**

Currently heating it up in the arcades is NBA Jam: Tournament Edition. Teams have been updated to account for trades that have taken place since the first version of NBA Jam was released. The new game also allows competitors to choose from three to five players on each team instead of just two, thereby bumping the total number of players up from 54 to 100. There are more secrets now (over 70!) than there were in the first (only 15). Half time substitutions are now possible and many other enhancements have been made.
THE PROCESS OF DEVELOPMENT

Williams has been at it for a long time. They’ve been developing games since 1942 when the name of the company was United Manufacturing. Their first game, sort of a combination of bowling and shuffleboard, was called “Shuffle Alley.” The Williams Manufacturing Company came into being in 1946 and released their first pinball game, “Suspense,” in the same year. Since then, there have been many games created by Williams with the sole intent of “creating entertainment for millions of people we’ve never met,” as Roger Sharp states.

One of the basic premises behind making great video games is that they should be easy to understand but difficult to master. It’s common gaming sense. There are exceptions to that rule, but it’s a safe bet to lump the most popular video games into that category. Anyone who develops games should realize that in order to make a game attractive to a player, you have to make the game user-friendly enough to get them “into” it. But the hook is set by the challenge factor. If a game is too easy, players will either walk away saying things like “That game is way too easy! Don’t even waste your time.” If it’s too difficult, many players may be scared off. Striking just the right balance is perhaps the most difficult thing to achieve.

LET THERE BE GAMES

Roger Sharpe holds the creative forces at Williams in the highest regard. “Their devotion shows through in the final products. They’re geniuses and I truly have to believe that no matter what profession they had chosen, they would be at the top of their fields.” Nintendo has also recognized the outstanding creative abilities of the Williams game gurus. The Williams inventive forces will be second-to-none when it comes to bringing you original, highly playable and enjoyable video games utilizing Nintendo’s new technology.

One of the “geniuses” that Sharpe referred to is Mark Turmel, Lead Designer for some of Midway’s most popular games, including Smash TV, Total Carnage, NBA Jam and NBA Jam Tournament Edition. Turmel, a self-proclaimed “huge basketball fan,” took his NBA Jam development team out onto the streets and playgrounds of Chicago to look for talented basketball players to use as models for the actual superstars in the game. Turmel came across a young Michael Jordan fan by the name of Willie Morris, Jr. and brought him into a studio to shoot video for the game against a blue screen for three straight days. Most of the moves that you see in the game are digitally captured images of Morris. After the filming was complete, the images were handed over to artists to clean up and to substitute in the actual NBA.

TILT!

You can’t argue with $3 billion. That’s how much revenue the pinball segment of the arcade business generates. “We’re seeing a resurgence in the pinball market,” states Roger Sharpe. “The Addams Family is the best-selling pinball machine in the modern era.” Bally/Midway has produced over 22,000 of them! The pinball market has always been active, but when arcade video games were introduced, pinball’s popularity withered. The current pinball resurgence may be attributable to new technologies that are being incorporated into them to make them more like their video game counterparts. Digitally compressed sound and graphics help to juice up the play experience. Even though the premise of pinball games hasn’t changed much over the years, the games continue to be popular with all ages.

Check out some of the most popular Bally/Midway pinball games:

- Demolition Man
- The Addams Family
- Indiana Jones The Pinball Adventure
- Star Trek The Next Generation
- Fish Tales
- Judge Dredd
- White Water
- T2: Judgment Day
- World Cup Soccer
- Popeye Saves The Earth
- Bram Stoker’s Dracula
- Black Rose
- Creature From
- The Black Lagoon

NINTENDO POWER
**SILVER SCREEN KOMBAT**

"Mortal Kombat is going to be an extraordinary film," according to Larry Kasanoff, the movie's producer. "The movie will tell you many things that you don't know about Mortal Kombat." Currently slated to be shot on location in Thailand, a release date for the film has not been established. Early estimates point to a late 1994/early 1995 release. Casting has not begun, but all characters will be featured.

New Line Cinema is being fairly quiet about the MK movie's story line. We'll have to wait until it comes out. That won't be soon enough for fans of the video game.

Currently, several video game manufacturers are trying to position their hardware as being "what you need." But when the dust settles, Nintendo will clearly be at the top of the heap. Why else would the arcade powerhouse Williams choose to support Nintendo's new 64-bit video game technology? Because they realize that it's simply the best available.

**REVOLUTION CALLING**

Roger Sharpe dubs Revolution X "a remarkable game." It certainly looks cool! Your goal in one of Midway's newest arcade releases is to rescue the bad boys from Boston, collectively known as Aerosmith, and start a revolution to overthrow the oppressive NOA organization. As is the technological trend, digitized graphics are used extensively in Revolution X. The game boasts a non-linear style of gameplay and detailed three-dimensional environments that will take a player to many locations around the world like South America, Japan, and England. Midway is pumping the fact that all of the speech and digitized video footage of Aerosmith was recorded at their Chicago studios. Revolution X features four of Aerosmith's biggest hits and blasts them out with its trademarked DCS sound system.
The village Elder had told us to stay away from the falls, but we were sure that the shiny object must be some kind of treasure. We didn't expect any trouble, but when we were walking across a wet log, I slipped and fell into the water! Elliott and Timothy were frightened and they ran off.

Today I went exploring in the woods with Elliott and Timothy. We'd heard Grandmother talk about something shiny near the waterfall. We wondered what it could be.

SETTNG OUT

Today I went exploring in the woods with Elliott and Timothy. We'd heard Grandmother talk about something shiny near the waterfall. We wondered what it could be.

The village Elder had told us to stay away from the falls, but we were sure that the shiny object must be some kind of treasure. We didn't expect any trouble, but when we were walking across a wet log, I slipped and fell into the water! Elliott and Timothy were frightened and they ran off.
I could hardly believe it! There was a sword sticking out of a big rock in the lake—and it talked to me! I pulled on it really hard and it slid right out of the stone. I knew I'd be in big trouble if I didn't get back to the village right away, so I took the sword and hacked my way through the brush to find a trail. But when I got back and the Elder saw the sword, I was in trouble anyway. He called it the Mana Sword, and said that it had been protecting the village. He claimed that by pulling it out of the stone, I released all kinds of monsters near the village. And then, all of a sudden there was a huge earthquake! A hole opened up in the ground, and Elliott and I both fell in. It turned out to be a cave—and a Mantis Ant lived in there!

The Mantis Ant was far bigger than I was, and it had scissor-like claws. I waited for just the right moment to use my sword, and when I finally beat it, I got the Sword's Orb!

The Mantis Ant was far bigger than I was, and it had scissor-like claws. I waited for just the right moment to use my sword, and when I finally beat it, I got the Sword's Orb!
When I met Jema at the Water Palace, he introduced me to Luka. I couldn’t believe that she was 200 years old—she looked like a girl! She told us that monsters were showing up everywhere and said that the power of the sword would grow as I used it.

When Jema left, he went to Pandora to talk to the king about the trouble there. I set out for Gaia’s Navel to find a Blacksmith.

I heard about a blacksmith named Watts who could forge Mana weapons and release their stored powers, but I’d have to regain Orbs held by monsters before he’d be able to do it.

Jema told me that the Dwarves who live in Gaia’s Navel know a lot about weapons. He said that one of them might know where Watts was. I think I’ll see if he can reforge the Mana Sword.
should have heeded the warning sign! Goblins suddenly jumped out of the trees, grabbed me and hauled me back to their village. They were planning to make me their main course for dinner, but, luckily for me, some girl rescued me.

**DAY 5**

After I turned off the flow of lava by striking the skeleton switch in a small cave, I found my way through the tunnels to the Dwarf Village.

**THE SIDE SHOW**

I paid to watch a show on the upper level, but it was just a scam. The sad Sprite even talked me out of a cash donation, but then I overheard the announcer and the Sprite talking about how they’d fooled me. I was angry, but they gave me my money back.

As I was exploring the village, the ground suddenly started to shake, and a monstrous plant, which I later learned was called Tropicalo, popped up out of the ground. It tried to snarl me up in its vines, and it threw exploding pumpkins at me. I kept moving and whacked it with my spear until I beat it into submission and earned the Spear’s Orb.

**DAY 6**

The Elder suggested that I take the Sprite with me north to the Haunted Forest. It was very spooky. We found the Girl who rescued me from the Goblins. She was being held prisoner, and we freed her.

I hacked through hedges with the Axe, but then I quickly switched weapons to attack the Chobins from a distance.
Though I set out with the Rusty Sword, every time I found an Orb and had Watts forge the blade, the sword gained new power.

RUSTY SWORD
The Rusty Sword had corroded over time as it sat embedded in the stone in the river, but when I hefted it, I felt its considerable power. I used it to slay the Mantis Ant.

BROAD SWORD
When I reached Gaia's Navel, Watts' first job was reforging the Rusty Sword into the Broad Sword, which made me a more agile and evasive fighter.

HERALD SWORD
According to legend, the Herald Sword was hewn from the tail of a three-headed dragon, which might explain why it was so effective against Slimes and Lizards.

CLAYMORE
When I came up against insects or crustaceans, I armed myself with the Claymore. It was forged of the hardest metal known to exist in our time.

EXCALIBUR
When Watts upgraded the sword into the famed Excalibur, it became more effective against evil undead spirits and other especially wicked enemies.

MASAMUNE
The Masamune made it easier for me to score critical hits on my foes. It had the mysterious ability to draw enemies toward it, where they were easy prey.

GIGAS SWORD
The mighty Giga Sword, the blade of flame, flashed even brighter than the sun. Its power increased my strength in battle, making me a force to reckon with.

DRAGON BUSTER
Encrusted with a crimson sphere, the Dragon Buster was the ultimate weapon. With it, I was able to scale the dragon's scales and deliver a fatal slash.

Inside there were many floor switches that opened doors and gates. Some of them, including the one near the dungeon, worked only when all three of us stood on them at one time.

When we finally found Elinee, the witch, she conjured up a spell that sent Dyluck to Thanatos, then she sicced Spiky, her tiger guardian, on us. Spiky attacked ruthlessly, rolling over us and casting fire spells that engulfed us in walls of flame.

Elinee was surprised when we emerged from Spiky's pit victorious. She apologized for her evil acts and gave us a Whip.
We had to rely on magic. We knew that we had to freeze the hot-tempered Fire Gigas before he had a chance to use his fire magic, so the Sprite took the offensive, casting Undine's spells one after another. When he pulled one of his disappearing acts, the Girl used Cure Water to heal our wounds before he reappeared.

The Fire Gigas could cast powerful fire spells, and he appeared and disappeared at will.

Undine gave the Girl power to cast healing spells and the Sprite the ability to cast attack spells.

In the Underground Palace we met many Ma Goblins, who were able to make other Goblins appear out of thin air. When we came to dead ends, we found that we could pull ourselves over gaps using the Whip that Ellnee gave us.

When the Sprite used Undine's magic on the Crystal in the underground cave, the Lava blocking the castle entrance disappeared.

When we attacked Tonpole, it became a Biting Lizard. I used the Whip to keep it from biting. When beaten, it gave

Luka was worried about Undine, who had been taken prisoner in a water cave east of the Water Palace.

The Gamesmaster suggested, we returned to Gaia's Navel to investigate the Underground Palace, but its entrance was blocked.

In the Underground Palace we met many Ma Goblins, who were able to make other Goblins appear out of thin air. When we came to dead ends, we found that we could pull ourselves over gaps using the Whip that Ellnee gave us.

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AXES
I had to use Axes not only as weapons, but also as tools. Sometimes I had to chop paths through earth and stone using one of them.

WATTS'S AXE
Watts offered to give me his Axe when he realized that I was the Mana Knight. Only I could use its power.

LOAD AXE
Watts first upgraded the Axe to the Load Axe, which I found to be very effective when I used it to attack plants or fish.

STOUT AXE
The Stout Axe was heavy and strong. Although it was an awkward weapon, it increased my strength in battle.

GOLDEN AXE
I had to use both hands to wield the Golden Axe, which was more than six feet long.

BATTLE AXE
Also effective against plants and fish, the Battle Axe could strike from a short distance. I threw it when I was a few steps away from my enemies.

WERE-BUSTER
Enemies were often enticed by the beauty of the gold, silver and copper Were-Buster. When they came close to look, I'd attack.

GREAT AXE
The Great Axe was a formidable-looking weapon that inspired fear in enemies, especially in plants and fish, which it could destroy with a single blow.

GIGAS AXE
The most powerful weapon Watts could forge, the Giga Axe increased my strength.

DAY 10
After leaving the Haunted Forest, we traveled south to Kippo Village, where we bought supplies, such as Candy, and registered at the Inn for a good night's sleep.

DAY 11
SOUTH TO PANDORA
Our party traveled south to the kingdom of Pandora, where Jema and the King were pondering the problems of the people. Some strange force was turning them all into zombies. Elinee had warned us that Thanatos was at work in the ruins south of town, so we thought that he was probably responsible for the trouble.

GNOME'S MAGIC
After we beat the Fire Gigas, we found the Gnome with the Mana Seed. He agreed to use his powers to help us from then on.

From the Gnome, the Girl learned spells that would make me stronger in battle.

The Gnome taught the Sprite a couple of attack spells, including the Earth Slide.
Phanna, a girl from Pandora, rushed to the ruins looking for a friend. She shoved her way through the guards on the steps.

**THANATOS**

Thanatos had mesmerized Dyluck and Phanna and was holding them as prisoners. Before we had a chance to protest, he opened a trap door under us and we tumbled into a dark room, where we met the Wall Face.

We were in a hurry to find Phanna so we didn't stop to fight the enemies we met in the ruins.

**DAY 12**

**BACK TO PANDORA**

We saw Thanatos after we destroyed the Wall Face, but it was a brief meeting. He relinquished his control of the people of Pandora, but he disappeared with Phanna and Dyluck still in tow. The King was very grateful to have his people changed back to normal, and he rewarded us with many gold pieces and two weapon Orbs. Jema departed for the Underground Palace—he must have known that trouble waited there.
WHIPS

I found Whips useful not only for attacking from distances, but also for pulling myself to ledges that were out of reach.

ELINEE'S WHIP
Although she originally used it to tame wild beasts, Elina, the witch, began using the Whip for more sinister purposes when she began making mysterious potions and practicing black magic.

BLACK WHIP
The Black Whip was crafted from the hide of a black buffalo, one of the strongest beasts to walk the earth. It was able to strike enemies and impede their progress, thus slowing them down.

CHAIN WHIP
With iron spikes at its tip, The Chain Whip was accurate and deadly. It cracked with a metallic snap that I found to be particularly effective against reptilian enemies. The spiked tip easily penetrated even the hardest leathery scales.

While Jema went to investigate the trouble in the Underground Palace, we looked into the gaping hole left by some mysterious object in the Dwarf Village.

DAY 13

CAVE MYSTERY
When we returned to Dwarf Village, we found Jema and the village Elder staring at a gaping hole. No one knew what had made the hole, but Jema was needed in the Underground Palace, so the Girl, the Sprite and I went to investigate. We found the ship of the Scorpion Army, which had stolen the Mana Seed of Water. The leader took the seed and ran, leaving us to battle Kilroy.

Backhand Whip
As I gained experience, I became very adept at using the Backhand Whip, a sleek-looking weapon that increased my fighting ability. Its sound was loud and true. The mere sound of the whip cracking was enough to strike terror in the hearts of my enemies.

KILROY
Kilroy was the warped creation of the Scorpion Army, but they couldn't control it.

We used the Magic Rope to return to the Dwarf Village after we destroyed Kilroy.
PALACE UNDER SIEGE
I knew that something was amiss at the Water Palace as soon as we approached the front door. There were Ifish swimming around the entrance and Water Thugs guarding the gate. When we went inside, we found that Geshtar was holding Luka hostage. We had to defeat his vicious pet, the Jabberwocky, to recover the seed and free Luka. What a fight we had!

It's a good thing we'd bought Faerie Walnuts! The Sprite used lots of magic.

After we defeated the Jabberwocky, I restored the Seal on the Water Seed.

JABBERWOCKY
When Geshtar disappeared, he left his pet behind. We fought fiercely with the dual-headed beast, but the Gnome's Earth Slide won out.

THE MIDGE MALLET
ema told us to travel to the Upper Land, but before we left, we returned to Dwarf Village to have weapons forged and to get the Midge Mallet from the Elder.

CANNON TRAVEL
fter we defeated the Jabberwocky, Cannon Travel Service offered to fly us to the Upper Land, where we would pick our way through the Great Forest and find the Sprite's family. What an adventure!
FLAILS
When upgraded to certain levels, Whips became Flails with varying strengths and abilities. All were good distance weapons.

FLAIL OF HOPE
The spiked ball on the end of the flail's short chain had tremendous magnetic power. I used it to my advantage, pulling enemies closer for stronger attacks. It was particularly useful against fearsome demons and the undead enemies.

MORNING STAR
With its massive spiked ball, the Morning Star was a difficult weapon to master. It required great strength and agility, so I had to practice at length before it became my weapon of choice. The Morning Star was great for crushing crusaders and smashing insects.

HAMMER FLAIL
The Hammer Flail was an unusual weapon. One side of the head was flat and could be used as a hammer; the other side was a sharp blade that could slice through objects as effectively as any sickle. Using the Hammer Flail required considerable skill and a great deal of concentration.

NIMBUS CHAIN
Legend had it that the craftsman who made the Nimbus Chain worked for five long years to create it. As beautiful as it was deadly, this flail was decorated with diamonds, gold, platinum and brass. It worked well against all kinds of enemies.

THE GREAT FOREST
When we traveled to the Forest of the Upper Lands, we landed in an area that was divided into four regions, each of which was ruled eternally by one of the four seasons. The enemies we encountered here were far stronger and much more persistent than any we had met earlier. We met both Watts and Neko wandering in the forest.

MOOGLES WE MET
The Moogles we met were very sad. They said that Pebblers had taken over their village. We knew that we had to find the village and make it safe for the Moogles to return.

We wandered aimlessly from season to season, searching for a way out. We had Watts forge new weapons, and we bought some supplies from Neko, the cat, when we met him.
We were all very sad to see that the Sprite’s Village had been destroyed by Spring Beak. We were out for revenge as we readied for battle.

**SPRING BEAK**

After defeated Spring Beak, we traveled north to the Wind Palace, where we met the village Elder. He told us that the Mana Seal had already been broken.

**SYLPHID**

In the Palace, Sylphid, the Wind Elemental, taught the Girl and the Sprite magic spells. He offered to lend his powers whenever we were in need, which I suspected would be often.

**SPRITE ELDER**

After we defeated Spring Beak, we traveled north to the Wind Palace, where we met the village Elder. He told us that the Mana Seal had already been broken.

**NEXT MONTH: PART TWO**

I’m signing off for now, journal, but there’s much more to tell about our journey to the Upper Lands—and regions beyond that are even more exotic. I’ll report on all of our new escapades next month.
Unlimited Ammunition

If you're used to running out of ammo in the middle of battle, then this code is just for you. Before you start playing the game, hold the R Button on Controller 1, then turn on the Power to your Super NES. When the Title Screen appears, release the R Button, and start a new game. Pause the game, then press R, Up, B, then A. When you return to the game, you'll have 299 bullets.

Pause the game, then press R, Up, B and A.

Hold the R Button, then turn on the power to your Super NES.

Release the R Button at the Title Screen and start a new game.

Press the Start Button to pause the game, then press R, Up, B and A.

When you return to the game you'll have 299 bullets. Use the code again if you run out.

Reveal Map

Do you find yourself getting lost when you're running away from the enemy? Use this code to expose the entire level on your Map Screen. Hold the R Button and turn on the power to the Super NES. Release the button at the Title Screen and begin a new game. Pause the game, press A, A, Up and B, then return to the game. When you return to the map everything will be revealed. Use this track with the Unlimited Ammo code.

Pause the game, press A, Up and B, then return to the game

When you view the map again, all will be revealed.

From Agent #349

Bonus Mode

When you work your way through the dungeons of Equinox, your Life Line normally represents the number of times you can be defeated before the game is over. If you use this code before you begin playing your Life and Magic Lines will remain filled each time you die, effectively giving you unlimited chances to complete the game. When the Title Screen appears, press L, L, R, R, L, L, R, R, L, L, R, R, L then R. The box at the bottom of the screen will turn green when the code is entered correctly.

Your Life Line will drop each time you get hit by an enemy unless you use this code.


When the code is entered correctly, the box at the bottom of the screen will turn green.

If you get hit after you enter the code, both your Life and Magic Lines will refill.
### From Agent #209

#### Power Defense

When playing a one-player game, your partner is not a very strong defender, but with this code you can boost his aggressiveness as well as your own defensive skills. Begin a new game and select any team. When the Tonight’s Match-Up Screen appears, press any button five times. On the fifth press, hold the button down until the beginning tip-off, and a strange blue mark will appear in the bottom left corner of the screen.

- **After choosing your favorite team, enter the code on the “Tonight’s Match-Up” Screen**
- **Your computer partner will be more aggressive and it will be easier for you to block shots**

#### Power Dunk

If you think that the Jams you can make with Shawn Kemp are hot, wait until you try out this code! After you select your team, wait for the Tonight’s Match-Up Screen to appear, then begin to rotate the Control Pad clockwise while you press the B Button exactly 13 times. Hold the B Button the last time you press it, until the tip-off. If you’ve entered the code correctly, you’ll be able to dunk from halfcourt!

- **Start a normal game and select your favorite team and players**
- **Enter the code when the Tonight’s Match-Up Screen appears**
- **If you’ve entered the code correctly, the words Power Up Dunk should appear**
- **Now you can jam the ball from the halfcourt line. Move over Michael!**

#### Juice Mode

If you think the game is too easy, then this code is for you! Pick your favorite team, then press Start. When the Tonight’s Match-Up Screen appears, press any button 13 times, then hold B and X until the tip-off. If you enter the code correctly, your opponents will be powered-up, making the game tougher to win!

- **At the Tonight’s Match-Up Screen, press any button 13 times, then hold B and X**
- **When the game begins your opponents will be much tougher to beat**

#### Extra Guest

Agent #209 has found yet another extra player you can use in your game. When you begin a new game, enter SAX as your initials, but leave the last letter blinking. Hold L, R and Start, then press the X Button to enter the last letter. When you begin the game, you’ll be playing as Weasel, another one of the programmers responsible for NBA Jam!

- **Enter the initials SAX, but leave the last letter blinking**
- **Hold the L, R and Start Buttons then press X to begin playing as Weasel**

---

**Power Intercept**

Having trouble keeping the ball away from your opponent? Select your favorite team and players, then wait for the Tonight’s Match-Up Screen to appear. Begin rotating the Control Pad counter-clockwise while you press any button as fast as you can. When the game starts, the words “Power Up Ini” should appear. Your chances of intercepting the ball will be higher for the entire game.

- **When the Tonight’s Match-Up Screen appears, begin to enter the code**
- **After the game begins, your chances of intercepting the ball will have increased**

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*VOLUME 62*
**From Agent #385**

**Bosses Code**

Fatal Fury 2 offers fighting game fans a wide range of fighting fun, but you can heat up the action when you enter this special code. When you turn on the game, wait for the TAKARA logo to appear, then quickly press B, A, X, Y, Up, Left, Down, Right, L, and then R before the logo fades away. When you start playing, you'll be able to choose from all four of the powerful bosses in addition to the other fighters!

Without the code, you will only be able to choose from among the eight regular fighters.

When you first turn on the power, wait for the logo to appear, then enter the code.

You can now choose from the four bosses as well as the regular fighters.

With all of the bosses' special moves, you'll be able to clobber the competition!

---

**From Agent #410**

**Unlimited Putty**

If you're having trouble finishing Super Putty with only three lives, try using this helpful code. Start a new game, then press the Start Button to pause the game. On Controller I press R, A, L, L, then the Y Button. If you enter the code correctly, the screen will shift to the right. When you resume playing, your number of blobs will remain the same when you get defeated. You can also skip any level by pressing the Select Button.

Pause the game, then press R, A, L, L and Y.

---

**From Agent #312**

**Planet Skip**

You can test your skills against the best racers in the galaxy when you play the Vs. Mode of Rock 'N Roll Racing, but you won't be able race on the final planet unless you use this code. When you begin a new game, select the Vs. Mode and play either a one or two-player game. Before you start racing, go to the Planet Select Screen and hold L, R and Select. Scroll through the planets while holding these buttons, and the planet Inferno will appear.

---

The racing on the planet Infernos is some of the fiercest around!

Begin a new game, then press the Start Button to pause the game.
From Agent #009

Goro Code

Here is your chance to take on all of the different fighters in Mortal Kombat as the mighty Goro himself, but it's going to take a little work to do it. You must first finish the entire game as any fighter. Wait through all of the credits for the words, "The End," to appear. Hold Up, Left, Select and A all at the same time until the Title Screen appears, then press Start to begin playing.

1. When the words, "The End" appear, hold Up, Left, Select and A.
2. At the Title Screen, release the buttons, then press Start to begin playing.
3. The first time you play through the game, you can use any fighter.
4. After beating the game, wait through all of the credits.
5. You will now be able to control the powerful Goro as your fighter.
6. After you've entered the code, all of the other characters' names will have changed.
7. After you hear an explosion, press Start and begin playing.
8. You can skip any stage by pausing the game, then pressing Select.

SECRET AGENTS WANTED

A popular activity among Nintendo game players 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
**FLASHBACK**

**HOW DO I REACH THE SAVE DEVICE BY THE FALLING FLOORS IN STAGE 4?**

Walk to the left of the screen until you're behind what looks like a fence, then climb to the upper level. If you try to walk over to the Save Device, you'll fall to the next level and, before you can react, the floor will give away and you'll fall all the way to the bottom. Instead, take one step to the right, draw your weapon to kneel, then press Right to roll over to the right to the center platform and the Save Device. You can also restock some energy.

**HOW CAN I QUICKLY FIND THE ESCAPE SHIP?**

Before you use the Atomic Charge, return to the Save Device at the beginning of the stage. From there, go right three screens to the closed door. Leave your Tele-Receiver beside the door. Defeat the Auxiliary Brain, then, when you're told to make the planet shake, detonate the Atomic Charge. Immediately use your Tele-Control to teleport to your Tele-Receiver. The door beside the receiver will now be open. Go through the door and take the elevator up to the big red object. Exit there to escape from the planet.
**LESTER THE UNLIKELY**

**HOW DO I ESCAPE FROM THE CAGE IN THE VILLAGE?**

When you're locked in the cage in the village, you'll be watched by a guard who paces back and forth. If you look closely, you'll see a Key attached to his clothes. Stand on the far left and wait for the guard to walk up close to the right side of the cage. (If you stand on the right side of the cage, the guard won't come near.) When he comes within reach, quickly walk over to the right and grab the Key by pressing X. After you steal the Key, pick up a rock and throw it off the screen to the left. The guard will walk off to the left to investigate, giving you a chance to use the Key to open the door and escape.

**HOW CAN I SURVIVE THE RIVER STAGE?**

The River Stage is a challenge. Stay in a kneeling position to avoid the jumping fish until you see a snake about to drop from the upper right. When you see a snake, stand on the left side of the raft, facing right, and kick the snake as soon as it falls. To jump over the waterfalls, get a running start from the left side of the raft and grab the vine over the falls in mid-air, then drop down to the raft on the right.

**HOW DO I FREE TIKKA'S FATHER?**

To rescue Tikka's father, you must put out the fuse on the dynamite next to him. Enter the second door on the right, pick up the Metal Cup and exit. Take the cup, go to the room on the far right and fill it with water from the barrel there. The barrels in all of the other rooms contain flammable liquid! Use the water to put out the lighted fuse.
**MEGA MAN VI**

**HOW DO I REACH THE HIGH PLATFORMS IN THE FLAME MAN STAGE?**

*Mega Man* is a mighty mite, but even he has a hard time trying to reach the high ledges in the Flame Man Stage. There is a way to get up to them, though. First, power-up your Mega Buster, then shoot the small, round, orange enemies. When you defeat them, they’ll flip over so they’re upside down and you can use them as platforms to reach the ledges that are too high to land on with a regular jump.

![Image of Mega Man and Flame Man Stage]

**HOW DO I GET BEAT TO JOIN ME?**

*Beat* the remote-controlled bird, *Beet*, back in *Mega Man VI*. To enlist its aid, you’ll have to find the B, E, A, and T circuit plates. There are four stages in the game that have “false” bosses and “true” bosses: the Tomahawk Man Stage, the Centaur Man Stage, the Yamato Man Stage, and the Knight Man Stage. You’ll get the four circuit plates by defeating the true bosses. If you defeat one of those boss characters and fail to get a circuit plate, you’ll know that you’ve defeated the false boss, not the true one. If that’s the case, go back to where the stage split into two different paths and take the other route to find the true boss.

![Image of Meta Man stages and Beet]

**HOW DO I OBTAIN THE ENERGY BALANCER?**

The Energy Balancer, which is in the Tomahawk Man Stage, automatically recharges Mega Man’s weapon energy level whenever he finds a weapon capsule. When the path forks near the end of the stage, take the upper route and follow it until you come to a ladder. Climb up it to reach a second ladder. Hang from its bottom rung and use the Rush Power to break the block to the left. Enter the secret room and get the Energy Balancer from Protoman.

![Image of the Tomahawk Man Stage and Energy Balancer location]
T he Crystal is on the second floor of the West Tower. To find it, you must climb to the third floor then teleport back to the second floor. Start by climbing the stairs in the upper right corner of the first floor. Next, climb the stairs in the lower left and walk up through the door into a short hallway. Walk up the hall and step into the Crystal Ball to teleport back down to the second floor. Take the stairs in the upper left, then look for a notch in the lower wall. Walk through the notch, down the hall and through the door. Take two sets of stairs, one up and one down. To the Treasure Chest that holds the Crystal.

You’ll find the X-Plane Unit in the Floatland Tower. When you climb to the tower’s 10th floor, a monster will appear and push everyone in your party except Dion down a hole. You’ll land back on the 8th floor, but if you watch Dion, you’ll see him walk through a secret door. Climb back up to the 10th floor and search the wall in the upper right corner to find the hidden door. Go through the door and battle Maitreya to earn the X-Plane Unit.

GET A CLUE—CALL THE COUNSELORS

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.
It is time once again to test your skills against the best players around. If you see a challenge that you think you can meet or beat, then send us a photo of your incredible feat! Don't forget to put your name and address on the back, or we won't know who you are.

**CHALLENGE**

**KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL**
How many games can you win in a full season?

**BLACK BASS LURE FISHING**
What is the biggest fish you are able to catch?

**BILL WALSH'S COLLEGE FOOTBALL**
What is the biggest blowout you can rack up in a 1-Player game?

**AIR STRIKE PATROL**
What is the highest ranking you can get at the finish of the war?

**MONOPOLY**
How much money can you wheel and deal from your opponents?

**SUPER SCOPE 6**
What is your highest score on Mole Patrol?

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by July 31, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power Staff. All decisions are final.

**SUPER METROID**
How fast can you destroy the Mother Brain and escape the planet Zebes?
**POWER PLAYERS**

**KIRBY’S PINBALL LAND**

**Highest Scores.**

- Carl Patrizio, Aston, FL: 7,466,600
- Sharon Sherriff, Oakley, CA: 2,057,210
- Eric Nagel, Blue Island, FL: 1,321,160
- Bill DeRoin, Omaha, NE: 752,720
- Jeannette Bonds, Bayside, NY: 729,720
- Brian Baldock, Appleton, WI: 612,260
- Kevin Kardian, North Dartmouth, MA: 565,790
- Joshua Jordan, Green Island, NY: 452,980

**SUPER MARIO KART**

**Best time on Rainbow Road.**

- Eric Culbertson, Knoxville, TN: 1:40:33
- Fredrick Li, Livingston, NJ: 1:40:72
- Joyce Schwarz, Madison, WI: 1:41:72
- Jason Besherse, Plainview, TX: 1:42:13
- Adrian O’Sullivan, Holliston, MD: 1:42:58
- Brent Warnock, South Shore, KY: 1:42:63
- Mark Zuber, Mount Penn, PA: 1:43:53
- Kevin Saboda, Ballston Lake, NY: 1:44:26

**PILOTWINGS**

**Perfect scores on all four events in Level 4.**

- Jeremy Burns, Denver, Co
- Megan Cartwright, El Paso, TX
- Steve Lawson, Philadelphia, PA

**NEMESIS**

**Highest Scores.**

- Ross Staadecker, Hudson, OH: 487,700
- Jon Hanson, Richfield, WI: 433,300
- Greg Romal, Portland, OR: 421,500
- Nancy Green, Miami, FL: 390,800
- Jeffrey Anderson, Vancouver, BC: 387,300

**YOSHI**

**Highest Scores.**

- Pam Tuttle, Madison, WI: 37,550
- Casey Hench, Enola, PA: 36,775
- Kellie McCoy, Beaverton, OR: 29,465
- Verna Ohern, Sacramento, CA: 20,915

**PINBOT**

**Highest Scores.**

- Patricia Penhollow, Madison, OH: 99,999,999
- Alvin Okuba, Milliani, HI: 99,999,999
- Roger Smith, Bloomdale, OH: 99,999,999
- Paul Fucstenan, Portland, OR: 99,999,999
- Glen Harrigan, Victoria, BC: 90,001,950

**MEGA MAN X**

**Completed the entire game.**

- Joe Manson, Ypsilanti, MI: Finished
- Bryan Boyd, Austin, TX: Finished
- Brian House, Tulsa, OK: Finished
- Keith Schroder, Loveland, IA: Finished
- Stacey Jensen, Fremont, NE: Finished
- Rob Lunstead, Poughkeepsie, NY: Finished
- Matt Berry, Bridgewater, NS: Finished
- Roy Longyhoare, Brooklyn, NY: Finished
- Victor Carpetto, Portland, OR: Finished

**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.

Send to:

**NINTENDO POWER PLAYER’S CHALLENGE**

PO Box 97033
Redmond, WA 98073-9733
Super Game Boy lets you paint borders around the play window so you can play with style. Games like Donkey Kong, which are designed for the Super Game Boy, have special borders built-in. But what about the 350 regular Game Boy games that came before the SGB? This is your chance to learn the techniques of SGB border painting, and enter your best work in our Super Game Boy contest. Read on for some art tips in creating your own borders, then turn the page for details on entering the contest.

Let's start with some basic tips. First off, it's a lot easier to use the Super NES Mouse than regular Control Pads when painting borders. Pick a representative game screen and pause the game while you paint. Choose a good play window palette of colors. Finally, use your imagination. You can include characters, logos, images and other game elements, or you can just go wild.

Donkey Kong's default border reflects the original arcade game. Both the theme and the colors enhance the play window where the action takes place.

Start your border on non-SGB games by first selecting or creating a good play window palette.

The most critical parts of making a good border are selecting the right theme and colors. For instance, it might be distracting (not to mention a little weird) to make a green jungle background for Batman: The Animated Series. But for Jungle Book, it might be perfect. As for colors, you don't want to use the exact same colors that appear in the game. You need some contrast so you can tell where the action in the play window stops. Your first step is to pick a background color and fill the entire border area. This makes it easy to erase mistakes and patch them up with the background color.

A good way to separate the play window from the border is with a sharply contrasting color line or shadow box. The black shadow shown here also makes a 3D effect, so the play window seems to pop out of the screen.
The Super Game Boy border paint set includes two pens: one thin and one fat. If you move the pens slowly, they'll draw a smooth, solid line, but if you move quickly, the line will be broken. You can use this broken line technique to produce different effects. The thin pen gives you better control because it's easy to see the tip of the pen. You can also erase and paint over areas if you mess up. Since the smallest mark you can make is several pixels wide, even with the thin pen, it is more effective to draw larger figures. You'll also notice that the pen line is solid along one side and stippled, like half of a ladder, on the other. Vertical lines are stippled on the left and horizontal lines are stippled along the upper edge. To create smooth lines, work from right to left and bottom to top, painting over the stipple lines with the next color. Sometimes this means that you have to paint shadows before objects and foregrounds before backgrounds, so a little planning will help.

**WHEEL OF PIGMENT**

The color wheel is a tool that lets you see how colors are related. As an artist, you can use the wheel to see which colors contrast or blend when placed side-by-side or in close proximity to each other. The three primary colors, red, yellow, and blue, can combine to form all the other colors in the spectrum. The closer two colors appear on the color wheel, the closer they are related. Although you are limited to 12 colors with Super Game Boy, you can use them creatively to create depth and shadow effects. For instance, three colors that appear close to each other on the wheel and in the pen palette are brown, orange, and peach. Used with white highlights, this combination makes for great shading effects. Shadows can also be created by using close wheel colors. Orange makes a good shadow for yellow objects and purple makes a dramatic shadow against blue backgrounds.
Now that you've been inspired to greatness, don't let it go to waste. Send your masterpiece to Nintendo Power in the form of a photograph or video tape according to the rules listed on the next page. Winners, to be selected by your Power staff connoisseurs, will be judged on overall artistic talent and how well the border fits with the game represented in the play window. Make sure to include your name and address, and also the name of the Game Boy game in your entry. If your border is chosen as one of the top 50, you'll receive 10 Power Points, which can be spent on great Power Supply stuff. If you need a little inspiration, check out these samples from one of our Power staff artists.
Entries must include the artist's name, phone number and address, a photograph or video tape of the Super Game Boy border, plus the name of the game. The game must be visible in the play window. Limit one entry per person. All entries must be received at Nintendo of America by Sept 1, 1994. Fifty winners will be selected by Nintendo Power judges from all entries meeting the above regulations. By accepting their prizes, all winners consent to the use of their names, photographs, or other likenesses in advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Nintendo employees, agents, and licensees may not enter the contest. Winners will each receive 10 Power Points, which can be redeemed for merchandise in the Super Power Club Supplies catalog. All prizes will be awarded.
From your tree top perch, you loose a powerful roar that echoes through the tropical forest. As the denizens of the forest grow silent, they sense that the King of the Jungle is near. Tarzan, by Gametek, brings this legendary hero to life in an exciting new game for Game Boy. With six different stages, players will find a wide range of entertaining challenges to test their skills. The strong graphics and fun storyline make this game both easy to follow and fun to play.

**STAGE 1**

The Great Ape has been stricken with a strange illness, and the only antidote is a special potion created by the Witch Doctor. As the King of the Jungle, and a close friend of the Great Ape, you must collect all of the ingredients for the potion. While there are many flowers that you have to collect up in the trees, walk to the right and drop off into the caves first. It will make your job easier if you start by collecting all the ingredients that are hidden in the caves, then work your way through the trees. In order to return the potion to the Great Ape, you will have to work your way across the vines at the top of the stage. If you don't swing carefully, you'll waste time climbing back up the trees.
CONTINUE

If you are having trouble making it through the stage in one piece, try hitting the palm tree that marks the halfway point on the map. If you run out of energy after you hit the tree, you will start there instead of back near the Ape. You may feel it is easier to start from the beginning of the stage, so don't hit the tree unless you need to.

GOING APE

Even though you are only trying to save your friend, his illness has made him afraid of everyone. Jump over the coconuts that the Ape throws at you, and throw the potion into his mouth. When he charges at you, jump over him to the other side of the screen, then continue hitting him with the potion.

Be sure to explore all of the caves that you find. Some flowers are hidden in tricky spots.
A plane, carrying a load of gold stolen from the natives, has crashed in the jungle. All of the gold has been scattered across the jungle floor, and hidden by the creatures. You must find all of the gold and return it to the natives before they become upset. Search for the gold in the river, the creatures in the trees are only hiding Power-Ups and extra points. The river contains secret passages where some of the gold is hidden. Look for dark spots on the back wall and then push Up to be warped to the missing gold. Because time is limited and you can only fight with your knife when you are in the water, it is better to avoid the enemies than fight them. After you find all of the gold, return to the Boss Crocodile.

Tarzan may be King of the Jungle, but he is still human. When you are swimming underwater keep an eye out for places to catch a breath of fresh air. If you run out of breath, it is going to be a real short adventure for Tarzan. Luckily, there are pockets of air located in even the deepest parts of this lake. To get a lung-full of air, find one of the pockets, then jump out of the water. You should get enough air to make it to the next pocket.

When you find a pocket of air, head for the surface, then jump out of the water. With your lungs full, you can swim to the next pocket of air.

Catch a breath every chance you get. Don't run out of air!
**CROC PROBLEMS**

After you've found all of the gold hidden throughout the stage, you'll need to recover the lost gold that the Boss Croc has swallowed. Hit him with any weapon to knock him over, then jump on his stomach before he can get up. When you land on top of him, one of the gold coins will fly out. You don't need to pick up the coin, but it is worth extra points if you do. You must continue knocking the gold out of the Boss, but beware of his teeth! He is able to fling his choppers across the screen and bite the unwary hero!

**COMING NEXT**

The action continues as Tarzan tries to save his jungle friends from evil poachers. Race the all-consuming jungle fire as you rescue the monkeys from the trees, then fight off the ivory poachers as they capture all of the baby elephants in the jungle. Nobody said that Tarzan's job was easy!

The remaining four stages of the game get tougher to complete but never fear, you're the King of the Jungle!
Grab yourself a good vine and swing into action in Virgin's Game Boy adaptation of a Disney animated classic. You-hoo-hoo will be singing all day!

**Juicy Jungle Madness**

Children of all ages will enjoy this challenging trek through the deepest, darkest parts of the mighty jungle in Walt Disney's The Jungle Book. You'll recognize all the jungle friends, Mowgli the man cub whose home is the jungle, Kaa the stealthy Snake, and Baloo the boisterous singing bear, just to name a few. Be sure to keep an eye out for sleeping tigers or any other hindering foes as you pick up the ten hidden Diamonds you need to move from one Level to the next. Find the hidden Shovel to win a trip to the Bonus Round and collect all sorts of helpful items. Try using the Super Game Boy to add some jazzy jungle color.
Jungle Book Level One, Jungle By Day, is the place to get familiar with the control and feature of the game. You will not be able to continue to the next level until you find all the Diamonds, so be sure to look high and low (press Up and Down on the Control Pad when on the ground) for any Diamonds hidden cleverly out of reach.

The Great Divide
What separates you and the last Diamond on Level One? Only a death-defying leap of faith does! Once you have found the first nine Diamonds, head to this tricky spot in the upper right side of the area. Stand on the edge and perform a High Jump. With perfect timing, you can catch the Vine. Shimmy to the bottom, start swinging, and leap to the next vine until you’re safely across.

The Great Tree
Level Two, The Great Tree, is home to some pesky little enemies—the Tree Snakes. The problem with these sly, slithering Snakes is that they are invincible. You can hold them up temporarily, though, by hopping on their backs. This will be especially important to master when you have a Snake blocking a path where you must make a running jump.

Boa Boss
Big Snakes live in the jungle. Beware! They hold on tightly to their prey and are hard to shake off. Hop on the Snake to freeze him for a moment, then get a running start (hold the A Button for extra speed) and make the huge leap.
DAWN PATROL

Level Three, Dawn Patrol, is a level that spans across terribly treacherous treetops, so watch your step. If you slip, there may not be a safe spot below! A caravan of friendly Elephants are slowly travelling across the jungle floor. You can catch a ride on their heads and backs, but watch out for the flaming Peanuts that spew from their trunks. Ouch!

PESKY BIRDS

These feather-brained Birds make an instant bee-line for you at the most inopportune times, like when you're dangling on a thin vine! A mid-air collision is inevitable unless you can Banana Bomb them in time. A few hits should do it.

THE RIVER

Level Four, The River, is not the place to take a refreshing swim. In fact, touching this water will prove to be quite harmful to your health! By this time, you should be an expert at controlling your carefully timed jumps. The practice will certainly pay off as you make your way across the river stone by stone.

BALOO

The bare necessities for you include beating Baloo at the end of this babbling brook. Baloo's "bear" necessities are more focused toward finishing off a jar of honey and taking a long nap, he won't be too hard to out-smart, or out-maneuver. Thank goodness Mowgli is an airy as a chimpanzee, or this whole undertaking would be too much to bear.
Now that you have sent Pari to dreamland with a barrage of Bananas, he becomes a beautiful boat! Hop on his tummy and take a trip down river. It's best to ride all the way to the end, then double back to collect any items you may have missed along the way.

**HAVE FAITH**

Level Five is full of dangerous leaps and creepy crevasses, and unless you take some chances and explore the unknown, you won't get very far. While Mowgli is standing on the ground, you can use the Control Pad to scroll the screen and check out the surrounding area, but there may be things beyond the normal scope of vision.

**LEVEL 6 TREE VILLAGE**

Level Six, the Tree Village, is the last stop on your Jungle adventure. It is especially challenging, as each of the seemingly harmless Huts is actually a teleporter, which will instantly whisk you away to another part of the Village. Follow the map carefully and try not to get lost in this zany maze of brambles and branches.

**THE MASK**

Is this really a dancing Mask? It seems so at first, but it turns out to be a trio of Tree Monkeys trying to trick you! They're not so tough, though. As soon as they turn to reveal themselves, pick them off one by one with your handy Bananas. Jump and shoot to reach the highest one.
Yes, it's true: The original space shooter from the early '80s, Space Invaders, has finally come to Game Boy, and it's as great as ever. This title from Taito remains true to the arcade classic. It has the same lateral movement and straight shooting action that even young players will love. The new wrinkle added to this old favorite is a two-player mode with a strange perspective. Each player has a gun at the bottom of the screen and the opponent (the UFOs and aliens) at the top of the screen. It sounds simple, but it can challenge even the pros. Take a walk down memory lane and stop the latest invasion from space!

Now with the Super Game Boy, you can add some really cool colors to Space Invaders. Go for the original black and green of the arcade game, or go out on a limb and use funky color combinations nobody ever imagined. You are the artist and player so pick the colors you like. For a quick start, we suggest using the colors in the power palette above. They are easy on the eyes and that makes the game easier to play.
PLAY IT ALONE

The one-player mode is reminiscent of the arcade version everyone loves. The cannon, the UFO, and the invaders are all there. Although the game play is very basic, trying to get the highest score may prove to be a big challenge for even the seasoned Space Invaders fanatic. Most game players are aware of Invader annihilating techniques, but for those who are new to the Space Invaders forum, here are some tips for gaining total pointage.

HIGH SCORE UFOs

Shooting down the UFO is easy, but scoring 300 isn’t. When you’ve shot 22 times, the UFO appears. Use your 23rd shot to blast it and score 300 points.

CLEAR THE LINES

The easiest and fastest way to complete levels is to try to clear one line of invaders at a time. You don’t need to clear lines consecutively, but that will also make it faster.

TWO-PLAYER MODE IS COOL!

Using the Game Link, you can play Space Invaders with a pal. The two-player mode is set up oddly, but that’s what makes it so cool. Players see themselves on the bottom of their own screens. Opposing players appear as UFOs at the top. You must not only avoid oncoming fire from the invaders, but you must also avoid the laser fire from the UFO. To make it even more interesting, they took out the barriers, so you have nowhere to hide.

SHOOT THROUGH

When the UFO fires, the shot goes through the invaders and right to the ground, so you need to pay great attention to the missile fire of the UFO.

CAN YOU DO IT?

The faster that you clear invaders, the better your chances of winning the game. Use the same line clearing technique as shown above.

LAST 10 ROUNDS

Keeping your cannons and clearing all of the invaders off of the screen takes a great amount of concentration and cooperation.

VOLUME 62 95
Sports Edition

Football, baseball, basketball and just about every oddball you can think of make up the trivia categories in Jeopardy Sports Edition. Gametek does it again with this championship quiz game for Game Boy.

What's one of TV's most popular and successful quiz shows? What is Jeopardy? That's the name of the game in this special sports edition. The format is the same as always. Competitors choose from among six categories. All the categories are sports related such as Home Games, Managers and Golf. Under each category heading are five questions, each with a dollar value. After reading the answer, your job is to spell out the question within 40 seconds. If you get it right, you get to pick the next category and answer.

What is the two-player option of Jeopardy Sports Edition? Actually, there are two ways to get twice the play out of this game. Using the Game Link, you can hook up two Game Boys so each player has his or her own controls. You can also play using one Game Boy. In this case, each player controls one button of the Game Boy to "buzz in" when they want to respond to an answer. When they are given that answer, a player takes over the Game Boy in order to type out the correct question. Of course, you don't have to spell out the entire question, just the key element, like WARREN MOON in Who is Warren Moon?
What are Jeopardy, Double Jeopardy and Final Jeopardy? Money, more money and all the money is what it comes down to in Jeopardy. In the first round, regular Jeopardy, the answers range from $100 to $500. Double Jeopardy jacks the jackpots from $200 to $1000. And you can wager it all on one final answer in Final Jeopardy.

The trivia gets tougher as the bucks get bigger.

If you're behind, go for broke in Final Jeopardy.

What are some tips for Jeopardy Sports Edition? Some of the questions are easy while other questions defy all but the best trivia buffs. If you recognize an answer and push the button, you'll have to enter in the question. When the question involves a person, just enter in the last name. If the question includes a number, like the number of teams in the NBA, just use the numbers (27) rather than spelling out the question. Some questions contain a lot of letters, so quickness counts. To move quickly from one side of the alphabet keyboard to the other, go off the left or right side. If you don't know a question, don't buzz in. Dollars are deducted from your total for missed questions.

The magazine "Bird Chatter" is devoted to this sport.

A wide open offense with four receivers and one running back.

In auto racing this pattern on the flag indicates the end of the race.

His statue was moved from the Philly Museum of Art to the West End AIK tracks.

This catcher has won the most Gold Gloves.

What are Jeopardy Winners Must Be Fast and Play Smart

What are the Sport

Numbers

The number of teams in Texas for the NFL, Major League Baseball and the NBA

What are the Teams?

Olympic Cities

The 56 summer games were held in this city in December

What is the Event?

Movies

Dr. J and Kareem Abdul Jabbar appeared in the movie "The Fish That Saved" this city

What is the Film Title?

Home Games

The California Angels play their home games in this county

What is a Census County?

Hit Men

He has more pinch hits than any other player

Who is the Home Run Champion?

Baseball Mosts

This catcher has won the most Gold Gloves

Who is Johnny Bench?

Who is the Home Run Champion?

What are the Sport

Football

Auto Racing

Boxing

Baseball Mosts

Sports Edition

These Three Rounds Must Be Completed to Win

JEOPARDY!

VOLUME 62 97
Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

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

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

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

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. Do you like the new Major League Baseball divisions and playoff structure?
   1. Yes
   2. No

G. How many Major League Baseball games do you attend each season?
   1. None
   2. 1-4 games
   3. 5-10 games
   4. More than 10 games

H. Would you be interested in joining an MLB fan club?
   1. Yes
   2. No

I. How often do you wear Major League Baseball clothes or accessories?
   1. Often
   2. Occasionally
   3. Never

J. Rank the following team sports in order of importance, with 1 being most important, 5 being least important:
   1. Baseball
   2. Basketball
   3. Football
   4. Hockey
   5. Soccer

K. Who is your favorite current Major League player?

L. Which Major League team is your favorite?

Trivia Question: In which country is the World Cup Soccer tournament being played in 1994?

Answers to the Player's Poll - Volume 62

Name

Address

City __________________________ State/Prov. ___________ Zip/Postal ___________

Membership Number ____________________________________ Age ____________________

A. Indicate numbers from 1-107 (from the list on the back of the card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

B. Indicate numbers 108-171 (from the list on the back of the card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

C. Indicate numbers 172-221 (from the list on the back of the card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

D. 1 2 3 4 5 6

E. 1 2

F. 1 2 3 4

G. 1 2 3 4

H. 1 2

I. 1 2 3

J. Baseball __ Basketball __ Football __ Hockey __ Soccer

K. Favorite Major League player ________________________________

L. Favorite Major League team ________________________________

Trivia Answer

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.

<table>
<thead>
<tr>
<th>Issue Number</th>
<th>Price</th>
<th>Total</th>
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<td>270-279</td>
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☐ Check or Money Order
☐ MasterCard
☐ Visa

(Payable to Nintendo Power)

Credit Card Number:__________________________
Expiration Date:___________________________

Cardholder’s Name:__________________________
Cardholder’s Signature:_______________________

Address:___________________________________________
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State: Provinces: Zip:_________________________________
Phone:___________________________________________
Member’re: No:____________________________________

Subtotal: $__________________________
Sales Tax: $__________________________
Total: $__________________________

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762

For Back Issues or Tip Books
Super Mario Bros. 3 ($3.95) $3.95
The Legend of Zelda: Link and the Oracle of the Future ($3.95) $3.95
NES Games: 1986 ($4.95) $4.95
The Legend of Zelda: The Adventure of Link ($4.95) $4.95

For NES Games
Super Mario Bros. 3 ($3.95) $3.95
The Legend of Zelda: Link and the Oracle of the Future ($3.95) $3.95
NES Games: 1986 ($4.95) $4.95
The Legend of Zelda: The Adventure of Link ($4.95) $4.95
Go to EVERY GAME of the 1994 World Series

GRAND SLAM GRAND PRIZE!
We don’t know who’ll be playing... We don’t know where the games will be... We DO know that one lucky winner will be in the crowd!

Nintendo Power will TAKE YOU OUT TO THE BALL GAMES
We’ll send the winner and one guest to every game of this year’s World Series!

Start with games 1 and 2 in the American League City, travel to the National League City for games 3, 4 and 5, then return to the American League city for games 6 and 7, if necessary.

Take Junior to the Super NES World Series with your own copy of Ken Griffey Jr. Presents Major League Baseball. Now that’s a Grand Slam of a Grand Prize!

THIRD PRIZE: Step up to the plate sporting your own Nintendo Power T-shirt.

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol 62, 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. 62
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than August 1, 1994. We are not responsible for lost or misdirected mail. On or about August 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. (NOA) 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 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after August 31, 1994, send your request to the address above.

GRAND PRIZE NOA will provide air travel and accommodations for the winner and one guest. 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 $5,000. 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.
With Baseball season in full swing, it is no surprise that Ken Griffey Jr. Presents MLB is so popular. Both NBA Jam and Ken Griffey Jr. better watch out though, Samus is blasting her way to the top with strong Pra and Player support!

### SUPER NES

<table>
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<tr>
<th>Rank</th>
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<th>Game Description</th>
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<td>25,781</td>
<td>5</td>
<td>NBA Jam</td>
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<tr>
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<td></td>
<td>The Jam is hot and it's still at the top of the charts! How can you compete with a game like this?</td>
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<tr>
<td>2</td>
<td>14,592</td>
<td>4</td>
<td>Ken Griffey Jr. Presents MLB</td>
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<tr>
<td></td>
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<td></td>
<td>Baseball season is in full swing, and Ken Griffey Jr. has hit a home run with this great game.</td>
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<td>3</td>
<td>12,371</td>
<td>30</td>
<td>The Legend of Zelda: A Link to the Past</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>When a game is as big as The Legend of Zelda, the Player Picks will keep it at the top!</td>
</tr>
<tr>
<td>4</td>
<td>10,674</td>
<td></td>
<td>Super Metroid</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Samus is shooting her way toward the number one spot. Only the Mother Brain blocks her path.</td>
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<tr>
<td>5</td>
<td>8,441</td>
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<td>Mortal Kombat</td>
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<td></td>
<td></td>
<td></td>
<td>The fighting is fierce when it comes to fighting games, and Mortal Kombat gets the votes.</td>
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<tr>
<td>6</td>
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<td>Street Fighter II Turbo</td>
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<td>7</td>
<td>7,219</td>
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<td>Mega Man X</td>
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<td>Super Mario All-Stars</td>
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<td>19</td>
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<td>Bugs Bunny Rabbit Rampage</td>
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<tr>
<td>20</td>
<td>2,819</td>
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<td>Super Street Fighter II</td>
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**GAME BOY**

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</thead>
<tbody>
<tr>
<td>1</td>
<td>21,220</td>
<td><strong>WARIO LAND</strong>: SUPER MARIO LAND 3</td>
<td>Wario is king! Long live Wario! Greed is good when you play Wario's game.</td>
</tr>
<tr>
<td>2</td>
<td>13,987</td>
<td><strong>THE LEGEND OF ZELDA</strong>: LINK'S AWAKENING</td>
<td>Zelda is still the top Player's Pick for Game Boy. A tough game like this will keep you playing.</td>
</tr>
<tr>
<td>3</td>
<td>11,162</td>
<td><strong>KIRBY'S DREAM LAND</strong></td>
<td>Enemies taste great! At least Kirby thinks so. King Dedede isn't safe with this hero on his tail!</td>
</tr>
<tr>
<td>4</td>
<td>10,578</td>
<td><strong>TETRIS</strong></td>
<td>What can you say? A game as addictive as Tetris has got to be popular.</td>
</tr>
<tr>
<td>5</td>
<td>10,523</td>
<td><strong>SUPER MARIO LAND 2 : GOLDEN LAND</strong></td>
<td>Mario is still rocking the Game Boy charts, but he has slipped down to number five.</td>
</tr>
<tr>
<td>6</td>
<td>10,244</td>
<td><strong>KIRBY'S PINBALL LAND</strong></td>
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<tr>
<td>7</td>
<td>9,247</td>
<td><strong>METROID II : RETURN OF SAMUS</strong></td>
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<tr>
<td>8</td>
<td>6,650</td>
<td><strong>SUPER MARIO LAND</strong></td>
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<td>9</td>
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<td><strong>MORTAL KOMBAT</strong></td>
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<td><strong>TETRIS 2</strong></td>
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<td><strong>DONKEY KONG</strong></td>
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<td><strong>FACEBALL 2000</strong></td>
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<td>13</td>
<td>4,439</td>
<td><strong>DR. MARIO</strong></td>
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<td>14</td>
<td>4,161</td>
<td><strong>FINAL FANTASY LEGEND III</strong></td>
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<td>15</td>
<td>3,765</td>
<td><strong>JURASSIC PARK</strong></td>
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<td>16</td>
<td>3,472</td>
<td><strong>MEGA MAN IV</strong></td>
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<td>17</td>
<td>3,412</td>
<td><strong>FINAL FANTASY LEGEND II</strong></td>
<td></td>
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<tr>
<td>18</td>
<td>3,376</td>
<td><strong>TMNT: FALL OF THE FOOT CLAN</strong></td>
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<tr>
<td>19</td>
<td>3,162</td>
<td><strong>F-1 RACE</strong></td>
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<tr>
<td>20</td>
<td>2,695</td>
<td><strong>GOLF</strong></td>
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**NES**

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<th>Rank</th>
<th>Points</th>
<th>Title</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>14,237</td>
<td><strong>THE LEGEND OF ZELDA</strong></td>
<td>As long as Link continues to fight, players will continue to help him beat Ganon</td>
</tr>
<tr>
<td>2</td>
<td>13,888</td>
<td><strong>MEGA MAN VI</strong></td>
<td>This time everyone is out to stop the little blue warrior. This game is Mega-hot!</td>
</tr>
<tr>
<td>3</td>
<td>11,173</td>
<td><strong>SUPER MARIO BROS. 3</strong></td>
<td>These Mario Brothers are a couple of popular guys. Their mother would be proud.</td>
</tr>
<tr>
<td>4</td>
<td>10,040</td>
<td><strong>TETRIS 2</strong></td>
<td>With Tetris being so popular, you know that its sequel would rock the charts as well!</td>
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<tr>
<td>5</td>
<td>8,837</td>
<td><strong>DR. MARIO</strong></td>
<td>The viruses must be stopped, and only a doctor can help. Dr. Mario that is!</td>
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<tr>
<td>6</td>
<td>6,338</td>
<td><strong>KIRBY'S ADVENTURE</strong></td>
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<td>7</td>
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<td><strong>ZODA'S REVENGE</strong>: STAR TROPICS II</td>
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<td><strong>TMNT III</strong>: THE MANHATTAN PROJECT</td>
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<td><strong>METROID</strong></td>
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<td><strong>ZELDA II</strong>: THE ADVENTURE OF LINK</td>
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<td><strong>FINAL FANTASY</strong></td>
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Tetris fanatics might just as well say goodbye to their lives for the next few months because the biggest and most challenging Tetris game ever is now ready to mesmerize them. Nintendo’s Tetris 2 combines the familiar tetrad shapes with colored blocks (as in Dr. Mario) and entirely new shapes to keep players on their toes. Besides the regular game and two-player option, there’s also a logic puzzle feature similar to that in Yoshi’s Cookie for players who think that sleep is overrated. Even in the regular game, you’ll find that tetrads can break apart and fill areas or behave in ways that will blow your mind and keep you tetrisized for hours on end. Although similar to the NES and Game Boy versions, this Tetris 2 has the best and the most. This month’s issue covers the ultimate puzzler, Tetris 2, and gives you some expert tips.

Mowgli the man cub has to escape from the jungle now that Shere Khan has returned to his old haunts in Virgin Games’ excellent platform game based on the Disney Jungle Book classic. If you venture into the jungle, you’ll meet a dangerous menagerie of animals. You’ll swing from the vines, climb giant trees, explore ancient ruins, and meet old friends like Baloo along the trail. Virgin took a long time to finish this game, but in the end it was worth the wait. The animation and music convey the feeling of the movie while the action is fast, furious, and fun. Open the pages of the Power Jungle Book review this month for the bear facts on jungle survival.

Super NES owners now have available the best Tetris experience for any game or computer system. Great action in the two-player game and great challenge in the logic puzzle mode.

The great Russian music of the original Tetris is sadly missing, replaced by some rather sad tunes.

Good play control and lots of challenge make Jungle Book a good game for any age, not just younger players. Excellent graphics and fun music including several pieces from the movie.

More story/adventure elements from the movie and interaction of characters would have added to the atmosphere. Some of the tasks, like collecting jewels, have little to do with the story.
SUPER STREET FIGHTER II

The third time is the charm when it comes to Super Street Fighter II, the third SF II game in the series from Capcom. All the options you could possibly want in a fighting game make Super SF II the ultimate fighting experience. The four new characters add a fresh look and cool new moves to the familiar game. Overall, the graphics have been improved in this monster 32-megabit pak, but the variety of play, from tourneys to single match challenges, may be the greatest improvement. Don't miss the review of Super SF II in this month's issue.

Liberty or Death

Koei's look at the American Revolution includes George Washington and other revolutionary heroes and villains. Like all Koei games, realism plays a key role. You'll have to muster forces, make troop movements and plot strategies as you command either the Colonial or British land and naval forces. Celebrate this July 4th with Nintendo Power as we thrash the red coats all over again.

Double Dragon V: The Shadow Falls

The Double Dragon legacy continues in a new form in this fighting tournament game that uses Billy and Jimmy Lee as well as numerous characters from the animated TV show. At 24 megabits, Double Dragon II weighs in with the big boys, and a lot of that memory shows up in the graphics. The characters all have original moves, some of which are very cool or funny. Look in the Power review this month for the lowdown on the Shadow and all his cronies.

Breath of Fire

The hero of the Light Dragons sets off to avenge his lost sister by destroying the Dark Dragons. Square Soft brings one of the RPG hits of the year to the U.S. with Breath Of Fire, which was a Capcom release in Japan. The game spans a wide world of magic and mystery in which you control a party of eight adventurers, half of them beastral and half semi-human. As you search for the power that will let you become a true dragon, you'll have to fight many battles in traditional RPG menu-selection style. For the hidden clues and maps that will ease your journey, turn to this month's adventure review.

VOLUME 62 103
**FIFA INTERNATIONAL SOCCER**

Electronic Arts pulled out all the stops when they put together this masterful piece of soccer magic. Great animation, play control and artificial intelligence make the game seem almost as real as being in the stadium. And if you play the five-player option, it’ll be just as loud and crowded as if you were really there. The cheering section is led by this month’s Sports Scene review.

- Excellent animation and play control. Five-player option. Very realistic and fun.
- The learning curve isn’t quite as fast as with simpler soccer games. The off-screen bully system can be confusing.

**ELITE SOCCER**

Fast, fast, fast action on the soccer pitch is what you’ll get with Elite Soccer. Look at all the soccer games covered in this month’s Sports Scene. Elite Soccer celebrates the international soccer binge that surrounds this year’s World Cup. Although this game is less realistic than some, it has some great features like the ability to change strategies instantly.

- Fast, easy to learn and fun. A five-player option for systems using a multi-player adapter.
- Low on the realism scale. More of an arcade soccer feel.

**CAPCOM’S SOCCER SHOOTOUT**

Megaman Soccer is going to have to take a backseat to its big brother at Capcom, because Soccer Shootout turns out to be one of the best of the class of ’94. Once again, you’ll find yourself challenging for soccer supremacy with up to five players plugged in at once. You can even take the action inside for the super fast fast action of indoor soccer. Check out all the great features in the Sports Scene this month.

- Excellent graphics and realism. Good training mode. Five-player option. Passwords and tournaments.
- Only 12 teams to choose from. The music, fortunately, can be switched off.

**KICK-OFF 3**

The blimp cam view can bring home the feeling of international soccer only if attention is paid to the details as it is in Kick-Off 3. The small, quick characters look good and the play control is right on. Tournament play includes an option for four players to challenge each other in two-player matches. Kick-Off 3 also includes possibly the best use of players with special skills in a soccer game. Get the big picture in the Sports Scene special soccer round-up.

- Excellent options. Fast play. Good training mode.
- The graphics aren’t overly impressive, but they don’t take away from the fun. Long passwords.
Striker, this year’s World Cup mascot, appears everywhere in U.S. Gold’s soccer sim except on the pitch. This is an overhead view with smallish characters, but good speed and realism. With 32 teams, you and a friend can compete for the ultimate soccer prize, the World Cup. Sports Scene takes a look in this month’s soccer showdown.

If you watched a soccer match from earth orbit, it might look something like Sony’s Championship Soccer. This shuttle cam view shows a wide area of the field, but don’t expect lots of detail or animation. Although the game is only four megabits, it holds so many teams you may never get around to trying them all out. Sports Scene places Championship Soccer under the microscope to bring it into focus.

The great Brazilian soccer champ puts his stamp on this soccer sim from Accolade. Pelé joins the melee of soccer games and adds some unique features like the ability to edit the strengths of individual players to create super teams. Unfortunately, Pelé didn’t leave more of a mark. He appears only as the giver of advice, and never actually appears on the pitch.

If you plug in Koel’s Operation Europe, be prepared to spend about as much time reliving World War II as it took to fight it in the first place. The strategy of this historical war simulation and strategy game is fascinating and very deep. Historically, the six critical scenarios that you can play are realistic and well-researched. You can play as the chief of operations for either the Allied or Axis forces. You do everything from ordering attacks to moving individual units both before and during battle. If you choose to watch battles unfold, you’ll see each unit moving about on a close-up aerial view of the battlefield, and you’ll see the direct effects of combat on each unit. Even though the battles seem to last forever, it’s a good idea to watch at least a few of them at first in order to learn how different units fare when faced with combat. The scenarios include the Occupation of France, the Desert War in North Africa, the Invasion of Normandy, and the Battles of the Bulge, Kursk and Berlin. Tactics, the heart of the game, include sending units into battle, on sabotage raids, into defensive positions or into support roles. If you’ve never played a war simulation before, but you’ve always thought you might like to try one, this is the one to try.
**FREEWAY FLYBOYS**

Company: Seika
Suggested Retail Price: Not Available
Release Date: July 1994
Memory Size: 8 Megabits
Game Type: Cartoon racing for one player

What would happen if you combined F-Zero with the Care Bears? Well, you'd probably get arrested, but what you'd get on the screen might resemble Freeway Flyboys. So where does all this weirdness come from? On the planet Daisy Age there is an annual race called the Astro Go Go between five top racers. When you join the race, you'll launch into a wild, high speed, Mode 7 affair with lots of jumps and opponents that look like Barney's goofier cousins. You can race the entire circuit or try to set the record in time trials.

† The racing can be fun, particularly for younger players.

† Not much challenge. Weird themes and characters.

**DISNEY'S JUNGLE BOOK**

Company: Virgin Games
Suggested Retail Price: $29.99
Release Date: July 1994
Memory Size: 1 Megabit
Game Type: Cartoon action for one player

The classic animated film comes to video life in this Game Boy adaptation of Virgin's NES game. Mowgli has to make his way through the jungle while avoiding snakes, monkeys, and other pests. He'll meet up with the Dawn Patrol, Baloo and many other Disney characters. This month's review takes you into the heart of the jungle.

† Good play control, graphics and music.

† Almost identical to the NES version.

**SPACE INVADERS**

Company: Taika
Suggested Retail Price: Not Available
Release Date: July 1994
Memory Size: 256 Kilobits
Game Type: Arcade shooter for one or two players

One of the first arcade hits, Space Invaders, has arrived for Game Boy thanks to Taika. Players can relive the simple, yet forever interesting challenge of blasting advancing lines of space mutants with a taste for earthing stew. For strategy tips and a look at the game, turn to this month's review in Power.

† Fun questions and lots of challenge. Two-player options.

† Simple graphics, but they don't really detract from the game.

**STOP THAT ROACH**

Company: Absolute
Suggested Retail Price: $26.95
Release Date: April 1994
Memory Size: 1 Megabit
Game Type: Combat simulation for one player

This puzzle game from Koei will have you stomping imaginary insects with frustration. With a limited number of moves in every puzzle, you have to figure out how to get rid of the roaches that are present. It isn't easy, but you have some ingenious methods to use. The master of strategy games have come up with a unique puzzle that uses a different kind of strategy. This month's review looks at practical pesticide.

† You can skip puzzles and come back to them at your leisure.

† Passwords for the 100 levels. Built-in help mode.

† Some puzzles may be too tough and difficult is not necessarily progressive.

**JEOPARDY SPORTS EDITION**

Company: GameTek
Suggested Retail Price: Not Available
Release Date: July 1994
Memory Size: 1 Megabit
Game Type: TV quiz for one or two players

The popular game show that asks answers instead of questions now plunges players into the microcosm of sports trivia. With Double Jeopardy, Final Jeopardy and the Daily Double, Jeopardy Sports Edition for Game Boy conveys much of the atmosphere of real Jeopardy. You'll have to spell out the questions rather than yelling them, but the challenge is every bit as tough as the real thing. Test yourself with a few answers in this month's review.
Raised by great apes in equatorial Africa, young Lord Greystoke, a.k.a. Tarzan, grew up knowing nothing of his noble heritage in England. Instead, he learned the language of the jungle and the laws of survival. Now Gametek is bringing the legend to you in a sprawling Game Boy saga. Although this is a side-scroller, the areas are as vast as the jungle and fun to explore. Join our safari in this month's Power review.

### Tarzan

![Tarzan Image]

**Overview:**
- **Company:** Gametek
- **Suggested Retail Price:** Not Available
- **Release Date:** July 1994
- **Memory Size:** 1 Megabit
- **Game Type:** Action for one player

Join our safari in this month's Power review.

#### Game Boy Title

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#### Chart Key

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 Play info and the valuable Power Meter ratings.

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**VOLUME 62 107**
A LOOK INTO THE GAMES OF THE FUTURE

Spider-Man and Venom star in the latest Marvel from Acclaim featuring some of the best comic book video graphics ever. A seventy percent version of the comic action game for the Super NES was recently caught in your Pak Web, but you'll have to wait at least another few months before the grown up version gets snared in the stores. The first thing this Pak Watcher noticed was the super use of comic book art, including dialogue, in the cinema scenes at the beginning of the game and between stages. Not only do the cinema scenes look awesome, they read like a classic comic book and there's even a few animation effects thrown in to remind you that this is video. The development team at Software Creations is known for having some of the best sound programmers in the world, and the powerful rock soundtrack in Spider-Man doesn't disappoint. But most impressive of all is the play control of Spider-Man himself. In almost every previous Spider-Man game, the web slinger has been hampered by weak control for special moves like climbing, swinging and shooting his webbing. No more. Acclaim got it right this time, and it plays as smooth as silk, whether the webbed one is escaping or fighting. All this adds up to a major event when the game is released this August.
**STUNT RACE FX**

Stunt Race FX is finally done and, although Pak Watchers and players around the world had to wait a few extra months, that patience has paid off in the most impressive action racing game ever. Stunt Race does it all, with the great play control that you would expect of a Nintendo game, and so many different ways to play that you'll never run out of challenges. The past few months of development have seen some cool new features added to Stunt Race, like a moving camera angle that lets you race from far behind your vehicle or right in the cockpit. A jump move was also included so that you can raise the body of your car to avoid crashes and damage. When you consider the great 3-D worlds you drive in, and the detailed polygon graphics that go whipping by at realistic speeds of up to 200 mph, this has got to be the best racer ever.

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**TROY AIKMAN NFL FOOTBALL**

This punter didn't think that there was much wrong with the original form of Troy Aikman NFL Football. It just didn't have a lot of bells and whistles. The new Troy Aikman turns out to be as much a champ as the QB on the label. Troy helped with the development of the game and several of his favorite plays can be called. Even better, you can design and call your own plays. Other innovations include the ability to upgrade your team by spending more money at different positions and the option to set up your own league schedule. In effect, Troy Aikman NFL Football lets you play as the owner, the coach and the players on the field for the most complete football experience ever. The NFL license means that you have all the teams and logos, and through the salary cap you can customize your team to keep it up-to-date.

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**SHIEN'S REVENGE**

Vic Tokai is introducing a new kind of action game to the U.S. in the form of Shien's Revenge. They also brought it to your Pak Ninjas to check out. The action in Shien's Revenge is from a first-person perspective. All you see of your character, the young ninja Shien, is your attacking hand. Wielding a knife, ninja fire and throwing stars, you'll take on armies of evil men and creatures and travel through time. The action is fast and reminiscent of T2: The Arcade Game. The plot involves a gruesome guy named Sawtooth who kidnaps Aska, Shien's friend. You must follow her through the Time Gate to other worlds, using your ninja powers to survive constant battles. If you like to test yourself with fast games, Shien, due out early this fall, is a cut above the competition.
Your Pac-Man Watchers have been keeping an eye on this game for well over a year now, and finally it arrived from Namco. Pac-Man stars in one of the most innovative adventure and puzzle games ever seen on the tube. The big difference between this Pac-Man and every other Pak is that you don’t directly control Pac-Man. Instead, you interact with him as if he is a real person. It takes a little getting used to, but after half an hour of play, you’ll probably find yourself talking to the little guy as you help him through his adventures. Of course, talking doesn’t really help. Your main means of communicating to Pac-Man is by shooting things with a slingshot and forcing him to look in various directions. By pinging items and other characters with the slingshot, you’ll make them react, fall over, talk or what-have-you, and that may be just what is needed to help Pac-Man get through a particular area or to solve a puzzle. Ms. Pac-Man, Pac-Man Jr. and Baby Pac-Man also co-star, and Pac-Man can become Super Pac-Man if the ghosts show up. This Pac-Man was truly impressed. The actual release date of this game and final publisher has yet to be decided. We’ll let you know.

AEROBIZ: SUPersonic

This Pak Air Exec landed in the 21st Century recently thanks to Koei’s Aerobiz: Supersonic—a sequel to last year’s Aerobiz. This version flies into the future with new aircraft, including supersonic transports that connect the globe in cutthroat air wars. Aerobiz: Supersonic challenges up to four players to make a million decisions while trying to wrack up millions of bucks. Don’t expect the friendly skies. Besides setting up air routes and buying the hottest new jets, you’ll also have to control all aspects of your business, including advertising, maintenance and negotiations. You can even buy and operate outside businesses like resort hotels. Aerobiz: Supersonic should be landing somewhere near you early this fall.

110 NINTENDO POWER
TAZ-MANIA IN CHRISTMAS ISLAND CAPERS  SUNSOFT

Taz came spinning up and through our Pak Watch Game Boy when Taz-Mania In Christmas Island Capers from Sunsoft recently arrived. This is an all new Taz, featuring the whirling appetitie from downunder in a side-scrolling action game. Don't expect the road race view of the unique Super NES Taz-mania. Here, Taz performs traditional stoms and spins to get rid of pesky critters while racing through stages with limited time. You'll also encounter stages where Taz must spin continuously to stay in the running. Instead of dodging obstacles in these stages, you'll have to hammer on the spin button to keep Taz in a virtual tornado. The game has both an infinite continue feature and passwords. Sunsoft plans an August release for this baby Taz.

COOL SPOT  VIRGIN GAMES

Now you can take Virgin's Cool Spot to the beach where it belongs. The coolest and most refreshing product mascot in history, 7-Up's Spot, hits the sand and other fun locations on his day away from the label. Your Pak Spotter noted the similarities between this game and its Super NES counterpart, not that it took much effort. The stages and the basic goals and play are the same, but the Game Boy version has a few less places to go and considerably less color. The idea is to save the imprisoned spots in the different levels. Spot shoots spots at enemies, picks up spots for points, and even bounces off spots to jump. The action also includes climbing, swinging from balloons and sliding. Cool. Spot's cool personality still comes through, too. You can look for this game later this summer at your favorite hot game spot.

DISNEY'S BEAUTY & THE BEAST  HUDSON SOFT

Your Pak Watcher had a nice surprise recently with the arrival of Disney's Beauty & The Beast for the NES. Yeah, an actual new NES game for all you diehards out there. The basic game is similar to the Super NES version, but the maps are different and many of the characters behave differently or have different abilities than those in the Super NES game. Play control was good, even better than in the big brother version, although the graphics lack the 16-bit polish. There's a lesson to be learned here. You can have fun even without state-of-the-art graphics. So keep your NES Control Decks plugged in!
The word is out on Nintendo’s virtual reality system, which has been in secret development for more than a year at Nintendo Co. Ltd. in Kyoto. The good news is that the system does exist. The bad news is that we can’t go into detail yet as it is still considered a classified “black hole” project. According to NCL chairman, Mr. Yamauchi, the 32-bit system is completely self-contained, meaning that you won’t need a TV or VR glasses like other video game systems. The expected price of the VR is less than $200. You’ll see the first shots and get the full scoop on this new system in an upcoming Power. The 64-bit Project Reality system is completely unrelated to this VR system. Both systems should be introduced next year.

As for game systems that you can buy and play today, here’s the latest on the upcoming games for Summer CES and this fall, Nintendo’s hottest game, Donkey Kong Country, is featured in this month’s Play It Loud, CES preview. A true revolution in Super NES programming has resulted in graphics that are almost beyond belief for DK Country, and the game includes the best action ever. But beyond DK is an exciting lineup of Super Punchout!, Unracer, The Illusion of Gaia, Tin Star (a robo-western shooter) and a new puzzle game called Wario’s Woods.

An initial peek at Konami’s team showed two Super NES exclusive titles that look hot. Biker Mice From Mars is a ride on the wild side of cartoon mayhem. The three quarter view is reminiscent of Rock ‘N Roll Racing, and the tracks take you through toon towns full of trouble. Batman: The Animated Series for the Super NES should be one of the top action games while Tiny Toon Adventures: Wacky World of Sports puts the Tiny Toon bunch in a Track & Field type setting.

Capcom is gearing up for a massive year with Mega Man X2, X-Men (a superhero tournament fighter) The Great Circus Mystery Starring Mickey and Minnie, Captain Commando (based on Bionic Commando) and Demon’s Crest (based on Gargoyle’s Quest). Capcom is also working on a game featuring Disney’s Bonkers character.

The hottest titles at Acclaim include Mortal Kombat 2, Spider-Man & Venom: Maximum Carnage, Virtual Bart, Itchy & Scratchy and, finally, NFL Quarterback Club. We’ve waited a long time on that one. It also looks like the release date of MK 2 has been pushed back from mid September. At Sunsoft, the big push is for The Death and Return of Superman and Zero! Konkakz Squirrel, but the Toon factory has a load of craziness coming with Hoop It Up, a Looney Toon jamming b-ball game, and Porky Pig’s Haunted Holiday.

Deep Space Nine—Crossroads of Time from Playmates is one of two hot products lining up for this fall. This adventure game takes place aboard Federation starships, the planet Bajor, a Cardassian ship and, of course, Deep Space Nine. As you progress in the game,
you'll be able to use the regulars from the syndicated TV series like Commander Sisko and Major Kira. Other characters familiar to Star Trek fans will include Locutus, the Borg form of Captain Picard from the Enterprise. The second title, Earthworm Jim, is being developed by Shiny Entertainment's David Perry of Aladdin fame and one of the best video animation masters in the business.

JVC, known for quality movie action games like Super Star Wars and Super Empire Strikes Back, has latched onto an upcoming feature film starring Jean-Claude Van Damme, Time Cop will be released this fall in the theaters and shortly thereafter in the video game stores. French developer, Cryo, has put together some incredible animation of the main character. The fighting, running, jumping and sliding moves all look ultra-real. Pak Watch received a very early version with limited stages and game elements, but the quality shines through as clearly as any of the reflections in the screen shot shown here.

Samurai Showdown, originally a Neo Geo title, is coming to the Super NES this fall from Takara. The game shoguns at Takara sent Pak Watch a developmental version of the game so we could get an on-the-spot taste. This Pak Watcher thought the fighting was fast and furious with great special moves and super cool samurai swords that cut like lasers, and that was with only three characters in the game and the close-up mode not yet added in.

Hudson Soft isn't all cute and cuddly characters like Pocky and Master Higgins of Super Adventure Island II. Coming this fall, they'll introduce one of the best samurai action games around. Hayate combines quick action with a wide assortment of ninja, samurai and sci-fi weapons. The word on Bomberman for Game Boy, another anticipated title from Hudson, is that it will be delayed until fall while it is converted to a fully Super Game Boy palette. More Nickelodeon athletic antics are on the way from Viacom in the form of a Super NES exclusive, GUTS. One or two home players will be able to join in the skill events like elastic basket ball, the obstacle course and agro crag. Viacom is including Mode 7 effects for some of the events and rotoscoped/digitized graphics throughout for realistic animation. October is the scheduled release date for this game, the same month that Beavis & Butthead should hit the stores. After that, Viacom will turn its attention to converting Real Monsters (a new fall series) into a Super NES game with a tentative release date of winter '95.

Project Reality, the technology and the system, have officially been named Nintendo ULTRA 64. A second title for the new system has also been announced: Cruis'n USA, a racing game, along with the previously-announced game, Killer Instinct, will be among the first games available for the Nintendo ULTRA 64 home system in 1995. The games are being previewed at the Summer CES in Chicago on June 22, 1994.

...see the Williams article beginning on page 56 for more information...
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